

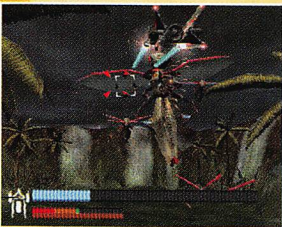
Imports

Reviews

Jolo's Venture



Psychic Force 2 78



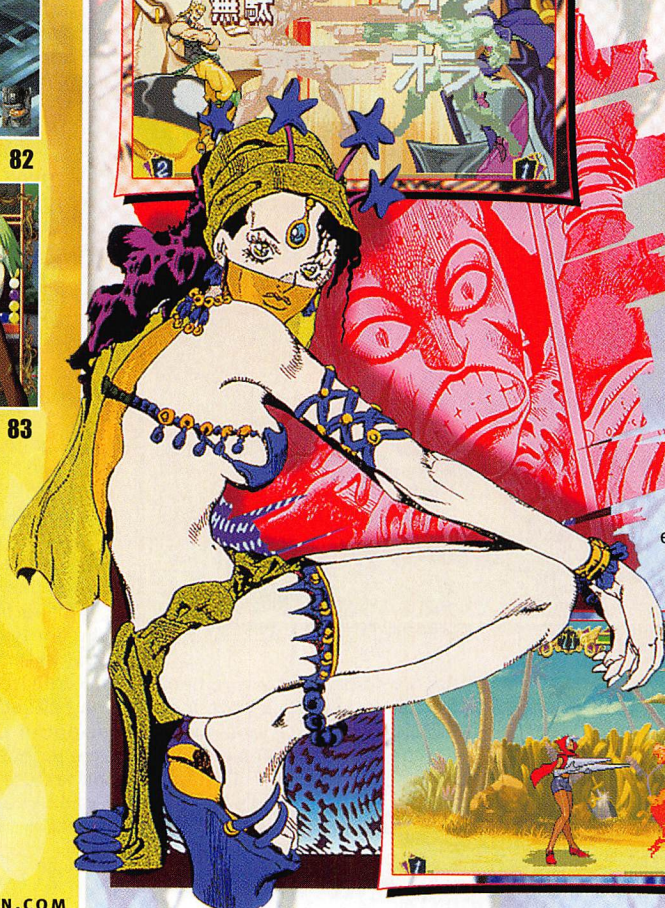
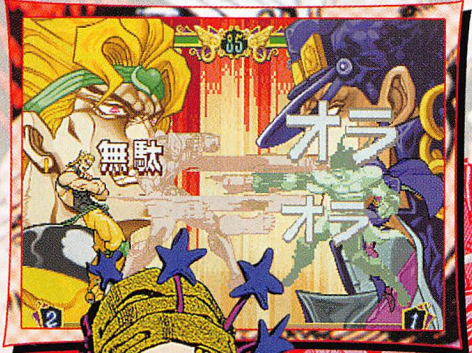
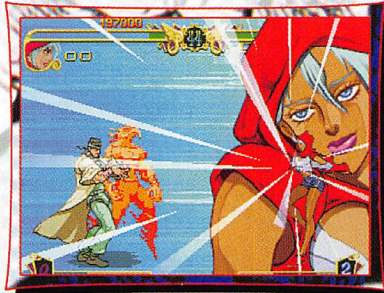
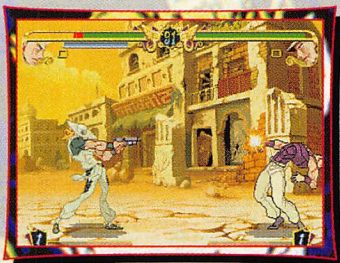
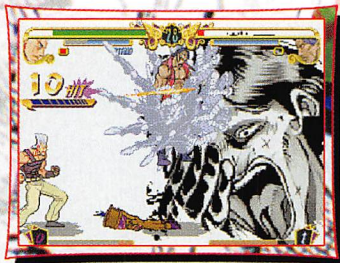
Astro Trooper Vanark 80
K-1 Revenge 81



Front Mission 3 82



Plus Plumb 83



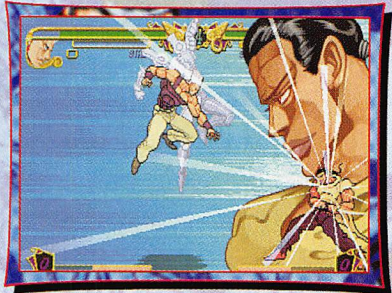
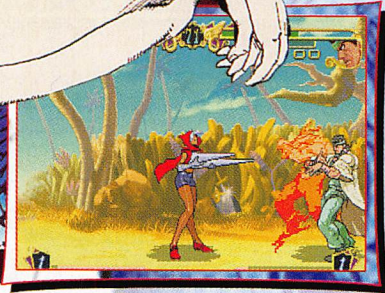
Ahh, Southern Hills Golfland... home away from home. While I can't exactly kick up my feet there—well, maybe on the benches outside—hanging out and playing *Rush* or *Street Fighter* against John or Raul, or watching Tokenboy embarrass himself at *Dance Dance Revolution* are everyday occurrences. Golfland's truly a one-of-a-kind place. What makes it a real treat for the socially-impaired arcade dweller is the obscene amount of test pieces it receives every month. Name a game, and more likely than not, it's been here first. Golfland even gets the rare ones like *Vampire Savior* and *Jo Jo's Venture*.

So the other day, I walked into Golfland and guess what was next to *Marvel vs. Capcom*... Yup, *Jo Jo's Venture* had somehow found its way to the main gaming area. Not sure what to expect, I dropped four pecks and start playing... Weird, unique, strange, unorthodox, odd, bizarre... all words that describe *Jo Jo's*... "not-impressed" would be another. Ignore the cartoon-quality animation and hardware scaling, and you're left with a middle-of-the-road fighter starring a cast of oddball characters from a little known *Shonen Jump* comic. The animation is quite nice, CPSIII and all, and the scaling is nifty. Get too far away from an opponent and the scene pans out; close-in again and it zooms back; but there's no other indication that this runs on the goliath 2D hardware that powered *Warzard: Red Earth* or *SFIII*. You'd swear this was CPSII if you saw it. In the end, though, *Jo Jo's* was played less than *Power Stone*. Actually, Arcade James played it, but he'll play anything he deems "cool and Japanesey". After watching him and some of the regulars play *Jo Jo's* at Golfland, I couldn't understand why they liked it or continued playing. Okay, some of the mini-games looked fun, but I didn't plan on telling them that.

Last week, I walked our newbie intern, UMF, carrying a bunch of import games. One of the games happened to be <cringe>... *Jo Jo's Bizarre Adventure*. No one had played the arcade game as much as I did—hey, I was bored and there was nothing else to play—so guess who got saddled with this 'gem'? A CPSIII-to-PlayStation conversion should be worth checking out for laughs alone, 'cuz you know it won't be pretty.

In went the pretty black CD, spinning in the clear-blue PS, and up came the logo I knew so well. After wading through a billion load screens, the game finally started, and... Well, this ain't no CPSIII, but Capcom's come a long way in pushing the 2D-impaired PlayStation to its limits. It's not *SFA3*, but it's not *Darkstalkers* either.

The control is tight, but I wouldn't expect anything less from Capcom. And playing a game without having to worry about



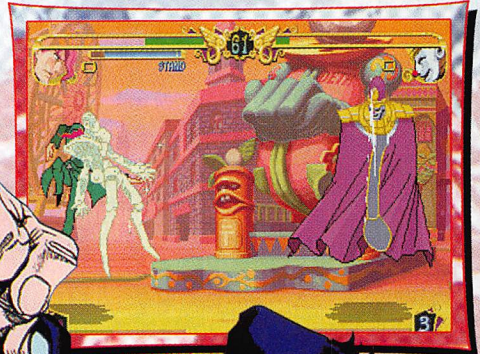
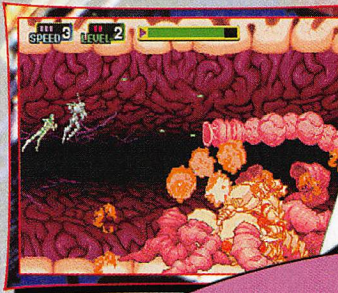
perpetually feeding a coin slot makes it a lot easier to look at a game with new eyes. That said, *Jo Jo's* isn't as bad as I once thought. It's just really weird; there's nothing else like it. The fighting system is incredibly unique, thanks to a feature called The Stand: pressing the "X" button calls forth a psychic teammate to aid in battle (if only Fury had a psychic teammate accompanying him all the time...). Both attributes and special moves change in Stand mode, and some truly cheap combos can be had as well—but that's not why I continued playing.

The Story Mode in *Jo Jo's* is unrivaled. Unlike other story modes, *Jo Jo's* lets you assume the role of almost every character, whether in a battle or mini-game. Capcom's gone all out to make this mode as entertaining as possible, and new mini-games are introduced as the story progresses. The variety is astounding; from start to finish, I saw a card game (poker), a shooter, a platform section, and a bunch of others. Each of these games shares nothing in common with the fighting game, other than the characters. Peculiar, yes... monotonous, no.

Still, with its trove of goodies, I don't think—wait, let me rephrase that—I don't know if *Jo Jo's* is for every Capcom fan. It's not a hard-core 2D fighter like *Alpha 3* or *Third Strike*; but it's not a platformer, shooter, or puzzle game. However, it is entertaining. Fury, Doctor J, and myself have logged close to a thousand man hours on this game.

But before running off to the nearest import shop, you might want to wait a second. According to Capcom, *Jo Jo's* has a flight path straight for the Dreamcast. With the DC's 2D power to burn, *Jo Jo's* will be a perfect translation—just look at *SFA3* and *Marvel vs. Capcom*—but then again... those weren't CPSIII titles.

Cerberus doesn't "get" all the references to artists like Steely Dan and Oingo Boingo. He'd rather listen to Vanilla Ice.



VIEWPOINT SCORE **87**

DEVELOPER - CAPCOM
PUBLISHER - CAPCOM

1-2 PLAYERS
AVAILABLE NOW

CERBERUS: K-CI AND JO JO'S
BLACK-EYED PEA ADVENTURE.

R REVIEW

WWW.GAMEFAN.COM

PlayStation