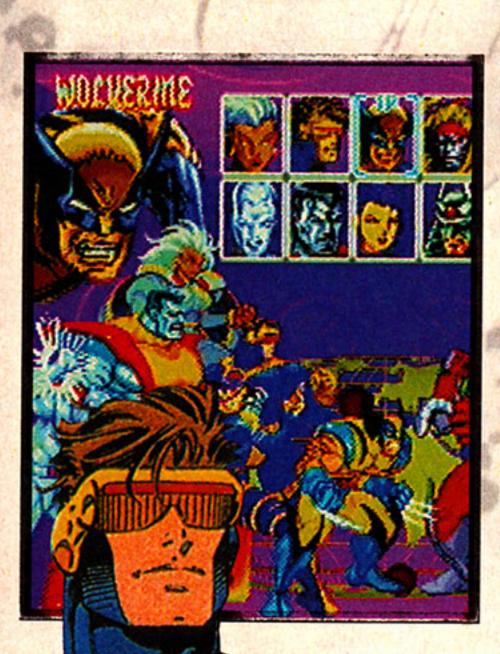






CHILDREN OF THE ATOM



Mutants Can Be Your Friends

he Capcom fighting game based on Marvel's X-Men is finally coming home. This translation is exclusively for the Saturn, and it is is a near-exact translation of the coin-op.

The gameplay is basic
Capcom style, with moves
done with rotations on the
joystick, a la fireball and
Dragon Punches. Capcom,
who developed this game,
doesn't even hide the direct
take-offs of its earlier titles.
You can tell that many of

the fighters are similar to the Street Fighter characters in many ways.

One unique feature that X-Men contains is the ability to battle in the air. It is possible for

fighters to leap high on the screen, as well as block while flying. This allows lots of opportunities for juggle combos and more tactics to tear apart your foe. There is a



Colossus shares a number of similarities with Zanglef.

RELEASE DATE DIFFICULTY

1st Qtr. '96 Moderate

PUBLISHER PLAYERS

Acclaim 1 or 2

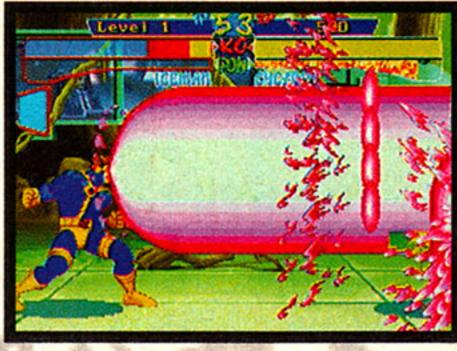
SIZE THEME © DONE

CD-ROM Fighting 80%

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EGM







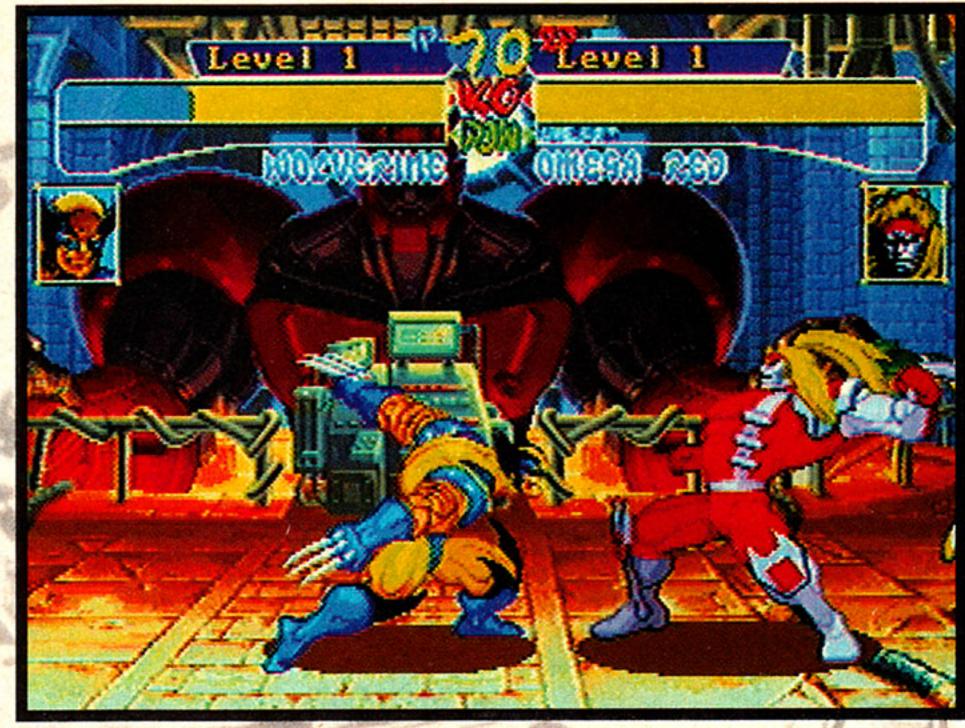
grand total of 10
playable fighters and two
Bosses. Here's a rundown on
the basics of each fighter:
Storm commands the
weather, and most of her
moves are comprised of
small typhoons she throws.
Cyclops, the leader of the
X-Men, has a series of eye
blasts and a multihit Dragon
Punch that make him one of

the cheapest fighters. Iceman is similar to Cyclops, but he throws ice balls of various sizes, and he lacks a Dragon Punch.
Wolverine, everyone's favorite berserker, is an intense fighter with plenty of claw slashes. Colossus is a man whose skin turns into metal, making him impervious to many attacks. He moves slowly, but

he can dish out a number of deadly throws. Also a member of the X-Men is Psylocke, the British-Mandarin ninja who attacks with a Psychic Blade and can use her mental powers to confuse her foes. Omega Red is a Russian experiment



Spiral is one of the deadliest warriors simply because of her wide variety of unpredictable attacks.



Wolverine and Omega Red are quick-strike characters.

that uses bizarre tentacles to drain the life energy from enemies. The Silver Samurai is a giant warrior armed with psychic shurikens and a sword that cuts through nearly anything. The mutanthunting Sentinel is a hulking machine that's armed with an arsenal of bombs, lasers and other bizarre attacks. Last is Mojo's right-hand man...er woman, Spiral. Spiral is a four-armed warrior who can turn invisible, teleport or (with a supermove) even morph.

In terms of graphics, this is the coin-op, although some of the colors are missing. The gameplay is excellent, and the various speed settings can satisfy any fighting fan.





Each character has a super move that he or she can do when his or her power meter is full. You can really punish a foe by chaining this move with other normal hits to make one giant super combo. It is possible to get up to 42 hits in a single attack! The combo pictured here was done with Iceman. Start with a Jump Kick, and follow up with an Ice Beam while you are still in the air. Finish it with Iceman's super move. The end result does roughly 80 percent damage if your opponent is backed against the edge of the screen.