

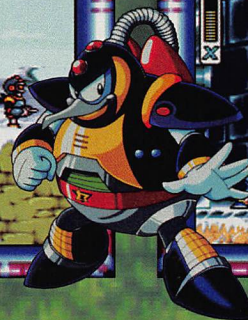
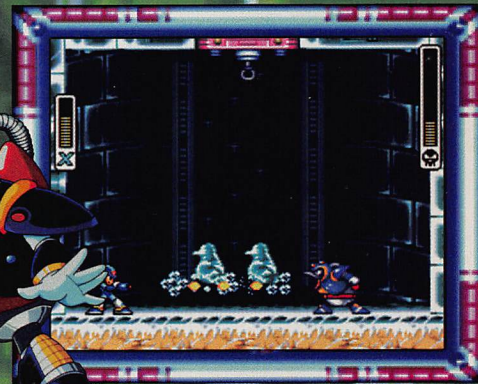
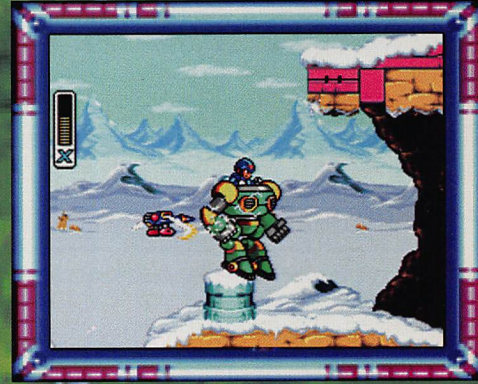
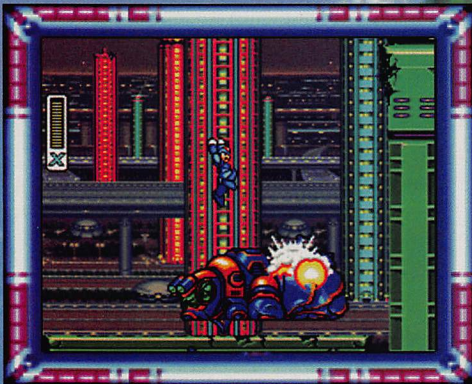
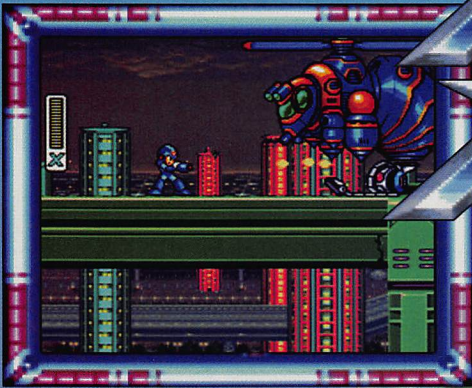
PLANET SNES

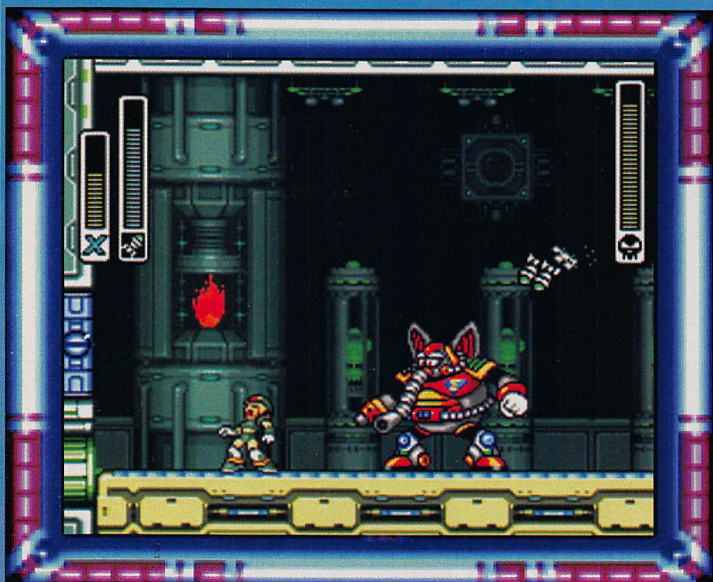
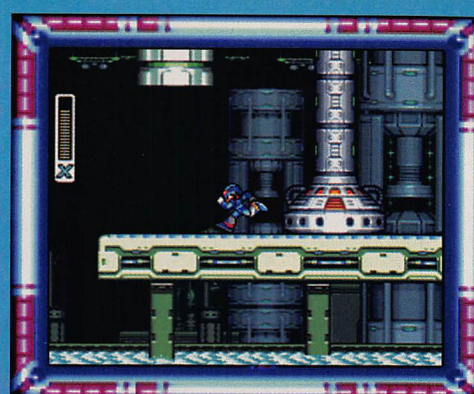
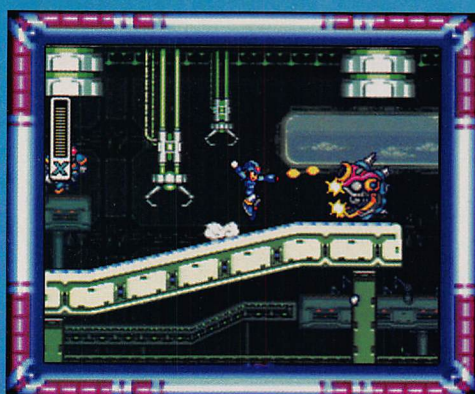
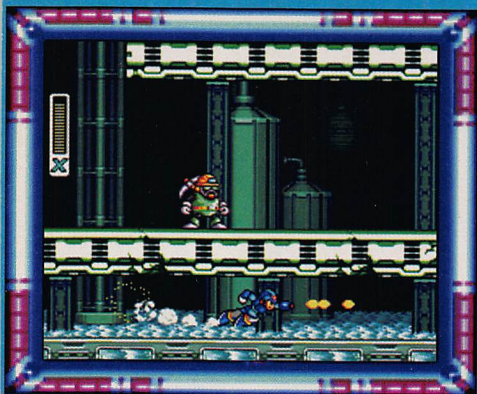


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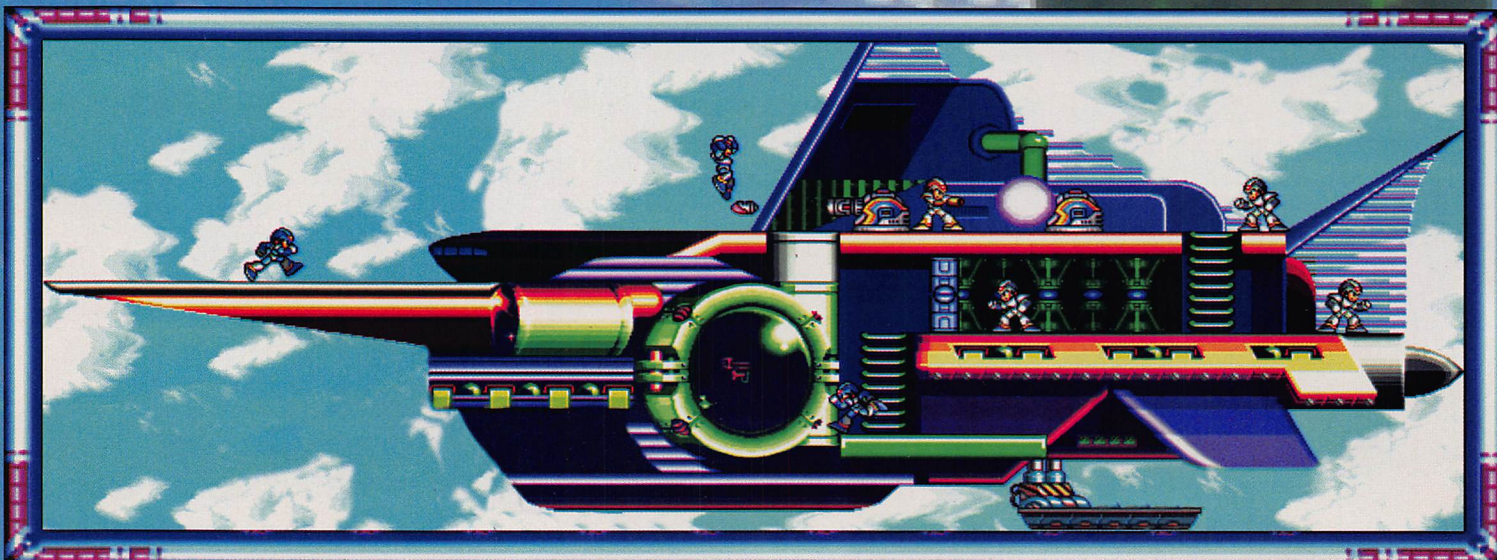
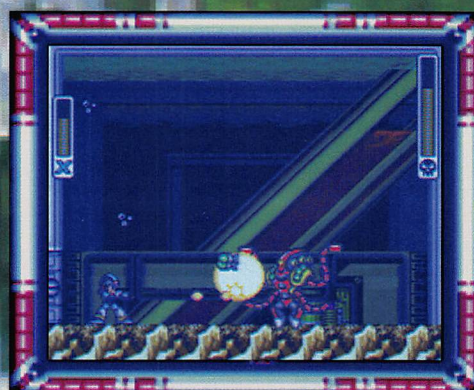
MEGA MAN X

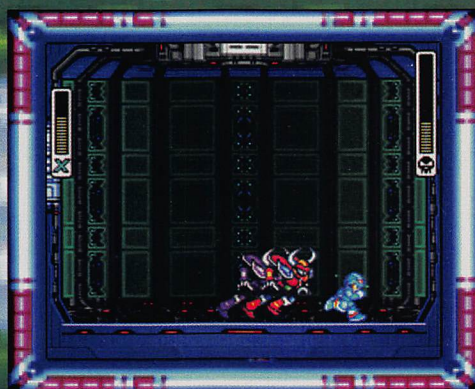
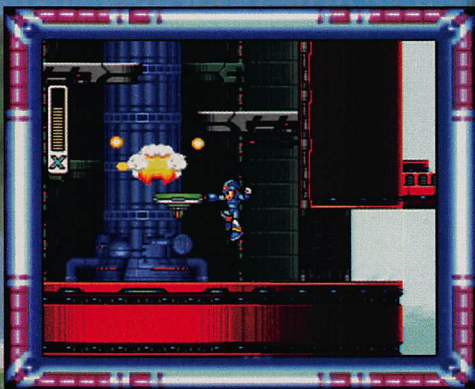
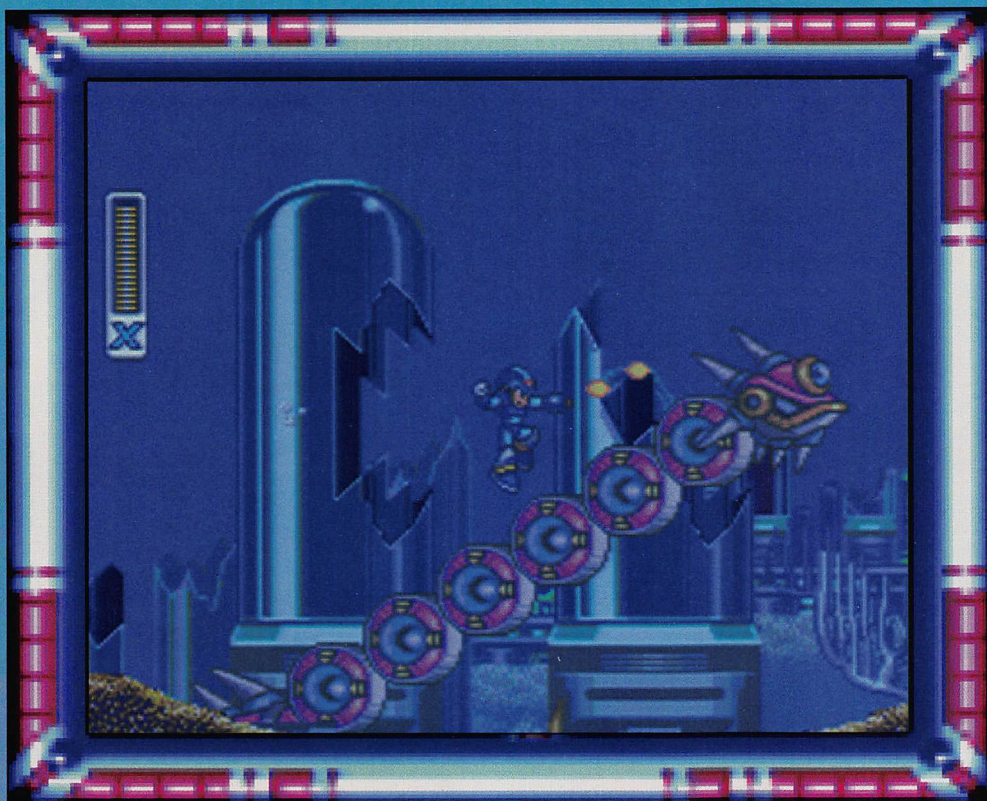
One of the most eagerly anticipated new SNES titles and one that is no doubt on top of many Christmas lists is almost here. Its the first 16 bit installment of Mega Man...Mega Man X. This all new 10 meg SNES version is so new in fact, that it barely resembles its 8 bit predecessors. The new Mega Man has fluid animation, new moves, is drawn completely different, and the game itself has so much



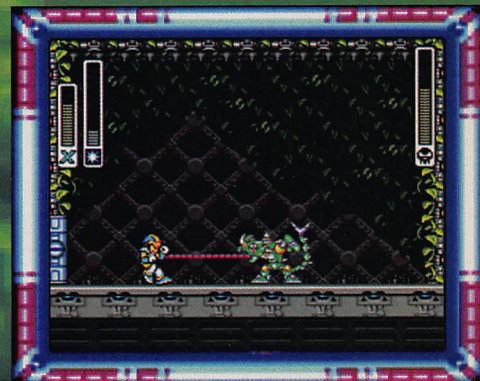
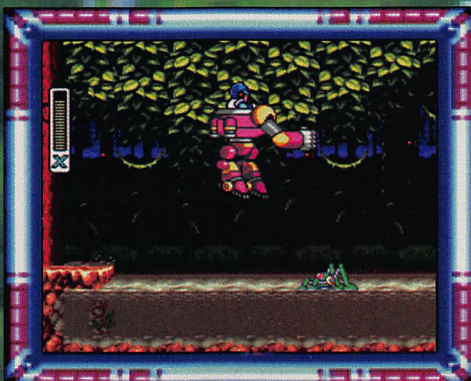
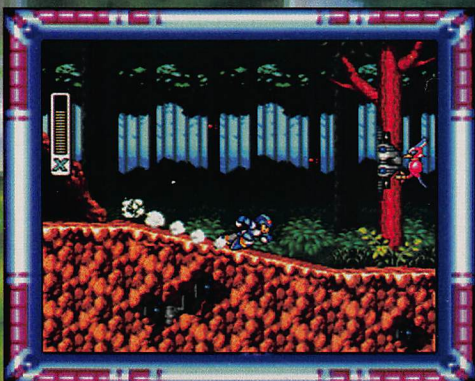


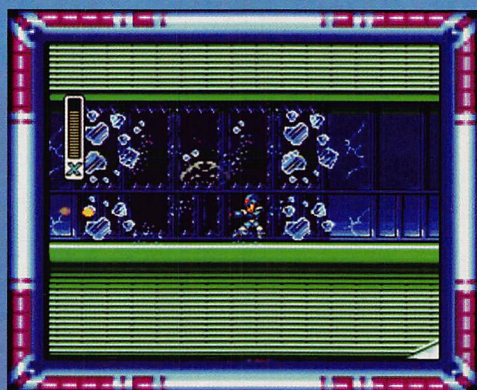
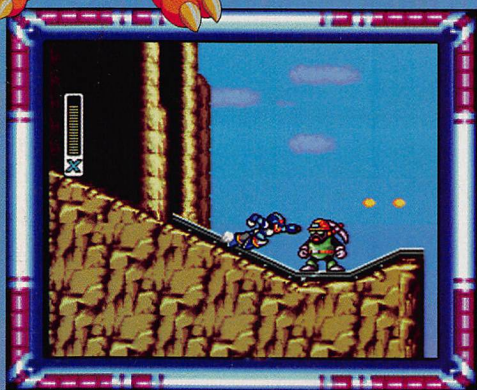
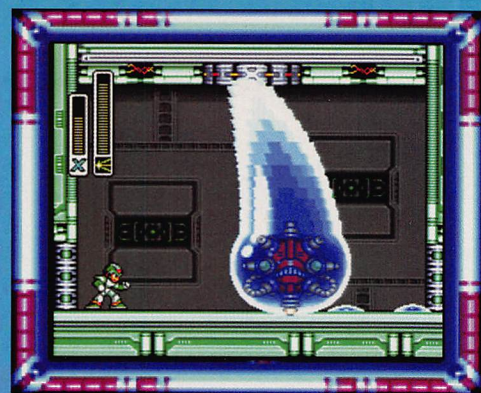
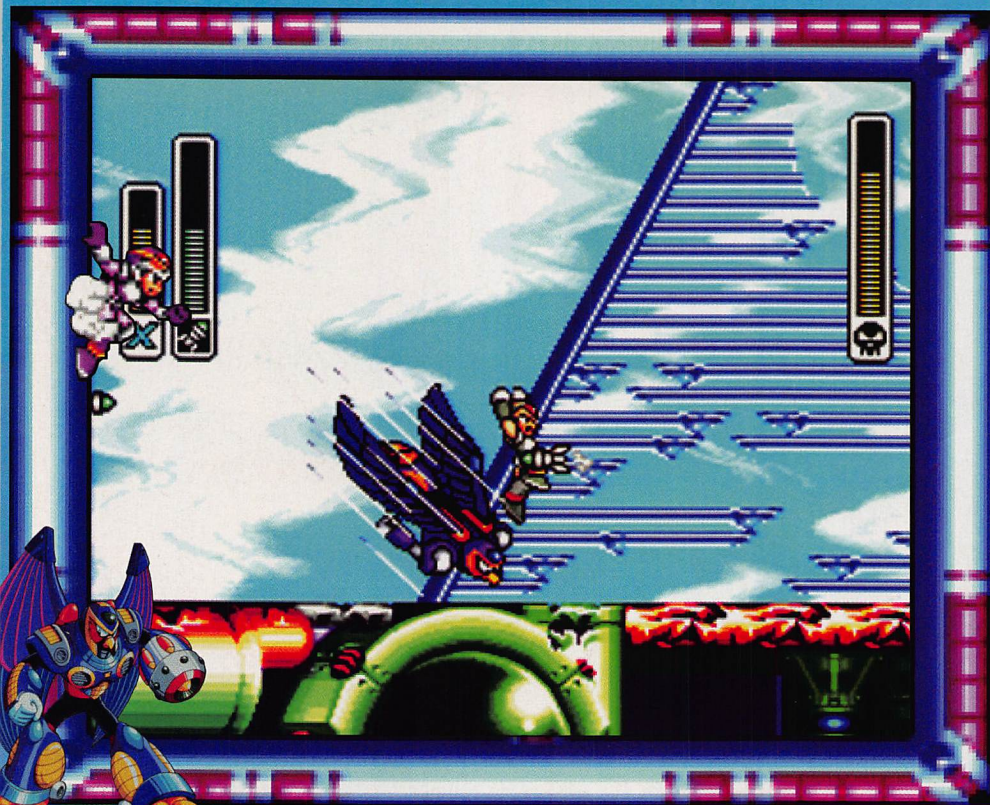
more to offer. There is, ofcourse, the obvious additions of scrolling backgrounds, more color and SNES quality music, but along with that you get much more detail, larger more animated sprites, better play mechanics, and other features the old NES just couldn't conjure up. The way each level is laid out, however, is pure Mega Man as are the pesky little bosses at the end of each level. Each one has a certain weakness, it's up to you to choose the right suit at the right time and fig-





ure out their patterns. Of course, the first couple may fall rather easily, but as the game progresses the bosses get harder, a lot harder. The levels themselves I found to be much easier than the old 8 bit versions, obstacles such as disappearing platforms are not used as much in this version, but of course, precise jumping, and excellent timing are still required. The length of this version is about the same as the others, but the desire to play again and again is much higher, as this is simply





a fun and well put together game. I'm not going to say that this game is everything I thought it would be or that it is the "ultimate Mega Man", because I still think Capcom can and will do more with this title in the future, if Street Fighter Two ever dies down. I want to see an action game programmed by that team. I feel that would truly be the ultimate. But for now I have my Mega Man and I'm happy. Good SNES titles have been hard to find this year so I'll take this one no problemo. See ya' soon. - Takahara

