

NEWSIGHTING

# SPACE CHANNEL 5

**DC-UK**  
ONE TO WATCH

Pink hair and orange PVC combine to make the grooviest game on Dreamcast

**01** Ulala skips her funky stuff

**02** The backing dancers are hardly the kids from Fame, but at least they can keep time

**03** The evil Moroliens show Ulala the importance of colour-coordination

**04** It's all in the hips. Although it helps if you've got a knicker-skimming skirt on

**05** And this bit resembles that Run DMC/Jason Nevins video of It's Like That. Uncanny, isn't it?

**D**ancing games have been the hottest things in Japanese arcades for over a year – they're the easiest way for shy lads to work up the courage to ask a girl for a change. But the coolest dancing game ever is a Dreamcast exclusive, and to compensate for the lack of female onlookers in the average suburban bedroom, it stars the sexiest videogame character since Ms Pac Man wowed the world almost 20 years ago.

*Space Channel 5* looks like a '50s sci-fi movie set in a colourful cartoon world, in which a pink-haired girl (dressed in the kind of miniskirt that carries a mandatory five-year sentence in some US states) grooves and gyrates in time to a funky soundtrack. She is Ulala, presenter of a space TV show called Ulala's Swingin' Report, and her mission is to show the alien Moroliens just how funky a human being can get.

Of course, the Moroliens are pretty mean dancers themselves, so Ulala must prove her body-popping credentials by matching the cosmic funksters, move for move. By way of incentive, the aliens have taken hapless earthlings as their hostages – failure to bust the correct move

will result in a sticky end for our startlingly proportioned heroine and the rest of the world alike.

Basically, it's one of those games in which you have to memorise a sequence of button presses and repeat them in time to the music, but where *Space Channel 5* scores over the likes of *Um Jammer Lammy* is in its ease of use. You'll never find yourself stumbling to remember where the next button is, because you only have to use the d-pad. Even better, you don't have to watch the move sequence, because all the commands are spoken or sung by your current dance-off opponents.

The whole thing is presented as a giant, flowing music video, and the intuitive controls have been designed to allow you to admire the game's visual splendour without missing a beat. (The dance routines do get more complicated the further you progress, though). For those still unconvinced by the game's brilliance, there's a rival reporter called Pudding, and Michael Jackson pops up later on.

We're certainly looking forward to the Westernised edition, although we're keeping our fingers crossed that nobody mucks about with the fantastic J-pop soundtrack. Getting to hear it all is reason enough to play through to the end, not to mention the chance to see if Jacko can party as convincingly as Ulala ■

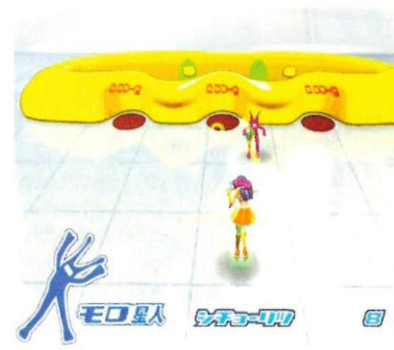
**FINEPOINTS**

- **Publisher:** Sega
- **Developer:** In-house
- **Origin:** Japan
- **The rhythm's:** gonna get you
- **ETA:** Spring



"Her mission is to show the alien Moroliens **just how funky a human being can get**"





05

宇宙人にはAボタンビームが有効



[www.spacechannel5.com](http://www.spacechannel5.com)  
Buy the game, the CD and the book – but only if you live in Japan

