

- 5.03 Light capsules - [ltcps]
- 5.04 Hadouken Fireball - [hdkfb]
- 6. Frequently Asked Questions - [frasq]
- 7. Credits and Copyright - [craco]

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000 000	1. Introduction/Version History	[intrv]	000 000
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I've been wanting to write a FAQ for a long time now, and I've actually started quite a few, but this is the first one I've gone through with all the way and had published. It may seem odd to be writing a FAQ for a game created over ten years ago, but I'm hoping to combine this FAQ along with five others to create a larger FAQ for the Mega Man X Collection. If my grammar becomes redundant at any point in the following 120 kb of text, I'm sorry; once I get a word stuck in my head, I tend to use it quite often. That's beside the point, though, as the content should be suitable enough to guide you through the game without too much hassle, provided you have a certain amount of skill and gaming experience under your belt.

I hope you find my FAQ useful, and I would also like to encourage you to check out The MegaMan NeoPortal at <https://megaman.neoseeker.com>. The NeoPortal is a website dedicated to everything Mega Man. I am one of five staff members there, and we're extremely proud of what we've created, especially in the short amount of time in which we've done things.

You may contact me at triadiczero@aim.com if you wish to comment or leave feedback on the FAQ. Neoseeker members may also contact me by sending a private message through the Neo PM system to 0Zero0.

Version History

Version 1.0 - (January 21, 2006)

-Completed individual stage and boss guides; locations of sub-tanks and heart containers included. Items and Secrets section complete. FAQ section, Background Story, Controls, and Credits and Copyright section are also up.

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000 000	2. Controls	[ctrls]	000 000
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SNES

- A - Dash
- B- Jump, climb walls
- Y - Shoot weapon; hold to charge
- L - Cycle weapon

R - Cycle weapon
Start - Access Menu
D-Pad - Move MegaMan

PS2

Circle - Dash
X - Jump
Square - Shoot weapon; hold to charge
L1 - Cycle weapon
R1 - Cycle weapon
Start - Access Menu
D-Pad - Move MegaMan
Left Analog Stick - Move MegaMan

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000 000	3. Background Story	[bgstr]	000 000
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Many years into the future, in an age of robots and top notch technology, scientist Dr. Cain has been reading up on one of the well-known scientists of old, Dr. Thomas Light.

During the excavation of an old, abandoned laboratory, Dr. Cain stumbles upon a secret capsule with a detailed journal. The journal describes what is inside the capsule- Dr. Light's greatest invention, a robot named "X". The journal states that the capsule can only be opened after 30 years to ensure the robot's reliability and safety. Since 30 years have passed, Dr. Cain decides to open the capsule. Upon opening the device, a delighted Dr. Cain finds something that can think, feel, and move on its own; it's more like a human than a robot.

Following Dr. Light's blueprints, Dr. Cain tries to produce his own "X," and inadvertently stumbles blindly into the age of the Reploids. After many of these "Reploids" had been created, an undetected virus began attacking them, causing them to enter a state of confusion. These insane Reploids intent on bringing harm to humans came to be known as Mavericks.

Dr. Cain's best robot, Sigma, was designated as the leader of an elite group called the Maverick Hunters. The organization did a good job of keeping the Mavericks in check, and all was well for a while... until Sigma got infected by the virus he had been sent out to destroy. The once powerful Maverick Hunter is now equally powerful, but fighting for the wrong side. Sigma soon took control and united all of the Mavericks to achieve one common goal. This goal: destroy the entire human race!

Who could reckon with a force this powerful? Only the one who had indirectly started this age of madness in the first place, Mega Man X. Teaming up with the newest leader of the Maverick Hunters, a powerful Reploid named Zero, X sets out to put a stop to Sigma and his army and end this reign of chaos..

This story is also featured on the MegaMan NeoPortal. I didn't steal it; I

actually wrote it there, too.

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000 000	4. Walkthrough	[wlktr]	000 000
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000 000	Highway Stage	[hways]	000 000
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As the game starts, charge your buster and begin moving right- the only direction you can actually go. Don't pay attention to the vehicles in the background, as they can't and won't bother you in the least. Release your buster shot on the first spiked-wheel that is rolling towards you, and begin charging another.

Move right until you reach a blue robot machine. Unleash your buster on him to destroy him (this will require more than a simple charged shot), but watch out for his attacks: he'll either send electric sparks rolling at you on the ground, or he'll fire two torpedoes at you through the air. You can jump over both attacks to avoid them.

Continue moving right and jump over the small gap. Release your charged buster shot on the two helicopter enemies up ahead to destroy them, and defeat a few more helicopter enemies in the same manner before jumping over another gap. Across the gap lies even more helicopters, so defeat them and continue on your way. If the helicopter enemies make holes in the level, you must jump over them or you'll die. You'll soon encounter a blue robot located next to a helicopter. Take out the helicopter first so he won't bother you, and then take on the blue robot.

After defeating another blue robot and jumping another gap, you'll encounter a mini-boss. As the giant hand comes hovering out of the sky, move against the invisible wall to the left to avoid his buster shots. Continue firing buster shots on him and defeat any of the walking robots he dispatches with a medium-charged buster shot to the head. After taking a few hits, the boss will fall down, knocking the bridge down with him. Move over to the wall on the right, and begin shimmying up the side by pressing the jump button while holding the directional pad towards the wall.

Once back on the upper path, you can drop down the first gap to the right to reach a set of energy capsules. As you may have guessed, these increase X's energy- or health. The gap between the two capsules does lead to death, though, so don't try to walk down it. Shimmy back up the wall and get back on the upper path again. Dispatch of two more walking robots and prepare to meet another mini-boss of the same stature.

The only difference between this one and the previous one is that this one tends to launch missiles at you instead of releasing walking robots. Hop over the missiles as they come towards you and bombard the boss with buster attacks to destroy him.

Climb up out of the whole and continue moving to the right again. There's a rather large gap here, but you can jump over it. If you don't quite make it far enough, you should at least make it to the small wall, so you should be able to shimmy the rest of the way up.

Up ahead is another gap, but the left side of this gap will crumble and fall off after a few seconds, so quickly jump after you step on it and don't dawdle. The next few jumps are very similar to this one, and you can tell which areas will crumble due to the cracks in the highway. Remember, if you're making a long jump to higher ground here, you don't necessarily have to make the whole jump; shimmying up the wall will save you many times in this game.

Destroy the wasps, jump a few jumps, and continue on. You'll soon come to another jump with a brain-like, hovering enemy floating next to it. Destroy the brain before making the jump, as he's liable to bump into you mid-jump and send you falling to your death.

You'll soon come to another large gap, but like always, you can shimmy up the side if you fail to reach all the way across. You'll then encounter a robot driving a car, which may take you surprise, but it isn't that hard to defeat. Simply use your buster like mad to kill the driver, then a few more shots to blow up the car. You can even jump over the entire car if you don't have time to destroy it, but I should warn you that it will turn around and come back for you! I always had fun killing the driver then hopping on the car, which will continue to drive. =D

Jump the gap, keep moving right until you destroy another car, and try not to be completely taken-aback when a giant airship approaches. The ship will drop a few more robot cars on you, which you should destroy before we get our first cutscene and a "boss" fight.

Normally, I would post a boss fight, but this boss is literally invincible the first time you fight him. So try your best, but you won't prevail this time.

This guy's name is Vile, and it's the suit of armor that gives him the extra defense, but there's nothing we can do about it. It looks like X is about to meet his untimely end as Vile strengthens his hold around X's neck, but suddenly we here a buster charging up from somewhere off-screen... could there be hope? Of course. A powered-up buster shot comes flying on the screen from the left and literally knocks Vile's arm off- the arm that was holding X. The mysterious fellow responsible for the shot dashes on-screen and prepares to fire a second shot, at which Vile recognizes defeat and quickly jumps back onto his airship.

Our savior in red is Zero, and he turns out to be the leader of the Maverick Hunters, an organization that "hunts" and destroys Mavericks (as surprising as that may seem). Zero reassures X by telling him that he still has the potential to grow stronger, while Vile was designed as a war machine. Zero promises to scout ahead for more information on the Mavericks and their leader Sigma, leaving you with the task of dealing with the eight Mavericks whose whereabouts are known. Both Zero and X teleport off the highway.

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000 000                Chill Penguin  [chpng]                000 000
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There are a few reasons behind choosing Chill Penguin as the first Maverick boss to defeat. For starters, he's probably the easiest boss, which comes in handy since we obviously don't have the weapon for which he's weak against (the Fire Wave). In addition to that, a Light capsule containing the dash upgrade is available (and mandatory) in this stage. This is probably the most useful of all the armor upgrades, as it gives you the ability to dash jump and

move quicker, which can help you evade enemy fire by accelerating out of sticky situations.

Charge a buster shot at the beginning of the stage as you begin moving right. Release the charged shot on the snow rabbit that tries to attack you, and prepare another charged shot for the mass of enemies up ahead. Release the charged shot on the two blocks of wood as soon as they come into view, or the robot logger will send them flying at you. Once they're destroyed, quickly jump on the new stack of wood that's re-generating in place of the two you destroyed. From this point, destroy the small, maggot-like creature in the air with a medium or full powered buster shot, and jump off the wood to the right over the head of the logger. Quickly kill the rabbit here, and turn around to finish the logger or simply move on past him.

You'll soon encounter a rabbit accompanied by a flying maggot. Kill the rabbit first, ignore the maggot, and move on ahead to destroy another rabbit who is jumping down a small ledge. Prepare a charged shot before climbing the ledge, and don't climb the ledge until you see two separate pieces of wood come flying over your head; this indicates that a logger is up above. Once the two pieces come past, jump up, destroy the newly generated wood, and destroy the logger. Killing the maggot here is optional. You'll come across another maggot/rabbit combination soon. Kill the maggot first, kill the rabbit, and move on to the right and inside the base.

There are a few bats here, but they can be killed with a single buster shot, so they shouldn't provide a problem. You'll soon encounter a few spiked wheels, but they can easily be defeated with a medium-charged buster shot. When you reach the wall to the right, jump up and fire a charged buster shot to the left to kill another spiked wheel. Stand on the small lip on the right, jump to the left, and climb up the small wall to pull yourself up to the next level. Move left, destroying two more spiked wheels, and climb another wall in the same manner, though be wary of another spike trying to ambush you once you reach the top. Kill another spike, and climb up this wall to reach the top level and -gasp- a Light capsule!

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Dr. Light has hidden a few of these capsules elsewhere in addition to this one. They contain upgrades to X's armor, but the upgrade in this stage is by far the best. It gives you the ability to dash by pressing the B button (or Circle). You can also dash by pressing forward on the d-pad or analog stick in rapid succession. The dash feature is pressure sensitive, so the harder you push the dash button, the further X will dash.

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Continue to the right; jump a few gaps and destroy a few brainy enemies. When you reach the ostrich like enemy accompanied by a few brains, take out the brains before the ostrich, as they're more annoying. Defeat a few more ostriches and brains on the downward-sloping passage until you make it outside.

After crossing over the green pole, you'll see an empty suit of armor. Jump in by standing on it. He operates the same as Mega Man, though a punch replaces Mega's buster. Punch the igloo to destroy it, and move right until you reach the opening to the cave. Right before the opening is a short, green pole. Stand on this with the armor, jump up, and once in the air press jump+up. This will cause Mega Man to jump out of the suit while in mid-air, and allow him to reach the ledge on the right by shimmying up the wall. If we had the Fire Wave, we could destroy the igloos atop this cave, one of which would give us a heart container. However, we can do that later, and we're choosing this path

now since it takes up and over a few enemies. =)

Jump off the ledge, and continue right. After jumping the first gap, you'll meet a small enemy who rolls snowballs at you. Jump over the ball and kill the enemy with your buster. You'll encounter a few more enemies up ahead who can be defeated in the same manner. Kill a few more, and you'll reach the fight with Chill Penguin, the Maverick in charge of this icy base.

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C H I L L   P E N G U I N  
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Weakness: Fire Wave
Difficulty: Easy

Chill Penguin is the undisputed easiest boss in the game. I actually prefer to use the buster on him since it has a longer attack range than the Fire Wave, his weakness, but at this point you have no choice since you don't have the Fire Wave.

Chill Penguin likes to send chunks of ice flying at you through the air, but they can easily be avoided by repeatedly jumping or simply clinging on to the wall.

Next, he'll create two frozen penguin statues with his icy cold breath. If you stand too close to him while this attack is commencing, you're liable to end up frozen as well, so stay away from the ice breath. After he's made the statues, he'll do one of two things: the first involves him jumping onto the ceiling, grabbing ahold of the latch in the middle of the roof, and creating a blizzard that sends the ice statues sliding towards the wall; for the other, he'll slide across the floor of the room and smash the penguins for some unknown reason. Both of these attacks can be avoided by clinging to the wall.

That's basically the extent of Chill Penguin's attacks. He leaves himself vulnerable many times throughout the fight, so finding a time to hit him shouldn't be very hard. Just wait until you have a clear shot of his chest or back, which can be when he's standing on the ground or clinging to that latch on the roof, and nail him with a charged shot. He's extremely easy, so you should be able to handle him with no problem at all.

Now we've defeated our first Maverick of the game, but we didn't get any sub-tanks or heart containers in the stage. We did get the Shotgun Ice, however, and that weapon is EXTREMELY effective on Spark Mandrill. We also got a leg upgrade that allows us to dash, which is also very useful throughout the game. Unfortunately, we're not going to use our Shotgun Ice on Spark Mandrill yet, as we have another easy Maverick to take care of, who will make Spark Mandrill's stage a piece of cake.

It should be noted that defeating Chill Penguin has frozen over the lava in Flame Mammoth's stage, meaning we can now walk on the bottom level without being damaged.

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000 000                               Storm Eagle [stegl]                               000 000  
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Now, there are a few reasons we're choosing Storm Eagle next. For starters, he's another very easy Maverick, so we don't really need his weakness (the Chameleon Stage). This stage is bundled with goodies: we'll get our first sub-tank, our first heart container, and another armor upgrade, though this one isn't nearly as useful as the dash. Defeating Storm Eagle will also cause his airship to drop on Spark Mandrill's stage, cutting the power and allowing us to make it through the level without the fear of being electrified.

At the start of the stage, charge up your buster and use it on the first floating enemy you encounter ahead to the right. These guys will try to pick you up with their pinchers and drop you over the large gap here, so do your best to avoid contact with them or simply hope they drop you fairly quickly or in a lucky position.

Jump on one of the moving steps here, and ride it upwards for a short distance. As you'll see soon enough, the path your step is on will make circles all day long, so you have to jump on a step on the path above this one to actually get anywhere. You might have to make a rather awkward jump to reach the a step on the upper path, but just remember your ability to climb on the side of things, as that comes in handy here.

Move upwards on the left side of this lift, ignoring the green platforms off to your right. The only things over here are enemies and hidden energy capsules, but you're liable to lose more energy getting to the capsule than you'll get out of it. Destroy the enemies with pinchers as you climb the lift, and when you reach the top of the lift, make a dash jump as far as you can out to the left. With any luck- and a little skill- you should reach a green platform. What's even better is the heart container on this platform! Your maximum health has now been permanantly increased by a few bars.

Jump back down to the beginning of the stage, and climb back up the lifts on the moving steps. When you reach the top this time, jump over to the roof on the right. Continue down the length of the roof and jump off to the right. You'll soon encounter a tower that rises up and down. Destroy the turret on top of it with your buster, and stand on the tower in its place. The tower will soon take you up towards an area with blue glass. Shoot the left side of the glass with your buster to destroy in it, and hop in this upper area. Move to the right and destroy the blue robot; the glass will shatter, but continue moving right and grab the Sub-Tank at the end of the platform. Excess energy capsules you pick up will now be used to fill this tank, and you can use this tank to re-fill your health, which comes in handy when your life is on the line.

To your right will be a green, fire-breathing robot on a moving platform. Kill him before jumping on his platform, and begin moving to the right, jumping from platform to platform and killing their green robot inhabitants. Try not to fall here, as it will almost certainly lead to death. You'll reach a green roof, but more platforms and robots lie ahead; defeat them in the same manner and move on.

Once you get past the second set of platforms, you'll reach another green roof, but note the fuel tanks on the side of the building. Slide down the wall near the tanks, and begin shooting them with your buster. It's hard to shoot them from this angle, so you have to jump up, face the wall, shoot a shot, then grab back onto the wall to prevent yourself from falling. After they take enough damage, the fuel tanks will explode, leading you to an extra life.

Climb back out of here and begin heading right again. You'll soon reach a very tall tower with plain, criss-crossing legs. Climb the tower, and instead of jumping to the roof to the right, slide down the right side of the tower a short way and perform a dash-jump to the right. Destroy another set of fuel tanks to find another Light capsule. This one gives you a helmet upgrade that allows you to bust certain ceilings with a powerful headbutt. You can practice on the bricks here.

Climb back up the tower, and now jump to the ledge to the right. Destroy the two pinchers here. You can climb up to the upper ledge to grab an extra life if you want to. Move to the right on either the top or bottom paths; the top one has mettools and a few pinchers, while the bottom has walking robots and a few pinchers. Note that to destroy the mettools, you'll want to face the direction opposite them to lure them out of their shells, and quickly whip around to hit them with a charged buster shot. Move to the right, jump the gap, and climb the short wall here.

Take care of a few more pincher enemies here, then move to the end of the platform. Out in front of you are a series of steps, but each step will fall after you stand on it. Move quickly from platform to platform here, and you shouldn't have a problem. Once you make it to the airship, prepare a charged buster shot, as there are two tank enemies waiting to ambush you here. Destroy them both with your buster, and move all the way to the right of the ship without walking off the edge. You can see a ledge down below you, so drop down to it and grab a weapon and energy capsule if you need it. Either climb back up and enter the boss grate, or jump on the platform to the left on which we previously saw Vile retreat. Both will send you to an easy boss fight.

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S T O R M   E A G L E  
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Weakness: Chameleon Sting
Difficulty: Easy

Storm Eagle has a variety of attacks, but they're all easy to avoid and most can be countered with an attack of your own. This fight is pretty easy, especially with the Chameleon Sting weapon, though we don't have that just yet.

He likes to start off by blowing you back to the left. If you aren't paying attention, this can actually knock you off the stage to the left and down to your death, but all you have to do is perform a series of dashes into the wind and towards Storm Eagle. Once he's in sight, unleash your buster on him like crazy.

After this, he'll more than likely begin his dive attacks. He dives across the screen in diagonal directions, first from the top-right corner to the bottom-left corner, then from the top-left corner to the bottom-right (or vice versa). All you need to do to avoid this is to keep dashing along the ground. If you're dashing, he'll miss you- plain and simple. Once he goes past, turn your dash around and begin moving the other way. After doing this a few times, he'll slow things down and come back to the ground.

Sometimes he'll hover in mid-air, which is a sign that he's about to release his bug-ball. He throws what looks like a ball towards the ground, but it turns out to be a group of four bugs that fly at you. It's best just to hit the ball in mid-air before it splits up, which will destroy it and prevent

the attack from forming, but if the bugs do come at you, they're normally low enough to the ground to be jumped over. They can also be destroyed with your buster.

His last attack is the Storm Tornado. He'll send a very strong, tunnel-shaped force of wind at you. This also has the potential to knock you off his stage, but just dash into it to prevent yourself from being taken away.

If you can dodge these basic attacks, getting in attacks of your own with the x-Buster should present no real problem.

If you pay close attention to the background, you'll notice that the ship begins falling after you kill him. Luckily, it falls right on Spark Mandrill's stage, cutting off the electricity there. Sweet.

In review, we got a little of everything in this stage: a heart container, a sub-tank, and even a Light capsule. For defeating Storm Eagle, we got the nifty Storm Tornado attack, which we'll now use to bring Flame Mammoth's life to an end.

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000 000                Flame Mammoth  [flmth]                000 000
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Normally, this stage would have a fair amount of lava flowing through it, but luckily, defeating Chill Penguin has turned that lava to ice, which we can walk over without losing health. We'll find another sub-tank here here, another heart container, and a Light capsule with an extremely useful buster upgrade.

At the beginning of the stage, move right until you reach the first drop-off near the conveyor belts. Instead of jumping on the belts, drop down below them so you can head right a little ways without worrying about getting shot or smashed. Jump up, destroy a pincher enemy, move right, and do the same thing when you reach another conveyor belt.

When you reach the far end of this passage-way, you can grab the energy container before dropping down the gap here. At the bottom, move to the right until you reach the yellow-ish colored platform. From here, dash-jump as far as you can to the left and aim for the gray blocks. If you reach them, you can climb upwards, destroying them as you go with the helmet upgrade you received from Storm Eagle's stage. Up here is a Light Capsule that gives you the ability to take your charged shot to the next step, and it even allows you to charge the weapons you have in your inventory, like the Storm Tornado, Shotgun Ice, and anything else you may have.

Drop back down, move to the right, and drop below the platforms here so that you're standing on ice. Move all the way to the bottom right corner of this room by dashing to avoid the pick-axemen's picks. In the far right corner is a heart tank, so grab it before backtracking and climbing up on one of the lower levels.

Move to the far right, defeating the series of axemen with charged buster shots and evasive movement until you reach a wall. Climb up the wall and into the

passage to the right, but before heading to the right, jump over to the platform on the left. Kill the two pick-axeman here and continue moving left by killing the pick-axeman above you and jumping to the platform he was on. After killing another axeman up here, you can grab the energy tank at the end of this platform.

We're going to have to dash-jump to the platform up and to the left, but before doing that, defeat the metool by turning your back to him, jumping into the air, and quickly turning at him and firing when he comes out of his shell. Dash-jump to this platform, destroy another metool up here, and grab the extra life at the end of the platform. Stand near the end of this platform on the left, and dash-jump as far as you can out to your left. You should hit a wall, so shimmy up the side of it until you reach a sub-tank. You can destroy the blocks guarding it by simply wall-jumping on them. Grab the sub-tank, then move through the entire room again- destroying any pick-axemen you come across- and make your way up the wall on the right side and into the passage.

Move right, climbing up the upwards passage and into a new room with conveyor belts. You can't walk under the conveyor belts as you've done for the previous few, so when walking on them it's key to avoid being smashed by the large crushers on the roof. They'll come crashing down when you get near them, so do your best to avoid lingering underneath them.

Once through here, drop down the passage at the end of the hall and make your way towards the green pipes. Watch the red acid on the roof and make sure it doesn't fall on you and climb up the first ladder to avoid coming in contact with the green spikes. Move right and drop down the next ladder. Defeat the knight here and avoid his mace while taking note of the red acid above you, and move to the right to defeat another knight.

You'll soon encounter another set of pipes. Taking the top route will lead you by the moving, spikey things and knight, while the bottom route will lead you past spikes and acid. Pick your poison and move to the right, taking the ladder at the end up if you chose the bottom path. Kill the knight here, and move to the right to reach the boss gates.

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F L A M E   M A M M O T H  
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Weakness: Storm Tornado
Difficulty: Easy-Medium

Flame Mammoth is a rather large Maverick, and truthfully, you'll probably lose more health by running into him than you'll lose from his pitiful attacks. Flame Mammoth will change the direction of the conveyor belt across the ground occasionally, but it shouldn't have an effect on you or your fighting. Most of Mammoth's attacks can be avoided by sticking to the wall, so you might want to stay there for most of the fight.

You need to make a mental note that every time Mammoth jumps, the ground shakes upon impact, creating a minor earthquake and sending Mega Man falling to the ground temporarily. This attack doesn't do any damage, but it sets you up for his next attack, which will either send him flying at you or squirting a nice shot of oil or fire in your face. To avoid this attack altogether, quickly jump on a wall whenever you see his large body jump into the air.

Next, Flame Mammoth will squirt blobs of oil on the conveyor belt. If you

step in one, you'll be momentarily frozen in place, leaving you extremely vulnerable to eat a spray of fire, which ignites upon hitting the oil and creates an even larger fire attack. To avoid this, don't step in the oil. Seriously, it isn't that hard. The room is huge and you'd probably have to go out of your way to step in the oil, so just don't do it.

When Mammoth approaches the wall you're at or near, dash jump off the wall and over his head before running to the other side of the room. The Storm Tornado attack will kill him very fast, especially since he's a big guy and the attack has a big range. It's hard to miss him, and even harder to lose to this guy.

Cool, we've gotten a sub-tank and a heart container, as well as the Fire Wave attack for beating Flame Mammoth. This attack is powerful against Chill Penguin, but we've already tackled him. Next on our list is Spark Mandrill.

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000 000                Spark Mandrill [smndl]                000 000
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Spark Mandrill's stage would normally have electricity flowing through the pipes in the beginning, which can be a major annoyance, but luckily Storm Eagle's ship has fallen near this stage and cut the power. This stage has both a heart container and sub-tank, but the sub-tank will be unobtainable until we have the Boomerang Cutters, so we'll come back for it. We'll also meet a few tough sub-bosses here, but they're much easier with the Storm Tornado attack, which we received earlier from Storm Eagle.

Start off this stage by charging up your buster and preparing to take down a blue robot to your right. Climb the ladder behind him, destroy another blue robot with your buster, and take the ladder behind him that leads up. If we were to take the ladder down in this situation, it would lead us straight to a sub-tank, but we would need the Boomerang Cutters to actually get the sub-tank. We can always come back later for it, though.

After climbing up, move to the right a little and you'll soon have to climb back down. Climb up again, destroying any blue robots you come across, and make your way to the right and into the next room. This room can be rather tricky, since there are crescent-shaped, flying objects that will zoom across the screen rather fast and attempt to catch you off-guard. To protect yourself from them, carry around a charged buster at all times so you can blast them if they appear to be coming for you.

Climb up the first wall and a moon should go flying over your head. As you begin to drop down on the other side of the wall, a moon will zoom below you. Jump over the first gap, destroy an ostrich or two, but be prepared to face a moon as you jump over the second gap. Simply hit it with a charged buster as it approaches to destroy it. As you move to the right and jump the third gap, another moon should fly overhead. Defeat the ostrich here, and prepare your buster again as you jump over the fourth gap, as a moon will try to clip you.

The lights will then turn back on all the way as an indication that we've cleared all the moons. Head right, defeating a few more ostriches, and drop down the ladder once you reach the wall. Once you hit the floor, you'll soon reach a sub-boss.

This boss will throw puddles of water on the floor and try to make you step on them. If you step on them, you'll be stuck in place momentarily, allowing the ball to bounce on your head and deal some damage. Luckily, we have the Storm Tornado, and it's extremely effective here. Not only does it do a lot of damage to the boss, but it will also destroy the water puddles along the floor of the room, even if you're standing in a puddle as you fire it. Just bombard the boss with Storm Tornado attacks, and it will die soon.

Move on until you reach your first speeding, yellow enemy. These guys function weird; if you hit them with a medium or full-powered shot, they'll practically freeze in place and limit their movement to a very small area, allowing you to kill them easily. Destroy the first one up on a ledge with your buster, and move to the right to encounter a few more in addition to the rotating turret enemies.

Defeat the yellow enemy first, then jump up and destroy the turret on the roof. The turret only fires bullets at two different angles, so its movement is extremely easy to predict. Move on to encounter a turret directly on the path below you. Dash past him, jump up and destroy the turret to your right first, and then defeat the one on the left that you had dashed over.

Continue on and destroy the yellow enemy before dealing with the turret, and fight your way through a few more turrets and two more yellow fiends. You'll soon reach a large turtle enemy that shoots out two parachute bombs at a time. Bombard the turtle with buster shots while avoiding the parachute bombs and their small blast radius to defeat him. In the top right corner of this room is a heart container, but it can be extremely difficult and frustrating to get for some people. Climb up the wall to the right, dash-jump out to the left, turn back to the right while in mid-air, and climb up the short ledge to reach the container.

Prepare a super-charged shot here before dropping down the ladder, and unleash it on the yellow enemy. Do the same thing for the next ladder, and make your way into the next area. Destroy the two turtles here, and climb the ladders to reach another area with crescent-shaped enemies.

After making the first, relatively short drop-off in this room you'll be greeted by one of the crescents, so prepare your buster and unleash it on him. Prepare another shot, jump the gap here, climb the wall, and release your shot on the enemy that tries to get you as you come down the other side of the wall. After jumping the second gap, you'll be greeted by another one, and yet another enemy awaits you high in the air after jumping the third gap. This is the final one, however, so make your way past a few more gaps and enter the boss gates.

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*****  
S P A R K   M A N D R I L L  
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Weakness: Shotgun Ice
Difficulty: Easy

Spark Mandril has the potential to be a real hassle, but that potential can easily be destroyed with a nice dosage of Shotgun Ice. This weapon actually freezes him 75% of the time, so start using it the moment you walk in and you can probably keep him frozen throughout most of the fight. Remember, if you miss him with the Shotgun Ice, it will bounce off the wall, split into four

pieces, and come flying back at him, making it very hard to actually "miss" him.

Mandrill will sometimes punch the ground, which sends two electric sparks rolling around the perimeter of the room in opposite directions. Simply jump over the sparks and bombard him with Shotgun Ice. If Mandrill jumps towards you, dash under him and make your way to the other side of the room before turning around and firing on him.

Spark Mandrill's dashing punch attack can be rather devastating, but also easily avoided. When he starts to dash across the ground towards you, nail him with your Shotgun Ice to freeze him mid-stride. If, for some reason, you can't do this, do your best to jump or dash-jump over him, which is possible, though hard to pull off in a short amount of time.

He will also jump up and grab ahold of the ropes on his roof, allowing him to move across the top of the room like a child on monkey bars. Jump up and blast him with Shotgun Ice to freeze him and knock him off.

As long as you have a decent supply of the ice attack, Mandrill's powerful attacks shouldn't have too much of an effect on you.

We made it through this level, but only managed to grab a heart container since the sub-tank was out of reach. We received the Electric Spark attack from Spark Mandrill, which is a BIG help when fighting Armored Armadillo, who we'll be fighting next.

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000 000                Armored Armadillo  [ararm]                000 000
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In Armored Armadillo's stage we'll find another heart container and our third sub-tank. There's a secret Light Capsule in this stage, but we won't be able to get it until we defeat all eight Mavericks and have every other upgrade, so we'll come back to that later.

The first thing we'll encounter in this stage is a wooden cart, which will be propelled down the hill and past a lot of enemies if we hop on it, so go ahead and do just that. You'll have to jump off the cart when you come across the second ostrich, though, because standing on the cart all day will lead to certain death since the cart drives straight into a hole.

After bailing off your ride, destroy the pesky bats here first with a single buster shot, and defeat the ostrich enemy to your right. Continue right, destroying another ostrich and a lot more bats until you reach a dead end with a passage leading down. We're going to take the passage down, but do so slowly by sliding down the left wall.

We'll come across a rock-crusher enemy, but we need to get behind it. As soon as it starts moving forward, quickly climb back up the wall to position yourself out of its reach. Note that touching the spiked crushers in front will lead to instant death. Once the rock-crusher passes below you, drop down and move to the left. Examine the area behind him to find a sub-tank.

Start moving back to the right, destroying the metools on the ground with the patented "Metool Fake" maneuver, which consists of turning your back to the metool before quickly turning around and nailing him with a medium or full-powered buster blast. You'll see two energy capsules above you, but they're out of reach now that the rock crusher has destroyed the lower part of the wall.

You'll come across a short pit of spikes (which lead to the death of the rock crusher) that you'll need to dash-jump over. Touching the spikes is another way to ensure instant death. Destroy the bats up ahead and begin moving down the silver rail-cart path. Use the metool fake on a few more metools, and defeat the bats with your buster.

Before you jump across another spike pit, prepare a charged buster shot to take care of the rolling spike up ahead, who'll try to hit you as soon as you cross the spike pit. Move ahead, keeping a charged buster shot at all times to take care of any spiked wheels, and destroy a few more metools and bats.

Dash-jump across another spike pit, wall-jump up the wall, and climb on the rail-cart here. Ride the cart down the gap and through quite a few pick-axemen, but be prepared to jump off as the cart approaches a solid wall because it will rebound off the wall and fall into a spike pit.

Climb the wall here, destroy the bat triplet, and prepare to slide down the pit to the right. Before jumping blindly into the pit, slide down the right wall. Once you see that you're about to fall into the room, make Mega Man fall as far to the right as he possibly can. You should hit a little ledge on the right side of the room. Slide down the ledge, once again holding to the right as far as possible, and you should land just in front of another rock crusher. He will immediately begin chasing you, so start dashing as soon as you hit the ground to avoid his instant death crushers on front.

After dashing down the passage a little ways, you'll see a hear container up above you. Grab it, but remain up here until the crusher passes below you. Follow behind it and watch it meet its death in a pit of spikes. Dash-jump over the two spike pits to the right, killing one of the bats in the process.

Climb up the wall here, making your way onto the third and final cart in the level. As the cart picks up speed, it will go sailing across a large chasm up ahead. Once you safely cross the chasm, jump off the cart before it goes bouncing down to its death. Enter the boss gates and prepare to face Armored Armadillo.

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*****  
A R M O R E D   A R M A D I L L O  
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Weakness: Electric Spark
Difficulty: Easy-Medium

This fight is pretty easy due to the fact that the first hit from the Electric Spark will strip away all of Armored Armadillo's shields. After that, he's extremely vulnerable and easy to kill.

Armored Armadillo has only two attacks. For one of them, he'll roll up into a ball and cater around the room, bouncing from side to side and corner to corner. When he starts this attack, he's liable to come rolling straight for you, so quickly jump up and over him. I'd recommend staying on the ground for

the remainder of this attack, and if it looks like he's about to hit you, quickly dash to either the left or right. When he comes out of his attack, bombard him Electric Spark attacks.

After doing this, he'll shoot a few round attacks at you through the visor on his head, which can be avoided by a continuous hopping or simply clinging to the wall. If you're doing the jumping method, you can fire shots at him in-between jumps, which will disrupt his firing pattern.

Once you've turned Armored Armadillo into Armorless Armadillo, he shouldn't be a real threat to you.

Alright, so we managed to get both a sub-tank and a heart container in this level; not a bad run. We also received the rolling shield attack for beating Armored Armadillo, which will help out a lot when facing our next opponent, Launch Octopus.

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000 000                Launch Octopus    [locto]                000 000
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The only item we'll come across in this stage is a heart container, and it's quite easy to walk right past it. Pay close attention to trigger the series of events that leads up to finding it.

You'll start off the stage in knee-deep water. Move to the right, destroying the green insectlike enemies that glide across the water's surface, and killing the turtle enemies while avoiding their parachute bombs. Jump out of the water, across the short stretch of land, and back in the water on the other side.

Kill another green enemy before dash-jumping over the spike pit. Move across another strip of land above the water's surface before plunging back down into a deeper section of the ocean. Note that jumping when in deep water will take you much higher than a normal jump, due to Mega Man's increased buoyancy.

You'll soon encounter a few seahorses that come out from under the ocean floor. They always come in groups of two and fly at two different heights, kill the lower seahorse and continue on. You'll immediately be facing another group of seahorses; kill the lower one again and move on. Use this strategy a few more times in this area as you go through five or six more groups of seahorses, including a few that come out of spike pits. Kill them before jumping across the pits, and continue until you reach the first sub-boss.

I'd recommend using the Storm Tornado on this guy. It may not be the fastest way to go about killing him, but this attack does a very good job of dealing with most of the enemies he sends at you, making it a very effective weapon choice overall. Dodge or destroy the enemies he sends at you and dash away from him when he tries to suck you in. He'll be destroyed soon enough.

Continue on, jumping over the spike pit to avoid instant death. You'll soon come across a school of large fish. They try to suck you in and swallow you, which is more annoying than harmful. Your buster still works from inside their stomachs, so blast away if they manage to get you. Alternatively, you

can just blast them apart with a Storm Tornado attack. Cross a few more spike pits and you'll face another sub-boss identical to the last one. Take him down in the same manner, but you'll have to be extremely careful when he sucks and blows in this fight, since it can land you in a spike pit. I'd recommend jumping into the air when he tries to do this, since the force of the suck or blow isn't as strong from above, and you can better control where Mega will land.

Continue on after defeating him and make your way past the first two blue spirals and over a spike pit. Jump in the third blue spiral you come across, and X should be propelled up. Jump out of the spiral at the top and land on the boat. To destroy this boat, you'll have to shoot the part that looks like an eye, but watch out for the annoying pincher enemies. Once you hit the eye enough, the boat will start to sink; remain standing on it while this happens, and the boat will fall through a section of the ocean floor.

Move to the right to face the level's third sub-boss. This large, snake-like enemy is only vulnerable on his head and the tip of his tail, so don't waste your time shooting elsewhere. Additionally, the only parts of this guy that can hurt you are his head and tail, so don't get too close to them. This goes without saying, but watch out for the spikes in this fight unless you enjoy instant death. After taking this caterpillar down, move all the way to the right of this underground room to reach a heart container. Exit the area and wall-jump your way back up to the ocean floor.

Moving to the right again, we'll soon have to face the fourth and final sub-boss, which is another caterpillar. Fight him exactly as you did the last one, but take note that this one has the ability to go underground, and when he comes back up, it will usually be right where you're standing. If you see a cloud of dust begin to appear, he's coming out of the ground in that exact location, so stay away from there.

Head right, fighting three more of the annoying fish before entering the boss gates.

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*****  
L A U N C H   O C T O P U S  
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Weakness: Rolling Shield
Difficulty: Medium-Hard

Launch Octopus is a rather annoying Maverick, mainly due to the fact that many of your Rolling Shield attacks will never reach him. He's almost always firing attacks of his own, and unfortunately, the Rolling Shield attack will dissolve if it hits one of these attacks before reaching him.

Launch Octopus's main attack will send three homing torpedoes at you, as well as four other projectiles. This is extremely tough to dodge altogether, but I would recommend standing near the wall opposite him as he launches this attack. As the torpedoes close in you, shimmy up the wall a little and dash-jump to the other side of the room. Your increased buoyancy should carry you up and over the attacks, but be careful not to land on the Octopus's head!

For his other attack, Launch will create a vertical water cyclone that he jumps in. He'll try to suck you in with him, which really hurts, so make sure to continuously dash or run in the direction opposite the water cyclone. Once he gets out of the cyclone, he'll repeat the first attack again.

Use your Rolling Shield attack wisely and Launch should go down quietly.

We got another heart container here, as well as the useful Homing Torpedo attack that will now be used against the teleporting Boomer Kuwanger.

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000 000                Boomer Kuwanger  [bkwan]                000 000
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The only useful item located in this stage is a heart container, but we won't even be able to reach it until we have the Boomerang Cutters, which we'll actually be getting from this boss, ironically enough.

Begin charging up a buster shot in the beginning of this level as you make your way up the first three ladders in this upward passage. When you encounter the knight, walk towards him to draw him out of his defensive stage, but quickly jump back while releasing your buster to kill him and dodge his mace.

Climb the ladder positioned behind this knight, and jump up to kill the red enemy clinging to the right wall. Jump to the right side, and destroy another red enemy on the left side of the room above the knight. Dash-jump over the knight's head and grab onto the ladder. Look to your right and kill yet another pesky red enemy.

After climbing the ladder and entering the passage to the right, you'll run into a set of traps. The red lasers won't harm you, but touching them will cause the guarding enemies to fire red lasers of their own at you, which do hurt. There are also a few helicopter-type enemies that come floating down from above. Make your way through the area, moving only when it's safe and you're in no danger of hitting a red laser.

Once through this area, climb the ladder on the right. You'll face four of the turtle enemies here, so take them down one at a time while progressing to the next level via the ladders. Once you've reached the top, move to the right and step onto the platform in the spike-filled room. The platform will begin to move up, so take note of the spike steps littered throughout the room and don't hit your head on them. This means you'll have to move to the left and right to avoid coming from beneath them, but don't touch the walls either, since they're also lined with spikes. You'll encounter a few brainy enemies on this platform, so destroy them when you can, but your main focus should be on the spikes on here.

Once the ride comes to a stop, move outside to the right. Climb up the first two ladders on the side of the tower. When you reach the next area, you'll have to wait for the red beam to come out of the tower. Defeat the turret on the beam, then jump on the beam and to the ladder. Continue this process up the side of the tower, but be sure to destroy the scorpion enemies on the ladders when present. After moving up about five more flights or so, you'll finally reach the top.

Up above you and to the right is a heart container, but it's out of reach for the time being. Move left, and destroy the rotating turret sitting atop the moving platform. Jump on the platform, and up onto the grey step. Kill another turret, jump on his platform, and up to the gray step on the left.

Walk through another pool to avoid the logger up above and destroy both the metool and green insect lurking here. Jump out of the pool, and prepare to jump over two pieces of wood from the logger up ahead. Jump on the stack and over the logger's head to kill him in the same manner as you did the last one.' Make your way through a third pool, killing another green insect, but pause before you enter the cave up ahead.

Instead of going in, slide down the gap located directly in front of the cave. Wall-jump on the right side of this wall to destroy the bricks, then stand on the ledge here and prepare to dash-jump as far as you can to the right. Your increased bouyancy underwater will make you jump just far enough to reach a heart container. Making the dash-jump back is tricky since you'll hit your head on the roof, but it is possible. Climb back up towards the cave, but once again, instead of entering it, we're going somewhere else.

Jump over to the ledge on the left again. Stand near the edge of it, and dash-jump out to the right. Wall-jump up the wall here, and you'll reach a secret area. Walk forward in the area to trigger a sub-boss fight.

This boss has only two attacks; he'll either try to jump on you or try to hit you with his extendable fists. When he tries to jump at you, can easily dash underneath him since he gets a fair amount of hang-time, and when he tries to grab you, you can jump over the fist as it flies at you, shoot him a few times, and jump over the fist again as it comes flying back in place. Note that this boss won't take any damage if you hit his metal fists. You have to hit his head to do damage, or his body if his fist is extended. It takes a while to beat him, but he'll go down after a while. Step in the Light capsule here to gain an armor enhancement that reduces the damage you receive by half. This is an extremely helpful upgrade.

Move back down to the left and finally enter the cave on your right. The only enemies you'll face in this cave are rock men. As you approach a rock man, he'll fall from the ceiling and try to throw a rock at you. Luckily, it takes them a while to attack you, so you should easily be able to destroy them before they start throwing rocks. They can be identified on the ceiling since they stand out from the rest of the rocks.

Once outside, destroy a few woodpecker enemies perching on the wooden poles. They'll try to throw small worms at you, which are more annoying than anything. Continue moving right, killing all the woodpeckers, worms, and metool-bushes you see.

Climb up the side of the cliff when you approach it, and destroy the knight enemy here by jumping over his mace and bombarding him with your buster. Jump up to the next level and grab the extra life. Continue up and over the cliff.

You'll soon reach a robot suit. Hop in and move right, but remember that you aren't indestructible in this suit. Kill the brain-like enemy and green insect by punching them, and enter the murky, brown "water."

Move across the water, defeating the weak enemies you see. You'll start to sink in the water, but that's alright as no harm will come out of it. You can stop sinking by jumping back up. You'll encounter a few enemies in robot suits similar to yours, so just punch them like crazy to destroy them. After you jump out of the pool, don't abandon your suit just yet as you'll face one more enemy in a robot suit. After that, the path to Sting Chameleon's room is clear.

quick. Take the first ladder in the stage directly up, then, instead of taking the next ladder up, take the ladder down and move all the way to the right, defeating a few blue robots. To your right will be the sub-tank, though it's behind a wall. To grab it, equip the Boomerang Cutter attack, jump into the air, and release the attack. The Cutters will grab the tank and bring it straight back to you. Push pause, and select the Escape option from your menu to exit the level.

Next, we'll go to Boomer Kuwanger's stage to get a heart container. Make your way through the stage as you normally would. You can even charge up the Rolling Shield attack to create a barrier around yourself and run through the majority of the level unharmed. Once you make it outside, climb up the side of the tower until you reach the top. Once on top, the heart container will be just to your right. Stand to its left, and fire the Boomerang Cutter attack towards it. It should grab the heart and bring it straight back to you. If not, reposition yourself so the Boomerang Cutters do reach it. Select the escape option from the menu to leave the level.

Now we need to go back to Chill Penguin's stage to retrieve the final heart container. Once again, equipping and powering up the Rolling Shield attack to make a barrier around X isn't a bad idea. Make your way through the level until you reach the green robot suit. Stand on the short pole just in front of the entrance to the cave, and jump straight into the air with the suit. While in the air, press jump + up to make X exit the suit. Land on the wall to your right, and wall-jump up to the secret area above the cave. Destroy the first bunker here with your Fire Wave attack to destroy it, leaving behind the heart container.

Now that we have all eight heart containers, four sub-tanks, and four body enhancements, we can get the Hadouken Fireball. Go to Armored Armadillo's stage and fight the oversized bat near the bottom of the first ramp until you have at least five lives. Continue to make your way through ninety percent of the level as you normally would. When you reach the final cart that takes you over the chasm, jump off the cart when you're almost all the way over the gap. The momentum should carry X up to a ledge. Grab the energy container on this ledge, then turn around and jump to your death in the chasm. After doing this four times, a Light capsule will appear on the ledge the fifth time. Dr. Light will then give you the Hadouken Fireball. To use the fireball, press down-forward, forward, fire. This attack is powerful enough to destroy any enemy in the game, including bosses, except Sigma's final form. It can only be used when X has a full life meter, though.

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000 000                Sigma's Fortress  [sgmal]                000 000
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As the stage starts, you'll have a quick chat with Zero before gaining control of X. The beginning of the stage is full of those annoying turtle enemies that shoot the parachute bombs. Simply take them down with your buster, or use the Storm Tornado on them if you're feeling extremely lazy (besides, you won't need the Storm Tornado any time soon). Sometimes the turtles are joined by the hovering enemies that resemble a brain, so it's best to destroy the brain enemy first since he's easier to kill and won't bother you while you shoot the turtle.

You'll soon come to a large gap complete with moving platforms. This part is simple in theory, but the brain-like enemies floating around can complicate things, so it's best to destroy them before attempting to jump to the next

sliding platform. If you hit one of the brains in mid-air, you're liable to fall out of your jump and down into the bottom of the chasm. Using the Storm Tornado here isn't a bad idea, since they have a wider attack range and can destroy the brains easier. Once you've moved to the top platform, jump to the ledge on the right to make it inside the fortress.

There are a few rotating cannons here, but they can easily be destroyed with a charged buster shot. Look at the direction their cannons are pointing to predict and dodge the placement of their shots.

Destroy the blue robot enemies with your buster as you normally would, and destroy the walking robot enemies you encounter by popping them with head-shots from the buster.

As you go up the ladders here, you'll run into Vile, complete with his suit of armor. Zero's timing is once again perfect as he arrives and tells you to wait up while he kicks Vile's ASSEmbed, robotic butt. As you follow them, you'll hear portions of the scuffle and a lot of what seems to be Vile stomping around, which sucks for Zero.

Once you enter the room, you'll see Zero in an electric cage against the wall and Vile perfectly intact and apparently undamaged. It's your turn to fight him. If you're having flashbacks to Vile force-feeding you damage in the intro stage, that's perfectly fine, because the same thing is going to happen here. In other words, he's invincible at first. Don't waste any of your good weapons trying to take him down, because you can't. In fact, you can run to the bathroom now and have X just stand there since the results of the fight will be exactly the same.

Vile will end the fight by hitting you with a wad of electricity, which immobilizes you. He then scoots over to the other side of the room near Zero and begins to trash-talk. Luckily, Zero musters an amazing amount of energy and bursts through his electric confinement. He jumps on Vile's back, tells us that he's "not through yet", and then explodes on Vile's back, destroying his suit of armor while sacrificing his own life.

Now it's up to Mega to fight the de-armorized Vile, who's much easier. Mega even absorbs energy seemingly out of nowhere to re-gain the energy lost in his previous fight. Let's dance, Vile.

V I L E

Weakness: Homing Torpedoes
Difficulty: Easy-Medium

Vile may seem daunting, but he's actually a very simple Maverick to destroy, especially if you have a full stock of homing torpedoes. Equip them once the fight starts, and fire them constantly throughout the match any time Vile is visible on the screen.

He likes to dash at you, but luckily he's relatively short, so it isn't hard to perform a dash of your own and jump over him (in other words, dash-jump over him).

Sometimes he'll send electric balls flying towards you, but this attack can be

avoided rather easily with a well-timed jump.

Vile's only other attack sends him hovering in the air before he unleashes a few bomb-type attacks on you as well as some electric sparks across the ground. You'll probably take a little damage from this attack, but try to jump over the electricity and either over the bombs or dash away from them.

Constant firing of the homing attacks will end Vile's life rather quickly, so there's no need to worry about him giving you a problem, but try to conserve a few torpedoes if possible, since you'll need them in the near future.

After killing Vile, go talk to Zero, who'll give you the final buster upgrade as he dies. Hold charge until Mega Man turns to pink to release this powerful, double helix buster shot.

Move to the right and try to avoid touching the red lasers here. The knights with the spikey balls can complicate things here, so pick your poison: fight the knights and accept that you might touch a red laser, or be careful to avoid the lasers and more than likely eat a spikey ball. It is possible to use the springs to jump over the first two knights, though, so you can aim for that. You'll have to use your buster on the final knight, however (and make sure you aren't hitting his shield).

Climb up the ladder to find yourself in a narrow upwards passage. This place is crawling with enemies, but we're in luck thanks to the upgrade we have from Zero. Check your inventory and examine your stock of Homing Torpedoes. If you're low, I suggest fighting and respawning the enemies at the bottom of this passage until you get enough weapon capsules to re-fill your supply of Torpedoes, since you'll have to fight Boomer Kuwanger at the top of this passage.

Once you have enough of the weapon, I'd recommend pulling out your Chameleon Sting and using your newfound power from Zero to charge it up. This will give you temporarily invincibility, which definitely comes in handy in a narrow passage crammed with enemies. If you're opposed to using Sting Chameleon's weapon for some reason, the next best things are Homing Torpedoes, though you pose the risk of depleting your supply, and Storm Tonadoes, though I'm telling you, invincibility is the way to go here. Once at the top, go up the ladder and enter the boss gates at the right to fight Boomer Kuwanger- again.

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B O O M E R   K U W A N G E R  
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Weakness: Homing Torpedoes
Difficulty: Easy-Medium

Boomer is a relatively easy boss if you have a nice supply of Homing Torpedoes, but he can be tricky to hit due to the fact that he spends a lot of the fight teleporting around.

If you're standing on the ground, he's liable to teleport behind you, grab you with his pinchers, and hurl you towards the ceiling- and it hurts. To avoid this, fight from the walls as much as you can. Every time you see him appear, fire a Homing Torpedo to catch him off-guard.

While you're on the wall, the only attack you're vulnerable to is his Boomerang

Cutters, which he'll throw at you. When he does this, drop off the wall and dash towards the other wall, or anywhere away from the Cutters.

Continue fighting like this, and Boomer will be history.

Continue down the enemy-laden passage to the right. Make sure you re-fill your health here (re-spawn the enemies if you have to), because a particularly nasty fight is coming up.

B O S P I D E R

Weakness: Shotgun Ice
Difficulty: Hard

This boss is one of the toughest in the game, but hopefully you'll have four (full) Sub-tanks at this point, as neither of the previous bosses was tough enough to merit the use of one, and a full supply of Shotgun Ice. To start off the fight, I would use charged buster shots in place of Shotgun Ice, since they actually do the same amount of damage, and the need for Ice will be greater at the end of the fight.

As you can see, the Spider will spend a lot of the battle at the very top of the room. He'll then come scuttling down the pipes towards the ground in hopes of landing on you. Unfortunately, it's very hard to predict where it'll come down, but you can increase your chances of finding out where if you pay attention to the green connecting pipes in the background. They connect each of the four main pipes to one another, and the Spider has to use them to make his way down the wall. It sounds extremely confusing, but if you look at these pipes in the background, you'll see what I mean. If the green pipes are organized so that they're all on the right side of room, it's safe to say the Spider will come down the right side, meaning you need to stay on the left. It isn't always that easy to predict, which is why we have four sub-tanks.

If the Spider comes down and you successfully dodge him, his eye will turn red, which is your opportunity to fire a charged buster shot at him. He'll only remain here momentarily, though, so you have to release your shot very quickly to hit him.

Before every second, third, or fourth time the spider comes down the pipe, he'll drop four baby spiders on in the bottom of the room. They're very small, so normal buster shots won't even get low enough to touch them. You'll have to shoot a medium or full-powered shot to destroy them, or you can simply try to hop over them as they scurry about and climb up the walls and out of sight.

Once half of the spider's health is gone, it will increase its speed. Here is where I would whip out the Shotgun Ice. The Spider will now only remain at the bottom of the room for a split second, so you'll have to hit him with your shot quicker. The Shotgun Ice travels faster than buster shots, so it's obviously more useful here.

Following these tips and managing your sub-tanks wisely should give you the upper hand in this battle.

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As the stage starts, you'll immediately encounter a bat and one of the ostrich-type enemies. Simply destroy the bat with a buster shot and the ostrich with a super-charged shot or a combination of weaker buster shots.

You'll reach a set of moving platforms that rotate around a square-shaped area. Destroy the bat here so he doesn't interfere with your jumping, and jump from the first platform to the second, and the second to the third. Don't try to make any amazing jumps here, as the platforms will line up right next to each other if you give them time, allowing you to make a simple transition from one to the next. Jump off the final platform and back on solid ground.

Destroy another bat/ostrich combination, and continue on. You'll come across an upward passage with yet another ostrich/bat combination waiting to surprise you at the top, but turn the surprise around on them by blasting them with a super-charged attack.

You'll soon run into another boss fight. Lucky for you, it's the undisputed easiest boss in the game.

C H I L L P E N G U I N

Weakness: Fire Wave
Difficulty: Easy

Chill Penguin is the undisputed easiest boss in the game. I actually prefer to use the buster on him since it has a longer attack range than the Fire Wave, his weakness, but it's entirely up to you.

Chill Penguin likes to send chunks of ice flying at you through the air, but they can easily be avoided by repeatedly jumping or simply clinging on to the wall.

Next, he'll create two frozen penguin statues with his icy cold breath. If you stand too close to him while this attack is commencing, you're liable to end up frozen as well, so stay away from the ice breath. After he's made the statues, he'll do one of two things: the first involves him jumping onto the ceiling, grabbing ahold of the latch in the middle of the roof, and creating a blizzard that sends the ice statues sliding towards the wall; for the other, he'll slide across the floor of the room and smash the penguins for some unknown reason. Both of these attacks can be avoided by clinging to the wall.

That's basically the extent of Chill Penguin's attacks. He leave himself vulnerable many times throughout the fight, so finding a time to hit him shouldn't be very hard.

Immediately after exiting the boss's room, charge up a powerful buster shot before moving on. There's a suit of armor up ahead, and its robot operator is standing just to the left of it. If you can catch the robot operator by surprise and kill him before he enters the suit, it's yours for the taking. One super-charged shot should do the trick. If you don't catch him, it's not

the end of the world. Run back towards Chill Penguin's room, get well within the door, and begin firing at the robot, who's too large to enter the room and simply sits outside flailing his arms. Repeat this process until you manage to steal the suit. You'll need it soon.

Once you get the suit, move right, destroying a pick-axeman and a few various other enemies. You'll encounter another robot suit. Destroy it by punching it every time it gets close. He should bounce off your punches without even getting in a punch of his own if you time them right.

Move on, and you'll encounter another pick-axeman across a gap of spikes. Jump the gap and punch the man in mid-air, destroying him and clearing your landing space. Jump across the second gap and continue on. You'll meet another robot, but simply destroy it as you did the first. A small helicopter-like enemy will come floating out of the sky in a zig-zag shaped path. Wait til he gets down low enough before jumping up and punching or shooting him.

You'll have to fight another robot suit. Your suit might be close to crapping out by now, but if it does, don't worry. It isn't that hard to take out the robot with buster shots, so do that before proceeding up the ladder to the right.

I'd take the right passage here, though both lead to the same place. Keep your buster charged as you climb up the wall and shoot the red enemies when you get level with them. Watch out for the guys on the left passage, though, because their shots carry over to your side.

Move to the right, dash-jump across the gap, and prepare for another easy boss fight.

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*****  
S T O R M   E A G L E  
*****
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Weakness: Chameleon Sting
Difficulty: Easy

Storm Eagle has a variety of attacks, but they're all easy to avoid and most can be countered with an attack of your own. This fight is pretty easy, especially with the Chameleon Sting weapon.

He likes to start off by blowing you back to the left. If you aren't paying attention this can actually knock you off a gap to the left and down to your death, but all you have to do is perform a series of dashes into the wind and towards Storm Eagle. Once he's in sight, unleash the Chameleon Sting on him like crazy.

After this, he'll more than likely begin his dive attacks. He dives across the screen in diagonal directions, first from the top-right corner to the bottom-left corner, then from the top-left corner to the bottom-right (or vice versa). All you need to do to avoid this is to keep dashing along the ground. If you're dashing, he'll miss you- plain and simple. Once he goes past, turn your dash around and begin moving the other way. After doing this a few times, he'll slow things down and come back to the ground.

Sometimes he'll hover in mid-air, which is a sign that he's about to release his bug-ball. He throws what looks like a ball towards the ground, but it turns out to be a group of four bugs that fly at you. It's best just to hit

the ball in mid-air before it splits up, which will destroy it and prevent the attack from forming, but if the bugs do come at you, they're normally low enough to the ground to be jumped over.

His last attack is the Storm Tornado. He'll send a very strong, tunnel-shaped force of wind at you. This also has the potential to knock you off his map, but just dash into it to prevent yourself from being taken away.

If you can dodge these basic attacks, getting in attacks of your own with the Chameleon Sting should present no real problem.

Once you've defeated him, perform another dash-jump across the gap here, and head on to the right. Go up the ladder, and prepare to meet a bat along with a rolling spike wheel. Destroy both with your buster, and pull out your Homing Torpedoes to use on the knight here. He isn't that tough, but he has you pinned in a really weird position, so stand underneath him (facing the direction opposite of his shield) and fire three torpedoes. They'll nip him in the butt and kill him.

Move upwards and prepare for another similar set-up. Defeat the enemies here in the same manner, then do it again for a third set of enemies before climbing the ladder. Enter the boss's lair and prepare for a fun fight.

R A N G D A B A N G D A

Weakness: Chameleon Sting
Difficulty: Medium

Hopefully you'll have some Chameleon Sting left over from your fight with Storm Eagle, since that weapon proves to come in handy during this fight. Make note of the spike pit in the middle of the room, which means instant death.

Rangda Bangda is an odd boss, since his features are actually part of the background. Only one section of Rangda will be vulnerable to an attack at a time, and that will be either his left eye, right eye, or nose. Each of these three body parts require about five Chameleon Sting or charged buster shots to be destroyed. I would recommend fighting most of this fight from the wall at about eye level.

Rangda usually begins attacking with one of his eyes. If the eye turns blue, that means it's going to come flying towards you. Shoot the eye the second it turns blue, then drop off the wall as soon as it begins moving. If the eye turns green, it's going to fire a red shot at you, which can also be avoided by dropping off the wall. If the eye turns red, however, it's going to fire a few different sets of three shots. When you see this happen, jump to the other side of the room and get as far away from the eye as you can. The three shots spread apart from each other as they fly, so the further you are away from the eye, the bigger the spread of the shots and the easier it will be for you to step between them.

Rangda's other attack will come from his nose. The walls of the room will close in on you, leaving only a very small section in the middle of the room above the spikes. You have to be clinging to the wall here; instant death awaits you if you drop. Rangda's nose will open up and begin bouncing around

from wall to wall. It's extremely hard to avoid since it reaches into each of the corners, so make sure you get a few shots of your own off while he's bouncing into you.

This is the last section of the area, so don't be afraid to use sub-tanks here if you need to. After destroying each body part, Rangda Bangda will explode.

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000 000          Sigma's Fortress: Part 3    [sgma3]          000 000
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The third section of Sigma's fortress seems to be focused more on re-matches with old Mavericks than making your way through sticky situations, which is probably even easier for us. We'll face five Mavericks here, as well as a new boss, so prepare yourself for a bundle of boss fights.

As you climb the upwards passage in the beginning of the stage, prepare a super-charged buster shot for the turtle and accompanying enemies up ahead. After unleashing your buster on the turtle, ignore the other two enemies and quickly run through the door ahead to reach the boss.

Yes, a boss. Already.

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*****
A R M O R E D   A R M A D I L L O
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Weakness: Electric Spark
Difficulty: Easy-Medium

This fight is pretty easy due to the fact that the first hit from the Electric Spark will strip away all of Armored Armadillo's shields. After that, he's extremely vulnerable and easy to kill.

Armored Armadillo has only two attacks. For one of them, he'll roll up into a ball and cater around the room, bouncing from side to side and corner to corner. When he starts this attack, he's liable to come rolling straight for you, so quickly jump up and over him. I'd recommend staying on the ground for the remainder of this attack, and if it looks like he's about to hit you, quickly dash to either the left or right. When he comes out of his attack, bombard him Electric Spark attacks.

After doing this, he'll shoot a few round attacks at you through the visor on his head, which can be avoided by a continuous hopping or simply clinging to the wall. If you're doing the jumping method, you can fire shots at him in-between jumps, which will disrupt his firing pattern.

Once you've turned Armored Armadillo into Armorless Armadillo, he shouldn't be a real threat to you.

Continue on to the right and up the passage. Prepare a super-charged shot for the upcoming enemies ahead. Release it on the lower pick-axeman, and the bat should be defeated along with it due to the super-charged shot's wide

range. Take out the other pick-axeman with your buster. There are two bats above you that can easily be destroyed with your buster. Dash jump to the wall to the left, and back to the upper-right corner of the area to grab an energy capsule if you need it.

Enter another set of boss doors to meet Sting Chameleon.

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S T I N G   C H A M E L E O N  
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Weakness: Boomerang Cutter

Difficulty: Medium

Sting Chameleon can be a tricky boss, especially since he likes to use his camouflage to disappear from the fight, but the Boomerang Cutter attack takes away a large portion of his life and will aid you in taking him down fast.

Sting will go invisible many times throughout the fight, but luckily, you can still tell exactly where he is, since the wall appears to stick out wherever he's hiding. He'll try to sneak right up beside you and catch you off-guard with a quick lash, but once you see him approach, get ready to nail him with the Boomerang Cutter the second he becomes visible.

Sting also likes to hang from the ceiling and make thorns fall from the roof on you, but if you knock him off the ceiling, the attack will immediately cease. When you see him latch on to the roof, stand near the middle of the room, face him, and shoot a Boomerang Cutter. If you jump up and shoot the Cutter, you'll probably miss, so do as I say and shoot from the ground. He'll fall from the roof, then either go into one of his other attacks or repeat this attack from the opposite side of the room.

He will also shoot a green laser-like shot at you that splits into three separate lasers. Either dash away from this attack or try to step in the gap between the lasers.

After abusing him for a short while with the Boomerang Cutters, he'll join the rest of his fallen Mavericks in death.

Continue on down the passage to the right and prepare a super-charged buster shot. Drop all the way down to the left, ignoring the pick-axeman in the middle, and release the shot. Both enemies down here should be taken care of, so jump back up and take care of the previously ignored pick-axeman if you want the weapon and energy capsules he's guarding. Once he's dead, you can grab these capsules with the Boomerang Cutter.

Ugh, already another boss fight. Yippee!

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*****  
S P A R K   M A N D R I L L  
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Weakness: Shotgun Ice

Difficulty: Easy

Spark Mandrill has the potential to be a real hassle, but that potential can easily be destroyed with a nice dosage of Shotgun Ice. This weapon actually freezes him 75% of the time, so start using it the moment you walk in and you can probably keep him frozen throughout most of the fight. Remember, if you miss him with the Shotgun Ice, it will bounce off the wall, split into four pieces, and come flying back at him, making it very hard to actually "miss" him.

Mandrill will sometimes punch the ground, which sends two electric sparks rolling around the perimeter of the room in opposite directions. Simply jump over the sparks and bombard him with Shotgun Ice. If Mandrill jumps towards you, dash under him and make your way to the other side of the room before turning around and firing on him.

Spark Mandrill's dashing punch attack can be rather devastating, but also easily avoided. When he starts to dash across the ground towards you, nail him with your Shotgun Ice to freeze him mid-stride. If, for some reason, you can't do this, do your best to jump or dash-jump over him, which is possible, though hard to pull off in a short amount of time.

He will also jump up and grab ahold of the ropes on his roof, allowing him to move across the top of the room like a child on monkey bars. Jump up and blast him with Shotgun Ice to freeze him and knock him off.

As long as you have a decent supply of the ice attack, Mandrill's powerful attacks shouldn't have too much of an effect on you.

Move along to the right and prepare to drop down into a watery area. It's best to keep a super-charged shot ready at all times to dispose of the fish down here, who can be really annoying at times. They'll suck you up and swallow you whole, but it's rather pointless since they do no damage at all. Just remember that your buster works just as well from inside their stomachs as it does from the outside. ;)

Move through the water-filled area either destroying or avoiding the fat fish. In the upper right corner of this area are both a weapon capsule and energy capsule. To reach them, jump up near the ledge they're on, and shimmy up the side. You wouldn't normally be able to jump this high, but the water displacement helps you out a lot. Move through the boss doors to the right and prepare for a somewhat challenging fight.

L A U N C H O C T O P U S

Weakness: Rolling Shield
Difficulty: Medium-Hard

Launch Octopus is a rather annoying Maverick, mainly due to the fact that many of your Rolling Shield attacks will never reach him. He's almost always firing attacks of his own, and unfortunately, the Rolling Shield attack will dissolve if it hits one of these attacks before reaching him.

Launch Octopus's main attack will send three homing torpedoes at you, as well as four other projectiles. This is extremely tough to dodge altogether, but

I would recommend standing near the wall opposite him as he launches this attack. As the torpedoes close in you, shimmy up the wall a little and dash-jump to the other side of the room. Your increased buoyancy should carry you up and over the attacks, but be careful not to land on the Octopus's head!

For his other attack, Launch will create a vertical water cyclone that he jumps in. He'll try to suck you in with him, which really hurts, so make sure to continuously dash or run in the direction opposite the water cyclone. Once he gets out of the cyclone, he'll repeat the first attack again.

Use your Rolling Shield attack wisely and Launch should go down quietly.

Move up the passage to the right and prepare yourself for an area crammed with enemy activity and laser traps. It looks like a whole lot of fun, it really does, but we're going to use our temporary camouflage here to sneak through the area. Equip and charge the Chameleon Sting to activate the camo, and quickly dash through the area before it runs out. Enter the next set of boss doors to meet Flame Mammoth.

F L A M E M A M M O T H

Weakness: Storm Tornado
Difficulty: Easy-Medium

Flame Mammoth is a rather large Maverick, and truthfully, you'll probably lose more health by running into him than you'll lose from his pitiful attacks. Flame Mammoth will change the direction of the conveyor belt across the ground occasionally, but it shouldn't have an effect on you or your fighting. Most of Mammoth's attacks can be avoided by sticking to the wall, so you might want to stay there for most of the fight.

You need to make a mental note that every time Mammoth jumps, the ground shakes upon impact, creating a minor earthquake and sending Mega Man falling to the ground temporarily. This attack doesn't do any damage, but it sets you up for his next attack, which will either send him flying at you or squirting a nice shot of oil or fire in your face. To avoid this attack altogether, quickly jump on a wall whenever you see his large body jump into the air.

Next, Flame Mammoth will squirt oil blobs of oil on the conveyor belt. If you step in one, you'll be momentarily frozen in place, leaving you extremely vulnerable to eat a spray of fire, which ignites upon hitting the oil and creates an even larger fire attack. To avoid this, don't step in the oil. Seriously, it isn't that hard. The room is huge and you'd probably have to go out of your way to step in the oil, so just don't do it.

When Mammoth approaches the wall you're at or near, dash jump off the wall and over his head before running to the other side of the room. The Storm Tornado attack will kill him very fast, especially since he's a big guy and the attack has a big range. It's hard to miss him, and even harder to lose to this guy.

Walk twenty yards down the empty passage to the right and prepare for a boss fight. That's right, no enemies or anything. It's pretty hard to lose your

S I G M A ' S D O G

Weakness: Shotgun Ice
Difficulty: Medium-Hard

Sigma's dog moves around through a lot of the fight, and his attacks have a wide range that can reach most of the room, so I prefer to cling to the wall for most of this battle.

This dog has two main attacks. The first will send four or five spherical objects flying towards you, but they generally don't get very high off the ground, so you should be safe on the wall.

His other attack will send a few waves of fire at you. The waves first curve down, but they arc back up at a varying angle and can reach you in any corner of the room. I like to stay on the wall for this one, only to dash-jump off the wall and away from the attacks once they're released.

Occasionally, Velguarder will come up the wall to get you. He'll bound from the left wall to the right wall and back again, getting progressively higher with each bound until he reaches you. You can drop off the wall when you see this coming, and the dog will come back down, but I prefer to wait until he gets close to you on the final bound and blast him with Shotgun Ice or a charged buster, knocking him out of flight.

Velguarder might not be TOO difficult, but he's only a preview of what's to come.

Now that you've handled his dog, Sigma is impressed, declaring that you're almost as good of a Maverick Hunter as he was! Unfortunately, he still wants to kill you. After ripping off his cloak in a dramatic fashion, Sigma is ready to fight!

S I G M A

Weakness: Electric Spark
Difficulty: Hard

Sigma is powerful, fast, and has the ability to block your attacks. In other words, he excels in the categories required to make a good fighter, and he's tough.

He'll start off the battle by lunging straight for you, so quickly climb up the wall to the left to dodge his initial charge. If you stay on this wall, Sigma will re-act to the situation exactly how his dog did and climb up the wall himself by bounding back and forth between the left and right walls, getting higher with each bound.

If you're standing on the ground at any time, Sigma will more than likely lunge at you like he did in the beginning. If he reaches you, he'll attack with his powerful, green saber, so jump on the wall to avoid this attack. If you try to

shoot him while he's standing still on the ground, he'll block your shots with his saber.

Sigma's final attack is used rarely, but it's very hard to escape. Sigma will fire ten to fifteen small buster-like projectiles in your general direction. He scatters them about pretty widely, so it's hard to find a free space. Try getting to the opposite side of the room if you can, or use this chance to unleash a few attacks of your own.

Those are Sigma's basic attacks, and you've probably noticed that there seems to be very little time for attacking, which is obviously a major problem.

I developed a strategy (more-so on accident than actually "developed") that will allow you to make it through the entire Sigma fight almost unharmed while knocking off his health at a consistent rate:

Climb up the left wall and wait here until he begins bounding up towards you. You should be charging your buster at this time, so when Sigma gets about three-quarters of the way up the wall, drop down while releasing your charged shot at his level. The shot should hit him, but it won't knock him out of the air like it did to his dog. Instead, he'll begin bounding back DOWN the wall. At this time, quickly climb up the wall again and repeat the process. If you have good-timing and quick reflexes, it's possible to make it through this fight without receiving any damage at all using this strategy, as Sigma is constantly moving up and down the wall, meaning the only way he can hurt you is by physical contact.

Once you've defeated Sigma, he clearly explodes, making it seem as though the fight is over, but his head has apparently survived the explosion and is now merging with a wolf-like machine in the background. Oh crap, time for round three! This is the final fight, though, so feel free to use your remaining sub-tanks if you need to.

V E L G U A D E R

Weakness: Rolling Shield
Difficulty: Very Hard

Unlike Sigma, there are no cheap strategies or easy ways to finish off Velguader. It takes a lot of evasive skill and heads up thinking to finish off this boss.

This boss has four basic attacks. The first two will come from the claws located on both the left and right side of the room. The claws will send an electric shock in a vertical direction directly above or below them. So if you're standing below one and it begins to spark, quickly move out from underneath it. Occasionally, one of the claws will come flying through the air towards you, trying to slam into you. You can jump over or dash away from this attack, though.

The next two attacks will come from the head. Velguader will either send a large wave of fire slowly spreading across the room from left to right, or he'll send seven or eight electric balls across the room from left to right (note that both these attacks can also come from right to left). To escape the fire wave, move in the same direction that it's moving and press yourself

against the wall. Of course, this puts you in a position to be hit by the claw's electric strike, so watch above you and below you. The electric ball attack is much trickier to dodge, and requires a certain amount of luck. If the balls come flying from left to right, try to make a dash to the left between two of the balls to escape their path. It's hard to pull off consistently, but it is possible.

Now, the only section of Velguader that can receive damage is his head, and the best way to reach his head is by jumping on one of the claws when it comes down to strike you. When it takes you back up to it's original position, you can jump towards the middle, fire a Rolling Shield at the head, and drop to the ground. If you remain on the claw, you'll be hit by it's electric spark, so fire the attack quickly and get back on solid ground. Repeat this process until you defeat him.

After you've defeated each of the three final bosses, the game is over and we see Mega Man X standing on a cliff, watching Sigma's Fortress fall into the ocean in the background. X begins to consider his purpose in life, and wonders whether this fight could've been avoided. He decides he'll fight the Mavericks again if he has to, since only the buster on his arm knows when this war will truly come to an end.

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000 000	5. Items and Secrets	[iands]	000 000
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000 000	Heart Containers	[hrtcn]	000 000
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Chill Penguin's Stage

Move through the level until you reach the green robot suit. Jump on the first green pole you come to, jump into the air, and press jump + up while in mid-air to have Mega Man exit the suit. Make him wall-jump up the wall here, and destroy the first bunker with the Fire Wave to get the container.

Note: You need the Fire Wave.

Storm Eagle's Stage

At the beginning of the stage, ride the moving platforms as far up as they will go. When you are at the highest point, dash-jump as far as you can to the left to reach a ledge with the heart container.

Note: You need the dash upgrade.

Flame Mammoth's Stage

Storm Eagle's Stage

Once you encounter the first gray platform that rises up and down, destroy the green enemy sitting on it. Stand on the platform and let it take you straight up. Destroy the blue glass to your right and jump in the passageway up here. Kill the blue robot and proceed to grab the sub-tank.

Flame Mammoth's Stage

In the room with all the pick-axemen and the heart container, make your way up as far and to the left as you can by navigating the platforms. Once you're as far as you can go, dash-jump to the left and wall-jump up the wall here. The sub-tank is behind a few bricks that can be destroyed with the upgrade we got in Storm Eagle's stage.

Armored Armadillo's Stage

Instead of droppind down the gap that leads to the first rock crusher, slide down the wall on the left side until the crusher passes below you. Move to the left to find the sub-tank.

Spark Mandrill's Stage

Take the first ladder leading down that you come across in the beginning of the stage. Move right, destroying the two blue robots, until you come to a solid wall. The tank is visible on the other side of the wall, but we'll need the Boomerang Cutters to reach it. Stand near the wall, jump in the air, and throw the cutters to grab the tank.

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Light Capsules [ltcps]

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Chill Penguin's Stage

Dash Upgrade - This upgrade is mandatory, and can be found on the top floor of the level once you make it inside the actual base.

Storm Eagle's Stage

Helmet Upgrade - Once you make it to the section of the level that requires you to climb a tall tower, begin to slide down the right side of the tower instead of jumping to the ledge to the right. Once you've slid down about half-way, dash-jump off the wall to the right. Destroy the fuel tanks here with your buster and enter the room to get the upgrade.

Sting Chameleon's Stage

Armor Upgrade - Before entering the falling rock cave, dash jump up and to the right to climb up the wall here. Enter a secret area and fight a sub-boss here to obtain this upgrade.

Flame Mammoth's Stage

Buster Upgrade - Before entering the room with the pick-axemen, stand on the yellow platform and face the left. Dash-jump as far as you can out to the left, and you should just barely reach a set of blocks near the ceiling. Destroy the blocks and move upwards here with the Helmet Upgrade, and you'll reach the Light capsule with the upgrade.

Note: This upgrade can also be received from Zero in the first Sigma stage.

Armored Armadillo's Stage

Hadouken Fireball - See directly below.

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000 000                Hadouken Fireball    [hdkfb]                000 000
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Once you've found all eight heart containers, each of the four sub-tanks, and gotten the four body upgrades for X you can obtain the secret Hadouken Fireball attack. If you don't have all of these things, don't even try to get the Fireball, as you'll only be wasting your time.

I've heard many different ways of getting this, but I'm going to share with you the way that personally worked for me, so don't get your panties in a knot if what I'm saying differs from what you read elsewhere.

Enter Armored Armadillo's stage and fight the bat at the bottom of the first ramp until you have at least five lives. Once you have five lives, continue through the level like you normally would. When you reach the final moving cart, jump on and ride it until it reaches the large chasm at the very end. When you're about eighty percent of the way across the chasm, jump off the cart and your momentum should carry you up to a ledge. Sitting on this ledge is an energy capsule. Grab the capsule, and jump off the ledge to the left and into the chasm. Do this four more times, and when you return to the ledge on the fifth time, a Light capsule will be sitting next to the energy capsule.

Approach the capsule as you normally would to meet Dr. Light dressed up in his Street Fighter costume. He'll give you the Hadouken attack, which can destroy

any boss or enemy in the game with a single hit (except Sigma's final form). To activate the attack, you must first have a full health meter. Then push down-forward, forward, and attack to release the Fireball.

Note: You may have to push down, down-forward, forward to activate the fireball if the other combination doesn't work.

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000 000	6. Frequently Asked Questions	[frasq]	000 000
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How can I get/use the Hadouken Fireball?

- Look directly above you.

How many heart containers are in the game?

- Eight; one in each of the eight Maverick stages.

How many sub-tanks are in the game?

- Four; one in each Armored Armadillo's, Flame Mammoth's, Storm Eagles, and Spark Mandrill's stages.

Can I defeat Vile in the intro stage?

- No, it is undoubtedly impossible to kill Vile in the intro stage.

Can I save Zero in Sigma's Fortress?

- No, it's impossible.

Where can I fill my sub-tanks fast?

- The beginning of Armored Armadillo's stage is full of a lot of bats that are easy to destroy and continuously respawn; go there.

What? How do I respawn enemies?

- Kill the enemy, walk off-screen, and walk back on. If they're back, they have respawned.

Who made Mega Man X in the first place?

- Dr. Thomas Light, the same guy who's in the Light capsules.

How did this whole Maverick business start in the first place?

- In short, a virus began spreading through the Reploids. Check the Introduction/Version History of the FAQ for a background story on the game.

A certain area is packed with enemies. Advice on getting through here alive?

- Charge up Sting Chameleon's attack to give yourself invincibility for a limited time and run through the area; use the Storm Tornado's strong power and wide attack range to wipe out the enemies; charge up the Rolling Shield attack to create a barrier around X that is extremely useful against

small, weak, non-pointy enemies.

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000 000	7. Credits and Copyright	[craco]	000 000
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Credit goes out to Capcom for making such a damn good game.

Glenn Chappell deserves a little credit for making the ascii font in the header. (courtesy of <http://www.network-science.de/ascii/>)

And credit goes to the MegaMan NeoPortal (<http://www.megaman.neoseeker.com/>) for being so awesome.

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