

***GIGA WING* roars on to Sega's Dreamcast Virgin/Capcom pairing unveils Dreamcast-enhanced arcade conversion...**

The announcement that ***Giga Wing***, Capcom's highly praised arcade blaster, will hit Sega's Dreamcast machine in May 2000 was made today, as Virgin Interactive continues its successful and long-running association with the respected Japanese publisher.

Giga Wing transcends the image of old-school vertically-scrolling shooting games by combining a succession of challenging levels with cinematic sequences detailing the game's unfolding plot. It tells the story of four pilots who form an uneasy alliance as they are sent on a mission to destroy a cursed medallion. The medallion brings out the dark side of those around it, so the four heroes must join forces to locate and destroy it before a full-scale galactic war breaks out.

The seven-stage blaster has already won plaudits among arcade-goers, but Capcom has upped the stakes and, in the Dreamcast incarnation, created a conversion that actually betters the arcade original. Using more colours than its arcade parent, the Dreamcast has also enhanced the game's blistering sound effects for a truly breath-taking aesthetic experience.

Players can elect to play as any one of the quartet and decide which of the pilot's vehicles is most suitable for the seven, epic levels. The link scenes also serve to introduce the four pilots and their reasons for volunteering for the deadly mission. S. Sagara, for example, pilots a plane modified to strafe a wide area and is on a personal quest to avenge the death of his tribe caused by the medallion's influence.

Isya and Ruby are also on personal crusades. Isya's craft can fire eight homing missiles simultaneously while Ruby pilots the fastest of the four aircraft but is limited to one, admittedly powerful, nose cannon. Finally, Stuck, an esteemed scientist, barrel rolls into the team on a quest to cure his wife of a curse cast by the medallion and is the owner of the *Widerstand* – a plane with a guided bomb weapons system.

The interaction between the four characters provides a cinematic soundtrack for a game that requires precision and skill on the player's part. While ***Giga Wing*** has its foundations in the 'old school' of gaming, it comes across as a fresh and enjoyable experience.

In addition to wiping out the medallion's aerial forces, players can join forces in a two-player mode, attempt to accumulate bonuses by taking out entire squadrons or use each plane's 'Reflect Force' ability to deflect enemy bullets back at the aggressors.

Giga Wing is a game that will appeal to games players of all ages. It represents a welcome update of one of the most popular genres and Dreamcast owners can attempt to earn their wings when ***Giga Wing*** soars into shops in May.