

Virtua Tennis 4

The arcade version

Tennis games go back almost as far as video gaming... only now the three blocks on screen have been replaced by characters that resemble real world stars, and the controls and strategies within the game are much more complex. And, as technology marches on, things just get better and better – or, at least, they should.

Virtua Tennis 4 isn't exactly anachronistic, but it does have at least one limb securely mired in the past. This series, as opposed to the far more serious *Top Spin* franchise, has always been the more arcade-style tennis game, and the latest iteration does nothing to move away from that feel. Whether it's the straightforward control scheme or the cheesy music that somehow the developers thought

[details]

Platforms:
360 / PC / PS3 / Wii
Genre:
Sports
Age restriction:
3+
DRM:
Disc-based
Multiplayer:
Local: 4 players
Online: 4 players
Developer:
SEGA
Website:
www.sega.com
Publisher:
SEGA
Distributor:
Nu Metro Interactive

/1/ There are many well known faces to see in *Virtua Tennis 4*.

/2/ Lots of mini-games give the player alternative activities.



was a great idea to include during matches, it's arcade all the way. But that doesn't make it feel old. Rather, that feeling comes from the fact that very little progression has been made from the last *Virtua Tennis* game to this one. The virtual versions of real world players are pretty-much the same, and the game mechanics don't seem to have changed much at all.

Sure, the world of tennis is perhaps not as fast paced as other sports, but considering that we don't get new tennis games every year, one would think that a little progression might be seen in this title... at least in terms of mechanics. But no, if you played the last *Virtua Tennis* game, don't expect too much new in *Virtua Tennis 4*.

Not that the game has no changes at all – career mode, for example, has been revamped, resembling an odd sort of board game. The mode is needlessly complex, but still offers fans a good level of enjoyment.

What is new is the implementation

of motion controls across all platforms. This is a great idea... except for the fact that it only comes into play in an odd exhibition match mode. This is odd because, unlike what one might expect, it places the player in a sort of first-person view mode, removing the necessity for movement. This effectively strips away much of the defensive strategy of the game, leaving the player with only having to swing their controller (or arm, in the case of the Kinect) to return shots. It's still playable, but this potential winner for the series could have been implemented a whole lot better.

If you like your tennis simulators to be a little less serious – and crammed with mini-games – then *Virtua Tennis 4* is the way to go. But many may not find it serious enough, rather opting for the competition. SEGA would do well to try and inject a little more technicality into the game... still, it's fun to play, and can get quite exciting at times.

NAG
Ramjet

/ PLUS / Fun to play / Motion control
/ MINUS / No real advancement / Not very serious

IF YOU'RE LOOKING FOR A SOMEWHAT LIGHT-HEARTED TENNIS SIMULATOR, THIS IS YOUR BEST BET.

70

NAG



PS Vita

We play with Sony's new toy

Reviews

- L.A. Noire
- The Witcher 2:
- Assassins of Kings
- Duke Nukem Forever
- Brink
- + More!



BATTLEFIELD 3

Two words, Hands-on multiplayer! Or is that three words?

JULY 2011 SOUTH AFRICA R42.00



If your DVD is missing we are really sorry. The truth is the DVD had to be redone this month after the burner was formatted. This has nothing to do with your particular DVD being missing - that's just bad luck, which is why we're sorry.