= Blazing Lazers =

Blazing Lazers , known in Japan as Gunhed (?????) , is a 1989 sci @-@ fi shoot ' em up video game developed by Hudson Soft and Compile . It was released in Japan on July 7 , 1989 (1989 @-@ 07 @-@ 07) for the PC Engine , and it was released in North America in November 1989 for the TurboGrafx @-@ 16 . It was later released on the Wii 's Virtual Console in North America on May 21 , 2007 (2007 @-@ 05 @-@ 21) , in Europe on May 25 , 2007 (2007 @-@ 05 @-@ 25) , in Australia on July 30 , 2007 (2007 @-@ 07 @-@ 30) , and in Japan on June 17 , 2008 (2008 @-@ 06 @-@ 17) . It was released for the PlayStation Network on July 21 , 2010 (2010 @-@ 07 @-@ 21) and on the Wii U 's Virtual Console on June 11 , 2014 (2014 @-@ 06 @-@ 11) both in Japan . It is based on the Japanese film Gunhed (only referenced in the Japanese version) . In the game , a fictional galaxy is under attack by an enemy space armada called the Dark Squadron , and this galaxy 's only chance for survival is the Gunhed Advanced Star Fighter , who must destroy the Dark Squadron and its Super Weapons . The gameplay features fast vertical scrolling and a wide array of weapons for the player to use .

Blazing Lazers was developed by the same personnel who developed other video game series such as Puyo Puyo and Super Bomberman as well as other games such as Zanac , The Guardian Legend , and DoReMi Fantasy : Milon 's DokiDoki Adventure . It was one of the first games released for the TurboGrafx @-@ 16 and has received critical praise for its graphical capabilities , lack of slowdown , intense gameplay , and sound .

= = Gameplay = =

The player takes control of the Gunhed Star Fighter through nine vertically scrolling areas . The player 's mission is to destroy the Dark Squadron and its eight enemy Super Weapons . Every area contains one or more bosses , all of which must be destroyed before continuing in the game . Players lose a life if they are hit by an enemy or projectile , with the game continuing at a previously ? crossed checkpoint , unless they grab a flashing orb which destroys all on @-@ screen enemies and allows them to continue at the point where their previous ship was destroyed (represented by the icon illustrating the remaining number of ships turning gold) . The game ends when all lives have been lost , but the game awards 1 @-@ ups when the player scores a particular number of points . The game provides four continues in which players can restart the game at that level in which their previous game ended provided the system is not turned off .

The player controls a rapid @-@ fire main cannon , which can either be upgraded or changed to other types of weapons by collecting various numbered power @-@ ups and purple orbs called " gel capsules . " Players can collect optional power @-@ ups to help fight through the game such as " multibodies " that shadow their actions , homing missiles , shields , and enhanced firing capabilities known as " full fire " . The player carries a limited supply of " cluster bombs " that can be deployed , destroying large quantities of enemies and bosses within the player 's vicinity . Players have the function of selecting the speed of their ship , which can be toggled by pressing a button on the gamepad , among five different speeds (the button cycles between them in order) . The number of triangles that appear below the player 's score designate the speed of the player 's ship . This allows players to customize the behavior of their ship at any time , trading off freedom of movement against ease of control : a faster ship is more agile , a slower ship can be maneuvered precisely .

= = History = =

Blazing Lazers was co @-@ developed by Hudson Soft and Compile . The game was directed by Masamitsu " Moo " Niitani , president of Compile and creator of Zanac , The Guardian Legend and the Puyo Puyo series ; Mikio Ueyama , director of the Super Bomberman series for the Super NES , and Tadayuki Kawada , designer of the Super Famicom game DoReMi Fantasy . The game was released as Gunhed on July 7 , 1989 (1989 @-@ 07 @-@ 07) for the Japanese PC Engine console as a tie @-@ in to the live action film of the same name . It was subsequently released in

North America as Blazing Lazers in November 1989 , with the game localized for the North American audience by removing the references to the Gunhed film . The game was rereleased on the Wii 's Virtual Console service in North America on May 21 , 2007 (2007 @-@ 05 @-@ 21) , in Europe on May 25 , 2007 (2007 @-@ 05 @-@ 25) , in Australia on July 30 , 2007 (2007 @-@ 07 @-@ 30) , and in Japan on June 17 , 2008 (2008 @-@ 06 @-@ 17) . It was released for the PlayStation Network in Japan on July 21 , 2010 (2010 @-@ 07 @-@ 21) . During development of the game Super Star Soldier , NEC considered calling the game Blazing Lazers II because of the similarity in gameplay with Blazing Lazers . The game was featured in a preview of future TurboGrafx @-@ 16 games in Electronic Gaming Monthly in November 1989 . In a section previewing new TurboGrafx @-@ 16 games , said that game was a " total blast from start to finish " .

= = Reception = =

 The game has been considered by game reviewers as one of the better shoot ' em up video games in the genre as well as one of the best games on the TurboGrafx @-@ 16 gaming console . Hartley , Patricia , and Kirk Lesser from Dragon reviewed the game in its " The Role of Computers " column , giving the game 5 out of 5 stars . Brett Alan Weiss from Allgame considered this game as " one of the most highly regarded games in the TurboGrafx @-@ 16 library " . VideoGames & Computer Entertainment featured a walkthrough of the game which spanned over two issues in 1990 ; they praised the game , saying that it is " one of the fastest games for the TurboGrafx @-@ 16 " , that it " will keep you going for hours " .
 Steve Harris reviewed the game in Electronic Gaming Monthly in November 1989 . He said that Blazing Lazers was the next best game to the much @-@ anticipated port of R @-@ Type . He noted the great gameplay and spectacular graphics , sound , and music . He appreciated the amount of detail in the game 's graphics . He said that the large bosses in the game were the best part , saying that they " were enough to make even die @-@ hard veterans of video game wars cringe in terror " . His only criticism of the game was its difficulty , especially in the game 's final level ; he says that the final level is near @-@ impossible if players have lost all their power @-@ ups . The game would be featured in a series of cheats in the magazine 's January 1990 issue . It was reviewed again in the magazine 's December 1989 issue by Harris and three other reviewers . In the review , Harris added that the game takes advantage of the TurboGrafx @-@ 16 's processors with its animation and gameplay . Ed Semrad appreciated the detailed backgrounds , difficulty , and action , but he criticized the game for being repetitive . Donn Nauert called Blazing Lazers the best game on the console , while Martin Alessi called it the best shoot ' em up on any console ; Alessi added that the gameplay , graphics , and sound are " near perfect " .
 Blazing Lazers received further praise after it was released on the Virtual Console . Mike Fahey from Kotaku describes the game as the " best damn shooter on the TurboGrafx , if not best game overall " . Lucas Thomas from IGN referred to the game as superior to other shoot ' em up games such as Super Star Soldier , Gradius III , and the R @-@ Type series . Thomas further asserts that the game had " pushed the [TurboGrafx @-@ 16] to its limits " . Frank Provo from GameSpot also gave positive reviews for Blazing Lazers , saying that the game , despite the plain graphics and aesthetics , compensates with intense gameplay and a " ridiculous orgy of firepower " . He also lauds the game for its diverse weaponry , lack of graphical slowdown seen in some older console games , and the superior , futuristic audio , which he says has an " optimistic quality " to it .
 Jeremy Parish from the site 1UP.com praised Blazing Lazers , saying that the game is " drowned in goodness " . Justin Leeper from GameSpy especially praised the game also for its lack of slowdown , stating that prior to 1989 players could only experience the same in arcades . He claimed that the game surpassed any game on the Nintendo Entertainment System at that time . He lauds the smooth scrolling , lush background graphics , and " catchy tunes . " Paul Glancey from the UK @-@ based magazine Computer and Video Games gave it a score 96 % , praising the gameplay , difficulty , graphics and sound , calling it " utterly incredible " and stating " Anyone on the quest for the ultimate shoot ' em up ? this is it ! THIS IS IT ! ! " .