

Saturn



Review

● Acclaim ● £59.99 ● February

X-Men

Children of The Atom

The classic *Street Fighter 2* hasn't arrived on the Saturn yet, but it's already got some stiff competition in the form of this tough Marvel comics adaptation. Here come the X-Men!



● The gorgeous Psylocke demonstrates one of her deadly punches, which unleashes an energy bolt at her opponent.



● Oops! Cyclops gets tied up by his opponent and has to suffer the consequences.

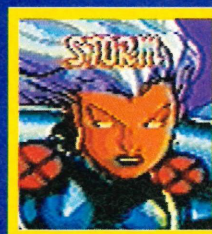
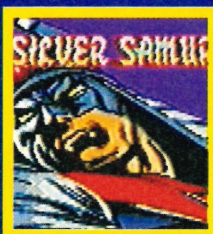
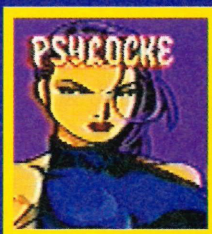
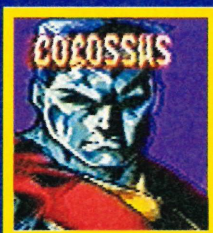


● Iceman unleashes one of his many special moves, by firing out multiple little balls of ice into his opponent. Check out the huge ball of ice somewhere in this review!



The X-Men and Women

Here they are in all their resplendent, muscular, buxom glory. We've all got our favourite ones.



● Wolverine mounts his opponent and slashes at his body in a mad fury. A very useful move that drains lots of energy but is very satisfying.



● Left: The huge Sentinel has some awesome laser power! It's a pity he's a fat slob!



● This is Omega Red, who is armed with some nasty tentacles that wrap around and squeeze the life out of his opponents. What a nasty geezer!



It's a good job that we've given this game a bumper review, as there is just so much to write about. *X Men: Children Of The Atom* is a cartoon fighting game (I don't really like using the term beat-'em-up) that features most of the characters from the Saturday morning cartoon show and comics. Capcom have taken ten of them including Psylocke, Wolverine, Iceman and Storm. Each has a startling array of moves, including some spectacular special moves and combos.

Ten characters, ten stages and hundreds of moves

Battles take place in various arenas, which can be chosen manually or at random. The

backgrounds exhibit a very special quality, showing real depth and movement. These include a prehistoric world, a beach scene, an underwater chamber and a battle aboard a moving lift. The characters move just like their cartoon counterparts, and their special moves really do look stunning. Take a look at the screen shots dotted around and you'll see how they stand out. Some characters, like the robotic Sentinel, are

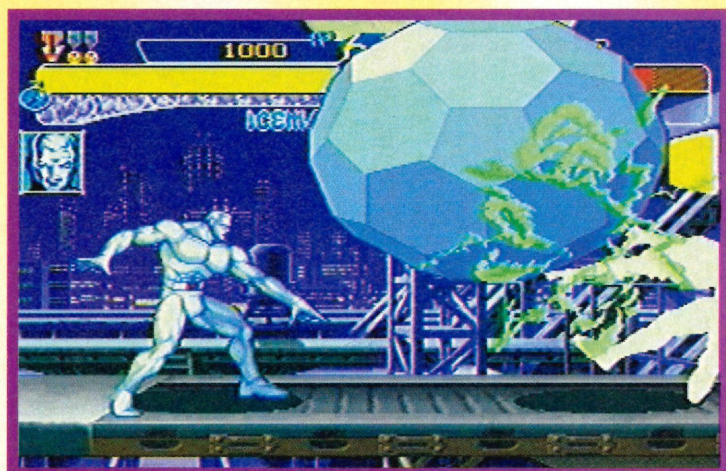
gigantic and take up half the screen size, whereas others such as Storm and Psylocke hover in the air.



● The Silver Samurai electrifies his opponents should he or she come too close. Shocking.



● That Wolverine is deadly, strong and very fast. Those sharp claws make him look dead hard too.

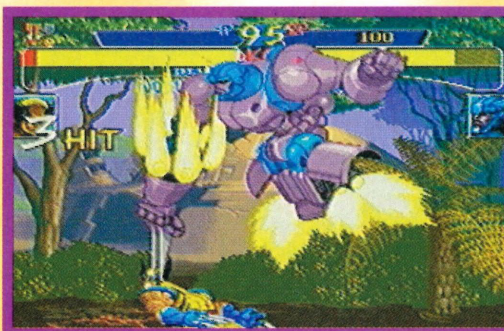
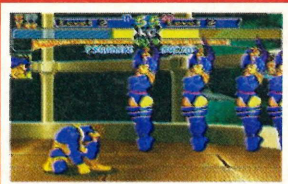




Review *X-Men* *Children of The Atom*

Ooo Nasty!

Just have a look at some of the strongest and biggest moves each character can pull off. These X-Men and women are hard as nails...



● That'll give him more than a migraine. Cyclops receives a nasty shock from Omega Red.



● This character with stretchy arms is good at hitting opponents from distances.



● The character select screen displays most of the X-Men we recognise from the cartoon series, but can you spot the ones missing?



Comparisons have been made to *Turtles: Tournament Fighters* which appeared on consoles a few years back. It's true, the game has a very similar style and feel, but the graphics are in no way dark and moody. They are bright, well detailed and colourful to match the comic characters. There are goodies and baddies, as well as some hidden characters to discover.

Developers, Capcom, have packed in all kinds of options and features that put *X-Men* in a beat-'em-up league of its own. Each fighter can execute combos, super combos, Super X moves and the ultimate Hyper X Super combo when a special energy gauge fills up. Then, all hell can be let loose if you know the right moves, which can result in forty or so continuous hits! There are mid-air fireballs, and on some stages it's possible to knock an opponent through the floor onto another level.



● Above: Dodgy picture! Who put that in? Own up! This is Colossus anyway.





● More lovely in-game artwork. Below: Now that is a special move. Sentinel's lasers just keep getting bigger and bigger, depending on which level you're playing on.

The sounds are nifty, although not as noticeable as the flashy graphics and animation, which just have to be the game's strong point. They really do look similar to the arcade version and the special moves look gorgeous when executed properly. With ten characters, ten stages and hundreds of moves, the combinations are endless and this is why I loved playing *X-Men: Children of the Atom* so much. It's a well designed and responsive game, unlike similar beat-'em-ups we've seen over the last few months. The game doesn't have the technology and jaw dropping 3D visuals of *Virtua Fighter 2*, but it's still a first class conversion from the arcade.

● Steve Hardy



● *X-Men: Children Of The Atom* is packed full of this brilliant cartoon artwork. This nasty bunch pictured above are the bad guys, and they deserve a good slapping!

Proscore

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Stunning. X-Men, while not ground breaking, is still graphically superb and displays all the qualities of a first rate fighting game.