



X-MEN™ AND © 1994 MARVEL ENTERTAINMENT GROUP INC. ALL RIGHTS RESERVED. © CAPCOM 1994 ALL RIGHTS RESERVED. THIS VIDEO GAME IS PRODUCED UNDER LICENCE FROM THE MARVEL ENTERTAINMENT GROUP INC.

# ...and out come



SEGA SATURN



# the wolverines

I am the X-Man, I am the X-Man, I am the walrus, sang the Beatles, thus pre-empting Stan Lee by a good five or six years in his creation of the mutant superhero phenomenon. Now Capcom reinvent those Sixties Marvels in their latest beat 'em up. Homo Sapiens Superior's own RAD AUTOMATIC checks the SP...

**h** I THERE, KIDS - I'M SLACKARSO, LEADER OF THE GENERATION X-MEN. WE'RE A SUPERHERO TEAM WHO USE OUR AMAZING MUTANT ABILITIES TO AVOID GETTING PROPER JOBS. MY UNCANNY POWERS OF LOW BUDGET VIDEO TITLE RETENTION ALLOW ME TO EFFORTLESSLY NAMECHECK ANY CRAP FILM, THUS ASSURING ME REGULAR ASSIGNMENTS HANGING OUT AT VIDEO STORES PATRONISING THE CUSTOMERS AND TALKING TO MY FRIENDS BEHIND THE COUNTER. ONE OF THESE IS CONSPIRACY KID, THE BOY WHO BELIEVES THE CIA AND ALIENS ARE BEHIND EVERYTHING THAT HAPPENS. HIS KNACK OF FINDING A SINISTER PLOT IN EVEN THE MOST MUNDANE OF EVENTS - SUCH AS CATCHING A BUS - MAKE HIM INVALUABLE TO OUR CAUSE. ESPECIALLY WHEN COMBINED WITH THE MIGHT OF BRADY BROAD, GIRL WITH AN ENCYCLOPEDIA KNOWLEDGE OF ALL SEVENTIES TV PROGRAMMES. THE WAY THOSE TWO CAN SPIN A YARN ABOUT HOW KOJAK'S SHINY BALD HEAD WAS USED TO REFLECT SUBLIMINAL IMAGERY INTO MILLIONS OF HOMES HAS TO BE SEEN TO BE BELIEVED. THE TEAM IS COMPLETED BY PERPETUAL STUDENT LAD - CURRENTLY MAJORING IN THE EFFECT OF CARTOONS ON THE WAR ON DRUGS - AND TOKENWOMAN, WHO DOESN'T HAVE TO WORK BECAUSE HER DADDY SAYS IT'S UNGAINLY ACTUALLY.

Together we make the most awesome inactivity force known to man, ceaselessly ceasing to apply ourselves. And what's the secret of our power? Just what is that elusive X-factor? Why, cable TV and Sega, of course, without which our mutual quest to not leave the house would undoubtedly pose an uphill struggle. But what do a bunch of superheroes do when it's time for some real action, when the chips are down and the world needs saving? Why hell, we plug in X-Men Children of the Atom and let those supervillainous pusbags taste some real power. And after that we drink coffee and talk about how Star Trek was a thinly-veiled Stalinist manifesto, displaying how all those capitalist countries (represented by aliens) who oppose the equal community (represented by the Federation) would be crushed by the supreme forces of Communism (the ironically-titled Enterprise). >>



Each character runs through their own little animation routine before a bout begins. Iceman's is daft. He appears from inside a block of ice in the shape of the word ICEMAN. That's just being plain silly.

I once saw a Spiderman And His Amazing Friends with the X-Men in and they fought Juggernaut in that, too. Wolverine got his claws stuck in a brick wall, which was sad.





## YOU SAD MEN!

>> Hey – come back! We haven't got to that bit yet. First we're going to help you, the honest citizen, familiarise yourself with the super-make-believe world of heroism we inhabit. Some of you may already be familiar with the basic mechanics. The idea is you, the heroic player, take control of one super-being and take him (or her, equal opportunity chick-fans) into single combat against another super-type. Once you've beaten all the other superpeople in town you're declared Monarch of Peace and Justice. But this isn't like most other one-on-one combat simulators. Whilst martial arts play their part in the fisticuffs action the success or failure of your character in combat is mostly decided by your aptitude with handling their mutant powers.

See, this isn't like ordinary beat 'em ups. As us Super Slackers know only too well, with great power comes great destruction potential. Nowhere is this more evident than with the Create a Combo law. It's a new Capcom function, and X-Men is the first title to be given the benefit. Create a Combo allows the player to just make up combos as they go along. None of this follow-a-Dragon-Punch-with-a-Spinning-Bird-Kick business for those martial arts Bushido dudes. As long as your opponent is vulnerable it's up to you to keep them that way, using whatever moves you feel necessary or applicable. This makes combat more fluid and allows you to think on your feet a lot more, although it takes out a certain long-term strategy element and does open the doors for some cheesy multiple-hit mania.

## SOUNDS X-TASTIC!

The sheer scale of devastation potential carried by these combos is demonstrated by the environments in which you fight. True to their comic book counterparts (reading comics is also a big part of the Generation X-Men's battle plan) the backgrounds for each level are susceptible to being totally demolished by liberal use of super powers. Each level is taller vertically than horizontally, and it's possible to access new backgrounds by smashing through the weak floors of the stage you're on. Whilst the pair of you plummet to the next level down there's a good opportunity to get in a couple of good hits, with projectile weapons or special moves, until you both land. This tall horizon allows for more height scope too, utilised by the Super Jump function. What's good about the superjump is that it sounds really swish but is in fact quite plain. Once your character has jumped into the air, quite a height usually given your special mutant heroic powers, it's possible to tap Up on the D-pad and jump again in mid air! Obviously bigger, bulkier characters with low jumping prowess don't get the full benefit, but lithe dexterous characters like Wolverine can reach some awesome heights. This is particularly useful for dodging projectile attacks, or surprising a foe off the floor.

Now the quicker ones amongst you may have noticed some unusual references to projectile attacks. How could one smite an opponent with a projectile attack whilst falling at different speeds? Why use a double jump to dodge a projectile? Well, true believers, the answer lies in Capcom Vector Theory. A dead cert to reach other Capcom beat 'em ups in the near future, this little feature revolutionises the use of long-range attacks in fighting games. Simply put it allows your character to fire their energy attacks in any of three directions. The basic D-pad manoeuvre for the move remains the same, but the punch/kick button used to activate the attack determines whether the bolt is loosed diagonally up or down, or straight ahead as usual. And, even better, you can use any projectile in any direction whilst jumping. That's the benefit of super powers for you.

X-MEN IS REVIEWED ON PAGE 70



Silver Samurai and Wolverine are mortal enemies. But then, everyone in this game and Wolverine are mortal enemies. Even his friends. He'll just fight anyone, that lad.



Cyclops is one of the best characters in the game thanks to his Optic Blast power. But he's also pretty tasty close-up in a spot of fisticuffs. So pick him.



If you gaze to your right you'll see a number of attractive-looking pictures of the X-Men and their enemies getting ready for a bit of argy-bargy. These stills from the attract sequence are interspersed with demos of the many gameplay features awaiting your eager joypad fingers. Sadly though, each frame is only on screen for about one billionth of a second. So perhaps you should video it and watch it in slow-motion if you'd like to get a better look at the real thing.





This is Cyclops' Super Optic Blast X-power. Sadly for Cyclops, Silver Samurai has blocked it. That means no sixteen-hit Super Finish for him, oh no.



This pair are plummeting to the next level down after smashing the floor to bits.



These destructible floors really enhance the full-on comics-like environment trashing action. Plus they're an extra tactical consideration to play around with.



## SHOWCASE

### THE X-MEN

#### Wolverine

Short and aggressive Canadian bloke with big sidies. Sidies probably more offensive than the six razor-sharp Adamantium claws protruding from his hands, which whilst able to cleave through anything, at least don't make him look like a ridiculous Seventies throwback. Still, he's one of the best characters in the game thanks to his incredible speed and combo potential. Special moves lacking, however.

#### Psylocke

Hooray! It's a British character! And she's a... er, a psychic ninja. Oh alright, it sounds a bit far-fetched, but it's true. Given her mistressy of the martial arts combined with her glowing Psychic Blade Spin (a kick of horizontal Dragon Punch) and Psychic Flash (equally mind-melding energy punch) she's a force to be reckoned with. She's also the fastest character in the game, if that counts for anything.

#### Cyclops

The original X-Man and possibly the most boring super-personality in the Marvel Cosmiverse. Not that his powers are boring. His incredible Optic Blast concussive power attacks are ace, and can inflict some mega damage. But he's really wishy-washy and a proper authoritarian. You get the feeling he really would have liked to have joined the army. Or been an accountant.

#### Iceman

The jovial prankster no superteam is complete without. That is to say, the pain in the arse no superteam would hesitate to get rid of if their superpower was, say, Being Good At Languages or something. But he's the master of ice, able to freeze the moisture in the air and use the resultant frost in any way his imagination suggests. In the game Iceman has severely limited personal combat skills, but his special moves (Ice Beam and the giant ice boulder called the Ice Avalanche) are great.

#### Colossus

A big hulking Russian who turns himself into an invulnerable man of living steel. Obviously he's been toned down for the game. Otherwise he's just steam in, ignore all the attacks levelled at him because they wouldn't hurt, and then smack his opposite in the face, thereby decking them. Colossus is now the Zangief of Children of the Atom, with loads of devastating throws but slow movement speed.

#### Storm

Leader of the X-Men and able to control the weather. Not just useful to have around at barbecues her command of the elements is quite handy in combat too. Her lightning and wind blasts are formidable, and clever use of air currents enables her to fly, too, which is good for getting out of the way. What's more she looks a lot better since she lost that daft mohican.





## BORN IN THE USA – IT'S THE BOSS!

Like any good Capcom beat 'em up (of which there are many) X-Men wouldn't be complete without its end-of-game bosses. Children of the Atom has two – Juggernaut and Magneto. Needless to say they're both incredibly rock. Juggernaut is absolutely huge and his normal attacks alone are incredibly powerful, plus he takes very little damage from your return fire. Magneto, Master of Magnetism, is the bloke at the end, and you've got more chance of contracting Necrotising Fasciitis than beating him in his home base of Asteroid M. But if you do you're treated to a character-specific ending. Anyway, if you can't be bothered fighting all the way to the end to see either of them, there's hope for you. Luckily, we here at SATURN MAG are ace, and have the cheat to allow you, the player, to select Juggernaut as a playable character. Hopefully we'll have the Magneto cheat for next month, along with a full list of moves for both characters.



## PLAY JUGGERNAUT!!

First head directly to VS mode (you can't, sadly, play Juggernaut in one-player mode). Now enter the cheat to play as Akuma Long (detailed elsewhere in the Showcase). Play through one bout as Akuma. Now head back to the character select screen and press UP/LEFT twice. that's diagonally Up and Left, in case you're interested. Twice. Juggernaut's portrait appears and presto – you're in.



X-Men is one of the busiest games you'll ever see, with rucks, explosions and special effects shooting all over the screen all the time. It looks brilliant. Invite it into your home.

## DEFEAT THE OBJECT!

Another hidden bonus in X-Men: Children of the Atom is to completely destroy the purpose of the game and play as Streetfighter character Akuma Long! Yes, why play as a superhero in this superhero-based beat 'em up when you can control a normal martial arts character from a different game? Why did you buy X-Men, exactly? Anyway, if you've got no imagination and want to control Akuma instead of the characters which the very branding of the game would intimate you like, we'll tell you how. Because we're nice like that. PS – Beware, there's no character portrait for Akuma, so you might not realise the cheat's worked.

If you're playing as player one in VS mode:

Move the cursor to Spiral, wait three seconds, then move around in this order: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, stop on Silver Samurai. Wait another three seconds, then press A, Z and C together.

If you're player two in VS mode:

Move the cursor to Storm, wait three seconds then move around in this order: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, finish on Spiral. Wait another three seconds then press A, Z and C simultaneously.



Hooray for Cyclops, who has finally got the hang of his X-power attack.



Ooh, that looks a bit nasty. I certainly wouldn't want one of those up my trousers.



Colossus is absolutely nails. Do not pick a fight with him ever.



Remember kids – opera singing may look sissy, but it can save your hide from a white-hot Optic Blast. Listen to your music teacher.





# X-MEN

SHOWCASE 

## TERMINATOR X

So what makes these X-Men so darn "X", then? How come they get a cool prefix like "X" when the rest of us are just known as (wo)men? Why it's because of their X-powers, foolish mortal. And believe it or not, X-powers are different from regular powers. Yes. To utilise an X power you need to fill your X-bar, located just under your energy bar. That's easy enough – just use your special moves lots. Then when about half-full you can use your level 1 moves (not all characters have these). A bit more full and you've got level 2 (ditto). Fill the beauty up and you're granted access to your amazing speciality X-moves, capable of inflicting up to SIXTY hits! Don't get too excited though, because some of them, like Iceman's wicked Ice Storm don't do all that much damage. They're hard to block and look brilliant, and some – like Spiral's Metamorphosis, where she transforms into every character in turn and whacks the bejabbers out of you – are devastating. But don't put all your faith in them. Just to show how smart these moves are, however, here's a goodly smattering of pictures of them.



Silver Samurai has three different sword-enhancing X-powers. This one is his Flame Sword, and it's rock.



Fortune wouldn't appear to be smiling overly in Wolverine's direction at this point. He's going to get badly stabbed.



## THE X-FOES

### Omega red

Well done for putting this nonentity into the game, Capcom. Omega Red might be scary and hard, with his extendible tentacles and all-round toughness, but no-one cares a fig who he is. Anyway, Omega Red is a cybernetic experiment bloke with flailing tentacle arms which allow him to throw and electrocute his enemies. He's absolutely rock, and well worth getting to grips with (ho ho).

### Spiral

Another character with more than their fair share of arms is Spiral (who has six, not counting legs). Spiral's got some good moves, even though some of them look really stupid (like the punch where she folds herself into a giant fist). The Dancing Swords move (consisting of six floating swords jiggering about) is top for confusing and maiming human opponents, although the computer usually sees through it.

### Silver samurai

He's big, he's hard, his sword can cut through lard, that's the Silver Samurai. Like Spiral and Omega Red, SS is a sworn enemy of Wolverine's. Not that this makes much difference to the game. He still just wants to kill everyone. And he has every chance, thanks to a whacking great sword, surprising manoeuvrability and lots of nasty projectile moves (energy shurikens, if you're interested).

### Sentinel

The biggest meanest robot you've ever laid your filthy eyes on. Developed by Whatsisname Gingrich to smite the mutant menace, these are self-programming androids with lots of big guns, rockets, mini-sentinel drones and other hideous mutant-control devices. And it can fly! Lawks! Rock hard to beat, especially when under the control of the computer. Use low attacks. It's your only hope.



This is Cyclops' Gene Splicer. And since he married Jean Grey, aka Marvel Girl, that's exactly what he is. A Jean splicer. Oh ho ho. Anyway, it's a bit like a dragon punch.

