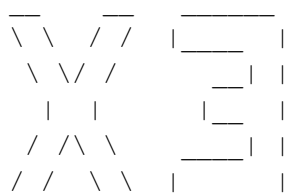
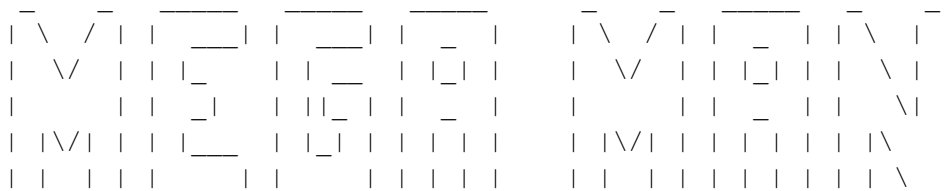


Mega Man X3 FAQ/Walkthrough

by MetroidMoo

Updated to v1.25 on May 6, 2001

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.



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Mega Man X3 (SNES) FAQ

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Latest Version: 1.25

Created On: September 9, 2000

Last Updated: May 6, 2001
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1) FAQ UPDATES
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Version 1.25 - May 6, 2001

Added some tips from Da Wrecka.

Version 1.2 - March 18, 2001

Added the Frequently Asked Questions section.

Version 1.1 - January 17, 2001

Made some minor changes.

Version 1.05 - October 7, 2000

Added strategies for a couple bosses.

Version 1.01 - October 1, 2000

Made a correction.

Version 1.0 - September 29, 2000

First (and complete) version of the guide.

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2) FREQUENTLY ASKED QUESTIONS

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This section answers the most common questions about the game.

Q: How do I play as Zero?

A: Press Start and then the R button to bring up a panel. Here you can switch from X to Zero and back again. There will be certain situations where you cannot switch to Zero (i.e. most bosses).

Q: How do I use the armor platforms?

A: To use the robot ride armor platform, you must first get the Chimera armor located in Blast Hornet's stage.

Q: Why can't I get the Gold Armor?

A: Make sure you meet all the requirements for it and have a full energy meter by the time you reach the hidden room. The most frequent error is collecting one of the four special chips. Do not obtain any of them.

Q: I can't find the bug mini-boss! Where is it?

A: You must defeat Vile using the S. Blade weapon in the factory mini-stage. If you don't, you'll just find an empty room where the bug is supposed to be.

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3) STAGE MAPS

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This section contains maps of the stages and the locations of the items. Thanks goes to Procyon Lotor for these maps!

Key

- H - Heart Tank
- S - Sub-Tank
- E - Enhancement
- R - Robot Ride Armor
- B - Boss

Blast Hornet

Received From: Blast Hornet

The P. Bomb fires a spider-like device that can attach to certain enemies. When it latches onto one, it causes the enemy to freeze in place. Then after about five seconds the bomb will explode. When you attempt to use this on other enemies (particularaly the large ones), it causes minimal damage. The P. Bomb creates four crosshairs around Mega Man X when charged. When an enemy gets near you, it will fire a "homing hornet" after that enemy. That's good against the smaller enemies but not against the stronger ones.

Triad T.

Received From: Volt Catfish

When used, the Triad T. surrounds X with three devices. These devices create an electric triangle. After a couple seconds the electricity will shoot off the screen. The Triad T. creates a powerful earthquake when charged -- destroying any enemy that is attached to the floor, wall, or ceiling. The earthquake does not affect any airborne enemies.

S. Blade

Received From: Crush Crawfish

A handy weapon for destroying an enemy that can attack from behind. The S. Blade fires two circular saws that swing behind X. When charged, it fires a large saw in front of X. It sound good, but it's not that useful.

Ray S.

Received From: Neon Tiger

Ray S. fires a splash of plasma in front of X. This splash will gradually spread out. When charged, the Ray S. creates a glass container with plasma inside of it. This container shoots plasma all over the screen. It's useful for trashing several enemies that are in your vicinity.

G. Well

Received From: Gravity Beetle

The G. Well is a fun weapon to play around with. When used, it creates a small gravity well. Enemies on the screen will shake and self-destruct. Unfortunately, this does not affect all ennemies. Charge up the G. Well and watch as the enemies get blown right off the planet! Yee-haw! ;)

Frost S.

Received From: Blizzard Buffalo

The Frost S. fires arrows of ice. You can fire up to two of them on the screen at once. When the arrow hits a wall or enemy, a part of it will fall to the ground. Once it hits the ground, it turns into another pointy ice structure. When you charge up the Frost S., it creates a large chunk of ice in front of X's cannon that can be used as a shield. If you try to use Frost S. underwater, the ice weapons will be larger.

T. Fang

Received From: Tunnel Rhino

The T. Fang fires up to three drills. The drills will gradually damage an enemy that it hits. You can also use this weapon to break down cracked walls. When you charge the T. Fang, it creates a drill on Mega Man X's cannon. As you hold down the Y button, it will continue to use weapon energy.

Hyper C.

Received From: Enhancement Chip Capsule

The Hyper C. is a bit different when compared to the other weapons in your inventory. This fires charged X. Buster shots without having to charge up the X. Buster. The Hyper C. is great when fighting bosses, especially Kaiser Sigma. If you have Zero's Beam Sabre, you can also use that with the Hyper C.

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5) ENHANCEMENTS

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This section contains the locations and functions of the enhancements.

NOTE: Remember that you can only have one of the four chips installed. If you pick up the Gold Armor, you can have all four!

Sensor Upgrade

Location: Tunnel Rhino's Stage

Requirements: X. Buster Upgrade, Triad T.

Later on in the stage, you will encounter another rock similar to the one that blocked the way to the Heart Tank. Use a charged Triad T. to knock the rock down. Then go left and wall kick your way up.

Function: The Sensor Upgrade let's Mega Man X display a basic radar map of the current stage you're in (only works with the Mavericks' stages). On the stage select screen, it lets you know what items are in a certain stage and whether or not you have found that item.

Armor Upgrade

Location: Volt Catfish's Stage

Requirements: X. Buster Upgrade, G. Well

There is a lift right before you go to the bridge outside. Take the lift the whole way to the top to find a strange device on the floor. Stand on it, charged up G. Well, and use it to make the device rise. Once it's done going up, you can reach the capsule.

Function: As you might expect, the Armor Upgrade decreases the amount of damage you take. As you get hit, a defensive barrier will appear and protect you from harm.

X. Buster Upgrade

Location: Neon Tiger's Stage

Requirements: T. Fang, Air Dash Upgrade

At one point in the stage, there is a weak wall to the right of a ladder. Use the T. Fang to break through the wall. Enter the room and use the air dash to reach the capsule.

Function: Upgrading the X. Buster enables you to fire more powerful charged shots. If you fire the two charged shots quick enough, they will cross and create a large blast. This upgrade also lets you charge weapons you receive from the bosses.

Air Dash Upgrade

Location: Blizzard Buffalo's Stage
Requirements: None

At one point in the stage, the entire screen will be snowy. Towards the end of the snowy area is a ledge high in the air. Do a dash jump to the right off that ledge. You should see yet another ledge. Get on top of it and enter the room. Dr. Light's capsule will be in there.

Function: This enhancement is similar to Mega Man X2's. It allows you to air dash to the left, right, and straight up. Useful for dodging attacks and reaching new areas.

Energy Chip

Location: Blast Hornet's Stage
Requirements: H (Hawk) Armor

Choose the Hawk Armor from the robot ride platform in the stage. Then do a dash jump of the ledge to the right and use the jetpack, too. You should reach the small room with the capsule.

Function: This enables you to recover energy while standing still. It sounds great, but it takes a long time to recover all of your health. You also cannot move to recover, so this chip is useless in a battle.

Body Chip

Location: Crush Crawfish's Stage
Requirements: N (Chimera) Armor, K (Kangaroo) Armor, or H (Hawk) Armor

When you first enter the level, hop on the robot ride platform and choose a mech. Then after you fall down through the scaffolds, go down the first hole you come across. This leads you to a weak wall. Use the mech to destroy and proceed on to the capsule.

Function: This chip decreases even more damage done to you and improves the defensive shields.

Arm Chip

Location: Gravity Beetle's Stage
Requirements: N (Chimera) Armor, K (Kangaroo) Armor, or H (Hawk) Armor

Right before the part with the falling platforms, there is a robot ride platform. Choose one of the above three mechs and continue on through the

stage. When you reach a dead end use the mech to smash through the blocks. Now just keep going to the right.

Function: With this chip, you can use the Hyper C. weapon. Each time you take damage, some of that damage will be stored in Hyper C. You can use this weapon to fire charged shots without having to take time to charge the X. Buster.

Leg Chip

Location: Toxic Seahorse's Stage
Requirements: F (Frog) Armor

Go to the robot ride platform right before the underwater part and choose the Frog Armor. Now enter water and stay on the top path to find two fans. Destroy the fans with the homing torpedoes. Hop out of the armor and wall kick out of the water. Keep going to the right to find the capsule.

Function: This chip lets you air dash two times while in the air.

Gold Armor

Location: Dr. Doppler's Lab (1st Stage)
Requirements: All Upgrades, Mechs, Heart Tanks, Sub-Tanks, No Chips

Right before the part with the spiked balls, there is a gap. Fall down on the left side of the wall, and you should find a hidden passage if you have met all the requirements and have full energy. Go left to find a small room with a pink capsule.

Function: The Gold Armor gives all four of the chips to you. VERY useful!

Zero's Beam Sabre

Location: Dr. Doppler's Lab (2nd Stage)
Requirements: Vile Defeated (With S. Blade)

In the second stage of Dr. Doppler's Lab, there's a bug mini-boss. Instead of battling it with X, use Zero. Once you defeat the bug with Zero, it will fall and explode on him. X then teleports in, and Zero gives him his Beam Sabre. Remember that by doing this, Zero is counted as being lost and will not be seen in the ending.

Function: The Beam Sabre allows you to charge up to a new power level on the X. Buster. When you use this new weapon, X will throw the beam in front of him. The Beam Sabre defeats ANY boss in only TWO hits, even Kaiser Sigma!

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6) HEART TANK LOCATIONS

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This section contains the locations of the Heart Tanks.

Blast Hornet

Requirements: Air Dash Upgrade

You'll find this one soon after you encounter Doppler's aircraft. Right

after that part, you should see a wall that's a bit off the ground. Air dash straight up and wall kick your way up the wall. The Heart Tank will be up there.

Da Wrecka has a method that does not require the upgrade...

"You state in the FAQ that to get the heart tank in Blast Hornet's stage, you need the Air Dash. There is actually another way to get it, though, as long as you haven't been on the level before and got the Chimera armour.

Basically, ride the Chimera armour until you reach the wall you'd normally air dash up to then wall kick up. Jump in the Chimera armour and, when the mech reaches the height of the jump, jump out of it and towards the wall. It sounds trickier than it is. Once you've done that, wall kick up and claim the heart tank."

Blizzard Buffalo

Requirements: N (Chimera) Armor or K (Kangaroo) Armor

Right after you find the robot ride platform, there some large ice blocks. Use either Chimera or Kangaroo to smash through them. You'll find the Heart Tank after that.

Da Wrecka has another suggestion on collecting this item...

"While the mech is the easiest way to destroy the blocks, the same effect can be achieved using the T. Fang. Destroy all the blocks using the T. Fang then dash jump over the spikes to the heart tank. Of course, this method is risky, as if you land on the slope the odds are you'll wind up in the spikes."

Gravity Beetle

Requirements: Blast Hornet Defeated

Once you defeat Blast Hornet, the crates in the first hangar will be gone. When you enter the hangar, head to the upper-left corner to find the tank.

Toxic Seahorse

Requirements: None

Early in the stage, you'll have to climb up through sewer water. Go to the very top to find the Heart Tank.

Volt Catfish

Requirements: Air Dash Upgrade

When you reach the second lift, ride it the whole way to the top. There should be a room to the right. The Heart Tank will be in there. Use the air dash enhancement to avoid the spikes on the floor.

Crush Crawfish

Requirements: N (Chimera) Armor, K (Kangaroo) Armor, or H (Hawk) Armor

Go to the robot ride platform right at the beginning of the level and choose one of the above three mechs. Continue on, and you will see a robot fall

through a couple layers of scaffolding. One of the walls on the right is weak, so use the mech to smash through it. The Heart Tank is in there.

Tunnel Rhino

Requirements: X. Buster Upgrade, Triad T.

A bit after the start of the stage there is a small room with a boulder tied to the ceiling. Use a charged Triad T. attack for bring the rock down. Now you can reach the tank!

Neon Tiger

Requirements: None

This Heart Tank is right above the boss gate. Use the flying bug platform and dash jump off of it to reach the item.

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7) SUB-TANK LOCATIONS
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This section contains the locations of the Sub-Tanks.

Blizzard Buffalo

Requirements: Air Dash Upgrade

As soon as you enter the snowy area, you will see the Sub-Tank on a ledge. Use the air dash enhancement to reach the ledge.

Volt Catfish

Requirements: Any Robot Ride Armor

One point in the stage there is a lot of electricity moving around in the background. Head up and go to the left to find a robot ride platform. Choose any armor and fall back down. The floor will break, and you can procede to the left to find the Sub-Tank.

Tunnel Rhino

Requirements: None

Fairly early in the stage, you will see devices that spew out sand. After that section, you'll have to go down. The Sub-Tank can be found right before you head down.

Neon Tiger

Requirements: None

You'll find this item very early in the stage. When you enter the first large room, go to the upper-right corner. Use the flying bug platform to reach the tank.

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8) ROBOT RIDE ARMOR
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This section contains information about the four mechs.

General Information

There are a total of four mechs in MMX3. These robots can be used to help you to get past tricky areas or to obtain new items. Throughout the game you will find robot ride platforms. When you step onto one of these platforms, you can choose what mech to use -- depending on what you have collected so far.

Once you hop into a mech, a new energy meter will appear. Unlike the other Mega Man X games, you will now be able to tell how much more damage the mech can take. When the energy meter becomes empty, the mech starts to flash. Then it'll eventually explode. Each mech has different characteristics, so make use of them!

N (Chimera) Armor

Location: Blast Hornet's Stage

Requirements: T. Fang

Chimera should be the first armor you should get. Without it, you cannot use the other three mechs. In Blast Hornet's level, you will encounter a couple tall structures. There some crates that connect these structures. When you destroy one of these sets of crates, it will destroy the bridge. Go down and break down the weak wall with T. Fang. Destroy the crates there and continue down. There you will find Chimera captured by a robot you found in the very first stage. Destroy it and Chimera is yours!

Information: Chimera is the basic robot ride armor. Unlike the others, it doesn't have any useful special abilities. For those of you that have played Mega Man X1, you should recognize this mech.

K (Kangaroo) Armor

Location: Toxic Seahorse's Stage

Requirements: X. Buster Upgrade, Frost S.

When you reach the underwater part, cross over the first gap. Charge up Frost S. to create a large chunk of ice you can ride on. It will take you to the surface where you can reach the item.

Information: Kangaroo is almost identical to the mech found in Mega Man X2. This mech is very similar to Chimera, except it uses spin blades instead of fists. When you hold down the Y button, the spin blades will start spinning. Let go of the Y button to fire the mech's arm a short distance. Remember that while you can't walk while the blades are spinning, but you can still dash.

H (Hawk) Armor

Location: Crush Crawfish's Stage

Requirements: X. Buster Upgrade, Triad T.

Use a charged Triad T. attack near the beginning of the stage. If you use it in the right spot, a small section of the ground will explode. Fall down and pick up the item.

Information: Hawk is one of the better mechs to use. For its weapon, it fires

rockets out of its twin cannons. If you hold down the B button after doing a jump, the Hawk's jetpack will let you stay up in the air for a little while longer.

F (Frog) Armor

Location: Gravity Beetle's Stage
Requirements: Air Dash Upgrade

After the room where you can fight Bit/Byte, you will enter an area with some wind. Wall kick up the small tower on the left to find the item. Use the air dash to reach it.

Information: While the Frog is almost useless on land, it is the only mech that can operate underwater. All other mechs will short-circuit and explode. When underwater, you can fire small homing torpedoes.

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9) BOSS STRATEGIES

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This section contains strategies on defeating the bosses. I listed the Mavericks in the order I would recommend fighting them.

----- Intro Stage

----- Mid-Boss - Mac

Because you will be playing as Zero at this point in the stage, Mac is incredibly easy to defeat. One charged shot and a hit from the Beam Sabre is enough to beat him.

Boss - Giant Robot

Another easy enemy. 8 charged X. Buster shots to its head and you're done!

----- Misc. Bosses

NOTE #1: Bit and Byte can be "defeated" in two ways. If you use a weapon that's not their weakness, they will escape once you defeat them. But if you use a weapon that is a weakness to them, they will be truly defeated. Doing the latter makes the game easier.

NOTE #2: You can find the teleporter to Vile's factory in Blizzard Buffalo's, Crush Crawfish's, and Volt Catfish's stages. Like Bit and Byte, you can truly defeat Vile using his weakness. Truly defeating Vile prevents you from fighting a more difficult version of him later on in Dr. Doppler's Lab.

Boss - Bit

Weakness: Triad T. or Frost S.

This bot can be tough. He uses three different attacks: a homing fireball, a ring that can trap you, and a dash that he uses constantly. When Bit is about to dash, he will move at the current level you're at. Use the air dash to avoid him. You'll have to keep moving if you plan to survive. Use Frost S. (or Triad T.) and a Sub-Tank when you're low on energy.

Boss - Byte

Weakness: Ray S. or T. Fang

Byte may seem like a difficult boss by looking at his size, but he's actually not so hot. He throws a magnetic mine against the wall that causes you get pushed away from the wall. Use the air dash to stay on, and use it again when Byte charges at you to avoid him. Peg him with T. Fang, and this will be a breeze.

Boss - Vile (In Armored Carrier)

Weakness: S. Blade

Nothing tough here. Air dash over Vile's armored carrier when he charges at you. Then turn around and hit him with S. Blade. Keep repeating this process.

Boss - Vile

Weakness: S. Blade

Since his attacks don't do a lot of damage, he's not too difficult. Again, keep using S. Blade to beat him.

Mavericks

Boss - Toxic Seahorse

Weakness: X. Buster (or Frost S.)

Weapon Received: Acid B.

Toxic Seahorse is a decent choice for fighting first. Before you fight him, I would recommend picking up any items (Air Dash Upgrade, Heart Tanks, etc.) you can get at this point in the game.

For the first half of the battle, Toxic Seahorse throws acid that bounces around the room. When the acid hits the ceiling, it splits into several small pieces. TS also jumps towards you. When he does that, dash to the other side of the room and shoot him when he lands. Just keep using charged shots.

Once you knock off about half his energy, his attack pattern changes slightly. Toxic Seahorse now throws two balls of acid that bounce towards your direction. He also randomly "melts" into the ground. Keep wall kicking when he does this. TS eventually pops back out of the ground. Again, use charged shots and use a Sub-Tank (if you have any) when needed.

Boss - Tunnel Rhino

Weakness: Acid B.

Weapon Received: T. Fang

Tunnel Rhino is a snap to defeat with Acid Burst. Each time you hit him with the weapon, he will charge at a wall. When he charges, just air dash over him, turn around, and fire Acid B. Keep repeating, and you should win.

Boss - Volt Catfish

Weakness: T. Fang

Weapon Received: Triad T.

Each time you hit Volt Catfish with T. Fang, he jumps towards you. So move out of his way and hit him again. Keep repeating this. Once you knock off about 2/3 of his energy, he uses a new attack. He jumps in the center of the room and take in some electricity. He uses that to launch sparks all around the room. Use T. Fang, and you won't have a problem.

Boss - Crush Crawfish

Weakness: Triad T.

Weapon Received: S. Blade

No real strategy to beat this guy. Watch out for his claw because it can cause you to lose a good portion of your energy. Just keep shocking him with Triad T. and air dash to dodge his attacks.

Boss - Neon Tiger

Weakness: S. Blade

Weapon Received: Ray S.

A bit tougher than Crush Crawfish. S. Blade works well against him, but you have to aim correctly since the blades come back like a boomerang. Neon Tiger fires a barrage of shots you at random times, but you can easily avoid them by sticking to the ground or the wall -- depending on where he's attacking.

Boss - Gravity Beetle

Weakness: Ray S.

Weapon Received: G. Well

You won't face a problem with Gravity Beetle if you have Ray S. Keep shooting him with it, and air dash over him if he gets too close to you. Then hit with Ray S. some more. Do that cycle over and over until you win.

Boss - Blast Hornet

Weakness: G. Well

Weapon Received: P. Bomb

The Mavericks don't get any easier than this! Each time you use G. Well, Blast Hornet will freeze in his current position and lose four energy units. Keep alert to his movements so you don't get pummeled into the ground when trying to hit him. If you can't beat this robot, you REALLY have a problem... ;)

Boss - Blizzard Buffalo

Weakness: P. Bomb

Weapon Received: Frost S.

Yet another easy Maverick. Use P. Bomb and air dash over Blizzard Buffalo when he charges at you.

Dr. Doppler's Lab #1

NOTE: The bosses you fight in the first two lab stages depend on what optional bosses you've defeated. If you truly defeated both Bit and Byte, you'll fight the Junkyard Robot. And if you didn't, you'll fight a combined version of Bit and Byte.

Boss - Junkyard Robot

Weakness: Ray S. or T. Fang

While this boss isn't particularly difficult, it's very easy to lose energy. Hang on the left wall and keep using Ray S. or T. Fang. Once you defeat the part of the robot that spits out acid, the floor will be flooded with acid. Be careful of the robot's claw because that's where you'll probably up losing most of your energy.

Boss - Bit & Byte

Weakness: P. Bomb or Ray S.

This boss can be a pain. They use two main attacks: a sword beam and their fists. The sword beam is thrown depending on your position. If you're on the

ground, you can easily evade the beam by dashing under it. The fist attack is really annoying. They'll throw one fist that will attempt to capture and shove you against the ceiling. Then the other fist will punch you. If you use Ray S. and Sub-Tanks, you should be able to beat them.

Dr. Doppler's Lab #2

NOTE: If you truly defeated Vile, you'll fight the Squid. If you didn't beat Vile, you'll have to fight him here.

Boss - Squid
Weakness: Triad T.

This boss isn't too hard. Just stand under it and keep using Triad T.

Boss - Vile (In Goliath Armor)
Weakness: P. Bomb or T. Fang

Boba Fett...er..Vile makes a return in his Goliath ride armor. He may look difficult, but his attack pattern is almost identical to Blizzard Buffalo's. Pummel the mech with T. Fang and air dash over it when Vile charges at you.

Boss - Vile
Weakness: S. Blade or Ray S.

His attack patten is similar to the one he used in the factory, but it's a little more difficult. When you have to watch out for is the blue energy ball that splits into several smaller pieces. If you get hit by it, you'll be stunned until Vile grabs you.

Dr. Doppler's Lab #3

Boss - Dr. Doppler
Weakness: Acid B.

Dr. Doppler is an easy boss as long as you do one thing. NEVER hit him with any weapon when activates the green field around himself. Each time he is hit with that field on, he regains some health. Use Acid B. against him, and this will be an easy battle.

Just watch out whenever you use the Beam Sabre against the Doc. If you end up nailing him with the slash while his shield is operating, he'll recover a very large portion of his health.

Dr. Doppler's Lab #4

Boss - Sigma
Weakness: S. Blade

Memorize his attack pattern, and you'll beat Sigma easily. When you use S. Blade, try to aim a bit above his head so the blades hit him. You can also hit him if you stay against the wall right above him. Try to avoid the fireballs at all costs because they take off quite a bit of energy. When Sigma's energy starts to get low, he'll start throwing his shield around, so watch out!

Boss - Kaiser Sigma
Weakness: X. Buster (It's the only weapon that works!)

Be afraid. Be VERY afraid. Sigma has returned in a new form -- a battle body that takes about half of the entire screen! Unfortunately, Kaiser Sigma has only one weakpoint and only one weapon affects him, the X. Buster. But you can even the odds a bit if you have the Gold Armor and/or Zero's Beam Sabre. Make sure you have four full Sub-Tanks for this fight because you'll be needing 'em!

Sigma's weakpoint is the red and white vents above his head. If you have the Beam Sabre, two hits to those vents, and this battle will be done. But you'll have more of a challenge if you don't have it. Use charged X. Buster shots (or you can use Hyper C. to save yourself some time) against the vents.

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10) CREDITS
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This section is here to recognize people, sites, etc. who have contributed to this FAQ.

Procyon Lotor - For the helpful stage maps and the Gold Armor's location.

Da Wrecka - For tips and corrections.

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11) CONTACT / LEGAL INFORMATION
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