

SUPER VILLAINS - Preview of the toughest mutant masters the World has ever seen!!



Once you have defeated a selection of the game's characters in battle, two more X-Enemies arrive to wreak havoc. The Juggernaut and Magneto are two of the most powerful foes the X-Men have ever faced. Magneto's mutant powers of magnetic mastery allows him a huge scope of attacks designed to surprise - and then destroy you. Juggernaut relies on his own so-called invulnerability and bludgeoning prowess to get the job done. **MAXIMUM** can reveal that both characters can be player-controlled. And we'll be revealing how along with a full range of their attacks in the next issue.

JUGGERNAUT - I'M UNSTOPPABLE!

Prepare to be flattened by the incredible JUGGERNAUT HEADCRUSH!



Juggernaut stands with Akuma, Spiral and the Sentinel in that he isn't actually a mutant at all - even though he is the half-brother of Charles Xavier - reputedly, the most powerful mutant mind on Earth. He gained his powers by seizing the crimson ruby of Cyttorak, which transformed him into a huge, virtually unstoppable power-house - distinguished by the fact that he is one of the only mortal beings in existence to withstand the bludgeoning power of the incredible Hulk.

Juggernaut's immense size and unstoppable attacks make him a deadly opponent, although in the game, his bulkiness is a disadvantage, and he's easily taken down by Cyclops.



First in a series of CAPCOM R&D INTERVIEWS MAXIMUM expose X-Men development data!



Tatsuya Minami is one of the men responsible for bringing coin-op hits like X-Men, Street Fighter Alpha and Darkstalkers onto the home next generation platforms.

During the MAXIMUM trip to the Shoehinkai show this month, we took time out to visit the Japanese headquarters of Capcom to talk to the creators of Sega Saturn X-Men: Children of the Atom. Situated in Shinjuku in Tokyo, the HQ we visited is in actual fact just one of the bases owned by Capcom and is dedicated solely to marketing, hence a huge display in the lobby showing the gargantuan array of Capcom merchandising available (and extremely popular) in Japan.

All research and development is carried out in a separate base of operations located in Osaka. We spoke to Tatsuya Minami, Senior Manager of the Product Planning and Design Section of the Consumer Game Department who travelled over to Tokyo to talk to us. He gave us a fascinating insight into the processes behind what is without a doubt one of the greatest fighting games available on any home system. Here's a complete, unabridged account of our discussions...

MAXIMUM How did you choose which X-Men you wanted for the Children of the Atom coin-op?

Mr Minami On the whole we had a certain strategy for choosing possible candidates. Out of those we selected as candidates, we went for the characters which could be brought out easily and those which could be used easily against others. There are also some which although easy to use were struck off because they did not work in the game.

MAXIMUM Which ones were they?

Mr Minami For reasons concerning our connection with Marvel, I can't say.

MAXIMUM What research went into the production of the Saturn conversion of X-Men?

Mr Minami Firstly we researched the Saturn market to see what extent the users would take note of the X-Men subject matter. We also looked at the level of awareness generated by X-Men in the arcades and decided from there whether or not a conversion would be suitable.

MAXIMUM Let's move on to the characters themselves. Take Wolverine for example - how did you understand how he

moved and how did you animate him in the game? What materials did you use which allowed you to get a feel for how he should move?

Mr Minami This is difficult! There is a comic version of Wolverine and Marvel itself had ideas on how he moves. When transferring this to the game, we had firm opinions on how to bring him to life, which we discussed with Marvel. It didn't always go well and for a long time there were some fierce debates. But eventually, after much explaining, we got them to agree to how the character should move. This stubbornness from the game's producers, the licensee, and the insistence on their ideas was a new experience for us.



"We looked at the level of awareness generated by X-Men in the arcades and decided from there whether or not a conversion would be suitable."



OF COURSE SCOTT!

MAGNETO - YOU DARE RISE AGAINST ME?

Only the strongest heroes can withstand the power of the MAGNETIC SHOCKWAVE!

Eric Lensherr grew up with oppression, watching his family die in the Nazi concentration camps during the Second World War. He sees the current victimisation of mutants as being too similar to the persecution of ethnic minorities during the war and has vowed to use his powers to defend his race. Magneto sees war between humans and mutants as becoming increasingly inevitable, and he truly believes that his huge array of magnetic powers can bring about the end of humanity.

That might sound far-fetched, until you see Magneto in action during this game! His mastery of anything metal allows him to concentrate iron molecules around your body with but a thought, or he can just summon up great chunks of debris to fire at you. His powers also allow for a powerful shield and razor-sharp magnetic bolts, making him the undisputed master of the mutant race - and the X-Men's deadliest enemy!



"In the contract with Marvel, one condition was that we would include one character from Street Fighter. We wanted to concentrate on the X-Men and didn't want to use Ryu or Ken, so we settled on Akuma."

MAXIMUM Did any character cause more problems than any of the others in regard to translating him into the game? Was Wolverine the most complicated character with regard to co-operation from Marvel?

Mr. Minami They were all difficult, but I think from the image aspect, they all fitted our image of how they should be brought to life. In particular, the overseas users would have their own views on the X-Men characters and we did worry about showing them as they would be imagined.

MAXIMUM Our staff includes a big Marvel fan and there were no complaints at all about the authenticity of the characters. You've taken four of the X-Men - Psylocke, Wolverine, Magneto and the Juggernaut into Marvel Super Heroes. Why was that? Were these four the most popular?

Mr. Minami These four characters appeared in the Infinity Gauntlet comics. However, after all of our research, these four stood out relatively as very popular characters - we had them appear [in Marvel Super Heroes].

MAXIMUM The Infinity Gauntlet featured a huge amount of Marvel heroes - just about all of them. In fact, how did you go



about selecting which ones you were going to use?

Mr. Minami We went for those characters with the most impact - those most suitable for an action game. Then, of course, there were Marvel's wishes [to take into account]. This time we wanted to use really famous characters - not just the X-Men - but those representative of Marvel, such as Spider-Man, The Hulk and Captain America.

MAXIMUM Does the Saturn version of X-Men feature Akuma?

Mr. Minami Yes!

MAXIMUM Why was he selected as a secret character in the coin-op?

Mr. Minami In the contract with Marvel, one condition was that we would include one character from Street Fighter to include with the X-Men. We wanted to concentrate on the X-Men and didn't want to use either Ryu or Ken, so we settled on Gouki [Akuma].

MAXIMUM We've heard that Akuma is hidden in Marvel Super Heroes, along with another secret guest star. Is this true?

Mr. Minami One is Gouki...

MAXIMUM Is the other Ryu?

Mr. Minami Probably... This information has not even been released in Japan yet.

MAXIMUM What are the main differences between the arcade and Saturn versions? Are there some things you were disappointed you couldn't do?

Mr. Minami Yes there are. However, on the plus side we put in original modes for the consumer version. In the arcades, players just put in 100 yen for a short game, so we put in a long-playing mode. On the minus side, we had problems with the Saturn hardware. There is only two megabytes of memory for loading into. This is true not just with the Saturn but for all of the CD-ROM machines, like the

3DO and the PlayStation. Converting games like X-Men and Darkstalkers is difficult because a lot of RAM is required. X-Men has 32 megabytes just for character data, meaning that we have to compress it when ideally we'd like to double it.

MAXIMUM Does that mean that future conversions will be even harder? For example Marvel Super Heroes is an even more complicated game than X-Men. Does this mean that as you develop more powerful coin-ops, the conversions will be less similar?

Mr. Minami We will make an effort.

MAXIMUM Are there any additions to the Saturn version? Obviously, the most important question regards whether you are able to play as the bosses - Magneto and the Juggernaut?

Mr. Minami There is a secret mode, but this is confidential at the moment.

MAXIMUM When will it be announced? **Mr. Minami** It's not such a difficult thing to find - after a week or so, people will find it.

MAXIMUM So it's similar to accessing Akuma...?

Mr. Minami Yes...