

BY	CAPCOM
PRICE	£44.99
STYLE	FIGHTING
RELEASE	MARCH



It seems Capcom have exceeded all expectations of excellence with their latest license. It's better than you'd ever believe. Honestly, X-Men is like getting hit by a massive train locomotive.

It has to be said that we at SATURN MAG were unsure if Capcom would ever come out with a game to supersede Streetfighter in all its various incarnations. They were upping the stakes of the graphics and adding loads more special moves and combos, but the ideas were starting to look a bit tired. But then, against all expectations, they came up with Darkstalkers, Streetfighter Alpha and X-Men: Children of the Atom all at once. The clever chappies.

Yes, to the untrained eye there are two dimensional beat ups which are evil and must be destroyed! But this is no Neo-Geo style game (plus room exercise). All three of the above mentioned titles scored heavily for originality, and of them all the best (at least yourselves Streetfighter fans) had to be X-Men.

For starters it's the first time comic book superheroes have been successfully translated to game format. Many games have tried, but apart from (maybe) Superman on the Megadrive years and years ago, none have triumphed in capturing the atmosphere and abilities of the various awe-inspiring protagonists. We were beginning to think the X-Men were just too powerful for one game to contain.

But they've all survived the transition perfectly basically. X-Men is the best 3D fighting game you'll get for the Saturn. Maybe ever (or maybe until Marvel Super Heroes comes out). But for now it's certainly the best. But why? That's what you want to know isn't it? That's all you (slugs) ever want from us: information. What are we, your personal slaves? Well for once I don't mind telling you why because this game is so dear to my heart I feel I may burst if I do not post my love for it immediately.

For a kick off it's arcade perfect. Apart from a couple of frames of animation missing (and you'll never notice) everything from the coin op is there in

full screen or vision too and running at full speed. All the little features such as Auto Block and the game speed select are intact along with whole new game-play options such as Survival Mode, Team Battle and ooh... everything else tickling. Plus of course as Capcom fans would no doubt be hoping, you can play as the bosses.

But it's not the beads and trinkets that make X-Men such a fine figure of a game. It's the way each character has been so intricately designed and matched up against one another. The special abilities and X-powers of every participant put them on the same level whilst the vast differences in their play style keeps every character an individual. Plus of course, the game shifts at a million miles an hour.

The visual effects, the explosions, the optic blasts and so on, keep the screen looking incredibly busy at all times and the Saturn shows some impressive muscle when moving a couple of the huge character actors (like Sentinel and Juggernaut) around without slowing down. The sound, consisting mostly of uber quality samples, adds to the atmosphere more than you'd normally expect. Great effort has obviously been expended to match up the voices of the classic tex properly. And the Sentinel sounds! Best.

Basically this is one of those games which transcends regular style boundaries. It doesn't particularly matter what kind of games you like, you're guaranteed to love this one as if it were your own little baby game. The tight controls (the plethora of moves, the imagination that's gone into its creation, the Create a Combo law which makes just about every punch or kick the starting or end point for a string of moves born from your own fevered brain) all conspire to produce a masterpiece of the genre. Don't forget to buy this. It's absolutely corking.

8.8



All the over-the-top visual flippity of a comic book has been translated perfectly. Well done, Capcom. You're ace.



In real life Psylocke would just use her psi-abilities to calm down instead of fighting with her.



X-MEN: CHILDREN OF THE ATOM



These falling tentacles cause absolutely racks of damage. So avoid them.

Colossus is a big lad. And Wolverine's a very small one. But they're both hard.



Cyclops and Wolverine, or double fighting over that Joan Gray woman again. However, they're like a pair of tits than two.

Almost impossible to beat for depth, challenge and full-on general brilliance. Everyone must own this game, whether you like the comics or not.

People like the huge quantity of action occurring in this here screenshot, you'd find, if you see it coming, that there's no slow-down at all. Not clear.



graphics	93
sound	94
playability	94
lastability	96

overall

94%