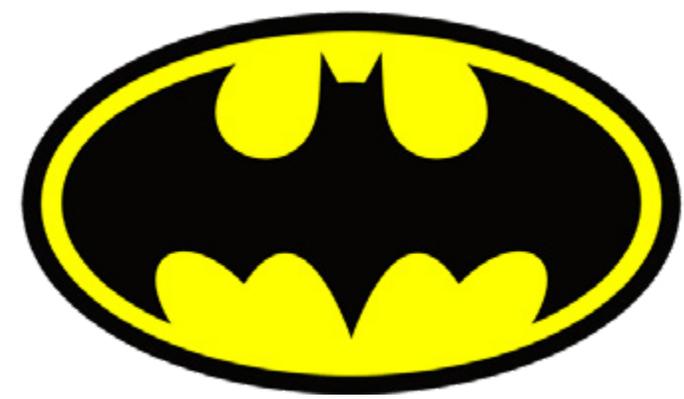


BLAZBLUE: CONTINUUM SHIFT EXTEND

The followup fighter from ArcSystems impresses with a wealth of options and a deep layered system

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GAMING IN SURRECTION

for gamers, by gamers

YEAR 11, NO. 34

WWW.GAMINGINSURRECTION.COM

Third Quarter 2018

An arcade experience

Years after its expected arrival,
Dave & Buster's hits Columbia



from the editor



Lyndsey Hicks, editor-in-chief

When I began Gaming Insurrection 16 years ago in my kitchen, I didn't foresee there would be long layoffs between issues. I never anticipated taking a lot of time off because I thought I'd be doing journalism for the rest of my life. I didn't think I'd be in a new career, but here I am.

I am currently an accounting student, working toward a second bachelor's degree at a local college. I have been doing this in some form or fashion since the fall of 2016 when I finally made the decision to take my current day job a step further. I have maintained a good GPA, and I am projected to graduate in May 2020. I am also getting married again the month before graduation.

In between working fulltime, going

to school and wedding planning, GI has not been my primary focus. But that will change shortly. The closer I get to graduation, the easier it is to work on GI and pull together a competent and complete issue. We've scaled back in recent years, but it is by no means dead. Expect to see more work done in the coming months and an increased presence online.

I might be a little busy with life outside of journalism and video games, but we haven't forgotten about Gaming Insurrection in the slightest.

Enjoy the issue.

STAFF



LYNDESEY HICKS
editor-in-chief

LYNDESEY HICKS is co-founder and editor-in-chief of GI. She enjoys watching various anime with her future husband, editing, picking apart Harry Potter lore and planning her future school schedule with graduation in mind. Lyndsey resides in Columbia, S.C.

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GI REVIEW POLICY

Scale is from 1 to 5 as follows:

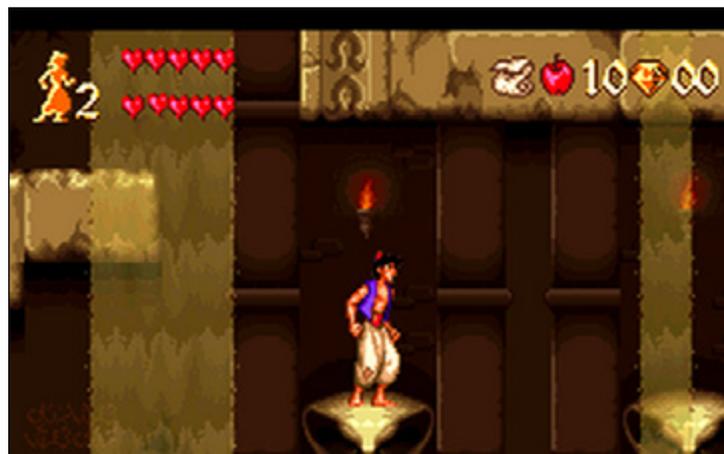
1 — **Broken.** Absolutely do not play this game. A broken mess from start to finish. Game is unplayable and irredeemable in all areas.

2 — **Standard.** The game isn't for everyone. Some mechanics work; others need work. Overall design is questionable in some areas.

3 — **Average and meets expectations.** Mechanics work and it's a decent package overall. It's playable, and you'll come back to the game.

4 — **Above average.** Exceeds expectations. Overall, a great game worth keeping in a gamer's library. Presentation and mechanics all work as expected and add to or enhance the gaming experience.

5 — **Masterpiece.** Everyone should play this title at least once to experience what it has to offer.



Disney's Aladdin blows away competition with stellar soundtrack



lamp is quite wonderful, pun intended. The melody is flirty but evokes mystery just like the titular cave.

4. The Genie's Lamp: A riff off one of the film's signature tracks, Friend Like Me, the Genie's Lamp is a souped up instrumental track of the raucous single that introduces the fan-favorite Genie. All that's missing is the late great Robin Williams' indelible voice and we'd have that fun movie favorite that everyone knows the words to.

5. "A Snake Am I?": This track appears in the lead up to facing off with Jafar for final time in the game. It's a moment of preparation as well as a minute to rest after a punishing fight with Jafar in his supreme sorcerer form. The track is nice and mellow, disguising the bruising fight that lays ahead.

6. Abu Blows It: If you know how the movie goes, you know that Abu is the source of your trouble in the Cave of Wonders. His greed is directly responsible (along with Jafar) for causing you to become stuck. While your companion might be treacherous and foolish, the accompanying track is anything but. This is a

tune that signals close-proximity danger and the upcoming levels of the game are everything as advertised.

7. "Direct From the Lamp:" The Genie's proclamation of being the host of his lamp and guiding Aladdin is a welcome respite from the previous levels in the game that had Aladdin attempting to escape the Cave of Wonders. A welcome respite, indeed, that features talk from the Genie and escaping to freedom. The keyboard mix here is punctuating and the focal point, which means it steals the show.

8. Magic Carpet Ride: The showstopper is a riff off of the Academy Award and Grammy Award-winning favorite "A Whole New World." Though there are several versions of this in the game — given that it's the signature song of the film — this version is the most well-done. It follows the scene so well that you can sing along with the track and have it perfectly paced and timed as if you're watching the film alongside. The instruments are well chosen, too. This is the definitive version of the track in the game.

Lack of interest in E3 grows

It used to be that E3 was the highlight of my year covering video games. I would make these grand plans of watching the conferences and coordinating with my writers to make sure that GI was ready to go when it came time to

publish what we saw. And then a confluence of events occurred: Coordinating became corraling, my writers dwindled to two, time became a scarce commodity and I gradually lost interest in the show.

That group of events wasn't unexpected after all. I saw the



Lyndsey Hicks
CRY OF WAR

handwriting on the wall long before we lost writers and didn't add back to the roster. And I made the decision to go back to school, which I knew would severely limit my time for any outside activities. To be further honest, we're a retro publication, and as a gamer, there was nothing shown in the ensuing years that jumped out as must-buy purchases for a retro-inclined gamer who longs for the old days of gaming.

But there was something good: I was free to cover whatever I wanted to in the summer issue. It made a lot of sense to just go with whatever I felt like publishing, and it didn't hurt that I had more time to do whatever I wanted as well.

The minute that you have to decide to let something go that seems like it's always been there, the decision feels painful. And then the benefits start rolling in. It was incredibly freeing, and I don't regret letting myself lower my workload. Not covering E3 meant not covering a show a month later than I wanted. And not covering E3 meant I could focus on retro titles, ideas and concepts more often.

Who knows, maybe in a few years when I feel more inclined, I might cover it once again. I wouldn't hold my breath waiting for that, though.

Lyndsey Hicks is editor-in-chief of Gaming Insurrection. She can be reached by email at lyndseyh@gaminginsurrection.com

EAT AT BUSTER'S

All photos by
Gaming Insurrection

The D&B Experience

Busted or worth the hype? GI judges the Dave & Buster's in Columbia

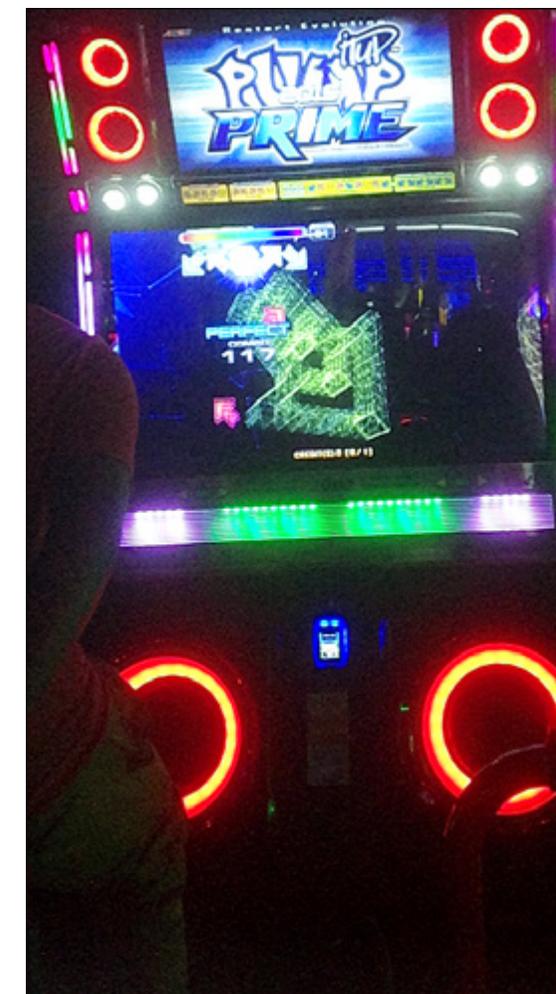
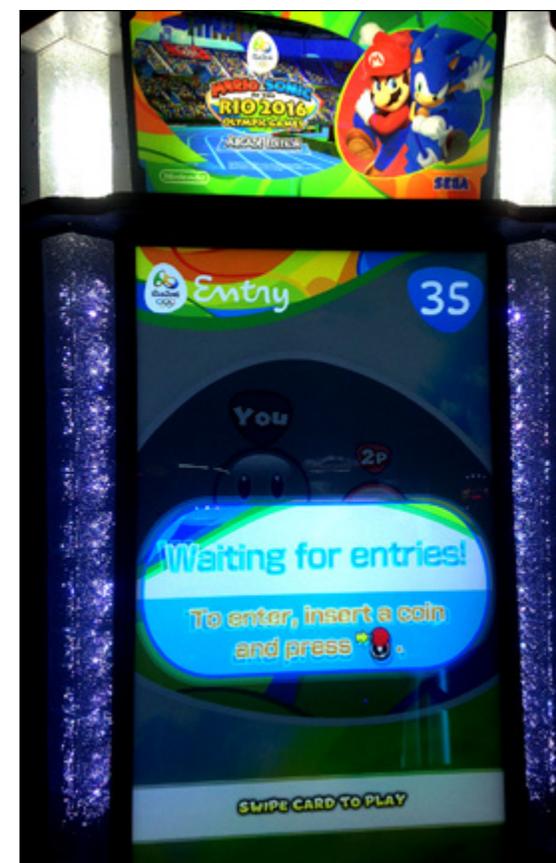
STAFF | Gaming Insurrection

We at GI believe in the arcade experience. We believe that a trip to the arcade should be satisfying and worth making. If not for the games, then for the atmosphere and competition that can arise from finding likeminded people to enjoy video games with.

Arcades are a dying breed, with few chains left to provide that one-of-a-kind experience. Columbia, S.C., used to be a place where you could get that

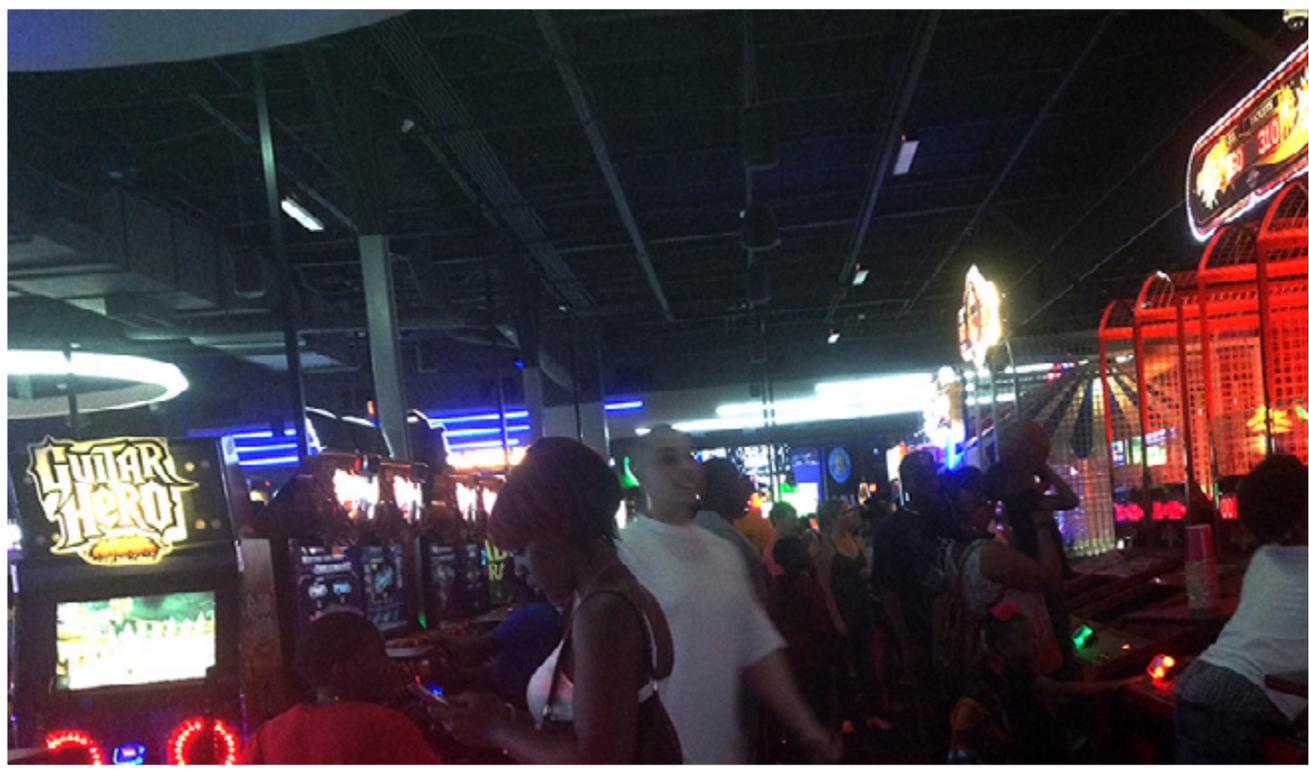
arcade experience in several various locations. Back when the scene was viable in the famously hot town, Dave & Buster's — a mythical arcade chain — was rumored to put down stakes in town. Alas, that dream died 15 years ago. Or so we thought. In 2017, D&B finally opened its doors to Columbia entertainment seekers and arcade purists alike.

Gaming Insurrection ventured forth to see if this near demigod lived up to the hype.



WANT MORE?

GI has a video about our visit to Dave & Buster's in Columbia.



A little bit of history

Gaming Insurrection is always ready to travel for new arcade experiences. With the announcement of a Dave & Buster's coming to Columbia and its eventual opening, GI was curious about the near-mythical arcade chain coming to its hometown finally.

There's a little bit of history involved with D&B coming to the Soda City. Way back in 2002, Columbia was hotly rumored and anticipating a D&B opening in the Spring Valley area. Local arcade enthusiasts eagerly traded rumors and stories of the chain opening a large arcade off Sparkleberry Lane sometime in the spring or summer of that year. Except it never happened.

What came in its place was Putt Putt, which is a decent arcade chain but no D&B. Putt Putt admirably served the area for six years and then shuttered its doors, taking with it the only viable old-school arcade experience and alternative to Columbia stalwart Frankie's Fun Park.

Jump with us to 2014, and once again D&B was rumored to make its way to Columbia yet again, except this time, it was real. The chain was finally a reality in Columbia, with plans to open the next year. Despite stretching on to 2017, Dave & Buster's finally made it with a grand opening Feb. 13, 2017, ready to compete in Columbia's lackluster arcade scene.



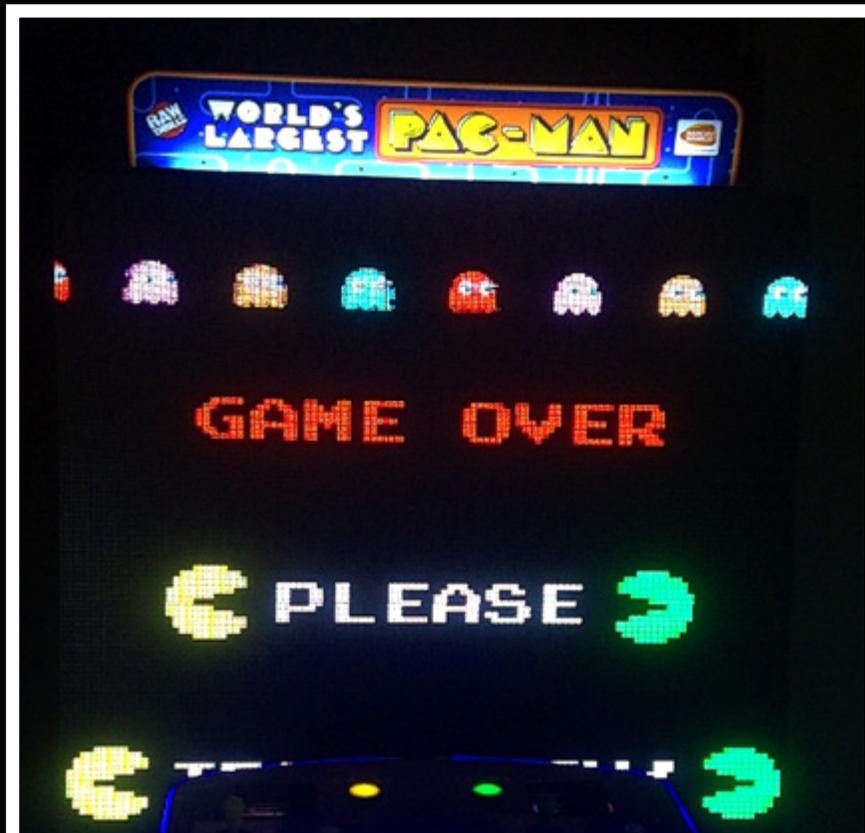
Visiting for the first time

GI made its way to Dave & Buster's recently to finally get a taste of what it's like. Traffic coming and going to the location has been steady since the opening and during our visit, the arcade and restaurant sections were packed with patrons well past 10 p.m. We made our way through the throngs of crowds to try some of the games on hand and didn't have to wait long for any of them. The games were plentiful and there was a variety of genres, from rhythm games such as Pump It Up to racing and ticket redemption and old standby classics such as Ski Ball.

We were highly disappointed to note that there were no fighting games and no Dance Dance Revolution machines, which were the lifeblood of arcades since the early to late '90s.

The lack of fighting games and DDR rather dampened our enthusiasm from that point on. We were, quite frankly, expecting something more along the lines of Japanese arcades or the lesser-known Lost Ark Video Games in Greensboro, N.C., known for holding on to the games of yesteryear and frequently rotating and updating its stock. Dave & Buster's has a reputation as a good arcade for adults, so it was disappointing that it was mostly child-friendly games surrounded by an adult atmosphere.

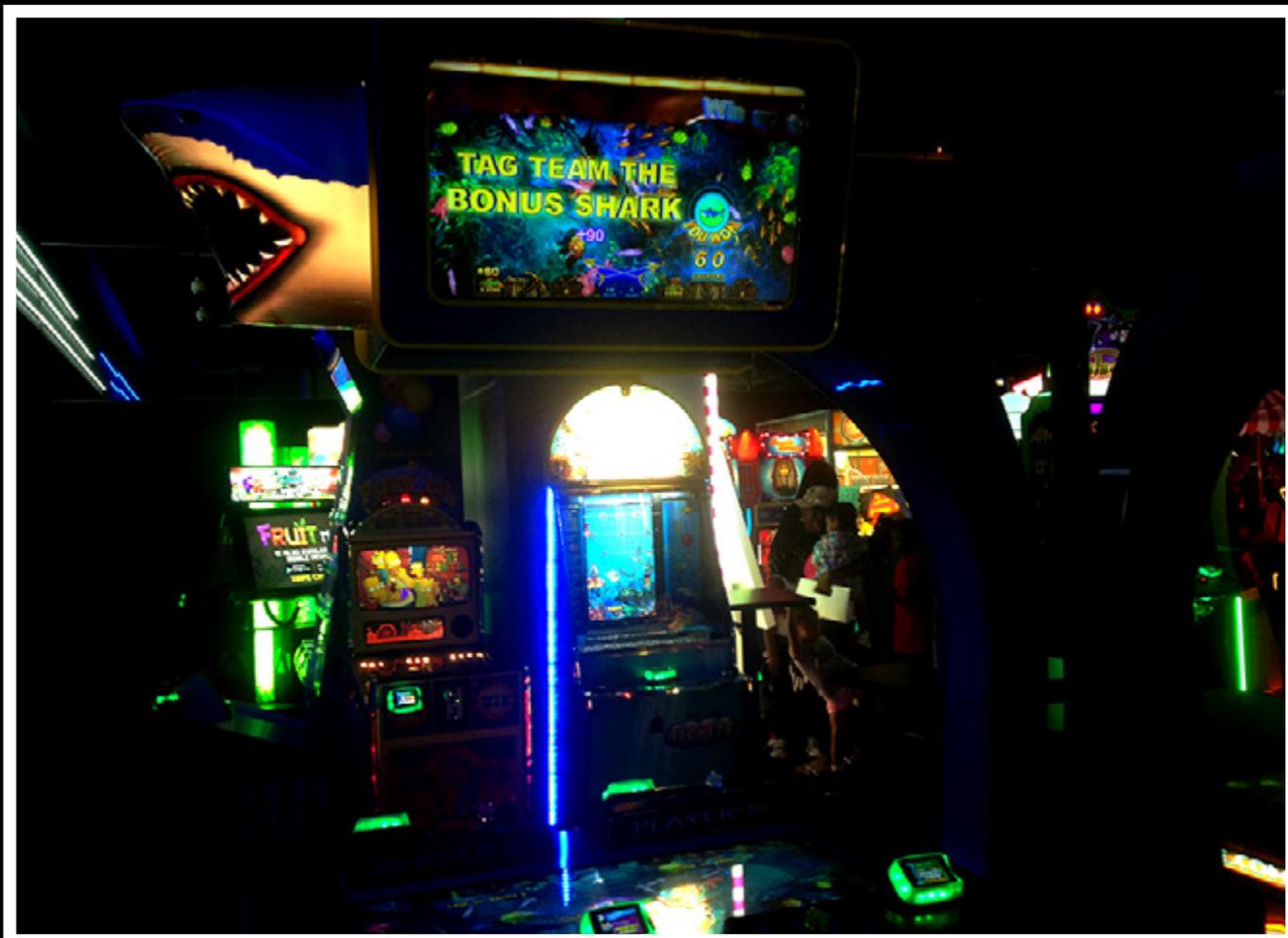
Also, we noted that the prices were high. Game credits were not cheap and many games took quite a few credits. For a mediocre selection, the prices should match what we're receiving, though we're chalking up the prices to the location (Harbison) and clientele.



The verdict

If you're looking for a slightly more up-to-date and newer Frankie's that doesn't have an outdoor area and serves beer and other adult friendly drinks, Dave & Buster's is the place to go. It's not exactly the savior that Columbia was searching and waiting for, though it's something different and competition for the ever-present and failing Frankie's.

Dave & Buster's could surprise, however, and rotate in newer stock or change the atmosphere. For now, we at GI are giving it some time to see what the chain does and its overall impact in Columbia. We do hold out hope, however, that the old-school arcade experience will make a return to Columbia and raise expectations and the profile of the city's arcade experience.

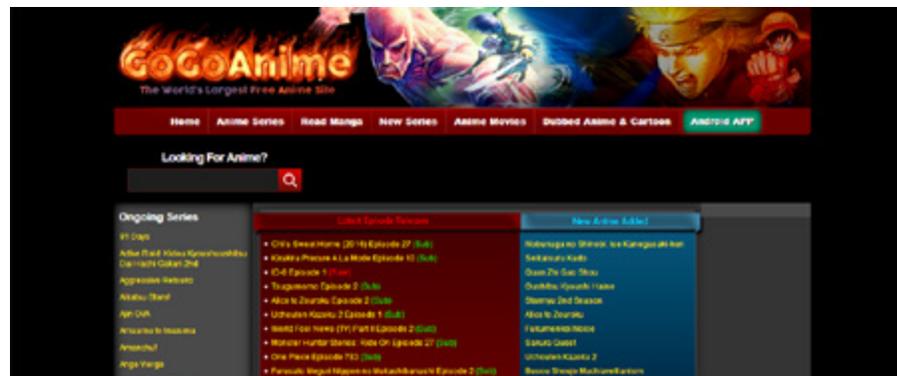


SAMSUNG 32-INCH LCD TELEVISION

Samsung's 32-inch LCD television is a great bargain buy if you're in the market for a decent no-frills TV. For GI's purposes, we bought it for our living room and we use it to play Xbox 360 games, DVDs and our Roku player (see the review below). It's stunningly easy to set up, has the standard options found on most TVs today, and it fits quite nicely in our living room entertainment area. The only drawback that we've encountered with the television is the sound output. For some shows, the sound is super low and we have to frequently turn it up to nearly full volume. Other than that, it's a great purchase and worth a look if you need something average for a good price.

Price: \$149

Where to buy: Best Buy



GOGO ANIME WEBSITE

A free anime site, GoGo Anime has one of the largest collections of anime for watching and downloading on the web. It's easy to search for a series or choose a current series and load a player to start watching. It has full series of favorites dubbed and subbed and the obscure without needing to sign in or have a subscription.

Website: GoGoAnime.com

ROKU PLAYER

The Roku player was a surprise purchase when GI was in the market for a streaming device. At \$40, it seemed like a safe alternative to the Amazon Fire Stick. The Roku is lightweight and easy to use. It has a quick setup and is easy to navigate with. It comes preloaded with Netflix, Hulu, Google Play and Sling TV, but additional channels can be added with a subscription like the four that are preloaded. Because of the Roku, we've added a Netflix and Hulu subscription and renewed our NBA subscription. With those, we have our favorite sport and movies, TV shows and anime all in one spot in the house. The Roku works well and is fast in loading all of the apps that we've added and choose to use regularly.

Price: \$40

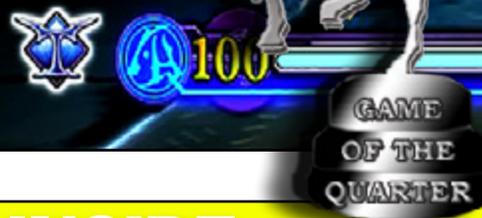
Where to buy: Best Buy, Amazon.com



GAME OF THE QUARTER

BLAZBLUE: CONTINUUM SHIFT EXTEND

The spiritual successor to the Guilty Gear franchise brings depth to the fighting game scene, **PAGE 10**



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Devil May Cry 4

Dante and Nero join forces to fight against the forces of darkness, **11**



Naruto: Ultimate Ninja: Storm

The first game in the Ultimate Ninja series brings the fun of the Naruto anime series home, **12**



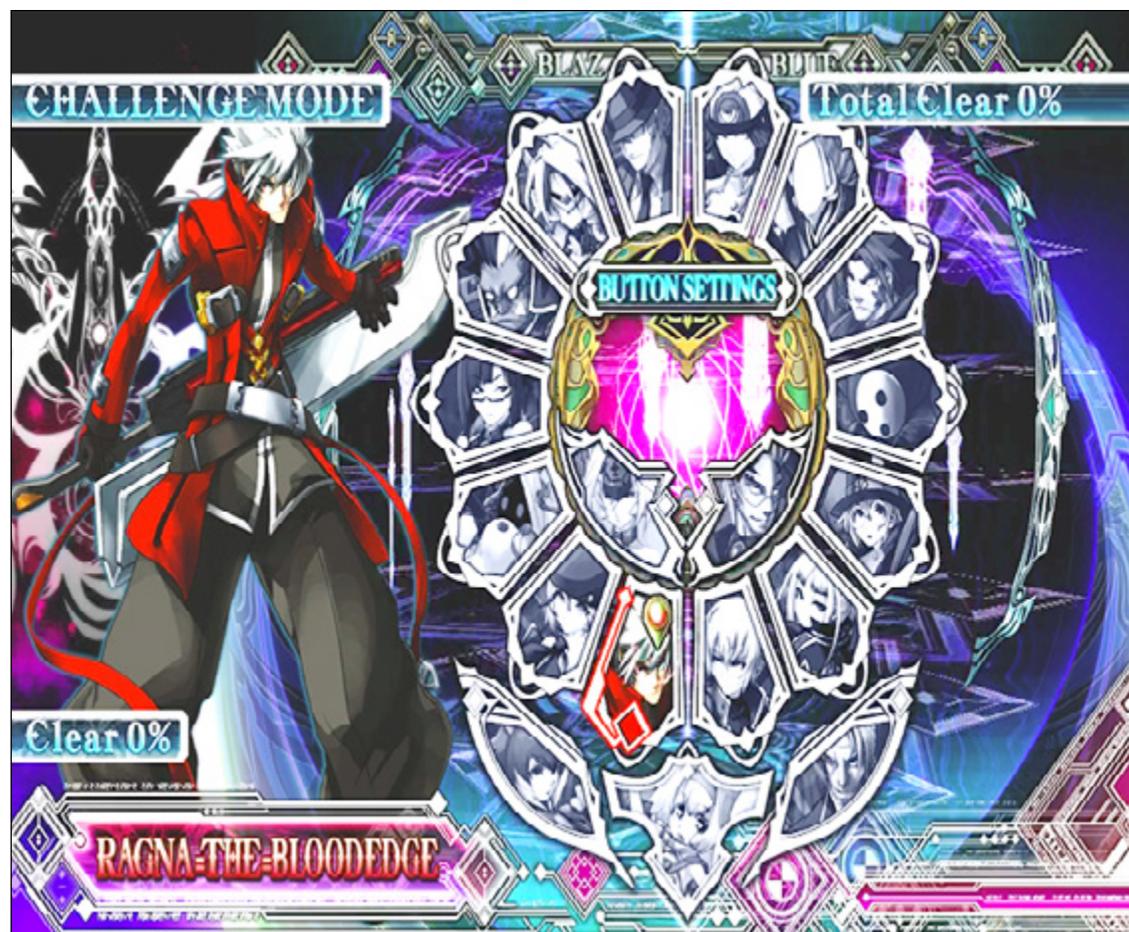
Street Fighter IV Arcade Edition

The fourth game in the longrunning Street Fighter series finally feels close to complete, **13**



Clayfighter: Tournament Edition

The parody fighter featuring clay stopmotion combatants is surprisingly deep and good, **14**



BLAZBLUE: CONTINUUM SHIFT EXTEND

Guilty Gear successor cleans up nicely in fighting game arena

Fighting game connoisseurs have a robust buffet to choose from these days. There's *Marvel*, *Street Fighter*, *Tekken* and *Mortal Kombat* for tournament purists, a new *Soul Calibur* has been announced, and a new *Smash* is on the horizon

and the older games in the series are still played in some circles. *Guilty Gear*, which has always been quietly in the back of the lunchroom,

was a mix of tournament and casual, so it stands to reason that its spiritual successor — *BlazBlue* — would mimic that notion.

BlazBlue arrived in the fighting game scene as a new entry in the portfolio of *Guilty Gear* developer ArcSystem. Taking what they learned from that series, ArcSystem

improved upon the formula they'd created with gorgeous visuals, a rocking soundtrack and impressive gameplay options that ensure you'll have plenty to do.

BlazBlue CSE starts off rather intimidatingly. From the beginning, there are quite a few modes to choose from. If you're not informed, you might be a little lost trying to understand just where you should start. With a varied plate to choose from, at the very least the modes are interestingly designed and add value to an already-packed game.

The standout features, however, are the graphics and story. As with *Guilty Gear*, you're getting a treat visually. The level of detail in each character and the backgrounds make the game

worth sitting down and studying. If you're into anime, the aesthetics were designed with you in mind.

The story is also worthy of comparison to most modern anime. It's convoluted and complex and has twists and turns involving a multi-layered cast. There's a lot about the searching for a savior and magic — which isn't out of place for an ArcSystem game. It feels familiar but it doesn't detract from the fact that it's layered and deep.

Learning the mechanics for most fighting games is a mixed bag. Some games expect you to be able to jump in and master the basics as if you've done nothing but play fighting games all of your gaming life. Others like to give you a tutorial so that you're not lost and quickly putting the game down, never to return. *BlazBlue CSE* is in the latter category: So concerned is the game about you learning to play and master all that it has to offer that it throws a surprisingly deep tutorial mode at you. It slowly

increases the level of complexity and the mechanics are spot on and easy to grasp. All fighting games need the type of learning tool that's offered here.

If you love *Guilty Gear* or if you just want a deeper storyline than what's currently offered by the larger more well-known titles on the market in fighting games, *BlazBlue* promises to deliver a rich experience. It delivers on that promise with a commitment to extending beyond just the regular fighting game expectations.

**SCORE:
4.5 OUT
OF 5**



Lyndsey Hicks
EDITOR-IN-CHIEF





DEVIL MAY CRY 4

Devil's in the details: DMC4 a nice break from Dante

Capcom's "Devil May Cry" series is a game that has basically redefined the term "hack-and-slash" in video games. With the first three games using hack-and-slash style as well as action-adventure elements, I wondered what new surprises would the fourth installment of the series bring and to which system?

DMC 4 features demon-hunter extraordinaire Dante, but the story and main character has changed for a more intense experience. Taking place in a remote island town called Fortuna, you assume the role of Nero — a younger version of Dante — who is a member of the Order of the Sword. The Order of the Sword is a militant religious organization formed to destroy demons based on the actions of the Demon-Knight Sparda, who rebelled against the demon underworld to protect humanity. At a recent ceremony to honor Sparda, Dante smashes through a skylight and kills the priest leading the ceremony, setting off a chain of events that would not only put Dante and Nero on a collision course with each other, but also would lead both demon-hunters through a greater mystery to find out the true intentions of the Order and to stop a more vicious plot of a demon-invasion.

While Dante's role in DMC 4 is not as the main character, he does still play a key role in the game as a playable character in certain scenes. Nero is not to be taken lightly either as his arsenal consists of his Devil



Brandon Beatty
EDITOR-AT-LARGE

SCORE:
3 OUT
OF 5

Bringer arm, his mechanical sword Red Queen and his double barrel revolver, Blue Queen. Nero can gain an extra advantage to accomplish his mission by gathering "Red Souls," DMC's original game currency, and "Proud Souls," a new currency. After a mission is completed, Pride Souls can power up Nero's tools ranging from extending the Devil Bringer's reach to more powerful shots from the Blue Queen. The controls for Dante and Nero are easy to use thanks to the PS3's Six Axis controller's built-in analog feature, which I found helpful with camera issues from time to time.

The excellent detail that is used in each level comes to life in the background and cinematic scenes. These were done with high definition technology that will make you feel like you are playing with a masterpiece of art instead of a video game. Capcom's sound team brings their A-game again. Each sound and vocal effect combined with Dolby Digital Sound gives an orchestral quality to the game. Capcom did a great job in voice and motion capture for DMC 4. Johnny Yong Bosch (Bleach, Street Fighter IV) brought Nero to life and Reuben Langdon reprising his role as Dante.

Devil May Cry 4 shows what Capcom is capable of doing when they let their development team do its job: make their games enjoyable. DMC4 is a challenging, but enjoyable way to kill free time when you want to get your demon-hunting on. The replay value is strong especially if you are a veteran DMC player; this game is worth your hard-earned cash.



NARUTO: ULTIMATE NINJA: STORM

The ultimate beginning

Naruto Uzimaki. From 1999 to 2017, Shonen Jump Magazine's hyperactive ninja knucklehead had a major impact on the geek culture scene as well as anime and manga. From graphic novels, to other novelty merchandise and video games, many anime fans worldwide followed his rise from outcast of his ninja village to its legendary savior. During Naruto's rise, there were many video games for various systems that followed every adventure of our blonde, blue-eyed hero and his friends. I got the opportunity to play one of the Naruto-based games after a recent game shopping expedition when I found Naruto: Ultimate Ninja: Storm.



SCORE:
4.5 OUT
OF 5

Ultimate Ninja: Storm is a hybrid consisting of fighting and role playing game elements. Free Battle mode allows you to choose one main fighter with two backup characters against another player or the console's choice of characters in various stages taken right out of the Naruto universe. Free Battle also allows you to earn extra cash if you defeat their opponents using various moves known as ninjutsu. The extra coinage will be needed in the role playing mode, Ultimate Mission Mode, during which you control Naruto in various missions that involve episodes 1 to 135 of the anime series.

I found everything from the cinematic intro to actual gameplay excellent. Namco Bandai brought their experience in making games like Tekken and Soul Calibur and combined it with Masashi Kishimoto's guidance

in developing the perfect example of a video game based on a popular anime franchise. Every stage, landmark and character are portrayed perfectly in the game making me as if I was transported to the Hidden Leaf Village. The controls are easy and will help you pull off some up-close cool combos when certain buttons are displayed. They're also great during the exploration of Ultimate Mission Mode as you're trying to find hidden items and mission locations.

Another cool thing about the game was that the music from the anime series was not only kept intact, but also was done in Dolby Digital Sound.

The voice acting in the game is high caliber thanks to Namco Bandai working with Viz Media and Studiopolis Inc. to bring together the original English voice actors to reprise their respective roles. Even with the excellent English voice acting, you can also play the game in Japanese with English subtitles for a more authentic feel. Anyone who has not played a Naruto video game will find it perfect for either a hot or rainy-day afternoon, or a friendly fighting game tournament at any anime convention.

Namco Bandai did an awesome job of bringing Naruto to the PS3 in addition to publishing additional games based off this iconic franchise. For now, Naruto's journey to be hokage has ended successfully, with a son ready to take up his own challenges. Ultimate Ninja: Storm is a great start showcasing Naruto's early adventures.





Fight against the CPU in this single player mode. A second player may join in, or an online opponent can join via Fight Request.

X CONFIRM O BACK R1 STATUS DISPLAY ON

SUPER STREET FIGHTER IV: ARCADE EDITION



Father of fighting games gets super upgrade

Gone are the days of roaming a local arcade to play the throng of would-be challengers and pretenders to the throne of the best local fighting game champion. In its place are home consoles designed to push the power of the arcade. Fighting game franchises have had to keep up or suffer irrelevancy or, worse yet, extinction. The earliest king of the genre, Street Fighter, has had a challenge of sorts: continue forward or go the way of its ride-a-longs of the '90s. Super Street Fighter IV attempts to continue the tradition with mostly success.

Super SFIV, at its core, is a fighting fan's dream. A robust engine with plenty of options for either the novice or the advanced, SSFIV makes playing a fighting game easy. Even if you haven't played since the heyday of SFII, there's a



lot of compelling content here to draw you in and get you started in the world of competitive digital fighting. Various modes are here, ready for a deep dive, and there are more than enough new characters and old stalwarts to make fighting interesting. The general rule of thumb is, if the character was in SFII and its derivatives, SFIII or SF

Alpha, there's a good chance they are available for play in SSFIV.

Fight locales associated with many of the characters are available with a great soundtrack accompanying them. SSFIV does an exceptional job of reminding more experienced fighting enthusiasts of the Street Fighter origins and piquing the curiosity of newer fight fans. The controls also hearken to the old days, so much so that it's easy to pick up and play and learn about the different systems afforded to each character. Most new characters will play like an older character on the roster so it's easy to learn the nuance of fighting with a newcomer if you're experienced

**SCORE:
4 OUT
OF 5**

with previous SF games. If you aren't experienced, there's a great tutorial mode that runs through combo and movesets of each character to teach the basics. That varied level of depth goes a long way toward replay value.

My one gripe out of all the loveliness that is the mixed nostalgia fest of SSFIV is that it's Capcom being Capcom as usual. For the uninitiated, Capcom gained a reputation in the '90s for having a solid franchise in Street Fighter II but not being able to count to three. The constant upgrading and reissuing of SFII got old quickly. And, quite frankly, Capcom hasn't learned its lesson because Street Fighter IV should not have multiple retail versions of its upgrades. Arcade Edition should have been an update

that could be bought digitally and downloaded to patch the game up to whatever version Capcom wanted consumers to have. Even when the original version was released, the capability was there. This just screams of cash grab and Capcom being ignorant of tiresome tactics wearing on the fan base. The fact that Ultra Street Fighter IV — one more version beyond this one — exists is proof positive of this.

Other than the fiasco of multiple versions, Capcom has a solid winner on its hands with the fourth entry in the long-running series even as it fades into the background in favor of SFV. If SFV is not your cup of tea, but you want to stay current with the world of Street Fighter, SFIV is a good balance and at the right price now to delve into the world of Ryu, Ken and Chun-Li.

ClayFighter™ TOURNAMENT EDITION

INTERPLAY PRODUCTIONS
VISUAL CONCEPTS
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CLAYFIGHTER: TOURNAMENT EDITION

Ripoff molded into decency

In 1994, there was a glut of fighters on the market — something for everyone, if you will. You couldn't stand in a circle and turn your head without bumping into a fighting game. To stand out, you had to have something special, a gimmick to grab attention from the heavyweights. Enter ClayFighter: Tournament Edition.

The game runs just like you'd expect a '90s fighting game to play: One-on-one button mashing with a large amount of movesets ripped off from Street Fighter II and Mortal Kombat. What sets the game apart from the pack are the graphics. ClayFighter utilizes stop-motion graphics with clay models on hand-drawn backgrounds. This look means it doesn't take itself too seriously, but the cartoonish outer layer does hide a surprisingly deep fighting engine.

There's a quality group of fighters to be had here, and any number of them are serviceable. Each has but one goal: Become of king (or queen) of Clayland, and that's about the



Lyndsey Hicks
EDITOR-IN-CHIEF

extent of the story. If you're familiar with Street Fighter, this is where that knowledge comes in: Each character corresponds to a character in SFII. So, the Blob would be Blanka/E. Honda, Helga is Chun-Li, Tiny is Balrog (boxer), Ickybod Clay is Ken and Bad Mr. Frosty is Ryu, to name a few examples. Using that comparison makes playing the game easier in that the controls are already familiar.

Also, much like Street Fighter, ClayFighter: TE's soundtrack is

phenomenal. The songs are catchy and memorable and are appropriate for the different characters they represent. Throw in an over-the-top hilarious announcer and you have a great soundtrack for the SNES and a great 16-bit era addition to the music library of video game tunes.

If you can ignore the tendency to ape Street Fighter, ClayFighter: TE's goofy charm can and will grow on you. It's a surprisingly fun and deep fighter that makes its mark through interesting and fun characters and a decent fighting system. Don't sleep on this well-molded fighter based on appearances alone.

**SCORE:
3.5 OUT
OF 5**



PLAYING WITH TV POWER



Game Boy Player contributed to GameCube's longevity

By **LYNDSEY HICKS**
GAMING INSURRECTION

The Game Boy Player was unexpected. No one saw it coming in 2003 when it was released as an add-on accessory for the GameCube. But when it arrived, it was like most Nintendo peripherals: In with a flash, some promotion and then regulated to obscurity.

See **GAME BOY PLAYER**, PAGE 20

GAME BOY PLAYER FACTS

- * The GB Player is region free; however, you must have the corresponding boot discs in order for it to launch.
- * It does not use an emulator to play GB games. It uses actual Game Boy hardware internally.
- * It does not work with the Wii or Wii U. The Homebrew channel, which can be added to both systems, made the Game Boy Player unnecessary if one went the route of emulation.
- * The GB Player is compatible with the e-Reader accessory, which uses dot matrix cards to add items to certain GBA and GameCube games.

Pokémon

RED & BLUE KNOWLEDGE CENTER

Pokémon on tap this quarter:

No. 120 – Staryu
 No. 121 – Starmie
 No. 122 – Mr. Mime
 No. 123 – Scyther
 No. 124 – Jynx
 No. 125 – Electabuzz
 No. 126 – Magmar
 No. 127 – Pinsir
 No. 128 – Tauros

Special thanks to
 Bulbapedia for
 Pokémon artwork



No. 120 — Staryu

LEVEL	ATTACK	TYPE
1	Tackle	Normal
17	Water Gun	Water
22	Harden	Normal
27	Recover	Normal
32	Swift	Normal
37	Minimize	Normal
42	Light Screen	Psychic
47	Hydro Pump	Water

EDITOR'S NOTES:

The Staryu/Starmie evolution chain is nothing special. It learns a decent number of moves but nothing that will stand out from the rest of the water Pokémon pack. If you choose to catch a Staryu, your best bet is to get rid of its default moveset, except for its water-based moves, and teach it others through HMs and TMs. As always, wait until Staryu has learned the majority of its moves before evolving to Starmie.

Evolves to Starmie
 with Water Stone



No. 121 — Starmie

LEVEL	ATTACK	TYPE
1	Tackle	Normal
1	Water Gun	Water
1	Harden	Normal

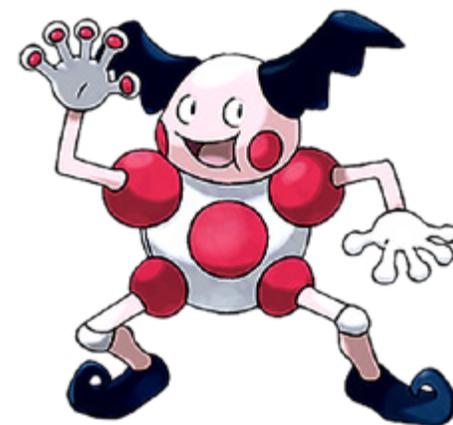
WHAT TO KEEP AND DELETE

Moves to keep

Water Gun
 Recover
 Hydro Pump

Moves to delete

Tackle
 Harden
 Swift
 Minimize
 Light Screen



No. 122 — Mr. Mime

LEVEL	ATTACK	TYPE
1	Confusion	Psychic
1	Barrier	Psychic
15	Confusion	Psychic
23	Light Screen	Psychic
31	DoubleSlap	Psychic
39	Meditate	Psychic
47	Substitute	Normal

EDITOR'S NOTES:

Mr. Mime is an OK Psychic Pokémon that will suffice until you can get a heavy hitter, such as Alakazam or Mewtwo, in your arsenal. Mr. Mime will have to be taught the best attacks that Psychic Pokémon have to offer, such as Psybeam and Psywave, because its default move list is quite lacking. Confusion is great for inflicting that status ailment in early battles, but later it's not going to hold for very long against stronger opponents.

WHAT TO KEEP AND DELETE

Moves to keep

Confusion
 Barrier

Moves to delete

Meditate
 Light Screen
 DoubleSlap
 Substitute

Pokémon

RED & BLUE KNOWLEDGE CENTER



No. 123 — Scyther

LEVEL	ATTACK	TYPE
1	Quick Attack	Normal
17	Leer	Normal
20	Focus Energy	Normal
24	Double Team	Normal
29	Slash	Normal
35	Swords Dance	Normal
42	Agility	Psychic

EDITOR'S NOTES:

Scyther should be better than it is in Generation I Red/Blue. Its move list is highly disappointing and the number of decent moves it can learn through TMs and HMs is low. It learns no Flying moves despite being a dual type and it does not and cannot learn Bug -type moves, what little there are, despite being a Bug-type Pokémon. This is remedied later in more current generations but the lack of moves makes Scyther a non-choice.

WHAT TO KEEP AND DELETE

Moves to keep

Slash
Swords Dance

Moves to delete

Quick Attack
Leer
Focus Energy
Double Team
Agility

Moves to teach

TM 15 — Hyper Beam
TM 06 — Toxic
TM 40 — Skull Bash
HM 01 — Cut



No. 124 — Jynx

LEVEL	ATTACK	TYPE
1	Pound	Normal
1	Lovely Kiss	Normal
18	Lick	Ghost
23	DoubleSlap	Normal
31	Ice Punch	Ice
39	Body Slam	Normal
47	Thrash	Normal
58	Blizzard	Ice

EDITOR'S NOTES:

Jynx is an interesting Pokémon. It is a combination Pokémon that incorporates moves from three different types: Ice, Normal and Ghost. It is also capable of learning moves from the Fighting, Water, Psychic and Poison movesets through TMs. Jynx is one of the few Ice-type Pokémon and thus its advantages immediately make it worth a look. Given its array of learnable moves, you could take a Jynx very far and wreak havoc with little downside.

WHAT TO KEEP AND DELETE

Moves to keep

Lick
Lovely Kiss
Ice Punch
Blizzard

Moves to delete

Pound
DoubleSlap
Body Slam
Thrash



No. 125 — Electabuzz

LEVEL	ATTACK	TYPE
1	Quick Attack	Normal
1	Leer	Normal
34	Thundershock	Electric
37	Screech	Normal
42	Thunder Punch	Electric
49	Light Screen	Psychic
54	Thunder	Electric

EDITOR'S NOTES:

Electabuzz is an excellent Pokémon to have as the Electric anchor on an Elite Four-bound team. Its default moveset is great with few weak moves and it can learn a variety of moves from the Fighting and Psychic movesets without the disadvantage of being a dual-type Pokémon.

WHAT TO KEEP AND DELETE

Moves to keep

Thundershock
Thunder Punch
Thunder
Quick Attack

Moves to delete

Leer
Screech
Light Screen

Moves to teach

TM 15 — Hyper Beam
TM 19 — Seismic Toss
TM 24 — Thunderbolt
TM 29 — Psychic
HM 04 — Strength

Pokémon

RED & BLUE KNOWLEDGE CENTER



No. 126 — Magmar

LEVEL	ATTACK	TYPE
1	Ember	Fire
36	Leer	Normal
39	Confuse Ray	Ghost
43	Fire Punch	Fire
48	Smokescreen	Normal
52	Smog	Poison
55	Flame thrower	Fire

EDITOR'S NOTES:

Magmar is a great Fire-type addition to your team that's in need of a fire Pokémon anchor. Fire Pokémon are a precious commodity, especially if you didn't start with Charizard's evolution chain. Magmar has a good moveset, can learn quite a few moves through TMs and HMs, and is strong enough to handle an Elite Four battle easily once it's leveled properly. Also, finding a Magmar later in the game will ensure you're ready to handle using a tough Pokémon type like Fire.

WHAT TO KEEP AND DELETE

Moves to keep

Ember
Fire Punch
Smog
Flamethrower

Moves to delete

Leer
Confuse Ray
Smokescreen



No. 127 — Pinsir

LEVEL	ATTACK	TYPE
1	Vice Grip	Normal
25	Seismic Toss	Fighting
30	Guillotine	Normal
36	Focus Energy	Normal
43	Harden	Normal
49	Slash	Normal
54	Swords Dance	Normal

EDITOR'S NOTES:

Pinsir is an average Pokémon, much like its fellow Bug, Scyther. Like Scyther, Pinsir should be better than it is. It's also disappointing in that it never learns Bug-type moves. The two advantages that Pinsir has are that it's a pure Bug type, avoiding the dual-type weakness; and, it naturally learns Guillotine, a one-hit KO move that has decent accuracy. While it can slightly improve its default moveset, it should be better and there are other Pokémon deserving of a place on an Elite Four-bound team.

WHAT TO KEEP AND DELETE

Moves to keep

Vice Grip
Seismic toss
Guillotine
Slash

Moves to delete

Focus Energy
Harden
Swords Dance



No. 128 — Tauros

LEVEL	ATTACK	TYPE
1	Tackle	Normal
21	Stomp	Normal
28	Tail Whip	Normal
35	Leer	Normal
44	Rage	Normal
51	Take Down	Normal

EDITOR'S NOTES:

Tauros is deceptive in nature. At first glance, it's a boring Normal-type Pokémon with an average moveset. But with research of what it can learn, Tauros becomes a unique and worthy addition to any team. There is a wide variety of moves that Tauros can be taught through TMs and HMs, and they run the gamut of types. With this wide range of moves and lack of a dual-type weakness, Tauros could potentially be a great anchor for an Elite Four team.

WHAT TO KEEP AND DELETE

Moves to keep

Stomp
Rage
Take Down

Moves to delete

Tackle
Tail Whip
Leer

Moves to teach

TM 07 — Horn Drill
TM 13 — Ice Beam
TM 14 — Blizzard
TM 15 — Hyper Beam
TM 24 — Thunderbolt
TM 25 — Thunder
TM 26 — Earthquake
TM 27 — Fissure
TM 38 — Fire Blast

SONG SPOTLIGHT

By Lyndsey Hicks



Don't forget to download our DDR glossary of terms!



Artist: Captain Jack
Difficulty: 3/4/6 (DDR Solo 3-panel and other mixes) or 3/4/7 (DDR Solo 4-panel only)
Chosen difficulty: Heavy
BPM: 170

Drill Instructor is a fun song to play. The speed alone makes it challenging, despite the 6 rating it has. Jumps, which this song has plenty of, are hard to navigate well at higher speeds. There are also triplets, which means a lot of nimble stepping is required. Focus on handling the jumps and conserving your energy for them. There are a few sections where there are quite a few in a row. Also, pay attention to the blue 1/8th note jumps near the end. They are tricky to land correctly and can throw you off without warning.

Suggested Speed Mod: x2



Artist: C.J. Crew & Sedge
Difficulty: 4/7/9 (DDR main mixes) or 4/6/9 (DDR Solo all-panels)
Chosen difficulty: Standard
BPM: 170

Furuhata's Theme is extremely challenging and fast. Even on the Standard difficulty, it's hard to keep pace with the steps and factor in the sometimes-twisting stepchart's penchant for adding in a triplet. These triplets may be composed of red, blue and yellow notes or red and blue notes only. This is a fast and hard 7 rating, which means it can make you winded quickly. The song follows the beat in the Standard difficulty stepchart, so as always, familiarize yourself with the song before attempting to try it on your feet.

Suggested Speed Mod: x1.5



Artist: Final Offset
Difficulty: 4/6/8
Chosen difficulty: Heavy
BPM: 169

TwinBee is one of GI's favorite songs to play. It also one of the few 8-footers that we've played on our feet and passed. The fun in TwinBee lies in its intro section and blazing speed. The song is on beat and it's a great learning tool to get started with when trying to move into the Heavy division. The trickiest parts of the song that you need to watch out for are the introduction and the ending, which is composed of entirely on-beat red and green notes. Both sections follow the beat completely and the intro will serve as a guide for how to approach the middle section of the song.

Suggested Speed Mod: x2



Artist: DJ Yoshitaka feat. A/I
Difficulty: 4/6/8
Chosen difficulty: Standard
BPM: 160

Captivate is a fun song that isn't too challenging. On the Standard difficulty, it is moderately paced and it doesn't really have any tricky spots. It's straightforward with a few triplets thrown in for good measure. The only difficult section is at the end, where there is a triplet that features a red, blue and yellow note cluster. Even then, that's not hard to navigate, but if you're not prepared for it, you might miss it.

Suggested Speed Mod: x2



- 1st mix
- 2nd mix
- 3rd mix
- 4th mix
- 5th mix
- 6th mix
- 7th mix
- Extreme
- SuperNova
- SuperNova 2



UPCOMING SONGS

TEST MY BEST

I WAS THE ONE

IF YOU WERE HERE

DYNAMITE RAVE

Yoshi's Story a poor excuse for Mario side story

Yoshi's Story is not a tale of a talking dinosaur trying to find its Happy Tree. It is not a tale of a hero rising up to take on a bullying turtle with a penchant for malice and mayhem. It's a tale of squandered potential, lost creative capital and outright greed that just so happens to feature a talking dinosaur trying to find its Happy Tree.

Whatever goodwill that was built up by the titular raptor in two popular and excellent Mario games was destroyed by a third game, one so mediocre that the mere mention of its name elicits sighs of disappointment and opinions of a company's supposed avarice.

Nintendo was riding high by the time Yoshi's Story was put forth for consumption. Yoshi, the irrepressible fountain of energy and authentic backcountry gibberish, was a star of mammoth proportions. It was fresh off two blockbuster well-received games — Super Mario World and Super Mario World 2: Yoshi's Island. Someone at Nintendo got the bright idea to separate the creature from its master and star maker, Mario, and create a vehicle that showcased what the dino was capable of on its own. Bland mediocrity began to waft from the DOA carcass that was Yoshi's Story at once.

Despite controlling well, Yoshi's Story is at best a boring, easy romp through 24 levels that does absolutely nothing to live up to the masterpiece in platforming that Island established itself as two years earlier. Story wastes the character, doesn't introduce



with Lyndsey Hicks

significantly new concepts for Yoshi and is far too easy as compared to its predecessor. The name of the game here was greed, an excuse to use a familiar name to generate quick cash for Nintendo's coffers in a time of struggle. The Nintendo 64 wasn't doing so well with the competition killing it in sales in the form of the PlayStation and the looming Dreamcast/Saturn.

I'm sorry, but Yoshi wasn't and isn't a savior of any kind and definitely not a system pusher that can afford any type of niche title as a holy grail. At best, Yoshi is a second-tier character and sidekick, best reserved for supporting status, and Story proved that.

The lessons Nintendo learned from this are evident today, but it's sad that it took a wasted sequel to learn them. Yoshi's Story is a giant egg of unhatched potential.

Lyndsey Hicks is editor-in-chief of Gaming Insurrection. She can be reached by email at lyndseyh@gaminginsurrection.com



GAME BOY PLAYER, from PAGE 15

WHAT COULD IT DO?

The GB Player was an addition that made playing Game Boy Advance and original Game Boy games possible on the GameCube. It meant that you could play any of those titles on a television instead of the non-backlit GBA screen (true, until the release of the GBA SP) and use a GameCube controller for movement. It fit into the GameCube's high-speed data port on the bottom of the console and stacked with an opening for the GBA/GB cartridge.

WHY DID WE NEED IT?

The GameBoy Player, while not required, was a truly necessary accessory if you could manage to get your hands on one for cheap. In addition to making it easier to play portable games, the GB Player was instrumental in adding games to the already small GameCube lineup. Despite a few exceptions in compatibility, the Game Boy Player was praised for adding to Nintendo's cache of games and for making it slightly easier to play their mobile library from two systems.



Game Boy Player compatibility

The Game Boy Player works with nearly all Nintendo Game Boy and Game Boy Advance games. However, there are some Nintendo accessories that it does not work with.

- *Action Replay and Gameshark
- *Game Boy Advance video
- *Infrared games
- *Games in the Boktai series
- *Game Boy Camera**
- *Game Boy Micro**
- *Game Boy Color games with integrated rumble
- *Action Pad/Beat Pad dance controllers
- *Games: Pocket Music and Chee-Chai Alien

**Limited functionality but technically work

On tap this issue:

STRIP TALK

Black Panther is needed in today's climate

PROPERTY REVIEW

The sequel to 300 comes a little late

MARVEL CHARACTER

Get to know the X-Man Psylocke

OTAKU CORNER

Tokyo Tribes Vol. 2 dives deeper in Japanese gang life

ANIME LOUNGE

Yuri on Ice!!! will tempt you to lace up your skates

TOP 5

We discuss our favorite versions of the Dark Knight

View this content at www.gaminginsurrection.com/TheStrip

PROPERTY REVIEW

300: Rise of an Empire

Warner Bros., 2014



300: Rise of an Empire late but bold enough to make impact

The first movie in the possible pantheon of tales about the valiant Spartans who died at the Battle of Thermopylae was a rollicking good time. There were epic one-liners, fighting, sex and death:

Everything you could ask for in a movie about ancient Greece and Persia. The second film had a name to live up to and a reputation to uphold. While it manages to recreate some of the fun of 300, Rise of an Empire comes much too late to capitalize and continue to curry the favor that 300 cultivated.

Rise of an Empire starts with the premise that King Leonidas and his brave brigade of warriors from 300 are dead. Taking place during, before and after Leonidas' sacrificial trip to the Hot Gates, Rise of an Empire shows the beginning of Xerxes I's reign, his creation of Persian city states, his rise to power and seeming immortality, and his ruthless general Artemisia's background and eventual lust for revenge and power. With simultaneous story threads, the film moves along at a quickened pace despite being an hour and 42 minutes long. It needs that amount of time to flashback for multiple characters and push the present events forward.

While the look at events in Rise of an Empire are interesting, quite frankly it was too long between movies for there to be much interest in the proceedings. Rise comes seven years after the original, which means there's plenty of time to forget the original plot, character motivations and reason for most of anything that occurs. There are plot recaps at the beginning, thankfully, but it's hard to remember a plot from seven years previously and remain engaged.

Despite the passage of time, the film looks good. The chroma key technique used in

HOW WE GRADE

We score the properties in three categories: Casting (or voice acting in cases of animated), plot and similarities to its source material. Each category receives points out of the maximum of 10 per category and 30 overall. The percentage is the final score.

the original is used again and then given a fuzzy sheen. While slightly jarring, the sheen doesn't detract too much from the original look that matched the comics. The soundtrack remains the same as well, so not much has changed aside from the focus and some of the stars. Lena Headey returns as Queen Gorgo as does Rodrigo Santoro as Xerxes. Eva Green — a former Bond Girl — and Sullivan Stapleton join in new roles to round out the cast. The new additions are great and seamlessly fit the universe. Green and Stapleton sizzle with chemistry and Green, in particular, is a standout. Santoro still commands as Xerxes whenever he is onscreen but the God King seems to take a backseat, which is hard to understand. As he remains the main villain, he should remain front and center.

Despite the long wait and storyline lagging from time to time, 300: Rise of an Empire is still a fun history lesson for the comic book lover and casual moviegoer alike.

Story: 7
Like the comics: 10
Casting: 9

Total: 36/40 or 9



Lyndsey Hicks
STRIP TALK

Black Panther film is needed, necessary now

Needed. Necessary. Now. Black Panther's release was all of this and more in a time when melanated super heroes on the big screen are far and few in between.

Why was the ensemble tale so necessary? While little children can throw a stone in any direction and hit any number of white superheroes, the number of black superheroes is small. In mainstream comic book movies, at most there are: War Machine, Storm, Cyborg and Falcon. That's it. That is, until T'Challa and his nation of advanced progress hit the scene.

The presence of the almost entirely black cast was sorely needed. The presence of a capable black director was needed. Seeing positive images of black folks was needed. Why? Because it's about time that black folks were shown as human, beautiful, smart and good people. It's long overdue, but the thrill of seeing a black man run his nation and do the right thing when given a choice never gets old.

And why now? Because for the positive side of black superheroes to do well in this climate, it was nothing short of genius and a miracle. Now is the time for the conversations surrounding representation and diversity, and Black Panther is the perfect vehicle. Now is the time for black folks to rise above negative stereotypes and look at how we are perceived, point to Black Panther — a fictional character aside — and say, "We are more than capable of bringing in box office dollars and, most importantly, we are human and here to stay. We have a seat at the table."

Wakanda forever.

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Tokyo prepares for all-out gang warfare in Tribes Volume 2

In a previous Otaku Corner column, I reviewed the first volume of the manga series “Tokyo Tribes.” Tokyo Tribes is the first manga series I’ve read that perfectly combines Japanese comic art with the raw power of urban American pop culture, mainly hip-hop and R&B music. When I last reviewed Tokyo Tribes, it morphed from a standalone work to a trilogy, giving way to various spinoffs, a live-action movie, and an in-development TV series supervised by creator Santa Inoue.

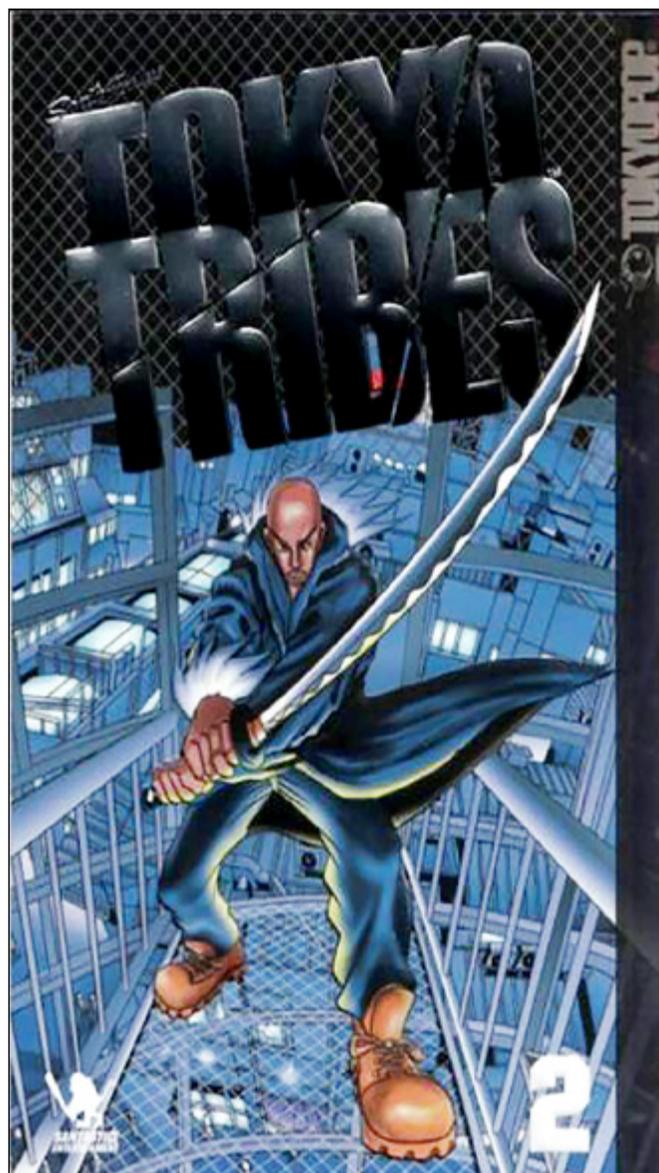
A short recap: The story is set after a time where riots occurred in Tokyo where gangs known as “tribes” control certain areas via a shaky truce. Kai of the “Saru” and Mera of the “Wu-Ronz” are sworn enemies, whose history sets the stage for all-out war involving all tribes for control of Tokyo’s streets.

On the way to drop off Saru’s leader Tera to work, Mera and the Wu-Ronz ambushed Kai, Hasheem and Steno, resulting in Tera being seriously injured. Kai goes after Mera through Shibuya’s rooftops leading to a bat vs. katana battle between the former friends. During the battle, both men nearly fall from a building. Iwao, leader of the Hands, show up with military-grade weaponry, shooting Mera down. Skunk and the other Wu-Ronz rush to Mera’s aid, but Iwao and a few Hands members intervene, demanding payback for Mera cutting off a Hands member’s arm.

While onlookers and police are distracted, Mera miraculously survives his fall, and attempts to kill Hasheem as Hasheem guides Kai to a safer exit from the building. Kai and Tera rush to Hasheem to protect him from Mera but Tera is beheaded by Mera and more chaos ensues. Hasheem, feeling responsible for Tera’s death, attempts suicide while a few of Saru’s members rampage through Shibuya looking for payback against Wu-Ronz members. They find an opportunity through Unkoi, son of the Wu-Ronz benefactor Big Bubba, at a local karaoke bar. While the Saru members made short work of other Wu-Ronz members, Unkoi gravely injures two members, while his personal bodyguard Galileo chases the third to the final page of the book. Meanwhile, Kai is dealing with troubles of his own as his father appears determined to remove him from the Saru for good.

During this volume, I still felt the awesome vibe from the first one, but more meat was in the storyline. Inoue-san gave readers a better explanation why both characters have this vengeful hate toward each other beyond Mera blaming Kai for his girlfriend’s death. During a brief backstory, Bubba’s corruption took Mera’s moral compass and the lives of his parents, which made me feel a little sorry for him since he not only hates Kai but also wants to destroy Bubba’s life as well. I also felt Kai’s pain after Tera’s death since Tera was also a mentor to all the Saru members.

Inoue-san also showed his special skill of adding certain pop-culture references such as Tower Records



and displaying renditions of hip-hop and R&B artists’ album covers. The artwork was also top notch, especially when showing Unkoi’s ruthless side as he fought the Saru members. It was as if I was reading the battle scene from Kill Bill Volume 1. Tokyo Pop’s dedication to Tokyo Tribes remains strong, thanks to Alexis Kirsch and David Walker handling translation and adaptation, along with Stuart Levy collaborating with Inoue-san as executive producers, ensuring that this hip-hop vision continues without compromise.

With the Saru in turmoil without a leader, and the Hands and Wu-Ronz preparing for all-out war in Tokyo’s streets, what will happen? Can Kai and Mera triumph over their personal issues and make peace? We’ll revisit the scene of gang warfare in Volume 3.

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Get ready to skate!

Episodes: 1 to 12 (all)

Premise: Professional figure skater Yuri Katsuki is in a career slump, suffering his worst defeat during the Grand Prix. Yuri’s confidence has hit rock bottom and he’s thinking of giving up and quitting skating for good. But he’s visited by his idol, fellow skater Victor Nikiforov, after a video of Yuri performing Victor’s signature routine goes viral. With Victor’s tutelage, Yuri works to get back into performing with a renewed vigor. Yuri’s efforts to become something better and his work toward developing relationships and confidence in his work and himself are documented.



Is it worth watching?: Yes. The story is hilariously played out, from Yuri’s struggles to stay in skating shape to his awkward attempts at befriending fellow skaters. The serious side of the story is also worth noting as it showcases what pressure to succeed can do to even the most confident of us all.

Breakout character: Yuri Plisetsky. The other Yuri, known as Yurio, is good and he knows it. He manages to steal every scene he’s in, whether he’s impressing with his brilliant skating prowess or creating a new depth of rudeness to everyone around him.

Funniest episode: Episode 10, “Gotta Supercharge it! Pre-Grand Prix Final Special!” The end of the episode reveals the motivation for Victor to come to Japan to train and teach Yuri. The scene is shown through flashbacks and gets increasingly funny as it goes forward. Yuri’s convincing of Victor to train him is right in line with their relationship: Surprising yet obvious.

Where it’s going?: With the end of the first season and Yuri’s move to St. Petersburg, Russia, to continue training, the ending was left open for a future sequel season and there is a movie in production. That season has been announced, so it remains to be seen just where Yuri’s career will take him and what he will have finally accomplished in his renewed state.

MARVEL CHARACTER HIGHLIGHT

Name: Elizabeth Braddock

Alias: Betsy, Betts, Kwannon, Lady Mandarin, Captain Britain, Lady Briton, Death

Affiliation: X-Men, Captain Britain Corps, X-Force, S.T.R.I.K.E., Extinction Team, the Mandarin, Sisterhood of Mutants, Exiles, Hand, Hellfire Club, Horsemen of the Apocalypse, X.S.E.

Special abilities: Psylocke is an Omega-level mutant who has the ability to generate psionic weapons with her mind. She is a near-Omega-level telepath who can use telekinesis, telepathy precognition and teleportation. She is capable of generating shields and flight.

Background: Psylocke started life as the daughter of Otherworld resident Dr. James Braddock, who fathered three children on Earth. She grew up with latent mutant powers as a telepath, which were unlocked after a battle at Braddock Manor with Dr. Synne. After this, Psylocke became a model and encountered S.T.R.I.K.E, the British version of S.H.I.E.L.D. Through them, she learned to harness her powers and strengthen herself. She later became a version of her brother's superpowered identity, Captain Britain. While using this identity, the villain known as Slaymaster beat and blinded her. She regained her eyesight when villains Mojo and Spiral abducted her and gave her cybernetic eyes. With these eyes, she was used to spy on the X-Men for Mojo. After the defeat of Mojo, the Morlocks were massacred by the Marauders and she helped those who survived. After the battle to avenge the Morlocks, Psylocke was invited to join the X-Men in a full-time capacity and she accepted. In her later adventures with the X-Men, she was forcibly switched from her body to assassin Kwannon's body by Kwannon's lover, crime lord

Mats'uo Tsurayaba. Kwannon, in Psylocke's original body calling herself Revanche, then developed the Legacy Virus and died. Psylocke has remained in Kwannon's body. She has battled the Crimson Dawn and gained new powers, such as the ability to fuse with the shadows and travel with them. Through contact with Jean Grey, her powers were magnified on a cosmic level to reach Omega status.

Relationships: Brian Braddock (Captain Britain), brother; James Braddock Jr., brother; Warren Worthington III (Angel/Archangel), lover; Nathan Christopher Summers (Cable), lover; Tom Lennox, lover; Agent Michael (alias), lover; Neal Shaara (Thunderbird), lover; Victor Creed (Sabretooth), lover; Fantomex, lover; Cluster, lover.

First Versus appearance: Marvel vs. Capcom (character assist)

Appearances in other media: X-Men II: The Fall of the Mutants (video game), X-Men: Mutant Apocalypse (video game), X-Men 2: Clone Wars (video game), X-Men: Children of the Atom (video game), Marvel Super Heroes (video game), Marvel vs. Capcom 2: New Age of Heroes (video game), X-Men: Mutant Academy 2 (video game), X-Men: Next Dimension (video game), X-Men Legends (video game), Marvel: Ultimate Alliance (video game), Marvel: Ultimate Alliance 2 (video game), Marvel Super Hero Squad Online (video game), Marvel: Avengers Alliance (video game), Lego Marvel Super Heroes (video game), Marvel Heroes (video game), Marvel: War of Heroes (video game), Marvel Puzzle Quest: Dark Reign (video game), X-Men: Battle of the Atom (video game), X-Men: The Ravages of Apocalypse (video game), X-Men: The Last Stand (film), X-Men: Apocalypse (film), X-Men: The Animated Series (television), Wolverine and the X-Men (television)



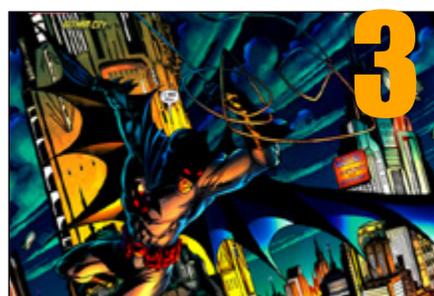
TOP 5 ON THE STRIP — BATMAN VERSIONS EDITION



Batman (Earth Two version): This version of Bruce Wayne settles down with Selina Kyle and has a daughter, Helena Wayne, who becomes Huntress. Eventually, Bruce becomes police commissioner. After a one last adventure as Batman, he is killed in battle trying to stop the destruction of the city. As he was still using his secret identity, Doctor Fate of Earth Two changes reality to keep his identity secret and lets everyone believe that Bruce died of cancer at Wayne Manor.



Batman film — Michael Keaton: Michael Keaton, the first of the film cowl wearers, was derided when he was announced in the mid-1980s. No one could believe that "Mr. Mom" would do the trick. And then 1989's Batman hit the silver screen and the noise stopped. Not only was Keaton excellent, but also he brought a much-needed severity to the character and was wholly believable inside and outside of the tights.



Flashpoint Batman: In the Flashpoint version of Batman, Thomas and Martha Wayne — the murdered parents of Bruce Wayne in all Batman origin stories — don't die. Instead, Bruce is killed in Crime Alley in their place. In their grief and attempts to cope with Bruce's death, Thomas becomes Batman and Martha becomes the Joker. Eventually, both learn that in the true timeline, they die in the place of Bruce and he becomes Batman to avenge their deaths.



Batman film — Christian Bale version: Christian Bale took a franchise that was mired in the depths of mediocrity and downright unintentional hilarity and gave it life again. Bale made it cool to like Batman and the Caped Crusader's credibility was restored. It only took two movies, arguably, to achieve this feat: Batman Begins in 2005 and The Dark Knight in 2008, all lead by Bale. The Dark Knight Rises was just an added bonus to seal the deal.



Batman kills the Joker/Injustice: Gods Among Us Year 3 Batman: In a version of the Injustice storyline, Batman actually kills the Joker. After the Joker plants a bomb killing Lois Lane, Batman captures him and attempts to turn him in. As they're riding to Arkham Asylum, the Joker intimates that he will likely try again to torment Superman and hints at trying to kill Superman's baby. Batman snaps and well, breaks the Joker's neck.