

Mega Man X Collection Gallery Unlockables FAQ

by KadenKendein

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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.

Mega Man X Collection Gallery FAQ
Version 1.0 (Created 2/19/2006)
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Remember, if you池e looking for something specific, Ctrl+F is your friend.

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1. Introduction

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The Mega Man X Collection is the latest classic gaming compilation produced by Capcom. While I知 sure there痴 a very long and uninteresting story behind it and its production, I won稚 be sharing that information nor will I make up my own story. This is why Google exists. Everything you would never want to know about anything is available to you, assuming you池e creative enough to come up with search terms that will eliminate the junk that normally appears within the first ten pages worth of results.

This FAQ has been created for one purpose and one purpose alone: to cover the Gallery and its twenty unlockables. Well, how to get them at least. Read the paragraph above if you want more detailed information. (That means you池e not getting anything else out of me. Deal with it.)

And before you ask, this FAQ will also tell you how to unlock Battle &

Chase. There痴 no need to bombard the message board with these questions any longer, though I doubt that痴 going to stop anyone. Still, it痴 nice to dream.

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2. The Unlockables
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Here痴 a list of all the stuff you can unlock and the games you get it through:

- Battle & Chase (X1-X3)*
- Images 1 (X6)
- Images 2 (X6)
- Images 3 (X1-X6)*
- Images 4 (X6)
- Images 5 (X6)
- Images 6 (X5)
- Images 7 (X2)
- Images 8 (X1)
- Staff (X1)
- Music 1 (X5)
- Music 2 (X4)
- Music 3 (X4)
- Music 4 (X3)
- Music 5 (X5)
- Music 6 (X5)
- Music 7 (X4)
- Music 8 (X5)
- Hint 1 (X1)
- Hint 2 (X2)
- Hint 3 (X3)

*Explained in depth further down

Next, I值l cover each individual game. For most of the games you值l unlock something for beating them, along with a little something extra for gathering sets of certain items. For instance, in X1 you need to get all the Heart Tanks and Sub Tanks in order to get Images 8. The same holds true for X2 and Images 7. As for Staff and Hint 1, you'll get those automatically for beating X1. Likewise, you'll get Hint 2 just for beating X2.

If the above confuses you, the following section will clear it up.

Oh, and remember that you need to wait until the credits finish rolling so you can save. If you don't save after the credits, you won't get anything for beating the games. You don't have to save over your original file, but saving over it won't hurt anything. You can still load it up and play from the final levels.

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a-Mega Man X=
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Unlockables: Staff, Hint 1, Images 8

For beating Sigma, you will get Hint 1 and Staff.

For collecting all of the Sub Tanks and Heart Tanks and beating Sigma, you will

get Images 8.

The Hadoken is irrelevant; it makes no difference when it comes to what you unlock. And as is implied by that, the armor parts don't make a difference either.

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b-Mega Man X2=
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Unlockables: Images 7, Hint 2

For beating the final boss, you'll get Hint 2.

For getting all of the Sub Tanks and Heart Tanks and beating Sigma, you will get Images 7

Zero's parts and the Shoryuken are irrelevant. Take them or leave them, you'll get the same stuff either way. The same goes for the armor upgrades.

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c-Mega Man X3=
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Unlockables: Music 4, Hint 3

For beating the game, you will get both Music 4 and Hint 3.

There are no other requirements. The Heart Tanks and Sub Tanks don't make any difference this time around. As for Bit, Byte and Vile, you don't have to kill them on your first encounter with them. Kill them all, spare all three, or whatever combination you please. As for Zero's saber, get it if you want it, or leave it if you'd rather go without. It has no impact whatsoever on what you get once you've beaten the game.

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d-Mega Man X4=
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Unlockables: Music 2, Music 3, Music 7

This is where things begin to get a little more complicated.

There are two ways to go about unlocking Music 3: beat the game with X, or beat it with Zero. In other words, simply beating the game will do the trick. There are no other conditions.

As for Music 2, you have to collect both Sub Tanks, the Weapon Tank, the EX Tank, and all the Heart Tanks. Again, it doesn't matter if you're playing as X or Zero.

For Music 7, you have to beat the game with Zero. There is no way to get it as X.

If you play through as Zero on your first run and you collect all the items in the game, you'll get everything in one go. If you start with X, you'll have to play through the game again as Zero if you want to unlock everything.

X's armor upgrades are irrelevant.

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e-Mega Man X5=
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Unlockables: Images 6, Music 1, Music 5, Music 6, Music 8

For Music 5, complete the Gaea Armor. You don't even have to beat the game, just complete the armor.

For Images 6, complete the Falcon Armor. Same as above.

For Music 1 and 6, beat the game as either X or Zero. As with X4, you have to beat the game with Zero in order to get the last unlockable, Music 8.

You only have to beat the game once if you defeat Sigma as Zero.

The various tanks scattered through the stages are completely irrelevant this time around. (This applies to Heart Tanks as well.) Search for them if you want to, otherwise don't worry about them.

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f-Mega Man X6=
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Unlockables: Images 1, Images 2, Images 4, Images 5

For Images 1, simply beat the game. Do it as X, do it as Zero, you'll get Images 1 either way.

For Images 4, beat the game as Zero. This is the only way to get Images 4.

For Images 2, beat the game as X on a save where you haven't defeated Nightmare Zero. For the sake of clarity, you can enter Nightmare Zero's chamber, you just can't defeat him. Go ahead and rescue the repleids in the Sub Areas if you're willing to suicide in the area itself or in the battle against Nightmare Zero.

Or, to put it simply, you won't get Images 2 if Zero is playable.

For Images 5, simply complete the Shadow Armor. As in X5, you don't need to beat the game after doing so.

It doesn't matter how many repleids you rescue or fail to rescue, you will get the same unlockables. And just like X5, the various tanks (including Heart Tanks) don't count for anything. Unlike X5, only one armor unlocks anything, and it's already been stated which one it is. Go ahead and get the Blade Armor if you're a completionist or you like to use it (Or you need it to get the Shadow Armor, which you will under certain circumstances), otherwise don't bother.

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g-Mega Man Battle & Chase and Images 3=
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First, I want to make it clear that playing Battle & Chase doesn't unlock anything. The reason this has its own section is because I want to make it easy for those looking for information on these specific items.

To unlock Battle & Chase, simply beat Mega Man X through Mega Man X3. It doesn't matter how you beat them or how many items you collect.

As for Images 3, simply beat Mega Man X through Mega Man X6. Again, it doesn't matter how you beat them or how many items you collect along the way. If all you're trying to do is unlock Battle & Chase and Images 3, simply beating each game will do it.

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4. Frequently Asked Questions
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Q. Where do I get [insert armor part/sub tank/heart tank here]?

A. This guide is only meant to cover the unlockable extras in the game. If you're looking for a specific heart tank or armor part or anything else of that nature, check the other guides on GameFAQs.

Q. I've already beaten [insert X game here] but I didn't have all the heart tanks and sub tanks. Do I have to start over from the beginning?

A. No. Just collect whatever you missed on your existing file and beat Sigma again.

Q. Does the difficulty level change stuff? Like X5-6, if I choose easy mode do I still unlock stuff?

A. As far as I'm aware, that doesn't change anything. Play it on any difficulty setting you like.

Q. If I'm trying to get Images 2, can I fight Dynamo?

A. Once the final stages are unlocked, you're free to fight Dynamo as much as you wish.

If you have a question that isn't answered in this section, feel free to contact me via the e-mail address below.

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5. Credits
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This guide has been completed through the cooperative efforts of Reptobismol and I. As such, he's really the only one I need to credit in this section. (Rather, he's the only one that deserves any, as far as I can recall. If I am in error, be sure to contact me.) Without his help I wouldn't have finished this by now. He played through the SNES titles and worked out a few odds and ends in X5 and X6.

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6. Legal Information
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Mega Man X, and all related characters, items, etc. are the sole property of Capcom, copyright 1986-2006. This guide is the intellectual property of Chris Gilmore, copyright 2006. This guide may not be posted on any other websites without the author's written consent. These are the sites currently allowed to host it:

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This guide, or a portion of it, may be printed and used as desired so long as it is not sold for profit or used commercially. If you find this guide on any other websites or publications, be sure to contact the author immediately.

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7. Contact Information
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I have created an e-mail specifically for all things relating to this guide. If you need to contact me for any reason you can do so at the following e-mail:

xcollectionguide@yahoo.com

At the time of this writing, I'm active member of the message board for this game. I would suggest you look for me there before e-mailing me. You're more likely to get a timely response.

I will NOT respond to any e-mails regarding the locations of heart tanks, armor parts, etc. There are plenty of guides on this site that cover that already. You can find out whatever you want to know with minimal effort.

I will only maintain the e-mail address listed above for as long as there's a reasonable possibility that errors will be found, whether grammatical or informational. I will respond to all relevant e-mails for as long as the account is active.

As of now, it is the 27th of February, 2006. I'll keep the above e-mail account open and active for at least six months, though a year is more likely.

I do not guarantee a quick response, but you should hear back from me within 72 hours of sending your message.

Thank you for reading this guide. I hope it has been helpful.

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