



COVER STORY

PROJECT

X-MEN: CHILDREN OF THE ATOM

PUBLISHER

ACCLAIM

INITIATED

AUTUMN 1994

RELEASE

JANUARY 1995

FORMAT

SATURN

DEVELOPERS

CAPCOM

X-MEN

CHILDREN OF THE ATOM

Choosing to base a video-game on the antics of the X-Men is not a particularly original thing to do. The comics have been kicking around since the Sixties.

However, the sustained popularity the brand has found in the Nineties, through new comic updates, a cartoon series and toys, toys, toys, has brought a stream of game makers to Marvel's door bearing cheque books.

In retrospect, allowing Capcom to create a beat 'em up from the license was a shrewd move. No-one knows that genre better. What emerged from the partnership, the arcade board of Children of the Atom, was Capcom's most

exciting coin-op for years. The added bonus was a widespread respect for the way it successfully conveys all of the best-loved characters of the comics in such spectacular fashion. Simply keeping such a game in the arcade is criminal, what with all these superconsoles flying around.

Capcom themselves naturally took on the conversion task. That process is nearly complete, and the game should be released in January. Acclaim perhaps saw X-Men as a compensation for missing MK3 on the Saturn. It may go on to exceed that humble estimation.



AT THE NUCLEUS

X-Men: Children of the Atom looks familiar if you already know Capcom games. Players choose from 10 X-Men characters, spanning the various team incarnations over thirty years. The game uses a six-button configuration similar to that of Streetfighter, and many of the game's special moves use the familiar fireball/Dragon Punch joystick combinations.

Characters now have devastating full-power specials which can be unleashed when the secondary bar, underneath the main health bar, which measures mutant power.

Discharging a full-power special will drain their mutant energy. The special moves are a mixture of close-in combo attacks or remote beam weapons. Most are easier to perform than SFII moves.



1963

September of 1963 was the launch date for X-Men. Marvel's legendary Stan Lee worked with Jack Kirby on what was a significant departure for Marvel. The idea for the new comic was a team of super-human characters, whose powers derived from genetic mutations; creating fiction out of what was a very new science. The X-Men differed from other Marvel characters, who were born normal people and gained their super powers through fate or accidents (eg. Spiderman). The X-Men's powers, on the other hand, were in their genes, though developed under the supervision of the mysterious Professor Xavier at The Mansion. The comics have dealt with the isolation the powers bring, and they've rarely been about clear cut good and evil. Many of the characters have changed sides and back again. Indeed it is prophesied that one of the most trusted of the band shall lead the rest to betrayal..

After a lull in the 1970s, the Eighties brought diversity with spring-off publications like X-Factor, but its the 1990s that has taken them to the position of most successful comic series ever.

X-MEN TM & © MARVEL ENTERTAINMENT GROUP INC. ALL RIGHTS RESERVED.
© CAPCOM 1994 ALL RIGHTS RESERVED.





X

ATOM



...ONLY IT'S A
SURE BET
THAT THERE
AIN'T NO
WONDER-
LAND AT

BRAND X

COMIC FADS AND FASHIONS CHANGE: **SPIDERMAN**, **SUPERMAN**, **THE AVENGERS** AND **THE FANTASTIC FOUR** HAVE FOUND CULT OR MORE LASTING ACCLAIM. **THE** CURRENT CREAM OF THE CROP, **MARVEL'S X-MEN**, HAVE THEIR ROOTS IN THE **SIXTIES**, BUT THEIR HEROIC MUTANT ANTICS FIT THE MOOD OF THE TIMES...

JUST A
WORLD
O' HURT.

THE BOTTOM
STAIRS THAT
IT'S DON'T WANT
TO SEE THIS BADT
EE



EXAMINATIONS

WE KICK OFF OUR SEVEN PROFILES (THE OTHER THREE CHARACTERS ARE STILL IN DEVELOPMENT) WITH DETAILED LOOKS AT THE FIVE BEST KNOWN CHARACTERS WITHIN THE GAME. THERE'S INFO ON THE REST OF THE COMPLEMENT, ALONG WITH THEIR SPECIAL ATTACKS.

WOLVERINE

Arguably the best known of the X-Men, and the most mysterious, Wolverine first appeared in an issue of *The Incredible Hulk*. His history before joining the X-Men is sketchy, although he fought alongside a Canadian supergroup called Alpha Flight, which worked with the Canadian Secret Service.

Known only as 'Logan', Wolverine's most notable feature is his adamantium claws, terrifying weapons emerging from his flesh and fashioned from an unbreakable metal alloy. At one time, Wolverine's entire skeleton was made of Adamantium, but this is not part of his natural mutation. It was added in a traumatic experiment by a shady figure known as the Professor. Combined with Wolverine's amazing healing abilities, he was almost indestructible. However, the skeleton was stripped from his body in a memorable showdown with arch-enemy Magneto. In *Children of the Atom*, Wolverine possesses all the savagery that is his trademark. He is a hands-fighter, combining claws and athleticism to avoid the extravagant attacks of the other fighters, evade their defences and carve them



SPECIAL ATTACKS



SURGICAL STRIKE



Wolverine performs a quick examination of his foe's internal organs.

DRAGON CLAW



The familiar turning course of the Dragon Punch with an Adamantium edge.

AIR SLASH



Opponents leave the ground in one piece, and return to earth in shreds.

SUPER ATTACK



Wolverine lets rip with an astonishing display of rabid anger, leaving slash marks on the screen.

SPECIAL ATTACKS

SHORT BLAST



Quick to pull off at short range and uses a fraction of his mutant energy.

OPTIC BLAST



A standing, crouching or airborne beam of intense energy.

THROW AND BLAST



Opponents are tossed vertically, then pummelled with an optic blast.

SUPER ATTACK



An enormous blast of energy, larger than the characters themselves, radiates across the screen. Fry time.

CYCLOPS

The X-Men's most enduring character, having been part of the very first team. Cyclops, or Scott Summers' history has been troubled. The son of a test pilot, he lost his parents in an air collision with a UFO. Surviving, but with total amnesia, he spent the next few years in an orphanage, where his mutant status did not go unnoticed. He travelled to New York to find a cure for his eye-strain and there discovered his eye-blast powers. Tracked down by Xavier and the FBI, he became part of the initial X-Men students, and from then began a long and troubled love affair with fellow X-girl, Jean Grey (they are now married). In *Children of the Atom*, Cyclops uses his blast powers to the full, with various levels of ruby laser intensity. When fully charged, these attacks are basically unstoppable. He's also an athletic and fast antagonist.





PSYLOCKE

Betsy Braddock, the mutant sister of Captain Britain, leader of the Excalibur mutant hero team, is a girl who likes to get around. She adopted the persona of Psylocke after being captured by an inter-dimensional being, Mojo. She joined the X-Men after a battle with the Morlocks, dark creatures living beneath NYC.

She was part of the team that perished in the great struggle against the Adversary. However, she was resurrected and chose to stay in Australia. She subsequently stepped into a mystic portal and disappeared. Some time later a woman claiming her identity turned up at Xavier's mansion. Probes revealed her to be the same person, probably. Sadly, Pyslocke

contracted the Legacy Virus (see Colossus), which has taken its toll on many mutants.

In the game, Psylocke fights with vigour, employing her pyrotechnic psi-powers in a confusing manner that might look like magic to the lay eye. She also displays the oriental fighting prowess of her alter ego, Kwannon the assassin.



SPECIAL ATTACKS

PSY STORM



Psylocke wraps herself in a cloak of Psy energy which repels opponents in close proximity.

DOPPLEGANGER



Where there was one...now there are five. Psylocke literally becomes a force to be reckoned with.

PSY BLAST



A blast of telepathic energy overpowers her less attuned opponents. Once again, mind over matter.

SUPER ATTACK



Psylocke is propelled as a psychic torpedo that rips into anything in its path.



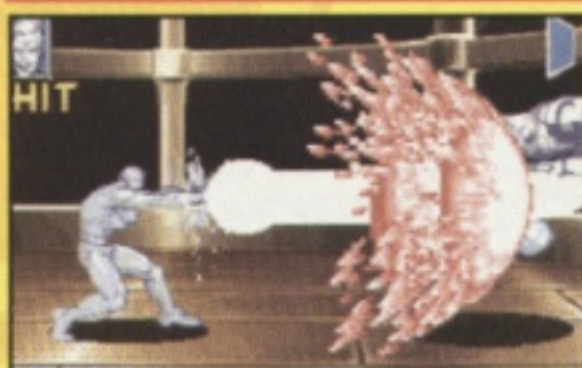
SPECIAL ATTACKS

GIANT SNOWBALL



This would be comical if it wasn't so heavy — a mass of ice condensed directly above his foe's head.

ICE BLAST



Sensational in action, a focused beam of sub-zero energy.

FREEZE GRAPPLE



Anyone unfortunate enough to experience Iceman's icy embrace is left immobilised.

SUPER ATTACK



A barrage of snowball pours forth in the target's direction. Huge combo bonuses are possible.

ICEMAN

Bobby Drake, AKA Iceman shows how an ordinary kid's life can be upturned by his singular bizarre power. His first High School date brought his extraordinary ability to lower temperatures to light, and provoked the typically hostile reaction that many mutants face from 'normal' people.

He was freed from the town jail by Cyclops, sent as an emissary from Professor Xavier and became a reluctant member of the team. There he developed his striking and literally cool appearance and style. Iceman has been around since the very beginning, with highs and lows in popularity and various mishaps — he was one of the Adversary's victims. But appearances in the animated X-Men and Spiderman and his amazing friends has revived his popularity.





COVER STORY

COLOSSUS

Giant Size X-Men, the new format that revitalised the comic in the 1970s. He reflects the move to a global and less US-centred X-Men team.

Unsurprisingly, his team name, Colossus comes from his huge size and strength, but it belies a sensitive and high-minded individual. Colossus would never take a life in battle. However, his ideals have taken a battering through the years, as the morals of X-Men become murkier. He finally turned over to the side of Magneto, sworn enemy of the X-Men, after the death of his mutant sister, Illyana. She was the victim of the Legacy Virus, a disease that attacks mutants and has depleted their numbers since its discovery. Some say it is a deliberate device by the hysteric political forces opposed to all mutants, whatever their actions.



The Russian youngster Piotr Rasputin rose from a humble collective farm in Siberia, to become one of Xavier's second team in

SPECIAL ATTACKS



TORNADO TOSS



Colossus grasps his opponents and whirls them around his head like rag dolls, before tossing them aside.

GIANT LEAP



Devastating close up, as Colossus launches his huge weight at incredible speed.

SUPER ATTACK



Using the team's rallying cry, the Russian giant descends on his luckless foe with blinding fury.

SPECIAL ATTACKS



POWER LASSOO



Omega's mechanical arms can seize an opponent from any position. From there it is possible to draw the life-force from their bodies or toss them away like so much rubbish.

BIONIC LEAP



Omega's telescopic legs and arms combine to turn him into a lethal missile. Direct him into the path of the enemy for maximum damage.

FLOOR GROPER



One of the game's topper moves, Omega surprises a remote enemy by thrusting his arms through the floor to re-emerge beneath them.

SUPER ATTACK



Omega goes into a wild seizure, his flailing metallic limbs inflicting multiple injuries in a matter of seconds.

OMEGA RED

This Russian rebel augments his powers with huge mechanical arms. In the animated series, Omega Red surfaces in a post-Cold War story, with anti-revolutionary forces trying to restore the dictatorship of the USSR with weapons of terror.

X-Members Jubilee and Colossus confront him at the Black Sea, but find themselves incapable of defeating him without the aid of Wolverine. For the game, Omega is a fearsome antagonist, with fully functioning arm attacks.





SILVER SAMURAI

A strange choice, when some of the X-Men's more notable enemies and members are left out, but perhaps there's an element of patriotic pride from Capcom by adding a Japanese hero.

Whatever the reasoning, the implementation of Silver Samurai is fantastic, making him one of the most enjoyable characters to play. All his mutant power converges on his awesome samurai sword. This is endowed with three elemental capabilities: lightning, fire and ice. All can be accessed for a limited time.



SPECIAL ATTACKS

ELEMENTAL SWORD



The sword converts mutant energy into one of three elemental powers. Once activated, it stays potent for some time.

MYSTIC SHURIKEN



A long-range attack virtually assured to score combos with its razor-sharp edge.

SUPER ATTACK



The entire area crackles with electrical energy from which there is no possible escape.

STILL TO COME...

STORM

Storm, the Kenyan leader of the second X-Men team, and another firm favourite will be one of the game's leading characters. Her wide-ranging powers allow her to control and simulate the dynamic forces of the weather. She currently leads the X-Men's famed gold team.



SPIRAL

This minor X-Men character comes from beyond the stars, and lends space-age attacks to the gameplay. She has fought against the X-Men on several occasions.



SENTINEL

The greatest threat to all mutants, not just the X-Men. These robotic operatives have been programmed to eliminate all mutant life, and in one story strand, they succeed in dominating the 21st century. Time travelling X-Men like Bishop have confronted the Sentinels in the world they dominate. They are huge, lumbering but formidable mechanisms.



THE DANGER ROOM

The most recognisable fighting arena within the game, the Danger Room is part of The Mansion, Professor Xavier's complex for training, directing and supporting the X-Men. The Danger Room is an incredible 'virtual' training ground that simulates the hostile conditions of a typical X-Men encounter through the use of holograph technology. The equipment is put through its paces in the game, as holograph scenes change throughout the bout.



The Danger Room here simulates the environment of Savage Land. Xavier controls the holography from the room behind the door and views from the window. Other environments include underwater holographs, complete with exotic fish.