



IP: When Cyclops's Mutant Har is full, tap Toward and Flores Punch for a deadly Laser Surge

By Scary Larry The arcade-to-home

translation of X-Men is as smooth and hard-hitting as the arcade original. Finally, Saturn owners have another reason to rejoice!

X, Thugs, and Rock & Roll

Even if you never touched X-Men in the arcades, you'll love its great graphics and fast gameplay. You have a choice



Samural's Mutant Bar is de a reverse fireball and press Kick to make a mirror image appear.

> Saturn Game ProFile X-Men: Children of the Atom (By Acclaim)



Straight out of the comics and into your Saturn comes the best superhero brawl of all time. X-Men converted perfectly from the arcade to the Saturn!



CHILDREN OF THE ATOM



an opponent into the firen tap Fierce Pur in to score hits as h



PROTIP: As Colos launch a fireball and ta Fierce. Keep tapping Fierce for extra hits.

of ten fighters, including Storm, Cyclops, Iceman, and of course Wolverine, If you prefer the dark side, you can play as X-Men villains Sentinel and Omega Red. Each fighter has signature moves, like Iceman's Ice Beam or Cyclops's Gene Splice. These special moves can be linked with reqular moves for devastating



PROTIP: As Wolverine, press Toward and tap Medium Punch to grab an opponent and deliver some adamantium hell.



huzzeut move, Jump en press Down and Fierce Kick.



and Fierce Punch will get you Psylocke's rolling throw.

multihit combos.

Performing the special moves doesn't involve lots of finger gymnastics the way games like Killer Instinct for the SNES did. Most X-Men moves are fireball, reverse fireball, and dragon punch motions, and the game adopts the familiar six-button fighting configuration (weak, medium, and strong punches



PROTIP: Omega Red can hit an approaching opponent with underground cables by holding Down and tapping Fierce Kick.



PROTIP: Press Toward Medium Punch to to Iceman's oppon works well when your Mutant Bar is full and you can deliver your special move for a power KO.

and kicks), so you'll be fighting like a pro after five minutes. Gamers who like their fighting games with a little more depth, however, may find the controls too easy.

The X Files

The graphics are x-traordinary. Great comic-book details make all the fighters' moves come alive, and there's very little slowdown to dull the action. Minute background details like the Danger Room's underwater life are realized in



and sweet for Storm when you comer opponent just keep shooting torna does and uppercutting.

vivid color for great atmospheric effect.

X-emplary sounds feature crystal-clear smacks, punches, and groans. Even the rockin' music integrates lots of laser shots and explosions.

The Joy of X

What's not to love? Colorful. fast, and fun, X-Men is a blast and a half. If you own a Saturn and have already mastered Virtua Fighter 2, then check out what's happening in the mutant world of the X-Men. Who says we don't need another (super)hero? G

GAMEPRO (54 March 1996