

Mega Man X3 Track List

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This walkthrough was originally written for Mega Man X3 on the PSX, but the walkthrough is still applicable to the PC version of the game.

Megaman X3 - Track List

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If you wish to use any information that is my own opinion (Why Sections) in this guide please contact me first. Using anything in this guide without my consent is.. well.. not nice at all.

A simple contact before hand please.

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1) Introduction

Megaman X3 for the Playstation is one of those very rare Megaman games. Hardly anyone knows it exists in English, (since it was never released in America.. er duh Capcom!..), but personally, I feel its worth finding (at the right price of course.

Without further ado, heres' the most mixed up track list ever!

(Why do Megaman games have wierd music orders?)

2) Track List

Track 01 - Zero's Theme

Track 02 - Vile Vava's Stage

Track 03 - Title Screen

Track 04 - Stage Select

Track 05 - Megaman X Victory

Track 06 - Neon Tiger's Stage

Track 07 - Tunnel Rhino's Stage

Track 08 - Crush Crawfish's Stage

Track 09 - Toxic Seahorse's Stage

Track 10 - Volt Catfish's Stage

Track 11 - Gravity Beetle's Stage

Track 12 - Blizzard Buffalo's Stage

Track 13 - Blast Hornet's Stage

Track 14 - Doppler Stage Select

Track 15 - Fortress Battle

Track 16 - Doppler's Lair

Track 17 - Outer Fortress
Track 18 - Dr Light Capsule
Track 19 - Save Data
Track 20 - Maverick Hunter HQ
Track 21 - Introduction
Track 22 - Maverick Battle
Track 23 - Kaiser Sigma Battle
Track 24 - Sigma Battle
Track 25 - Dr Cain's Theme
Track 26 - Weapon Received!
Track 27 - Sigma's Lair
Track 28 - Unused Track - Credits (!?)
Track 29 - Maverick Appears
Track 30 - Hilltop Ending
Track 31 - Game Data (Do NOT Play)

3) Misc Music Info:

Heres a few strange facts about Megaman X3's music:

It appears that The Credits music, while remixed, isn't used in the game.

Bit odd that.

Where's the Boss Selected music you ask? It's not a CD Track, it's part of the boss's anime sequences. Great idea Capcom.. shame you didn't use it afterwards..

The Japanese Version of the game has J-pop for the Introduction and Credits sequences, the European has a Remix of Megaman 6's credits for the Introduction and a brand new credits music.

Anyone notice... Neon Tiger's music is a remix of Guns and Roses song My Michelle. Pritty neat.

Unlike the Snes version, the Weapon Received music lasts only a few seconds. The Snes version loops continuously.

The music repeats itself often. It gets annoying during gameplay.

4) Special Thanks:

Planet Megaman - For providing me with MM Mp3s, including the lost musics.

Zessie Chan - For her help with musical notes and stuff. :-)

Megaman Network - For providing me with most of my facts on Megaman.

Capcom - For making Megaman games.

Virgin - For releasing Megaman X3 in Europe.

My Mom - Buying me Megaman X3 off Ebay.

Who-Ever Sent me Megaman X3 - Thanks for the bargain!

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