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Mega Man X4 (USA) PS1 ISO.

The PlayStation (officially abbreviated to PS, and commonly known as the PS1 or its codename, PSX) is a home video game console developed and marketed by Sony Computer Entertainment. The console was released on 3 December 1994 in Japan, 9 September 1995 in North America, 29 September 1995 in Europe, and 15 November 1995 in Australia. The console was the first of the PlayStation lineup of home video game consoles. It primarily competed with the Nintendo 64 and the Sega Saturn as part of the fifth generation of video game consoles.

The PlayStation is the first "computer entertainment platform" to ship 100 million units, which it had reached 9 years and 6 months after its initial launch. In July 2000, a redesigned, slim version called the PS one was released, replacing the original grey console and named appropriately to avoid confusion with its successor, the PlayStation 2. The PlayStation 2, which is backwards compatible with the PlayStation's DualShock controller and games, was announced in 1999 and launched in 2000. The last PS one units were sold in late 2006 to early 2007 shortly after it was officially discontinued, for a total of 102 million units shipped since its launch 11 years earlier. Games for the PlayStation continued to sell until Sony ceased production of both the PlayStation and PlayStation games on 23 March 2006 – over 11 years after it had been released, and less than a year before the debut of the PlayStation 3.

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Mega Man X4 , originally released in Japan as Rockman X4 (ロックマンX4), is a video game developed by Capcom. It is the fourth game in the Mega Man X series and the second game in the series to be released on the Sega Saturn and PlayStation. The two versions were released simultaneously in Japan in 1997. A North America release followed sometime thereafter, while Europe received only the PlayStation version in 1997.

Taking place in the 22nd century, the Mega Man X series is set in a society populated by humans and intelligent robots called "Reploids". A military taskforce called the "Maverick Hunters" is implemented to suppress the uprising of "Mavericks", Reploids that begin to exhibit dangerous and destructive behavior. Mega Man X4 follows two such hunters, Mega Man X and Zero, as they become involved in a conflict between the Hunters and a Reploid army called the "Repliforce". Mega Man X4 is an action-platform game in the same vein as other installments in the series. The player completes a set of eight stages in any order while fighting enemies, gaining power-ups, and winning the special weapon of each stage's boss. Unlike previous games in the series, Mega Man X4 allows the player to choose between the two protagonists at the beginning of the game: X, who uses traditional, long-range attacks; or Zero, who wields a short-range sword.

Critical reception for Mega Man X4 has been generally positive. Critics praised the ability to play as either X or Zero, a concept many found to expand upon the then perceived exhausted gameplay formula of the Mega Man X sub-franchise during the 1990s. However, it was criticized for its poor voice acting and lack of innovation. In addition to its console versions, the game was released on Windows worldwide in 1998 and 1999 and on Japanese mobile phones in 2011 and 2012. It was also included on the Mega Man X Collection , a compilation released in North America on the PlayStation 2 and Nintendo GameCube in 2006. Mega Man X4 was made available on the PlayStation Network as part of the PSOne Classics line for North America and Japan in 2014.

Mega Man 9 PSN (USA) PKG PS3.

This latest Mega Man title brings the series back to its old school roots with retro action platforming gameplay and classic 8-bit NES-style graphics and sound. Relive the Mega Man experience with classically inspired bosses, each with their own unique weapons and weaknesses. The story of Mega Man begins in the year 200X, as the advanced science of the era has created industrial robots that co-exist with humans. However, an evil genius, Dr. Wily, plots for world domination and creates his own robot army to take over mankind. Luckily for humanity, Dr. Light outfits one of his domestic robots "Rock" to fight Dr. Wily's creations. Mega Man is born. Set after the events of Mega Man 8, multiple riots have sprung up all over the world. Whilst many people suspect that this is another plot from Dr. Wily, Dr. Light is stunned to recognize that some of the robots rioting on the TV screen are his own creations. Even more stunning, Dr. Wily appears on television to proclaim that Dr. Light is the evil mastermind behind these latest catastrophic incidents and it's up to Mega Man to clear his creator's name!

Mega Man X4 (Windows)

A short-lived but excellent entry in CAPCOM's intermittent line of Mega Man series that is much more famous on console systems than on PC, Mega Man X4 is an excellent platformer that every arcade fan should definitely play.

Mega Man fan Satoshi Kunsai says it all in his review for MobyGames: "First off, this game is a very big leap above Mega Man X3 , in terms of gameplay and cosmetic changes, but one of the biggest greats is the fact that you can finally play the game in full with Zero! Yes, X's friend is a playable character, complete with his own arsenal and story line! This is one of the coolest things in this game, but not the only thing.

As for the gameplay itself: if you've played the previous X games, then you'll know what's going on here: X still has his X-Buster, so he shoots stuff. Simple. Playing as X is simply the same as the other games, but Zero is a totally different experience. Zero has lost his X-Buster in this game, so now he fights exclusively with his Beam Sabre. Also, since Zero no longer has the range X has, his game is a little more difficult, since he has to get close to enemies to kill them. However, if you're tired of the same old gameplay with X, give Zero a whirl.

Continuing with gameplay, the game in itself is not too tough or too easy, instead balanced just right. The Maverick bosses aren't too hard to beat (provided you have the right weapons), but the later bosses do get pretty hard (especially Double and Sigma; play the game and see). The game is structured pretty much in the same way as the others: selectable stages, the effectiveness of the weapons on certain bosses, and X's ability to upgrade his armor with enhancement provided by the trusty Dr. Light's Weapon Capsules. Zero doesn't gain new weapons like X does; instead he learns new sword techniques and other special moves (including the super useful Double Jump). Controls are easy to use and remember: you have a fire button, a jump button, and a dash button, as well as weapon select buttons and two technique buttons. (Note: I recommend a six-button pad like the Sidewinder for this game; I use one and have the controls set exactly like the Saturn version, giving me perfect control.) Also, there's no annoying momentum which I SPITE in many 3D games; you move and stop on a dime here.

Moving on to cosmetics. the game's graphics are excellent! The characters are very well animated and move extremely fluidly (I guess those hefty system requirements really did make a difference, eh?), and there's not ONE HINT of slowdown ANYWHERE!! The sprites for the characters are nice and big and have a really nice amount of detail to them, making the game almost look like a big interactive anime. Sounds are equally well done, with plenty of "BANG!" and "BOOM!" and lots of cool anime-ish robotic sounds. I especially like the little touches, like X and Zero landing from a jump with a "ka-clink" sound, and others like Zero's Beam Sabre letting out a loud "FWOOSH!!" when swung."

Overall, Mega Man X4 is arguably the best release in the long, intermittent line of Mega Man series on the PC. Highly recommended!

Megaman X5 PT-BR [PS1]

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