

- II. Basics
 - 2.01: Controls
 - 2.02: Story
 - 2.03: Boss Order
- III. FAQ
 - 3.01: FAQ
 - 3.02: Stage-Specific Hints/Tips
- IV. Appendices
 - 4.01: Bosses
 - 4.02: Powers
 - 4.03: Heart Locations
 - 4.04: Sub-Tank Locations
 - 4.05: Capsule Locations
 - 4.06: My summery of the X stories
 - 4.07: Secrets
 - 4.08: Ending
- V. Last Words
 - 5.01: Copyright Information
 - 5.02: Revision History
 - 5.03: Credits
 - 5.04: So long!

I. Introduction

~~~~~

Hi, and welcome to my Mega Man X FAQ. I'm Trace Jackson, I'm 19, and attend University of Florida. That is me in "real" life. I am more known (and that's just plain sad) as Meowthnum1.

If you have seen my other guides, you will notice that, in this one, I don't have my AIM name. This is because I said that I only wanted to be contacted over AIM for CHATTING, NOT for asking questions. Also, people would warn me after helping them. Thanks to the people that fall in to those categories, I now have a closed buddy list. You will also notice that now I have no email address listed. This is because I'm tired of Klez, and emails that contain no intelligence whatsoever. If you need help/wish to contribute/correct, then: <http://pub84.ezboard.com/bmeowthnum1sgaming>

-----  
-> <http://www.gamefaqs.com/features/recognition/11356.html> <-  
-----

Onward. On a side note, like my new section header?

---

-----  
|II. Basics|  
-----

~~~~~

-
= 2.01: Controls =
-

This is the SNES, so the controls are a bit more complicated...

Control	Function
A	Dash
B	Jump
Y	Shoot
X	
L	Weapon Quick-Change
R	Weapon Quick-Change
Select	
Start	Bring Up Menu

??

-
= 2.02: Story =
-

From the instruction manual:

THE JOURNAL OF DR. CAIN

April 8th

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

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

April 10th

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 onto a major breakthrough. The notes keep referring to "the capsule".

April 13th

I found it. Standing 14 meters high and 8 meters wide, the capsule was hidden underneath a collapsed ceiling. Even underneath all that rubble, the capsule has remain intact and was still running some sort of 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.

April 14th

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

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

With X's help I have completed my first "Replid". Although I don't completely understand how all of Dr. Light's systems work, I was able to make some minor modifications and the Replid 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

The new replids 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 jobs. 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

Three replids went "maverick" today and injured two people before they were stopped. This is the third instance of this type of behavior and I still have no idea what is causing it! There is some talk about stopping the assembly of any more replids, 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 maverick before it can cause injury. The replid named Sigma has assigned to lead the Hunters. Sigma is one of the most intelligent replids I've created and contains my latest circuit designs. His systems should be immune to any problems.

May 16th

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 breathe 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

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 Reploids. 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 have built the Reploids too well.

X is taking the news of the war very 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 won't stop him. Something has to be done....

Right.

Or, as they used to say, Light out!.

-
= 2.03: Boss Order =
-

CHILL PENGUIN	-> Use X-Buster	-> Go to Storm Eagle
STORM EAGLE	-> Use X-Buster	-> Go to Spark Mandrill
SPARK MANDRILL	-> Use Shotgun Ice	-> Go to Armored Armadillo
ARMORED ARMADILLO	-> Use Electric Spark	-> Go to Launch Octopus
LAUNCH OCTOPUS	-> Use Rolling Shield	-> Go to Boomer Kuwanger
BOOMER KUWANGER	-> Use Homing Missiles	-> Go to Sting Chameleon
STING CHAMELEON	-> Use Boomerang Cutter	-> Go to Flame Mammoth
FLAME MAMMOTH	-> Use Storm Tornado	-> Go to Sigma's Fortress

III. FAQ

~~~~~

-----  
-  
= 3.01: FAQ =  
-  
-----

Q: Who is Dr. Light?

A: The famous creator of the Blue Bomber, that Super Fighting Robot, Megaman!

--

Q: Who built Zero?

A: The same person who built Quickman

-----\*spoilers\*-----

Q: Who built Quickman?

A: Dr. Wily

--

Q: How do I melt the igloos in Chill Penguin's stage?

A: With Fire Wave

--

Q: Why go to Storm Eagle's stage before you have his weakness?

A: Once you beat Storm Eagle, his plane crashes in to Spark Mandrill's level, which cuts the power (so no more electric sparks) and allows you to get certain items. Plus Storm Tornado is an extremely effective weapon against mini-bosses

--

Q: What's the best way to beat the mini-boss of Spark Mandrill's level?

A: Personally, I prefer to use Storm Tornado on him, and any other "Heavy" enemy (IE the turtles, Sting Chameleon's mini-boss, etc.)

--

Q: What are the level differences?

A: If you beat Chill Penguin before beating Flame Mammoth, his stage is frozen over, allowing you to walk on the lava. If you beat Storm Eagle before Spark Mandrill, Storm Eagle's ship falls in to Spark Mandrill's level, cutting the power. If you beat Launch Octopus before Sting Chameleon, his stage is flooded. I \*think\* that is it...

--

Q: HOW DO I BEAT THE MINI-BOSS OF STING CHAMELEON'S STAGE?!

A: First off, calm down. Use Storm Tornado on his HEAD.

--

Q: I see the sub-tank in Storm Eagle's stage. I cannot get in. How do I?

A: Jump off the window, shoot it, and then enter.

--

Q: I've heard of everything else, but what's a mandrill and a kuwanger?

A: A mandrill is a large baboon. Kuwanger is Japanese for Cockroach.

--

Q: So why not translate Kuwanger?

A: Seriously, would you be afraid of a Maverick named Boomer Cockroach?

--

Q: I'm having trouble with a stage. Any advice?

A: Go to Sting Chameleon's stage, and get the body upgrade.

--

Q: Is there anyway to save Zero in Sigma's Fortress?

A: No.

--

Q: [Insert your contributed question here]

A: [Insert my "gracious" answer here] (hint, hint).

-----

-  
= 3.02: Stage-Specific Hints/Tips =  
-

-----

=====

CHILL PENGUIN

=====

-Fire Wave can destroy (melt, actually) the igloos.

-If for some reason you have it, I seriously recommend going through this stage with a charged Rolling Shield through this level, given the large amount of enemies.

-When you get to an area that is made up of hills (in a cave), be sure to jump, wait, shoot the wheel, and climb.

=====

STORM EAGLE

=====

-The lift part has many side ports with powerups, and many flying enemies. Use those side ports to your advantage to take the enemies out.

-The DR tanks can be blown up.

-The glass blocking the sub-tank is destroyed by simply shooting it once

=====

SPARK MANDRILL

=====

-Keep your finger on the jump button. The large enemies shoot sparks on the floor.

-Keep trying for the sub-tank. Remember that if the boomerang is not destroyed, you do not lose weapon energy for it.

-Use Storm Tornado on the mini-boss, and the turtle enemies.

=====

ARMORED ARMADILLO

=====

-Use Storm Tornado to take care of the mine diggers.

-The Bubble Bats (originally introduced in Woodman's stage of Megaman 2) will nine times out of ten give you a 1-up!

-Use a charged up X Buster to take out the enemies on the final mine-cart ride.

-----  
LAUNCH OCTOPUS  
-----

-I know I've said this before, use Storm Tornado on the ship to have it crash down and let you take out the first serpent.

-Use Shotgun Ice on the serpent boss.

-The upward cyclones REALLY help.

-For the fish mini-boss, use... \*gasp\* STORM TORNADO!! Use it first on the top part (scope?), and then take out the rest.

-----  
BOOMER KUWANGER  
-----

-This music > j00

-As tempting as it is to rush through this stage, TAKE YOUR TIME!!

-Take out the guns on the tower. It will really help.

-----  
STING CHAMELEON  
-----

-Use \*gasp\* Storm Tornado on the secret mini-boss. It is worth it to get this upgrade.

-Go as quick as you can in the first cave.

-----  
SIGMA'S FORTRESS  
-----

-The first stage you only fight Boomer Kuwanger as far as re-fights go.

-Don't even bother with Vile until he's out of his carrier.

-THERE IS NO WAY TO SAVE ZERO!!!

-Go in with all four sub-tanks full. The Bospider will take at least one!

-The second stage has Chill Penguin and Storm Eagle.

-The third stage is nothing but refights.

-Refill all of your sub-tanks before facing Sigma. If you die during battle, and have used all of your sub-tanks, get a game over, and try again with full sub-tanks.

-At the start of the first stage, use Storm Tornado on the turtles, and use a charged up Rolling Shield for the lifts.

-In the first hallway of the fortress (after the lifts), run through it with a charged up Chameleon Sting. This way you will not be hurt.

---

-----  
|IV. Appendices|  
-----

~~~~~

The bulk of this FAQ.

-		-
=	4.01: Bosses	=
-		-

Name: Vile
Location: Intro Stage: Highway
Weapon: None
Weakness: None
Strategy: This battle goes by quickly. Let him hit you with his Mech until he uses these yellow balls. Get hit by those, and then Zero will come rescue you. I've not found a way to defeat Vile otherwise. It should be noted that you CAN DIE. If he starts shooting the yellow balls, and you continue to get hit otherwise, you can and will die.

Name: Chill Penguin
Location: Ice Mountains
Weapon: Shotgun Ice
Weakness: Fire Wave
Strategy: This guy is simple. He has several attacks: Slide at you (jump (over), shoot Shotgun Ice at you (jump), create a blizzard (doesn't hurt), create statues (which slide at you in the blizzard; jump), and...breath ice on you (back off). Blast him with a fully charged shot when he's on the ceiling, or when he's doing the statues (jump a little, and shoot so the shot goes just over the ice).

Name: Storm Eagle
Location: Air Base
Weapon: Storm Tornado
Weakness: Chameleon Sting
Strategy: But we're using the X-Buster. When he shoots Storm Tornado at you, jump over it. When he is flapping his wings causing you to go backwards, dash toward him, firing at him. He'll also dive at you. When he does this, dash away, and try to fire at him. On occasion, he'll drop an egg. Try to shoot this egg before it hits the ground. He'll go down quite quickly (hmp. And he was supposed to be the second to last Maverick...)

Name: Spark Mandrill
Location: Power Plant
Weapon: Electric Spark
Weakness: Shotgun Ice
Strategy: Oh, please... At the start, fire a Shotgun Ice at him. It will freeze him. When he breaks out, just fire again. Keep this up until he dies. Believe it or not, this is the only thing you have to do to beat him... if only Sigma were this easy...

Name: Armored Armadillo
Location: Gallery
Weapon: Rolling Shield
Weakness: Electric Spark
Strategy: He'll roll around.

2 1 2

1 2 1

that's basically the order. Anyways, when he lands, blast him with Electric Spark. This will take off his armour. Now you can hit him whenever you like, even when he's rolling around! The only attack you have to watch out for besides the rolling is when he lands, he'll fire little plasma shots at you. Just jump over them.

Name: Launch Octopus AKA Octopardo (the person Squid Adler refers to in MMX5)
Location: Marine Base
Weapon: Homing Tornado
Weakness: Rolling Shield
Strategy: If you went in an odd order, you can use Boomerang Cutter to take off his arms (or maybe that's just Megaman XTreme). Anyways, this guy jumps around the room firing homing tornadoes. From time to time, he'll use a charged up Storm Tornado. Just use Rolling Shield when you've a nice shot. This guy is easier than most think he is. And to think, Squid Adler was a disciple of this guy!

Name: Boomer Kuwanger (In Japanese, Kuwanger means Cockroach...)
Location: Tower
Weapon: Boomerang Cutter
Weakness: Homing Tornado
Strategy: This guy is a...weird person. He'll teleport around the room, and throw boomerang cutter at you. That's it. Fire Homing Torpedoes every 2-3 seconds, and avoid his attacks. Each torpedo should hit this way.

Name: Sting Chameleon
Location: Forest
Weapon: Chameleon Sting
Weakness: Boomerang Cutter
Strategy: He'll cling to the wall, vanish, appear, and either fire Chameleon

Sting at you, or stick his tongue at you. If you constantly hit him with Boomerang Cutter (it helps to jump up right next to him), he'll have no chance to stay on too long, and he goes down easily. For some reason, I used to have a hard time with this guy...

Name: Flame Mammoth

Location: Oil Plant

Weapon: Fire Wave

Weakness: Storm Tornado

Strategy: To start off the battle, fire Boomerang Cutter at him. This will cut off his horn. Now he cannot make the conveyor belt turn the opposite way, or spout oil at you. Now you need only worry about Fire Wave and his jumps. Shoot Storm Tornado at him while he's on the ground. When he's about to jump, charge it up, and he'll jump on top of you. If you release it at the right time, it'll hit him, and knock him back before he hits you! This guy is too easy...

Name: Vile

Location: Sigma Fortress, Stage one

Weapon: None

Weakness: Rolling Shield

Strategy: At first, you'll see him being chased by Zero. You, being the idiot you are, and despite the fact that Zero told you to stay put, decide to chase them in. You have another round against Vile... just like the last one. Once you are beaten, Zero will break out, and self-destruct on his armor. Now you have to face Vile. He'll run around the room, while jumping. No longer do you have to be afraid of those yellow things he shoots. He jumps over you, shoots, runs at you, and repeats. Unload on him with Rolling Shield, and pay him back for choking you earlier. Of course, he's just the mid-boss of this level...

Name: Bospider

Location: Sigma Fortress, stage one

Weapon: None

Weakness: Shotgun Ice

Strategy: This guy is very hard. He'll appear at the top, create vines to climb down. At first, he'll go down slowly. Once he gets to the bottom, he'll open the "eye" in the middle of his chest. Hit him now with Shotgun Ice. He'll continue this pattern, getting faster every time. On occasion, he'll appear, drop miniature spiders, and go back up. For these guys, just avoid them. Repeat this process until he is destroyed.

Name: Rangda-Bangda

Location: Sigma Fortress, stage two

Weapon: None

Weakness: Chameleon Sting

Strategy: Woo-hoo! This guy is fun. Use Chameleon Sting. When an eye appears, hit it with everything you've got. After each eye appears about twice, the room will close in. Climb on the wall, and the "nose" will come at you. Shoot this with Chameleon Sting, while

avoiding the bottom (spikes). You know you're getting closer when an eye/nose is destroyed. A small note...destroy both eyes before the nose if you can help it.

Name: D-Rex

Location: Sigma Fortress, Stage three

Weapon: None

Weakness: Boomerang Cutter

Strategy: Attack the upper part of the vehicle. You'll notice that the top and bottom parts of the vehicle are separated. If you go through the middle, make it quick. Often, the top will drop, and you'll be damaged. When he goes up, and charges what looks like a giant Electric Spark, shoot him twice, and climb up the wall. You'll avoid him this way.

Name: Sigma's Dog

Location: Sigma Fortress, Stage Four

Weapon: None

Weakness: Shotgun Ice

Strategy: This is Sigma's...dog? He'll shoot blasts of fire and ice at you. Just avoid these by jumping over, and shoot him. When he dashes up the wall, dash under him, blast him, charge, and fire. He goes down easily. But there's a reason...

Name: Sigma

Location: Sigma Fortress, Stage Four

Weapon: None

Weakness: Electric Spark

Strategy: Heh... this guy is fun. He'll jump up from one wall to another. Wait for him to jump once, dash under him, and then hit him. He'll occasionally stand on the ground for a bit. When he does, fire a charged up Electric Spark at him. Stay near the top of the wall otherwise. When he holds his sword in front of him (so it covers his body), do not attack him. It is a wasted effort. This guy is easier than he looks. But, as with Sigma's Pet, there is a reason... Once you kill Sigma off, he blows up...but his head still remains! He floats up to become the...

Name: Velguader (thanks to Devin Morgan for confirming this name as opposed to this being the name of his dog.)

Location: Sigma Fortress, Stage Four

Weapon: None

Weakness: Rolling Shield

Strategy: Holy ****! This thing is...large. Anyways, climb up on to the wall. From here, jump on to a hand, and fire Rolling Shield at its head. When the hand opens up, jump on to the wall to avoid lightning. Be sure to stay on the wall or on the claws. Use your sub-tanks if you need them...you'll have no more need for them after this battle. It should also be noted that if you lose to any of these three bosses, you have to start all over again...

-
= 4.02: Powers =
-

Name: X-Buster
Won From: None
Use Against: Anybody
Description: Fire a chargeable plasma shot.

C
UX -
C

X = X
- = not charged
C = charged
U = Upgraded charge.

Charged Description: You fire a large, pink shot.

Name: Shotgun Ice
Won From: Chill Penguin
Use Against: Spark Mandrill
Description: You shoot a pellet of ice that breaks when it hits something.

B
B
X I I I I I I I I I I W
B
B

X = X
W = Wall
I = Ice
B = path it goes upon breaking.

It should also be noted that it goes back when it breaks as well.

Charged Description: A penguin-shaped ice platform forms (and you can ride it!). It goes forward automatically, and bounces off the wall.

iiiiiiiiiiiiiiiiiii
X iiiiiiiiiiiiiiiii W

X = X
W = Wall
I = ice platform (it doesn't go up, but I used that to represent it came back.)

Name: Electric Spark

Won From: Spark Mandrill
Use Against: Armored Armadillo
Description: You shoot a medium sized ball of electricity.

X 00000000000

X = X
O = Spark

Charged Description: You shoot two large pillars of electricity in either direction.

```
PPPPPPPPP PPPPPPPPP
PPPPPPPPP PPPPPPPPP
PPPPPPPPPXPPPPPPPPP
PPPPPPPPP PPPPPPPPP
PPPPPPPPP PPPPPPPPP
```

X = X
P = Pillar of electricity

Name: Rolling Shield
Won From: Armored Armadillo
Use Against: Launch Octopus
Description: You shoot a ball forward that appears to roll.

O
XO 0000000

X = X
O = Rolling Shield

Charged Description: A shield surrounds you that can destroy most minour enemies in one hit. If you cannot destroy an enemy, the shield breaks.

```
SSSSS
SSXSS
SSSSS
```

X = X
S = Shield

Name: Homing Torpedo
Won From: Launch Octopus
Use Against: Boomer Kuwanger
Description: You shoot a torpedo that homes in on the closest target. Yeah.

```
HHHHHHH
X HHHHHHHHHHHHHH
H
EHHHHHHHHH
```

X = X
H = Homing Torpedo

Name: Storm Tornado
Won From: Storm Eagle
Use Against: Flame Mammoth
Description: You shoot a slow-moving tornado horizontally.

XX

X = X
T = Tornado

Charged Description: You create a vertical cyclone.

T
T
T
T
X
T
T
T
T

X = X
T = Tornado

Name: Fire Wave
Won From: Flame Mammoth
Use Against: Chill Penguin
Description: You shoot a steady stream of fire.

Xffffff

X = X
f = Fire

Charged Description: You shoot a burst of fire that grows bigger as it goes
along the floor.

FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF
F FFFFFFFFFFFFFFFFF
XF FFFFFFFFFFFFFFFFF

X = X
F = Fire

- 4.03: Heart Tank Locations -

These increase the amount of life you can have in your life bar.

CHILL PENGUIN

When you reach the cave with the Mech, use the Mech to jump on to the ceiling of the cave (by jumping, and then jumping out). Use Fire Wave on the igloos.

SPARK MANDRILL

When you see a ladder going down, climb on to the wall next to it. Jump-dash from the wall, and try to reach the ledge above you.

ARMORED ARMADILLO

When you reach the second spike tank, use Storm Tornado to rip it apart as fast as you can. Then go forward, and collect your heart!

LAUNCH OCTOPUS

When you reach the area with cyclones coming out of the water, use one to get to the top, and jump on to the ship. Use Storm Tornado to destroy the ship, and stay on it until you reach the bottom. Defeat the serpent, and go to the far right of the room to get the heart.

BOOMER KUWANGER

There are two ways to get this. When you get to the top of the area with the platforms coming out with turrets on them (on the outside of the tower), you'll see the tank. You can use a regular Boomerang Cutter (which you get from this stage), or use a charged up Shotgun Ice to create a platform to use to get to this tank.

STING CHAMELEON

Before you reach the area where you enter in to a cave, and rocks begin to fall on you, use your helmet upgrade (you do have it, right?) to break the breakable blocks. Dash all the way right to collect your reward.

STORM EAGLE

At the start of the level, ride the lifts up to the top. When you reach the very top, jump-dash to the left. With luck, you'll reach the platform with the heart tank.

FLAME MAMMOTH

You MUST have defeated Chill Penguin to get this. When you reach the area with hammer Mets, and frozen lava, go under the platforms, and grab the heart at the very right.

-
= 4.04: Sub-Tank Locations =
-

These allow you to store extra energy, and you can use them to rejuvenate your life-bar.

STORM EAGLE

When you reach the area with platforms with fire turrets on them, get to the

top, and go in to the building on your left. Here you will find the sub-tank.

SPARK MANDRILL

When you reach the first "down-ladder," go right (you should be at the bottom right of the room.) Stand as close to the pillar blocking your way to the sub-tank as possible, jump, hold right, and fire Boomerang Cutter. It'll come back to you, hopefully with the sub-tank.

ARMORED ARMADILLO

When you get to the first Spike-Tank, wait for it to pass, and enter the room behind its previous location.

FLAME MAMMOTH

In the room with the Heart Tank, go to the top. Once there, go all the way left, and use a combination of the leg and head upgrades to destroy the blocks.

-
= 4.05: Capsule Location =
-

These are enhancement capsules left behind for X by Dr. Light. His spirit appears in them. NOTE: Neither the hadoken capsule, nor the Z-Buster upgrade are listed in the secret section.

CHILL PENGUIN

If you miss this one, I will hunt you down, and beat you with a dull spoon. It's right in your path, as you enter the cave, and climb the walls. This allows you dash. This becomes a default feature in later games...

STORM EAGLE

When you come to a large gray pillar, dash jump from it to the right. If you make it to the platform, you'll reach the head upgrade. This allows you to break certain blocks with your head. Yeah.

STING CHAMELEON

This is the hardest capsule. Not because of location, but because of its guardian. You'll reach a cave near the beginning of the level. Climb up the wall, and enter this seemingly empty place. Blocks will come down, and...well...block (haha) your path out. A mini-boss will come down. See the FAQ for the strategy to beat him (coincidentally, he's harder than the boss of this stage). Once you beat him, Light's capsule will come up. This decreases your damage by 1/2!

FLAME MAMMOTH

This is the hardest to get due to location. When you reach the area with everything else useful in this game, climb on to the yellowish-gray platform. Dash jump from there, and land on the blocks. Climb on the wall until a block breaks. If you fall, and you destroy the first block, you have to start over. Once you get past the first two rows, you will make it up to the

top. This not only allows you to get an extra powerful charge on your X-Buster, but you can now charge Master Weapons!

-
= 4.06: My summary of the X story =
-

MEGAMAN X

In this game, the Maverick Hunters were led by a great Hunter called Sigma. He turned Maverick. Zero took over. X was discovered. X was attacking Mavericks on a highway. At the end, he met a Maverick called Vile. He was in his Robot Ride armor. As such, he took X down easily. Zero rescued him, though. While Zero tried to gain information on Sigma's fortress, X had to take down his former comrades that were now Mavericks: Launch Octopus, Chill Penguin, Spark Mandrill, Armored Armadillo, Boomer Kuwanger, Sting Chameleon, Storm Eagle, and Flame Mammoth. After taking them down, Zero had the location of the Fortress. They stormed it together. A little way through, they ran in to Vile again. Zero chased after him, and instructed X to remain behind. X didn't. When he walked in, he discovered that Vile had defeated Zero. X fought Vile, but couldn't defeat him. Zero broke out, and self-destructed on Vile. It destroyed his Armor, but he was still alive (which is more than we can say for Zero). X broke out, and defeated Vile. He talked to Zero, and Zero died. X continued through the fortress, not wanting his friend's death to be in vain. He defeated Sigma. Defeating a leader does not defeat the followers, and that is where Megaman X2 picks up.

MEGAMAN X2

This game takes place half a year after Megaman X. In this game, the Maverick Hunters have pretty much neutralized the Maverick resistance. They think they've tracked the remaining Mavericks to an old Replid factory. Soon after, they discover eight more Mavericks: Wheel Gator, Overdrive Ostrich, Wire Sponge, Bubble Crab, Flame Stag, Morph Moth, Magna Centipede, and Crystal Snail. To make things worse, a group of Mavericks calling themselves the (X-Hunters) stole all of Zero's parts. They appear to be trying to revive him. After X fought through all of the X-Hunters, he discovered that laughing behind the scenes was, in fact, Sigma. Depending on if you didn't take all of Zero's parts back, X had to fight Zero. At the end, Zero came to his senses. If you got all of his parts back, the real Zero comes in, and blasts the other one to shreds. We also find out at the end that Zero is, "The last of the doctor's creations." I'll give ya a hint on this: the doctor ain't Dr. Light

MEGAMAN X3

A Replid scientist (the irony being that he himself was a Replid) by the name of Dr. Doppler found a way to neutralize all the Mavericks. He used this thing called the Neuro Computer. However, the Sigma Virus corrupted Doppler, and he destroyed the Neuro computer. He sent out eight Mavericks: Blast Hornet, Blizzard Buffalo, Acid Seahorse, Neon Tiger, Gravity Beetle, Tunnel Rhino, Volt Catfish, and Crush Crawfish. Along the way, X also met Bit and Byte, two harder Mavericks. He also ran in to Vile, whom was thought to have been destroyed. When he arrived in Doppler's lab, X beat Doppler easily. Doppler came to his senses. He told X that he has been possessed by the Virus, and had built Sigma a new body. This body was invincible. X went

to stop him. After taking out his normal body, X faced the Kaiser Sigma, the invincible battle body. X managed to defeat him too. Sigma then came to the realization that he could not destroy X. He did have a backup plan. If Sigma could not defeat X, he would possess him! X escaped, but ran in to a dead end. Doppler came in, and sacrificed himself to save X (or, if Zero was still around, Zero came in and used the anti-virus on his Z-Sabre). Outside, X came to the awful realization:

To save mankind...

He must destroy Zero.

MEGAMAN X4

The Sigma threat is gone (yeah, just like it was in Megaman X2 and 3). Still, Mavericks live. The Sky Lagoon is attacked. X comes, and fends it off, however a giant Maverick destroys the power generator, causing the Lagoon to fall. On the ground, he meets the Colonel of the Replid Force (whom I will now refer to as the Repliforce). X asks the Colonel if it's his doing, but the Colonel denies it. X asks him to disarm, and come to the HQ. Colonel refuses, and he is labeled as a Maverick. After taking out the Repliforce members Web Spider, Frost Walrus, Slash Beast, and Storm Owl, they also noticed four Mavericks, whose allegiance was unknown: Magma Dragoon, Cyber Peacock, Split Mushroom, and Jet Stingray. The Repliforce has built a giant weapon in space known as the Final Weapon. X and Zero went up there to investigate. Zero had to confront Iris. After working their way through the Final Weapon, they found, as Split Mushroom said, "Take a wild guess." Sigma! We see a scene where Zero fights Sigma...however this one took place prior to Megaman X. Sigma leads the Maverick Hunters, and Zero is a Maverick. Sigma, in surprise, realizes that not only was Zero a Maverick, but he was also the first Maverick. The important part about that scene, however, is that Zero almost beat Sigma, but suddenly a W appeared on his head. This caused him to crumble in pain.

MEGAMAN X5

It opens as Sigma openly attacks the Maverick Hunter base. This is very odd. When X and Zero defeat him, it turns out that he lost on purpose. Now the Sigma Virus is spreading rapidly all over the world. What's worse is that the space colony Eurasia has begun to fall. In order to stop it, they have to destroy it. The Maverick Hunters have two weapons: the Enigma cannon and a Space Shuttle. When they stop the colony after gaining the parts, a new virus forms from the scraps of the Sigma virus and the colony virus, named the Zero virus. After meeting old friends (the Rock Monster and Rangda-Bangda), they meet up with Sigma (*gasp!*) Sigma fights them, and goes down. The whole point of this game is to convince Zero to become Maverick again. Odd...

-
= 4.07: Secrets =
-

HADOUKEN CAPSULE

AKA the ninth capsule (which makes no sense, since its actually the fifth).

Anyways, you must have all sub-tanks, heart tanks, Master Weapons, etc. Play

through Armored Armadillo's stage until you reach the end. At the end, climb up the ledge near the gate, get the energy capsule, and die (pit to the right). Continue this until a capsule is up there instead of the energy capsule. To use the Hadouken, press down + down-forward + forward + shoot. You must have full energy to execute this, but it's extremely powerful.

EASY SUB-TANK FILL

Go to Armored Armadillo's stage. Jump over the wagon, activate a charged Rolling Shield, and jump around, destroying bats. Just don't attack the ostrich!

EASY 1UPS

Go to Armored Armadillo's (*gasp*) stage. Do the same thing as the sub-tank fill trick, but you'll also see a "bubble bat" from Megaman 2. 9/10 times, when you destroy it, you get a 1-up!

EASY SUB-TANK FILL 2

At the start of Flame Mammoth's stage. Take out the robots that come out of the generators.

X-BUSTER UPGRADE

What's this doing here? Simple. To get this, do not collect the X-Buster upgrade in Flame Mammoth's stage. When you defeat Vile in Sigma's fortress, and Zero is about to die, he'll give it to you.

-
= 4.08: Ending =
-

X looks at the blazing Sigma fortress, and wonders why he's here. That's it. Except for the cast pages...

V. Last Words
~~~~~

-----  
-  
= 5.01: Copyright Information =  
-  
-----

Mega Man X, and all characters, stages, items, and other related things are copyright Capcom 1986-2002. This guide/FAQ/walkthrough is copyrighted (c) 2002 to Trace Jackson, and is the intellectual property of Trace Jackson. This guide/FAQ/walkthrough is protected under International Copyright Laws, and it is prohibited to take any piece of this document and reproduce it in anyway without the written consent of the author. Any website or other medium found to have this document without permission will be dealt with to the fullest extent of the law. Feel free to print it, or any part of it FOR PERSONAL USE ONLY. Please contact the author (Meowthnum1@hotmail.com) if you find this on ANY SITE but GameFAQs (<http://www.gamefaqs.com>), contact the

author ASAP.

---

-  
= 5.02: Credits =  
-

---

- Devin (DMorgan) (<http://www.gamefaqs.com/features/recognition/3579.html>)
- Colin (CMoriarty) (<http://www.gamefaqs.com/features/recognition/4280.html>)
- Dallas (<http://www.gamefaqs.com/features/recognition/3855.html>)
- Matt (MHulbert) (<http://www.gamefaqs.com/features/recognition/4150.html>)
- Steve (Psycho Penguin),  
(<http://www.gamefaqs.com/features/recognition/9471.html>)
- Dingo (DJellybean) (<http://www.gamefaqs.com/features/recognition/2226.html>)
- AstroBlue (<http://www.gamefaqs.com/features/recognition/4127.html>)
- Ronan (Alaska Fox) (<http://www.gamefaqs.com/features/recognition/7818.html>)

For being such great people, with whom I seem to be able to talk about to a lot. They are all great, and you should check out their work sometime! Thanks guys! You guys are truly > j00. Wait...if you are greater than j00, then that means...blargh. Never mind.

- Devin Morgan (again) for contributing the name of Sigma's final form, as opposed to that being the name of his dog.
- CJayC for being a great guy, and putting so much time in to GameFAQs, and for showing me what I did wrong.
- Me (<http://www.gamefaqs.com/features/recognition/11356.html>) for typing this guide
- Alt + 0175 for help with the charts. Alt + 0175 isn't a person; it's the keystroke that allows a high underscore (an overscore, if you will). Example: ʸ yay for that.

---

-  
= 5.03: Revision History =  
-

---

- Version 1.0- Everything is done. Nice!
- Version 1.1- Added two questions, two secrets, and revised some boss strategies.
- Version 1.2- I added to Vile (second)'s boss strategy.
- Version 1.3- Added/subtracted things of a very small amount.
- Version 1.4- Added the stage-specific hints/tips section.

-----  
-  
= 5.04: So Long! =  
-  
-----

I hope you enjoyed reading it. Check out some of my other work some time.  
Thanks! =D. Also...PLEASE NO MORE EMAILS! VISIT THE MESSAGE BOARD LISTED  
AT THE TOP TO GET MY HELP. Please? The Message Board is free! Also, look  
forward to a full FAQ on this game at some point.

-Trace  
"Meowthnum1"  
Jackson

This document is copyright Meowthnum1 and hosted by VGM with permission.