

# Mega Man X Collection Walkthrough

by Darkfire Super Sonic

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**This walkthrough was originally written for Mega Man X Collection on the GC, but the walkthrough is still applicable to the Xbox version of the game.**

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MEGAMAN X

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COLLECTION

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By Darkfire Super Sonic

Megaman X Collection Walkthrough

(This is for the Gamecube Version, if there is a difference)

Version 1-The First FAQ/Walkthrough

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Read this first

I am going to get this out of the way now! The credits are coming at the end (once I have some). This is my first attempt at making a FAQ or a walkthrough. I will not walkthrough the whole level on this walkthrough because that would take forever, and this will take up enough space as it is (after all, I am walking through 6 games). Another reason is that the level is getting from point A to point B. If you can't at least get to these bosses without getting a game over, then this game is not for you. DO NOT PRINT THIS! It is too long to be printer-friendly! This is very printer un-friendly! Your best bet is cut and paste. Do not do this if you are putting it on your site unless the whole thing goes in. THERE WILL BE SPOILERS (because I can't control myself)!!!!!! Also, read this next part! I don't care if people use this on their own site. All I ask is that you email me at [Darkfire\\_Super\\_Sonic@yahoo.com](mailto:Darkfire_Super_Sonic@yahoo.com) to tell me you are going to use it and a link to it! It must also be put on in full (I will read it so please don't alter it without my permission, after all, I put quite a bit of effort into this). One last thing, give me credit. You have no idea how long it took me to write this. I spent a long time on this. My latest updates will be on neoseeker.com. If you have a question, then email me and I will answer it the best I can. If you have a question, read this walkthrough before you email me. If the walkthrough is unclear about something, then email me and I will see if I can clear things up. If I miss something, then email me and I will put it in after I give it a test and give you credit for it. Also, email me if there is any errors, especially spelling errors and typos (no matter how many times I read this, I always find more), somewhere and I will give you credit for finding it. If you want to email me to complain, then fine, I don't care. If you want to complain, at least give me a few reasons why it sucked so I can improve it. If I want to make this walkthrough good, I have to listen to the bad, along with the good. This is probably boring, so it's time to see what you came for! And if you are going to email me, put Megaman X Collection as the subject. I don't care what you say, but that phrase must be in the subject or I will delete it.

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## Chapter 1

### Story

#### Megaman X

Megaman X is a reloid created by Dr. Light, and Zero was created by Dr. Wily. Sigma was created to protect the peace, but went maverick himself after fighting Zero, who was a maverick at the time. Now, Zero (the new Maverick Hunter leader), who is not a maverick anymore, and X have teamed up to track down Sigma and defeat him. Sigma is the main villain of the X series who can never stay down and die. He is also one of the most annoying villians of all time.

#### Megaman X2

Sigma has been destroyed (or has he?), but not all of his followers have been destroyed. X and some other guy are on hoverbikes and are going to a factory where Dr. Cain says the rest of the mavericks are. Little does X know that a plot is unfolding around him by Violen, Serges, and Agile. They plan to keep X busy until their plan is complete. After the first level, they talk about how they will not underestimate X (why does it seem that every enemy in history of time says this and yet they do it anyway?).

#### Megaman X3

Dr. Doppler has found a way to stop all repleids from going maverick. His machine has saved some repleids and they have built a town around their "savior" and named it Doppletown. However, all the neutralized mavericks have reemerged and have begun an attack on the maverick hunter base. X and Zero have been recalled from their mission to take out Doppler to defend the base.

#### Megaman X4

In this one, the Repliforce (the spelling is probably wrong) is competing with the Maverick Hunters. When Sky Lagoon is under attack, X or Zero (depending on who you chose to play the game with) must go and check it out. You will see Magma Dragoon in the first level (Hmmm, I wonder who is

behind this attack). Sigma's secret plans have put these two forces against each other even though they fight for the same cause. In Zero's storyline, you will uncover secrets about Zero's past (and Sigma's).

#### Megaman X5

Sigma is back again (if you're surprised, then you haven't played enough Megaman X games). Sigma hires the reloid mercenary Dynamo to send the Eurasia space colony colliding with the Earth (which is completely pointless because the whole planet would be destroyed). Anyway, Dynamo leads the colony into a crash course with our world. X and Zero must defeat Sigma and Dynamo along with stopping the colony from colliding (which I guess was designed to "purify" Zero or turn him into a maverick again).

#### Megaman X6

Zero has gone missing and X is looking for clues as to his whereabouts while trying to investigate the Nightmare Virus (which is pretty much the Sigma Virus just with a cooler name). Gate (who was Alia's colleague) has sent mavericks to "investigate" the Nightmare (it is also referred to as the Zero Nightmare because of Nightmare Zero). In this one, I think they went with the Ending from X5 where Zero destroyed the space colony with the shuttle operation and where X makes it out of that battle with Sigma and gets the Z-Saber at the end. The beginning sequence has most of the information.

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#### Chapter 2 The Basics

Basically this section talks a little about the games themselves and how to play them and stuff like that. If you don't understand, don't worry, no one will until they read on.

Here is some terminology to get familiar with. Read this carefully.

Heart-a red thing that increases total health (in X5 and X6 it will also be referred to as a life-up). This is in every Megaman X game I have ever played.

Energy-up- something you'll get from either the end of a level in X5 or from a reloid you save in X6. This will be more clear later on. In X6, there will be one in each level from a reloid, so find all of them.

Extra life-these are little helmets that are red (for Zero) or blue or whatever color you are (X). These are good for one more crack at the level if you die.

Sub-tank- these handy little tanks store extra life energy. In X1-X3, you have to get health while yours is full to put it in the sub-tank. In X4-X6, a little will go in with every health you get. These have the same concept as the energy tanks in Metroid. These will not revive you though, so use them carefully because it can be wasted.

Weapon tank- this is the name I am giving it. Only in X4-X6, you can store extra weapon energy in it. I never use it and think it should have been a sub-tank, but that's just me. This also goes by the name W-tank. As expected, it refills weapon energy when used.

EX tank-this is also in X4-X6. It lets you start with four lives instead of the average two. Still useless though, by the time you get it, you don't even

have a use for it.

Reploids in distress- This is only in X5 and X6, but I am listing it here anyway. Of course, these are reploids who need some help. They give you an extra life, and in X6, you may get a goodie at the end of the level.

Maverick-this is referring to reploids who have gone crazy. Most follow Sigma. These are what the bosses are referred as.

Boss Weakness- this mostly refers to what weapons hurt the boss the most or stuns them. Not all weaknesses will stun them though.

Special attacks- these are attacks you steal from defeated mavericks (bosses only). In X4, they are referred to with Zero as Learned Moves, but I will still call them by their names. For the most part, I will refer to specific ones such as Frost Tower and Double Cyclone.

Giga Attack- this is a special attack that only a certain armor can do. Each Armor for X has a different Giga attack except for the Nova Armor and the Ultimate Armor because they are essentially the same (and freakin awesome).

Armor- of course I refer to X's armors. Zero is always in his red armor or black armor depending on some codes you can put in for X4-X6. In X5, you can get a capsule for Zero's black armor.

Dash jump- this simply means jump while dashing or holding dash button while jumping from a wall. This makes you jump better than a normal jump, and you can cover more distance. You don't go any higher though.

I am not even going to bother with controls for the most part. They can be changed into whatever. I do recommend you look and change the Dashing from X to L (on Gamecube of course) or things will be ten times harder than they could be. For PS2, it would be a good idea to change the dash to L1 or L2 and the jump to X. Also in games with Auto Charge (in X5 and X6), TURN IT ON! You'd be surprised how sore your finger can get from holding a button down for a long time.

If you see a Capsule with a hologram of an old guy, it is a piece to armor. In X1-X4, the pieces will add on to your blue normal armor (for X, Zero only gets one capsule which is in X5 and the black armor will go on over Zero's red armor immediately). In X5 and X6, you must find all four pieces before you can use it. I'll go over it later.

Most if not all Megaman X games have eight main mavericks. Normally there are sometimes a few extra boss fights (like Dynamo in X5 or the Colonel in X4). There are at least 3 what I call the "Sigma Levels". These levels are usually in some type of stronghold. Beat all the eight main mavericks and Sigma will be in the last Sigma Level. In X5, the intro level, you fight Sigma but this is not a Sigma level (and Sigma doesn't die or even appear to because he loses on purpose). Sigma's an annoying loser (but without him, how would we have 6 great games to spend all our time on?).

X1-X3 use their original password features, so if you have any passwords from the Super NES or PSX (X3 only) they'll work, but they also have a new save feature which just saves your passwords. X4-X6 use saved games, so same concept, each game has only 3 save slots. If you don't like it, get another memory card.

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## Chapter 3

### The Walkthrough

#### Part 1-Megaman X- The Classic

This game was the beginning of a wonderful series. I will list the recommended order of the levels. Feel free to do them in any order, but you must do Chill Penguin first so you can get the Leg Upgrade to your Armor. Then get a game over and start back at the level selection screen if you want to fight someone else first.

Intro Level- This level is the beginning. You will start at this level. Fortunately, it is somewhat easy. There is nothing in this level so don't bother with anything. Make it to the part where the ship will drop cars mavericks and destroy them. After a certain amount, Vile will jump down in his Robot Armor. Don't bother trying to beat him just put the controller down and let him beat you. Zero will rush in to help once you are defeated (and you will be). Skip the talking then get the password and save. Not hard right? It'll get harder later on.

Chill Penguin- In this level, you are on ice. Be careful when you walk on ice (not the snow) as you will slip and if you didn't expect that then you are not smart. Go and eventually the armor capsule will appear in front of your face. Grab it and move on. Now you can dash (if you played other games, you cannot air dash in this game at all). Once you get to the Robot Armor, you will be able to get to the top with the ice things. You cannot get up there in the armor though. There is a heart in one of those things, but you can't get it yet, so come back when you get the Mammoth Fire. No sub-tanks though. You should be able to do this on your own. Chill Penguin is pretty easy, just hit him with charged shots. If they bounce off, that is your signal to get on the walls. Once you beat him, you'll get Shotgun Ice. If you want to know his weakness for further reference, it's Mammoth Fire. That's it for this, time to move on.

Storm Eagle- In this level get up the platforms and dash jump left and grab the heart on the building. Then go further and there will be a rising platform with an enemy on it. Destroy the enemy and get on it. Destroy the glass to get in and get the sub-tank. Go further and there will be an area you can get into with some tank on a platform. Dash jump from the wall to the right and destroy the tanks. Get the Helmet Upgrade (now you can destroy little blocks that you find in some levels) and move on to get to Storm Eagle. Storm Eagle is also easy. Use the charged shots and defeat him to get Storm Tornado. For future reference, Chameleon Sting is his weakness even though it doesn't stun him. Next, Flame Mammoth.

Flame Mammoth- If you beat Chill Penguin, the lava will be frozen over allowing you to get the heart later on. If you go till you see blocks on the ceiling, there should be a platform. You have to dash jump to get to the blocks (which you must have the helmet to break the blocks and the dash obviously). This takes patience, time, and resisting the urge to break the game in half. You must have the leg upgrade and the helmet upgrade so you can get up and destroy the blocks. Once you get up there you'll get the buster upgrade (lets you charge till you are purple and fire off a cool purple shot, this also lets you charge special attacks). Grab and go underneath the platforms on the frozen lava (no, it won't hurt you unless the lave is orange then it's not frozen and you haven't beat Chill Penguin) and grab the heart. Go up then get on the high platform and go left. Go until you run out of platform and dash jump from the platform to the wall and break the blocks (again, if you have the helmet upgrade). Grab your sub-tank. Now,

move on to Flame Mammoth. This boss fight is another easy one. Avoid his attacks and hit him with Storm Tornado (he doesn't get stunned either, half the bosses don't). His attacks include spitting fire, jumping (watch out because if you're on the ground when he does this, it will stun you), and spitting a hard substance that does nothing. Try to get Flame Mammoth to set it on fire (he rarely ever does with me). It is cool how it catches fire (just don't stay on top once it catches fire or you will regret it). Beat him and claim your prize, Mammoth Flame. Time to move on.

Spark Mandrill- The beginning of this level is annoying. If you followed this guide parts are different, namely at the beginning. I guess the ship is Storm Eagle's level crashed here. As you go on, you will see a sub-tank if you take a wrong turn. You cannot get it without the Boomerang Cutter. Once you get it, use it to grab the sub-tank. You have to jump and then fire a boomerang or it won't grab it. Moving on, once you see the heart, dash jump from the wall to get on the platform. This takes a while to get, but you'll be happy. Eventually you'll get to a bubble mini-boss. Hit it with Storm Tornado. After that, move on to Spark Mandrill. No Armor Capsules in this level. Spark Mandrill is easy if you have Shotgun Ice. He is hard if you don't. His attacks consist of sending sparks in two directions and climbing on the ceiling (they should call him Spark Monkey), but if you don't have Shotgun Ice, hit him with charged shots. Once you beat him, you'll get Electric Spark. Moving on.

Armored Armadillo- This level starts out with a platform you can ride. Along the way, you'll see a big bat. Stop and destroy him. This bat will almost always give you an extra life. You can do this again by moving off the screen and going back to encounter him again. Keep doing this until you get nine lives (Megaman's a cat). Move on until you get to a drill thing. Let him pass you then go left. You should find a sub-tank over where you first saw it. You can destroy it easily using Mammoth Flame. Just be careful it doesn't fully charge. Move on until you fall into a fake pit and encounter another drill. Destroy him IMMEDIATELY. If you don't, you won't be able to get the heart. To make things even more annoying, he's faster than the other one. The best way is to hit him with Mammoth Flame. Watch the charging up if you have the arm upgrade though. If you destroy him, you can get the heart. Now on to the maverick. Armored Armadillo is very annoying at the beginning. Once you have an opening, then hit him with Electric Spark. If you don't have Electric Spark, consider yourself royally screwed. After that, you can hit him with just about everything. I used the buster, because it doesn't drain weapon energy. He'll give you Rolling Shield once you beat him. After you beat all the mavericks and get all the powerups, come back. Just before the boss door is a wall that you can jump up and see a platform with a health on it. After you get everything, make it up to the platform off of the cart ride. Have 9 lives before doing this. It takes a little while for it to appear. If you don't see the capsule, jump off of a cliff and die (not literally, please don't take that literally). Do it again and again till you see the capsule. It usually takes about 5 lives before it appears. Get into the capsule and you'll get the energy blast. This is perfect for toasting every single boss with one hit (EVEN SIGMA! HELL YEAAAAAH!). You must be at full health to use it though. Anyway, moving on.

Launch Octopus- This level starts out on top of the water. As the level progresses, the water level will seemingly get higher. This is because you will go in. When you encounter the drill sub thing, destroy its headlight if you like (don't know what the point is, he doesn't use it). Then hit it with the buster till it dies. Once you get to the ship, you must destroy it to open the way to the heart. The ship will fall and open a new way to go. Go

and encounter a swimming monster. Use Storm Tornado to destroy him, but be careful to not fall onto spikes. Megaman always seems to be a magnet for disaster. Anyway, grab the heart and make it to the boss. Launch Octopus is a little more annoying than the others. Hit him with Rolling Shield and he'll eventually die. I prefer to hit him with the super-charged buster because it easier to hit him with. Do not let him touch you while he is doing his water tornado. He will absorb your health. After you beat him, you'll get Homing Torpedo. Moving on.

Boomerang Kuwanger- This is an annoying level. Make it to the outside of the fortress till you see the heart. Use the charged up Shotgun Ice to go out so you can get on the side. It is hard to do, but after awhile you can get it. Move on to get to the boss. Boomerang Kuwanger is one of the hardest bosses to fight. Once you have the Homing Torpedo, you can toast him. If you don't he will seem impossible. Either way, staying on the wall is essential. If you have Homing Torpedo, then you can stay on the wall during the whole fight. If you don't have the special attack, you will have to go to the ground to attack him. Either way, just avoid his boomerang attack. Once you beat him, then you'll get Boomerang Cutter. Next is Sting Chameleon.

Sting Chameleon- Once you see the cliff right before the cave with the falling bricks, you can jump on top to fight the robot mini-boss. If you want, you can get the heart first then fight the robot or vice versa. If you did not beat Launch Octopus, you cannot get it. Go down the pit right before the mini-boss. There should be some blocks to destroy. Then dash jump over to get the heart. If you beat Launch Octopus, you should be submerged in water. After that, move on. As for the mini-boss, hit him with charged shots. It is easy, but time consuming. Once you beat him, you'll get the body upgrade. Grab it and move on to get to the boss. This is an annoying boss. If you have the boomerang cutter, you can toast him. If you don't, consider yourself screwed. This boss is almost impossible without Boomerang Cutter. Use it and you'll beat him easily. If you don't, hit him with the buster and pray he goes easy on you. If you thought Boomerang Kuwanger was hard using the buster, he was nothing till now. After, you get Chameleon Sting. If you followed my guide, you should see a cut scene with Zero and X talking about how they finally found Sigma's fortress. That's what happens when you beat all 8 levels.

1st Sigma Level- Chose the Sigma Level from the Greek Sigma symbol (yes it has a name) in the lower right corner of the mission select screen. If you save from this point on, this level is where you will start no matter how far you get, so have at least an hour on hand before starting this. Well, anyway, this is the outer part of Sigma's fortress. There are no hearts or sub-tanks from this point on. If you keep going, you'll get to Vile again. Zero will go in and try first. Zero will fail and be trapped. You will have to lose to Vile again, unless you want to play around with some of your special attacks. I try to use the energy blast as many times as I can. I like to have fun with it. After you lose, Zero will needlessly sacrifice himself to destroy Vile's armor. Next, you'll have to face the puny real form of Vile. Watch X break out of his bindings, and then you need to equip Rolling Shield. Now you have to destroy him. An easy way of killing him is the energy blast. If you can hit him with it, he's finished. This is not a fight you must lose, because now it will be like every other boss fight. Once you beat him, move on and watch the scene with Zero dying. Keep going and you will see an old enemy. Now you have to face Boomerang Kuwanger (again!). Stay on the wall and hit him with homing torpedo (or if you're crazy, then just fight him with the buster). Use the energy blast right off if you can, and he will die instantly. Move on to fight the Spider Boss. This is the hardest boss with the exception of

Sigma. Hit him with the buster when he gets down and opens his eyes. Have all sub-tanks and have them full (you're going to need it especially if you are inexperienced in the X series). You can also hit him with the energy blast when his eye is open. It takes practice to get the timing right though. Beat him and move on.

2nd Sigma Level- Start out and go to the platforms, and keep going to get through some doors. You will have to face Chill Penguin again. Beat him the same way as before or toast him (literally, he will be one well done penguin) with Mammoth Flame. Move on and you will get to Storm Eagle. Again, you can defeat him the some buster shots or hit him with Chameleon Sting. He should be as easy as last time. Keep going in until you reach the actual boss of the level. Anyway, You will face the Face. Hit his eyes with Chameleon Sting and hit his nose with Homing Torpedo. Destroy the eyes first or you will regret it miserably. If the nose is destroyed, the walls will stay close together and not go back, and you will have to destroy the eyes from the wall. Well, only two Sigma Levels left.

3rd Sigma Level- This level is deeper into Sigma's Fortress. It is a good idea to have four full sub-tanks before going into this level just in case. Get past some obstacles and face the remaining mavericks with obstacles in between. This is what I think the order is (email me if I miss up this order):

Armored Armadillo  
Spark Mandrill  
Launch Octopus  
Sting Chameleon  
Flame Mammoth

Before you tell me this is impossible, there are obstacles with health in between the boss fights. Use the strategies that you can hit them with their weaknesses or the X-buster if you feel like the extra challenge. After the last one (which I know is Flame Mammoth), you will go through a short shaft with nothing in it directly to the Monster Truck boss (and he really does give a new meaning to the term monster truck). This guy is hard to beat. Use the charged up Chameleon Sting so he doesn't hurt you and hit him with what you have left. If you lose you invulnerability, then charge up what you have left and repeat the strategy. Once you run out (and you will), his actual weakness is Boomerang Cutter. Hit him the buster shots if you don't have anything left. Once you beat him, move on.

4th and Final Sigma Level- You will start out in a vertical shaft. If you need to fill your sub-tanks, this is a good place to do it. There will be holes where worms will pop out. Charge up Rolling Shield and just get on the hole so you destroy them as they come out. For me, they seem to love giving me extra lives, so you may be able to do that as well. After that, go up and you will get to Sigma (I beat you're thinking it was too easy). Well, there are three boss fights here, and if you die on any one of them, you have to start completely over at the first one. Try not to use sub-tanks for the first two boss fights, or the last will never fail to destroy you and your pride. Anyway, first Sigma will come in with his dog. He will talk then he makes you fight his dog. You must be mad at his arrogance. You should hit that damn dog with Shotgun Ice. This seems to do the most damage. Use the Energy Blast as soon as the fight starts and you should be able to toast him. Be careful of his attacks because they hurt (I want a dog like that! This dog makes Scooby-Doo look like an old mutt!) Anyway, after you beat him, listen to yet more talking and fight Sigma himself. He has a saber like Zero (probably back from when he was leader of the Maverick Hunters) and is one powerful SOB. Stay on the wall and charge up Chameleon Sting. Hit him the same way you hit the Monster Truck boss. He will block



with his saber on the ground sometimes (and that is ANNOYING!). After you run out of Chameleon Sting (and again, you will), hit him with Electric Spark. Energy blast works here too if you can get one off as soon as the fight starts. Once he is beaten, you will see Sigma's head attach and activate a HUGE wolf robot. Well, get on his claws and pound him with Rolling Shield. I don't know if the energy blast works or not. He always hits me by the time I can get on his claws. I know that the Buster rarely works, only Rolling Shield is a constant hit. So if you can somehow hit him with the energy blast, tell me if it works. Watch out for what his claws will do. They will fire lightning and move to try and hit you, and then do the lightning again. His mouth will breathe fire and range from one end to the other. His energy balls actually start on the wall, so be careful. For me, this is how he starts. He fires energy balls at the wall I attempt to climb. After you beat him, then watch the ending and save your game (yes, you do need to save it if you want to unlock the stupid Megaman Battle & Chase game). You will get the Megaman Battle & Chase game after you beat X1-X3. Now, on to the next game.

## Part 2-Megaman X2-The Lame Sequel

This game was such a lame sequel. I played it for the first time on Gamecube and it was such a disappointment. It got better after a while though. Not my favorite though. Anyway, for those of you who think this game is worth playing, here it is. Once again, I will do the walkthrough in the recommended order of Mavericks. You have to start out in the intro level no matter what, but then, just do whatever works for you. I'll talk about the X-Hunter stuff later. I won't tell you exactly how to get to each X-hunter door, but you do have to do it only during the level before you beat the boss maverick. In order to get the X-Hunters to appear, you must beat two of the mavericks. The place they are will be marked with Sigma's Greek symbol.

Intro Level- You start out on a bike which will crash into a robot. I must explain what you start out with. You can do a normal dash like in the previous game. Unlike in the last one, you can hold the dash button on the wall and jump to dash jump instead of holding to the two buttons simultaneously. Go through the level and make it to the boss. This is one of the easiest bosses in all of the Megaman X games I have played so far. Just hit him in the head with charged shots. If you cannot defeat this boss, then put the game away and try chess, because my ten-year-old brother (who was ten at the time and still doesn't like the series) with almost no Megaman experience can beat this guy. But anyway, if you can't beat this guy, then I can't help you. Just put in a code and go to the Sigma Levels or something. After you win (hopefully), then watch a cut scene with the X-hunters. Then save.

Crystal Snail- This is the level that I always start with because it's easiest (in my opinion). Some people start with Overdrive Ostrich. Do whatever. First off, go down the ice and avoid the pit. Grab the armor and go back up toward the pit I just mentioned and get yourself and the armor onto the platform and dash jump and hover, then jump out and air dash to the ledge. Grab the heart once you get to it (it may take a quite a few tries). Take the platform overhead and get to the other side of the large gap. Get out of the pit back onto the ice and grab the ride armor again. Keep going and you will see a platform above you. Get up there with the armor, and you will eventually find the X-hunter door, if you are fighting X-hunters. The Hemet is later on in the level after the crystal mini-boss. It will be in another fake pit (noticing a trend here?). You'll find it by the entrance will have those annoying things that fire at you. Once you get the helmet upgrade, go to the boss. Crystal Snail is one of the easiest bosses in this game besides the intro boss.

His only attacks are retreating into his shell and trying to hit you, slow time, or freeze you. Only him hitting you will hurt at all. If you get frozen, just smash buttons to get free (no, it won't hurt to be trapped, but the boss might hit you with his shell if you're too slow). Just hit him with charged shots and he'll eventually die. For future reference, his weakness is Magnet Mine. If you use Magnet Mine, fire one off as soon as the battle starts, then send on the the wall he is facing. The just walk up to his shell to throw it around (HAHAHAHA! YOU JACKASS!). Play keep away and smack him in the process. Now you'll get Crystal Hunter. Now moving on.

Overdrive Ostrich- A lot of people start with this level. The X-Hunter door is around the beginning if you plan to take that route. Destroy the blocks with Spin Wheel. The heart in this one is over a spiked corridor with some health and weapon refills. You should be able to get there with the speeder if you are that good. Otherwise, use the air dash and charged up Speed Burner (but you will die if you use this method). Anyway, there is the leg power-up on a ledge over the right way down a wide fall later on. You have to break the blocks with Spin Wheel. Come back once you have it. Now you can air dash (I will refer to the use of the leg power-up as the air dash in this game). Now move on to the boss. Overdrive Ostrich is easy if you have Crystal Hunter. You can freeze him with this. If you started fighting him instead of Crystal Snail, then just hit him with charged shots. His attacks include charging after you, jumping after you, trying to stomp you, and Firing a bunch of Sonic Slicers from above (it's raining death! OUCH!). After you beat him, you'll get Sonic Slicer.

Wire Sponge- The heart in this one is at the very beginning. Once you start, turn around and climb up the wall. You should eventually jump into a place and be able to walk into it to get the heart. There is also a sub-tank in this level (FINALLY!). Probably could have used it in the fight with Overdrive Ostrich, but whatever. The sub-tank is over the first big set of spikes you see with the moving platforms. It is on the platforms above the one you must get onto. The weather should be dark and rainy where you get the sub-tank if you didn't change it. If you want to change it then read this:

Strike Chain (from Wire Sponge)- makes weather nice and sunny

Speed Burner (from Flame Stag)- makes weather very bright and very sunny (background is almost completely yellow, you can barely see anything).

Crystal Hunter (from Crystal Snail)-makes it dark and misty. I like this one the best because it gives the level a really cool look.

Bubble Splash (from Bubble Crab)-makes it dark and rainy.

Anyway (getting back on subject), grab the sub-tank and move on. There shouldn't be anything else in this level of importance unless you need to find the X-hunter door. Right after the part with the sub-tank go down under the elevators on the wall to the right and go down. You should hit a dead end with health and a door. Go in to face the X-hunter. After that, go to the boss. Wire Sponge is very easy (not as easy as some). Use Sonic Slicer on him and you won't have problems. Sonic Slicer will destroy his vine shield thing he makes. Beat him and you'll get Strike Chain.

Wheel Gator- This level gets annoying at the very beginning. Keep going until you see an opening in the ceiling. If you have the Leg Upgrade, you can get up there. Once you get up there (you might be able to do it without the air dash but I can't), go into the capsule and get the buster upgrade.

Now you can charge your special attacks (namely the Speed Burner to go farther and go back and get some hearts), and you can also do a double shot (fire one shot then fire another out the other arm). The heart in this one is once again out of reach until you get the Speed Burner and arm power-up. Come back once you get it and get to the higher ledge just out of the spikes view. Dash jump off the ground then initiate the charged Speed Burner. You should just barely clear the spikes and grab the heart and move on. Well, now move on to the boss. Wheel Gator is a little annoying. Hit him with the Strike Chain once he comes out of his bloody pool. You can also hit him with a double shot (if you got it). I always use the buster because he doesn't retreat and I can kill him faster. It might be easier to hit him with Strike Chain so he doesn't have more chances than he needs to hurt you. His attacks include jumping and drilling into a wall, throwing Spin Wheels at you, and jumping out of his pool to try and grab you. Once you beat him you'll get Spin Wheel. Now, move on.

Bubble Crab- For those of you who have played Duff McWhalen's level in X5, the music in that level comes from Bubble Crab's level. The heart is just above the gate on the ground that the Fish Sub thing opens as it goes along. Jump up the wall to the right. You have to jump onto a moving pillar to the left and it is just above the water on a ledge. The sub-tank comes after the fish opens the red floor gate thing. There should come a wall you should be able to jump left on once you have the Bubble Splash. Charge up Bubble Splash and jump and hit the jump button once you get to the top of the water and you should be able to get on the platform. It may take a few jumps to figure out exactly where the platform is, but don't waste energy. Well, the X-hunter door is right after the fish mini-boss. Just before the ledge you jump on with the shudder thing opens, go up. You should eventually see a dock and the fish sub if you didn't destroy it (if it's there, make it disappear by blowing it back to the stone age). Do whatever you need to do with the X-Hunter. After that, move on to the boss. Bubble Crab takes a lot of jumping. Hit him with the Spin Wheel and then jump over him. Keep doing this and avoiding his attacks. The Spin Wheel will bring down his bubble barrier. Once you beat him, you'll get Bubble Splash.

Flame Stag- Well, this level has some good music to it. Keep going till you hit a wall with a bug thing. This looks similar to the bug mini-boss in Megaman X3. Go up the wall, and you should see a ledge to the left. If you don't see it, take my word for it. You need to do an air dash, and then do a Speed Burner. Come back once you have the Speed Burner and both of the upgrades. Just kidding, you can do it without the upgrades. Simply jump on top of the bug on his platform looking back and he will go up. Once you are able to get on the platform to the left, grab the sub-tank. After this go into the mountain and move on until the lava rises. You have to be fast to do this, but if you can, you should have enough time to grab the heart. It's about halfway up guarded by an enemy you can make disappear. Just destroy the thing guarding it with the buster, grab it, and move on quick. Keep going until you see another wall like the first one and go to the highest blocked entry. Let the bug destroy it and go in. Make sure it doesn't destroy another entrance because you only get one shot at this. Go up once you see a hole in the ceiling and you should see the X-Hunter door. If you need to go in there, then go in. Anyway, move on after that to the boss. Flame Stag is not even a true boss fight if you fight him with Bubble Crab because it's so easy. Just hit him while dodging his attacks, and you'll eventually beat him. Once you beat him, you'll get Speed Burner (FINALLY!). Now you can go back and grab some of the hearts and grab the sub-tank in this stage. If you need to, then go get some power-ups, but if not, then move on.

Morph Moth- This level is a handful. At the beginning, before you enter the complex, freeze the shield guy then jump off him to get on the wall to the

get heart. Once you get the heart, you can move on. Once you see the magnet on the ceiling, pull out your I-Tracer (Helmet upgrade) and find the entrance to the body upgrade. Once you find it, then use the spin wheel and open up the entry way. It won't look any different from the ground around it, so trust your I-Tracer, that's what it's for. Go in and get you body upgrade (G. Crush). I will refer to all uses of the body upgrade as the G. Crush. This is the first introduction to the Giga Attack, which comes in later games (of course they don't refer to it as a Giga Attack). I don't know where the X-hunter door is in this one. Anyway, Once you do all that, go to the boss. At first, he'll be a little thing on a string. Hit him with Speed Burner, and at a little less than half health, he'll actually change into a moth. At this point, pound him with anything in your arsenal. Kill him quick or things get very hard. Defeat him and get Silk Shot.

Magna Centipede- In this level you will see spot lights. Don't touch them. Keep going and if you don't set off the alarms, you'll see an opening on the ceiling and a thing attached to the ceiling. Go right onto a ledge and use the Speed Burner and air dash to get to the thing hanging off the ceiling. Go up and get the heart. Later on there should be another gap in the ceiling. Go back to a higher platform and air dash along with Speed Burner and get up there to get another sub-tank. There should come a part with a fake pit with more spot lights. Avoid them and go to the next part. Pull out the Speed Burner and use it to zoom over to the X-hunter door before it's blocked. If it gets blocked, you have to die and do it again. If you don't get caught by the spotlights, the blocks will not all come down as fast. If you don't want to fight the X-hunter or the X-hunter is not there, then go up. Oh, and avoid being scanned or the mini boss above the door will be tougher. Each time you got scanned, he will become stronger. Defeat him and move on. You should make it to the boss with too many problems. Magna Centipede is somewhat easy. First of which, use Silk Shot to destroy the thing coming out of his back or he can get you and make it so that you cannot charge anything up through the whole battle and make it ten times harder to beat him. Anyway, beat him and you'll get Magnet Mine (this attack is so fun to use on Crystal Snail!). Anyway, moving on.

Okay, before I go into to the Sigma Levels (in this game referred to as the X-Hunter Base), I will go through the X-hunter fights for those who don't feel like fighting Zero. If you get all the Zero parts (defeat all X-hunters), you won't have to fight Zero later on. There are three Zero parts (the head, body, and legs), so that means one for each X-hunter for those of you who can't do loooong division. Well, time to fight some hunters!

Agile- This guy is by far the EASIEST X-Hunter. He is annoying, but he is the easiest. Anyway, stay on the walls and avoid his projectile things that he fires. His other attack is to charge at you slashing like a madman (which he is). Hit him with the double shot when you see an opening. Defeat him to get your Zero part.

Serges- This is far more annoying and will get you mad quick. Anyway, hit him when his shield goes down or hit him while he's in the air. His attacks are planting mines (which hurt!), and jumping and firing stuff in a circular pattern. He is harder than Agile, but you can hopefully beat him without too much more trouble. If you have trouble with his shield, hit him from behind. This always hits him unless he turns around. Beat him to get his Zero part.

Violen- This one is by far the HARDEST X-hunter, have at least a few full sub-tanks before trying to take this guy on. Anyway, his attacks include firing projectiles similar to the Old Man X-Hunter. He can also through a ball and chain at you, but try to avoid it unless you want to change your

name from Megaman X to Megaman Crushed. Anyway, beat him to get yet another Zero part.

1st Sigma Level- DO NOT SAVE BEYOND THIS POINT! Whenever you hit the Save screen, exit out before you chose your memory card. This game keeps corrupting all my Megaman X data for all of the games when I try to save it beyond this point. It could be a glitch, but don't save beyond this point. This just applies to this game. It is possible that this might happen to you as well, but there is also another reason not to save. This game applies the same rules as the previous one so don't save because you will also start at this point no matter what you do. These levels will also be referred to in the game as the X-Hunter Base. Hopefully you have all the power-ups, because you are going to need them. Go through this level until you reach the boss (hmm, look familiar?). Now you have to fight Violen. This time around, it gets easier. There are blocks that you can hide behind and most of the time avoid his annoying ball. Other than that, nothing different. Nonetheless, hit him with the same strategy as before. Pound him and move on.

2nd Sigma Level- Well, this level goes on like the last one. Make it to the boss and see another old friend. Now you have to fight Serges again, and this time it's way different. Instead of his flimsy little hover thing, the old man is bringing out the big guns (literally!). First you have to get the four things on the front destroyed. To do that, use the Silk Shot or a G. Crush attack (preferably the second). This is where things go horribly wrong. You have to hit the old man or you won't do any damage. At this point, you are able to take down his health. Good luck. Once you defeat him, move on to the next one.

3rd Sigma Level- The first thing you notice is that the music is different. Now there is something of importance in this level. After you get past a bunch of bats and see a ladder out of reach, go back and have a bat follow. Freeze it with Crystal Hunter and use it as a stepping stone. Once you are able to get up the ladder, grab the extra life and go forward. You see a spike floor. There are a few ways to do this. You can freeze the bat or you can use the charged up Speed Burner to get across. I recommend using the Speed Burner. You can also get hurt before you go on the spikes and then get on the spikes while you can't be hurt and dash like mad to get to the other side. After you finish with that, you'll see more spikes (like they couldn't put in any more?!). This get tricky. You can get hurt by the things and hope you can get between the spikes and air dash. My method for getting will take time, patience, and resisting the urge to break the game in half. You have to air dash while not hitting the wall and then use the charged Speed Burner to get to the extra life (at least they give you some). Once you get to the vertical shaft the hard part is finally over. Slide down the left side and eventually you will reach the point where you can go in. Listen to Dr. Light be weird and grab the Flaming Uppercut. This is tricky to do, and you need full life to use it. In order to use it, hit Forward, Down, Down-Right, Right, and whatever button you assigned to fire the buster shot. I rarely use it though (I just go for the extra lives). Well, after that, you can go and fight the boss. As you might expect, you have to fight Agile again, and he's been down-graded this time. If you want to test the Flaming Uppercut, do it now, because you won't have another chance. If you do, watch the spikes because if he doesn't die, you will probably hit the spikes (or pit-type thing) and probably die a quick and painful death to your man (and a excruciatingly painful death to your ego). After that, avoid his attacks. They include dropping platforms, sending a blast across the screen (only the blast hurts you, the other things are just for show),

and ramming the wall (most of the time when you are in his way). He is easier this time (I didn't need a sub-tank this time!). As I said, he was down-graded. Beat him and move on.

4th Sigma Level- This level should seem familiar at first. At first sight, it looks like the heart of Sigma's old fortress all repaired (because it blew up last time). Go through the portal on the right (it's the only one, the other one is broken). Now you have to make it past EVERY SINGLE ONE of the bosses again (CRAP!!!!!!!). If you thought they were annoying the first time, they are still going to be annoying. They are no different from the first time you fought them, so use their weakness and pound them to beat the level.

5th (and final) Sigma Level- Does this level look familiar? It should! This is Magna Centipede's level (or at least the beginning of it). Go to the door AND DO NOT TRY TO GET ANY POWER-UPS. There are no hearts, sub-tanks or capsules in this level even though there are gaps. Don't waste effort to grab a heart that is not there. Oh, and try not to forget that you will need ALL FOUR of your sub-tanks full. Move on and you will encounter the door to the first boss fight. You should see Zero (either black or red) in the area where you fought the sword. There are only two ways this works. If you defeated ALL the X-hunters and got the Zero parts, Zero will be black, and you won't have to fight him. If, when you come in, he is red, then you missed one of the X-hunters the first time around or didn't bother at all to go after them. Anyway, this is not as bad as it sounds. Zero is not that hard no matter what people will say although it is not a boss fight I recommend for beginners to practice on (if you want that, go to fight the giant in the intro level). Anyway, if you have to fight Zero, then no big deal. Zero is actually the not the hardest of bosses in my opinion. Beating Zero requires staying on the wall a lot though. First I will go through what happens with the Black Zero before I go through the Red Zero boss fight. If you collected all the Zero parts, then that means you just listen to Sigma talk, and the real Zero (red) will come in and destroy the black Zero with what I consider a great combo. Anyway, Red Zero destroys Black Zero and listen to Sigma and everyone talk. Zero will open a path for you in the ground no matter how this part goes. Either way, it ends the same. The only reason the Zero parts were put in were to let you choose to fight Zero or not. Anyway, that's the Black Zero entrance. If Sigma comes in with Red Zero, you have to fight, which is what I am going to go over. Anyway, get on the walls if Zero starts firing Z-buster shots at you (I never understood the difference between X and Z busters, I think they should just call it the Buster Shot), along with a Saber Slash. Well, his only other attack is to pound the ground (like he does later) and send debris up if you just happen to be in its way. I hit him while he's hitting the ground (Got to get away fast enough though). Hitting Zero's shot with yours only makes one Buster Blast disappear and will almost always hit you with the other blast and saber slash. If you need a sub-tank, you should only need one or two at the most (yes, I took the Sigma fights into account). On my first try, I used only two sub-tanks on Zero (yes, I missed the Zero parts completely the first time around so don't laugh). Once he's defeated, he will open the ground for you to go after Sigma (yes, he's a chicken and lets you fight him alone) and he will go a different way. The first form of Sigma is hard (but don't panic or you will lose). DO NOT LET HIM HIT YOU WITH HIS CLAWS! THEY HURT! CAUSE BIG PAIN! Now, this form's weakness (at least the best weapon to use) is Sonic Slicer. Hit him with this ONLY when he is firing blasts at you and he is standing still. Any other time, he will most likely grab you with his claws. If you have no sub-tanks when you beat him, then that's okay because the next form is by far the easiest. His second form is a floating head (the same one in X3 later on). Now, hit him with the buster or Silk Shot (Nothing else works on him). The Flame

Uppercut also works although it will take at least two before he dies. One time, it took four. Anyway, he has two attacks. He either fires a laser at the ground (which you do not want to be in the way for), and he will summon little enemies (and sometimes they give you much needed health if you destroy them!). Avoid the laser by wall jumping over the head as it's passing by. I shouldn't have to tell you what to do with those little enemies. Anyway, if the head starts changing colors when you are pounding it, that means you are damaging it. Beat him and you just finished Megaman X2! Watch Sigma's fortress go up in flames (AGAIN!) and save after the credits. Now move on (MAN THAT WAS LONG!!!!).

### Part 3-Megaman X3-The More Worthy Sequel

This game was (as I stated) more worthy to be the sequel to X1 (in my opinion). I loved this game almost as much as the first Megaman X. This game actually has two extras as compared with the one in X2 and one in X1. I will go through Bit, Byte, and Vile (NOOOOOO!!!!!!!!!!!!) later in place of the X-Hunters in the walkthrough for X2. The major change in this one is that you can call in Zero once per level. He cannot fight bosses though, and you will lose him at the doors to a mini-boss or the actual boss (including the three mavericks I listed earlier). There is only one set of doors Zero can walkthrough. If for some reason you die as Zero once, you will not have a chance to call him in EVER AGAIN. This will take away all chances you have at getting the saber power-up later. What you do to call in Zero is, pause and hit the Y button. You should see either a picture of Zero or static. If you see Zero, you can call him in by hitting X. If you see static, it may be for a number of reasons. The only reasons are: if Zero is dead, if you are fighting a boss or mini-boss (including Bit & Byte), or you already called him in. If you have the beam saber somehow, you cannot call him at all because it is the equivalent of Zero being dead. I will only talk about calling him in once, and that's when I am talking about the saber power-up for X. Feel free to do whatever. Just don't kill him, or it'll suck. Now, there are Armor upgrades and super enhancements. The armor upgrades are the ones you need to get. DO NOT get the super-enhancements because you can only get one and you won't be able to get the Gold Armor later on. The Gold Armor comes in the Sigma Levels. You must not have gotten enhancements though. It will let you have all the enhancements and make your armor all gold and shiny. I will go over the locations of a few though.

Intro level- Well, this is the beginning. Get up to the point where you go through some doors. You will see a guy that X recognizes and the guy will say that he is part of Doppler's army, and that X is too trusting. X will get captured and Zero will come in (FINALLY!!). Now you get to be Zero (HAHAHAHAHA!). The first thing you will notice as he enters is that his health is about the maximum from the previous game (how does X always start from scratch? It boggles my mind.). Also, if you die, then it is an immediate game over. The next thing you will notice is that he is slower and harder to use than X. They substituted to make X seem better (not a good job till later on). Anyway, go and you will have to face the guy that caught X. Just charge to the green and hit him with the triple combo and BOOM, instant death to the maverick. You have to hit him with all the parts of the combo though! If you don't, then oh well, hit him again. After that, you are X again (YES!). Now you get to fight the real boss. Hmm, look familiar? He is a modified version of the Giant Boss of the intro level in the previous game (what is it with us getting the mavericks at the beginning that are bigger than us?!). This time, hit his head (again) and dodge his hands (again). Still a very easy boss-fight my little brother with no experience can beat (I know, I watched him do it). Well, after you save, you will notice that the you have no idea which boss is

which (considering all they give you is a picture of the level) especially if you have never played this game before. The layout was poorly done and turned out very crappy considering all you see is the map and a picture of the level.

Blizzard Buffalo- Well, as you might expect, I am doing this walkthrough in the order I thought was easiest. There is another reason though that I do this first. That reason is for the Leg Upgrade. Now, the level is on ice. Be careful you don't slide into some spikes by accident or you will die by accident. Now, keep going until you see ice blocks in the ground. You can destroy these blocks with the Ride Armors (mostly the two that punch things). Come back once you have one. Down there is the heart. Now, eventually, you will see the sub-tank after awhile. Ignore it for now and move on (you can't grab it now). Use the high ground to get to a ledge right before a set of doors. You have to be on the high ledge (ARGGG!!!!). After you get up there, you'll get the Leg Upgrade. Just like X2 with an added bonus. YOU CAN NOW DASH UPWARD (SWEET!!!!!!!). This is only one of two X games where you can do that. Now turn around and go get that sub-tank that you ignored earlier. Use the upward air dash to get on the ledge. Once you get it, go to the boss. As you might expect, it is Blizzard Buffalo, and yes, he is easy. He only has three real attacks. The obvious one is going and trying to ram you (be careful as he may also grab you with his horns), but his other ones include a BIG freeze-ray, and making icicles on the ground and wall. His weakness is Parasite Bomb, but you more than likely don't have it yet, so use the buster. Once you beat him, you'll get Frost Shard.

Toxic Seahorse- I sometimes do this one first because he is easy, but second works too. Now, the level is not that hard. Go to the part where you go up with the acid (or whatever the green stuff is, probably sewage) flowing down. Go up till you see a passage to the right. Now keep going up, and YAHOO! You will get a heart. If you make it into the water, you should be able to charge up the Frost Shard (once you have the buster upgrade and the Frost Shard) and get on the ledge with the K Armor. Come back once you have the required items. If you have the F-Armor (the green one in Gravity Beetle's level), then go to the edge where the fans are. Use some missiles to destroy both fans and go up the wall. Go right once you come out of the water, and eventually you will hit another enhancement capsule. Now for the irritating boss fight. The boss is a good one to start with for the little more experienced X gamer. If you have Frost Shard, use it to beat him. When he jumps, just pop out a Frost Shard where he will land. If you don't have Frost Shard, then use buster shots (as you might expect). Beat him to get Acid Blast.

Tunnel Rhino- I usually do this level right after Blizzard Buffalo and get to Toxic Seahorse later. The reason is that you need Tornado Fang to get a few power-ups and you need it to kill Byte. Now this level is a little harder. Make it to the part where you will see a big rock blocking the heart. You need the buster upgrade and Triad Thunder. Once you have those, then use it to break the rock down. Grab the heart and move on. You should start seeing sand piles come down from machines eventually. You will hit a ledge which will have the sub-tank on it. It won't be in direct view unless you move towards it. Grab it and move on. You should eventually see another rock like the one that held the heart. Go in once you have the necessary equipment and get the Helmet upgrade. This will give you a map to the special items at the beginning of the level and on the mission select screen (YES!!). Anyway, go fight the boss. This one is such an easy boss. All he can do is use little drills and ram walls. His weakness is Acid Blast, so don't hesitate to use it. Use buster blasts if you don't have Acid Blast. I prefer using the Buster shots myself. I find it easier. Beat him and get Tornado Fang. He is again not hard. His attacks include running



into the wall and making Tornado Fangs. There is a glitch I exploited once where he went through the right wall and couldn't get back. He got stuck on the edge of the screen and couldn't move. I could still hit him, but he couldn't hit me. If this happens to you, don't panic. Just pound him with constant attacks until he dies. After he dies, everything goes back to normal. I don't know how it happened, so watch for it and email me if you have a strategy for making it happen.

Volt Catfish- Go a little right and you will see a platform. DO NOT LET IT TAKE YOU DOWN. Unless you want to go to Vile's mini-level. If you have Ray Shotgun, then go if you think you can do it. Anyway, keep going and you will eventually get the heart after one of the lifts going up. You will eventually get the sub-tank somewhere. You will eventually see a lift which is different. Stand on it and use the charged Gravity Well (once you have it). You will get the body upgrade (useless as all it does is glow when you get hit). This is supposed to put up a barrier, but it doesn't work. Well, once you get that, you are ready for the boss. He isn't that bad if you have Tornado Fang. If you don't, this is going to be a long and grueling fight. Hit him between attacks. He uses mostly electric attacks, but also uses the same jumping ability as Toxic Seahorse (ARG!!!!). He can charge up the only way to stop the attack is to hit him with Tornado Fang. Beat him and get Triad Thunder.

Crush Crawfish- If you have the Helmet Upgrade, then you will see a power-up at the very beginning. This is the H-Armor. Jump down at the beginning and use the charged Triad Thunder to find the opening. Grab it and try it out. It is a lot like the armor in X2. Take some kind of armor until an enemy falls through the platform (I know it doesn't make sense, but this is the best way to explain it). Now, you will be able to drop a few levels and stay on the right. Use the armor to break the cracked wall and grab the heart. If you go down, you will see the enemy that fell. Go right a little and go down the first pit you come to. You should see a way to an enhancement capsule. Only grab it if you absolutely don't want the Gold Armor. Well, after that, go to the boss. This is THE MOST annoying boss in X3 besides Sigma. Avoid his claws at all cost. If he grabs you, you'll get chopped into mincemeat. Hit him with Triad Thunder. If you don't have Triad Thunder, then use the same old strategy, and as usual, consider yourself screwed. Beat him to get Spinning Blade.

Neon Tiger- This is a forest level. You eventually be able to get heart. The sub-tank should come into view of the sub-tank on the way around. Grab it with the air dash. You should eventually see a cracked wall. You should be able to break it with Tornado Fang. Go across the spikes and get the buster upgrade. This is similar to the one in the previous game except that if timed right, you can combine the two into one huge blast covering most of the screen. Try it out and move on. The boss of this can get annoying, but just hit him with Spinning Blade to stun him or hit him with buster shots. Only hit him when he is not blocking and isn't orange. Eventually, he'll go down. I find it easier to hit him with the X-Buster. One reason is because I can't use the stupid Spinning Blade to hit the stupid machine. Beat him to get Ray Shotgun (now you can beat Vile. YAAAAAH!).

Gravity Beetle- Okay, this level you start on a street. If you beat Blast Hornet, you can get the heart. If you didn't, you will see it soon. If you didn't there will be a bunch of boxes lying around. If the boxes are lying around, you can't get the heart till you beat Blast Hornet. Anyway, grab the heart when you can and move on. After you get out of the Bit/Byte room, go up the later and jump up the wall to your left and dash upward onto the platform to get the F-Armor. This armor works in water (YAAAAAA!). Move on till you get into the door that opens up to another area. Go up and get an

armor. Don't use the F-armor because it sucks unless you are underwater. Keep going till you reach some boxes. You can destroy them with the ride armor (hmmm). Inside is an enhancement chip. Again, only get this if you don't want the gold armor (why wouldn't you want the gold armor, you get all the enhancement chips at once!). Anyway, after you're done, go up the wall outside and move on. Not far are the boss doors. Gravity Beetle is easy if you have Ray Shotgun. If you don't, you know what to do. Pound him with X-Buster shots and consider yourself screwed. Anyway. His attacks consist of throwing a Gravity Well at you, charging into you, and about half way through the fight he'll send up a big G. Well that does absolutely nothing. Beat him to get (drum roll please) Gravity Well (He was using that attack!). Move on.

Blast Hornet- Well, keep going till you hit the buildings. You should be able to see boxes on top. Break the second set of boxes. It should reveal a new path. Go down and break the cracked wall with Tornado Fang. Go down and get the N-Armor. This is the classic ride armor from X1. YOU MUST HAVE THIS ARMOR BEFORE YOU CAN EQUIP THE OTHER ARMORS. Once you get that, move on. You should eventually reach a part where there will be a large gap with spikes at the other side (which is out of view). Grab the Flying Armor and get over there. There should be an enhancement capsule. Grab it at your own risk. Find the heart and go to the boss. If you have Gravity Well, this guy is as good as finished. Just fire it anywhere and he will get hurt. This is a real easy fight with Gravity Well. If you don't have it, use buster shots with a lot of hearts and sub-tanks (you'll need them if you don't have Gravity Well) and of course try not to take too many bruises. Beat him to get Parasite Bomb. Moving on.

This is the section for the three MAJOR ANNOYANCES. Whether you kill them or not will come into the equation later. Watch their health bar if you want to kill them. The last hit has to be their weakness in order to kill them.

Bit- Bit and Byte appear randomly in the levels. You have to defeat a few mavericks before you can face them. Anyway, Bit isn't that bad. This fight is a little like Agile in X2. Just avoid him attacking you and hit him with the buster shots. If you want to destroy him the first time, then use Frost Shard. That has to be the last hit on Bit to kill him. Only the last hit has to be with Frost Shard.

Byte- Of course, there is also a Byte with the Bit. Byte is big and not that hard to beat if you know how to beat him. Just jump over his mine and DO NOT let him touch you. Jump off the wall just before the mine hits and air dash back on. Don't let him touch you or you will feel pain. He hurts you worse than Crush Crawfish! Jump over him and then attack. Avoid the mine and being on the wall when the mine hits the wall or you will fall into Byte's hands, and we know how that goes! In order to kill him, hit him with Tornado Fang as the last hit. Again, only Tornado Fang can be the last hit if you want to kill him.

Vile (NOT AGAIN!!!!)- AND YOU THOUGHT THE FIRST THREE FIGHTS IN X1 WERE ANNOYING!!! Anyway, this time you have to destroy his armor (NOOOOO!!!!) and his real body. I would suggest killing him, as you need him dead in order to get the Saber power-up later on. Just avoid getting hit by his armor. He applies the same concept as Tunnel Rhino hitting the walls. That means don't be on the wall he punches or you will go down to Vile. Don't worry about which weapon to use. In this first fight, just destroy the armor (use the buster, it works!). Then, once you get to fight him again, get his health down to a low bar, then hit him with Ray Shotgun or Spinning Blade (I use Ray Shotgun, it's easier) to kill him (THIS MUST BE THE LAST

HIT HE TAKES OR HE WILL RUN AWAY! DO NOT LET HIM GET AWAY!). If he dies, he will say that he will haunt you forever (JUST DIE ALREADY!!!) and then explode. If he teleports away, then you did something wrong and didn't kill him or didn't bother. Anyway, he will appear in three levels. His level is a little annoying (probably would have helped if I walked you through it, but oh well). Anyway, the teleporter will appear at the spiked shaft in Volt Catfish's level (You know? The one I told you to avoid), in a pit in Blizzard Buffalo's level, and in Crush Crawfish's level right before some health (you won't see it till you fall through). Well, kill Vile and escape before time runs out, then complete the level you fought him in (the one you found the teleporter in). It should take you back to the beginning of the last area you found the teleporter in. So, move on (as I keep saying!).

1st Sigma Level- This is also called the Doppler Fortress. This game will return you to this point from now on (only one thing can be changed by saving). This level and the next need some explaining. After you fight the Junk Robot (the one with the collapsing ceiling, hopefully Zero is alive or this will get annoying), air dash to the right and grab an armor. YOU MUST HAVE FULL HEALTH AT THIS POINT OR YOU WILL NOT BE ABLE TO GET THE GOLD ARMOR. If you have full health, get the ride armor (preferably the H-Armor). Go till spike balls drop. Go into the pit that the first Spike ball will drop into. This should be the first one you encounter. Slide down the level wall and you should slide into a fake wall. You can now get the Gold Armor (you must be at full health before getting this capsule). You will get every enhancement now. THIS ONLY WORKS IF YOU HAVE NOT GOTTEN ANY OF THE ENHANCEMENTS. You can now air dash twice in one jump (YES!), recover energy when standing still (IT ALSO FILLS YOUR SUB-TANKS TOO, SCORE!!), gives you a Giga Attack so to speak (just lets you fire charged shots with out charging, but it is limited), and you take less damage. Now once you get it, move on to the boss. If you start over, then you have to get the Gold Armor again. Anyway, there are two ways and two ways only that this will turn out. Either you will fight the Bit/Byte Combo (meaning you destroyed only one or neither), or an acid mini-boss. I'd go for the Bit-Byte Combo (it is far easier). If you are fighting the combo, just hit him with something. If you are fighting the acid guy (meaning that you killed Bit AND Byte), then just hit his head with buster shots or the saber (more on that in the next level). Beat the one you fight and move on.

2nd Sigma Level- Now, this level needs a lot of explaining. HAVE ZERO FOR THIS LEVEL. Vile must also be DEAD, not alive (meaning that he must have blown up when you fought). That's if you want the Saber power-up. If the place looks like a tornado hit it, Vile is alive. If the place looks decent, you can fight the bug mini-boss. There are also differences in the type of enemies. If Vile is dead, you will see red guys that will fire at you. If Vile is alive and the place looks like a tornado hit it, then you should see the red guys with the ball and chain. I will walkthrough the level for the saber power-up. Make it to the first set of doors and do not go in. Call in Zero and walk through the doors. If Vile is dead, you will see a giant robot bug similar to the one in Flame Stag's level in X2. If Vile is still alive, you will fight him later (and Zero will probably disappear and X will come in). If you are fighting the bug, then use Zero's triple combo. Don't use the saber part, only the buster shots. If you get close, then he will probably grab you. If you get low on health, then call in X and get a Game Over to go back to the mission select screen. No sense killing Zero off. If you beat him, then he will run into Zero and Zero will have one line of health left and X will come in. Skip the talk and you will have the Saber (YES!!!). The Saber will cut an opponent's health in half almost every time, even the two Sigma forms (SCORE!). Once you have the Saber, save the game

(I know I told you not to in X2, but you can start now). If you want an easier Combo/Acid fight, then restart and get the Gold Armor again. Then make it to the boss and use the saber (Yes, you will start with it, It's some kind of glitch). This makes it easier. Then you will have to fight the Bug with the Saber (one combo destroys it). Not a bad turn out. If you didn't kill Vile, then ignore what I said about the saber, and continue to Vile. Now move on to the boss. Only one boss this time. You fight some kind of underwater boss. Hit him with the saber or hit him with buster shots. Now for the Vile fight (ARRRG!). This is only if you didn't kill Vile. He comes in and talks about his new armor, the "Goliath". Destroy that sorry excuse for ride armor and you destroy his puny little body. Hit him with buster shots. If you fought him in the factory level and didn't kill him, you know what to expect (somewhat). His attacks include throwing some kind of fire that goes across the whole arena and up the walls, firing pellets (what is this a BB gun fight?!), firing little things that will incapacitate you, and grabbing you just like Crush Crawfish. Anyway, kick this level's ass and move on.

3rd Sigma Level- This level is where you will fight all bosses again (OUCH!). Do not worry. If you have the saber, I can take you to the promised land(-ish). If you don't, look at the strategies above and hope you make it through the rest of the game. Either way, go till you see the teleporters. Go to the thing in the middle, and hit it with the Saber to get an extra life. I will go over what to do with the saber on these bosses and go over them all as a whole (you fight each one separately even though I make it look like you fight them all at once, that would be scary). Each boss will be the exact same as last time, except that you now have the upper edge. Use the Saber on each one. Two triple combos landed on them WILL kill them if you land them (nice!). Just avoid their attacks and hit them with the saber. After you finish the eight mavericks, go to fight Doppler himself. Just avoid his orange charging thing and hit him. DO NOT HIT HIM WHILE HE IS GREEN. Especially, don't hit him with the saber while he's green or he will regain half his health instead of lose it. Once you beat him, you will have this level down on its knees (well, not really, just Doppler).

4th Sigma Level- This is the last and final Sigma Level. Look at the background and see Sigma. As you go forward, then you should see more Sigmas in tanks (WHAT ARE THEY DOING, MASS-PRODUCING SIGMAS?!). Notice though, that these are Sigma's original form. You won't fight him in his original form (unfortunately). Whether you have the saber or not, have four full sub-tanks. You may need them. Anyway, just keep going till you can go up to fight Sigma. If you have the saber, then this fight won't be as bad as it could be. With the saber, I can do both fights without getting hit because they come so short. Either way, get on the wall beside Sigma to avoid the fireballs he shoots. When he is getting ready to jump, lay it on him. Charge to the green and send out the two Buster Blasts. You should be glowing green. Hit him with the saber if you have it (stay charged at the green level or you will have to charge and get rid of the two shots) or hit him with the Buster. With the saber alone, it will take about two or three times to kill the first form. The music is okay for the first part (not as good as X1 though, nothing beats that). Now, once you beat him, fight the huge robot (SIGMA ALWAYS HAS A HUGE FORM TO FIGHT YOU WITH, ARG!). Hit the Sigma head to damage him (it is only accessible from the front side). Aim at the top of his head. Hit the head with the saber if you have it. If you don't, then just hit it with buster shots. Good luck to you (also, consider yourself screwed). Once you beat him, you have to escape and avoid the wire head you fought in X2. Just make it up the wall and don't get caught in the lava. Once you get past that part, you will see one of two things. If you have the saber, then Doppler will come in and insert an anti-virus to Sigma's virus head. If you beat the game with Zero still alive (one, you

must be good, it took me weeks to get this ending) meaning that you didn't get the saber, then Zero will come in and slice the head. He will say that he got an anti-Sigma virus vaccine from Doppler (of course). Either way Sigma wreathes in pain as he fades away. Anyway, after that, watch Sigma's Fortress go up in flames (AGAIN! ARG! WHY CAN'T THEY JUST STAY DOWN?!). Watch the ending and save it. YOU'RE HALF WAY THROUGH!!!!!! I BEAT ALL THESE GAMES TOO MANY TIMES!! I MUST BE GETTING ANNOYING BY NOW!!! MOVING ON!!! ANNOYING YET?!

#### Part 4-Megaman X4-The Corny Sequel

This one is different from the first three in a few things. One, you no longer deal with having to put in passwords. You know use saved games (YES!) instead of it saving the password. Also, you can save it on any of the Sigma Levels and start at the one you saved at (IT'S A \$@#% MIRACLE!!!!). The next thing is the graphics. There are way better graphics in this game. The other thing is that you can chose at the beginning whether you want to play the game as Zero or X (I don't want to do this as it takes two times longer to develop a strategy with both, but oh well). One problem is that each character has a different storyline. Zero's explains more about Sigma's mysterious past along with his own. The other difference that you will notice later is that there are no longer four sub-tanks, but rather 2 sub-tanks, 1 W-tank, and 1 EX tank. That sucks! The other change is that each level has two parts. If you get a game over, you can now continue from the part of the level you died on. Notice that when you go into a maverick stage, it tells (physically tells) you the boss name. It also does this when you get a new special attack. This is like a corny arcade game (yet I named it the corny sequel). The talking and the cheesy anime cutscenes are only in this game.

#### Walkthrough 1-X

Intro Level- This one is easy. Go right till you hit a blocked entrance and there is a giant robot following you. Don't worry about fighting him. The incredible thing is that this thing is the boss, but you aren't ready to face him yet. When you see the blocked doorways, destroy them with the buster. Once you get through the door, you will see Magma Dragoon. He will tell you to save yourself. After he disappears, Sky Lagoon goes down. Now you just keep going and avoiding the boulders and square rocks. You should clear all that without too much trouble. You know face the boss. This is the same guy from the beginning. Just hit his top half and he'll eventually go down. Not a hard boss. Take a little time to get used to the controls.

Web Spider- If you are X, then start with this level. Zero's walkthrough comes later and will start with a different boss. Anyway, Go till you get to a water fall. The Leg Upgrade is in a cave right of a fall to the left. Once you go right, you should go into the cave. Get the power-up and you will be able to hover. You can no longer dash upward, but you get something better in return. Hit the jump button to jump, then hit it again to hover. Hit it while hovering to stop. Now move on. Once you get to the part where the lightning webs start appearing, look for patches of wood. Ignore them until you have Rising Fire. Come back and hit it with Rising Fire to burn the wood once you have it. Move on to the boss. This is an easy boss fight with X. Hit him with a charged shot (I prefer the Nova Shot, but you probably don't have it yet). Contrary to what I thought, this guy has no apparent weakness. Avoid his lightning web attack, and hit him when he comes down from the trees. About at half health (for him), he will create a large web. Hit him, but don't touch the web. When he stops, he will either fire a small lightning web or fire little spiders. This guy is just an upgraded

Spider Boss from X1. Defeat him to get Lightning Web.

Split Mushroom- This is the next guy I suggest to face. The beginning has a nice touch to it. All thanks to computer technology. Move on till you hit the second part of the level. You should see the heart above the platform. Move forward and don't let the falling platform trap you. There are multiple ways to do this. You can use the falling platform as a stepping stool, but it is far harder than it should be. The other way is to use the wall to jump up. If you need to, you can use Lightning Web to give an extra boost. Then, just go to the boss. This one is not only easy with the Lightning Web, but it is funny. I love zapping him. Anyway, fire Lightning Web at him and he will receive the wrong end of the shock. Keep doing this for an easy victory. If he splits into two bosses, you have to keep track of the real one. After awhile, they fuse again. After you beat him, you'll get Soul Body.

Cyber Peacock- This level is ANNOYING! Go and if you see the square that says "HURRY UP!", start hightailing it till you get to the barrel looking thing. If you do it right, you will get an S Ranking. If this happens, you get an item. You have to do it fast enough to get an S ranking only. You can only get an A or S ranking. I have not found anything lower. These are races, and the end of which race has a placed item. The three items you can get are a sub-tank (WHICH YOU NEED!), a heart (WHICH YOU ALSO NEED), or the Helmet upgrade (HELL YES YOU NEED THIS!). The Helmet upgrade will help dramatically. As long as you have this, you can fire your special attacks as much as you want without taking any energy (which is why the W-tank is useless in this game). This doesn't apply to the Nova Strike however (unless you have the Ultimate Armor in which case, you won't be getting this anyway). Charged special attacks still take a chunk of your weapon meter though. After the races, you get to the second part. Do the puzzles with the energy balls and move on to the boss. This is another easy one if you have Soul Body. Just hit him with Soul Body when he appears and this fight will be over soon. His attacks are fairly easy to dodge if you just keep moving. Beat him to get Aiming Laser (this is a completely pointless weapon!). Moving on.

Storm Owl- This level is more annoying than hard. Keep going till you see the armor. Jump into it and take it for a spin. Do not take it past the robots firing missiles. Get out of it and run till you get to the heart. Hurry and get it fast before the UFO destroys the platform. Grab it and move on. Keep going till you get to the part with a spiked vertical shaft. The only way I found to do this is get on the platform to the right and use the Lightning Web as a jumping tool. Jump from it to the other side of the platform and get to the top. There are two capsules. One will give you the Nova Shot, and the other will give you a power-up that will let you fire charged shots without having to charge first. You can only have one or the other, but the good news (besides me saving money on car insurance) is that you can change between the two. If you want to, later you can come back and change it. I suggest the Nova Shot as it does far more damage than those little useless charged crap shots. Anyway, test out both and decide whether you want one or the other. Then move on to the boss. This guy is easy to defeat. Hit him with the Aiming Laser. Hopefully, you know how to use it. Beat him to get Double Cyclone. Try the charged version later on. This attack is fun to use, and it looks awesome.

Magma Dragoon- As you might expect, this level is in a very hot area. Keep going till you get to the point where you are going up and you see a robot. Destroy the robot and dash jump to the left. Hopefully, you can at least see where the heart is. If you don't get it, then try again. Now keep going till you see the armor. Don't get in it, but dash jump from a high point to the right. You should see a platform with large blocks on it. Come

back once you can charge special attacks and you have Twin Slasher. When you have it, charge it up and fire it. Go in and get the body upgrade. Now you have the Nova Strike. This is a highly powerful attack and works very well on bosses. Save it for desperate times however. You can only use it once before it is completely depleted. It must be full to use it. The helmet power-up will not prevent this from happening though. That's why I rarely use it. Move on and get into the armor. Try to keep it in one piece and make it to a platform where there is a path the Armor can fit into. There are blocks that you can destroy with the armor. You are probably wondering, "Why can't we do that at the body power-up Mr. Sonic?" Well, it's actually quite simple. YOU CAN'T TAKE THE ARMOR UP THERE!!! Well, break the blocks and continue on. Then Magma Dragoon enters. Now you're probably wondering, "Why are we still in the armor if we are at the boss Mr. Sonic?" Well, you can actually take the armor with you into this battle. It still can only take a number of hits though. This is still cool though. Doing this with Zero is actually easier than trying to fight him blind with normal health. More on that later. Now once he destroys your armor (and he probably will), hit him with Double Cyclone. Just hit him with it when he jumps. You only have to worry about his attacks if you are in your armor. Beat him and get Rising Fire. Moving on. Before the fight, he will talk to X about how he was the one who made Sky Lagoon fall in the intro level. After you beat him, he'll say more stuff and blow up and die.

Frost Walrus- If you wanted to start with this one, you probably could. This boss is easy whether or not you have Rising Fire (his weakness). Anyway, at the beginning, notice a frozen Blizzard Buffalo from MMX3 in the background. Now you have the urge to ask me, "How did he get frozen Mr. Sonic?" Don't ask! I don't know! Also, at the very beginning, go to the top and go right. You will get more health that can fill some of your sub-tank. This platform will take you past the heart though. Keep that in mind, but you can turn around to get it (who says you can't have it all?). Anyway, I starting from the beginning again. Keep going forward for the heart. Go down and around, and you should see it above some ice. Hit it with Rising Fire. The heart will fall. Move on till you get on ice that starts cracking and you can get on the wall. Move up and you will see a purple tank. Grab it if you want. It really doesn't do anything important. Use the Lightning Web to jump up. Get to the mini-boss and see another old friend. Chill Penguin from MMX1 will appear frozen. Again, I don't know how he got frozen. He is not the one you are fighting though (I wish he was, I'd love to toast him with Rising Fire if I could). Hit the Claw thing till it goes down (best weapon is rising fire or Plasma Buster Shot) and move on. The second part of the level has the W-tank. I usually skip this one, but you can get it. Break ice near the ceiling and you will eventually find it. Grab it and move on to the boss. This is one of THE EASIEST bosses in this game no matter what you have. My little brother can fight this one on his own. Hit him and avoid his slide. He will also drop ice on you, but he will give you fair warning. Kill him and you'll get Frost Tower. This is another fun charged up version.

Jet Stingray- Notice you spend most of the level on a bike. The heart will be on a platform under another. My advice is to fall onto the platform. DON'T JUMP OR YOU WILL JUMP OVER THE PLATFORM. If you don't get it, then die and try again. Move on to the second part of the level. There is a sub-tank on a platform with boxes near the end. You have to know where the platform is in order to get it. If you don't know where the sub-tank is, find it and keep dying till you can get it. After you get it, then go till you are on your feet. Go in the door and Jet Stingray will say "Darn, he's still after me!" or something to that extent. Jump just under him and fire a normal

frost tower. Keep doing this and you will beat him easily. Beat him and get Ground Hunter.

Slash Beast- This level takes place on a train (go figure, what is this, a cowboy movie?!). Just get to the second part of the level. There is nothing in the first part but a mini-boss. Beat him and move on. The second part of the level has the heart in it. Now keep going till you reach the armor. Grab it and start pounding. When you see a cracked beginning of a car on the train, then hammer away. Eventually a broken car will have a heart to grab. Grab it. If you don't grab it, then you avoided it. The only way to not grab it is to jump over it. Move on to get the boss. Depending on who you are this boss fight can get ugly. With X, he's a joke. Just hit him with Ground Hunter and climb a wall. When he comes to, he'll slam the wall with an energy attack. Use this strategy to beat him easily. Defeat him and get Twin Slasher (NOW YOU CAN GO GET THE NOVA STRIKE IN MAGMA DRAGON'S LEVEL!!!)

Colonel- This boss fight appears around the middle of the game. He challenges you and tells you to meet him in Memorial Hall. As X, you have to fight him. He isn't all that hard if you have enough health. When he disappears, start moving fast. Blast him once you have the chance. He gets kind of annoying. You have no walls to cling to, so do your best on the ground. Dodge his attacks and attack him once you see an opening. He isn't too hard once you understand his pattern. After you beat him move on.

1st Sigma Level- This level isn't all that hard. Just keep going till you reach the boss fight. Now you have to fight the Colonel again. Same strategy as last time. The only difference is that you actually have a wall to jump on. He has a new attack. When he says, "Energy Laser!" jump over the lightning on the ground. As it sounds, that attack does hurt and will kill you fast if you get hit too many times. Beat him and save because the next level will get ugly.

2nd Sigma Level- First watch the little cut scene of Double killing some idiot reploids. Well, this level has two parts to it. Hopefully you have all hearts and sub-tanks because you're going to need them. Keep going and you will have to fight Double (like you weren't expecting that!). He is easy though. When he says, "Destroy!" multiple times, then he will be firing blasts at you. Dodge appropriately. When he says, "Evil slash!" start moving and jump on the wall. He will come at you and try to hit you. Again, dodge appropriately. Beat him and move on to the next part. There are two paths. One is full of spikes, and the other is full of pits. Take whichever path suits you. Both paths lead to the same place. Once you get to the boss room, you will see the General of Repliforce (WHO'S FREAKIN IDEA WAS IT TO BUILD A BUILD THAT TALL-ASS REPLOID?!?!?!?) You have to hit him in the upper chest or the head. The easiest way to do this is to use his hands as a stepping stool. Do not touch the blue flame or you will get hurt. Avoid the rings when you do it too.

3rd Sigma Level- Well, this one is the final level. Make sure you have two full sub-tanks before you start the level. Get past the beginning and then jump into the pit once you hit the dead end. There should be a hole. Jump in (trust me). Once you are in there should be health, weapon energy, and teleporters. (Do you always listen to people like me? Hehehe!). Anyway, fight all the bosses again! After all, it is a Megaman X game. Fight them using the same strategies as before. After that, go into the gold teleporter and see the Grim Reaper (well, not really, just Sigma AGAIN!). Go in and



fight him. The first battle is by far the easiest Sigma Battle of all time. I like the Grim Reaper look on him. He pulls it off quite nicely. Anyway, hit him with Rising Fire (as it is the only weapon that can hurt him). He will try to appear and attack twice, the third time he will try to swing that energy scythe of his across the ground. Jump onto a wall and jump over him. Beat him the next battle. Of course, it could never be that easy. Anyway, his first attack is to throw that scythe around. It will try to smack you and covers half the screen. Avoid it by running like a chicken to the other side. The next attack will be to throw the scythe at you directly. Make sure you are on the wall. If it gets stuck in the wall, it will send sparks on the wall and Sigma will hit the ground with lasers and leave only one wall open for you to jump on. This is the preferred method. The other thing is that if it gets stuck in the ground, Sigma will send out some boomerangs which have a tendency to target you. They are very hard to avoid, so don't even let him do it. The weapon that hurts this form most is Lightning Web. Probably would have helped if I told you that sooner (hehehe!). Anyway, beat him and move on. If you are good, you won't have lost any life in those two fights. If you are decent, You should have  $\frac{3}{4}$  of you health or above. Once you kill Sigma, you will fall through the platform and see health. Just before the health, Sigma will reappear again (ARRRG, how many times do we need to kill this thing!!!!?). This form is by far the hardest. Don't grab the health unless you need it. There are two forms to destroy. There is a thing with a gun that tries to shoot you, and there is a pile of junk that looks like Sigma's head. You have to destroy both of these in order to win. They both have separate health bars to add on to the annoyance. They take turns coming in with three heads that try to hit you with something. The very first thing you should see when you get close enough to the health is the Trigger-Happy Sigma. He'll disappear immediately after he says some annoying crap. Three heads will then appear. One will attack you, and the others will be there as stools. Destroy the attacking head to speed up the process. Once the heads disappear, you will see Junk-Pile Sigma. He only two attacks. He only does one and then disappears. One is where he tries to suck you in. The other is where he will try to blow you away into a spiked wall. The first attack is hard to avoid. Just pound him more than he's pounding you. If he does the second attack, then dash toward him and pound him with Buster shots. It is completely random on what attack he does. After he attacks, he will disappear. The three heads will return and attack again (it may or may not be the same attack, it's random). They then disappear and the Trigger-Happy Sigma comes in. This one also has only two attacks. His first is to try to fire his gun at you multiple times. This one gives you more opportunities to hit him, but requires more dodging. The second attack is to say "The End!" and blast the ground. As soon as "The" leaves his mug, you should be on one of the heads. Anyway, pound him when you see an opening and he'll eventually go down (if you're lucky). After he dies, go through the door and you will see the General. He stops the weapon from crashing into Earth and you fly away in a little ship. Watch the ending, I won't spoil it for you (you have to earn it!). I will tell you that the ending has a transmission from Zero in it and it is the only time they even interact with each other. I think one of them stays in hunter base (probably drinking soda and playing his own video game, that lazy shit!) and just hangs out waiting for the other one to get back. Sigma must not have been important enough for both of them to go on this mission. Finish and save. Now, you have to beat it with Zero (NOOOOOOOOO!). What was the point?! Anyway, that was the longest level walkthrough I've done yet.

Walkthrough 2-Zero

Intro Level- Well, for the most part, this is the same as X. This level will

help you get the feel for Zero (because he is different in this game). They replaced the triple combo with just Saber slices. They did away with Zero's Buster in this game. The first part is dealing with a giant reloid. Just avoid him and make it past him. Well, just keep going and you will see Magma Dragoon (hmm, I wonder who attacked this place). He will say that he is leaving and you should do the same. You escape and make it to the second part. Keep going till you see an injured reloid named Iris on the ground (What in blazes was she doing here anyway!?). Skip the talking and get to the boss. Again, he is not hard if you know what you are doing. Just slice his chest and avoid his attacks. Kill him, and the Colonel will come and talk to Zero. After that, save and move on.

Frost Walrus-I usually start with Jet Stingray because you can get a heart and a sub-tank right off. More on that one in a minute. Anyway, in the beginning, you can go up for health, but that does no good till you get sub-tanks. Below, there is the heart. You have to use the fire attack to get it (you get it from Magma Dragoon). Get it once you have the fire attack. Keep going till you get to the part where you slide down a ramp which will crack and disappear. You will hit a large wall and have to go down the other way. Go up the wall and you will see the EX tank. Use the double jump from the Kuenbu. Get it once you have Kuenbu. After that, get to the Miniboss. Use the Fire blade to put the hurt on him. He'll go down, opening up the way to the next part. In this part. Stay towards the top to find the W-tank in a block of ice. Use any attack to break the ice (as you may have guessed). The boss is very easy. His attacks are sliding, Frost Tower (which you'll get), and little ice daggers. Kill him to get Hyouretsuzan (ice attack). To execute, press learned move button while holding down in the air. Oh, and his weakness is Ryuenjin (fire attack). Probably would have helped to know that sooner.

Jet Stingray- For the majority of this level you will be on a speed bike. The heart is underneath a platform after the second hill. Look for it and if you miss it, just die and try again. When you get it, just move on. The second part of the level is actually pretty easy. Just before the end there will be a platform in the air. Jump on it and jump, then dash to the next one. You should break a bunch of boxes and grab the sub-tank. Again, die if you miss it. After you jump off, grab the health right in front of you unless you happen to be crazy. He is actually somewhat difficult at the end, but easy at the beginning. When he is sending his little drones, just jump once and slash him. Using the Hyouretsuzan is his weakness, but it is harding to hit him with. When he gets it the water, then hit him with the Hyouretsuzan. He does a tornado in the water. Anyway, around the middle of the fight (half health for him), he will abuse his flying attack. He will do a lot of flying up and down at this point, so keep moving. Once you beat him, you'll get Hienyaku, which is the air dash for Zero (ALRIGHT!!! SCORE!!!).

Magma Dragoon- This is, of course, in a volcano. Keep going till you jump up a wall and see a guy in ride armor on the right. Dash jump up, or use the double once you get it. You get the double jump with Kuenbu. In the second area, there is nothing of importance. Grab the ride armor and jump from platform to platform, and go under the last one. Destroy the blocks with the armor's attack and you will be at the boss. This one is ANNOYING with Zero. Avoid his attacks, which include firing fire waves, hitting you with a flaming uppercut (not as powerful as the one is X2 though), and breathing fire. To make him more annoying, he doesn't have a weakness with Zero. When he destroys your armor (he will, I think he has an easier time hitting Zero), just use the triple slash. If you get in a spot where you have to dodge and don't have time to move, use the giga attack (you get it from Cyber Peacock) if you have it. If you

don't, you'll just take damage. Beat him to get Ryuenjin (fire Uppercut Slash). To use this, hold up and hit the Learned Move button on the ground. Move on.

Cyber Peacock- This one is a somewhat easy one. If you have the Kuuenbu, you can destroy those damn yellow things. This makes the races easy. So get Kuuenbu from Split Mushroom. The prize for the first one is an extra life. So you just have to get good on the next two. The second prize for the second race is a heart (YOU NEED!). Again, abuse the Kuuenbu. The third race prize is a sub-tank (which you need for the Sigma fights). After all those races are puzzles. Make it to the boss. His weakness is also Ryuenjin (fire uppercut). He will try to appear right on you, so keep moving. When he appears, lay it on him. He will disappear. If you need to know his attacks (if you are using Ryuenjin, it won't matter, he won't have a chance to get an attack off), they are jumping up and disappearing (stupid and easy to hit him), flexing his tail feathers (this hurts), and at about half health, he will use an aiming attack and hit you with missiles. Again, abuse Ryuenjin. Beat him to get Rakuhouha. This will be your giga attack.

Storm Owl- Well, this one isn't too bad. The heart is on a platform right after the part with the ladder. It is right under the UFO. You cannot get it while in the ride armor because the UFO will destroy the platform before you can get to it, which creates a chain reaction and the whole world blows up (not really, I just had the urge to type that, hehehe!). Actually, the heart will just fall into the pit. Just get out of the armor once you reach the second missile shooter guy after the ladder. Dash like hell to get to the heart (you'll make it, I never miss it). Once you have it, go back and grab your armor. You can hover over the pits for as long as you want. The only way you will fall involuntarily is if you get hit. Make it through the first part of the level (it shouldn't be too hard, just hover over most of the enemies). In the second part, there is nothing here. Go to the boss. He is easy. Use the Rakuhouha (giga attack) first. Once you run out, slash like madman. If he damages you enough, then he will refill your meter. A faster way to fill it is the W-tank. I always slash like mad after all my giga is gone. I let the damage refill it because I never use the W-tank. The only times I have used the W-tank is in X5, and I really didn't need to. Anyway, kill him to get Tenkuuha. It's just a different color saber with the ability to cut down enemy bullets. It looks cool if you are using Black Zero (I usually do, but there is no difference between red and black besides the armor color). Anyway, move on.

Slash Beast- This level isn't all that bad. Well, keep going till you see the ride armor. You can't miss the heart in this level because it will be right in your path unless you jump over it. It is after you get the ride armor, but before you lose it. That is the only important thing in this level. Well keep going till you get to the boss. He is nowhere as hard as he acts. Dodge his Twin Slasher and hit him when he is growling at you. His attacks include a dash strike, twin slashers, growling (not really an attack, but a vulnerability), and jumping and trying to smash you. He doesn't have a weakness, so just slash like madman. The best point to slash him is when he is growling, because he can't fight back till his growl is done. Just do your best and try not to get hurt too much. Beat him and you'll get Shipuuga.

Web Spider- This level is pretty easy. There is nothing in the first part of the level. Just get to the second part of the level. In the second part, make it to the part where you see the trees and use the fire attack on the wood. The second wood part will have the heart in it. After you get it, go to the boss. The boss isn't too bad. To make things more annoying, this

one doesn't have a weakness either. Slash like madman, and avoid his lightning web. He will keep doing the same move till he is at about half health. Then, he will create a huge lightning web and will run around on it. The web itself doesn't hurt you, but be careful he doesn't hit you. He will fire off some spiders first (the ones that came from the spider boss in X1, ARRGGGG I HATE THOSE THINGS!), then he will fire two lightning webs (not at the same time, just one at a time) and go back to through again. Just keep slashing and he'll go down (if you're lucky). Kill him to get Raijingeiki (lightning attack). Just hit the special moves button on the ground to execute. Move on.

Split Mushroom- Only one thing in this level. Make it to the second part of the level. When the platform falls. Get rid of the drill guys by jumping the gap so they go in the gap. There are a few ways to do this. You can jump from the small wall and do a dash jump, or use the easy way and use the Kuenbu double jump. Grab it and get to the boss. Split Mushroom is really easy if you have Raijingeiki (lightning). His attacks are using soul bodies (of himself), and splitting into two copies. When he splits (why the name Split Mushroom? This is why! ARRGG!), just hit the real one with Raijingeiki. Be sure to keep track of the original one. When he jumps up to do the soul bodies, you can hit him with some normal slashes while he releases a few. One the third soul body, use the lightning attack on the soul bodies. it should get rid of all three, and after three more he will jump down. If you don't know what to do by now, I can only say you're not smart. Hit him with lightning when he jumps down. The lightning hit image on this guy is hilarious. Anyway, beat him to get Kuenbu. This will give you the rolling air slash (just attack in the air, no fancy button pressing required), and the double jump (ALRIGHT!!!). You cannot double jump and dash in the same jump however (RIPOFF!!!!). Anyway, moving on.

Colonel- Well, after four mavericks are defeated, he will challenge you like he did to X. There is good news. I just saved a bunch of money on my car insurance by switching to Geiko. No, I'm kidding. The good news is you don't have to fight the Colonel. This battle is actually an anime style cutscene, with a great battle til Iris comes in and ruins it. I would have loved to see how a full fledged battle scene would have turned out. Anyway, save and move on.

1st Sigma Level- This is the space port. There is nothing beyond this point that is important. Anyway, get through the level (it's point a to point b, so hopefully, you can at least do that). The boss of this one is the Colonel. This time, no cutscene, you have to fight him. Just slash like madman when you see an opening. His attacks are energy laser, ground crush, appearing and slashing, and energy waves. Avoid and slash. Beat him, save, and move on.

2nd Sigma Level-There are two annoying bosses in this level so be prepared to lose a few times. The first boss fight is Iris (bet you were expecting that). That traitorous SOB. She is a hard son of a bitch too. At first, just triple slash until a gem comes out. Her health won't change until you start slashing the gem. Once it comes out, just do an air slash on it. Avoid her laser attack, and hit the gem. Watch out for the little things that come out when you hit her armor. She has no weakness, but the air slash will knock her back a bit and you can damage the gem at the same time. The fire attack works, but you will almost always hit the gem and get hurt. At the most, you should only need one sub-tank (the

more experienced gamer doesn't usually need sub-tanks). Don't worry, I'm experienced and I usually need a sub-tank. Beat her and move on. The second part will separate into two paths. It doesn't matter which path you take. They lead to the same place. The top has a lot of spikes and utilizes much double jump and air dashing (great for Zero). The bottom has many pits, and utilizes air dashing and multiple enemy fighting. Do not grab the armor. It will only give you trouble. Anyway, the boss is the General. And what a tall-ass SOB he is. Only his head is vulnerable. Because of Zero's short range-ness, the only time you can hit him is when he shoots out his hands. His attacks include shooting his hands, flying over you and trying to stomp you, and send flying daggers. Beat him and move on.

3rd Sigma Level- Well, final level (I've about had it with X4, I not playing it anytime soon). Well, keep going till you see the pit. Jump in (trust me). You will see eight teleporters. Fight every single boss agaaaaaaaaaiiin!!! I will post a strategy for Magma Dragoon, since you don't have the armor this time. Since he has no weakness, just slash like a madman (still annoying as hell, but it's the best strategy). Dodge the attacks like last time, but try extra hard to avoid damage. You may have to use a subtank. You should have two full at this point. I suggest fighting Magma Dragoon first so you can use a sub-tank and fight the rest and fill it up using energy after battles. After you win, you get to go into the gold teleporter (Shiny!). This will take you and you will see the grim reaper (oh no, you're dead, not!). It is actually Sigma. Skip the talking, but watch the cutscene if you want to know more about both Zero and Sigma's past together. Watch or skip, and get to the boss. Grab the health. If for some reason you die, you will be able to grab this over and over again. Just die if you need to refill. Continuing after a Game Over will throw you at the part before Sigma, so don't be afraid of Game Overs at this point. Sigma's first form is the Grim Reaper. He always follows the same pattern. His first two attacks are to try to hit you with energy blasts. If you can't stop him from using it, go right under him and you will be safe. His weakness (and the only weapon that does damage) is the fire attack. He will disappear between attacks. The third time he appears, he will swoosh his scythe across the floor. Wall jump all the way to the top to avoid. Beat him (you should not have gotten hit, this is the easiest Sigma fight of all time!!) and move on to the actual Sigma fight. This one, any weapon will do it. He follows a pattern two. The first attack is to do a sweep, so when he throws it, move to the other side and jump slash him. His second attack is to throw the scythe at you directly. Make extra sure you make it hit the wall. If it hits the wall, get on the opposite wall it hit. Sigma will fire eyeball lasers around the ground. Since he doesn't move, you may be able to hit him with an air slash or two if you are skilled (like me). If not, do it at your risk. After the second he goes back to the first. Still simple. His other attack if the scythe hits the ground is for him to fire boomerangs at you which are damn near impossible to avoid. I don't have a strategy for this one, so don't let him use it in the first place. Anyway, beat him to move on to the THIRD (ARRRRRRGGGG!!!!!!!!!!!!!!!) Sigma fight. This one, you will definitely take damage. Don't worry though, this is the final one. Walk up to the health. This one is two in one. There are two things you need to destroy. Neither of them have weaknesses, so slash like madman. There is the guy with the gun (which you will see when you get close to the health). This is what I call Trigger-Happy Sigma (because he is definitely trigger-happy). Don't worry about the different color heads. Just avoid their attacks. They are only here to be used as stepping stools, and to annoy you as far as the other forms. Anyway, the Trigger-happy Sigma has two attacks. His first is to say "the end!". If he says this, get off the ground. Then hit him as much as you can. If he does this, it is all he'll do. His other attack is to fire the gun at you (it's a laser so

dodge appropriately). He will fire the gun multiple times though. Now, his second form is a junk pile (guess what I'm going to call him!). His name (to me) is Junkpile Sigma. He also has two attacks. His first one is to send a just of wind. If you uses this, just dash toward him, and use the dash attack if you get close enough. His other attack (can you guess what it is?) is to suck you in. I don't have a strategy for avoiding this one. When he sucks me in, I just slash like madman once I get free. Anyway, the three different head will always come back, so don't worry about destroying those unless one is serious messing you up on the Junkpile suck-in. Beat him, and go through the doors. You will see the General again, but you don't have to fight him (WHEEWWW!!!). Skip the talking and watch the ending (FINALLY!!!!!!!!!! ALRIGHT!!!!). Save and move on. Beat it with X if you haven't already, and use the Ultimate Armor. Check the Cheats section for more one that.

#### Part 5-Megaman X5-The Better Sequel

Well, this one is actually quite fun. Sigma has returned YET AGAIN! If this surprises you, you haven't played enough of these games. This seemed to be Capcom's attempt to release a sequel to X1 in PSX format. At least, that's what it seemed to me. This is a better sequel to X1 than any other X game so far. This one has a great storyline. That's something even the original X1 didn't have. This one has a new character select system, where you can continuously change between X and Zero between missions. There is also a new armor system. There are two armors you can get for X (not counting the code for the Ultimate Armor). There is the Falcon Armor and the Gaia Armor. The only downside is that you must obtain all 4 pieces of one armor before you can use it. The armor from the last game is in this too (more on that later). You cannot equip the armors until you find all the parts (4 to each, meaning one part per maverick level). You must get the Falcon armor first, because two out of four Gaia pieces require flying to get to. If you start the game with Zero, you can input the code for the black armor. It will decrease damage and you will look cooler. Regardless, if you start with Zero, you will have the Z-buster. Press the Y button for the Z-buster. If you start with X and do not input the code for the Ultimate Armor, you will start with the Fourth Armor (which is his armor from the last game). You can't use the nova strike (RIPOFF!!!!), and won't have infinite weapon energy (DAMN IT!!!!). You will have the Plasma Shot (at least something good comes out of it) and the air dash/hover. I think damage is also reduced, but I'm not entirely sure. It is best to focus on one character for the whole game. The hearts will only increase the life of the one who picks them up. If you pick one up with X, his life will increase, but not Zero & vice versa. I suggest having one where you just get stuff for Zero, never using X unless you have to. Since there are a few hearts Zero can't get to, you will have to get those with X. Use another for X where Zero goes maverick (happens if you run out of time or both operations fail) to get that ending. Have another for the normal X and Zero, with everything given to X. That's all three, and each one will give you a different ending. I'll explain after Sigma.

Anyway, after the intro level, there is a time system. It will start at 16 hours. In order to get parts to give you better abilities (such as high jumping, and quick charge), the boss must be at around level 9. This may be wrong, but I think it's right. The hunter rank will also increase the boss level. X will start as a B class. He won't increase any levels on the bosses. Zero, on the other hand, will since he starts as a SA rank. SA makes them go up a few levels. Anyway, to get the boss level up without improving the rank is to wear down the clock to about 9 hours. The clock goes down after you exit out of a level (yes, you must get a game over on

the level or beat it). Getting game overs does not wear down the clock though, so don't worry (and don't think of cheating because it won't work). There is a shortcut to wear it down to 6 hours and still have Zero not go maverick. This will be explained after the boss of the Intro level.

After the Maverick walkthrough, I will go through the Dynamo fights and the parts system. After the boss, you get to choose Weapons and Life or Weapons and Energy. Life will give you heart or an energy up after one level (if the boss was at a high enough level), and whatever part it gets depending on what you choose to get. This will be explained at the Parts section. Anyway, I think that's it. Let's get playing. Also, you can duck in this game (YES!!!) and there is a training level for you to get used to the controls. Play it through, and get used to it. This explains the basics of the Megaman X series. In this game and X6 there is an autocharge function under the controls option in the pause menu. FOR THE LOVE OF GOD, TURN IT ON!!!!!!!!!! This will help a little bit. If you want to turn on Rapid fire, then do so. I don't though. Rapid fire will just fire constantly when you hold the firing button. Personally, I don't like rapid fire. Also, when you select a level, you must choose Zero or the armor you want X to use. You can't change armor during the level unless you go back to the stage select screen and choose another armor.

There are also Sigma heads that float through the levels. This is the Sigma VirusWith X, these are bad news. With Zero, they are good news (if you can get enough of them. In the lower left corner, there is a virus ranking. It takes two to get to caution and one to change the rank after. I'll explain the effects after I explain the rankings

Here it is:

Normal- haven't got any viruses (very good)  
Caution- watch your butt, you only need two to get to virus  
Danger- did you not listen to caution? As it says, "DANGER!!"  
Virus- too late. Watch the effects.

With Zero, the Virus ranking is good. If you get virus with Zero, his health will go back to max and you will be invincible for a short time. However, if you get it with X, you will start leaking health for a short period. There is nothing you can do if you get a virus ranking to reverse it. There is a part called Virus Guard (more on that later) which will build resistance to viruses. See parts section for more info. One last thing, this game has a difficulty mode. You can change it from easy, normal, or Xtreme. Leave it at normal.

Intro Level- Well, depending on who you start with, get used to the weapons. There is nothing in this level to get. Just get past all the enemies, and once you get to the feet of the statue (of liberty \*cough\*cough\*), hightail it to the top and try not to get squished. You will see Sigma. Bet you're thinking this is the shortest game yet. Hehehehe, it's not the real fight. He actually loses on purpose, but you do have to beat him. If you're X, just blast his ugly mug. You can only hit him when his mouth is open. His attacks include firing tiny pellets (duck to dodge them), firing yellow things at you, and a giant laser cannon (go up on the wall to dodge). If you're Zero, then wait till he gets close, and then slash like madman. Stay near the entrance door and keep pounding till he goes down. After, watch the cutscene and skip the talking. You have two operations that could destroy the Eurasia colony. There is the Enigma operation (which never works on Megaman X collection), and the Shuttle operation (which

only works 50% of the time). Since the Enigma will never work, there is something you can do to waste more time than you could without Zero going maverick ("TELL US MR. SONIC! NOW!"). First, say please (hehehehe!). Anyway, first, you need to fire the Enigma right off the back. Just hit R on the stage select screen after the talking. Fire the Enigma (it will fail) and you will go to the shuttle operation. Now, you won't have to deal with the Enigma bosses (all on the left side), and can go to the Shuttle bosses. Come back to the Enigma boss after the shuttle operation is successful (you may have to reload your file a few times for it to be successful). The shuttle operation will fail at least once. If it does and you don't want it to, just reload the file. You can come back after the Zero virus levels have appeared and the boss levels will still be high from the Shuttle bosses. This way, you can wear it down to about 6 hours and have Zero not go maverick. In the playstation version, (yes I played it, I used to have it) the enigma would work 50% of the time (you could have one part or all, it didn't matter, sometimes your chances were better with just one) and the shuttle would work almost all of the time. Now it's as I said in the game intro. They lowered the chances of anything working. For me, the Enigma hasn't worked yet on the Gamecube. The Shuttle only works about 50% of of the time. I always have to do the shuttle operation twice because it always fails the first time around. Anyway, moving on. Wear down the clock if you want upgrades you can equip. If not, don't. I will walk through the level like normal.

Grizzly Slash- Well, this level isn't hard. The objective is to get to the warehouse. To do that, you must destroy the trucks by getting in front of the driver's window (not literally, there are no windows). There will be a blue core firing forward. Destroy it. If X, you're going to have to jump down to fire at it. Zero can destroy it on top, if you just triple slash. Well, keep going till you get to a big truck where you will see spikes (big suckers too) on the Platform above you. After the minitruck thing, there is a gap that you can jump up to reach the spikes. The heart is to the right sitting on the spikes. However, since it's out of your reach, you will need the Gaia armor to get it. The Gaia armor is not know for agility, but can stand on spikes no problem. You won't be able to grab the heart the first time you do this level, so skip it and come back once you have the Gaia armor. Move on till you get to the part with the trucks that are already exploding. On the one with the drills, there will be a subtank in front of the driver's area. Grab it and jump. If you die, then oh well, try again. You will still have the subtank though. Once you get into the warehouse, there is a passage upward. There are two ways to do this. The first and best way (since both X and Zero can do it) is to dash jump from bottom to the top one. The other way is to come back after you beat Grizzly Slash and use the Double Jump with Zero. Go up and grab the Piece of the Falcon Armor. Go on to the boss. Grizzly Slash isn't hard at all. His attacks are using C shot, burrowing in the ground and popping up to attack, and big C shots (when he's finished with his burrowing which will be when he has about a little less than half health. If your X, just blast him. When he pops up to attack, BLAST HIS ASS BACK TO THE STONE AGE!! If you're Zero, then as usual, slash like a madman. His weakness is Twin Dream and Spike Ball. If you have those, then use them. If you don't, oh well, his ass is easy to kick. If you win, you get C-Shot & C-Sword. C-Sword for Zero is simple to use. It is just an air slash. Hit the saber button in the air. You can also do a double jump (ALRIGHT!)

Duff McWhalen- The first thing you may notice (besides the background music being a kickass remix of Bubble Crab from X2) is that you are underwater and you are getting chased by a submarine. Well, the submarine may be hard depending on your armor. If you are using the Fourth armor or the Ultimate armor, it's a breeze. Find what works for you. I use the Ultimate Armor to



get everything but the Heart. The heart requires either Zero with E-Blade, Gaia X, or Falcon X. I use Falcon X if I want X to get the heart. Anyway, the first part isn't hard. Don't get stuck between the sub and land or you can consider yourself screwed. So, While you are running, destroy the top and the bottom. If you are using Falcon X (later on), you need the Ultimate Buster (described in the parts section) to make things easier. Anyway, make it till you see the health bar. Blast the mouth and it will explode. If you think you're done, I think you're wrong. You now have to destroy the back part. You'll be going down at this part. Don't be afraid of gaps (they actually won't kill you, you'll just hang). Again, don't get smashed in the ground or something. Keep going and get to the part where the health appears. Grab any health you need. Once the miniboss fight starts, get on the rope. Keep firing charged shots at the top two missile launchers (or slash if you are Zero). Once he is finished you will go into a sunken ship and the water will drain. The heart and the piece of armor is in here. Right after the first wall you climb, you will see a cracked area in the ceiling. If you have Zero, then use E-Blade (up+Saber button on ground. If you are X, don't bother, you won't break it. Keep going till you see the spiked wall. You will have to backtrack to get it this way. If you are using a special armor (Falcon or Gaia which you have to use), then jump up or fly up. Make it to the heart. It may require some fancy maneuvers. Once you are done. Go down where you saw the spiked wall, and go down. You should see the piece of the Falcon armor. You may see the detonator right behind the wooden wall. Hit it with Goo Shaver (you get from Duff McWhalen so you are going to have to backtrack for this). You have to get as far from the wall as possible, but be warned that going too far may cause you to go on to the next part of the Submarine. Anyway, fire one once you think you are far enough. If you keep hitting the wall, try ducking and then firing one. If you have the Ultimate Armor or Fourth Armor, you can charge up Goo Shaver and it won't matter where you are. The charged version will hit the detonator. Grab it and move on to the next part. Well, the sub comes back, and you have to destroy the top. There is really nothing you can do to permanently destroy the firing thingies. Just take extra care not to get smashed because you will be going up. Try not to take too much damage. Just when you see the boss door. You will see a miniboss meter again. Destroy the thing in the middle. It has a barrier generator just to the left. Just keep firing charged shots from the left. Be careful of the sucker fish (no named because they believe anything you tell them). Once you finish it off, get on the right wall fast because it will fall. Go in and face Duff McWhalen. He's isn't too difficult. He'll start by making blocks. Once he finishes that, he'll send goo shavers on those blocks, then he'll put the blocks in full reverse. If you have C-Shot and C\_Sword, he won't be far. This is his weakness. Once he loses about half health, he'll go to the other side. Once he gets cozy, he'll start firing block platforms at you which, if they hit you, will attempt to crush you at the spikes on the right side. Simply jump and maneuver around. Hit him when the opportunity arises and he'll go down. Be very careful if you plan to use a subtank in this fight (I wouldn't, but I have played this game about 100 times over), use one only if you absolutely have to. I have made mistakes and died on the spikes (not only in this battle, but I screw up on the Skiver fight a lot). Anyway, beat him to get Goo Shaver for X and F-Splasher for Zero (new air dash). There is a way to enhance the F-Splasher. Read the parts section for that (under the Hyper Dash). Moving on.

Squid Alder- One, you start the level on a ride chaser. Two, you will see many little energy balls along the way. You have to grab all of them to get the piece of armor. At this point, turn on rapid fire and hold the fire button. This is the only time I might use rapid fire, but now I do it the hard way. Towards the end, there will be many walls to destroy. I wish I had a helpful diagram, but I don't. Telling you where they are might confuse

you as well. Just do your best and keep trying. It took a few days before I got all of them (and I didn't use Rapid Fire like a smart person might have). Anyway, get the armor and go on through the level. Grab the yellow repleoids in distress. They give you an extra life. Keep going till you get to the ladder and see the orange lock system to your left. Going right will lead to the path to the boss. Open the one to your left to open the door above you. You will see spikes and big black blocks. Only X's Gaia Armor can break it. Use the Gaia armor's charged shot to break all of them. Once you get on the spikes, you will see another orange lock system. Dash jump from the wall and hit the lock system. Keep repeating until it's open. No, there is no way for Zero to get this one. Come back once you have the Gaia Armor. Go right and open both locks and go through the boss doors. Squid Alder is very annoying. Notice when he talks to X, he mentions Octopardo. I think this is Launch Octopus from X1. They must have been sea pals. His weakness is Goo Shaver and F-Splasher. He starts out by going around, and firing his thunder in three directions. He will eventually go to the ground and pound some bolts into the ground. You will have to stay off the ground for a bit unless you want to get hurt. He will eventually call blocks up that you can stand on. Be careful and look carefully. If it is electrified, don't touch it lest you get hurt. If it's blue, no worries. His other two attacks are to fire many bolts of lightning (which he will spread his tentacles wide), and to fly around and try to touch you. When he flies and follows you, just run away and hit him if you can. He knows he can hurt you by touching you and he won't get hurt. Just avoid him and smack him when the opportunity arises. Beat him to get Tri-Thunder and E-Blade. To use E-Blade with Zero, Just hold up and hit the attack button on the ground. Moving on.

Izzy Glow- First off, when you hit the bridge to make it go down. Go down the pit. Stay on the wall though, because the floor is lined with death spikes. On the right wall just after you slip off, the heart is to the right. There are a few ways to do this. You can do this with X with the Gaia Armor (to stand on the spikes of death), Facon Armor (to fly down and grab it), or the Ultimate Armor (nova strike, the best giga attack in the universe =D). Since Zero does not have the luxury of thousands of different armors, the only way he can make it is to use the F-Splasher. Of course, he still won't make it on his own. You will need to equip the Hyper Dash part to make there. You will die, so beware. On the left there is a hole with a repleoid in distress (I would be too if there were that many spikes around me). Anyway grab it and move on. As you go in, you will see wooden platforms above you with a distress repleoid and the EX tank. The only way to get it is to come back with X (only with X, I have tried and failed with anything else) and use the Ground Fire. Grab it or backtrack. After the part with the stairs (nice effect), there will be things on the walls firing at you. After a while you will see plasma balls coming out of a hole in the ceiling. There will be a thing firing a blue laser type thing to block it. Destroy the Plasma firing system with the C-Shot or the C-Sword. In here is your next piece of the Falcon Armor. Grab it and move on to the boss. Izzy Glow is annoying (I'm sorry). His weakness is Tri-Thunder and E-Blade. He constantly disappears and reappears going across the screen. Just hit him when he appears. If you are Zero, you're best bet is to just air slash him and only use the E-blade when he fires his laser. It will be hard to hit him with E-Blade and not get hit when he is moving around unless you know how to time it right (Hell, I still get hit when I try). Anyway, just hit him with whatever you can. Nova Strike works well here if you have the Ultimate Armor. If not, oh well, he's not too difficult. Beat him to get F-Laser (for X) and C-Flasher (Zero). C-Flasher is Zero's Giga Attack. Just hit the Giga Attack button.

Dark Dizzy- HOLY CRAP, WE'RE IN SPACE!! Well, not really, just a

planetarium. When you see the stars and constellations in the background, bats appear. In the beginning, it's not hard. After a few constellations, spikes will drop from the constellations. If you are under them and the spikes fall on you, you won't die. If you are still there after the recovery time, you will die. Don't touch them or you will feel no pain as you are exploding. Anyway, get to the part with the flying platform. Watch the Constellations for bats and spikes. At the end, you will see a high platform with a sub-tank on it. A simple dash jump will get you on the edge. If you can't seem to get it, keep trying or come back with Zero once you have the C-Sword (double jump). With Ultimate Armor X, just jump and use nova strike to get on the edge. The second part of the level has the heart. You really can't miss it. It will be on a platform around some spikes. If the Spikes are on the floor and the blocks are blocking it, then go back and hit the Gravity Reversal device. The heart should now be on a high platform and you should be able to access it. The possible way you cannot get this is if you are using Normal X (why would you do that anyway?). Climb up and use the air dash for Zero, Ultimate Armor, or the Force Armor. The Gaia Armor won't even need anything since the Spikes won't be a problem. The Falcon Armor can get it, but you would have to fly once you got high enough. Anyway, grab it and move on. Right before the boss door is what looks like a pit. Jump down. You will see the armor capsule with a weapon recover. Don't grab it yet. You will need to use X's F-Laser for this. Fire one off and guide it through the maze. You have to hit the wall blocking the armor capsule from the inside. Do not charge the F-Laser. You will just waste it. It doesn't work because I have tried. Anyway, if you run out, grab the weapon recover will you have your F-Laser equipped. If you still run out, jump into the spikes. This is another capsule to the Gaia Armor. Grab it and move on to the boss. I think we can honestly call him Batman. He actually is a bat and can summon some more bats to annoy you. His attacks include calling bats, swooping down and draining your health, firing laser circles, and Dark Hold. His weakness is F-Laser and C-Flasher. Either way, only use the weapon when he is using the circles. He will use the circles about half way through the fight just before he uses Dark Hold. Just blast his ass or slash like a madman. He is really easy to beat and a good boss to start out on if you used the strategy of firing the Enigma before anything else and wore down the clock (which is used to get the parts for X or Zero). Even if you don't have his weakness, this is an easy fight. Beat him to get Dark Hold (yes, both X and Zero use the same attack). There is not a charged version of this, so don't waste your time. For Zero, this is one of those few attacks you must chose from the Pause screen, or hit the button to cycle through your weapons. Dark Hold doesn't freeze any boss except The Skiver. Anyway, moving on.

Skiver- This level involves you going to visit the Repli-Force again (bet you never thought you'd ever face them again). The game refers to this as the Reploid Force and Reploid Air Force for some reason or another. Anyway, there will be timed bombs. As soon as you see them they will start the countdown. You have to hit them before time runs out or get hit. You can freeze them with Dark Hold if you have it. Keep going till you get past the bombs and get to the lift that goes down. Get off and fall to the left. When the lift hits the broken lift, it will break. Fall and go to the right this time (yes, there is a stupid reason for this). You will hit another broken lift. Stay towards the right wall. When it breaks this time, try to land in the center. You may hit one of the missile launcher guys, but the W-tank is in the center. Grab it and get back on the lift (or kill the missile launchers). The next level hold a door (looks like a boss door). It's not the boss. You are now in an open area. If you're using the Falcon Armor, this is where you will have to fly up. Fly up and you will see a platform with a piece of the Gaia Armor. Fly up and grab it. As you can tell, only the Falcon Armor can grab this one (one of the two pieces of

Gaia Armor that requires flying). Grab it and move on. You should reach a lift going up. There are more bombs (as Alia will tell you). Just to the right of the second bomb is the heart. You can't miss it. After the bombs, you will go to the boss. As the fight goes on, you may notice that Skiver is an upgraded Storm Eagle, either that or a really bad copycat (or, uh, copy-bird thing...). Dark Hold will actually freeze him. It doesn't hurt him, but lets you use your main weapon. I wait till about half way through the fight to use it. When he is just racing around, just blast him or slash him. About halfway through the fight, he will use Storm Eagles Flying at you technique. This time, however, there's a twist. He can fly diagonally, but now he can go vertical or horizontal. With Zero, use Dark Hold about half-way, and just slash using the first slash of the combo. This brings his health down faster than using all three slashes. With X, all you can use is the buster. Fire charged shots at his ugly ass. With X, you won't kill him before you run out of Dark Hold unless you use the W-Tank. Beat him to get Wing Spiral and W-Shredder. To use W-Shredder with Zero, hold direction you're dashing and dash while hitting the attack button to use send a fake Zero to slash something in front of you. It is pretty cool to use. Move on.

Matrix- Start by going down. All the heads fire, well, fire at fixed intervals. At the part with the lava flow below you, wait till the lava stops, and go down the first pit. Instead of going right, go left. Go into the little hole and grab the heart. Also grab the extra life just in case. If you really haul ass, you can make it to the black area. After you make it to the second part, you are given a choice on where to go, down with the ride armor, or up above with the flying dinosaur bird. Take the armor, and go down (unless you are using the Ultimate Armor, or the Falcon Armor). You will have to make sure you do not get out of your armor through this. If you get out, you will be fired (I always wanted to say that)!!!! Seriously, you will be deep-fried on the spot. Anyway, after you see the first open hole to none-lava, go under the platform, and go up to see the Armor Capsule. It is a piece of the Gaia Armor (if you haven't already guessed). The best way is to get to the left as high as you can go and dash jump over. You will have to jump out the moment you get above the lava and make it to the platform. If you are using the Ultimate Armor or Falcon Armor, then don't worry. You'll be able to use the edge with the boss door to slip under and use the nova strike or fly. Anyway, if you get on the platform right you will get in a new probe armor or pass it. Grab the Armor Piece and move on to the boss. Use the wirehooks to go up to the boss door. Mattrex is annoying, and you may get hit a few times. His weakness is Wing Spiral and W-Shredder. The best way is to hit him with his weakness, and run. Once he jumps, he should be vulnerable again. His fireballs can be destroyed with the buster or saber. About halfway, he'll jump onto the wall and fly towards you. The best way to hit him at this point is to bait him to hitting the other wall, and drop down before he hits the wall, and hit him as soon as he hits the ground. His other attacks are breathing fire all over the ground (don't be on the ground), and going from one end of the screen to another and make fire geyser along the way. The only way besides a nova strike to dodge it, is to get to the top of the wall and air dash while touching the ceiling right over him. Anyway, pound him and he'll go down. Beat him to get Ground Fire and Quake Blazer. To use Quake Blazer, jump and hold down and hit the attack button while in the air. This is like the Ice attack for Zero in X4 (same concept). Anyway, moving on.

Axl the Red- Apparently, you are in a jungle. Keep going straight. You will hit black blocks and a way to go up using vines. If you have the Gaia Armor (you won't the first time you do this level), then this is where to use it. You will see many black boxes. Get to the last few. There will be one right

before a hole just before the big pit. Dash into the block to move it to the hole. Go onto the platform where the other one is and dash it off the edge, and get behind it and dash it over until it hangs over the pit a bit. It should have only a small part on the ground. Now get on it and dash jump. You should be able to make it to the heart. you should end up where the wire hooks are around a huge pit. This is where the two paths intersect. Keep going forward, and eventually you will see an open area above you with some spikes on the wall. It should be right before the end of the pit. You will have to fly up using the Falcon Armor. This is the piece of the Gaia Armor. Grab what you can and move on. There is nothing else in this level. Go on to the boss. Axl the Red is a little annoying. His weakness is Ground Fire and Quake Blazer. Deep-fry that DUMBASS!!!!!! His attacks are to use a clone technique and firing spike balls, or a vine to grab you. About half-health, he'll start going to one end and using the vine attack with a clone on the other side. This can get annoying, but if you have his weakness, he won't have a chance to get off a vine. Beat him to get Spike Ball and Twin Dream. To use Twin Dream, select it from the pause screen or cycle through your weapons to find it. This is like X's Soul Body attack from X4. The Twin Dream will copy any attacks you do. It won't count as using the technique, it'll be counted as a Twin Dream attack. This is useful to know against Grizzly Slash, because he is weak against Twin Dream, and no matter what attack you use, the Twin Dream will stun him. Well, that takes care of the mavericks (holy cow, I don't even want to walkthrough X6 anymore). Anyway, next is Dynamo, then the parts list.

Dynamo (after 2 Mavericks)- He isn't that hard now. You fight him after you defeat two mavericks. His weakness is Wing Spiral and W-Shredder. You don't have to go through any fancy levels like you did Vile in X3 (ALRIGHT!!). Just smack him with the buster or the saber if you don't have his weakness (chances are, you probably won't if you start with the Enigma Mavericks). His attacks include throwing is saber shield, jumping and slashing his saber, jumping and firing a small blast that splits in half, and spinning is saber to make a shield. Just pound him and he'll go down. He will run away (he will get famous for this). You don't get anything from this fight (WHAT?!!).

Dynamo (after 6 Mavericks)- Only one thing is new. He has one new attack, which he loves to use. It is to pound the ground and make rays come up. The first will cover the whole screen. You won't get hurt if you stand right in front of Dynamo for the first wave. The second wave hits the side Dynamo is not on. The third and final wave hits the side Dynamo is on. Don't be on the sides the waves are going to be on. Unless it's the first wave, there is a side that you can go to dodge it. Beat him again and watch him run again. You get absolutely nothing (again).

THE PARTS- This is going to go over what to choose to get a certain part. It takes to levels to get the part. The boss must have been around level 9-11. You will have to choose Weapons and Life or Weapons and Energy. Keep in mind that Weapons and Life will give you a heart after the next level, and the Weapons and Energy will give you an energy up after the next level. I will put who the part goes to (X, Zero, or both). Without delay, here it is!!!

Grizzly Slash-

Weapons and Life- Shock Buffer (both)

Effect- Reduces Damage

Weapons and Energy- Hyper Dash (both)

Effect- Shortens Dash and increases height. It also increases Zero F- Splasher time.

Duff McWhalen-

Weapons and Life- Super Recover (both)

Effect- gain more health per health capsule

Weapons and Energy- Energy Saver (both)

Effect- reduces weapon energy used for special attacks

Squid Alder-

Weapons and Life- Quick Charge (X)

Effect- Reduces charging time

Weapons and Energy- Z-Saber Extend (Zero)

Effect- when the saber is slashed, an extension that looks like the C-Sword will be on the end.

Izzy Glow-

Weapons and Life- Burst Shot (both)

Effect- No Freakin idea. This is completely useless. I see no difference in anything.

Weapons and Energy- Shot Eraser (Zero)

Effect- Erase Enemy Shots with Zero's Saber

Dark Dizzy-

Weapons and Life- Anti-Virus Guard (both)

Effect- reduces virus damage (takes more viruses to reach Virus raking). Don't put this on Zero.

Weapons and Energy- Virus Buster (X)

Effect- X's buster will be able to destroy the Sigma Virus and the Zero Virus.

The Skiver-

Weapons and Life- Jumper (Both)

Effect- Increases jump height and make it a moon jump

Weapons and Energy- Speedster (both)

Effect- increase walking speed

Mattrix-

Weapons and Life- Speed Shot (both)

Effect- shots fire faster (adds a blue color to the bullets)

Weapons and Energy- Buster Plus (both)

Effect- slightly increases the power of the X-Buster or Z-Buster (if you have it)

Axl the Red-

Weapons and Life- Ultimate Buster (X)

Effect- Fire only Charged shots. For Ultimate Armor and Force Armor, Special Weapons will only fire the charged shot form. A must for the Falcon Armor.

Weapons and Energy- Z-Saber Plus (Zero)

Effect- increases power of Zero's Z-Saber.

Sigma Level 1- This is a difficult level. Make sure you have Dark Hold for this level. Do not attempt this level on X-treme unless you have a death wish. Anyway, save the Dark Hold. This means do NOT USE THE GAIA ARMOR. Also, use X for this. Zero does not do this boss very well. Anyway, start by going down and avoiding the lasers. Oh, and lasers kill you instantly. Keep going till you get past the Zero Virus (be careful of that too, those things are mean). Once on the floating platform, execute Dark Hold. Now, haul ass down and grab the weapon recover on the way. If you get low before you hit the huge gap, then use the W-Tank before you run out. Once you get down the large gap, go to the boss. Be careful on the way of the lasers. Anyway, this boss is a goo monster. If you look in the background, you will see a Wily's symbol all blurred. The Goo blocks will come in and try to make a big block. They be one of four different paths. Once his little red eye appears, Blast it with the buster if you are using the Falcon Armor (Ultimate Buster part recommended), or hit him with Tri-Thunder. If you are using the Ultimate Armor, Nova Strike at his belly and immediately execute again when you hit the wall. You will only be able to hit him twice. Then he starts the Block routine again and now you have to dodge the blocks again. Get used to this. About half health, he will pull a new trick when half of the blocks go by. He will switch the blocks around and it is near impossible to dodge. His other attack at half health is to transform into a monster truck looking goop and try to squish you. This gives you a lot of times to hit him. Again, pound his ugly ass and you will move on. Absolutely nothing to gain.

Sigma Level 2- This one is annoying. Use the Gaia Armor or the Falcon Armor for this one. There again is nothing in this level to get. Just get to the boss. Right before the boss to the left, is a hidden doorway to a big health and an extra life. It is on the platform through the wall. The boss should look familiar. It is the Dreaded Return of THE FACE from X1. This time, he's learned some new tricks. His green eye will fire thousands of tiny pellets at you. The best weapon to use is C-Shot once his pellets are done. His red eye will find a spot and fire energy to form a line. You will have to dodge the line of energy. The best weapon for the red eye is Tri-Thunder. The Blue eye will try to follow you. It is fast and will try to ram you. It's weakness is Ground Fire. If you can't tell, I have never done this boss with Zero. I just can't make it to him. His nose has a trick. At about half health when the walls close in, spikes will come out of the wall. There is no way to predict where they will appear. The best way to avoid this is to destroy all the nose first, and then there will be no spikes. Defeat him to get to move on. You get ABSOLUTELY NOTHING!

Sigma Level 3- There are a few armors in this level. Yes, full armor that you get with one capsule. You can get X's Ultimate Armor (if you don't have it already) and Zero's Black Armor (if you don't already have it). To get

the Ultimate Armor come in with normal X. To get the Black Armor, come in with Zero. Both Armors are in the same spot, so if you are getting both, you will have to get a game over and come back for the other one. I will guide you to the armor. Keep going till you get past the spike gap. That's the small area you have to dash jump (or air dash, but not normal X can do it) over a small spike filled area. There is a pit right after it. There should be a lift on the left side of the pit. Slide down the right side, and right before the actual pit, you will slip through a false wall. Grab whichever armor you are getting. Zero will automatically equip his black armor, but you have to get a game over and go back to the character select screen to use the Ultimate Armor. Grab what you want and move on. This boss is one of three different variations. If you are Zero, you fight X in his Ultimate Armor (HOLY SHIT!!!!!!!). Not to worry, he doesn't use the nova strike. He makes up for that power though with his arsenal of X4 moves. His attacks are firing a Plasma Shot, firing Soul Bodies (upgraded attack), firing a charged Double Cyclone, and firing a charged Frost Tower. If you beat him, great. The other boss is Zero. If Zero didn't go maverick, you will fight an easy one. This is the second variation. His attacks are using the Triple Attack (two buster shots then a saber slash that flies), and pounding the ground to use a giga attack. The third possibility is if Zero did go maverick. He has a cool looking glow this way. He fires a different buster shot that goes toward you, and he still uses a giga attack. Beat whoever you are fighting and watch the scene. If Zero is a maverick, then when Sigma blasts X, Zero will jump in the way and die. If Zero is not a maverick, then he will still jump in the way, but he will fire a shot at Sigma, and will survive. Well, you just beat the second to the last level.

Sigma Level 4- You must know what is coming in this one. Anyway, get to the pit but pass it and go right for health and an extra life. Go down to see your nightmare come to life. You have to fight all of the mavericks all over again. If you weren't expecting this, then you are a wiener and haven't played enough Megaman X. Anyway, fight them all again. This time, they have HUGE FREAKING health bars. No kidding, it goes from the top of the screen about 3/4s of the way down the screen. Anyway, same strategy as before. There is nothing different in these fights except their health. I actually like the large health bars. Most of the fights are too freakin easy. I like fighting them with huge health bars. I'm glad, however, they didn't do this in X4 (I would have been eaten alive and spit out a few times). In between fights, grab the health on the platform. After you beat all of them, go into the teleporter in the center. Get past everything till you reach Sigma. Skip the talking and get on the wall. This is a remade fight of X1 Sigma without the saber. He likes to jump the walls if you are on them. I suggest being on them because making him jump the walls gives you the chance to hit him. His attacks include blasting little blasts (they come in sets of three), jumping the wall (not an attack, but I figured I'd list it here anyway), and at about half health, he'll teleport to the right side and fire big blasts. Dodge accordingly, and be careful. His last attack is calling Sigma head that float around him. They are easy to destroy and Sigma loves to do this move when I face him as Zero. He doesn't do it much as X though. His actual weakness is Tri-Thunder and E-Blade. I use the Buster and Saber because it is easier for me. Do what you wish. Beat him and get to the next fight. Remember what I said about him always having a huge form to fight you with? Well, this is it. He actually looks like Sigma still (that's a first), except he is SUPER SUPER SIZED. As soon as the fight starts, jump up on the hands and be careful because most of the time the hand start out by trying to crush you between them. That takes half health and will kill you if you got hit enough against the previous form. The jewel on Sigma's head is the only part that takes actual damage. You can destroy the hands with some effort though. They eventually come back. But, hit the jewel with the saber or buster. Nova Strike is great



here. Anyway, his hands will blast you and attempt to ram into you. When they go off the sides, there are three possible attacks which are firing four blasts that follow you one at a time (they do it twice so be prepared to dodge again), the dreaded block (haul ass to run around, he won't use this till about half health) which requires serious hauling ass to get away from, and Hand Lightning. If you see the hand above you, it's hand lightning. I have no way to dodge this. Just try to destroy the hand as fast as possible while hitting the jewel every chance you get. Once you destroy him there will be one of three endings. I won't tell you, this is how you get them. If Zero went maverick, then you will get an ending. If Zero didn't go maverick and you beat it with X, then you will get another ending. If you beat it with Zero (in which case he couldn't go maverick), then you get the another ending. There aren't any other endings. Watch the one you get and you will get to save. JUST ONE MORE GAME TO GO. I'm wiped after 5 games. Now, on to MEGAMAN X6.

## Part 6-Megaman X6-The Action-Packed Sequel

FINALLY! THE LAST ONE! This one was good. The gameplay is the same as the last one with a kick, X now has a Saber of his own (well, it's actually Zero's, but they take turns using it I guess). X's saber is just one slash, and doesn't use any combo slashes. Anyway, two armors in this one are the Shadow Armor and the Blade Armor (which I like to call the Samuri Armor). Anyway, there is no time, but there is a new system where one visiting one level will cause something to change in other levels. This isn't random, but I don't know all the effects. If you visit one of these altered levels (and you will), then you will need to use the weapon you get from the previous boss to neutralize it. For instance, if you visit Ground Scaravich's level, then there will be blocks in Metal Shark Players level, and Shield Sheldon's level. The only way to destroy these blocks is to use Ground Scaravich's weapons Ground Scarab or Sentsuizan. Also, You can't play as Zero until you beat Nightmare Zero (a Zero lookalike that looks like Zero Virus in X5). If you unlock Gate's levels, you lose the chance to find Zero. In order to find Nightmare Zero, you have to get to a blue portal and go through an alternate level. Zero's triple slash is different and so is his saber (since X took it). Zero starts out with the Z-Buster regardless of what you start out with. His buster is also better in this game. I'm going to do a different style for this, since every level has an alternate (and it would be too long to do it like I have been). I will go through the alternate level bosses after the mavericks. In this style, I will tell you where everything is and where the alternate level is. The only way out of an alternate level is Game Over or beating the boss. If you aren't trying to get Zero, don't beat Nightmare Zero. If you can go to Gate's Lab, then the boss will be Dynamo. Also, the parts system was remade to be easier to use. Rescue repleids in the level (like last time). There are a certain number of repleids that will give you parts in each level as well as one heart or energy up. There are 16 hearts in this game and 8 energy ups. 8 hearts are scattered throughout the levels and there are 8 hearts and 8 energy ups given to you by repleids you rescue. Just like X5, only the one that gets the heart or energy up will claim it, so if you claim it with X, it won't do anything for Zero and vice versa. You don't claim the parts or powerups until the end of the level though. Increase your rank to equip more parts. Be sure to check each level top to bottom for repleids. There are 16 repleids in a level. All give you an extra life and heal you a bit. You must increase your rank by collecting Nightmare Souls (more in a minute). You can't equip any parts until you are a level A hunter. At level UH, you can equip five. Nightmares are little tentacle things that drop souls that you collect. They are dangerous however, because they can infect repleids in distress and make

you lose all chance to get that one replot. If that replot carries a part, heart or energy up, then you are screwed out of a part. I cannot tell you which replots have parts and where they all are, but I will tell you which parts are in which level after the Alternate Level bosses. There are three ways to unlock Gates Lab. The three are killing the eight mavericks, beating High Max in an Alternate level, or getting 3,000 souls. This is it. Without much delay, here it is.

Intro Level- Nothing too difficult here. You start out as X, and if you didn't put in the code for the Ultimate Armor (see cheats section for more), then you will have the Falcon Armor. They really downgraded it. It has the giga attack it had, but it's less powerful. The buster shot was downgraded as well, it doesn't go through walls anymore, and it is hardly strong enough to finish one enemy and is cancelled out by one enemy shot. You can no longer fly (WHAT?!?!?!), but it is replaced with an air dash that sucks. The air dash isn't strong enough to stand up to an enemy. Anyway get to the boss. His weak point is the circular thing controlling the robot. Keep hitting it to do more damage or do it the hard way and just slap the robot himself. If you are using the Ultimate Armor, you can fry him in about two or three nova strikes. Beat him and High Max will come in. Simple fight, you don't have to hit him, just survive. Doesn't matter because you can't hurt him anyway, even with the Ultimate Armor. Just endure and survive. Skip the cutscene or watch it, and move on.

Commander Yammark- easy level. Begin here

Sub-tank- When you pass the first nightmare, get on the transport Mechaniloid and dash jump to the right. You should see a ledge. You need the Jumper, or with Zero, use the Jumper or the Speedster.

Armor Piece- Just after the first drop go right instead of left. This is the legs to the Blade Armor. Nothing needed to grab.

Alternate Level- Just after the first Nightmares you encounter there is a hole in the ceiling that looks like the hole in Wheel Gators Level from X2. Falcon and Normal X can't get up on the ledge without the Jumper Part. The Nova Strike can, and will.

Heart- Shortly after the hole in the ceiling, you drop and go past a pit and see a Nightmare which tries to take a replot. Destroy the Nightmare, and drop in the pit. You will have to destroy another Nightmare, and there will be two Replots to save.

Boss- Commander Yammark is by far the easiest boss of all. I think this was meant to be your first stop on the way through your Maverick hunt. His weakness is Ray Arrow and Rekkoha. His shots can be destroyed. If you're using Zero, fire the Z-Buster till he dies. The Z-Buster is great on him. Beat him to get Yammark Option. For Zero, hit up and Z-Buster button to bring them out. Only X can charge it up.

Ground Scaravich- Very random on the totem alternates. Which level you wind up in is random. When you warp listen to the talking and it won't pop up again. Use this to keep track of which ones you have been in.

Armor- Can't miss it. It is in the only open area in this level.

Heart-Can't miss it again. It will be in your path with some nightmares around it. They won't take it though.

Alternate-Again, can't miss it. Getting around it is sometimes tough unless you go under. Anyway, go through this if you so desire.

Boss- Well, those totem pole levels were quite annoying, but the boss is easy. Just blast his ass. I guess this guy tried to reinvent the wheel. In order to hit him, you have to jump over his wheel and smack him. His weakness is Yammark Option. The noise he makes when you hit him with the Yammark Option is hilarious. His wheels will gradually become bigger and may require the vines be used to jump over them. Beat him to get Ground Shot and Sentsuizan. To execute Zero's move, hit up and attack in the air. Be care on vines once you get this move. When you get hit, you hold up to stay on, but if you get hit and hold up to stay on while attacking, you will do this move and plummet to your accidental death.

Blaze Heatnix- Ray Arrow is a must here. Ray Arrow toasts the big Mechaniloid. Works on the lava area.

Heart- After the second fight with the Mechaniloid, you go in a door and have a choice to go two ways. Go up and you will see a Nightmare next to a reloid. Be careful not to get too high or the Nightmare will go after the reloid instead of you. When you destroy him, you must get in the hole. More annoying than it sounds. The Nova Strike only works with the Jumper, and anything else besides the Double Jump with Zero. Heart is right next to the reloid, can't miss it.

Armor- once you get the heart. Go up more and you will see the Armor piece. It is the Arms to the Shadow Armor. Grab and move on.

Alternate- When you get the Armor, keep going and you will see it after some Nightmares.

Sub-tank- In the Alternate. Hard to miss. It will try to hide in the open. Grab and move on.

Boss- This one is a bitch. His weakness is Ground Shot and Sentsuizan. Just lay it on him and dodge his attacks. Ground Shot actually stuns him, and will show him pain. With Zero, he has the same response to everything. Sentsuizan hurts him the most though. Watch his strategy. Beat him to get Magma Blade and Shoenzan. To execute Shoenzan, hold up and attack on the ground. This is a cool attack and can be used in the triple slash if used right. To do this, hit Attack, Attack, up+Attack. If done correctly, the third slash will be Shoenzan. Cool Combo.

Blizzard Wolfgang- Visit Blaze Heatnix to open the way to all these extras. You must have this Nightmare effect on this to reach it.

Armor- Just after the pits, it should start to rain fire if you went to Blaze Heatnix's level (which you must've or you can't get this one). There is a high ledge that you can reach. You can't get it with the Falcon or Normal X because you won't be able to slide on the wall. Jump from about halfway down the slope. Go up and grab the Legs to the Shadow Armor.

Heart- right after the armor is a ladder going down, so go right. You will see a nightmare and some reroids. You can't reach this without a Jumper unless you use the Double Jump with Zero.

W-Tank- Just after the heart, you will see a Nightmare and a Replid. Down, there is a pit lined with spikes. It will be on the spikes. If you use the Ultimate Armor, you can just Nova Strike right before you hit the spikes. Shadow X can touch it without a problem. Use the Ultimate Strategy with Blade X except use air dash instead of nova strike. With Zero, let the Nightmare hit you and drop down. D-Barrier helps a little bit. Be close to the pit when you try this. Go down and jump right off. There will be a replid on the ledge to the right.

Alternate-Just after the W-Tank is a ladder. Another way to get this without jumping down is using a high jump over where the Nightmare to the right. Zero can double jump into it or use Hydroga, only Falcon and Normal X can't do that (use getting hit method). It's self explanatory after that.

Boss- This guy isn't hard. Hit him with long range attacks to destroy his Ice. His weakness is Magma Blade and Shoenzan. If you are far enough, just hit him with the X or Z Buster. This way, he typically doesn't move and just fires till you kill him. Hitting him with his weakness only makes him run around the room. Kill him to get Ice Burst and Hydroga. To execute, hit up and the attack button on the same time to do a Shadow X type jump and stick to the ceiling like Shadow X. Like Shadow X, hit the attack button to fire icicles at the ground. After a certain time, you will fall.

Rainy Turtloid- Best level to go after Nightmare Zero, if you put in the Black Zero cheat. Nothing is really required to get there, and you don't have to rescue anyone (one person, but that replid has no parts).

A armor- Not till the last area. Once you get to the recovery device, go right and don't fall. There will be a small spike filled gap. If you are playing on easy, then you won't be able to grab this right away. Lure a bat over and once it drops it's bomb on you, dash like mad to the first piece of land no matter who you are. After this, use Blade X air dash, or Nova Strike. There is no third option. Zero cannot get this one. This is the body of the Shadow Armor.

Heart- On the next level down, go left and go through the spike path. It's very small, so just one little hit will get you over there (of course, if you're Zero, then you're screwed coming back). Grab and move on.

Alternate- On the lowest level, go left. There is yet another spike area to get through. Get hit and go through. Not that hard.

Boss- Depending on who you are, this could get annoying fast. His weakness is Ice Burst and Hydroga. If you're Zero, you'll notice that there is no ceiling for you to cling to, so you'll have to use the saber and slash like a madman. With X, you can hit him with Ice Burst. The only time you can damage him is when you destroy the two green cores. Destroy those and lay it on him. Defeat him and you'll get Meteor Rain and Ensuizan. To execute Ensuizan, hold down on the ground and keep hitting the attack button. This is especially useful against Illumina in Infinity Mijinion's level. The only downside is everytime you execute, the hit barrier disappears instantly.

Metal Shark Player- This level is my least favorite level out of any Megaman X game I've played so far. I'll try to help.

Armor Piece- During the second compressor, you will reach a ladder. Go past it and make it to the second ladder. You should fall down a large gap and hit the ground. Go right and you will see a very large gap, with 3 Nightmares. Kill them and get across. You WILL need the jumper and speedster. With Ultimate Armor X, just the jumper will do. Grab and the Alternate is to your right. It's the Head of the Shadow armor.

Alternate- Just past the piece of armor. The alternate has a ride armor with a moving conveyor belt. If you have no armor, you aren't in the alternate.

Heart- In the second part of the level (not the alternate, the part with the moving conveyor belt). It will be in your path, so you should see it. Nothing required to grab it except being able to make it that far without dying (it will take a few tries, hell, even I die on that level a LOT)

Boss- He's not bad. His weakness is Meteor Rain and Ensuizan. He likes to go in the ground (junk pile), and play his part on Jaws. He will make holograms of old mavericks (he actually could bring reploids from the dead). The ones he makes are Sting Chameleon, Blast Hornet, and Magna Centipede. Beat him to get Metal Anchor and Rakukojin. To execute Zero's move, hit down and attack in the air. Charging the attack with X will make an old friend fill the screen. HOLY CRAP, IT'S RAINING STORM EAGLES!!! Oh, wait, those are mine (hehe).

Shield Sheldon- Painfully annoying. Involves very easy puzzles. Lots of invisible platforms.

Armor- At the part with two doors (one ahead, and one on the ground). Take the one in the ground. There will be a very long puzzle. You will see a wall to your left. You can slip through the bottom. There will be a huge gap. There is an invisible platform in the middle. You can see it if you use Rekkoha. It's the Body of the Blade Armor. Grab and move on.

Heart- The heart is sitting on the spikes. Be sure to grab the Reploids first. The ones in the air are on invisible platforms. Alternate is to the right. You are going to die here unless you have the Ultimate Armor. Happy accidental death.

Alternate- Right after the heart. Can't miss it.

EX Tank- In the alternate, it is sitting on the spikes. The only way to survive is to use air dash or double jump.

Boss- This one can get hard. His weakness is Metal Anchor and Rakukojin. If you don't have those, prepare to get hurt. You can only hurt him when he is not connected to his shell. His main attack is throwing his shell. X recognizes him from somewhere. I have no idea though. Tell me if you figure out where X knows him from. Beat him to get Guard Shield. The only way to use it with Zero is to select it from the pause screen.

Infinity Mijinion- Illumina's powercells' weakness is Meteor Rain and Ensuizan. If you use those, he will get stunned and stop his current attack.

Alternate- If you miss this one, you need glasses (never mind, glasses won't help, get laser eye surgery). After you destroy the second powercell, it will appear in the middle of the screen.

Armor- Once you enter the alternate, turn around. They had to pull one of these eventually. Arms of Blade Armor.

Heart- left of Armor capsule. Can't miss it.

Boss- If you hated Split Mushroom, then this boss will be your worst Nightmare. To make matters worse, only X's charged Guard Shield will stun him. Just lay the bruises on him, and be prepared to take some yourself. Keep track of the Original, because he makes tons of clones. He makes another everytime you hit him. The green bubbles are made by the clones, so try not to get too many clones on the screen. I nearly once had the whole screen filled with green bubbles and clones, so don't think he'll be conservative. The only attacks you can reflect are the WOO-HOO attack (named because that's what he says), and the attack where he hits the ground. Beat him to get Ray Arrow and Rekkoha.

#### Bosses of the Alternate Levels

Nightmare Zero- A freaking tough version of Zero. I'd like to see Zero try to tackle this fight. However, he can't. He has a few new attacks. He only appears before Gate's lab is unlocked. After it is unlocked, only Dynamo is fightable. Beat him if you want Zero. Nightmare Zero's (cool freakin name though) weakness is the Z-Saber, which makes no sense at all. Anyway, his favorite attacks are using the Giga attack like Zero does in X5. Still don't have a strategy to dodge it. Just pray. His new attacks are dashing around trying to slash you, firing a huge saber wave (duck to dodge, but be prepared for a dash attack or a giga attack), and firing a bunkload of shots (which he does around half health). The shots can be destroyed with the saber, but not the saber slash. I love the sound he makes when you stun him. Anyway, beat him and watch the cutscene and watch Zero return.

High Max- This time you have to beat him. If you're using the Ultimate Armor, then just fire a charged shot and fry his ass with the nova strike. He has the same attacks as the first time with a new one. With Falcon, Normal and Blade X, fire a charged shot, and then fire a special attack. With Shadow X, just use the charged saber and he'll fall right on his ass. With Zero, use Ensuizen or Sentsuizan. His new attack is getting in the middle and firing tons of shots for the rest of the fight. At this point, he is vulnerable to anything. Beat him to unlock Gate's lab (one of 3 ways)

Dynamo- This time's different. He has a few new moves and a new weakness. His weakness this time is Meteor Rain and Ensuizan. Hit him with one of his weaknesses and hit him with something again and he drops a green soul. These are worth two hundred and he'll drop three per fight. Once you get three, that's it. You have to go back to the satge select screen because he won't drop anymore for that fight. Once you go back, it will reset and you can go fight him again to grab another 600 souls. This is a very easy way to increase your rank. It is the best way, because you can keep doing it over and over indefinitely. This is the only reason I fight him. His new moves are easy and can be shot away with the saber. Just pound him and you'll beat him. He'll run away (yet again). There is no way of permanently killing him so he always runs and is a big freakin coward.

Parts- This tells you the level all the parts are in. Organized by level.

Remember that your rank determines how many parts you can hold. At GA, you have to have one Limited Use part equipped. Limited Use parts can only be used once per level.

Rainy Turtloid-

Weapon Recover (Limited Use)  
Hyper Dash (Both)  
Saber Plus (Zero)

Commander Yammark-

Life Recover (limited use)  
Super Recover (both)  
Rapid Shot (X)

Blaze Heatnix-

Buster Plus (both)  
Powerdrive (Limited Use)  
Ultimate Buster (X)

Infinity Mijinon-

D-Converter (Both)  
Speed Shot (both)  
Master Saber (Zero)

Shield Sheldon-

Energy Saver (Both)  
D. Barrier (both)  
Weapon Plus (X)

Blizzard Wolfgang-

Shot Eraser (Zero)  
Weapon Drive (Limited Use)  
Jumper (both)

Ground Scaravich-

Speedster (both)  
Quick Charge (X)  
Overdrive (Limited Use)

## Metal Shark Player-

Shock Buffer (both)

Hyperdrive (limited Use)

Saber Extend (Zero)

Gate's Lab 1- There are lots of spikes in this. The best armor to use is the shadow armor. There are no extras beyond this point. You can pass this level with Zero. To get past the spike column going up, stick to the ceiling and dash to the edge. With X, just fire Ice Burst and air dash to the edge. After that, it's pretty self explanatory. The boss of this is not hard. You will take damage so be careful not to get too much. The only time it can be hurt is when the core comes out of the body. You have to destroy both cores but it's not hard. Beat him and move on.

Gate's Lab 2- This one has two parts. They aren't hard, but they can get annoying. The armor to come with is the Shadow Armor. If you do come with Shadow X, be sure to have the Hyperdash, Jumper and Speedster equipped, because there is a gap that cannot be passed with Shadow X without those parts. Like the second Sigma level in X4, this one has a boss of each part. The boss of the first part is High Max (again). He has some shields that can be destroyed if you hit them enough. He has one new attack, so watch it. He will try to close his shields in on you. Just pound him with the same strategy as before. The second part of the level will vary depending on who you are. If you're Zero, then you'll have to get by more compressors like the ones in Metal Shark Player's level. If you're X, then it will be more acid rain like in Rainy Turtloid's level. Anyway, get to Gate. Gate is different from most because he can only be hurt by his own attack. You will have to destroy his blasts and let the little blasts hit him. The red blasts slow time and makes you smash buttons just to get one action off. The Blue will suck you into one direction if you're not fighting it. The orange one fires at you. The purple makes nightmares, and the green one follows you around. At about half health, he'll bring out a new attack that can destroy platforms. Just be careful because it hurts like a SOB if you get hit by it. Beat him and move on.

Gate's Lab 3- Guess what? This is the final level (ALRIGHT!!!). Eventually you will see health and portals (guess what time it is). Now, you have to fight all the bosses again (big surprise). Anyway, beat them with the same strategy as before. After you beat all 8 mavericks, get in the new teleporter and go to see Sigma once again. The first Sigma isn't that hard. Just hit him from a distance. The Z-Buster works great. His actual weakness is Metal Anchor and Rakukojin. Hitting him with his weakness will cause some blasts to go after you. If he makes a big green barrier, hit it and it will move back. Watch Sigma too though. Kill him and the next form will appear. It's a giant robot (go figure.). Like I said before, giant robot. Anyway, this form can only be hurt when his mouth is open. The Shadow Armor works great here. If you use the Shadow Armor, have the Ultimate Buster equipped. The Shadow Armor charged blade takes about a fifth of his life and will kill his ass fast. Destroy the green things and sometimes they will give you much needed health. His weakness is Ground Shot and Sentsuizan. Don't use this though. With Zero, just keep air slashing his big mouth. His health may be big, but it isn't really a long fight. You will take damage, so destroy the green things whenever you can. The best way to get rid of the green things is to go to the corner and use Ensuizan. Just keep spinning and you will destroy the globs. With X, just destroy hit him with the saber or



charged shot. If you are using the Ultimate Armor, you will have a tough time. The Nova Strike will normally get you hit at the end. Best to use the Shadow Armor. You can whale on him with the charged saber. Beat him to get on of three endings. Again, I won't spoil the surprise. The ending depends on who you beat the game with and whether or not you got Zero back. Here are the three ways. One is beat the game with Zero (meaning, of course, that you have to save Zero). The next is beat the game with X without getting Zero, and the last is beating the game with X with getting Zero. Watch the ending and save. That's it. ALRIGHT!! I'M DONE!!!!

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#### Chapter 4 The Cheats

##### Megaman X1

Energy Blast- This is an extra that should be put here. Go to Armored Armadillo's level after you have gotten everything and beat everybody. Get to the area right before the boss and go up. There should be health. Starting with the last cart ride, your health must be full for this to work. You will have to die about 5 times in order for it to appear. Use the big bats in the beginning to get 9 lives. This is executed by hitting moving the joystick from bottom to right OR left and hitting the buster button. You must not have a weapon selected. You'll eventually get it.

##### Megaman X2

Flaming Uppercut- This is in the third Sigma Level. Go til you see a ladder out of reach. There are a few ways to do this. You can lure a bat over and freeze it (easy way) or use the moving platform to get you up there (the one from earlier, I never do this). You have to have full health at this point. When you get to the spikes, simply freeze a bat, or you can air dash to the edge and slide to each edge and get there. Once you get to the platform, fire a ground shot to destroy the wheel guys. Air dash through the narrow hallway, and you will see a complicated turn. Charge Speed Burner, and air dash to get between the spikes and use the charged Speed Burner to get to the left and slide down the left wall. You will eventually slip through. Using this one is more complicated. You actually have to turn the joystick twice and then hit the attack button to use it. Kills Agile instantly, and hurts bosses pretty bad. Works on Sigma too.

##### Megaman X3

Gold Armor- You must have gotten everything except the enhancement chips. If you got one, this won't work. After the Junk robot, air dash off the platform and get to the ride armor. You must have full health to get this, so use a sub-tank if you have to. Right before the spike balls drop, there is a pit. Slide down the left side, and you will slip through a wall (sound familiar?). This is a Super Enhancement Chip. You can now do a dash jump and an air dash combo or two air dashes with one jump (AWESOME!!!!!!), you can slowly recover health when you stand still (FREAKING SWEET!!!!!!) that also fills sub-tanks once your health is full (what more could we ask for), store damage to use a special that lets you fire an Ulimate Buster. Fires shots in order, so you can't just fire the one you want. The last is taking even less damage.

Saber- For this, Vile must be dead, and Zere must be alive. In the Second

Doppler level, right before the first set of boss doors, change to Zero. Fight the boss with Zero, being careful not to die, and when you kill him he will nearly kill Zero, and Zero will give X the saber. This saber is freakin powerful and can lay waste to any boss in two hits. You will fire it after the first two shots when you charge to the green level. FREAKIN AWESOME!!!

Early Doppler levels- On the stage select screen, go to the X symbol and hit down and A at the same time. You will go to the Doppler levels. The only reason anyone might want to do this is to get the saber early. Still have to have killed Vile. Do not save if you do this or the code won't work the next time the screen loads up.

Megaman X4- Use these codes at the character select screen. Codes here on, I don't know how they work for the PS2 Version.

Black Zero- Highlight Zero and hold R and hit right 6 times and let go. Then hold X and hit start. Keep holding X til the level starts and you will be Black Zero.

Ultimate Armor- Highlight X and hit X button twice, Left button 6 times, and hold L and Z until the level starts. No sound will be made. You cannot skip the cutscene or you won't get it. If input correctly, X will be blue and purple. Get to an upgrade capsule and it will be the Ultimate Armor.

Megaman X5- Use these at the character select screen again. Sorry, can't have both. Sound means it was input correctly.

Black Zero- Highlight Zero and hit up down twice, and hit up 9 times. Sound means it's right. Starts out with Black Zero and the Z-Buster.

Ultimate Armor- Highlight X and hit up twice and down exactly 9 times. If you hit it too many times, you will have the fourth armor. If input correctly, you will start with the Ultimate Armor.

Megaman X6- Input at the main menu. Again, can't have both. Sound means code was put in correctly.

Black Zero- Hit L, L, L, R. These are the shoulder buttons on Gamecube.

Ultimate Armor- Hit left, left, left, right. If input correctly, you will hear a sound and will immediately start with the Ultimate Armor.

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Chapter 5  
The Armor

Megaman X1

Legs- Chill Penguin  
Body- Sting Chameleon  
Arms- Flame Mammoth  
Head- Storm Eagle

Megaman X2

Legs- Overdrive Ostrich  
Body- Morph Moth  
Arms- Wheel Gator  
Head- Crystal Snail

#### Megaman X3

Legs- Blizzard Buffalo  
Body- Volt Catfish  
Arms- Neon Tiger  
Head- Tunnel Rhino

#### Megaman X4

Legs- Web Spider  
Body- Magma Dragoon  
Arms- Storm Owl  
Head- Cyber Peacock

#### Megaman X5

##### Falcon Armor

Legs- Grizzly Slash  
Body- Duff McWhalen  
Arms- Izzy Glow  
Head- Squid Alder

##### Gaia Armor

Legs- Axl the Red  
Body- Skiver  
Arms- Mattrix  
Head- Dark Dizzy

#### Megaman X6

##### Blade Armor

Legs- Commander Yammark  
Body- Shield Sheldon  
Arms- Infinity Mijinion  
Head- Ground Scaravich

##### Shadow Armor

Legs- Blizzard Wolfgang  
Body- Rainy Turtloid  
Arms- Blaze Heatnix  
Head- Metal Shark Player

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#### Chapter 6

##### Credits

Me- I took the time out of my life to write this thing. You have no idea how long it took.

Capcom- They made the greatest video game series of all time. I hope to see a Megaman X9 someday.

You- You took the time to actually read this. You also helped keep this series alive by getting the game.

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