



This is the first of what I will hope to be a series of level outlines. I am starting on Sengoku Ace the prequel to Sengoku Blade, Psikyo's first Shmup. Unlike other Psikyo shmups you can run into enemies and die, not just power down. I will be using Gimick and his ship Gen. The reason? Well I like the speed first off. I am tempted to say that he is the fastest. If I screw up I can make some saves off of twitch skill. It also gives me a bit more free range in learning the faster/later patterns. He also packs a powerful charge attack, but it needs a bit of planning. A well placed charge attack does a great deal of damage. His bomb is similar to his charge attack in that it needs planning because there is a slight delay before impact. Both of these elements aid in my memorization of the levels.

Random Level 1: River Fort: I tried to line up the level as well as possible on this map, but I think that – due to lack of land references – I got the size of the boss area wrong. This is also the placement and amounts of enemies for the stage appearing as level 1.

Pattern 1: Red Samurai; His ninja star attack is not a directed attack (like all other ninja star attacks). It is ok to dodge right off center or any where above his forward 180^ front. Then he goes off shooting sets of 2 large bullets going straight down. He starts off on the right side of the screen and moves left, then back right. You can see part of this attack by the dinosaur section of the map.

Pattern 2: China Boat & 8 Turrets: After the Red Samurai either leaves or dies you will see a boat come out of the side of a wall in the water – you can see the tail end of the boat by the ship on the left in the water. This boat has quite the stupid attack, it will fire large bullets in all angles not on the axis. Anyways then to the right of him you have easy to kill 8 turrets. They shoot aimed attacks.

Pattern 3: Demon Tank and Roof Turrets: Just after – and sometimes while – your attacking the 8 turrets from pattern 2 the Demon tank will show up right by the ledge of the wall (you can see him as he has backed up in the map). He will shoot aimed small bullets first, then when he backs up he will shoot supernova formations. While he is backing up and your scrolling up the screen you will see the roof turrets. Make sure that your not underneath them. They shoot straight down. There are gaps in their patterns and it is not too difficult to destroy.

Pattern 4: Boss Pattern: I like to bomb at the beginning of the second pattern. More info to come later.



Random Level 2: Demon River: This is a level that defiantly changes if you get it as the 3<sup>rd</sup> random level. When you are fighting the Green Samurai in third random stage you will also get those demon fish that pop their heads out of the water and spit bullets at you. I would like to mention that it was really difficult to map this stage after the buddha statues pop out of the water because there are no reference points. The Boss was split up and mapped out as all three main forms.

Pattern 1: Buddha Statues: Depending on which level you arrive at Demon River will be the basis on how many aimed bullets that they spit out. Your rank will base how fast they go. They can be seen submerged as well before they pop up. I need to learn the order better.

Suicide Drones: This starts after you get to the end of the Buddha statues. They start out slow and this is good incase I forget that they are coming. Then they not only almost fill the screen, but they also start coming in faster. Keep firing the entire time.

Pattern 2: Green Samurai: He starts off with the pattern that I first captured – nice capture if I do say so myself. Then he will move around a bit and change between that attack and a small bullet patten that is quite safe if you stay directly below him. Right before you get to the end boss if you have not destroyed the Green Samurai he will start a right to left pattern where he throws stars straight down. You can kind of see this pattern on the map.

Pattern 3: Root Boss: The first two “forms” of the boss are directed shots. It is pretty easy to avoid these if you stay dead center. I bomb on the 4<sup>th</sup> “form” of the boss at any level above 2.



Random Level 3: Turtle Falls: The beginning of the level is hard to capture due to fast scrolling. I will try to describe it. At first the planes come in and cross in the center. Then after a few waves of that the planes just start at the top and scroll straight down and will shoot at you in higher levels of random appearance. You can see the planes coming straight down at the bottom of the map. Then the two Power Up blimps come in and the scrolling slows down and then the background comes in when the Dark Green Samurai comes in. I would love to mention that I love the Head Statue in this level. The eyes of him follow you around the screen and the detail of it is wonderful.

Pattern 1: Dark Green Samurai & SamShips: You will see the SamShips come down from the top and then the Dark Green Samurai will phase in. I like to bomb the lot of 'em right here so that it takes care of complicated patterns. The Dark Green Samurai's attack is strange and a bit harder to dodge. He will phase out and the two forms will come lower on the screen and shoot down and angled in towards you, the pattern will cross in the center.

Pattern 2: Rush Demon Tank: This is the tank that comes on the left side of the screen. He contains a Power Up. He is quite the quick one and will rush towards the bottom of the screen. He first fires a aimed attack then a supernova attack.

Pattern 3: Stationary Demon Tank: This is the Tank in the upper Right hand side of the map. This will most likely be the last enemy that you destroy before the Turtle boss. It will fire aimed attacks from the guns then followed by supernova attacks. After he is destroyed I like to charge my attack for the boss.

Pattern 4: Flying Turtle: For some reason this boss is quite easy to destroy. I can regularly destroy him in his first form. His main attacks are; aimed 3 bullet spreads from his fins and then large bullets from his shoulders and back. When he pulls his head in he will perform a bad ass spiraling attack.



Random Level 4: Sakura Village: You may notice that towards the end of the level that the images get darker. This is due to the game, but in my poor Microsoft Photo Editor skills I tried to lighten it up. Anyways, this is quite the short and hectic level especially if you get it as your 3<sup>rd</sup> random.

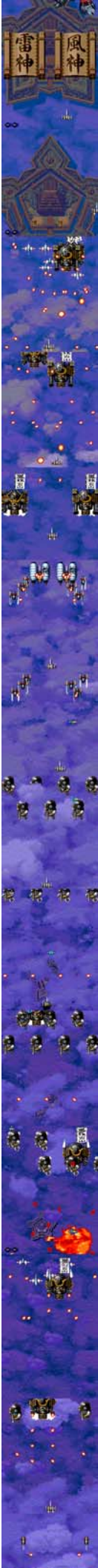
Pattern 1: Train, Roof Turret, Train: This comes up decently quick. I need the most preparations for this level. If I forget that some part or another is coming up next it will hit me sometimes. The train comes up on the train tracks – also note that the tracks go straight through to the end of the level almost – the train will shot aimed shots at you from its turrets. Then up on the right the roof top turrets will spread out bullets to each side. If you do not destroy the train quick enough you will get hit in the side with this. On top of that you also get another train that comes down the tracks with aimed shots. (Please note that the trains are not as close in the game as pictured.)

Pattern 2: Gattling Demon Tank: I had to separate these patterns somewhere, so I decided to do it at the bridge. This tank is waiting for you right on the other side of the bridge. It has a rotating turret on the top and aimed small bullets in the front of it. The large gattling bullets will fire when the a new hole reaches the front of the tank.

Pattern 3: Brown Samurai & Roof Turrets: Around the time I have the Gattling Demon Tank destroyed the Brown Samurai will start his attack. When the Brown Samurai attacks with the stars STAY WHERE YOU ARE. The pattern is designed so that you are in the center of it. When your trying to destroy the Brown Samurai you will most likely run into the Roof Turrets. I wish I had an image of their attack, but it is 2 large bullets ahead 2 rear then two angled off of each side. This in not fun. If you see the Brown Samurai spinning (as shown in the higher section of that part of the map) he will fire alternating supernova patterns. So that there is the outer ring and then the inner ring will have the bullets where the gaps in the outer ring is.

Roof Tops: The rooftops contain the Power Ups and Bombs of the level. I am currently under the impression that the placement of the items are random. None the less you want this level as your first. If this is your first level then the roof tops are much easier to destroy and this usually results in a higher score and a quite large bomb stock (read also: Once I got 4 bombs when I destroyed all the roofs.)

Pattern 4: Spider House: If I use a charge shot right at the beginning of this boss I will usually be able to take care of his first form before he gets to many pattens out. If he is the 2<sup>nd</sup> or 3<sup>rd</sup> random level boss I will bomb the second for just to be sure.



Static Level 1: This will technically turn out to be the fourth level you encounter, but ... well I know. This is probably the poorest mapping job that I have/will do. It is exceptionally difficult to do these fast scrolling ones. The map also ends right at the boss(es) because I would like to better dedicate a whole page to just them and their patterns. I am also still trying to figure out if there is a way to make one come out over the other. At this point it is starting to not really matter because I am learning both patterns. It would still give me a few moments more to plan my attack if I knew which was coming. Also, of course, this level is easier than the last random, but the boss is tough (at least at this point).

Pattern 1: SamShip: Well not really hard, but this is occasionally an irritating pattern. It starts off when he comes down from the center. He will then move to the right of the screen on a horizontal axis and fire. His attack involves about 14 bullets – 2 rows of about 8 – straight down. I got a decent shot of the attack in progress, but for some reason in game it looks like there is a lot less space between the bullets. Anyways I can stay between the streams pretty well and have him down before he gets a chance at a 3<sup>rd</sup> attack.

Pattern 2/3/4: Flying Gunmen: Well, I could have asked for easier enemies, but what is the point. As you can see – BTW I usually have the SamShip destroyed before they come – they appear in 2 rows (one of 3 one of 4). They seem to be restricted by their era. The front row will fire one bullet each then switch rows. The bullets go straight down. Yes, it is that simple of a pattern. Between pattern 2 and 3 there is a gap where some planes come in and shoot, but between 3 and 4 there is no gap and if your not quick you might get an extra Gunman in the pattern.

Pattern 5: Item Blimps & Sword Ships: Almost ashamed to actually call this its own pattern I am really mentioning it due to the fact that a lot of bullets can get on the screen if your not quick. Destroy those Item Blimps before they get some heavy bullets going.

Pattern 6: Twin SamShips: For now I will bomb these guys when I make it here with no deaths. If I have died once I will attempt to learn the pattens. The pattern seems a bit confusing right now, because their movements – counter clockwise for one, clockwise for the other – seem to play tricks on my eyes. Some white planes will also make guest appearances at this point. I hope that I took a good screen shot to show the confusion.

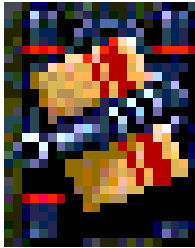
Pattern 7: Gray & Gold Idols: These are the bosses. Only one appears and I am trying to find out if there are any static conditions for their appearance. Actually I am looking for anything other than when they land on their scripture board. The one on the left is the Gold Idols and the right side is the Gray one.

Lets talk a little about the quirks of enemies. Yea, those things that hit me. Ok first off I need to figure out what each one does as the levels progress. That seems to be the only difference is either their attacks or quantity – the later is usually the case only in circumstances where they do not attack, ala the beginning of what I have as level 3.



Item Blimp:

You may think that this is not something to really let yourself worry about huh? Well I like to notice the changes. The main difference is speed of bullets. These guys release a 4 bullet spread – static – towards the bottom of the screen. They will launch more of these attacks in sequence the higher the random level you go.



Static Aim Tanks:

Most likely these will get the best of you weather you like it or not. What BER says about attracting bullets, these are the apitimy of that. They aim at you... sure, but the only problem is that they can only shoot at certain angles. So if your just slightly off center right below them, you wont get shot. They can only do what seems like diagonal and axis shooting.



Buddha Statues:

Not really a whole lot to say about these. The main thing is that they only get one shot then they are spent. On level they have a slow one bullet aimed shot. On level 2 they have a fast one bullet aimed shot. On level three however, they have a 3 bullet spread aimed shot. But like I said, they can only shoot once then they are spent. Worry about avoiding their attack, screw the points until your out of the way.



Demon Tank (1):

This is a super nova tank. I think that they stay the same at levels 1/2/3, but am not 100% certain on that. Those two tank turrets on the front are aimed. The big wooden thing on the back will shoot a bullet out of each of those barrels which in turn creat a supernova like spread.



Gatling Demon Tank:

Well, remember what I said about this guy – only the back is shown here – he is on the 3<sup>rd</sup> random level. This is what either DT(1) or DT(2) Turns into. I will do more research on this.



Demon Tank (2):

This is a fully aimed Demon tank. These are a pain in the ass. As you can see when all the turrets are aimed at you at once and shoot at the same time you will get an hour glass shaped bullet pattern. Do not try to squeeze through that pattern.