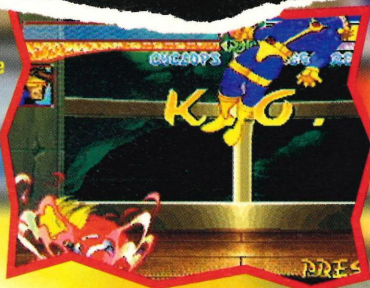


► Cyclops' eye can't defend from a belt on the chin.



► Spiral's multiple arms can't defend her from whatever that is.



# Superhero fisticuffs in: **X-MEN** Children

**N**o. We know what you're thinking. You're thinking this might be a below-par *Street Fighter* clone, dolled up with colourful X-Men sprites that the Japanese will buy by the bucketload, but will, and should, never see the light of day in the UK. Well, you're right...

And wrong. Okay, it is a *Street Fighter* clone, and the Japanese will go mad for it, and yes, it is colourful. But it's by no means below par – in fact it's very very good, and us lucky Brits will get an official release, through Acclaim around March '96. Should we wait, though?

All the traditional one-on-one beat-em-up  
*Street*

Fighter-esque options and features you'd expect are present and correct – Arcade, Survival and Versus modes and then there are ten of your favourite X-Men characters each with their own home turf. The settings vary from a wild prehistoric land to an ancient Eastern temple to the outside of the Blackbird spaceship to the interior of a nasty futuristic factory, complete with conveyor belts and falling girders.

But cast those flashy backgrounds and options-aplenty aside – it's the action, the stylised violence that counts. The gameplay is remarkably similar to *Street Fighter*, with rotations and fierce kicks accessing two or three eye-hurtingly splendid special moves for each character –



and those special moves are all in-character for the X-Men and X-Women. Cyclops' incredible rays knock his hapless opponents' power bars into the shadows where they belong, Iceman's chilly blasts freeze opponents to the floor leaving them unable to defend themselves against your attacks, while Spiral's multi-dagger throws pierce flesh... though no blood flows. The moves are all ostentatious – they're big, brash, flash and extremely colourful. While we were all impressed with the impact that the moves from the *Street Fighter* series delivered, they're utterly out-done by the towering robotic antics of Sentinel, the rope-throwing of Omega Red and the

mind-blowing hurricane blasts of Storm (sounds a bit like a *Gladiators* character). The moves are ace.

Stack up a few multi-hit combos and they're announced on-screen along with encouraging comments: 'Excellent hit... three hit combo!' Dunno what the commentary's on about though, 'cos it's all in Japanese – but it's suitably aggressive and enthusiastic, we can only hope that the English translation doesn't lose any of that, though it's usually the case that commentary on our versions are a pale imitation.

Another impressive feature is how the sprites move within the arenas. On certain levels you can knock your opponent off a platform and both fall down a storey to ground level. Then there're the unfeasibly





► Bright cartoon colours show off the excellent moves.



## Punch-up!!

Play as **Psychlops**, get in close and deliver a dragon-punch upper-cut. As you victim flies into the air, jump up and smack him again – he'll fly further up into the skies as you lose sight of the ground, and float against the parallax scrolling background. Keep doing this – not only does it look great but you'll do plenty of damage.



▲ Backgrounds are pretty tea.



► X-Men woman, Cyclops hacks-em-up.



◀ You can play as Akuma too (see our cheat in issue 6).



► A curvy lady poses on a curvy spaceship. Smart!

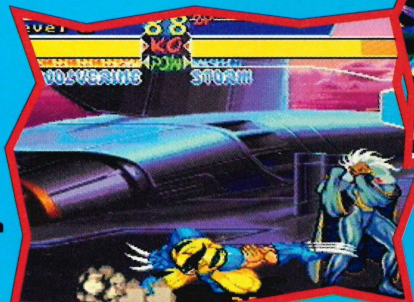


# Of The Atom

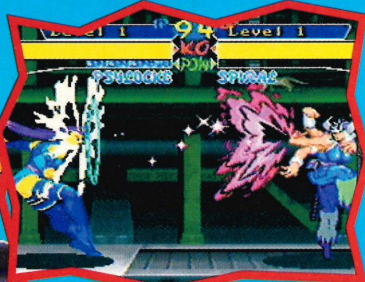
high jumps, the levitations and the strings of dragon-punches outlined in the box (above). Oh, and there's an invisibility move and plenty of projectiles and some electricity/fire arrangements where you're not really sure what's going on, or how you managed it, or if you'll ever be able to do it again... but that's the beauty of it. There's plenty of variety because there are a lot of characters and they've each got these mad moves.

Also, some details grab the eye – often you'll see creatures appearing on-screen like a cat slinking across the background, pretending he's not noticed a mammoth clash-of-the-titans pagga kicking off in the foreground, or a squirrel

will cheekily appear and a parrot will perch on a scrap-side tree. There's no real purpose to them, just an indication of the attention to detail that's gone into the game, and while, disappointingly, you can't hit them (animal lovers the world over will breathe a sigh of relief), we'll give a tenner to the first person who writes in with a cheat to that effect. No make that £20. Get scribbling.



Okay, so ultimately it's a formulaic, derivative one-on-one beat-em-up, but who cares? The action's fast, furious, bright and hugely addictive, and even if you don't know or care who the individual



▲ Something fairly mad, projectile-y and electric-ish we did accidentally.

characters are, no beat-em-up fan could fail to want it. The only decision you ought to make is whether to buy it now on import or wait for Acclaim's official UK version.

## Ultimately

Impressive

90%

- Fast, bright, loads of moves
- It's not 3D, is it?

Machine:.....Saturn  
Publisher:.....Capcom  
Developer:.....In-house  
Price:.....£50  
Special pants:.....Nylon

JAP

Ultimate