

Truxton in comparison to what most people believe it's an awesome game in story and gameplay by being a beautiful critique to how societies shape people and the consequences of making war a cultural set mark of them and how selflessness and understanding being the only way to solve these societies.

Before explaining i will go into context to explain the story by it being needed to understand truxton.

Truxton/Tatsujin was made in 1988 by Masahiro Yuge And Naoki Ogiwara as a real masterpiece culmination to the work of Yuge design and philosophical understanding of shmups, this started after the completion of Kyukyokyu tiger (which is more of a Uemura game by using less patterned bullet design and being based around manipulation in enemies and AI with shooting, instead of truxton, anticipation and dodging which was more focused in Yuge work (obviously with same amounts of strategy for both), Naoki was annoyed by the excessive grounded shmup games so with Yuge started Truxton to give a new perspective to sci fi in shmups and to show a counter part of ideas to other shmup games.

In 1986-1987 the classic modern sci fi series in shmup started, these being DARIUS and R-Type, both of these games had a more negative and generally fearful approach to the conflict which copied the sci fi horror which was popular at the time in media like ALIEN, the Thing and more from R-Type side and the captain Harlock, Legend of the Galactic Heroes and Space Battle ship Yamato style of mature japanese Sci fi of Darius rather than the more gundam like feeling of gradius.

These media normally refer to the hardships and bad actions and his consequences, this is a good starting spot which spread to other stuff like the environmentalism message and the necessity of not repeating past mistakes from darius and the inherently destructive approach of authoritative belicism and the consequences it causes from R-Type, but truxton wanted to explain the origin instead of the consequences, which mixed with the more positive outlook of Yuge San self made for an original approach to this kind of story. (these games will be analyzed later by focusing on truxton at the moment)

mix this with progressive rock bands like yes, music from underground 70s and 60s artists like captain beefheart and the starship troopers like concepts of aliens made for an art piece which is a literal masterpiece which was a part of the modernist era of shmups.

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This doesn't deny anything and ironically it shows how the gameplay became a part of the story, this process is made with albums, movies and most media, people start working the concepts and finish the final project to then add details and make the depth of the story from that base, this shows that the story of truxton is part of his gameplay and the things you do in game are literally a narrative retelling contextualized through the gameplay by the game design, it was a game played and then by the feelings of Yuge and company about it had a concept which referred what the game meant, it's literal analysis and story telling, something which is proven in how they had design documents for the story.

Now get ready for some analysis through gameplay and actions inside the video game

Stage 1:

In stage 1 Tatsuo gets ready to fight the Gidans with the last super fighters available, you don't know how they really are aside from being dangerous aliens so you attack them, after getting amazed about

his fucked designs which looks like an half alive/mechanical ship causes some fear about what comes next, this then starts in showing you the gidans tactics, they attack from the sides, are suicidal in approach, attack by doing obtuse tactics and are vicious in all manners, this shows even more by the high difficulty of the first boss for a first player, being the only way to really defeat it to know how to approach him, making it an impossible venture if a plan isn't followed).

Stage 2: In stage 2 Tatsuo enters into a Gidan base and after seeing the suicidal approach you get amazed in how quickly they made the bases, and the enormous size of the ships, this alien species was prepared for this for a lot of time, they had even plans to stop any ship by having a defense system, thankfully before they where able to activate their newly designed battle ship you where able to break it before it became a nuisance, this will be hard but you have to follow forward, this was the worst moment for tatsuo, you where close to death at every corner and fighting seems impossible, but it's needed to evade the attack which these aliens will do, if they are sadistic even on the way they behave normally how they will fare against others

Stage 3: In this stage Tatsuo starts knowing how to fight the Gidans, he needs to finish the protection web which is there so that no one get's close to the main planet of the Gidans, Tatsuo with a lot of difficulties surpasses this web and enters into the defense systems which he beats with strategy, finishing with the main tank of the stage which even if harder than his last encounters in bullets and enemy count he survives, showing how Tatsuo has improved in his capacities after surpassing this danger.

Stage 4: In stage 4 Tatsuo starts understanding the Gidans, see his strats and how they behave, he still doesn't like them but he personally starts to see that his own behavior is kinda desperate, these aren't really attacks related to ruthlessness but forced suicides for someone else, this isn't something done by sadists but by slaves to the whims of someone, with that understanding tatsuo survives the surprise suicides and defeats the stage 4 defense system, without knowing what the home of the gidans is but with a lot of fear of what is there.

Stage 5. in this stage the fucked biological/mechanical ships return, Tatsuo starts seeing that something is wrong there, this isn't something that anyone would do rationally, these things attack for a reason, the fear is even palpable in the way they move, with caution and reluctance, this stage seems normal but you start seeing some Gidans returning to the base, this isn't logical at all, they are trying to attack you, not returning to base, there's something weird in all of this. This get's confirmed in how the asteroids literally start dropping, this shit isn't normal on any planet, how are the gidans able to live here?

The answer of this: they don't live in a dignity sense, they are alive but they are so abused, those gidans weren't even most likely attacking you but simply trying to find anything which was safe, but the gidans aren't even safe on their home, it's the most awful place to live, no vegetation, no water visible, not a single safe place, it's so unsafe that the gidans cannot even be on a lot of places by the debris flying everywhere, how can someone live like this? This wasn't choosen at all and it looks, something fucked happened and these are the consequences of the bad behavior of someone. This shows his presence in a even more creeping manner in complete lava rivers in which gidans start coming out, maybe at the start you had fear of them but at this rate you have sadness of them, their suffering, hatred and literal self assasination, after all of this you find the culprit and you understand what happened here, Dogurava, you see him for the first time, you connect the dots and recognize the reality of all of this, he caused all of this misery, he destroyed his own planet for his self benefit and his interest of having his own species and others into this abuse, everything by the creation of the super fighter and

his interest of obtaining it and other human tech with the human species in general, he filled everything with lava from the depth of his planet, he destroyed the environment and finally removed the last of self in his own species, he made them in biological ships, in an insect like species which has been destroyed in all ways to work for him in all manners, by destroying their livelihood and forcing them into war, all of this was to obtain better technology to repeat his crimes towards other species, this crime should be punished and rightfully you kill Dogurava, at first this was to save an space station, but this was to save the Gidans as well, the only thing that can be said is good riddance.

#### Conclusion:

After this unusual essay a lot of people will get confused, but truxton has one simple message for everyone, the acceptance of belicism comes from the abuse of others which are forced into it, it isn't the natural state of anyone but an attack to the self from everyone from abusers, it's consequences are dangerous, destructive and having this type of future and society is something that no one should live, the solution of this isn't to destroy the other part, don't accept evil but understand that you have to find good, and the way to fight it isn't to fear things and to not learn about them by fear of knowing things but to understand them, because with understanding, mastery and good to fight against evil everyone will be able to defeat these behaviors and thus destroy evil, even if it looks impossible and they are nihilists and abusers who accept these bad behaviors.

The solution to fight evil is to become a master of yourself and of good to recognize the actions needed to destroy evil. Not to wallow in avoidance or ignorance.