



Peripherals



THE DC'S PAD DOES A GRAND JOB IN ASSISTING YOU PULL OFF SOME NIFTY MOVES. BUT IT AIN'T ALL SCRAPPING REMEMBER, SOMETIMES YOU SIMPLY HAVE TO PRESS THE RIGHT BUTTON AT THE RIGHT TIME - FOR WHICH THE PAD WORKS SPLENDIDLY EVERY TIME.

COMING SOON...

Street Fighter III Double Impact

THE NEAREST THING TO JO JO'S BIZARRE ADVENTURE IS THE FORTHCOMING STREET FIGHTER III, THE LATEST IN CAPCOM'S CLASSIC SERIES, CHECK OUT THE REVIEW ON PAGE 72 TO SEE HOW IT FARES AGAINST THIS BABY.



INITIALLY...

THE GAME INITIALLY SEEMS TO BE JUST ANOTHER STREET FIGHTER TYPE BEAT-'EM-UP, ALBEIT WITH AN ODD MANGA TWIST. THE WHOLE IDEA OF USING THE STAND TECHNIQUES TAKES A WHILE TO GET USED TO, BUT YOU'LL SOON BE UNLEASHING SOME AWESOME POWER.

NOTHING TO REPORT HERE, ALAS - THE VMU MERELY DISPLAYS THE JO JO LOGO. SURE, IT IS PRETTY BUT THERE'S NOTHING ELSE...

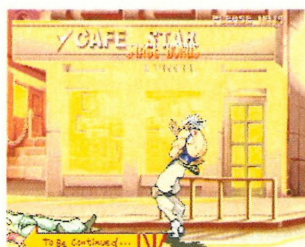
JO JO'S BIZARRE ADVENTURE

Are you ready for some seriously manic fighting action with a particularly Japanese twist? Then look no further my friends, welcome to a very bizarre adventure...

JO JO'S BIZARRE ADVENTURE

Take That

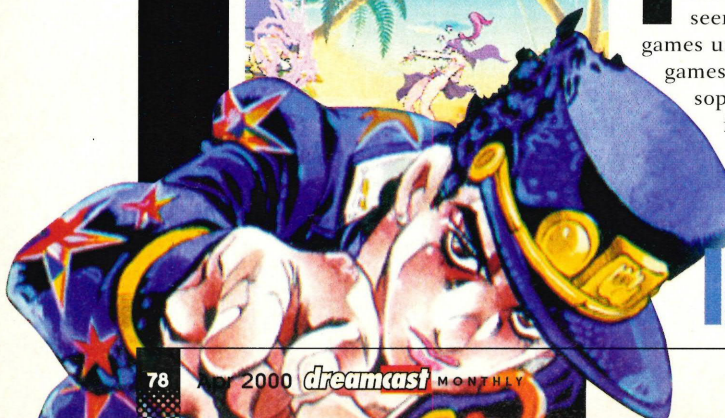
Here is a good example of how your pent up anger comes bursting out in Jo Jo's Bizarre Adventure. This poor guy is certainly going to feel more than a little rundown after this bout, as our heroine unleashes her vehicular madness.

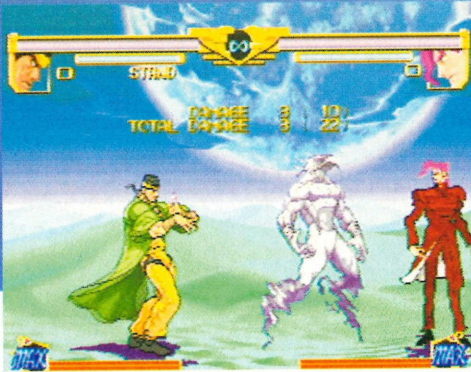
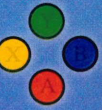


If anyone is capable of producing a decent old style fighter on the Dreamcast, or indeed any system for that matter, then it's Capcom, who have a seemingly endless series of Street Fighter games under their belts and although these games may be taken for granted by today's sophisticated techno-kids, their influence on the genre as a whole cannot be underestimated.

Whilst Jo Jo's Bizarre Adventure is certainly based on that classic series in terms of both looks and gameplay, it quickly veers off into new territory and becomes a genre-blurring adventure of epic proportions where the fights actually have a purpose, as you find yourself on an epic journey of discovery, during which a plethora of varied game styles are utilised. One minute you'll find yourself in a simple one on one bout

JO JO'S BIZARRE ADVENTURE FEATURES SOME OF THE MOST UNIQUE FIGHTERS EVER SEEN IN A CONSOLE TITLE

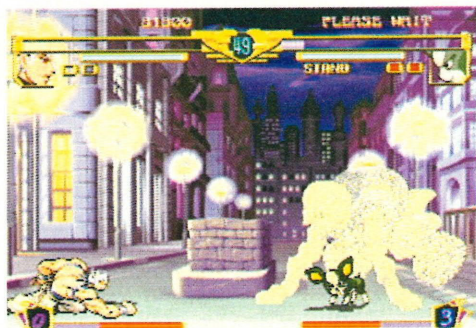




Publisher	Capcom	Developer	In-house	Origin	UK	Genre	Fighting
Available	Out Now	Players	1-2	Price	£39.99	Contact	N/A



JO JO'S IS BASED ON A HIGHLY POPULAR JAPANESE ANIME AND IT PROUDLY WEARS ITS COMIC BOOK ROOTS ON ITS SLEEVE



■ Fighting as a dog – well the game is called Bizarre.

against a human opponent and the next minute you'll be playing poker in a swanky casino. No, really.

Brought To Life

Jo Jo's Bizarre Adventure is based on a highly popular Japanese anime and it proudly wears its comic book roots on its sleeve right from the introduction sequence, where the characters appear as ink drawings on a comic page, before bursting into manic technicolour life as your game begins. This introduction is both impressive and useful for the western player, who may not have encountered these characters before.

Don't expect the usual clichéd fighters here either, as Jo Jo's Bizarre Adventure features

some of the most unique fighters ever seen in a console title. Of course, for the traditionalist there's the usual muscular hero, but there's also an older gruff cowboy type, a slinky seductive lady decked out in her best outfit and best of all, a snarling little mutt of a dog – surely the first videogame Chihuahua who can inflict serious damage on his human counterparts.

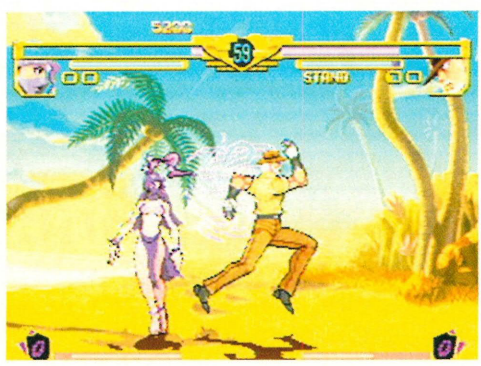
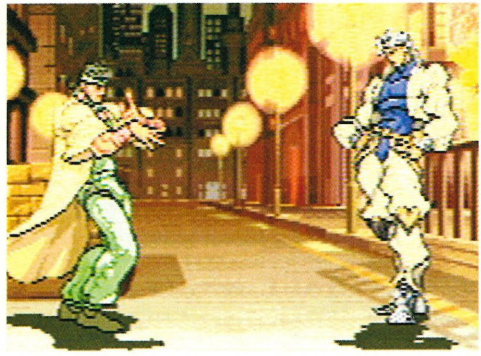
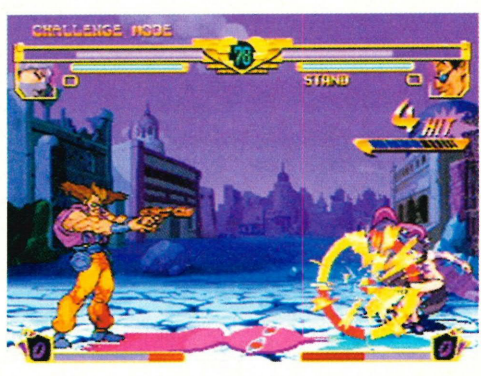
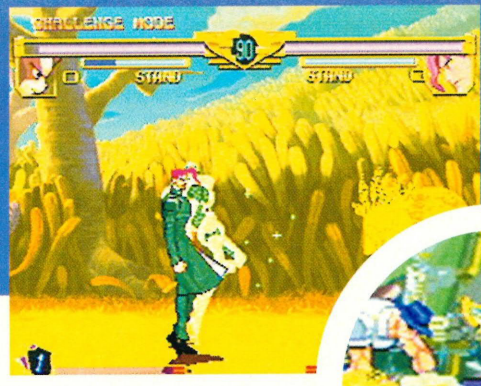
The game can be played in two separate modes. If all you want is a simple no frills beat-'em-up then choose Challenge mode, where you will merely meet an increasingly difficult line up of enemies who must be defeated in three round bouts. Yet, to experience everything that Jo Jo's Bizarre Adventure has to offer, you must journey through the Story mode, where you'll constantly change character, as well as game style, as the saga unfolds.

Making a Stand

The beat-'em-up sections of the adventure at first seem like carbon copies of the Street Fighter games, but in order to succeed here there's an all-new fighting style that must be mastered, namely the use of the Stand Manoeuvre. The Stand is basically a physical manifestation of your pent-up mental energy,

which then unleashes itself on your unsuspecting prey. The energy literally floats out of your body and every character has a different devastating surprise ready when the Stand is activated. Some of these Stands will not seem too spectacular – merely your usual beams of light and power bursts – yet others are insane, such as the girl who unleashes automobiles which crash into her opponent, knocking the wind out of them in no uncertain terms. The aforementioned dog is also a good example, as he becomes a huge ravenous beast and no longer the small yappy creature of old. All of these Stands need to be perfected if you're to





AS YOU GET DEEPER INTO THE ADVENTURE, YOU'LL NOT ONLY BE WAITING FOR THE NEXT CHAPTER BUT ALSO WONDERING WHAT SORT OF GAME WILL COME NEXT

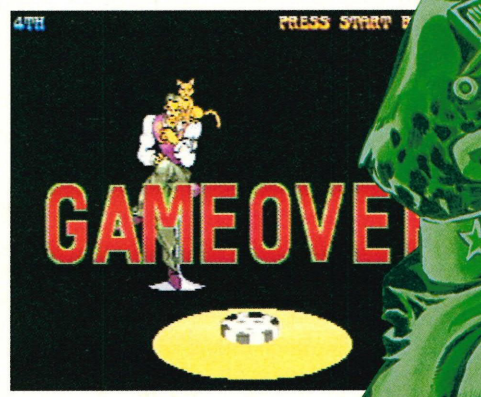
progress into the adventure, for when you become another character, their moves will perform differently and will have varying degrees of effectiveness against different enemies. Progress past certain fighters and you'll be rewarded with story scenes which reveal more of the story, which keeps you playing for longer as you're constantly waiting to see what's going to happen and what secrets are to be revealed.

Expect The Unexpected

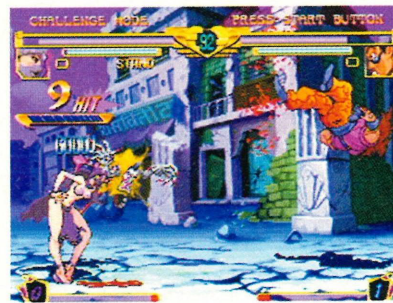
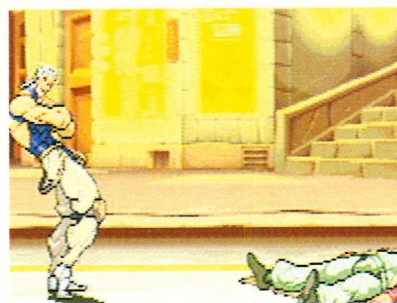
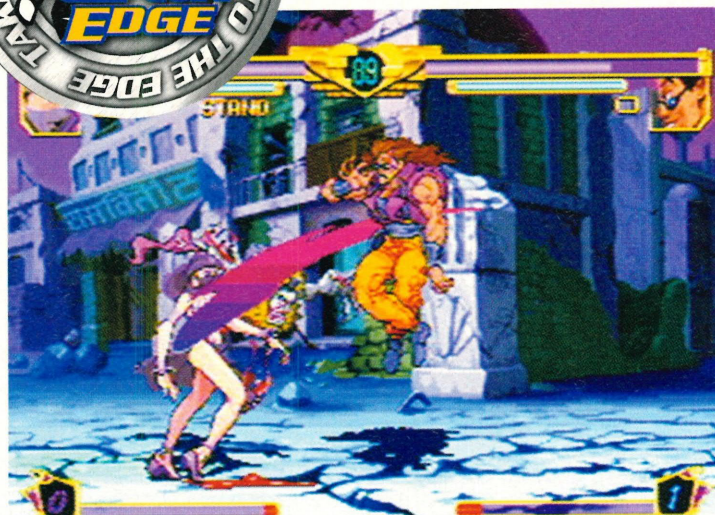
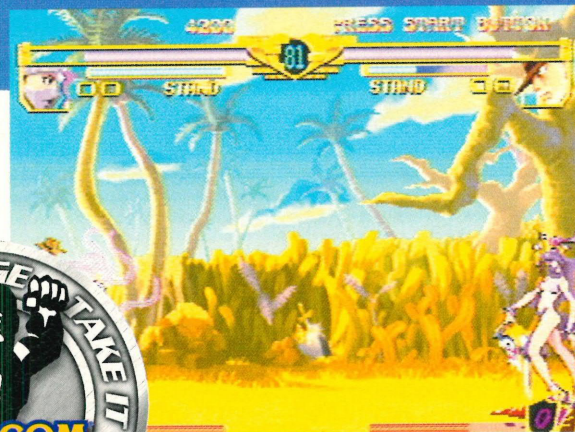
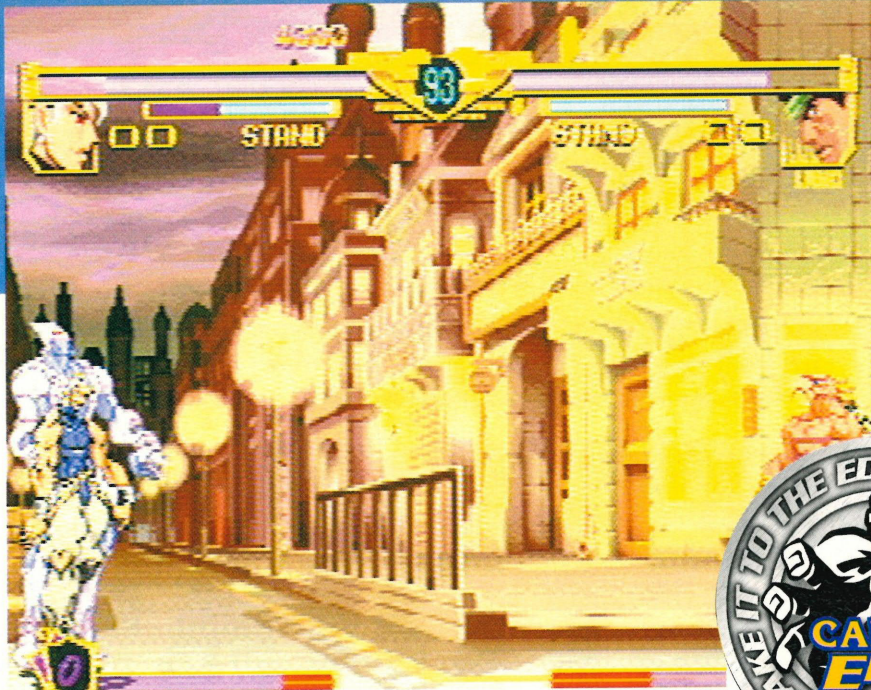
Soon, as you get deeper into the adventure, you'll not only be waiting for the next chapter but also wondering what sort of game will come next. Yes, after a few standard fighting levels, the game shifts track quite severely in a large number of ways.

Anyone familiar with this genre will know that often victory will depend on some lightning fast reactions and these are put to the test in the racing car portion of Jo Jo's Bizarre

Adventure, as you get behind the wheel and take on your speeding opposition. This doesn't take the form of a driving game though, it requires you to think fast as arrows flash on the screen and you must instantly repeat the direction to keep your car on the track. This isn't as simple as it may appear as you only have a



|| If all else fails, simply run away...



JO JO'S IS A REFRESHING MIX OF GENRES WHICH KEEPS YOU AMUSED WITH ITS SLEW OF IDEAS

minuscule amount of time to perform the move before the next instruction appears. Get it wrong and the other car will take the lead; get it wrong consistently and it's back to the start.

Another genre appearing here is the classic scrolling shooting game, which takes its obvious cue from the R-Type series and is an interesting change of pace after all the kung fu action. You need extremely fast reactions here, as the enemies become more powerful, as well as disturbing, and this is certainly a section which you're not going to master in a hurry.

More surreal fun is to be had with the 3D

shooting section, where you fire into the screen at various nasties, the best of which is a rather miffed ape, intent on doing you some serious damage. These screens merely require crazy button bashing, but are fun nonetheless.

Just when you think you've seen it all, you're transported to a casino, where you must beat the house at poker and receive the

necessary number of chips to continue. It's strange that you suddenly require brainpower at this stage but then this is supposed to be a bizarre adventure...

Overall Jo Jo's Bizarre Adventure is a refreshing mix of genres which keeps you amused with its slew of different ideas and gameplay and I certainly wouldn't bet against seeing some of these characters again in the near future. **END**



dreamcast

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VERDICT

A colourful frantic arcade thrill which could only have come from the Capcom camp. Certainly a title that devotees of the genre should lap up and it also has enough variety to draw in more casual fight fans.

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