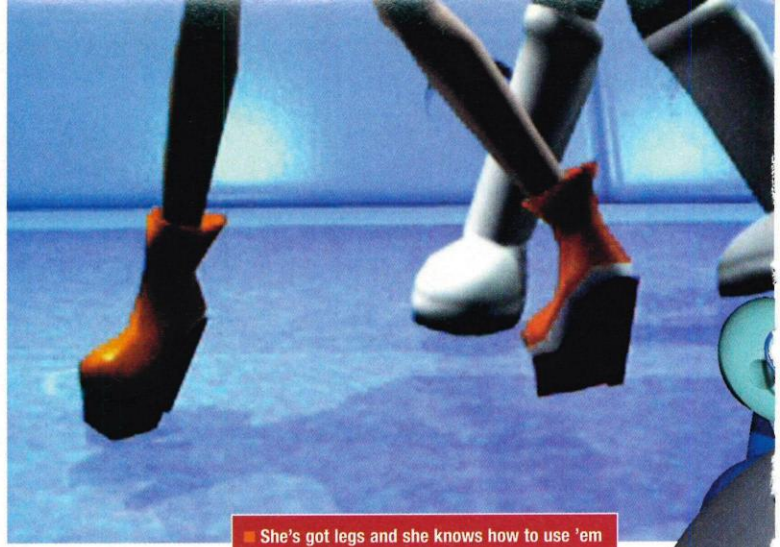


SPACE CHANNEL 5



She's got legs and she knows how to use 'em

IN A NUTSHELL



> Save the world and free hostages, by using the method of outdancing a bunch of aliens.

Copy their moves by bashing your pad in time to the funky, funky tunes and you'll also get the highest possible rating for your TV show, Space Channel 5. Prepare to get down

DETAILS

Publisher: **Sega**
 Developer: **Sega**
 Origin: **Japan**
 Players: **One**
 Release date: **October 6**

You're tuned to the grooviest channel in the solar system. Don't touch that dial!

Dancing games have never been popular in the UK. Most players wouldn't be seen dead with a rhythm/action disc in their console, let alone reading a preview of one. They'd much rather be carving up their opponents in *Soul Calibur*, or 'fragging' their mates to death in *Quake III Arena*. Most of the time we feel the same. But *Space Channel 5* is no ordinary dancing game. No, *Space Channel 5* is sexy. In fact it's sexier than a group shower with *All Saints*. You will, no matter how hard you struggle, get jiggy with it.

The gorgeous intro starts with an alien race known

as the Morolians invading a spaceport, hypnotising the tourists and forcing them to dance against their will. As fiendish and unstoppable as this plan sounds, help is soon at hand in the foxy form of fledgling reporter, Ulala, fresh out of *Space Channel 5's* School of Scoop and on the hunt for her first story. Pink-haired and wearing orange PVC, Ulala is one hot chick, an überbabe with ruby lips and legs right down to the floor, (Hubba Hubba!). Arriving at the spaceport, she keeps her

viewers updated through regular live news bulletins and with a little help from you, the player.

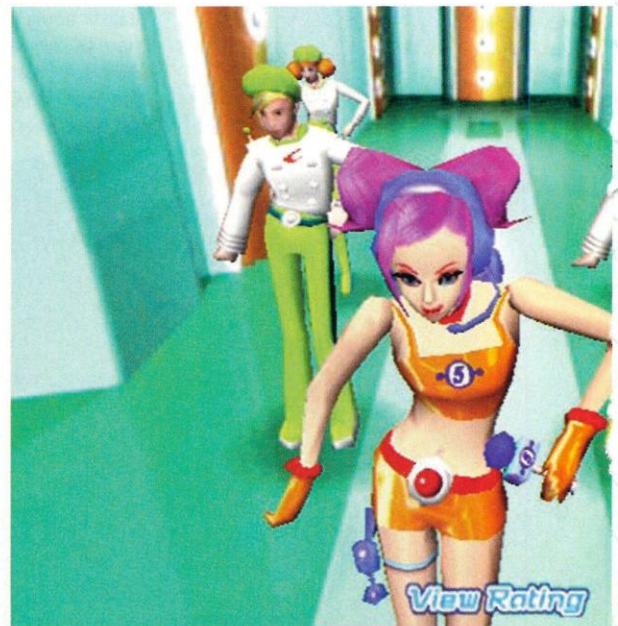
It's your job to outdance the Morolians in order to release the hostages, all of whom join your crew when freed. And by dance, we're not talking about ballroom. This is a hip mix of Jazz, Funk and Street styles, and once in game, learning to shake your booty takes just seconds as the control method is incredibly unfussy. The Morolian dancers have four directions, Up, Down, Left and Right and they also manage to get in a few shots with their rayguns. When you first encounter them, they perform a short dance routine in time to the music, which starts very simply, but becomes more complex as the game progresses. Each routine usually lasts a bar or two and needs to be memorised, as you have to copy the sequence exactly in order to defeat the aliens and release the prisoners. The only additional thing to remember is to



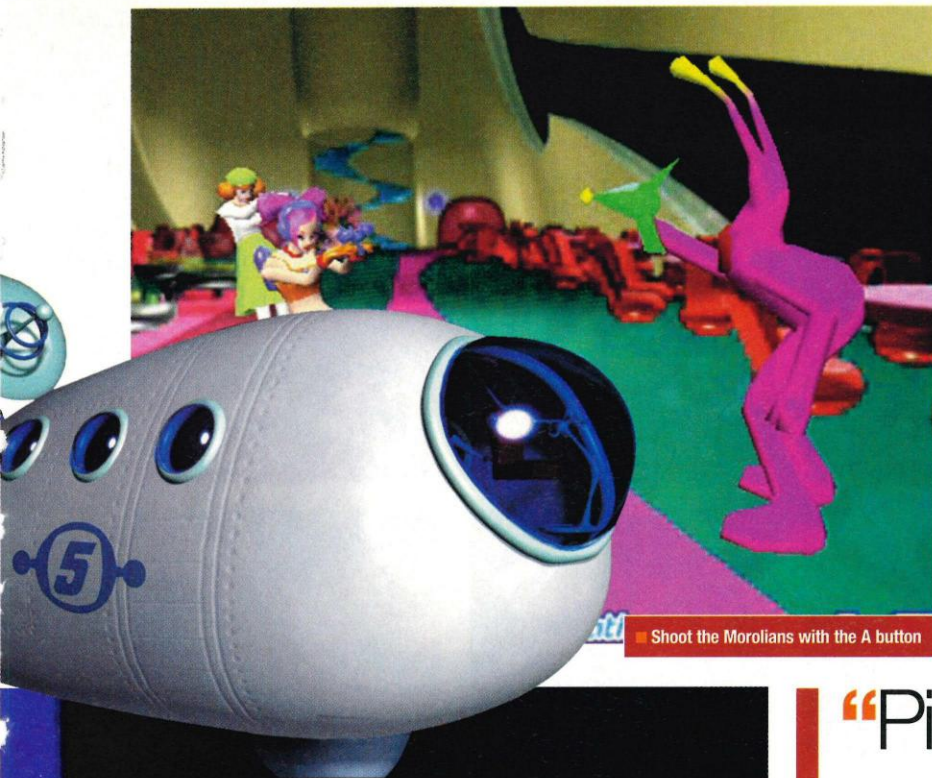
The Teletubbies-style Morolians are a weird looking bunch



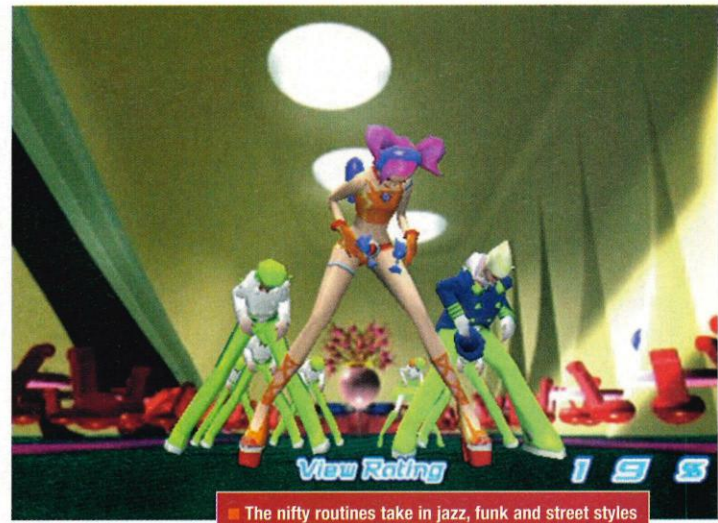
You'll be falling in love with Ulala after watching her dance



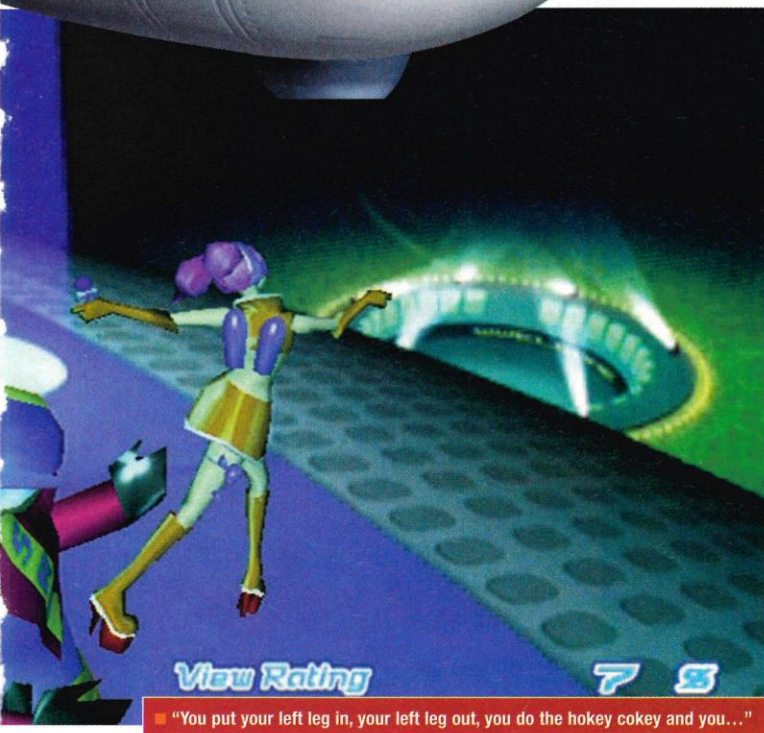
The dance moves get more complex as the game goes on



Shoot the Morolians with the A button



The nifty routines take in jazz, funk and street styles

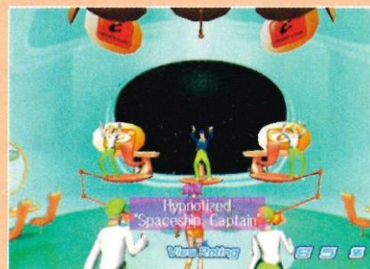


"You put your left leg in, your left leg out, you do the hokey cokey and you..."

"Pink-haired and wearing orange PVC, Ulala is one hot chick"

THE GREATEST DANCER

Space Channel 5's beauty lies in its simplicity. Even the most inexperienced of gamers should be strutting their stuff like a diva within seconds, as our guide shows:



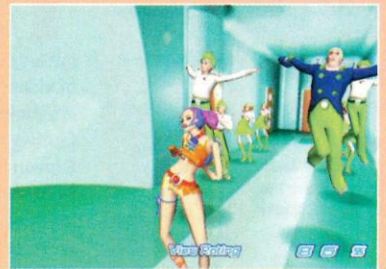
1) Ulala spies the Morolians. Oh no, they've got the Captain! Time to get busy!



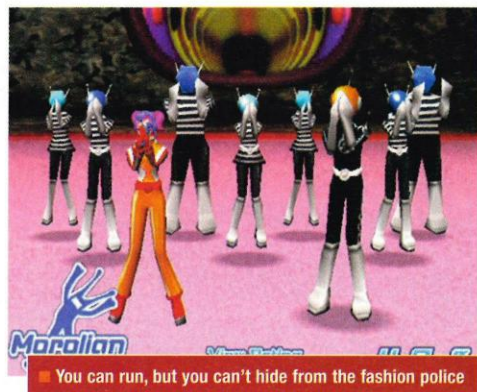
2) The diminutive aliens tap out their routine, hoping to foil Ulala's rescue attempts.



3) Our feisty Dancing Queen isn't going to be outdone by a bunch of teletubby rejects.



4) No match for Ulala, the Morolians are forced to free the Captain. Hooray!

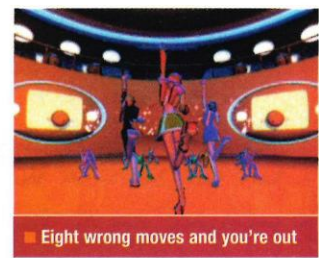


You can run, but you can't hide from the fashion police

shoot aliens with the A button and hostages with the B button. At first, you'll whip through a large chunk of the first of the game's five scenarios, confident of victory. But keep in mind that one wrong move during any sequence and you lose a health heart. Eight errors and you're out. Not only that, but the music speeds up, forcing you to do

the whole thing a lot quicker than before. Before you know it, the ratings have plummeted, the show is cancelled and you're out of a job. As limiting as this sounds, it's Space Channel 5's simplicity that makes it so addictive. Memory and reflexes are your two weapons here and they both get tested to the max; especially when the

Morolians get up to tricks like unexpected half-time signatures and reverse dance patterns. With a soundtrack that could have been lifted from 'Austin Powers' and spookily accurate animation, Space Channel 5 is looking and sounding like a totally groovetastic romp of pant-swinging proportions. Get ready to dance the night away



Eight wrong moves and you're out