







You must progress through stages, with some of the most stylish bosses to beat (for Super Nintendo standards) and learn their skills by defeating them. Finally, when you are done with them all, you are able to fight Sigma, the Maverick leader, and save the human-race from a most certain eradication.

The game is pretty much self-explanatory, but to get a better understanding about the games background, read the back story and it will clear a lot of things up, it sure did for me...

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||                BACK STORY                ||
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The Journal of Dr. Cain:

April 8th

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Still nothing. For the last month, I have been sifting through the dirt trying to find a fossil record which would verify my findings on Mesozoic plant life , but so far I have come up empty. Tomorrow, I'll move my Archaeological dig to a new site. Maybe I'll have better luck.

April 9th

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Set up camp at new site and laid out a preliminary gridwork for the dig. I got some odd readings at location E-46. It looks like something metallic is buried several meters below the surface. I think I'll begin there tomorrow.

April 10th

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I can't believe what I found! Several meters below the surface was the remains of a lab. Although most of the lab was damaged, I did manage to find papers that indicate that it belonged to the famous robot designer, Dr. Thomas Light. I've begun to review what is left of Dr. Light's notes and it looks like he was on to a major breakthrough. The notes keep referring to "the capsule"...

April 13th

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I found it. Standing 14 meters high and 8 meters wide, the capsule was hidden under a collapsed ceiling. Even underneath all the rubble, the capsule has remained intact and was still running some diagnostic when I found it. There is a warning on the capsule, but all the indicators on the capsule show green. It should be safe to open it. I'll know tomorrow.

NOM engineer work system

Model CPS-9204

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Real memory: 8,192 tetrabites

Available memory: 32,768 tetrabites

Primary data cache: 512 kilobites

Primary inst cache: 768 kilobites

Secondary cache: 32,768 kilobites

Login: Dr. Cain

Password: \*\*\*\*\*

>device -dvl -a  
Reading: "M.X.S."  
Reading: "BD-E"  
Reading: "Warning"

The Warning:

"X" IS THE FIRST OF A NEW GENERATION OF ROBOTS WHICH CONTAIN AN INNOVATIVE NEW FEATURE - THE ABILITY TO THINK, FEEL AND MAKE THEIR OWN DECISIONS. HOWEVER THIS ABILITY COULD BE VERY DANGEROUS. IF "X" WERE TO BREAK THE FIRST RULE OF ROBOTICS, "A ROBOT MUST NEVER HARM A HUMAN BEING", THE RESULTS WOULD BE DISASTROUS AND I FEAR THAT NO FORCE ON EARTH COULD STOP HIM.

APPROXIMATELY 30 YEARS WILL BE REQUIRED BEFORE WE CAN SAFELY CONFIRM HIS RELIABILITY. UNFORTUNATELY I WILL NOT LIVE TO SEE THAT DAY, NOR DO I HAVE ANYONE TO CARRY ON MY WORK. THEREFORE, I HAVE DECIDED TO SEAL HIM IN THIS CAPSULE, WHICH WILL TEST HIS INTERNAL SYSTEMS UNTIL HIS RELIABILITY HAS BEEN CONFIRMED. PLEASE DO NOT DISTURB THE CAPSULE UNTIL THAT TIME.

"X" POSSESSES GREAT RISKS AS WELL AS GREAT POSSIBILITIES. I CAN ONLY HOPE FOR THE BEST.

SEPTEMBER 18, 20XX

-T.LIGHT

Diagnostic:

MEGA MAN X specifications:

"Head" is equipped with:

Broad range eye-camera

Ultra sensitive voice recognition system

Voice generation system made by HAYATOM inc.

"Chest" is equipped with:

Accumulative energy generator

Micro-fusion fuel tank

Central joint controlling system

"Arms" are equipped with:

X-buster (mega buster mark17)

Energy amplifier

Variable weapon system.

"Legs" are equipped with:

Gyroscopic stabilization system

Emergency acceleration system (optional)

Interior skeleton: reactive armor skeleton which reduces damage by 93 percent.

Body skin: lightweight "titanium-X" alloy.

April 14th

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Today I met "X". Not simply a robot, X is something totally different. Light has given him the ability to think and make his own decisions. At times X seems more like a man than like a machine.

April 15th

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Light was a genius! I've been going over his design notes and they are a quantum leap beyond anything the world has ever seen. Using them as a guide, I may be able to replicate his design and integrate them into a new generation of robots. I'll begin transporting X and the rest of Dr. Light's things back to my lab tomorrow.

November 22nd

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With X's help I have completed my first "Replloid." Although I don't completely understand how all of Dr. Light's systems work, I was able to make some minor modifications and the replloid seems to be functioning perfectly. His strength and intelligence seem limitless and he is fully able to make his own decisions . In fact, we got into our first argument. How intriguing!

January 3rd

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The new replloids have been running off the assembly line for several weeks. It's amazing how easily they have been able to adapt to even the most difficult job. It still is a bit odd to see them working side by side with humans, but everyone seems to be happy to accept them.

February 16th

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Three replloids went "maverick" today and injured two people before they were stopped. This is the third instance of this type of behaviour and I still have no idea of what is causing it! There is some talk about stopping the assembly of any more replloids, but I don't think it will happen. Maybe we've become too dependent on them...

The council has now decided to set up a group of "Hunters" to destroy any mavericks before they can cause any injury. The replloid named Sigma has been assigned to lead the Hunters. Sigma is one of the most intelligent replloids I've created and contains my latest circuit designs. His system should be immune to any problems.

May 16th

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It's been two months since Sigma took control of the Maverick Hunters and he and his Hunters have been able to prevent any further injury to the population. Everyone is starting to breath a little bit easier.

I am a little worried about X. He seems unsure of his place in life and what Dr. Light had planned for him. But given time, I'm sure he'll find his way...

June 4th

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My worst nightmare has just come true. Sigma went maverick today and took most of the other Hunters with him. His motives are unclear, but it seems that he "Decided" that humans are inferior and limiting the growth of the Replloids. For that reason, he decided that all humans should be eradicated.

Most of the population is in hiding or trying to flee the city. I'm not sure how long we can hold out against Sigma's forces. I fear I've built the replloids too well.

X is taking the news of the war personally. He wants to join ZERO, the new leader of the Maverick Hunters, when he goes after Sigma. I'm doubtful of their chances, but I wont stop him. Something has to be done...

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HIGHWAY  
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The introduction level is a run, along a highway stretch. Run past all the bustling motorists that are heading for the hills from the Mavericks that are invading. You will come upon a rotating spike wheel that is coming right towards you. Power up a full X-buster shot and lay it into him. Right behind him is a blue robot with no arms and two legs. Jump over his spark balls or missiles and continuously press the "Y" button for a constant bombardments of tiny X-buster shots. When he blows up, jump the gap in the road and run past the red semi-truck in the background. You'll notice around eight robots that have Spiky-like things attached to them. They use them to tear away at the highway, making gaps in it. A powered up X-buster shot will take all of them out. Be sure to hit their main body or spike thing and not the bar in-between.

Soon you will run into another rolling spike wheel along with another blue robot, kill them with your X-buster the same way as before. After them you will encounter a single blue robot, again X-buster him away. Keep running past the blue semi-truck and another red semi-truck in the background, on the other side of the next gap you have to jump.

Now it will look like the highway is torn away at the back, that's because it is. Walk onto it and the game darkens a little and a bee helicopter will swoop down and begin to attack you with missiles, bullets and walking droids, all easy to avoid. Constantly shoot X-buster shots at it until its propeller breaks off and it crashes into the ground, taking the piece of highway that you're on with it. You wont die, but instead you will crash to the bottom of the stage. You need to go to the right wall and climb back up. You will notice energy capsules on the other side of the beam to the right, at the bottom. Jump up the wall and fall down the other side to obtain them. Now pass the segway and encounter the second bee helicopter. Destroy it in the same manner that you did the fist one. Up top there are two of those white droids that the bee helicopter throws out, blast them and move on. Continue until the highway begins to break away. The parts that fall away look worn away, so be careful. Blast the wasps that launch mines and jump to the safe sections to the right. At one point there will be three attached parts that break away. Run straight across this and blast the wasps that get in your way.

Make it to safe ground and walk down the slight hill in the highway. A flying helicopter will try to run into you, causing damage. You just blow him up with a powered up X-buster shot and make sure he can't do that. Continue blasting the red little helicopters and eventually you'll come to a part with cars that shoot shots at you. One fully charged X-buster shot will knock the driver out of the car, but it will still be able to run. Another fully charged up blast will blow the car completely up. Jump to the toll booth on the lower section, to the right, and destroy the car that follows.

Soon a ship will hover overhead and a section will lower letting cars out. Completely destroy two cars without getting hit and the screen will lock and the music will change. A ride armor with a Maverick inside, named Vile, will lower out of the same section that the cars came from and land right in front of you. The battle will begin. Don't bother hitting him, just let him drain you down to a couple of lives and then get caught in one of his spark webs. He will pick you up and say some discouraging words to you.

Vile: "You worthless piece of scrape metal, did you think your could defeat me?"

Then you hear something in the background and a blast of energy blows Vile's ride armor's arm off. X falls to the ground and Zero dashes in the screen and scares Vile away. The ship takes off and Zero comforts X with some sympathy.

X: "I guess I'm not powerful enough to defeat him..."

Zero: "X, you shouldn't expect to defeat him, he is designed to be a war machine. Remember, you have not reached full power yet. If you use all the abilities you were designed with, you should become stronger...you may even become as powerful as I am. I'll scout ahead and collect as much information on Sigma's fortress as I can. I'll meet up with you when you get there. See you later! X, I know you can do it!"

They both leave the stage. You are now taken to a level select screen. From there pick the sequence I choose to have the most success with this walkthrough.

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ARCTIC TUNDRA  
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Take some steps forward and get rid of the rabbit that is hopping your way. Now there is a logger that will chop orange blocks towards you. Wait until he has hit both of them, and then there will be around two seconds before some more blocks will pop out of the ground. Quickly, blast him with some charged X-buster shots to depose of him. A wasp will be over-head causing trouble. Take him out the same way you did on the highway stage. There will be another rabbit up ahead hopping on the downward slope, along with another wasp. This combo might cause you to take some damage, but don't worry. Take out the wasp and then jump over the rabbit and forget him. Another logger will await you further up the road with some more wasps. When they are taken care of, enter the cave. Fall down the many ledges, meanwhile killing the bats that take one hit from the tiny X-buster blast to blow, and get to the very bottom. Follow along and destroy the spike wheel that is on some pipes. To the right is a risen platform and a ledge above you to the left. Jump straight in the air, once, and this will spawn the spike wheel that will roll down on you from the high ledge above. Destroy him and jump on the ledge. Continue on and another spike wheel and ledge in the top left corner of the ledge you're on will appear. Jump to that ledge and destroy the spike wheel up there. Move right, up another ledge, then left to discover one more spike wheel and a tunnel that leads straight up. Climb up the tunnel and land on the icy surface. Run up to the capsule ahead to receive your dash enhancement.

Dr. Light has some words for you, from inside the capsule.

Dr. Light: "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 you are designed to fight. Because I thought that 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 receive an accelerations system to boost your speed. Good luck, X!"

Now test your new dash ability and lets move on. Walk down the ice path and jump the gap. A red helicopter will fly towards you. Blast him to get rid of him. Jump the next gap and another will fly towards you. Finally a third gap and two red helicopter will fly at you with a ostrich bot, that launches circular razors at you, standing on an elevation after them. One big power up and a couple small ones will blow them all up. Move down the little hill and encounter another ostrich bot. When it's gone, jump down the tiny cliff and



land on the bottom level. Another ostrich bot and red helicopter will be there. Blast them away and exit the cave. A tall pillar stands in front of X, when you exit the cave, and it wont let you past. Climb on it and jump over it.

There will be a ride armor for X to jump into and use. Get in it and break the igloo in front of you with its punch. Jump the gap and punch the dragonfly that will get agitated when you go near it. Since you can't get the heart tank without the fire wave, we'll come back to that at a latter time. For now, jump over the little pillar before the entrance to the second cave. Go inside the cave and jump a gap and land on a icy surface with another dragonfly on it. There is another gap with another dragonfly, then finally you get to fight a ride armor guy. He will jump into his ride armor, much like the way you did, and begins to punch you. Punch him back with your ride armor, and in four hits he blows up. Jump the final gap and land in the snow. Another pillar prompts you to jump out of your ride armor.

Climb up the big wall to the right and continue until you see the snowball throwers. Shoot it with your X-buster a few times and it will blow up. Once he shoots a snow ball at you it can't reload, and just sits there waiting to die. Past him is a rolling snow ball that gradually gets bigger as it rolls towards you. Jump over it. Jump the next 3 gaps, meanwhile taking care of some more snowballs and snowball launchers and come upon a strange grey wall. It's nothing to worry about. Run into it and it opens into a small runway and into another grey wall, or door as it is. Now you're ready to battle Chill Penguin.

Chill Penguin  
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Always keep on the left wall and be prepared for him to jump at you. If he pulls the lever on the ceiling to cause powerful winds to blow you, just dash in the opposite direction. Lay constant blasts into him and he will get drained down really fast. If you get caught in his ice breathe, he'll turn on his wind and blow you into the wall, which hurts you. The slide is easily avoidable because you're staying on the wall and he slides right under you. He will give you lots of opportunities to hit him and he is easy as pie to beat.

You obtain ice shot for beating him.

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AIRPORT  
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Begin running along. Power up a X-buster shot and blast that yellow grappler before the moving platforms. Jump on one of the platforms and let it take you to the top. Right before its descent, jump on one of the platforms of the second set of moving platforms. Let that one take you all the way to the top. While you are being taken up, some more grapplers will try and pick you up. Blast them away before they get a chance to. When you get to the very top, dash then jump off to the left. Fly through the air and land on the green control tower. Grab the heart tank and fall down to the start of the stage. Get back up to the top, by way of the second set of moving platforms, the same way you did the first time. Now jump to the right and land on the big red container that reads "AIRPORT 1001."

There are a couple of grapplers as you move on the red container, so just blast them away. There will be a small hill then a gap. Jump the gap and land on the surface beside the rising pillar. Destroy the multi-turret on the top of the pillar and it will fall into the ground. Stand on the top, where the turret was, and it will begin to rise up again. When it gets to the top, jump to the bluish windowed building and shoot the glass entrance. It will shatter and you will be able to walk inside. Around the middle of this is one of

those blue robots with no arms. Blast him with some powered up X-buster shots and watch him explode. The shock of the explosion will break all the window in the back and front of the glass house, this is quite cool by the way. At the far right side is a sub tank.

Fall down in-between the glass house and the hover platform with the fire wave bot on it. You'll land in front of another blue robot. Destroy him and blast the bot on the hover platform to your right. Jump on the platform, that the bot was on, and continue to kill the bots to your right and taking their rides. You'll eventually come to a green building that you can jump on. Land on it, and continue through another set of hover platforms and fire wave bots.

Once you make it to land again, walk up the inclination and jump on the surface with the tall structure with the criss crossing beams in it. Jump up it and fall down the other side. Jump to about half way on the right side of the structure and hit dash and jump at the same time and super jump over to the right. You'll land on a ledge with things that sort of look like batteries. Blast them away and move into the area. A capsule, like the one you got your boot upgrade in, will pop out of the ground. Walk beside it and Dr. Lights has some words for you.

Dr. Light: "This capsule contains an enhancement for your helmet which will allow you to break some ceilings with a head butt."

Watch the demo and clear some of the blocks above for some practice. Leave the area and get back to the top of the tall structure. Move right and blast those annoying grapplers. An opening above your head will present itself. Jump up and to the left and grab the 1-up you no-doubtably saw before. Fall back down the opening you came from or explore the area above and then come back down. Two white walking droids will be waiting for you to the right. Blast them and jump the gap and get to the next surface. Walk along and blast the grapplers and you will come to the edge with some more hover platforms. Jump on them, but be quick because these ones fall away from under you. Hop them and get on the ship. It will begin to rise in the air. Along the ship are two missile turrets. Jump their shots and blast them away. Don't go down the ladder and in the grey boss door. Instead fall off the right side of the ship and you will land on a grey lower wing. On there will be some hidden energy capsules for your health and equipment. Jump to the platform to the left and it will take you inside the ship. If you haven't already notices this is the ship from the highway stage, that Vile came out of. After a few short moments the top half part of the ship will break away and Storm Eagle will descend from the heavens.

Storm Eagle  
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Charge up shots and shoot at him, that's the key. He will stand there in front of you and flap his wings or shoot a storm tornado to try and knock you off the ship. Dash toward him to stay on the ship. He will eventually fly into the air to throw an egg full of small birds at you, easy to avoid, or to dart down straight towards you. If he goes completely up you are assured he is going to dart down at you. Dash left or right and he'll miss you when he comes down. Let a shot go in his direction and you'll be able to hit him but he will always miss you.

You obtain storm tornadoes for beating him.

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ASSEMBLY PLANT  
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Walk forward and fall under the conveyor belts. The ground will be frozen

solid instead of covered in lava because you defeated Chill Penguin. This makes this stage so easy. Dash under the two conveyor belts then jump up the wall and on the top surface. Dash under two more conveyor belts that follow and jump again up a wall and on to the top surface. Watch out for the yellow grappler that wants to grab you and blast him away. Move forwards and collect the energy capsule on the right side of the gap. Now, fall down that gap and run along the bottom. Stop when you come to the part with the frozen bottom, like before, and the platforms with cracks in them where the lava would normally shoot up through. Jump on the first one you see and get to the far left of it. There is a couple of block on the ceiling that are different colors and a different shape than the rest of the ceiling. Dash and jump left, and if you time it correctly, you can break away the blocks with your helmet revealing a secret area. There will be a capsule that contains your X-buster upgrade.

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

After the demo, fall back down the passage you came from. Fall right down to the icy bottom of the area. Keep dashing right under all the men with pick axes. At the far right, right next to the wall is the heart tank. Dash back and get up the first opening you can. Blast the guy with the pick axe and move right. After killing another pick axe man, climb up the wall to the right. When you get to the top dash and jump off to the left. You'll land on a platform with two pick axe guys. Destroy them and the third one up on the ledge above to the left. Get on that platform now and destroy one last pick axe man. Up on the platform to the left are two little black things wearing construction helmets. Jump up there and destroy the little guys when they peak out from under their helmets. Collect the 1-up from the left side then dash and jump off the left side. You'll fall into a wall, climb up it. The sub tank is bordered by the same blocks that you destroyed to get the X-buster upgrade. Jump off them to destroy them with your boots, then grab the sub tank.

Fall back down and get back up the wall to the far right. Climb up the passage and you'll come to a part with flatteners. They will come down and crush anything under them, like those half robots that fall out of the pipes in the ceiling. Dash under them before they have time to come down and crush you. Get past all four of them then fall down the passage that leads to some pipes with dripping lava and twirling spike heads. Don't climb the ladder, but instead stay in-between the two pipes. Make it through and you'll come to a ball and chain knight. Fully power up your new X-buster shot and when he throw his ball at you, jump over it and lay the pink blast into him, blowing him apart. Now, after that is another set of pipes. Stay on the top this time. Follow the pipes and jump over the spike head and blast the ball and chain knight. Run a little while longer and another ball and chain knight stands in your way before the grey boss door and Flame Mammoth.

Flame Mammoth

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Big massive elephant-like thing that can't walk. It can't, it has to be moved on a conveyor belt, or that's where at least you fight him. He jumps a lot, more than any other boss, and when he land that impact will stun you for a couple of seconds. Jump when he lands to not get hit by the shaking. Some snot oil or whatever you want to call it, flies out of his trunk. The purpose of this is to catch fire when he throw his fireballs at you and make a big fire. Feed him some Storm Tornadoes or simple charged X-Buster blasts to put an end to this mammoths life.

You obtain fire wave for beating him.

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BACK TO THE ARCTIC TUNDRA  
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Get in the ride armor before the second cave. Destroy the igloo in front of you and jump the gap. Destroy the dragonfly, then stand on the small pillar at the caves mouth. Jump the ride armor then jump out of the ride armor yourself and you'll be able to jump up the side of the roof of the cave and get on the top. Equip your fire wave and blast the first igloo you come across with it. In the ruins of the igloo lays the heart tank.

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OCEAN BASE  
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The first enemy you encounter is a green water spider, destroy him with a simple blast. Then a tortoise that launches missiles in the air, in the water, blast him away. Up on a ledge will be a tortoise that launches missiles in the air. Launch a storm tornado at it and they will destroy it real fast. Fall down and encounter a spike bed along with another water spider for you to blast away. Tornado away the last tortoise and continue walking. A short while later you'll encounter the deep blue ocean. Fall into it and some seahorses with pop out of the ground to greet you. Blast them away and jump the spike bed.

On the other side of the spike bed are some more seahorses. Once they are gone walk along the ground and fall down the cliff. Another set of seahorses await you and another spike bed. On the other side of the bed is, of course, more seahorses. Pass the second set of seahorses and a yellow submarine will come out of the ground. It will suck you in, blow you away, launch missiles at you, and sometimes search for you with a light. Continuously hit the "Y" button and blast it multiple time. If it sucks or blows you, dash in the opposite direction to fight it with ease. It will eventually blow up and leave you some rewards in its wake. Continue forwards and over a spike bed to see some gulper fish. They're "gulper" fish because they will swallow X and you have to shoot them from the inside to get out, ripping them apart. Pass a few of them and over yet another spike bed and you will encounter a red submarine this time. It does the same attacks as the yellow one, but this time you are standing on a small platform with spikes on the ground on either side. If he sucks you in jump in the air and a little to the left and this should be enough to stop from being thrown into the spikes. Continuously shoot the little X-buster shots into him and he will blow up in no time.

Run along and you'll see a hydro jet. Get onto it and let it take you to the surface. Jump out of the water and get on the little alcove above with cranes in the background and an energy capsule. Fall back into the ocean and jump over the spike bed. Another hydro jet is on the other side but leads nowhere. After another spike bed is a third hydro jet. Go up in this hydro jet and jump on the boat at the surface that is throwing mines in the water. Blast the little crystal on the ship with a tornado. The ship will then break down and crash into the water. Ride the ship down and avoid the mines in the water and let it break into the ground below. After it tears the ground away, it will reveal a secret area. When it comes to a stop at the bottom, fall off the right side and enter the new area. Jump the platforms with the spike beds in-between until a water eel comes out of hiding. Shoot two tornadoes into its head and it will fall off. Its body will crash into the ground and another new area to the right will open. Go in it and grab the heart tank. Get back up to the surface and move on. Pass the fourth hydro jet and climb over the pillar that looks like a thermometer. Another water eel will come out of the ground and swim after you. Two tornadoes to the head and it will die. Climb

over the second thermometer pillar and pass the last set of gulper fish to enter the grey doors with Launch Octopus inside.

Launch Octopus

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Shoot a constant stream of yellow blasts into him, these will also take care of the missiles that come straight towards you. When he launches his homing torpedoes, jump and hopefully two will fly above you and two will fly below you. After a while he will make a vortex that sucks you in, if you are in the middle when he comes down, he will drain your lives away. Rapidly hit buttons to escape it. After shooting and dodging, he should be destroyed, and that wasn't so hard, now was it?

You obtain homing torpedoes for beating him.

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CONTROL TOWER

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Climb up that first ladder to your right. A ball and chain knight will be on a ledge to your left. Charge up a full X-buster blast and shoot him with it when he launches his ball at you. Jump to the ledge where the knight was and then jump to another ledge to the right, below a ladder. A red gunner will be on the wall to the right, so blast it before you climb the ladder. When you get up the ladder, dash and jump off the left side to jump over the ball and chain knight below and grab onto the ladder above him. Climb up the ladder and try to avoid the red gunners on either side of you when you climb. Up the ladder, run forward and a orange helicopter will come out of the space in the ceiling, so blast it away. There are laser beams that break every couple of seconds or so. When the laser beam breaks it is safe to move through it. If you hit the beam a stationery bot will shoot a laser at you that hurts. Make your way carefully through the laser traps and killing orange helicopters that will strafe left and right to try to hit you.

When you come to a ladder, you are done that part. Equip your tornadoes and climb the ladder. A tortoise that launches missiles from its back is at the top of the ladder. Blast a tornado at it to dispose of it, then climb up the ladder to the right. Kill another tortoise and one last one above that and move on to the elevator. Let it take you up. Dodge the red helicopters and take extreme caution dodging the spike walls that pass over your head. When you make it to the top of the elevator, exit it, and come into the bright blue sky.

Climb up the side of the tower, jumping off the platforms that have single turrets on them to get to the hard to reach ladders, that may have monkeys on them, so watch out and blast them away. When you eventually get to the top, you'll notice a heart tank outside the tower in a hard to reach spot. Power up an ice shot completely and let it out to form an ice platform. Jump on the platform and ride it out the side of the tower. Quickly, before you fall right back down the tower and have to climb all the way back up again, dash right, jump and arch yourself left and you'll be able to jump off the side of the ledge and grab the heart tank. If this is giving you trouble, then just come back here after the boomerangs are obtained from Boomer Kuwanger, and use them to get it. When you have it, continue inside the towers core. Destroy the turret on the hover platform and jump on it. Do the same to the turret above and reach the ladder. A red shooter will be on the right wall when you come up, so blast it away, then blast the turrets on the hover platforms above you away. Climb the ladder on the left and you'll come to a part with two more hover platforms with turrets, one turret on the ceiling and a red shooter on the left wall, destroy all them and climb the ladder on the top left. Walk

through the grey door and you'll come out, outside. Walk through the second grey door to battle Boomer Kuwanger.

Boomer Kuwanger

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He's a teleporting menace, I'll tell you what. He'll buzz around and you'll get confused to where he is and next thing you know he's got you in his pincer-like head and throwing you into the ceiling, for major damage. Don't stay on the ground for this battle, instead climb up on of the walls and throw off some homing torpedoes. They will track him down and make short work of him. He will throw that pincer on his head at you like a boomerang. It hits you and that's not good. Jump to the ground when he does that. Without the Homing Torpedoes this guy is a fair challenge, but not too rough. It's getting him to stop that annoying teleporting that's difficult.

You get boomer cutters for beating him.

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FOREST

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Move forward and you'll see a little pool of water in a pit. This is because you defeated Launch Octopus. There is a little black guy under that shrub in the water pit that will throw worms at you when he peaks out. When he does peek out, blast him away. A lumberjack will be chopping orange block at you. When he chops both of them at you it will take a second or so for them to rejuvenate. So use that window to blast him away. Behind him is a water spider that will hop into you. Blast him away. You'll soon come to another pool of water with another little shrub guy under it. There will also be a elevation above you with another lumberjack on it. Avoid the top route and go into the water. Blast the shrub guys and the water spider that follows. Jump over the cut down tree and defeat the third lumberjack. Jump into the last pool of water and destroy the water spider to the top right.

Climb the wall to the right and get to the top. Walk along and you'll come to a gap with a cave that makes an awful lot of noise. Don't go inside the cave, instead go back and fall into that gap in the ground. You'll fall into some more water and see some blocks hiding a secret passage. Jump of the blocks to break them away and land on the brown surface below. Dash and jump off that surface, right, and the water will carry you through the passage and you'll reach a little alcove with a heart tank on it. Dash and jump back and get up the gap. Still don't go in the cave, but get back on the brown surface to your left with the tiny inclination before the gap. Dash and jump off the right of that surface and you will be able to jump up the caves roof. Jump all the way up and enter a secret area on the top. Some five blocks will fall from the sky and trap you in. A green robot with a pincer for one hand will fall from the sky. He will jump around and launch his pincer to try and grab you. Easily avoid these attacks and shoot boomer cutters into his eye, since it is the only place you can inflict damage on him. After a while he will blow up and a capsule will pop out of the ground. Dr. Light has some words and a armor enhancer for you.

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

After you get your armor, enter the cave at last. Some giant boulders will drop from the sky throughout the cave and turn into rock throwers. A fully powered up X-buster blast will take care of them all. When you finally get to the end of the cave, you'll come to a part with some woodpecker that pull caterpillars out of trees. Blast the first one away, then jump on the

elevation above the gap ahead, and destroy a second woodpecker. Finally destroy the third woodpecker ahead and also take out the black guy hiding under the bush after him. Jump the big gap and blast another bush hider. Now you'll come to an alcove with another alcove above it with a ball and chain knight in it. Wait for him to throw his ball and then, with a fully powered up X-buster shot, blow him apart.

Jump in that alcove and there will be another alcove above that one with a 1-up inside. Grab the 1-up and jump to the top of the hill. Fall down the cliff and jump into the ride armor. Walk the ride armor and destroy any water spiders or red helicopters that get in your way. Soon you will come to some mud. The ride armor will sink in the mud, so keep on the move. You will fight a ride armor guy on a platform up ahead. Punch him four times and he'll break apart, then move on. You'll come to a small building, up ahead, with an energy capsule on the roof. Jump out of the ride armor to obtain it. Get back in the ride armor and jump out of the mud. Continue on until you get to dry land. Punch out a water spider and fight another ride armor guy to the death. Now all you have to do is kill one more water spider and enter the grey boss door.

### Sting Chameleon ^^^^^^^^^^^^^^^^

Think the Boomer Cutters as a trip that wont let him up until he's gone. Let a Boomerang go and knock Sting Chameleon down to the ground. He will jump back up and start to do something again. Keep throwing these at him and you can just keep knocking him down, real simple. If he shakes the ceiling with his tongue, find gaps in the falling spikes to avoid getting hit. The other thing he will do is jump in the corner and launch some chameleon stings from his tail. Jump in the gap in this tri attack and don't get hit. If you don't use the Boomerangs then he will do one more attack. He will come close to you and whip his iron tongue at you to cause serious damage. Even though he can cloak himself, you can see where he is by the slight movement in the area. Watch what he is doing and don't get greedy with trying to hit him a lot all at once, or you might just pay with you life.

You obtain chameleon sting for beating him.

\*\*\*\*\*  
POWER PLANT  
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You'll notice some parts from the airplane from the airport stage. It has crashed into the power plant when you defeated Storm Eagle and knocked out the power. The lights in this stage will flash because of this. Walk forward and Blast the blue robot with no arms, by now killing these robots should be becoming real easy. Climb the ladder and destroy another blue robot. Now there are two ladders, go to the one that leads down. Climb down it and blow up two more blue robots. Move to the wall to the right, but not up the ladder, and you'll see a sub tank in an unreachable place. Equip your boomerangs. Jump in the air and when you are falling down launch a boomerang. The boomerang will arch downwards and snag the sub tank for you. Get back to the two ladders and go up this time. Kill a blue robot and go down the ladder after it. Climb up the next ladder and kill the final blue robot a bit to the right.

Continue on and you'll leave the tubes you were walking on and come to solid ground. This next part has a bunch of gaps and flying bees that carry moons behind them. Traverse this easy part blasting the bees and jumping the gaps until you come to an ostrich. The lighting will stop flashing now. Destroy the ostrich and climb down the ladder after him. Fall to the bottom level and walk through a small passage going right. Equip your tornadoes and enter the

room. A giant red bubble robot will be on the ceiling. He'll bounce around shooting bubbles that make you stick to the floor. Since you killed Storm Eagle and there's no power in the plant, the electric blasts it shoots at you wont work. Fully charge up three tornado blast and let him have them. The powered up tornadoes look like the Launch Octopus' twirling vortex. After the bubble bot blows up, throwing bubbles everywhere, collect his goods and then leave the room. Climb the next two walls and blast the motorcycle on the third one. The lights will begin to flash again. Fall through the gap with the multi turrets firing at you, right to the bottom. Walk along the bottom and blast the turret there. A motorcycle will be there too, so blast it as well.

Jump up the wall ahead and blast the turret on the surface and then the motorcycle on the surface above that one. Jump over some beams and destroy a tortoise shooting missiles out of its back. After that you'll come to a part with a ladder and a motorcycle below you. Don't go down the ladder, instead jump up the wall to the right. In the corner is a heart tank. Get a bit below it and hit dash and jump at the same time. You'll do a super jump and can arch yourself left and get on the ledge. Collect the heart tank and fall back down. Climb down the ladder and blast the motorcycle. Climb down another ladder and blast a second motorcycle. Finally climb down a third ladder and blast a third motorcycle. Walk along the ground and come to a set of beams and another tortoise, like before. Blast it and a second tortoise past a few more beams. Climb up the set of ladders. Pass them and enter a second part with gaps and bees with moons. Jump the gaps and destroy the white two legged droid before the grey boss doors. Spark Mandrill awaits.

Spark Mandrill  
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The Shotgun ice is a savoir when against this brute. The ice will freeze him solid for around a second. Then he will break free and attack you, so freeze him again and again, 'till he's dead. It's that easy! To beat Spark Mandrill with out the Shotgun Ice and with farley low lives takes skill and practice. If you're going to take him on you need to keep the fire on him and know exactly how to maneuver in his presence. If he jumps on the wires above, don't go under him right away. When you are under him he will come crashing down to you. So, get as many hits on him as you can when he is up there, since he is completely defenseless. When he charges at you, jump on a wall and over him, if he hit's the wall and you're on it, it will momentarily stun you, leaving you open for attacks. The last attack is the Electric Sparks, a much larger versions of the ones that you get. Jump over to miss getting hit by them. You must make good use of your dashing and jumping abilities to come out alive when not freezing him, but it is possible. Sub tanks are also good for battling him.

You obtain electric spark for beating him.

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THE MINE  
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Walk forwards and jump on the red ride. Let it take you through the stage until the tracks stop, then jump off the ride and get flung onto a dirt surface. Destroy the ostrich and a few bats that are in front of you now. Jump up a wall in front of you and blast another ostrich and a few more bats. Fall down the gap that follows but do not land on the ground. Ride the right wall of the gap down and you'll notice a red machine trapped by some dirt. Slide on that dirt as you descend and the machine will become active and start to move forwards. Before it runs into you, jump back up the gap where you came from. When it is gone, fall back down and collect the sub tank that was behind it. Equip your fire wave and catch up the machine. Jump over a few



black guys in hard hats and give the machine some fire wave from behind. It will soon blow up. When it does dash ahead and climb up the dirt mound. Get on the top and break the two blocks that are above your head. Grab the two energy capsules and continue on.

Fall off the mound and jump a hard hat guy and then jump the bed of spikes that follows. After there will be a couple of bats, destroy them. You'll be on a track but there will be no ride for you to go on, so equip your ice shot and power it up. Shoot an ice ride and jump on it. Ride it down the track and it will break on impact with a spike wheel below. Don't bother shooting another ice ride, but instead walk the track and destroy all the baddies there. At the end of the tracks will be a bed of spikes and another ride. Jump on the ride and let it take you down the gap and across a large area. It will eventually hit a wall with a bed of spikes below. Before it does jump off the ride. Next, jump up the wall and get to the top. Walk a bit forwards and you'll see a gap that leads into blackness. Fully power up a fire wave shot and fall down, keeping to the left. You'll land right behind another dirt machine. Launch the fire wave and it'll climb on the ground and destroy the machine. Dash ahead and climb the gap in the ceiling and collect the heart tank in the alcove above. Fall back down and jump the bed of spikes that follows. Get on the third and last ride. It will take you through another large area and soon you will leave the mine. Shoot the birds that get in your way and fly past a waterfall in the background that is over a huge gap. Before you hit the wall on the right side, jump off and land right before the grey doors that contain Armored Armadillo.

Armored Armadillo  
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Get out your Electric Sparks and give him a few. This will blow off his armor! Now he's weak and can take hits from anything you throw at him. Shoot sparks at him, one at a time, and the shock should send him back to wherever he came from. On occasion he will spin in his ball and bounce around the area. Learn his patterns to avoid this. When he is not in his ball he will shoot energy shots at you from his head. Jump over these and shoot sparks at him in retaliation.

You obtain rolling shield for beating him.

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THE MEET UP  
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X and Zero meet outside the city and discuss their progress. This is watched automatically when you defeat all the Mavericks.

Zero: "Finally! We've found Sigma's fortress! Let's go in and put an end to his war against the humans!"

Then they leave.

\*\*\*\*\*  
BACK TO THE MINE  
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Power up a rolling shield and get the force field around you. Walk forwards and pass the ride. Jump into the bats up above and they will get destroyed by your shield. Continue to kill them and fill up all four sub tanks full of energy because some of the next bosses may require extra health. You can do this between all of Sigma's stages. It is not in the walkthrough, your on your own with remembering to fill the sub tanks up, alright!

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SIGMA'S STAGE, PART: ONE  
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X and Zero meet up once again at the beginning of this stage.

Zero: "Let's split up. I'll go in first and you can slip in while I keep the main defence force busy!"

Zero then dashes off ahead. Equip your tornadoes and walk forwards. Blast the tortoise that is ahead. Move along and blast three more tortoises and a few red helicopters. When your walking on dirt and come to a large cliff with green platforms flying in the air, power up a shield, just like you did in the mine. Jump up all the platforms and get inside Sigma's fortress. The shield will protect you from any red helicopters that try and push off those green hover platforms and into the pit below. Run into the turret on the floor ahead and it will knock your shield off. Blast it away with your X-buster and do the same to the one on the ceiling. Jump into the small passage ahead and on the other side is a turret on the ceiling ahead and a blue robot with no arms behind it. Blast the turret away and the a few more blasts to the blue robot will destroy it. Next Is another turret on the ground and a blue robot behind it again. Do the same to them as you did the first time and then climb the ladder above. There will be a white droid on the surface that the top of the ladder is connected to, so blast it away. Climb up the next ladder and blast two white droids away, too. Climb the third ladder and Zero and Vile will drop from the ceiling and Zero will say something to you.

Zero: "Stay back, X, I'll take him on!"

They dash into a grey door. Follow them in and you'll hear the outcome of the battle. Jump up the wall ahead and enter the second grey door. Walk a bit forward and you'll see Zero captured in a capsule and Vile is in a ride armor, like at the beginning of the game. A conversation commences.

Vile: "X, do what I tell you or he's history!"

Zero: "Don't listen to him, X! Go ahead and blast him!!"

Vile: "Dream on Zero! X knows he can't defeat me! My armored carrier is more than a match for his ancient weapons!"

You'll battle Vile in his ride armor once again. Let him drain you down to a couple of lives, and like before get trapped in one of his spark webs. When you are hit he'll pick you up and place you in the left side of the room. He'll begin to charge up when Zero will break out of the capsule that's behind Vile and grab onto the back of his ride armor.

Zero: "Maybe...but I'm not through yet!"

Zero self-destructs taking Vile's ride armor with him. Now Vile is on the ground.

Vile: "What a worthless gesture! I can't be defeated so easily! So X, It's just you and me now!"

X breaks free of the web and regains full health.

Vile: "What the...!? Where did that energy come from?? It really doesn't matter how much energy you absorb X, you are still far too weak! Prepare to

be terminated!"

The battle against vile will start. Vile is so easy to destroy. Equip your homing torpedoes and launch around 15 at him in intervals after each one successfully hits him. This will kill him in no time flat. He dashes back and forth shooting spark webs at you, that are easily jumped over. His only other attack is to jump in the air and drop bombs that hit the ground and send spark through the ground at you. When he explodes go and talk to Zero, who is laying on the ground.

Zero: "X, I've taken too much damage...Auto repair systems can't handle it... My power is fading fast...Your power is greater than I thought. Maybe you can destroy Sigma."

Zero fades away and you can continue with the stage. Move forwards and jump on the springy things and jump over the ball and chain knight. A laser might hit you from one of those traps that were in Boomer Kuwanger's stage, but it wont hurt that much. Use another spring board to jump over another ball and chain knight. The final ball and chain knight you'll have to kill. Charge up a full X-buster shot and when he launches his ball, blast his weak underbelly.

Climb the ladder past him and equip your Chameleon Sting. Power it up all the way. Become invincible and climb up all the way through this part. I recommend doing this, since this part is really a hassle to do without it. You'll come to a grey door. Go through it and you'll be in a rematch with Boomer Kuwanger. Defeat him the same way you did in the control tower, with the homing torpedoes. After his demise some blocks will blow apart and a passage will open for you to leave this room through. Climb the steps that have black hard hated guys on them. Jump into a little gap and blow up a spike wheel and some bats. Jump over one more hard hat guy and go into the grey boss door. A giant spider will await you inside.

Spider

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The Spider moves along a set path and tries to run into you. It gets faster and faster at you go along, so it gets harder to avoid. The track he moves on changes every time he comes down on you, so you must think as to how you are going to play each time out. Since I can't be there, it is up to you. When he comes down the little red eye on his back will open up. Shoot this with the Shotgun Ice to inflict the maximum amount of damage. The X-Buster would suffice as well here. If he stops on the top a bit before he comes down he is going to throw some baby spiders at you. A charged up X-buster blast will take care of them. Since the ice is right next to the X-Buster you can easily switch between them when you need to. Keep freezing that red eye and blow the sucker up.

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SIGMA'S STAGE, PART: TWO

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Run along and destroy the bats that fly down to get you. Jump on the moving platforms and make it to the other side of the gap. Run a bit forwards and a ostrich will be waiting for you along with a few more bats. Blast them all away and move on. You'll have to jump up a passage now with another ostrich and a few more bats at the top. Once they're dealt with, go in the grey door. It's a rematch with Chill Penguin. Defeat him the same way you did the first time, except this time hit him with the fire wave to burn him. He will blow up in no time and then some blocks will break away allowing you to leave this room. Dash forwards and quickly kill the ride armor man. He will be out of him ride armor, so be quick about it and blast him. Get in his ride armor and move forwards. Some orange helicopters that will sway left in right, the kind

you remember from Boomer Kuwanger's stage. Punch them out when they come for you.

Another ride armor guy will be past the rise you are on. Punch him four times to make him explode. Cross the spines that block you from falling down the gaps up ahead. Past that is another ride armor guy, wreck him. Finally you'll come to a ladder with the last ride armor guy under it. Destroy him, then destroy that helicopter and climb up the ladder. Now you'll come to a fork in the road. Climb up the right side, it is much easier. All it has is red shooter on either the right or left wall. When you get to the top you will be going outside. Jump the gap and encounter the rematch with Storm Eagle. Defeat him the same way you did the first time, except use the chameleon sting to inflict huge amounts of damage. When he is gone jump the gap on the other side and climb up the ladder. A spike wheel will fall down on you, so blast it. To kill that ball and chain knight, simply launch four homing torpedoes into its back. Jump up to where it was and do the same to the knight above. Climb the ladder above the second knight and blast the spike wheel that is up there. Enter the grey door to beat a strange face boss.

Eyes and Nose

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The chameleon sting takes an excellent amount of damage from this guy...well it's a face. They eyes will open up and shoot little shots at you, easily avoidable, or come out of their sockets and roll towards you. Shoot the chameleon sting or the X-Buster into the eyes. They both can only withstand around five shots each from the chameleon sting before blowing up. Before they do the walls will move in and you'll be jumping on a wall for dear life above a spike bed. The nose will become active and will blow up after around 5 hits or so, again, from the chameleon sting. Once all three pieces are gone, in any order, the whole place blows up.

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SIGMA'S STAGE, PART: THREE

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This stage is nothing but continuous boss fights. Jump up the things that look like stairs and destroy the tortoise that launches missiles out its back with a tornado. Enter the grey door and rematch Armored Armadillo. Spark him to death like, you did before, and exit the area. Jump up another passage and destroy some guys that throw axes at you, then enter the grey door to rematch Sting Chameleon. Boomerang him away like you did the first time and move on. Fall down the gap and land in front of a motorcycle and axe thrower. Destroy them both and collect the energy from the case above (after destroying another axe thrower) then enter the grey door to rematch Spark Mandrill. Freeze him to death again and proceed on. Now you'll fall into a pool of water and encounter many gulper fish. Blow them all up and enter the grey door ahead to rematch Launch Octopus. This time, however, to stop him from doing those vortexes and launching homing torpedoes, hit him with the boomer cutters and that will slice of him tentacles. Now shoot rolling shields into him and end his life. After he's dead, jump out of the water and power up a chameleon sting. Become invisible and Dash along the spike bed above. Collect the energy and free game and jump off on the other side. While your still invisible, pass through all the baddies on the bottom and enter the grey door. Rematch Flame Mammoth the same way you did before with the tornadoes. When he is dead exit the roller and move to the bosses door. The boss is a two part machine that crunches you.

Crusher

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This one's a two part mechanical crusher. Its top half and bottom half act like

a guillotine and when you are in-between, they come smashing down. They also zig-zag across the screen to try to run over you. Use the boomer cutters for some good damage at this overly anxious boss, but the X-Buster will work. Lay them into him and he will be dealt some good damage. When he stops and shoots his energy balls at you, lay lots of them into him. You will probably get hit by the energy balls while you're doing this, but it wont be as bad as the damage you're dealing him. After awhile, he just goes away.

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SIGMA'S STAGE, PART: FOUR  
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Climb up the long passage and get to the top. The gap you came in will close and Sigma and his dog will fall from the ceiling.

Sigma: "Welcome! I see you managed to get here by yourself. Very impressive! I could destroy you but I would not rob my pet of that pleasure. He knows how to deal with betrayers. Should you live, I'll be waiting for you. Don't disappoint me X!"

Sigma rises and disappear into the ceiling and you must now battle his dog, Valeguarder. Equip your ice shot and shoot them at the dog. Velguarder will launch ice and fire out of its mouth and leap around. But your ice shot will knock it down in no time. When the dog dies, Sigma will come back down from the ceiling.

Sigma: "Excellent job, X! I see why Zero counter on you. You are almost as good a hunter as I was. But, the time of your destruction has arrived! You shall regret having ever defied me."

Now Sigma throw away his cape and pulls out a cheap rip-off of a lightsaber.

Sigma  
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He will shoot shots out of his head and swing his saber frantically after you. Not only that, but bumping into him deals a lot of damage to X. I recommend jumping up the wall and powering up a electric sparks. He will jump after you, zig-zagging between walls. When he is about to jump into you fall down and let the shot go. Hit him with the powered up electric sparks and it will send a wall of electricity left and right, taking a good deal of damage to Sigma. Do this repeatedly. You will get him to around three hit points left and you'll run out of sparks. Use anything you want to take the last lives out of him.

When he explodes his head will be all that remains. It will rise in the air and that shadow in the background will turn out to be a wolf bot. His head will go inside the wolf's head and it will become active.

Wolf Sigma  
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It will now and then breathe fire or shoot plasma balls at you. When one of its hands comes down to damage you, jump on it. It will take you up beside its head, stay on the hand so that one of X's legs is off it. This will allow you not to get hit by the lightning that comes out of its hands. You need to avoid when the other hand comes over and tries to knock you off the one you're on. Jump on it, then when it moves back jump back on the hand you were originally on. You can just stand there and hit Sigma's head when the hand rises high enough. You need to hit his head around 30 times with the charged up X-buster blast, which take one health point each.

This was sent from Delition Hikari:

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"When fighting the final form of Sigma, you can use the rolling armour (or whatever it's called...I forget at the moment) to hurt him. It's a little less time consuming and [takes more damage]...I just thought I'd let you know."

When he finally goes down, his hands and head will fall to the ground and he will have some final remarks for you.

Sigma: "No!!! It's not possible! I am a reloid! I can't be destroyed by you! Why, X!? Why have you done this to us?! Without the humans, my reloid brothers could have ushered in a new age..."

The whole place now begins to explode and X gets out of there in the nick of time.

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AFTERMATH

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X lands on a ledge outside the fortress and watches as the fortress falls into the ocean and is destroyed. An epilogue now rolls up the side of the screen:

"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 cause and wondered why he chose to fight. Was there another way? Standing on the cliff, the answers seem to escape him. He only knows that he'll fight the Mavericks again before he finds his answers. How long will he keep on fighting? How long will his pain last? Maybe only the X-buster on his hand knows for sure..."

Now you are taken back to the highway and you watch as list of the enemies, bosses, Zero, and you as Mega Man X scroll by.

After that the credits go up and you can see all the people that made the game. If you wait around a minute after, then Sigma will come in that screen in background and say some last words and give a pitch for Mega Man X2.

Sigma: "You have won a temporary victory, X! What you destroyed was only a temporary body--my spirit remains intact. In time I will find other bodies strong enough to do my bidding and I will return I shall see you soon, X. Very Soon..."

The end. You have to reset the system, It doesn't do it automatically for you.

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|| APPENDICES ||  
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CONTROLS

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- Move left: Press left on the directional pad.
- Move right: Press right on the directional pad.
- Jump: Press the "B" button.
- Dash: Press the "A" button, or double hit forwards on the directional pad.
- Fire: Press the "Y" button.
- Charge The X-buster: hold the "Y" button down.

Climb walls: Press the "B" button rapidly when up against a wall.  
Switch weapons: Press "L" or "R" buttons to cycle through them.  
Status screen: Press the "start" button.

Super jump: Press dash and jump at the same time.  
Dash-jump: Press dash, then jump.

Note: This is in the default setting.

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OPTIONS  
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To enter the option mode select the word "option mode" on the title screen.

Key configuration: You can change the button assignment for the different button used in the game.

Sound mode: Choose between stereo or monaural sound.

B.G.M: This allows you to hear the different background music in the game.

S.E.: This allows you to hear the sound effects in the game.

Exit: Exit the option mode.

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WEAPONS  
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X-Buster  
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Description: X's loyal friend and starting weapon. It can fire four different styles of shots. Just hit the fire button and a tiny little yellow ball will blast out, this is the weakest. Hold it down for around half a second and release to let go a bluish blast, which is like three tiny yellow balls. Hold the fire button for around a full second and he'll launch a huge blast around the side of X's body.

Charge Effect: When you get the X-buster upgrade then you need to hold the fire button for around 3 second and then release to fire X's ultimate shot. The blast will be a pink string of balls that weave in-between each other as they move.

Usefulness: Against any enemy, really.

Use Against: Wolf Sigma or any boss for experts

Ride Armor  
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Levels Found In: Arctic Tundra, Forest, and Sigma's Stage, part: two.

Description: Three times in the game you will be able to jump into a mechanical robot. From inside you can punch enemies or hover for a short while.

Usefulness: These are awesome and make life more easier if the game is hard for you.

Use Against: Anything, really

Shotgun Ice  
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Obtained From: Chill Penguin

Description: A spiky ball of ice will be shot out of the X-buster. Upon impact to any wall, it will shatter into four smaller balls and reflect backwards and hit things behind you.

Charge Effect: If you charge this up, you can create a platform completely out of ice. You can jump on it and take it out for a spin.

Usefulness: Shotgun Ice is useful in hard to reach places. You can bounce one off a wall and hit things in hard to reach places.

Use Against: Spark Mandrill, the Spider and Velguarder

Storm Tornado

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Obtained From: Storm Eagle

Description: This is a whirling horizontal tornado that is launched out of the X-buster. It moves slow for a while, then it speeds up and roars out of the screen.

Charge Effect: Charge this up and it will launch a wide vertical vortex-like tornado. This resembles the sucking wind that Launch Octopus uses.

Usefulness: Enemies that have a lot of health, like the tortoises that shoots missiles out of their backs, will weep at the destruction the tornadoes can cause them.

Use Against: Flame Mammoth and the Water Eels

Fire Wave

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Obtained From: Flame Mammoth

Description: It's a wave of fire that I guess is on a fire chain. It reaches about four feet in front of you and gives off a burning noise.

Charge Effect: When you charge this up it will launch a bunch of fireballs that crawl on the ground. It will keep going through everything until it hit's a wall or edge of a surface.

Usefulness: The only time I use this is to destroy the dirt removing machines in The Mine.

Use Against: Chill Penguin and Dirt Removing Machines

Homing Torpedoes

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Obtained From: Launch Octopus

Description: They look like missiles and they track down any enemy near by and blow up on impact.

Charge Effect: Charging this up fires four giant fish Homing Torpedoes, like Launch Octopus launches, that all go for the target at once.

Usefulness: Use these when enemies are up on places that are hard to reach with them on it. Let one go and it will track them down and get ride of them.

Use Against: Vile and Boomer Kuwanger



### Boomer Cutters

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Obtained From: Boomer Kuwanger

Description: Boomerangs that fly out and return to you, like the ones that Boomer Kuwanger throws at you.

Charge effect: Upon charging them up they will launch four huge boomerangs that will go into each corner and rotate in circle motions.

Usefulness: Obtaining certain hidden items can be made easier with the boomerang's return feature.

Use Against: Pincer Robot, Sting Chameleon and Crusher

### Chameleon Sting

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Obtained From: Sting Chameleon

Description: A beam of green energy will shoot out of the X-buster then split into three separate parts, one going straight the other two going on 45 degree angle up and down. Just like Sting Chameleon throws them from his tail.

Charge Effect: When you charge this up it will make you totally invincible from any attacks, quite literally!

Usefulness: The invincibility cloak can make some hard areas to pass easier.

Use Against: Storm Eagle and the Eyes and Nose

### Electric Spark

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Obtained From: Spark Mandrill

Description: A ball of electricity will slowly shoot out of your X-buster. If it hit's a wall it will split and travel up and down that wall. A tinier version of the Spark Mandrill sparks.

Charge Effect: Charging this up will launch a spark wall that will split and travel left and right, taking out anything in its path.

Usefulness: If you are trapped in-between two enemies.

Use Against: Armored Armadillo and Sigma

### Rolling Shield

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Obtained From: Armored Armadillo

Description: A blue ball that rolls on the ground taking out whatever's in its path. They look like a blue version of when Armored Armadillo is rolled up is his ball.

Charge Effect: If you charge this up it will put a blue force field around you.

Usefulness: The force field can be used when you need protection from smaller enemies while doing a tedious task, like jumping to a flying platform.

Use Against: Launch Octopus

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ITEMS

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Energy Capsule

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Large and small, both put back health into your health meter. They can be found scattered in the game, or left behind by enemies.

Weapon Capsule

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Just like the Energy Capsules, the Weapon Capsules regenerate the amount of fuel you have for a particular weapon. They come in large and small variety and are dropped by enemies.

1-Up

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They resemble X's head and what-ever weapon he is wearing, that color will be on the 1-up. They give you an extra life, which is seen in the bottom right in the status menu.

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SPECIAL ITEMS

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HEART TANKS

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Heart tanks give more health to X's health meter. There is one in every stage of the eight Mavericks. They are red tanks that sort of resemble oxygen tanks.

The Mine

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After the second ride on the tracks, get to the long black passage you must fall down. Before you do charge up a fire wave blast. Fall down now and land behind the dirt removing machine to the right, so land on the left. When you hit the ground and it starts to move forward let the charged up fire wave go. It will crawl on the ground and destroy the machine almost as soon as the fire touches it. Now dash ahead and jump up the gap ahead with the heart tank in it and grab it.

(Alternate Method)

If you don't have the fire wave but still want the heart tank, then fall down the cliff but stay to the far right. You'll land on a platform right above the dirt removing machine. Slide down left side of the platform and fall in front of the machine. Now dash ahead and jump up the gap and grab the heart tank.

Ocean Base

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Get to the part with the ship that launches mines into the water. The ship is under a bed of spikes if you care. Let the hydro jet on the left take you up to the surface. Jump out of the water and land on the ship's deck. Blast the crystal thingy with the fire wave or the storm tornadoes. When it is destroyed, ride it down into the new area. After it has settled, jump off it and walk into a secret area with beds of spikes. Jump the beds and come upon the water eel. Shoot two storm tornadoes into his head and watch it crash

into the ground. Then move right and discover another hidden area with the heart tank in it.

#### Arctic Tundra

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Get into the ride armor and break the igloo in front of you. Jump the gap and destroy the dragonfly. Leap onto the short pillar that is at the mouth of the cave in front of you and jump in the air. When you're in the air, at the same time jump X out of the ride armor when it's in the air. You'll jump out and be able to jump up the side of the cave's roof. Get on the top and fire wave the first igloo you see away. In it is the heart tank.

(Alternate method)

If you find the ride armor a drag, then make your way through the second cave. Come out the other side and climb over the tall pillar. Climb up the tall wall next to it and get to the top. Dash and jump to the left and fly through the air and land on the other side of the cave's roof. Jump over the igloo to your left and destroy the second igloo with the fire wave and collect the heart tank.

#### Assembly Plant

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Make sure Chill Penguin is beat for the freezing effect to be on the Assembly Plant. Dash through the plant and come to the part with the pick axe throwers and the platforms. Fall to the bottom, where the ice is, and continue to dash right until you come across it in the corner.

(Alternate method)

If the lava is still in the stage, then I recommend that you fall in the lava in the nearest gap, closest to the heart tank. Then dash like mad to the right, grab it, then get the hell out of there.

#### Control Tower

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After you find your way up the tower and get inside the greenish interior you'll not doubtably see the heart tank outside on an unreachable ledge. Throw a boomerang at it and snatch it back to you.

(Alternate method)

If the boomerangs are not in your possession, then get out your shotgun ice. Charge up a ice platform and let it go in the direction of opening. Jump on it and ride it out. Before it falls completely down, dash and jump righ and arch yourself left over the ledge and get on top of it. Then grab the heart tank. This one might take some practice to do correctly.

#### Forest

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Beat Launch Octopus for the forest to be flooded. Now get to the cave but don't go in, instead fall down the gap that is to your left. You'll fall down a passage and land in some water. Jump off the blocks, that are in your way, to break them away. Land on the little dirt platform on the bottom and dash and jump right. You'll fly thought the water and land on an alcove that has the heart tank on it.

#### Power Plant

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Get passed the passage with all the turrets on the ground and ceiling and you'll come upon a ladder with a motorcycle under it. Jump up the wall to the right and you'll see the heart tank on a ledge above your head. Slide down the wall a little and hit dash and jump at the same time to perform a super

jump and arch around the ledge and get on top of it. Grab the heart tank.

### Airport

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Jump onto the second set of rideable platforms at the beginning, the ones that take you straight up. Ride it all the way to its peak, then dash and jump to the left. You'll fly through the air and land on top of the control tower. The heart tank is just waiting there for you.

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### SUB TANKS

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These tanks allow you to store up energy and use it at a later time. There are four of them in four of the Maverick stages. They can be viewed on the status screen in the bottom left corner and used with the "Y" button to restore lost health.

### The Mine

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Ride the first cart down the tracks and jump off before it crashes into the gap. Blast through the bats and ostriches and fall down the first passage. When the dirt removing machine starts to move, get back up the passage. When it is gone fall back down and run where it was to get the sub tank.

(Alternate method)

If you're slow at getting back up the wall, then run right and jump over the bed of spikes. Wait there for the machine to crash into it and disappear, then run backwards and collect it.

### Airport

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Pass the red container that says "AIRPORT 1001" and blow up the turret on the beam. Jump on the beam and let it take you up to the top. Jump on the green building with the window in it. Break its window and enter. Run forwards and destroy the blue robot with no arms before grabbing the sub tank behind it.

### Assembly Plant

^^^^^^^^^^^^

Get to the part with the axe guys that are on multiple platforms. Climb to the top one, with the two hard hat guys on it, then dash and jump left off the side with the 1-up on it. You'll land on the side of a wall with the sub tank in it. Break the barrier blocks by jumping off them then go inside and collect the sub tank.

### Power Plant

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Destroy the blue robot in front of you at the very beginning. Climb the ladder behind him and destroy another blue robot. Climb down the next ladder and destroy two more blue robots. Now move to the wall to the right, but don't climb up the ladder. You'll see the sub tank in and unreachable are. Switch to your boomerangs, jump in the air, and as your coming down launch one. It will arch downwards and grab the sub tank for you and bring it back to you.

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### UPGRADES

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The body upgrades enhance the abilities for X. They are located in five of the Maverick stages in blue capsules. The new white equipment is melded over your

old blue equipment.

#### Arctic Tundra - Dash Upgrade

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The dash upgrade allows you to dash on the ground to get quickly away from enemies or to get dash then jump to get to hard to reach places. It also allows you to break away blocks by jumping off them.

You can't miss this one, traverse this stage and I 100% guarantee you will get it.

#### Assembly Plant - X-Buster Upgrade

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The X-Buster upgrade allows you to power up all acquired weapons into more powerful ones.

Fall down the gap with the energy capsule on the right, at the top. You'll enter the part with the pick axe guys that are on platforms over ice. Get to the starting point of this area, you'll notice some blocks in the ceiling that look odd, that's because they are breakable. Dash off the left side of the first platform then jump. If you're lucky you'll grip onto the side of the bottom block and break the rest away with your helmet. You'll be taken up a passage with the capsule in the corner of a new area.

#### Forest - Armor Upgrade

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The armor reduces the damage received by fifty percent.

Get to the cave with the falling blocks, but don't go in it. Go back to the brown ground to your left. Dash and jump off the little slope on the right side and you'll fly through the air and be able to get to the top of the cave's roof. Walk into the new area and you'll be trapped in by falling blocks. A green robot with a pincer on a chain will fall down to your right. Continuously blast his head with boomerangs, preferably, until he dies. Then the capsule will pop out of the ground to the right.

#### Airport - Helmet Upgrade

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The helmet upgrade allows you to break block above your head with a headbutt.

After the hover platforms with the bots that throw fire waves at you, climb up the tall tower with criss crossing beams. Get to the top of it and fall down the other side. Now climb back up, but only half way. Then press dash and jump at the same time and super jump to your right. You'll land on a ledge with things that look like batteries in front of you. Blast them away and go into the new area and the capsule pops out of the ground to the right.

#### Hadouken - The Mine

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The Hadouken is a secret move that fires a ball of energy that can kill anything instantly. It looks like the ball Ryu fires from Street Fighter.

When you are on the last ride in The Mine and you are flying through the open air with the mechanical birds, jump right before you hit the wall and you'll be able to climb up the wall and get a secret energy capsule. Before you can get the Hadouken, however, you need to have all the Mavericks beaten, gotten all the upgrades, heart tanks and sub tanks. Get the energy capsule and fall down the cliff to you left and die. Collect the energy capsule around three times this way and die. On your fourth visit a capsule will be there to give you the Hadouken.

Dr. Light: "I give you a special present. Now, enter the capsule, please!"

Press "down, down, forward, forward + fire" to let the energy ball go. X says "Hadouken" in a really squeaky voice when it is preformed. One more thing, you have to have full health to do it.

\*\*\*\*\*  
ENEMIES  
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Bat  
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Difficulty: Very Easy  
Attack: Flies into you  
Weapon To Use: X-Buster  
Areas Found In: Arctic Tundra, The Mine and Sigma's stages, parts: two and three

The bat well, looks like a bat. It has pistons pumping to move its wings and they get really annoying when they fly on mass. When they come at you, just shoot the tiny X-Buster yellow balls, and they go down with one shot.

Bubble Bat  
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Difficulty: Very Easy  
Attacks: Flies into you and blows bubbles.  
Weapon To Use: X-Buster  
Area Found In: The Mine

Just like the Bat, the Bubble Bat will try and fly into you. It will also spit bubbles at you for some reason. Avoid this and lay a power blast into it for an easy kill. Eight out of ten times you kill this bat it will give you a 1-up. Walk it out of the screen and the Bubble Bat will regenerate for you, like all bats.

Rabbit  
^^^^^

Difficulty: Easy  
Attacks: Jumps into you and fires a laser from its ears  
Weapon To Use: X-Buster  
Area Found In: Arctic Tundra

They are only at the beginning of the Arctic Tundra but are little buggers. Just blast them with a charged up X-Buster shot to easily dispose of them, and jump over their lasers if they shoot them.

Wasp  
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Difficulty: Easy  
Attack: Launch sticky mines  
Weapon To Use: X-Buster  
Areas Found In: Highway and Arctic Tundra

They fly above head and throw mines out that stick to any surface. The mines blow up in time so get out of the blast radius. Jump and lay a charged X-Buster blast into him for easy kills.

Lumberjack  
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Difficulty: Medium  
Attack: Hit blocks at you  
Weapon To Use: X-Buster  
Areas Found In: Arctic Tundra and Forest

They will be behind two orange blocks that are stacked. They will hit them at you very fast. You need to wait until both blocks are gone, then give him a charged blast of the X-Buster. The blocks regenerate, so be quick about it.

Spike Wheel  
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Difficulty: Easy  
Attacks: Roll at you and slide into you  
Weapon To Use: X-Buster  
Areas Found In: Highway, Arctic Tundra, Sigma's stages, parts: one, two and three

They are wheels with eyes in the middle and spikes on the outside. They roll on the ground and try and hurt you. Give them a charged X-buster shot to end their misery. If you don't deal enough damage they will turn on their sides and try and slide into you then explode.

Red Helicopter  
^^^^^^^^^^

Difficulty: Easy  
Attack: Flies in to you  
Weapon To Use: X-Buster  
Areas Found In: Highway, Arctic Tundra, Control Tower and Sigma's stage, part: one

They are red and have a spinning propeller on their heads. They also have spikes on their sides, so watch out! They fly downwards at you and find it funny to fly into you. A fully charge X-Buster blast will take them out.

Ostrich  
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Difficulty: Medium  
Attack: Razor disks  
Weapon To Use: X-Buster  
Areas Found In: Arctic Tundra, Power Plant, The Mine and Sigma's stage, part: two

They're tall and annoying. They will Flip their bodies around and throw a razor like disk at you. You need a fully charged X-buster blast to rip through these guys.

Dragonfly  
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Difficulty: Very Easy  
Attack: Flies into you  
Weapon To Use: X-Buster  
Area Found In: Arctic Tundra

Dragonflies that only live to fly into you. Blast them with the X-Buster

Ride Armor Guy  
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Difficulty: Hard  
Attack: Punch  
Weapons To Use: Ride Armor, X-Buster or Storm Tornadoes

Areas Found In: Arctic Tundra, Forest and Sigma's stage, part: two

Just like you can jump into the ride armor, these blue men can too. You have to dual them via ride armor. Punch them four times and they will crumble away. If you're quick enough you can catch these guys off guard and blow them up with the X-Buster before they have a chance to jump into their Ride Armor. If you have no ride armor, then fire some storm tornadoes their way.

Snowball Launcher

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Difficulty: Easy

Attack: Throw snowballs

Weapon To Use: X-Buster

Areas Found In: Arctic Tundra

They are green machines that throw tiny snowballs at you. They can't reload, so take your time and blast them away.

Blue Robot

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Difficulty: Medium

Attacks: Electric balls or missiles

Weapon To Use: X-Buster

Areas Found In: Highway, Power Plant, Airport and Sigma's Stage, part: one

They will stand there on two legs and have no arms. Their chest will open up and either throw out electric balls or launch missiles at you. Jump over both of these attacks and lay three charged X-Buster blasts into him for the kill.

Flying Crusher

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Difficulty: Easy

Attack: Crushing ball

Weapon To Use: X-buster

Area Found In: Highway

They will let their ball go and it will drop straight down and break away the ground beneath. Shoot an X-Buster shot at their body or ball, not the pole in-between, to kill it.

White Droid

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Difficulty: Easy

Attack: Walk into you

Weapon To Use: X-Buster

Areas Found In: Highway, Airport, Power Plant and Sigma's Stage, part: one

They walk around on their scrawny legs. Blast his main body with an X-Buster blast to destroy him.

Hotrod

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Difficulty: Medium

Attacks: Drive into you and laser shot

Weapon To Use: X-Buster

Area Found In: Highway

They come roaring at you, so blast them with a fully powered up X-Buster shot. This will tear off its hood but still leaving it able to move. You can jump on it or blast it away. It rarely shoots, if ever, the laser shot.



Grappler

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Difficulty: Very Easy

Attacks: Grapples you

Weapon To Use: X-Buster

Areas Found In: Assembly Plant, Airport and Ocean Base

They try and pick you up then self destruct. Blast it before it can; these guys are pathetic.

Half-Man

^^^^^^^

Difficulty: Easy

Attack: Laser

Weapon To Use: X-Buster

Areas Found In: Assembly Plant

They drop out of the pipes in the assembly plant and land on the conveyor belts. They shoot a laser that hurts, so avoid it and give them two or three X-Buster shots to shut them up.

Pick Axe Guy

^^^^^^^^^^

Difficulty: Medium

Attack: Throws a pick axe at you

Weapon To Use: X-Buster

Areas Found In: Assembly Plant, The Mine and Sigma's stages, parts: two and three

Wearing their green suit and hard hats, they will throw pick axes at you and laugh if you're hit. Charge up a X-Buster blast and blow them away to get rid of them.

Hard Hat Guy

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Difficulty: Easy

Attacks: Red ball and run into you

Weapons To Use: X-Buster

Areas Found In: Assembly Plant, The Mine and Sigma's stage, part: one

They hide under their hats and must be approached for them to come out. When they do you have a short period to shoot them before they go back in protection. They will shoot a little red ball at you, more annoying than anything else.

Shrub Guy

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Difficulty: Easy

Attack: Worms

Weapon To Use: X-Buster

Area Found In: Forest

Just like the hard hat guy, except that he hides under a bush and throws worms at you.

Worm

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Difficulty: Very Easy

Attack: Crawl into you

Weapon to use: X-Buster  
Area Found In: Forest

They are thrown from the Shrub Guy and try and crawl into you. X-Buster them away.

Ball And Chain Knight  
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Difficulty: Medium  
Attack: His ball and chain  
Weapons To Use: X-Buster or Homing Torpedoes  
Areas Found In: Assembly Plant, Forest, Control Tower, Airport and Sigma's stages, parts: one and two

They hide behind their shield and will whip out their ball and chain to strike you. When he throws his ball and chain jump over it or avoid it, then attack his unprotected body with an X-Buster blast. If he is in a really hard to reach place then I recommend using the Homing Torpedoes to track his backside down.

Red Shooter  
^^^^^^^^^^

Difficulty: Easy  
Attack: Plasma shot  
Weapon To Use: X-Buster  
Areas Found In: Control Tower and Sigma's stages, parts: one and two

They cling to the wall and fire a bluish ball at you. If you fire at them, they will move a bit upward and dodge you shots, so aim for a little bit above where you want to shoot to hit them.

Orange Helicopter  
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Difficulty: Easy  
Attack: Flies back and forth  
Weapon To Use: X-Buster  
Areas Found In: Control Tower and Sigma's stage, part: two

They come down from the ceiling and move back and forth (left and right) and try to fly into you. Power up the X-Buster and lay it into them to kill them.

Tortoise  
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Difficulty: Medium  
Attack: Launches Missiles from his back  
Weapons To Use: Fire Wave or Storm Tornadoes  
Areas Found In: Control Tower, Power Plant, Ocean Base and Sigma's stages, parts: one and three

When you are close they will launch missiles into the air that will fall above you. Get out of their way and hit these guys with either the fire wave or the storm tornadoes. These two things will rip right through the Tortoise's armor and destroy him post haste.

Ladder Monkey  
^^^^^^^^^^^^^^^^^^^^

Difficulty: Very Easy  
Attacks: None  
Weapon To Use: X-Buster  
Area Found In: Control Tower

They will be climbing on the ladders on the outside of the Control Tower, simply blast them off with a simple blast of the X-Buster to stop them.

#### Single Turret

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Difficulty: Easy

Attack: Energy shot

Weapon To Use: X-Buster

Area Found In: Control Tower

They come out of the side of the Control Tower and fire shots at you. A charged up X-Buster shot will clear them away.

#### Multi-Turret

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Difficulty: Easy

Attack: Energy shot

Weapon To Use: X-Buster

Areas Found In: Control Tower, Power Plant, Airport and Sigma's stages, parts: one, two and three

They are either on the ground, wall, ceiling, or on platforms. They will rotate between shooting tow lateral shots and two horizontal shots. A fully charged up X-buster shot is all that is needed to take these guys out.

#### Water Spider

^^^^^^^^^^^^^^

Difficulty: Easy

Attack: Jumps at you

Weapon To Use: X-Buster

Areas Found In: Forest and Ocean Base

Green things that resemble water spiders. They hop along and try to run into you. Simply blast them away with your X-Buster.

#### Rock Men

^^^^^^^^^^

Difficulty: Medium

Attack: throws a rock at you

Weapon To Use: X-Buster

Area Found In: Forest

They are in the cave in the Forest stage. They fall from a giant boulder and morph when they hit the ground. They will throw a rock at you if you wait too long. Power up a fully charged X-Buster and let him have it.

#### Woodpecker

^^^^^^^^^^^^

Difficulty: Easy

Attacks: None

Weapon To Use: X-Buster

Area Found In: Forest

They sit and peck at the trees and pull out Caterpillars. They don't attack you, so blast at your discretion.

#### Caterpillar

^^^^^^^^^^^^

Difficulty: Very Easy

Attack: Crawl into you  
Weapon To Use: X-Buster  
Areas Found In: Forest and Sigma's stage, part: four

They crawl on the ground and try to hit you. Just blast them away with a puny shot.

Moon Bee  
^^^^^^^

Difficulty: Medium  
Attack: Flies into you  
Weapon To Use: X-Buster  
Area Found In: Power Plant

Found in the depths of the power plant, the bees will fly by carrying a moon. Blast it with the X-Buster to retaliate.

Motorcycle  
^^^^^^^^^

Difficulty: Easy  
Attack: Drives into you  
Weapon To Use: X-Buster  
Areas Found In: Power Plant and Sigma's stage, part: three

They zig-zag back and forth and then come right for you. Before they can run over you, blast them with a charged X-Buster Shot.

Fire Wave Bot  
^^^^^^^^^^^^^^

Difficulty: Easy  
Attack: Fire Wave  
Weapon To Use: X-Buster  
Area Found In: Airport

They are on the hover platforms in the Airport and shoot a Fire Wave from its nozzle. Blast them away with two charged X-Buster shots and they should be no problem.

Missile Turret  
^^^^^^^^^^^^^^

Difficulty: Easy  
Attack: Missiles  
Weapon To Use: X-Buster  
Area Found In: Airport

Found on the ship in the Airport, two charged up X-Buster blasts will take them out. Jump over their missiles.

Robot Bird  
^^^^^^^^^

Difficulty: Easy  
Attack: None  
Weapon To Use: X-Buster  
Area Found In: The Mine

They are in the last area of the mine and begin to fly to get in your way. Jump up and try to keep on the cart to take them out with a simple yellow shot and they should come crashing down.

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## BOSSES

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### MINI-BOSSES

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#### Submarine

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Difficulty: Medium

Attacks: Hydro jet and torpedoes

Weapon To Use: X-Buster

Area Found In: Ocean Base

It comes out of the ground in the Ocean Base and has a big hydro jet on its front. It uses this jet to blow you away or into it. Dash away when it sucks you and let it blow you into the left side of the screen, you wont get hurt. Constantly hit the "Y" rapidly, if you have a turbo paddle it really gets the job done! The torpedoes it launches rarely hit you and he should blow up in not time, just keep on firing at it none stop.

#### Bee Helicopter

^^^^^^^^^^^^

Difficulty: Easy

Attacks: Machine gun, missiles and White Droids

Weapon To Use: X-Buster

Area Found In: Highway

They drop from the sky and immediately start to fire at you with its machine gun. A missile or two will arch upwards if you get too far away. Continuously fire your X-Buster at it, since it is the only weapon you have at the moment, and it will draw closer as it receives more damage. Eventually it will drop a White Droid out of its thorax (where its stinger would be) and it will begin to walk towards you. Don't worry about the White Droid, focus on the bee! It should soon crash and take the under pavement with it to a bottom pit. The fall destroys any White Droids that are still walking around, but not you!

#### Dirt Removing Machine

^^^^^^^^^^^^^^^^

Difficulty: Easy

Attack: Clears debris with its spiked roller

Weapon To Use: Fire Wave

Area Found In: The Mine

When you activate them by coming close to them, they will move their arms which have a gigantic spike roller attached to them. This roller is designed to remove only dirt in its path, and that even means Mega Man. It's no safe to attack them from the front, so I'd recommend hitting them from the back. Get behind them and hit them with the fire wave. In a few seconds they will be toast.

#### Water Eel

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Difficulty: Easy

Attack: Swims into you

Weapon To Use: Storm Tornado

Area Found In: Ocean Base

Rumbling noises and some dirt being thrown into the air near the ground are

sure indicators that that this serpent is coming. It will swim through the water and curve its body to weave towards you. You can either hit its tail or its head. Shoot two direct shots of the storm tornado into either its head or tail and its head will fall off, and the whole body will come crashing down onto the floor.

#### Bubble Machine

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Difficulty: Medium  
Attacks: Bubbles, electric shot, and it falls on you  
Weapon To Use: Storm Tornado  
Area Found In: Power Plant

As a test to see if you are worthy of progressing through this stage, the Bubble Machine will put you through the test. You might get stuck in the bubbles he throws out but they wear off in no time. If you have Storm Eagle beaten, which I recommend you do before undertaking this task, because it cuts off his power supply so he can't do his electric shock and Storm Eagle gives you the storm tornadoes. He will bounce around and try to run into you, but you know better than that. After you have delivered a few Storm Tornadoes into him, he will explode, launching bubbles everywhere.

#### Pincer Robot

^^^^^^^^^^^^^^

Difficulty: Hard  
Attacks: Pincer grab, and jumps at you  
Weapon To Use: Boomer Cutter  
Area Found In: Forest

This one is more tedious than hard, but it is the tediousness that makes him hard. When he is encountered above the cave get out your boomer cutters and begin to lay them into his head, which is the only part of his body that can receive damage. Meanwhile if he launches his pincer to try and grab you just climb the nearest wall to get out of its way. When he jumps dash under him and don't let him land on you. Simple, now after around three minutes of doing this he will begin to smoke and blow up. Then get the well deserved armor upgrade that you get for beating him!

#### Valeguarder

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Difficulty: Easy  
Attacks: Lava beam, ice balls and jumps at you  
Weapon To use: Shotgun Ice  
Area Found In: Sigma's Stage, part: four

Before Sigma, his dog, Valeguarder, will put you through a test. This is easy enough! Get out the shotgun ice and continuously shoot him with them. The ice will make short work of him. As for his attacks, he will do some ice and fire moves and jump a bit, but he'll be dead before any serious damage is dealt to X.

+++++  
MAVERICKS  
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#### Chill Penguin

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Difficulty: Easy  
Attacks: Ice shot, ice breathe, wind lever, slide and jumps at you  
Weapons To Use: X-Buster or Fire Wave

Areas Found In: Arctic Tundra and Sigma's Stage, part: two

The fire wave burns him, but the charged up X-buster shot, believe it or not, takes out around the same damage, and can be fired from a distance. Always keep on the left wall and be prepared for him to jump at you. If he pulls the lever on the ceiling to cause powerful winds to blow you, just dash in the opposite direction. Lay constant blasts into him and he will get drained down really fast. If you get caught in his ice breathe, he'll turn on his wind and blow you into the wall, which hurts you. The slide is easily avoidable because you're staying on the wall and he slides right under you. He will give you lots of opportunities to hit him and he is easy as pie to beat.

Launch Octopus

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Difficulty: Medium

Attacks: Life drain, missiles and homing torpedoes

Weapons To Use: X-Buster or Rolling Shield

Areas Found In: Ocean Base and Sigma's Stage, part: three

The Rolling shields are pretty much useless in this bout because while they take a lot of damage out of him, they are constantly getting hit by his missiles and torpedoes, but take a lot of health none the less. Because of this just use your X-Buster. Shoot a constant stream of yellow blasts into him, these will also take care of the missiles that come straight towards you. When he launches his homing torpedoes, jump and hopefully two will fly above you and two will fly below you. After a while he will make a vortex that sucks you in, if you are in the middle when he comes down, he will drain your lives away. Rapidly hit buttons to escape it. After shooting and dodging, he should be destroyed, and that wasn't so hard, now was it? To make him even easier throw some boomer cutters at him to cut off his tentacles. This makes him weak a hell! He can only launch his missiles, nothing else. Now, take your time and destroy him.

Armored Armadillo

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Difficulty: Medium

Attacks: Energy shot and rolling around

Weapons To Use: X-Buster or Electric Spark

Areas Found In: The Mine and Sigma's Stage, part three

Get out your electric sparks and give him a few. This will blow off his armor! Now he's weak and can take hits from anything you throw at him. Shoot sparks at him, one at a time, and the shock should send him back to wherever he came from. On occasion he will spin in his ball and bounce around the area. Learn his patterns to avoid this. When he is not in his ball he will shoot energy shots at you from his head. Jump over these and shoot sparks at him in retaliation. If you don't have the electric sparks then only shoot the tiny yellow energy shots because he will absorb the bigger shots and throw them back at you. Jump the energy shots and keep the stream of yellow on him, and eventually one will slip past his defences and hit him. Repeat this until he dies.

Storm Eagle

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Difficulty: Easy

Attacks: Storm Tornado, wind gust, small birds and dart at you

Weapons To Use: X-Buster or Chameleon Sting

Areas Found In: Airport and Sigma's Stage, part: two

If you managed to take down Sting Chameleon before this battle, then use the

chameleon sting to deal devastatingly nasty blows to him. If you haven't, then use the good old X-Buster. Charge up shots and shoot at him, that's the key. He will stand their in front of you and flap his wings or shoot a storm tornado to try and knock you off the ship. Dash toward him to stay on the ship. He will eventually fly into the air to throw an egg full of small birds at you, easy to avoid or to dart down straight towards you. If he goes completely up you are assured he is going to dart down at you. Dash left or right and he'll miss you when he comes down. Let a shot go in his direction and you'll be able to hit him but he will always miss you.

Spark Mandrill

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Difficulty: Very Hard

Attacks: Wire climb, dash punch and Electric Spark

Weapons To Use: X-Buster or Shotgun Ice

Areas Found In: Power Plant and Sigma's Stage, part: three

The shotgun ice is a savoir when against this brute. The ice will freeze him solid for around a second. Then he will break free and attack you, so freeze him again and again, 'till he's dead. It's that easy! To beat Spark Mandrill without the shotgun ice and with farley low lives takes skill and practice. If you're going to take him on you need to keep the fire on him and know exactly how to maneuver in his presence. If he jumps on the wires above, don't go under him right away. When you are under him he will come crashing down to you. So, get as many hits on him as you can when he is up there since he is completely defenseless. When he charges at you jump on a wall and over him, if he hit's the wall and you're on it, it will momentarily stun you, leaving you open for attacks. The last attack is the electric sparks, a much larger versions of the ones that you get. Jump over to miss getting hit by them. You must make good use of you dashing and jumping ability to come out alive when not freezing him, but it is possible. Sub tanks are also good for battling him.

Sting Chameleon

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Difficulty: Hard

Attacks: Chameleon Sting, spike avalanche and tongue lash

Weapons To Use: X-Buster or Boomer Cutters

Areas Found In: Forest and Sigma's Stage, part: three

Think the boomer cutters as a trip that wont let him up until he's gone. Let a boomerang go and knock Sting Chameleon down to the ground. He will jump back up and start to do something again. Keep throwing these at him and you can just keep knocking him down, real simple. If he shakes the ceiling with his tongue, find gaps in the falling spikes to avoid getting hit. The other thing he will do is jump in the corner and launch some chameleon stings from his tail, jump in the gap in this tri attack and don't get hit. If you don't use boomerangs then he will do one more attack. He will come close to you and whip his iron tongue at you to cause serious damage. Even though he can cloak himself, you can see where he is by the slight movement in the area. Watch what he is doing and don't get greedy with trying to hit him a lot all at once, or you might just pay with you life.

Boomer Kuwanger

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Difficulty: Hard

Attacks: Boomer Cutters, head throw and teleport

Weapons To Use: X-Buster or Homing Torpedoes

Areas Found In: Control Tower and Sigma's Stage, part: one



He's a teleporting menace, I'll tell you what. He'll buzz around and you'll get confused to where he is and next thing you know he's got you in his pincer like head and throwing you into the ceiling, for major damage. Don't stay on the ground for this battle, instead climb up one of the walls and throw off some homing torpedoes. They will track him down and make short work of him. He will throw that pincer on his head at you like a boomerang. It hits you and that's not good. Jump to the ground when he does that. Without the homing torpedoes this guy is a fair challenge, but not too rough. It's getting him to stop that annoying teleporting that's difficult.

Flame Mammoth

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Difficulty: Easy

Attacks: Stomp, fire balls and oil snot

Weapons To Use: X-Buster or Strom Tornadoes

Areas Found In: Assembly Plant and Sigma's Stage, part: three

Big massive elephant-like thing that can't walk. It can't, it has to be moved on a conveyor belt, or that's where at least you fight him. He jumps a lot, more than any other boss, and when he land that impact will stun you for a couple of seconds. Jump when he lands to not get hit by the shaking. Some snot oil or whatever you want to call it, flies out of his trunk. The purpose of this is to catch fire when he throw his fireballs at you and make a big fire. Feed him some storm tornadoes or simple charges X-Buster blasts to put an end to this mammoths life.

Sigma

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Difficulty: Extreme

Attacks: Saber, head beam and wall jump

Weapon To Use: Electric Spark

Area Found In: Sigma's Stage, part: four

Nothing but the Electric sparks will prevail at this guy. Don't stay on the ground, he will hit you with his saber or shoot his head beams into you, they deal a lot of damage. That damage is pitiful though, compared to what he takes out if you run into him, like six health points! So stay away, and keep to a top corner on one of the walls. Fully charge an electric spark up and when he jumps after you, let the spark wall go and fall back to the ground. Repeat this until he has only three lives left, and you'll be out of electric sparks. Use anything to take those remaining lives away, but be careful not to get hit.

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OTHER BOSSES

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Vile

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Difficulty: Easy

Attacks: Spark web, dash and bombs

Weapons To Use: Any

Area Found In: Sigma's Stage, part: one

Vile is weak to anything. So, use what you want, I recommend the homing torpedoes. Fire off a couple of these and they track him down and shut him up. His moves are easy to avoid. His electric web, like he throws at you when he is in the ride armor, is easily jumped over. Just avoid getting hit by those bombs he drops altogether, and the dash is jumped over with ease. This guys pitiful, and after all the slander he said to you throughout the game,

he is a real wussy.

### Spider

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Difficulty: Hard

Attacks: Mini spiders and climb

Weapons To Use: X-Buster or Shotgun Ice

Area Found In: Sigma's Stage, part: one

The Spider moves along a set path and tries to run into you. It gets faster and faster at you go along so it gets harder to avoid. The track he moves on changes every time he comes down on you, so you must think as to how you are going to play each time out. Since I can't be there, it is up to you. When he comes down the little red eye on his back will open up. Shoot this with the shotgun ice to inflict the maximum amount of damage. The X-Buster would suffice as well here. If he stops on the top a bit before he comes down he is going to throw some baby spiders at you. A charged up X-buster blast will take care of them. Since the ice is right next to the X-Buster you can easily switch between them when you need to. Keep freezing that red eye and blow the sucker up.

### Eyes and Nose

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Difficulty: Medium

Attacks: Eye shots, eye roll and nose bouncing

Weapons To Use: X-Buster or Chameleon Sting

Area Found In: Sigma's Stage, part: two

The chameleon sting takes an excellent amount of damage from this guy...well it's a face. The eyes will open up and shoot little shots at you, easily avoidable, or come out of their sockets and roll towards you. Shoot the chameleon sting or the X-Buster into the eyes. They both can only withstand around five shots each from the chameleon sting before blowing up. Before they do, the walls will move in and you'll be jumping on the walls for dear life above a spike bed. The nose will become active and will blow up after around 5 hits or so, again, from the chameleon sting. Once all three pieces are gone, in any order, the whole place blows up.

### Crusher

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Difficulty: Medium

Attacks: Crush, zig-zag and energy ball

Weapons To Use: X-Buster or Boomer Cutters

Area Found In: Sigma's Stage, part: three

This ones a two part mechanical crusher. Its top half and bottom half act like a guillotine and when you are in-between, they come smashing down. They also zig-zag across the screen to try to run over you. Use the boomer cutters for some good damage at this overly anxious boss, but the X-Buster will work. Lay them into him and he will be dealt some good damage. When he stops and shoots his energy balls at you, lay lots of them into him. You will probably get hit by the energy balls while you're doing this, but it wont be as bad as the damage you're dealing him. After awhile, he just goes away.

### Wolf Sigma

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Difficulty: Hard

Attacks: Fire breathe, energy balls and hand platforms

Weapon To Use: X-Buster

Area Found In: Sigma's Stage, part: four

The most overrated boss in this game. When you're on the ground he will breathe fire or shoot energy balls to try to kill you, but avoiding these is easy as pie by moving to the sides. When a hand comes down to attack you, jump on it and let it take you up. Stay with one foot on the hand and the lighting will miss you. You can just power up, fully, your X-Buster and let him have it. The only thing that can hit you now is the other hand when it tries to get you. Jump on it then back to the other hand and get to safety. The charged up X-Buster shot is the weakest thing you can hit Wolf Sigma with because it only takes one life away from him. So you have to do it around 30 time for him to die. If you get hit by anything, it takes a lot of damage, so be careful!

This was sent from Delition Hikari:

.....

"When fighting the final form of Sigma, you can use the rolling armour (or whatever it's called...I forget at the moment) to hurt him. It's a little less time consuming and [takes more damage]...I just thought I'd let you know."

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||                PASSWORDS                ||
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Enter on password screen. Selet password from title screen.

Have everything, all bosses defeated - 8441 2176 4423  
 Have everything, no bosses defeated - 3475 5668 2581  
 Have nothing, all bosses defeated - 4723 2486 1324  
 Have nothing, all bosses alive - 5385 7136 6321

Chill Penguin defeated - 4768 7258 1871  
 Launch Octopus defeated - 1556 6642 7448  
 Armored Armadillo defeated - 5147 8437 4536  
 Storm Eagle defeated - 6483 7376 5124  
 Spark Mandrill defeated - 5131 7358 4181  
 Sting Chameleon defeated - 5385 7136 6861  
 Boomer Kuwanger defeated - 5151 3427 4261  
 Flame Mammoth defeated - 1573 5232 7264

Dash upgrade obtained - 5382 8566 2656  
 Helmet upgrade obtained - 4664 1718 7748  
 X-Buster upgrade obtained - 4764 8768 7748  
 Armor upgrade obtained - 4764 5788 3748

All sub tanks - 5724 8418 3588  
 All heart tanks - 6845 3465 2342  
 All upgrades - 6485 1146 2321

Have everything at the first level - 5778 8422 3577 (This may have problems)

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- And my system for playing it

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- Delition Hikari for his tip on beating Wolf Sigma

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- MARBLE MADNESS FAQ\WALKTHROUGH for Nintendo Entertainment System
- KIRBY'S DREAM LAND 2 FAQ\WALKTHROUGH for Gameboy
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Bye, bye for now.

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