

SATURN

BEAT 'EM-UP

CAPCOM

IMPORT

OUT NOW

1-2 PLAYERS

PLAYSTATION & PC CD-ROM
PLANNED

ARCADE VERSION
AVAILABLE

CVG
HIT!

Because YOU demanded it – the World's greatest mutant superteam in the fight you thought you'd never see! X-Man against X-Man! And the winner must face... the menace of MAGNETO!!

X-MEN

CHILDREN OF THE ATOM

That's how they'd put it if this story ever appeared in the comics, because simply put, *X-Men: Children Of The Atom* is one of the most awesome superhero battle spectacles ever brought together. All the more so, because you're not just reading it in a comic! When the game appeared in the arcades last year, it brought with it a whole new superhero gaming sensation. The usual formula of soldier-filled *Shinobi*-style platform levels was gone, replaced by exactly the kind of superhero game you've always wanted. One-on-one superfights with a host of incredible superpowers to unleash, and plenty of scenery to destroy in the process. What better superteam to pick than the uncannily-powered, hot-tempered X-Men? And what better programmers could you hope for than Capcom, bringing their proven *Streetfighter 2* gameplay with them? Last year, it was one of the hottest coin-ops around. Not anymore though. Now it's one of the hottest console games around!





INTRODUCING THOSE UNCANNY X-FOLK IN FULL!

Okay. So you've got the X-Men to star in your beat 'em up! But WHICH X-Men do you have? Getting the right mix of super-beings was crucial to this game's success, but as you'd expect Capcom have chosen an outstanding selection of super-heroes – and villains – for their X-Men line-up.



The X-Men coin-op was the first Capcom beat 'em up to use the auto-block system since seen in all their fighting games. Optionally turned on during character selection, it appears as a shield when the character is attacked. Perfect for beginners facing experienced players.

WOLVERINE

It wouldn't be an X-Men game without him! In the comics, the diminutive Canadian is portrayed as a super-fast, lethally-clawed maniac. And that's how he's portrayed in the game too! In the hands of an expert he's virtually unstoppable. In fact, in the hands of beginner he's virtually unstoppable!



SILVER SAMURAI

He's a samurai, he's silver and he's a supervillain. As you'd expect from a Japanese warlord, Silver Samurai's main weapon is his large katana sword, which he imbues with fiery electrical energy. And you should see the size of his shuriken! A difficult character to play, but a deadly one.



ICEMAN

Most people will remember this guy from the old 'Spiderman And His Amazing Friends' cartoons. Iceman's powers are shown off to full effect here, with icebeams and hail blasts at his disposal. And the ease at which he can drop an asteroid-sized iceball on his opponents is chilling!



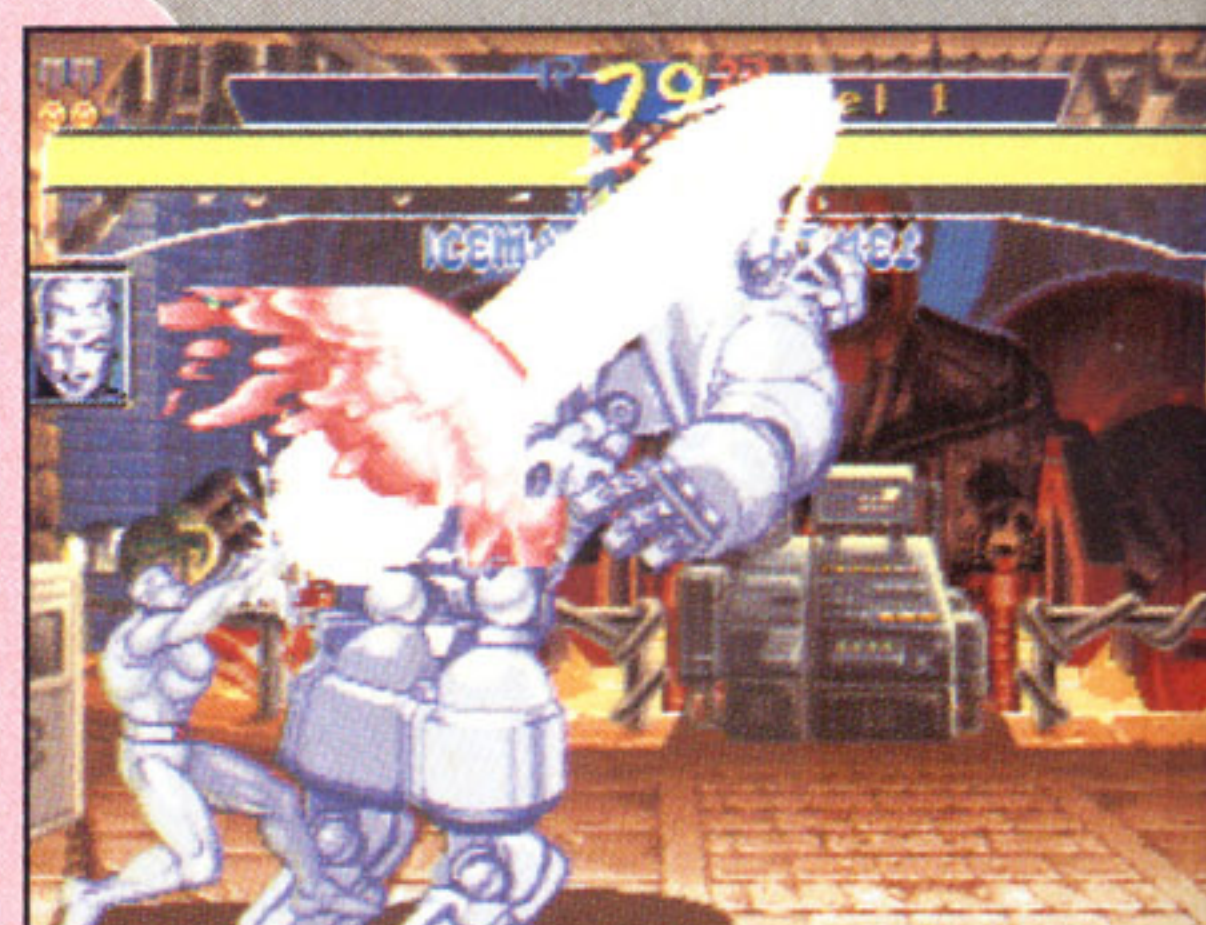
STORM

Possessing no less power than the ability to control the weather, Storm is a formidable superbeing. At the lower end of her skills she can ensnare her opponents within tornadoes, with her maximum power drawing down forks of lightning upon them. And you thought the weather was boring!



OMEGA RED

One of the X-Men's most fearsome opponents is this thawed-out Russian super-soldier. Possessing indestructible telescopic coils, Omega Red uses them to devastating effect, wrapping them around his opponents, swinging them around the level and whipping them into the next life.



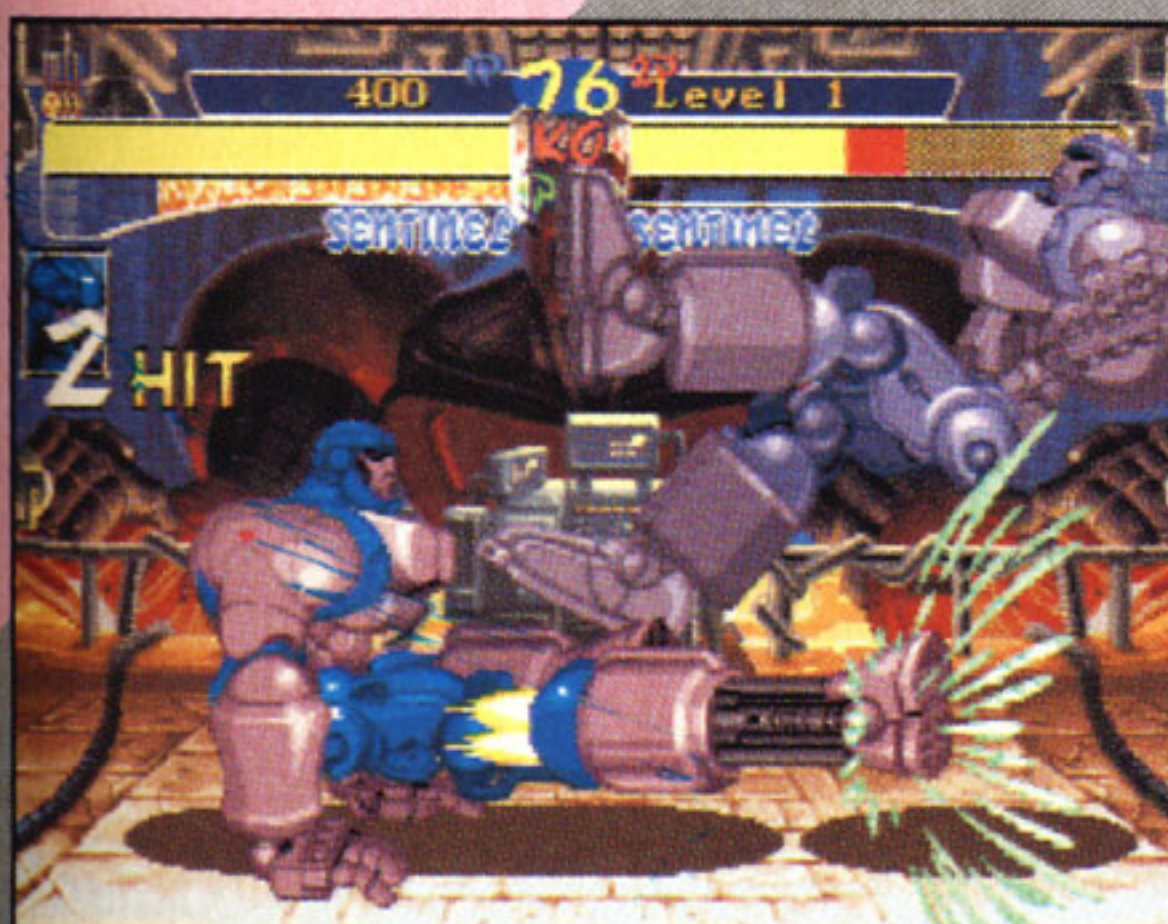


CYCLOPS

If looks could kill! The co-leader of the X-Men possesses lethal eye-beam energy rays of such strength he needs special ruby-quartz goggles just to contain their uncontrollable output.



This power alone makes Cyclops one of the most powerful X-Men.



SENTINEL

Created to hunt down mutants, the Sentinels are best described as big. And awesome, horrifying, formidable and armed to the teeth! The Sentinel might hardly be able to



move (except when flying), but it doesn't need to. Virtually every move is a deadly special!



PSYLOCKE

Half-psychic, half-ninja, full-bodied! Psylocke has a few mental attacks to her name, however it's only when combined with her martial arts that her full strength is unleashed. When



she manifests multiple images of herself using her Hyper-X power, she's at her deadliest!



COLOSSUS

Zangief can't hope to match this fellow Russian wrestler, not unless he too can transform his flesh into an indestructible steel shell! Slow and unwieldy, but once he's got a



grip on his foe his attacks are devastating. His piledrivers are enough to shatter the floor!



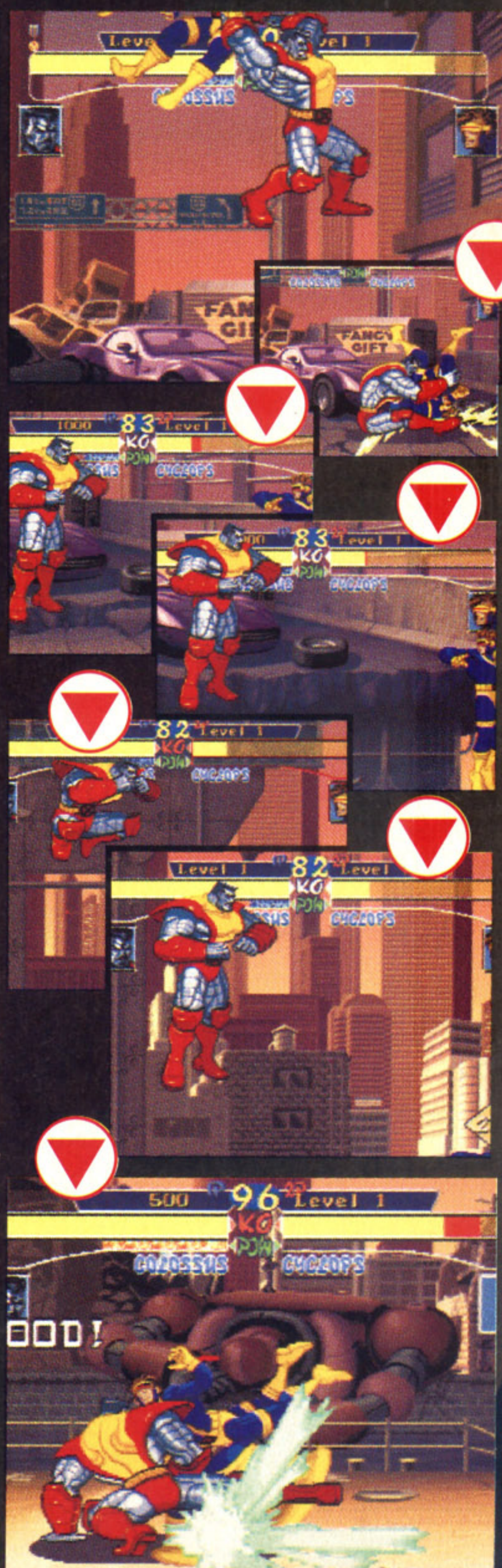
SPIRAL

Created to battle the X-Men purely for the amusement of the spectators of Mojo World, Spiral is one of the game's weirdest characters – to look at and to play! Possessing six arms, she has the potential for some stunning combinations, even with just one punch!



MASS DESTRUCTION!

Citywide devastation caused by superpowered battles is commonplace in Marvel comics. So much so in fact, that Marvel even produced a comic called Damage Control that dealt solely with moping up after New York's superheroes. Following in the vandalistic tradition, *X-Men* features property damage on a scale unseen in any previous beat 'em up. Most of the levels are actually many storeys tall, allowing for floors to collapse from the stress of the epic battles, sending the super-combatants plunging to lower levels – whilst fighting throughout the whole fall, of course!



THE X-FACTOR!

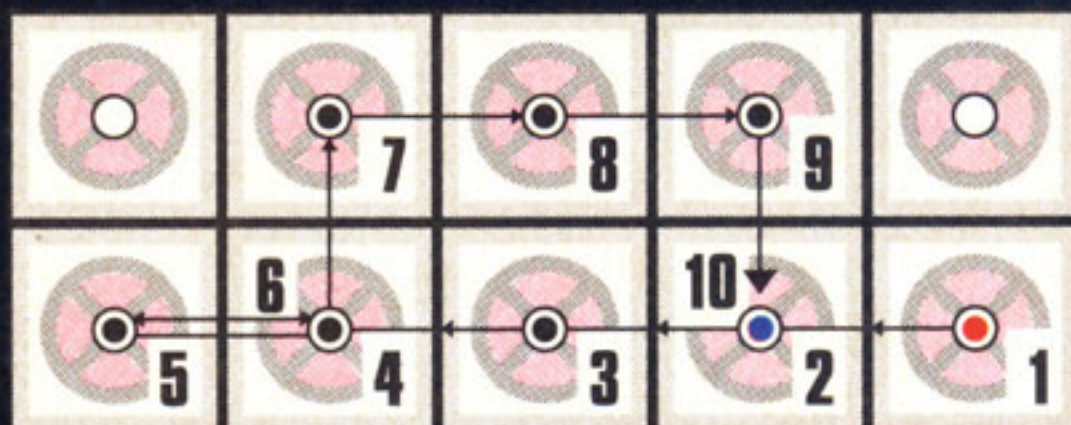
Devastating special attacks are the least you'd expect from a fighting game packed with superpowered beings. So, how do the X-Men get their real kicks? Well mutant-lovers, that comes from the Hyper-X attack! By hitting your opponent or pulling off special moves, you can charge up your Mutant Power Meter. Depending on your chosen X-Man, you can release various strength Hyper-X attacks, with a full power meter unleashing simply awesome super-special attacks, some of which can clock up 50 hits or more.



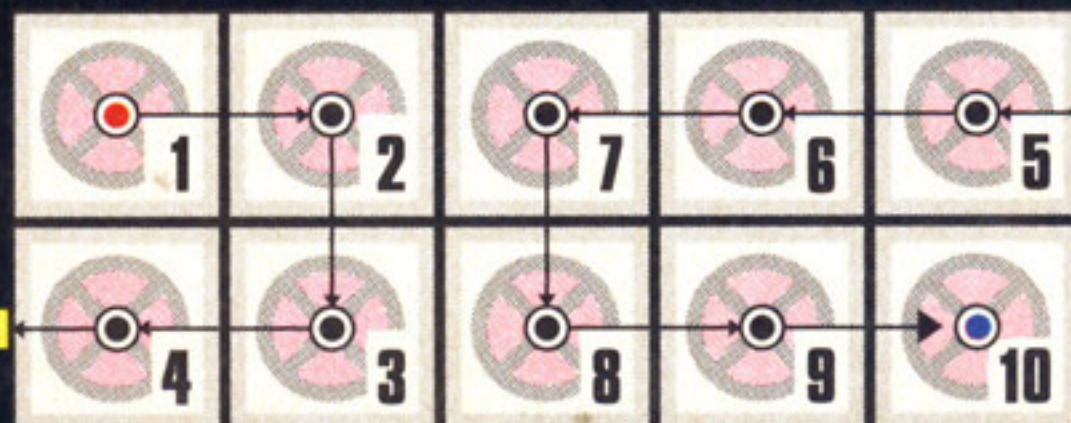
One of the most impressive Hyper-X moves is Spiral's, transforming her into every fighter in succession. Even Magneto and Juggernaut!



PLAYER 1



PLAYER 2



On the character select screen, follow the path shown, depending on which player you are. Start at the red dot and end at the blue, pausing over each character for two seconds. On the last character, press A, Z and C EXACTLY together. Get and right and you're Akuma!

AKUMA IS IN THERE!

As with the coin-op (and virtually every Capcom beat 'em up made in recent times), Akuma, the extra boss character from *Super Streetfighter 2 Turbo*, is hidden in the game. He's faster and even more lethal than any of the other fighters – just about all his moves can be strung together into lethal combos! Here's how to get him – on both joypads – for incredible head-to-head Akuma combat!



WE'VE BEEN EXPECTING YOU...

Waiting at the end of the game are the two boss characters, the unstoppable Juggernaut and the X-Men's arch-enemy, Magneto! In the coin-op, they are nothing more than boss characters. However, in the Saturn conversion there's a cheat allowing you to play as them! Capcom claim it's quite an easy cheat to discover, although we've yet to uncover it. Nonetheless, here's some pictures of Professor X's gigantic half-brother and the Master of Magnetism, in action!



SECOND OPINION

SATURN

This IS X-Men the arcade game. And X-Men the arcade game is an awesome experience. Players in a hurry to abandon sprite-based fighting games had better get a grip, before incredible titles like this start passing you by. Just look at the incredible action sequences displayed on these pages. Does this look old fashioned? Boring? Waste of time? Not at all. Capcom are the all-time masters of the fighting game, and X-Men is the perfect joining of forces – Marvel's uncanny characters, combined with Capcom's tremendous sense of dynamism. The combo potential is unbelievable. Of course some frames of animation have been sacrificed for the greater good. But when it's this good, why worry!

PAUL DAVIES

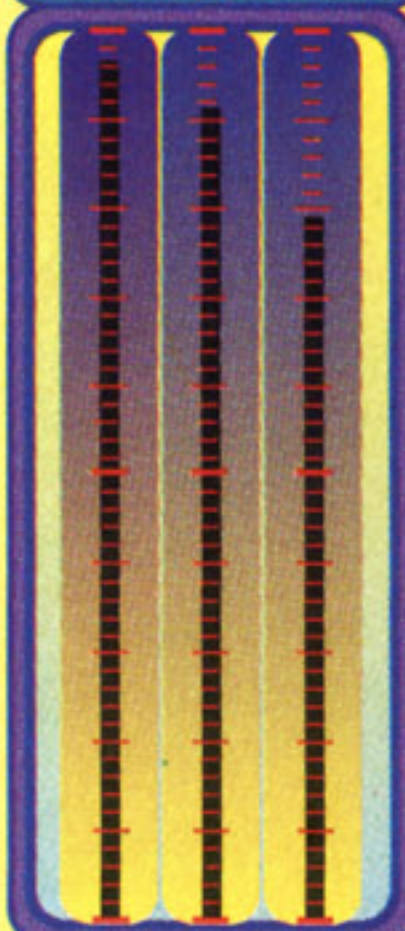
VERDICT

SATURN

If you're wondering how this game could possibly be of interest in the aftermath of Sega's awesome Model 2 arcade conversions, you obviously haven't experienced the coin-op. The combination of Capcom's punchy Street Fighter 2 gameplay with the awesome X-Men under your control, makes it one of the best fighting games you'll ever play. And this Saturn conversion is virtually indistinguishable from the coin-op. The feeling of being involved in a massive Marvel superbattle is perfectly captured. Ludicrously powerful moves, massive fantastical levels to leap around or shatter, all topped off with top-grade music and sound effects. And the fighting action is mentally fast, as you reel off super-attack after super-attack in an attempt to pound your foe into oblivion. It's a titanic experience! So, which one should you get - VF2 or X-Men? I honestly think you should have both. They're drastically different and you'll enjoy owning each of them. If you have to make a decision though, VF2 wins. It is the best game ever, after all! Yet more power to the Saturn and a brilliant taste of what we can expect from Darkstalkers 2 and Street Fighter Alpha. And roll on Marvel Super Heroes!

TOM GUISE aka QUADCLOPS

SCORES



VIRTUA FIGHTER 2
X-MEN
GOLDEN AXE

GRAPHICS 94

Perfect Marvel comics look. Dynamic fighters and awesome backdrops!

ANIMATION 94

It doesn't have to be 3D to impress. Super-smooth animation. Incredible!

MUSIC 92

Rocking tunes give the game a quality action cartoon feel.

SOUND EFFECTS 93

Just wait until you hear Colossus ram you through the floor!

GAMEPLAY 96

It's Street Fighter 2 on amphetamines! Awesome gameplay!

VALUE 94

Another essential Saturn title. You have to own it!

OVERALL

Proof that the Saturn is THE home coin-op machine of the moment! One of the best beat 'em ups in existence!

95