

BY	CAPCOM
PRICE	£44.99
STYLE	FIGHTING
RELEASE	MARCH



It seems Capcom have exceeded all expectations of excellence with their latest license. It's better than you'd ever believe. Honestly, X-Men is like getting hit by a massive train locomotive.

**I**t has to be said that we at SATURN MAG were unsure if Capcom would ever come out with a game to supersede Streetfighter 2 in all its various incarnations. They were upping the realism of the graphics and adding loads more special moves and combos, but the ideas were starting to look a bit tired. But then, against all expectations, they came up with Darkstalkers, Streetfighter Alpha and X-Men: Children of the Atom all at once. The clever chappies.

Yes, to the untrained eye they're all two-dimensional beat 'em ups, which are evil and must be destroyed. but this is no Neo-Geo-style genre plagiarism exercise. All three of the above mentioned titles scored heavily for originality, and of them all the best (calm yourselves, Streetfighter fans) had to be X-Men.

For starters it's the first time comic book superheroes have been successfully translated to game format. Many games have tried, but apart from (maybe) Spiderman on the Megadrive years and years ago, none have triumphed in capturing the atmosphere and abilities of the various awesomely-powered protagonists. We were beginning to think the X-Men were just too powerful for one game to contain.

But they've all survived the transition perfectly. Basically, X-Men is the best 2D fighting game you'll get for the Saturn. Maybe ever, or maybe until Marvel Super Heroes comes out. But for now it's certainly the best. But why? That's what you want to know, isn't it? That's all you slags ever want from us, information. What are we, your personal slaves? Well, for once I don't mind telling you why, because this game is so dear to my heart I fell I may burst if I do not profess my love for it immediately.

For a kick-off, it's arcade perfect. Apart from a couple of frames of animation missing (and you'll never notice) everything from the coin-op is there. In

full-screen-o-vision, too, and running at full speed. All the little features such as Auto Block and the game speed select are intact, along with whole new game-play options, such as Survival Mode, Team Battle and ooh... everything else exciting. Plus of course, as Capcom fans would no doubt be hoping, you can play as the bosses.

But it's not the beads and trinkets that make X-Men such a fine figure of a game, it's the way each character has been so intricately designed and matched up against one another. The special abilities and X-powers of every participant put them on the same level whilst the vast differences in their play style keeps every character an individual. Plus, of course, the game shifts at a million miles an hour.

The visual effects, the explosions, the optic blasts and so on, keep the screen looking incredibly busy at all times and the Saturn shows some impressive muscle when moving a couple of the huge characters (like Sentinel and Juggernaut) around without slowing down. The sound, consisting mostly of uber-quality samples, adds to the atmosphere more than you'd normally expect. Great effort has obviously been expended to match up the voices of the characters properly. And the Sentinel sounds best.

Basically, this is one of those games which transcends regular style boundaries. It doesn't particularly matter what kind of games you like, you're guaranteed to love this one as if it were your own little baby game. The tight controls, the plethora of moves, the imagination that's gone into its creation, the Create a Combo law which makes just about every punch or kick the starting or end point for a string of moves born from your own fevered brain all conspire to produce a landmark of the genre. Don't forget to buy this. It's absolutely corking.

R A D



All the over-the-top visual frippery of a comic book has been translated perfectly. Well done, Capcom. You're ace.



In real life Psylocke would just use her psi-abilities to calm Iceman down instead of fighting with him.





# X-MEN: CHILDREN OF THE ATOM



These flailing tentacles cause absolutely rucks of damage. So avoid them.

Colossus is a big lad. And Wolverine's a very small one. But they're both hard.



Despite the huge quantity of action occurring in this here screenshot, you'd find, if you saw it moving, that there's no slow-down at all. How clever.



Cyclops and Wolverine, no doubt fighting over that Jean Grey woman again. Honestly, they're like a pair of kids them two.

Almost impossible to beat for depth, challenge and full-on general brilliance. Everyone must own this game, whether you like comics or not.



graphics	93
sound	94
playability	94
lastability	96

overall

94%