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HELP

Preview

03/14/2001

Unison: Rebels of Rhythm and Dance Previewed by Tom Ham

Lord of the dance.

What is it with the Japanese and rhythm action games? First we had *PaRappa* then *Dance Dance Revolution*, *Space Channel 5*, and now we have *Unison: Rebels of Rhythm and Dance*, Tecmo's entry into the world of dancing. I would've liked to see a dancing game featuring the girls from their *Dead or Alive* games, but there's always next year, right?

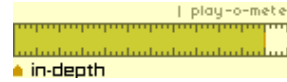
To be honest, after plopping in the preview version of *Unison* and checking out the opening movie, I thought I was in for a long and tortuous ride. Surprisingly after giving the game a few tries, it grew on me (shhh...don't tell anyone). Unfortunately, the game's story mode (which is the game's main attraction) wasn't working. In story mode, players take a novice dancer and move her up the ranks to being on television, so we were off to Club Tecmo. In Club Tecmo, much like two-player Versus mode in *Bust a Groove*, players compete against two other players to see who has the best rhythm. Whoever makes the least number of mistakes wins. Giving *Unison* an added level of depth is the ability to save routines and cool dance moves to be broadcast later. When played back, players are treated to fade-ins and television-style special effects that are truly original for the genre.

Unlike other dancing or rhythm-based games where its all about timing and pressing the right buttons or icons, *Unison* takes a different approach and has players relying on moving both analog sticks in the right direction at the right time. Following a unique icon-based system and the beats of the music, players have actual control of their dancer on screen. In fact, the amount of control you have is rather startling. For example, if a move requires you to move both sticks in opposite directions, and you only do one side, then this will be reflected in the game. Watching your character screw up on screen from your lack of timing is interesting to watch. Throw in some catchy tunes from the likes of Nelly, Naughty By Nature, and Apollo 440 and you have a definite party game for everyone--chicks included.

Unison is definitely on the cute side of things. With a strong Japanese feel infused with '70s influence, the setting and vibe of *Unison* is one that will appeal to fans of the genre. The animations of the dancers themselves are the true star of the game. There is a wide selection of moves and the transitions are exceptionally smooth.

I'm hoping the story mode will be as strong as the Club Tecmo mode (I have a feeling it will be). If so, then *Unison: Rebels of Rhythm and Dance* has enough unique qualities to warrant a look. So dust off your lounge lizard shoes and get ready to boogie come the end of the month.

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Developed by:
[Tecmo](#)
Published by:
[Tecmo](#)
[Official website](#)

Genre: Arcade
[ESRB](#): Everyone

Release Date:
March 2001



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Sony PlayStation2

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CHIPS & BITS

Buy it now:
[Unison: Rebels of Rhythm and Dance](#)

The Happy Puppy [Play-o-meter](#) is found on all our previews. It's our way of letting you know what level of exposure we've had to the game; it comes in three settings.

Hype: Our writer has images and other materials provided by the game's publisher. We want to share this info with you, but in no way claim to have hands-on experience with the game.

Hands-on: Our writer has seen and/or played an interactive demo of the game for a short time.

In-depth: Our writer has had several hours of gameplay with a prerelease version of the game.

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