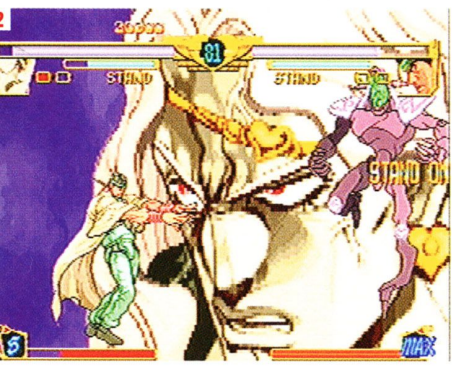
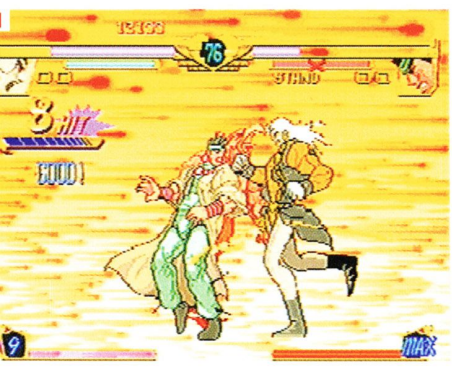


# REVIEWS

# Jojo's Biz



[1] Looks like Iced is really laying into that poor fellow. Gosh, I guess that's going to smart... [2] You can tell when a special move is coming from a mile away.

## essential information >

### Jo-Jo's Bizarre Adventure



**Publisher** Virgin Interactive  
**Developer** Capcom  
**Origin** Japan  
**Price** £39.99  
**Genre** Beat-'em-up  
**Release** Out now



two players



arcade stick



vibration pack

## visual memory

### VM information

Save position Y  
Logo during play Y  
Mini-game N

Err... it's an adventure. It's just the tiniest bit bizarre. Oh, and it's a fighting game. From Capcom. Aren't you people ever satisfied?

People have said in the past that originality is dead – everything that can be done has been and nothing is new any more. Well, think again! The people at Capcom (being the fighting game experts that they are) have tried to re-invent the wheel and bring out something entirely different... a 2-D beat-'em-up! Are you excited yet?

Okay, so maybe we're being just a tad cynical about *Jojo's Bizarre Adventure* but when you consider the fact that nearly all *StreetFighter*-esque fighting games are the same, you'll understand why. Still, at least with this latest effort Capcom is trying something a little more imaginative – it's still a 2-D beat-'em-up but there's a bit more to it than that...

As the title suggests, *Jojo's Bizarre Adventure* is a bit on the odd side. Based on some sort of weird Japanese comic-book that we don't even want to know about, it follows a troop of 'adventurers'

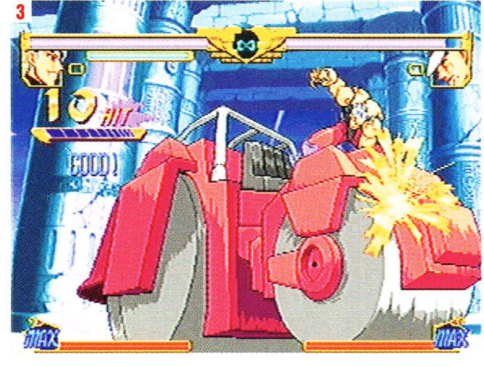
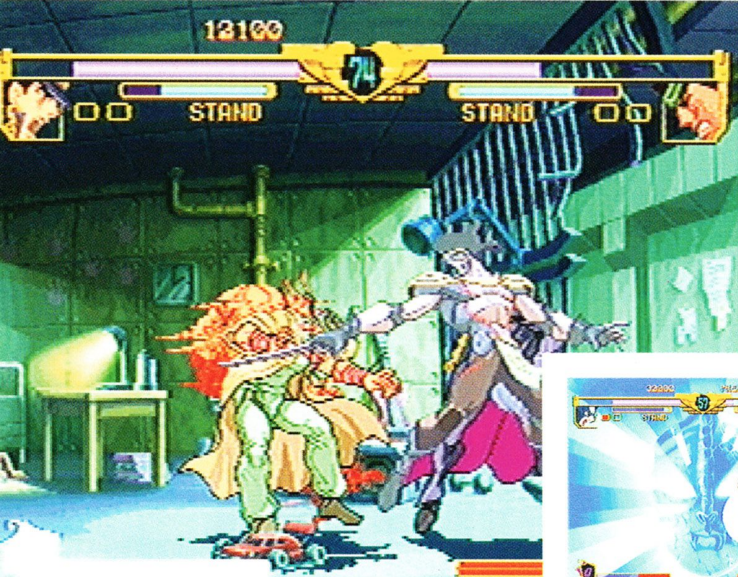
as they make their way around the world, looking for some sort of big bad-guy so they can beat him up a bit... just for a laugh. Still, it's a better plot than most fighting games these days.

### Someone to watch over me

Each of the unique characters have their own alter-egos who help them fight, known as Stands. Ranging from demonic ventriloquist dummies and boxing shadows to weird tentacle... things, they all have their own methods of attack and can make the difference between winning and losing a match. Of course, mastering how each one can help takes a bit of getting used to – depending on whether they're active or not can totally change the way your character fights.

And to be honest, that's part of the problem. With various Stands zipping in and out of fights like crazy, everything seems to get just a bit too confusing

**"The problem here is that no matter how hard we tried, we just couldn't enjoy this one at all!"**



[3] Okay, so maybe using a steamroller isn't the usual way to pick a fight! [4] How many times do I have to tell you? Don't fight with your mouth open! [5] We could put in a hilarious pun about being shocking here. But we won't. So there.





# Jojo's Bizarre Adventure




> Check it out, Capcom has done it again. You'd be forgiven for thinking that Capcom has just the one gaming engine and is determined to get the most out of it. That said, there are many of you out there who have that Capcom completist gene and as such, this will have to be bought - good luck to you. Personally, I'll be waiting for *Powerstone 2* and *Dead or Alive 2* to satisfy my beat-'em-up needs...  
**Simon Phillips**

incredibly quickly. The moves for each character change when a Stand is used or removed from play - for example, Super Attacks can only be used if you've got enough Super Energy and your Stand is ready to fight.

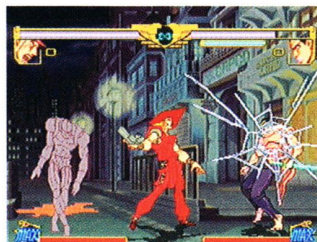
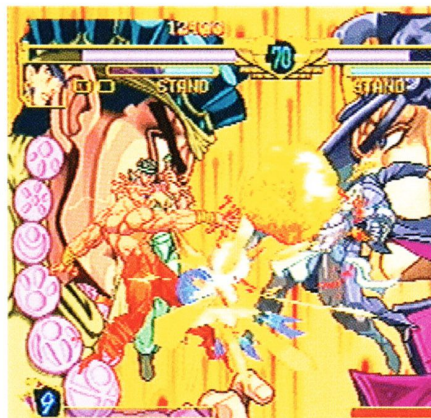
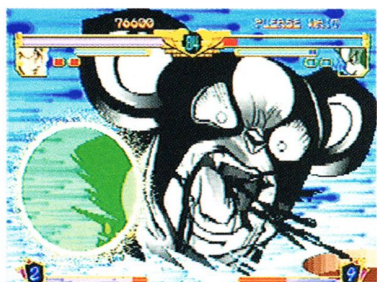
The other major problem that really stops *Jojo's Bizarre Adventure* from being a ground-breaking beat-'em-up is that it isn't ground-breaking AT ALL. The Capcom folk couldn't have created a more generic fighter if they tried - group of 'misfit' adventure-types try to take on evil power and stop him from conquering world. Whoopee. It's not like it's even that different from all the other 2-D beat-'em-ups they've done in the past; talk about flogging a dead horse.

## Two become one

Just like Capcom's other big title of the moment, *StreetFighter 3: Double Impact*, you get two games on the one disc - *Jojo's Venture* and *Jojo's Bizarre Adventure*. The problem, though, is that the differences between the two are minimal and with the addition of more characters in the second game, you've got to question why the first is even included. Again, we think that Capcom might have done it just for that added 'value' factor. Ho hum.

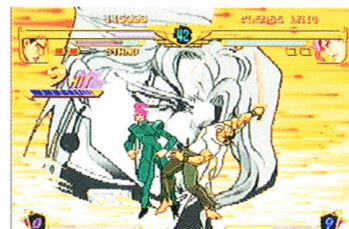
In the long run, it's all a bit hit and miss - in trying to create something a bit different. Capcom seems to have proved just how stale games like this are getting. It's not that we hate 2-D beat-'em-ups; after all, we can hardly wait for *Marvel Vs Capcom 2* later in the year. No, the problem here is that no matter how hard we tried, we just couldn't enjoy this one. At all. Is it just us getting old? Somehow, we doubt it very much... 

**Martin Mathers**



## Stand up for yourself

> So, what is a Stand? Well, it seems that they can be used by their owners as protection or offence (obviously) and come in many forms ranging from plain household objects to weird telekinetic monsters. Don't believe us? Take a look at these beauties...

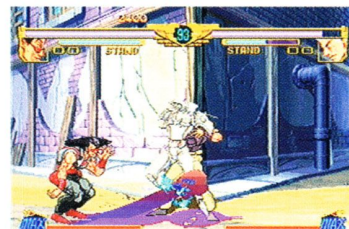


### Boring Old Sword

Chaca is the owner of a cursed Egyptian sword - by pulling it out of its sheath (fnarr), he can unleash his power from within (fnarr, fnarr). What, you weren't expect any innuendo here?

### Shadow Boxing

See Alessy with his magical shadow! Watch as he summons it forth and then makes it flap about in front of his opponent! See it disappear when the sun goes behind a cloud! Damn.

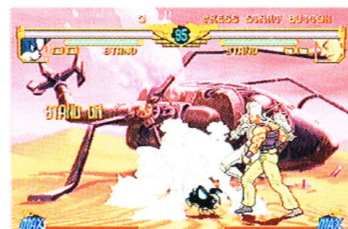


### Ventriloquist Dummy

Yes, here is that wooden boy that really comes to life... only this time he's got a deadly razor rather than a long nose. Just make sure you keep well away from his 'Gottle Of Geer' move. Ouch.

### Rat On A Leash

Actually, the small 'dog' isn't the Stand - he's the owner. Still, we thought it looked quite funny when any of the massive fighters tried to take on a tiny Chihuahua and his sand demon friend. Ha.



## infoburst

Extra information

- > If you laid copies of all the 2-D fighting games Capcom have made end to end, they would stretch to the moon. Probably.
- > Despite the game being called *Jojo's Bizarre Adventure*, there isn't a character in it called Jojo. It's called so because most of the characters' names begin with 'Jo'. So there.
- > It's also based on an incredibly popular Japanese comic - though we can't understand why.

## Dreamcast



### HURRAH!

- ⊕ A different spin on the beat-'em-up genre
- ⊕ Has a bit more to it than just fighting
- ⊕ Plenty of 'alternative' characters to choose from - hoorah...

### BIZARRE

- ⊖ Another fighting game from Capcom. Great
- ⊖ Too confusing to be any real fun
- ⊖ Lacks that feeling of actually being enjoyable

VISUALS	75%
SOUNDS	73%
GAMEPLAY	69%
VALUE	70%

## DM Rating 71%

### summing up

> A little too bizarre for its own good - despite trying to do something original, it just ends up being mediocre. Is that really what you want? IS IT?

### alternatively >

- > **Marvel Vs Capcom**
- > **StreetFighter Alpha 3**