

Mega Man X FAQ/Walkthrough

by Warhawk

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Updated to v3.0 on Jan 5, 2015

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

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| Mega Man X FAQ / Walkthrough           |
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|                               1. Introduction                               |
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|                               [MMX 1]                               |
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Welcome to my guide for Mega Man X. While an older title and when the Mega Man got a facelift on the newest console [at the time] the successor to the Nintendo, the Super Nintendo. I have been asked "Why do a guide for a game

Control	Function
A	Dash*
B	Jump
Y	X-Buster
X	No Use
L	Weapon Change
R	Weapon Change
Start	Pause Game
Select	No Use
Up	Move Up ladders
Down	Move Down ladders
Left	Move "X" Left
Right	Move "X" Right

* - Not Available at start

4. Walkthrough

[MMX 4]

 | Prologue: Central Highway |
 | [MMX 4.Pr] |
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Items: None

Weapons Aquired: None

Armor Upgrades: None

Boss: Vile

Cast of Enemies

 Ball De Voux

Bee Blader

Bomb Been

Gun Volt

Jammer

Road Attacker

Spiky

Welcome to the Central Highway Stage. The first Mega Man game to introduce what is known as the "Introductory Stage", allowing the player to get a feel for the game before have to deal with the [usual] eight bosses.

As you start the level, one of the things that you'll notice that's different from the "Classic" Mega Man games is the environment such as cars moving by you as you make your way through. There'll be a Spiky with a Gun Volt not far afterwards. When you do make the jump over then take care of a horde of Jammers. Blast your way through them with a charged shot. After making another jump you'll have more of them to take care of and then another Gun Volt to deal with. Once you do there'll be a few more Jammers and one more Gun Volt before you come across what may be the first ever Sub Boss of the game known as the "Bee Bladder". There is no health meter to help you fight it so the best course of action against this enemy is to try going for charged shots against it. Be careful due to the missiles that it'll fire your way.

After a constant fire you should be able bring it down but it'll do more than that it'll break the road that you're on but don't worry about dying. Once it comes to a stop then head towards the Bee Bladder jump over it and wall climb your way out of there. When you do you see an energy pellet that you can pick up on the other side of the wall if you need to. There'll be a Ball De Voux to worry about after you climb out but then there's going to be another Bee Bladder fight and same strategy for that one.

Upon the defeat of the second Bee Bladder wall climb out of there and watch out for the spiky along with a few Bomb Been after that. Careful cause some parts of the highway for a bit due to some being able to fall after stepping on them. After making through watch out for the Jammers, who come out of nowhere. Upon making one jump then you have to watch out for the Road Attackers, and one good charged shot should be able to take care of the Replid driver. After making a jump or two over an endless pit there'll be two Road Attackers to worry about but when you keep going some ship will drop down and sends out a few that you have to destroy. Once that is done, then it's time for the first ever boss fight of the game.

Boss: Vile
Attack[s]: Energy Ball, Dash, Punch
Weakess: None

As you see something come down and you think to yourself that this shouldn't be a problem but there is one problem. There's no health bar for him and no way to know if you're doing any damage to him. There is not much of a strategy for this as there's no real way of not being able to not walk out of it without having him take your health down just far enough for him to capture you. When he gets you down far enough he'll start shooting an energy ball at you to trap you so he can try something to you but he won't be able to do much anyways.

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| Chapter One: Snow Mountain Stage |
|                               [MMX 4.1]                               |
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Items: Life Up
Weapons Aquired: Shotgun Ice
Armor Upgrades: Leg
Boss: Chill Penguin

couple more Flammingles along with Jammingers before you get out of the cave area.

Once out there should be a ride armor for you to get into and it'd be a wise choice to get into it. Upon in it go along and there should be like a base type thing for enemies that you can destroy by using the ride armor. Notice that there's something up there as you jump over the first pit? You can get up there in a bit after getting through this section where you have to deal with a few enemies including one in a ride armor itself. Upon getting through that you'll come across something that'll force you out of the armor to continue on and where you can get up to that place but one problem. You'll need something to break open those things and without being able to take the armor up there you'll need something else. Though there is a life up in one of them but you'll need to come back later with the Fire Wave in order to get it.

When you have wall climbed up to that new area continue on and then you'll start seeing snowballs coming towards you. These aren't natural snowballs coming at you either. They're being thrown to get bigger. Destroy the ones that are doing this as you have to deal with five of them while trying to get over some pits as well. Try not getting hit by the snowballs while going over a pit, now. Once that you have past the fifth one then it's on your way to fight Chill Penguin.

Boss: Chill Penguin
Height: 5.34 ft
Weight: 237 lb.
Attack[s]: Shotgun Ice, Sliding, Ice Clones
Weakness: Fire Wave

For the most part Chill Penguin is the first Maverick of choice to go with not only that his stage has the leg upgrade but he is by far one of the easiest for beginner players to defeat. As you go about fighting him you'll have to watch out for when he does the ice clones due to that if you are near when he does that you'll be frozen unless you either manage to break free or he jumps to do a blizzard move. Or decides to slide after doing so. One of the best if not the only best strategy going against him without the weapon that he is weak against is by wall climbing and shooting a charged shot at him when you get a clear shot at him. As long as you keep it at this then Chill Penguin shouldn't be too much of a problem for you since his attack pattern seems to be little easy to predict. Once defeated you'll acquire his power, Shotgun Ice.

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| Chapter Two: Power Plant Stage |
| [MMX 4.2] |
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Items: Life Up, Energy Tank
Weapons Acquired: Electric Spark
Armor Upgrades: None
Boss: Spark Mandrill

Cast of Enemies

Ball De Voux
Gun Volt

it'll drop down and then belay itself up for a jump like move.

As long as you can try dashing to avoid most of its moves and be able to keep doing the charged shots at it but if you can't do a full charged shot a medium one can be effective though not as much as a full. Keep to this strategy and when it's defeated you'll know since the slime around it will start coming off of it.

Upon defeating it you'll be heading into an area where you'll have to go up and down some areas even if you have to wall climb up any. As there's a challenging area here though watch out for a Rush Roder or two and after getting past that then you have to go down but there'll be a hoard of Turn Cannons that you have to watch out for. When you make it down there'll be another Rush Roder but still have a horde of Turn Cannons. Once you have to start going back up once again another Rush Roder. The moment that you make it back up there'll be another Rush Roder but be careful of the Mega Tortois that'll be waiting for you.

If you destroy it and then head over by the wall, do a wall climb and you should be able to see a Life Up waiting for you. This one can be rather tricky to get to. One of the best things I can suggest is to try to do a wall climb and then when you get near to try doing a dash wall climb away then back. If timed just right you can get it and to the life up to help out later in the game. Once that you have done that head down and down the ladder but there'll be a Rush Roder there wait for it to bypass you. When it starts heading back drop down to take care of it. Head to the other ladder but it'll be the same thing as last time.

Once that Rush Roder is taken care off, head on but there'll be some Mega Tortois' to worry about along the way. Head up the ladders and after you do then once again you'll get in the area that's like Shadow Man's level again. The first Hotarion isn't too much to handle as you drop down and should be easy to take care of it. Jump over and there'll be a Ball De Voux but when you get ready to take care of it another Hotarion will come at you so be ready for it. Then after making the jump over the pit then onto the platform, make the jump to the one higher but there's a Hotarion after you do. Make the jump and you'll see the last Hotarion for the level before having to make a jump to see the last Ball De Voux. Destory it and make the jump to where the Ball De Voux was then enter the boss gate. It is time to go about trying to get Spark Mandrill out of the way.

Boss Fight: Spark Mandrill

Height: 10.0 ft.

Weight: 646 lb.

Attack[s]: Electric Spark, Dash Punch

Weakness: Shotgun Ice

If you don't have Shotgun Ice for this battle then you may be in for one of hardest fights of the game. When Mandrill uses Electric Spark you have to be careful due to the sparks being big, though think of them as the charged shot of Spark Man's power against you in Mega Man 3. Another dedly attack is the Dash Punch and the last one he does by jumping to the ceiling to climb then come down when he's near you. Most of his moves can be avoided but the Dash Punch is the one that can be unpredictable at times to predict. Though if you have Shotgun Ice then this battle will be much easier to do. With Shotgun Ice all you can do is fire and it'll stop him in his tracks. Keep this up after he breaks loose then it should be easy but be careful if he manages to try to get a move in or two. Once you are successful either way you'll beat

After it ends up in the spikes you can do a normal or dash jump but be careful of three Batton Bones before making it up on another mining cart area. As you drop down the most you have to worry about are Batton Bones and Mattool C-15's at least until you have to jump then you have to worry about a Spiky. As you have to deal with three types of enemies in this area until you come to where you see spikes on the floor and have to wall climb but dispose of the Batton Bone first before so. After the wall climb you'll have another chance to go about going on a ride in this stage. This ride I recommend getting on that way you can easily get past some Batton Bones as well as a few Mole Borers. Be careful of when the ride comes to a halt cause of the spike floor and three Batton Bones. If you time it right you can dash onto the area but if you can't let one of the Batton Bones hit you so you don't die on the spikes right away.

Get up there and then drop down but wall slide down and to the right, cause if you do you can get in front of Mole Borer. If you are successful at it you can stay ahead of it so you can go about getting a life up when you see it in a area that should be accessible for you to get it. Once you get the life up you should be able to get back down and be able to beat it out along with past the spike bottom. Take care of the Batton Bone and jump over another spike bottom. Jump and wall climb to take the last ride of the stage. This is the one you have to be on your toes cause you'll be seeing Batton Bones, Mole Borers and Metal Wings. The Metal Wings are the ones you have to be careful with cause when this ride gets in the air they can knock you off like so. At around three quarters of the way do a dash jump and you should be able to come to a rock wall. Slide down and you should be able to see the boss gate to go about fighting Armored Armadillo.

****NOTE****

There is a hidden capsule that is only found when obtaining everything. On the final mine cart. Ride it until the end and the area where the boss gate is but you want to dash jump off on top. You should be able to see due to an energy capsule there. Although in order to get this hidden capsule you have to do this process five times. On the fifth attempt it should appear and you shall receive the fireball in the style of Ryu from Street Fighter.

Boss Fight: Armored Armadillo
Height: 6.36 ft.
Weight: 510 lb.
Attack[s]: Rolling Shiled, Guarding
Weakness: Electric Spark

This fight can be rather difficult if you don't have Electric Spark aquired from Spark Mandrill. I say this due to Armadillo's use of the attack, Protect which allows him to block your attack. Due to this you'd have to wait for a opening to get a shot in before or even after he uses this attack. If you have Electric Spark you should be able to use that attack to help take the armor off of him. And then he won't be able to use that attack then using Electric Spark or the X-Buster won't make a difference in this fight. If you kee using Electric Spark you'll be able to get him defeated easier but if you want to you can switch back to the X-Buster to finish him off.

Though if you want a real challenge don't use the Electric Spark, but be careful of the Rolling Shield attack cause he can do laps around the walls, ground and ceiling to up to the ceiling to the ground. There's one other move he does that he shoots like pellots towards you. When he does that be sure to wall climb to avoid. If you can figure out his attack pattern it shouldn't

you go up to the top of the water. Keep going until you come to the third one that can help you get up there near the top of the water. The reason for this is to get on the a Cruiziler and aim for like the crystal. There are a couple of ways of taking it down. One is by doing charged shots at it only or if you want to try going for like rapid fire at it until it goes down. You want to do that so that way you can obtain the Life Up from this stage. Once it is defeated and starts going down it'll crush through the ground and stay with it until it crash lands into the ground. Head to the right for a sub boss of the level. Be careful of some parts of the floor having spikes in them.

Sub Boss: Utuboros [1, Optional]

Attack[s]: None

Weakness: None

If you're at the far right of the screen this is the best position to be for this fight. Best thing to do are charged shots at the head of it and when it starts going away do the same at the tail of it. Keep on repeating this until the head falls off followed by the rest of the body. Once that it happens you should be able to go to the right to obtain the Life Up from this stage. Once obtained head back and then wall climb back up where the Cruiziler cashed through the ocean floor. When you are back up, head towards where you were going to go if you didn't fight the Cruiziler. Dash towards a pipe and wall climb over it. Only to find out it's another fight against the Utuboros.

Sub Boss: Utuboros [2]

Attack[s]: None

Weakness: None

Just like the last time but this time you don't have to worry about spikes so you can go about doing one thing different this time around. This time you can get on it like trying to go for a ride on it and be able to do damage to it better this time around. You can go about doing a charged shot followed by rapidly firing at the hed, but be careful when it wants to try doing a U- Turn then you'll have to jump to land back on it. Keep on doing this you should be able to get past it a second time.

Wall climb out of there, and having to deal with some Gulphers in the area, before having to go about facing Launch Octopus. Take care of the ones you know that you can deal with before entering the boss gate but don't let them drain you of any necessary energy before going to face the Octopus.

Boss Fight: Launch Octopus

Height: 7.80 ft.

Weight: 348 lb.

Attack[s]: Homing Torpedo, Energy Drain

Weakness: Rolling Shield

When facing Launch Octopus he's probably one of the most deadliest Mavericks you'll encounter in this game. Probably due to the fact he's the only one that can take your energy, suck it out of you for himself. Not only that you have to watch out for the Homing Torpedo and if you're not careful with the Rolling Shield if you have it by now that when firing at Octopus that it could destroy the torpedo if fired at the wrong moment. Time it just right to hit him with the Rolling Shield, though it can be a tougher battle if you

spikes on the bottom of them along with some Sine Fallers which won't make the situation any better. As you ride up it'll take around twenty to twenty-one seconds before this ride is up and it can feel like a long twenty to twenty one second ride. And now we get to climb up more ladders [again]. This time it's not like in the earlier parts of the stage, nosirree. Now as you go up the ladders you have to watch out for the Slide Cannons in the area. Be aware that not all of the slides that'll be coming out are going to have one on it. The first couple ladders isn't much of a problem but when you get to the third one, is one of the first where you'll need a use of the slide to go about getting on to the ladder.

After getting on to that ladder and up to the top is when you'll encounter another Ladder Yadder. Take care of it and on to the ladder though there'll be a Slide Cannon so watch out for that. After getting up that ladder, there'll be another Slide Cannon. Make quick use of the wall climb to the ledge on top of it so you can take care of the Ladder Yadder and onto that ladder. Here, you really need to make use of the wall climb to get to the next ladder. Once again a Ladder Yadder, destroy it, head up the ladder and here's a challenge for anyone. There'll be two Slide Cannons to worry about along with a Ladder Yadder [last Ladder Yadder of the stage]. Once up the ladder there'll be one more Slide Cannon to worry about but don't worry too much about it.

It should be smooth sailing to the rest of the way to the top. Upon reaching there you'll see a Life Up. There are two ways you can go about approaching to obtain it. Once is by defeating Boomer Kuwanger and come back with his weapon to get it that way or if you have Shotgun Ice obtained by defeating Chill Penguin but there's one catch to that. You'll need the arm part of the armor so you can charge up Shotgun Ice then jump on it and time it right on a dash jump to obtain it that way. If you manage to get it, then it's time to turn our attention to some Turn Cannons as you go about heading up but it's not going to be easy. As the Turn Cannons are on a platform that you need to get up on in order to get up to fight Boomer Kuwanger.

The first couple of them shouldn't be much of a problem to get past them to advance going up. The thrid one can be ignored but should watch out for if it goes about shooting at you, as you make your way up a ladder. Watch out for the Dodge Blaster at the top of the ladder as well as a Turn Cannon. Blast the Turn Cannon so you can make your way to the ladder. Next area there'll be two Turn Cannons along with a Dodge Blaster to worry about. If you can get rid of the Dodge Blaster and one of the Turn Cannons you can probably make your way by wall climbing but watch out for the Turn cannon on the ceiling as you try to get onto the ladder. Once up it then it should be time to go about facing Boomer Kuwanger.

Boss Fight: Boomer Kuwanger

Height: 7.93 ft.

Weight: 206 lb.

Attack[s]: Boomerang Cutter, Dead Lift

Weakness: Homing Torpedo

When facing Boomer Kuwanger, you'll need to watch out for the Boomerang Cutter but most of all don't try to get too close or he could use the Dead Lift on you which is probably his deadliest move. Another thing he'll be able to do what I would call the disappearing, reappearing act. This can be troublesome without having the Homing Torpedo which Kuwanger is most affected by. On the other hand if you have the Homing Torpedo, the most that you'll have to be careful of is the disappearing and reappearing act that he'll do which can be rather unpredictable to know where he'll reappear at. One of the best

let you know how much of him you have left. Best way to do any damage to this thing is by focusing your shots at the head of it. As I said there is only one way of knowing when you start doing major damage to it and that's when it starts puffing smoke. When the puffing starts getting quicker that means it's getting that much closer to being beaten. There is only one attack you need to watch out for and that's when it wants to try grabbing you, and then slam you against the wall. Try avoiding by wall climbing when you can. Once that you have beat it, then you'll be awarded with a Armor Capsule and this is going to be for the Body Armor.

"This capsule contains a new type of body armor. It will reduce damage to your systems by fifty percent."

Knowing that it'll be sure to help out in future battles in the game as well as when going against enemies throughout the remaining stages. Once that you have the Body upgrade and the rock blocks crumble apart, leave the area but before you go about entering the cavern, go down the pit. By doing this you'll come across a blocked off area in which can be breakable by two ways. One way is by using wall climb to destroy the blocks or by destroying a couple by wall climb then using the Head upgrade to take care of the rest. At this point if you have been going with the order I have, then the only option is to go with the wall climb option. Although by this point Launch Octopus should have been defeated which should have water to allow you to make a dash jump to obtain a Life Up. Once you obtain it, head back up.

When you are between where the Armor capsule and Life Up is and in the cavern. Since the AT-55J has been defeated you will not have to worry about rocks falling down on you but the only thing you'll have to watch out for that'll fall are the Crag Men. There'll be five of them, though the first one is the only one that I'd recommend taking care of as the rest can be easily dodged for the most part. Once out of the cavern there'll be a few Mad Peckers although those can be easily bypassed without having to deal whatsoever with them. Jump over the pit only to deal with a Hoganmer if you choose to destroy it, though it's not necessary to bother with it.

Make your way to the top and there won't be any enemies to worry about so you can make a mad dash. As you do you'll come across a Ride Armor, and be sure to get in it as you may want to use this to help not take that much damage for what I'd like to call the "swamp" area. When you make it to the area, at first there'll be Jammings as well as Amenhoppers to deal with. At least until you get to a platform, and then you'll have a Armor Soldier to deal with but with him you can take care of him in just a matter of a couple to few punches. For the rest of the way it should be just Jammings and Amenhoppers but be sure to keep the Ride Armor as close to the top so you can move faster.

When finally out of the "swamp" there'll be a Amenhopper as well as a Armor Soldier to deal with. And lastly one more Amenhopper to deal with before you can go about fighting Sting Chameleon. As you get close to the boss gate, ditch the Ride Armor and be prepared for the fight against the Chameleon.

Boss Fight: Sting Chameleon

Height: 5.80 ft.

Weight: 169 lb.

Attack[s]: Chameleon Sting, Iron Tongue

Weakness: Boomerang Cutter

Now when fighting this one, you have to be not only on the lookout for his Chameleon Sting but the Iron Tongue since he can use it to his advantage to make a hit on you. Although I'd like to make a joke that "it has at least a six foot range" but I'm not even sure if his tongue is really that long. If planning of fighting him without the Boomerang Cutter be careful of when he uses the tongue whether if he uses it to strike at you or if you decides to use it to hang to help shake some stuff down at you. Also keep in mind of when he goes invisible but it shouldn't be too hard to keep track where he's going. This is one boss battle I don't recommend doing any kind of wall climbing due to the spikes on top and no those won't kill you just damage you that's all.

On the other hand if you have Boomer Kuwanger defeated and having Boomerang Cutter than this is going to be a walk in the park. I say that with knowing once he gets hit with it he'll drop down and keep on trying to hang by his tongue to shake things up, but do what you can to keep that to a very bare minimum. Keep that up with the Boomerang Cutter then this battle is going to be over before you know it.

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| Chapter Seven: Sky Stage |
|           [MMX 4.7]           |
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Items: Life Up, Energy Tank
Weapons Aquired: Storm Tornado
Armor Upgrades: Head Part
Boss: Storm Eagle

Cast of Enemies

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Flamer
Gun Volt
Lift Cannon
Sky Claw
Ball De Voux

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The start of this stage is fairly unique. With it being at Airport type stage and keeping in mind that this isn't going to be an easy level to get through, that I guarantee. Dash if you wish to the edge but look out for the Sky Claw and I do mean watch out cause it'll grab you and more than likely try to make sure you lose a life. Be prepared to take care of it so you can get onto the first lift that comes your way. Get onto it but then prepare to get on

another not long afterwards. Once on the second one careful of other Sky Claws that may try to upset while on the ride up. When you get near the end of the ride, you can do a dash jump to the right, and when you do you can obtain the Life Up from this stage without much hesitation. The only downfall to it is that you'll have to go up those lifts again.

When you have taken the ride back up if you have went about obtaining the Life Up, be sure to wait for the Sky Lift to go over the "Airport" sign so if it grabs you that you'll have a chance to not fall to your doom. I would recommend dashing so you can get to the next area but there's going to be a Turn Cannon. Take care of that and jump onto the platform that it was on. By doing that you'll be able to ride it up to where you'll see glass. Shoot at the glass to get into that area but careful of the Gun Volt, do a charged shot followed by rapidly shooting at it to get rid of it. As that happens the rest of the glass should shatter and then you should be able to obtain another Energy [Sub] Tank.

After obtaining the Energy Tank you'll come across a Flamer at the end of the glass area. Wait for it to come back up, take care of it with a charged shot along with rapid fire. Jump onto that platform but once again another flamer to deal with. Do the same with that one and the one after that one. This is where you have to be careful due to those Flamers [just great, I know]. After the third one you'll have a short break from those things as you can easily get to the next two without any interference from them. Take care of that one then onto that platform and onto a green platform before you have to start having to work on those moving platforms once again. The first one there's no flamer on it but the one after it does have one along with the two after that. The next two you won't have to worry about any more of those things.

Once that you are away from those go and to where you have to wall climb up a tower like thing but if you drop down you'll have a chance to obtain another piece of the armor. Slide down the tower to a point to where you can do a dash jump to you see some "Flammable" tanks. Destroy them and once you have enter in the area to receive the Head upgrade.

"This capsule contains an enhancement for your helmet which will allow you to break some ceilings with a headbutt."

Once obtained it'll give a demonstration on how it's done. Leave the area and head on out. When out and wall climb the tower, watch out for two Sky Claws. Watch out for a few more of them along with Ball De Voux. Dash jump to the wall and climb up but like the last time you wall climbed there'll be two Sky Claws to worry about. There's one more to deal with before you get to the end of the road but you have to be fast on these platforms. Once you get onto them you have a very short time to get to the next one and finally onto a ship. Once on the ship go take care of the cannons and down a ladder. Then finally through the boss gate, down a ladder and onto a platform that'll then see part of the ship get destroyed. And finally time to fight Storm Eagle.

Boss Fight: Storm Eagle

Height: 8.20 ft.

Weight: 275 lb.

Attack[s]: Storm Tornado, Diving

Weakness: Chameleon Sting

you'll need to get on the platform above the ash then do a dash jump to get to it. Another tricky part of the game this is. Once you get up there it can be difficult to try to get it to go all the way and not have to worry about having to get a few then not being able to get up there fully. If you are able to get up there fully there'll be a capsule waiting for you with the final part of the armor.

"This capsule contains a part which will increase the capabilities of your X-Buster. You can use it to fire all types of weapons."

Step on in to claim it and like usual there'll be a demonstration on what the effect of it is. When you done that drop back down to where you were. The platform you were on, if you drop down to where the ash is, you can make like a mad man and dash all the way to the end to claim the Life Up from this stage. Although there will be a few Dig Labours to deal with that'll try slowing you down in any way possible. After obtaining the Life Up head back to the first opening that you come to and get onto the platform. Take care of the Dig Labour but there'll be another two more on the way to the wall so you can wall climb.

When you wall climb don't go all the way to the pathway that you see, instead go to the left but be careful that the Dig Labour don't throw a pick at you. Go until you see a platform with another Dig Labour, take care of that and then jump onto that. There'll be one more Dig Labour to rid of before you have to make a dash jump be careful of the Met that is up there. There'll be one more of them before you can obtain another life and then do a dash jump near the edge to get on the wall to see that there's the final Energy [Sub] Tank to claim in the game. Similar to when you got final piece of the armor but different. Getting this isn't going to be too difficult to claim it.

Once you have claimed it head back out, even if it means getting on the lowest platform and to the wall that you climbed up before making the left to claim the last tank. This time when climbing up the wall take the path that you see. Now we're in another room where you have to deal with Scrap Robos but this time it's going to be different. You have to deal with something that'll try to be crushing you. Make quick work past the first one and then go below on the ash so you don't have to worry about having to worry about trying to be crushed in any way. At least until the last one you have to worry about but no Scrap Robo will be in your way of it or after it.

When past it get jump up and then drop down when you need to. Now it's time to enter the final area before you can face the one of the biggest Mavericks you'll face in the entire game. There'll be like Spine like enemies that'll be on top or bottom, it don't matter to them. Head up the ladder and dash jump over it then head down the first [and only] ladder you come to. When you do try to trigger the Hoganmer to attack then drop down and shoot him with a charged shot. Be careful of the lava that can still seep out of the pipes. Get up to the top to deal with another Hoganmer and don't go down any ladders. Deal with another Spine like and a Hoganmer not long afterwards. There'll be two more Spines to dash jump over and one more Hoganmer before you can enter the boss gate to go to fight the big mammoth.

Boss Fight: Flame Mammoth

Height: 10.5 ft.

Weight: 719 lb.

Attack[s]: Fire Wave, Oiling, Jump Press

Weakness: Storm Tornado

Now fighting this big boy you have to watch out for the Jump Press the most due to if you're on the ground it could halt you on trying to do damage to him for at least a second or two. Also be careful when he shoots oil towards you and then try the Fire Wave move not long afterwards to set the oil on fire. One of the best things to do is wall climb when he does the Fire Wave as well as the Oiling but mostly the Jump Press. If you have Storm Eagle defeated the Storm Tornado works best to beat him but just like Storm Eagle he is another that don't get pushed back or anything when it touches him. Another way to help beat him is if you're on the ground and he goes for a jump it'll give you good time to dash to avoid the jump but be careful when he does that. As long as you keep up with this strategy, you should be able to get past this massive enemy without too much trouble.

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| Chapter Nine: Sigma Stage 1 |  
|           [MMX 4.9]           |  
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Items: None
Weapons Aquired: None
Armor Upgrades: None
Boss: Bospider

Now it is time to go in to try to deal with the main honcho himself, Sigma, but that's not without having to deal with a few things before you can really get to deal with him. After Zero informs you what the plans is head on in and have to deal with a few Mega Tortois'. The best way to deal with them is to use Storm Tornado and if you're lucky the Tornado may also get a few Jammingers along the way. This is how it is until you run out of land to be on, and then it's time to get onto some moving platforms. This is a really tricky part and one of the best ways to get through this without having any Jammingers push you off the platform is to equip the Chamelon Sting charge it and let it help you not worry about having that happen. Although the best alternative would be to use the Homing Torpedo in this area. There'll be at least seven of them you have to jump on before you can get into the base.

Once in there'll be some Turn Cannons that you have to deal with. As you get further in this part there'll be many Turn Cannons to deal with along with a couple Ball De Voux and a Gun Volt before you can descend up a ladder. Making it up the first two ladders you'll have to deal with Ball De Voux and the third one you won't have to deal with anything. Then as you make it up the final ladder you'll see Vile once again and this time you know it's going to be personal. After you see him Zero comes in and tries ruining the fun telling you to stay back as he says he'll deal with him. When they take off through the boss gate, as you head in, and as you do you hear some serious fighting going on the other side.

Just around the time that the fighting ends, you should be able to move to the other gate to enter. As you do move a little ways you'll see the end result of that battle that you was hearing.

Sub Boss: Vile
Attack[s]: Energy Orb

Weakness: Chameleon Sting

Once there it'll trigger a cut scene and finally to a fight against Vile in his ride armor again just like back on the Central Highway stage. You won't be able to damage him in the armor this time around as well. The only thing you can do is take damage as you try putting up a fight against him. No what you throw at him while in the armor won't do any good, but he'll keep fighting you until you are nearly done for. Once he gets you there he'll go about dishing out energy orbs to put you in your place. When that happens he'll think he got the best of you but there's only one problem with that. While he has his back on Zero, Zero will bust out and take care of the ride armor Vile has.

Now Vile is out of a ride and now has to face you one on one in a fair battle. Vile may talk a good game but now it's time to finish this little bout with him once and for all. Be sure to equip the Chameleon Sting to go against him. He'll be firing energy orbs at you so he can get a free hit on you but do what you can to dodge them. Also look out for when he jumps then fires the orbs on the floor to try hitting you that way. If you time it right on some of the jumps you can dash under him and get a hit in if you can. Keeping up with him can be tricky when he fires those orbs at you, and if you can keep up he should be done with, without much problem.

Once Vile is defeated go check up on Zero but there's no chance he'll be able to help you take down Sigma. So it'll be basically just up to you to take Sigma on singlehandedly. On a side note, if you don't have the Arm upgrade by this point you can obtain it via Zero. Once you have talked with Zero and must carry on the mission to put an end to Sigma, be careful of the next area. There's going to be Ray Traps along with Hoganmers to deal with and one of the best ways to get through this is a charged Chameleon Sting to get through without worrying about taking any damage. When through there should be a ladder to go up and another area where the Chameleon Sting comes into play if you have enough left to use in this area. If not this can be a little bit of a pain to get through with the wall climbing, and dealing with Hoganmers, Jammingsers, as well as Dodge Blasters. When you have made it to the top, you'll be seeing another boss gate and be wondering "Finally, the end of the level". As much as I hate to break it to you, it's not the end of the road for this level. It's a boss fight but not what you're thinking.

Boss Fight: Boomer Kuwanger

Height: 7.93 ft.

Weight: 206 lb.

Attack[s]: Boomerang Cutter, Dead Lift

Weakness: Homing Torpedo

Upon entering the boss gate, to your surprise it's Boomer Kuwanger. If you never played the first Mega Man game on the NES, this is basically paying homage to how you dealt with fighting each of the Mavericks again. Best thing to do is to remember how you went about fighting him previously and you should be golden against the fight against Kuwanger. There isn't anything special about this fight so, do what you can to dispose of him quickly.

Once he's out of the way [again], and head out, you'll have to deal with some Mets along with some Spiky and Jammingsers. Best way to get past them is by using Storm Tornado to help get past them by any means necessary. When you're through there'll be another boss gate and this time it'll be for the boss of the stage.

Boss Fight: Bospider
Attack[s]: Mini Spiders
Weakness: Shotgun Ice

This is for sure one of the interesting battles that you'll come across in the game. Only thing I can suggest on how to get past it is keep an eye on the poles and see where you'll be seeing the green poles appear then try to figure out where it's going to go. Once it hits the bottom unleash Shotgun Ice but do it quickly as possible. There will be times it'll shoot out little spiders to help slow you down to where you can't do any damage to it. There isn't much of any strategy to watch out for while facing this thing but keep one thing in mind, the more damage you do to it the faster it'll become so that's when you really need to watch out for in this fight. By keeping to the strategy of keep an eye on the green poles you should be able to get past it without much of a problem.

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| Chapter Ten: Sigma Stage 2 |
|           [MMX 4.10]           |
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Items: None
Weapons Aquired: None
Armor Upgrades: None
Boss: Ranga Banga

Now the second Sigma Stage. Although this may be a little easier level for the most part compared to the first stage, but still challenging. From the start of the stage there'll be a Batton Bone followed by a Flammingle. After the Flammingle there'll be another Batton Bone and little similar to in the first stage of a moving platform though this won't be as hard as that was. If it has moved out of range to get on wait for it to come back before jumping onto it. There'll be two more of them to jump onto as well as a few other Batton Bones to deal with and after the third one another Batton Bone with a Flammingle. Keep going and will keep seeing nothing more of Batton Bones and Flammingles even as you get to a wall, wall climb up to take care of one more Flammingle with a Batton Bone. When you do there's a boss gate already and be prepared to tangle with another Maverick but who could it be this time? There's only one way to find out.

Sub Boss: Chill Penguin
Height: 5.34 ft
Weight: 237 lb.
Attack[s]: Shotgun Ice, Sliding, Ice Clones
Weakness: Fire Wave

As we find out it's none other than Chill Penguin. Unlike the last time that you fought him this time around you have the power that he's weak against, the Fire Wave. If you remember how he was during the original fight if he was your first fight against him that you have to remember his attack pattern from then. If you decide to use Fire Wave against him it'll help out greatly during this fight against him. When you use it against him it'll push him back some but he'll be coming back for more but you won't be able to

use it if he decides to slide, let alone if he's doing the Ice Clones and there's no way of getting to the other side of him. If this happens wait for the right opportunity before getting an attack. Keep up at this you should be able to have two of the eight Mavericks down in no time.

After the defeat of Chill Penguin walk on out and you'll see a Armor Soldier standing outside of the ride armor. Be sure to destroy him if you want a opportunity to get into the ride armor yourself for that extra protection that you need. If you manage to get in the ride armor yourself there'll be a horde of Jammingers and Dig Labours which may be a little more to handle for some. Let alone a couple other Armor Soldiers that you have to deal with before having to step out of the ride armor to get onto a ladder. Once up the ladder you can either use Chameleon Sting or Rolling Shield charged to help get past this section. I recommend taking the path on the right it'll be the easiest for one to get past this section without too much of a hassle.

When you reach the top there's no other choice but to go right and when you do you have a funny feeling who you're going to be facing next out of the Mavericks. If you have guessed right, it's none other than Storm Eagle.

Sub Boss: Storm Eagle
Height: 8.20 ft.
Weight: 275 lb.
Attack[s]: Storm Tornado, Diving
Weakness: Chameleon Sting

This time around you won't be on his ship when you face him but on a area that may be just as close to being there. Like before you have two sections in which you can fall off if he uses the Storm Tornado on you. Just when the fight starts careful of the Storm Tornado and the Diving attacks. Equip the Chameleon Sting use it against Storm Eagle and do like before try to time your attacks especially during the Diving attack. And if done right this battle shouldn't take too long as long as you can plan your attacks and be able to keep yourself from being shoved over the edge in any way shape or form.

Once that battle is out of the way get to the edge and do a dash jump to the next area then up the ladder. Depending on how much of the Chameleon Sting you used in the battle against Storm Eagle, charge it to help get past this section loaded with Batton Bones and Hoganmers. When you make it up to the top and up the ladder there'll be a Spiky to worry about before entering the boss gate that'll take you to the boss battle of this stage.

Boss Fight: Ranga Banga
Attack[s]: Eyes, Core
Weakness: Chameleon Sting

Now this is one boss battle that most may not have seen coming in any Mega Man game whatsoever. As the battle begins the eyes will open up and the Chameleon Sting is the best choice of weapon to use on the eyes which does the most damage done to them. Both eyes will get a chance to try to attack before the core part [nose] of it makes an attempt at you. When the core plans to attack you'll know when the walls start closing in on you. The pattern of where it goes can be unpredictable of which way it'll go so be on the lookout for which way it goes but be sure to keep wall jumping, don't want to land on the spikes now. The Chameleon Sting also works well on the core but if you finish off the core before you do with the eyes, the walls will stay and then have to finish

the eyes with the wall like that. Best bet is to try to destroy the eyes before you can proceed in defeating the core part of the Ranga Banga. The only eyes you have to worry about coming out are the green and blue, the red stays in the socket it only fires at you.

If you manage to take care of the eyes, then you can now focus on just the core part of the Ranga Banga, which shouldn't have much of a fight left in it. Use this time to focus the remaining on the core and this fight should be done in no time.

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| Chapter Eleven: Sigma Stage 3 |
|           [MMX 4.11]           |
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Items: None
Weapons Aquired: None
Armor Upgrades: None
Boss: D-Rex

As we make it to the third Sigma Stage and wondered about the rest of the Mavericks, don't worry the remaining five that you have left to fight are in this stage here. Some you will easily guess what the next one you'll have to fight and some you may not know until you have reached the area to fight that particular Maverick.

The stage starts out simple, just simply wall climb up to one wall then do the same again but when you reach the top watch out for the Mega Tortois along with a couple Turn Cannons. Just worry about the Tortois that way you can deal with Maverick number one of this stage. Enter the boss gate to find out the first one is Armored Amadillo.

Sub Boss: Armored Armadillo
Height: 6.36 ft.
Weight: 510 lb.
Attack[s]: Rolling Shiled, Guarding
Weakness: Electric Spark

Remembering that he'll start off with a Rolling Shield so wanting to get that armor off of him is going to be just as tough as the first time around with him. Wait for him to stop then use the Electric Spark on him and then it won't matter which way you go about fighting him if it's with the Electric Spark or with the X-Buster on him. Though I prefer using the Electric Spark on him that way you can get past him easier and not have to waste any unnecessary time on him. As long as you can dodge his attacks the second fight against him should be a breeze.

When the Armadillo comes to a fall, the next section although short like the first part but there'll be some Dig Leboros to deal with but once past them with some Batton Bones it should be on to the next Maverick to take care of.

Sub Boss: Sting Chameleon
Height: 5.80 ft.
Weight: 169 lb.

Attack[s]: Chameleon Sting, Iron Tongue
Weakness: Boomerang Cutter

Now it's on to fight Sting Chameleon. Just like the area you originally fought him in, be careful of the ceiling due to the spikes up there that'll cause you damage. By just using the X-Buster you'll have to watch out for all of his moves like before but if you use the Boomerang Cutter you can help keep him from using moves such as the Iron Tongue that has that illustrious six foot reach when launching it at you. When using the Boomerang Cutter it'll mostly force him to stay hanging from the ceiling after getting knocked down. Keep up with this with the Cutter he'll be down in no time.

When leaving the area after defeating Sting Chameleon, drop down and have to worry about two Dig Lebor to deal with along with a Rush Roder. I'd worry about the Rush Roder and the Dig Labor on the ground, once you have taken care of those two; ignore the other Dig Lebor by heading to the boss gate to fight the next Maverick.

Sub Boss: Spark Mandrill
Height: 10.0 ft.
Weight: 646 lb.
Attack[s]: Electric Spark, Dash Punch
Weakness: Shotgun Ice

It is time to fight Spark Mandrill. As usual if using Shotgun Ice it'll freeze him in his tracks which will make this battle seem ridiculously easy. I say have some fun with him try some things such as trying to aim the weapon at the wall and let the ice pellets from the break against the wall to freeze him. If you don't want this fight to be easy like the last time if you had Shotgun Ice then I'd recommend using the X-Buster against him. If you do watch out for the Dash Punch mostly if he uses it against you. Although if you want to make this battle to be over quickly then I'd recommend using the Shotgun Ice so that way the battle will be over before you know it.

When Mandrill has been taken care of that's six of eight Mavericks down, leaving two more to deal with: Flame Mammoth and Launch Octopus. As you leave the area and drop down to see water and there's only one guess who the order of the remaining two Mavericks are going to be. Watch out for the Gulphers in the water cause if you don't they'll suck you in then drain you of your energy. There'll only be five of them to worry about before getting to the boss gate so you can face Launch Octopus.

Sub Boss: Launch Octopus
Height: 7.80 ft.
Weight: 348 lb.
Attack[s]: Homing Torpedo, Energy Drain
Weakness: Rolling Shield

Like before when fighting Launch Octopus the move you have to worry most of all about is the Energy Drain. This is shown by him going up and down in like a spin cycle trying to pull you into it so he can latch onto you to start taking your energy to help refill his energy. When he does that be sure to keep on dashing as much as you can and be on guard for the Homing Torpedoes. Use the Rolling Shield on him but if you use it and if he shoots a Homing Torpedo at you the shield will destroy the torpedo then not hitting Octopus at

all. You want to try timing of the shield so it'll hit him. Timing is one thing that is important in this battle and do it just right then you'll earn another victory against him.

It's time to get out of there by wall climbing out of there. Once to the top and onto the platform then get up to where you see some spikes, and then go to Chameleon Sting, charge it up so you can go over the spikes without taking damage let alone allowing yourself losing a life over it. By doing this you'll be able to avoid the Ray Traps, Turn Cannons and Jammers before facing the last Maverick before the final boss of the third Sigma Stage.

Sub Boss: Flame Mammoth
Height: 10.5 ft.
Weight: 719 lb.
Attack[s]: Fire Wave, Oiling, Jump Press
Weakness: Storm Tornado

Just as the last time you fought him be on the lookout for the Jump Press and Fire Wave. Two of his deadliest attacks, though the Fire Wave intensifies if uses oil prior to Fire Wave. Using Storm Tornado to help get past him as quickly as possible. By dodging his attack as best as you can while using Storm Tornado, this fight should take as long as it previously did if you had it for the first time against the Mammoth. With that it should not take long to get this fight with him over with.

Once that you have finished off Flame Mammoth, head out and there shouldn't be any enemies between here and the other boss gate. Once there you'll face the stage boss.

Boss Fight: D-Rex
Attack[s]: Crush, Electric Spheres
Weakness: Boomerang Cutter

What can I say about this one? Other than that it looks like a dinosaur tank of some sort. The main weakness of this one is Boomerang Cutter, and it shouldn't be much of a problem but you have to be careful of the Electric Spheres. Not only that if you get between when it separates it can crush doing much damage to you, so avoid trying to get in that position whenever you possibly can. When it starts charging up for the sphere wait for it and wall climb to try avoiding it for the most part. If you manage to keep firing Boomerang Cutter at it should be able to go done within not much of a problem for you. This could be the hardest boss in the Sigma stages. Once that you're through then it should be the last you have to deal with before finally having a chance to face Sigma.

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| Chapter Twelve: Sigma Stage 4 |  
|           [MMX 4.12]           |  
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Items: None
Weapons Aquired: None
Armor Upgrades: None
Boss: Sigma

This is the shortest level that you'll have to get through in the entire game. Only strategy to get to the boss in this level is by wall climbing but there's a catch. There'll be two holes in the wall on the way up that'll have Creeper coming out. At first you'll want to wall climb on the left 'til after you have past the first one than quickly get over to the other by doing a wall dash. Once over there you'll be able to dodge the other one without much of a problem. Keep going up 'til you reach the top of where you'll finally face Sigma, but there is one small problem. He's not alone. You'll have to face his [pet] Velguader before you'll get your chance at Sigma.

Sub-Boss: Velguader

Attack[s]: Flamethrower, Wall Jump, Electric Spark

Weakness: Shotgun Ice

Fighting this shouldn't be too hard to do but some off its attacks you'll have to watch out for especially when it comes to the flamethrower. Mostly due to that if you wall climb to avoid a few attacks it can come over and start sending the flames up the wall so be careful when it does that. When it comes to the wall jump this is one you'll want to watch out for. If you were to drop down and when it follows suit it'll do like a curling jump on the way down. As for the electric spark like attack try to keep some distance if not wall climb to avoid this attack if you can't have a safe distance between the two of you. Keep up doing this and you should have it down in no time.

Boss: Sigma [1st Form]

Attack[s]: Beam Sabre

Weakness: Electric Spark, Energy Ball, Wall Jump

Upon defeating [Velguader] it'll be time to take Sigma on and about time too, after what has led to this moment of the game. One thing that you'll think when it's time to fight him is that he seems to be trying to go for a Star Wars way of fighting. This fight may be one of the easiest to do in the game all you mostly have to do is go with Electric Spark to use against Sigma. The best way to go is to do wall climb while charging the Electric Spark for most damage on Sigma. Climb up to the top wait for him to jump up there then drop down and hit him with the Electric Spark. Only problem would be that you'll run out of Electric Spark [most of the time] during this fight.

If you manage to get two hits on him at once with one hit then that'll help you get past him with using one of the weapons. If not then you'll have to go back to the X-Buster to finish him off. Finishing him off with the X-Buster is the most likely way to put the finishing touch on him. Keep in mind that each time that you wall climb Sigma will go about Wall Jumping and have to time it right each time. If you're successful at beating him and think that this is the end, you're far from it.

Boss: Sigma [2nd Form]

Attack[s]: Energy Ball, Flamethrower, Lightning

Weakness: Rolling Shield

Now the real fun begins here and probably one of the hardest boss fights in this game [excluding Vile in Ride Armor]. As you take a look at the second form of Sigma and wonder to yourself "How can I go about beating him?" The answer is simple my friend, all you have to do is get to the head and use Rolling Shield on that weak spot. But if you wonder how to get up there then

the answer for that would be to get on the rotating hands [or claws] to wait for one to come down or wall climb up onto one if you can. Once on one wait for it to stop before you can go about making a hit on the head of Sigma.

Sometimes you'll have to jump to make the hit while other times it'll get you close enough without having to jump to make the hit. If you're on the ground you'll have to be careful if you see the eyes glow it means that there's an attack on the way and it can be one of the following: Energy Balls, Flame-thrower or Lightning. The energy balls can be avoided if you can quickly dash between them as Sigma fires them at you. Flamethrower is the hardest one to avoid since you have no idea which way it'll be coming [like energy ball but different]. As for the lightning, it'll be through the hands [or claws] from top to bottom but don't worry about having the ground electrified.

The best thing to do is to try staying on the rotating hands as best that you can and try keep attacking when you get that opportunity to do so. It may sound rather hard to do especially if this is your first time playing the game but keep on trying until you do. Once you have managed to defeat him the head will come crashing down as Sigma gets destroyed.

Now that you have defeated Sigma enjoy the ending:

"The war has ended for now and peace has been restored. But those who sacrificed themselves for the victory will never return.

Exhausted, X gazes at the destruction he helped caused and wonders why he chose to fight. Was there another way?

Standing on the cliff, the answers seem to escape him. He only knows he'll fight the Mavericks again before he finds his answer.

How long will he keep on fighting? How long will his pain last? Maybe only the X-Buster on his hand knows for sure?"

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|                               5. Parts / Items / Boss Weakness                               |  
|                               [MMX 5]                                                  |  
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| Part One: Life Up Locations |  
|           [MMX 5.1]         |  
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Snow Mountain [C. Penguin]

Location: Above mini cave with Armor Soldier and Tombot
Weapon Required: Fire Wave
Armor Part Required: None

When reaching the cave of the Armor Soldier and the Tombots. If you don't have the Fire Wave, getting the Life Up after ditching the Ride Armor will be impossible. When ditching the Ride Armor and head to the top, use the Fire Wave on the second Tombot hive you come to. This should take a few seconds before it breaks apart to obtain the Life Up.

Power Plant [S. Mandrill]

Location: Above ladder going down after facing Thunderslimer
Weapon Required: Boomerang Cutter*
Armor Part Required: Leg Part

Upon defeating the Thunderslimer, the Life Up should be above the ladder that heads down. You will come to the area where you have to defeat a Mega Tortois and after defeating it, then you can go about obtaining it. Best thing is to have the Leg Part so you can go about doing a dash jump off the wall then quickly back to wall climb. This may take some practice to get it. Alternatively use the Boomerang Cutter.

Gallery Stage [A. Armadillo]

Location: Second encounter with Mole Bearer
Weapon Required: Fire Wave*
Armor Part Required: Leg Part

Found during the second encounter with the Mole Borer. If you get ahead of it you can get to it quickly by dashing. You will see it when you get near it and jump up to get the Life Up. An alternate way of obtaining it is by using Fire Wave to quickly dispose of Mole Borer.

Ocean Stage [L. Octopus]

Location: Destroy Cruiziler
Weapon Required: None
Armor Part Required: None

Destroy the Cruiziler and force it to crash into the ocean floor. When you have done that and it falls into the ocean floor, it should help open a secret passage. Once in the secret passage watch out for spikes on certain parts of the floor as well as a secret battle against the Uroboros.

Tower Stage [B. Kuwanger]

Location: Before going up to fight Kuwanger
Weapon Required: S. Ice / B. Cutter
Armor Part Required: Arm Part and Leg Part*

After the elevator ride up and past the series of ladders, that consists of Ladder Yadders along with Slide Cannons. Upon reaching the top the Life Up should be right there in view. There are two ways of obtaining this one. One is easy and the other takes some skill depending on the path that you want to take. The easy way is to defeat Boomer Kuwanger and come back to this section to obtain it. Other way consists of having the Arm and Leg upgrades along with having Shotgun Ice obtained from Chill Penguin. Charge up the Shotgun Ice and when unleashed jump on to it and when at a good distance perform a dash jump to obtain the Life Up.

Forest Stage [S. Chameleon]

Location: Below entrance to cave
Weapon Required: None
Armor Part Required: Leg Part / Head Part

At the entrance to the cave, there are two options here. Going up will be for the Armor upgrade and the other being for the Life Up. Head on down but there is one problem. If you don't have Launch Octopus defeated you will not be able to get the Life Up from this stage. Also you will need the Leg Part to break the rocks by wall climbing but the Head Part upgrade can help break the rocks easier. Upon breaking most of the rocks, you should be able to do a dash jump with the help of the water in the area.

Sky Stage [S. Eagle]

 Location: At beginning above you
 Weapon Required: None
 Armor Part Required: Leg Part

The start of this stage is fairly unique. With it being at Airport type stage and keeping in mind that this isn't going to be an easy level to get through, that I guarantee. Dash if you wish to the edge but look out for the Sky Claw and I do mean watch out cause it'll grab you and more than likely try to make sure you lose a life. Be prepared to take care of it so you can get onto the first lift that comes your way. Get onto it but then prepare to get on another not long afterwards. Once on the second one careful of other Sky Claws that may try to upset while on the ride up. When you get near the end of the ride, you can do a dash jump to the right, and when you do you can obtain the Life Up from this stage without much hesitation.

Factory Stage [F. Mammoth]

 Location: Same area of [Sub] Tank
 Weapon Required: NOne
 Armor Part Required: Body Part*

Same area as Energy [Sub] Tank down in the lava. First tip is if Chill Penguin isn't defeated by this point you will want to have the Body upgrade in order to survive to get it. That will depend on how many you have obtained thus far. If Chill Penguin has been defeated then having the Body upgrade is not required to obtain it.

* - Optional

 | Part Two: Weapons / Boss Weakness |
[MMX 5.2]

Maverick	---->	Weapon Get	---->	Weakness
-----		-----		-----
L. Octopus		H. Torpedo		R. Shield
C. Penguin		S. Ice		F. Wave
A. Armadillo		R. Shield		E. Spark
F. Mammoth		F. Wave		S. Tornado
S. Eagle		S. Tornado		C. Sting
B. Kuwanger		B. Cutter		H. Torpedo
S. Mandrill		E. Spark		S. Ice
S. Chameleon		C. Sting		B. Cutter

Vile [w/o Armor]	None	C. Sting
Bospider	None	S. Ice
Ranga Banga	None	C. Sting
D-Rex	None	B. Cutter
Velguader	None	S. Ice
Sigma [1st Form]	None	E. Spark
Sigma [2nd Form]	None	R. Shield

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| Part Three: Armor Upgrades |
|           [MMX 5.3]         |
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Snow Mountain [C. Penguin]

Location: Stands out about mid-stage

Weapon Required: None

Armor Part Required: None

Once you do the wall climb up and first thing you'll be noticing is a capsule like thing in your path. When near this is the first capsule that one comes across in the game and is the first one you need to enter if you want to get to most of the others in the game. If you haven't guess [if first time playing] this is for the leg upgrade that'll give you the ability to dash. The dash function is similar to the slide ability in the classic series but different and seems to be a little faster than that of the slide.

"So you've come...

X, I gave you the ability to choose your own path in life and I hoped the world would allow you to choose a peaceful one.

But now it seems that you're destined to fight. Because I thought the world might need a new champion. I have hidden capsules like this one.

If you find and use them you will be able to increase your powers, beyond anything the world has ever known.

Step into this capsule, and recieve a accerlation to boost your speed.

Good luck, X"

Forest Stage [S. Chameleon]

Location: Above cave

Weapon Required: None

Armor Part Required: Leg Part

When you approach a cavern like area perform a dash jump to the top and enter the area. You will be enclosed off and have to face the AT-55J. Just like any other sub boss of the game it won't have any kind of life bar to let you know how much of him you have left. Best way to do any damage to this thing is by focusing your shots at the head of it. As I said there is only one way of knowing when you start doing major damage to it and that's when it starts puffing smoke. When the puffing starts getting quicker that means it's getting that much closer to being beaten. There is only one attack you need to watch out for and that's when it wants to try grabbing you, and then slam

you against the wall. Try avoiding by wall climbing when you can.

Once that you have beat it, then you'll be awarded with a Armor Capsule and this is going to be for the Body Armor.

"This capsule contains a new type of body armor. It will reduce damage to your systems by fifty percent."

Sky Stage [S. Eagle]

Location: Area of first Turn Cannon

Weapon Required: None

Armor Part Required: None

Once that you are away from those go and to where you have to wall climb up a tower like thing but if you drop down you'll have a chance to obtain another piece of the armor. Slide down the tower to a point to where you can do a dash jump to you see some "Flammable" tanks. Destroy them and once you have entered in the area to receive the Head upgrade.

"This capsule contains an enhancement for your helmet which will allow you to break some ceilings with a headbutt."

Factory Stage [F. Mammoth]

Location: Area prior to obtaining Life Up

Weapon Required: None

Armor Part Required: Leg Part / Head Part

Jump out of the area onto the section keep going until you have to drop down into another area. There is a health pallet if you need it whether to fill your health some or to help store it in one of the tanks. After dropping down dash and when you do you should notice a little path above you that looks to be broken with the leg upgrade as well as the head. In order to get up to it you'll need to get on the platform above the ash then do a dash jump to get to it. Another tricky part of the game this is. Once you get up there it can be difficult to try to get it to go all the way and not have to worry about having to get a few then not being able to get up there fully. If you are able to get up there fully there'll be a capsule waiting for you with the final part of the armor.

"This capsule contains a part which will increase the capabilities of your X-Buster. You can use it to fire all types of weapons."

| Part Four: Sub Tank Locations |
| [MMX 5.4] |
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Power Plant [S. Mandrill]

Location: Near start of level, down first ladder

Weapon Required: Boomerang Cutter

Armor Part Required: None

From the start of the level head up the first ladder you come to, but without

having to deal with a Gun Volt beforehand. Head up the ladder, and head to the ladder that leads down, but there'll be another Gun Volt to deal with. Head down to deal with two more Gun Volts. There is only problem is that you need the Boomerang Cutter to go about retrieving it. In order to get it using it perform a good jump and the Boomerang Cutter should head down after firing to grab onto it.

Gallery Stage [A. Armadillo]

Location: Mole Borer [1st]
Weapon Required: None
Armor Part Required: None

Once down there you'll have to deal with Mole Borer and the only way it comes towards you is by getting near the ground. If you manage to wall climb before it gets near you without getting killed then after it passes below drop down to where it came from and you'll be able to get a E-Tank.

Sky Stage [S. Eagle]

Location: Area of first Turn Cannon
Weapon Required: None
Armor Part Required: None

When you have taken the ride back up if you have went about obtaining the Life Up, be sure to wait for the Sky Lift to go over the "Airport" sign so if it grabs you that you'll have a chance to not fall to your doom. I would recommend dashing so you can get to the next area but there's going to be a Turn Cannon. Take care of that and jump onto the platform that it was on. By doing that you'll be able to ride it up to where you'll see glass. Shoot at the glass to get into that area but careful of the Gun Volt, do a charged shot followed by rapidly shooting at it to get rid of it. As that happens the rest of the glass should shatter and then you should be able to obtain another Energy [Sub] Tank.

Factory Stage

Location: Area of Life Up
Weapon Required: None
Armor Part Required: Leg Part / Head Part

When you wall climb do not go all the way to the pathway that you see, instead go to the left but be careful that the Dig Labour don't throw a pick at you. Go until you see a platform with another Dig Labour, take care of that and then jump onto that. There'll be one more Dig Labour to rid of before you have to make a dash jump be careful of the Met that is up there. There'll be one more of them before you can obtain another life and then do a dash jump near the edge to get on the wall to see that there's the final Energy [Sub] Tank to claim in the game. Upon seeing it you'll have to destroy some blocks to get in and obtain it. Getting this isn't going to be too difficult to claim it.

Gallery [A. Armadillo]

Location: Above boss gate
Weapon Required: All
Amor Required: All
Energy Tanks: All

There is a hidden capsule that is only found when obtaining everything. On the final mine cart. Ride it until the end and the area where the boss gate is but you want to dash jump off on top. You should be able to see due to an energy capsule there. Although in order to get this hidden capsule you have to do this process five times. On the fifth attempt it should appear and you shall receive the fireball in the style of Ryu from Street Fighter.

| 6. Passwords |
[MMX 6]

The "X" series has a different password setup than that of the "Classic" series. While the "Classic" series has always been known for the dot chart password system, the X series introduces a number based password system. A 4 x 3 [4 numbers by 3 rows]. Each of the passwords below are those that I got during a playthrough of Mega Man X and is for the following stage(s) cleared as well as Items Obtained:

Password	Stages Cleared	Items Obtained
1768 5858 3884	C. Highway	None
5544 1278 6266	C. Highway, C. Penguin	Armor [4], Life Up [5] Sub Tank [3]
6172 1276 5288	C. Highway, C. Penguin, S. Mandrill	Armor [4], Life Up [5] Sub Tank [3]
5548 7777 6531	C. Highway, C. Penguin, S. Mandrill, A. Armadillo	Armor [4], Life Up [5] Sub Tank [3]
4534 6388 8126	C. Highway, C. Penguin, S. Mandrill, A. Armadillo, L. Octopus	Armor [4], Life Up [5] Sub Tank [3]
1155 2352 7414	C. Highway, C. Penguin, S. Mandrill, A. Armadillo, L. Octopus, B. Kuwanger	Armor [4], Life Up [5] Sub Tank [3]
5575 3137 5584	C. Highway, C. Penguin, S. Mandrill, A. Armadillo, L. Octopus, B. Kuwanger,	Armor [4], Life Up [6] Sub Tank [3]

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F. Mammoth

8444      C. Highway, C. Penguin,      Armor [4], Life Up [8],
6626      S. Mandrill, A. Armadillo,  Sub Tank [4]
6136      L. Octopus, B. Kuwanger,
          F. Mammoth, S. Chameleon

2653      C. Highway, C. Penguin,      Armor [4], Life Up [8],
3858      S. Mandrill, A. Armadillo,  Sub Tank [4]
7584      L. Octopus, B. Kuwanger,
          F. Mammoth, S. Chameleon,
          S. Eagle

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|                               7. Credits / Legal Notice                               |
|                               [MMX 7]                                             |
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| Devin Morgan |
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For use of the stage layout of each of the eight Maverick stages.

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| Allowed Sites | | Banned Sites |
|-----| |-----|
| GameFAQs: www.gamefaqs.com | | CheatCC: www.cheatcc.com |
| IGN: http://faqs.ign.com | | Cheats Guru: www.cheatsguru.com |
| Neoseeker: www.neoseeker.com | | Cheat Codes: www.cheatcodes.com |
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