MEGAMAN X7

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Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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CHECK OUT MEGA MAN ONLINE!
WWW.CAPCOM.COM/MEGAMAN
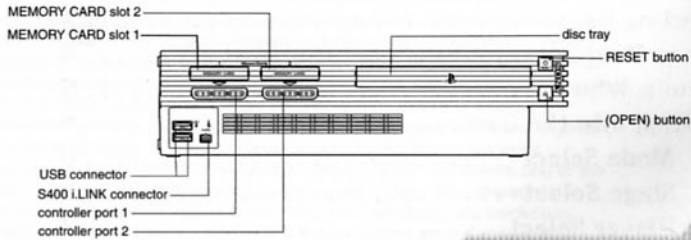
A Special Message from CAPCOM

Thank you for selecting MEGA MAN™ X7 for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085

REGISTER ONLINE AT WWW.CAPCOM.COM

GETTING STARTED

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button

USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the MEGA MAN™ X7 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
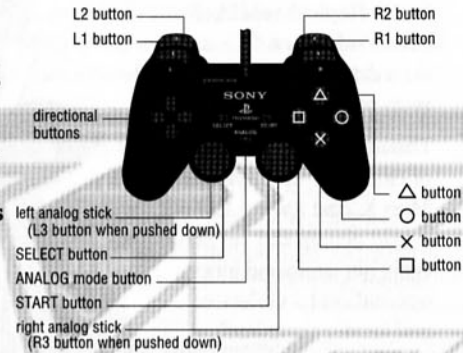
Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

The controls shown below are the default button settings. You can change the button setup and turn the controller's vibration ON/OFF from the Option menu. See page 8.

L2 button
L1 button
R2 button
R1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
△ button
○ button
✕ button
□ button

MENU CONTROLS

directional buttons	Highlight options
✕ button	Confirm selection
△ button	Cancel selection

ACTION CONTROLS

directional buttons	Move character	
left analog stick	Move character	
right analog stick	Special Weapons switch	
✕ button	Jump	
○ button	Dash	
□ button	Normal Attack:	X – X Buster Zero – Z Saber Axl – Axl Bullets
△ button	Special Attack:	X – Special weapons Zero – Special attack Axl – Copy Shot
L1 / R1 button	Move camera right/left (in designated areas)	
L2 button	Player Change (toggle between main and sub character)/Dismount Ride Armor	
R2 button	Change target lock-on	
L1 + R1 buttons	Use Giga Crash (Mega Man X only, after acquiring the right Body Armor part)	
START button	Start game/Open Status screen	
SELECT button	Answer Call Button	

MORE WAR!

In the Reploid world, crime rates are on a dramatic rise! The hard-won peace is shaky at best!

The missing leader of Hunter Unit 17, Mega Man X, had sworn to fight for world peace. But he struggled with his profound inner opposition to violence, and finally vanished!

Since X's disappearance, the weakened Irregular Hunters have been replaced by the Red Alert Syndicate.

At this moment, Irregular Hunter Zero is summoned to an emergency crime scene. He arrives to find that Axl, a teenage Reploid, has barely avoided being attacked by a huge Mechaniloid!

Young Axl wants to escape the Red Alert Syndicate and join the Irregular Hunters. But he knows a secret that he's determined not to reveal!

Out of nowhere, Red Alert leader Red shows up and orders Axl to return to his unit. His exact words are: "Our Reploid seems to have contacted you Irregular Hunters by mistake. I'm taking him back."

With this single act of tyranny, war erupts! The Irregular Hunters and the Red Alert Syndicate troops head for battle stations....

This means war!

WHO'S WHO

MEGA MAN X — Former leader of Hunter Unit 17, Mega Man X at one time upheld the age-old tradition of fighting one's enemies. But now he's not so sure. At conflict with his inner convictions about peace, X vanishes!

ZERO — A special A Class hunter and leader of Special Hunter Unit 0, Zero is X's companion and friendly rival. He believes that X will return. Until then, he continues to fight.

AXL — An unidentifiable Reploid with absolutely no data on record, Axl is gifted with the ability to transform his looks and moves to mimic others. He's a pawn of the Red Alert Syndicate. He's trying to escape the regime, but they're close on his heels!

SIGNAS — General Commander of Irregular Hunters, Signas has proven to be a fierce warrior in countless missions with X and Zero. His main concern is the recent crime wave and loss of Irregular Hunters in battle.

ALIA — A navigator Reploid, Alia has achieved such expert management ability that other hunters cannot survive without her assistance. She takes her instructions from Hunter Base.

RED — First Officer Red commands the Red Alert Syndicate troops on military operations to destroy the Irregular Hunters.

GETTING INTO THE GAME

MODE SELECT

At the Title screen, press the ⊳ button to open the Mode Select screen and its list of options. On this screen:

- Press the directional buttons to select an option.
- Press the X button to confirm your selection.

Your Mode Select options are:

GAME START — Start a new game from the beginning. You'll choose a player, and then...on to the game!

CONTINUE — Resume a previous MEGA MAN X7 game you've saved to a memory card (8MB) (for PlayStation®2). The game resumes at the point where it was saved.

– You must have a memory card containing at least one previously saved MEGA MAN X7 game inserted in MEMORY CARD slot 1 in order to resume saved game data.

OPTION — Adjust certain game settings, alter the button control configuration and sound settings, and adjust the screen's position. See page 8 for help.

STAGE SELECT

After you clear stages, you can replay them by selecting them again on the Stage Select menu. You must clear at least one stage in order to make selections. Use the directional buttons to highlight a stage, and press the X button to confirm your choice.

As you highlight each cleared stage in the Rescue File screen, the menu shows the Reploids you've already saved. A good reason to replay a stage is to save more Reploids and collect items you missed the last time around.

You can also save your game or load a previously saved game from this menu. See page 9 for instructions.
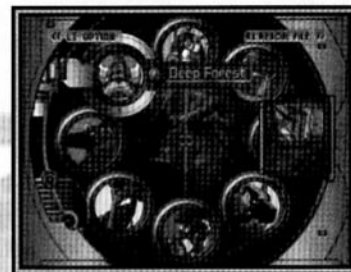
PLAYER SELECT

You can choose your player before you start a game, and at any time during the game.

You'll choose two characters as your main and sub players. On the Player Select menu, use the directional buttons to highlight a player, and press the X button to confirm your choice.

- **MAIN PLAYER** — Appears first in the stage.
- **SUB PLAYER** — Press the L2 button when you want to switch to your second player to take advantage of his special weapons and powers.

At first you can only choose Zero and Axl. As you pass certain milestones in the game, you'll unlock X as a third player choice.
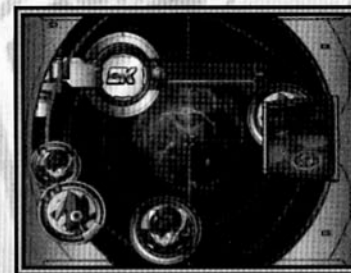
OPTION MENU

On this menu you can adjust certain game settings. Use the directional buttons ⬆/⬇ to highlight an option. Press the X button to open a sub menu. Use the directional buttons again to change the setting.

- **GAME SETTINGS**

  – *Game Level* sets the game's difficulty. The enemy's strength and offensive power increase as you increase the level.

  – *Auto Charge*, when set ON, automatically charges your shots while you're not firing during play.

  – *Auto Repeat*, when set ON, automatically fires normal shots when you press the Normal Attack button during play.

  – *Vibration*, when set ON, causes the controller to vibrate in response to game events.

  – *Default* restores the original game settings.

- **BUTTON SETTINGS**

  Modify the controller's button assignments. First, use the directional buttons to highlight an action, then press a button on the controller to assign it to that action. Each button can have only one control assignment.

- **SOUND SETTINGS**

  – *Sound Mode* sets the game sound to match your speaker setup: Stereo or Mono.

  – *Voice* sets the game language to English or Japanese.

- **ADJUST**

  Adjust the screen's position by pressing the directional buttons ⬆/⬇ and ⬅/➡.

SAVING AND LOADING GAMES

SAVING GAMES

You can save your game data on the Stage Select screen that appears when you clear a level. Game data includes all progress so far in the game except for your remaining number of Lives. (See page 6 for more information.)
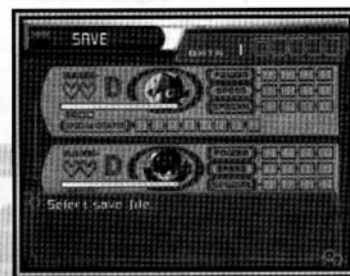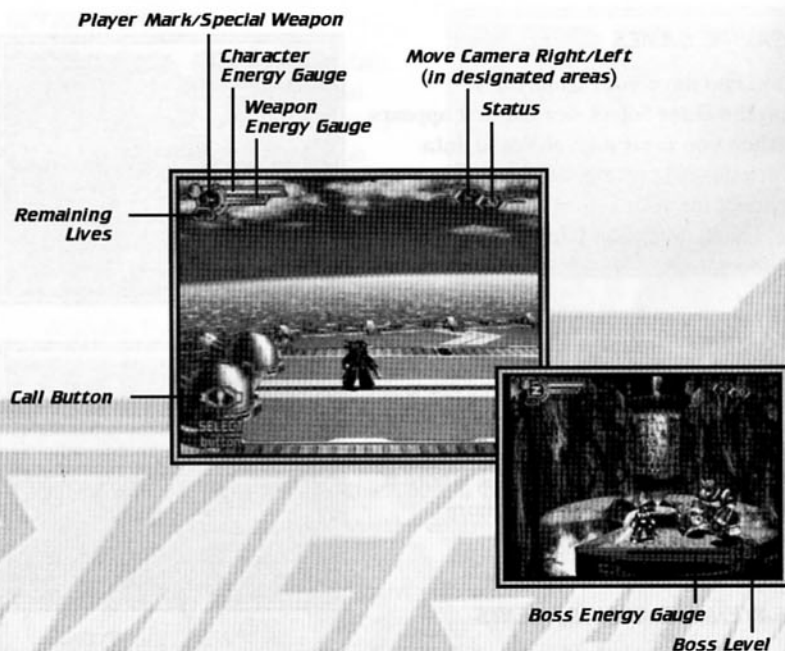

LOADING GAMES

You can load previously saved game data from the Stage Select screen that appears when you clear a level. You resume the game at the point where it was saved. (See page 6 for more information.)
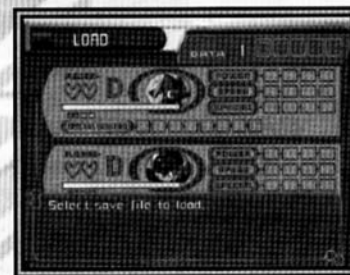
SAVE/LOAD REQUIREMENTS

- To save or load game data, insert a memory card into MEMORY CARD slot 1 before starting play.

- To save, the memory card must have 40KB of free space available.

- To load, the memory card must contain at least one MEGA MAN X7 saved game.

- You can save up to five MEGA MAN X7 games on one memory card, as long as enough free space is available.

- While saving or loading game data, do not reset the game, turn off the power or remove the memory card.

GAME SCREEN

Player Mark/Special Weapon

Character Energy Gauge

Weapon Energy Gauge

Move Camera Right/Left (in designated areas)

Status

Remaining Lives

Call Button

Boss Energy Gauge

Boss Level

- **PLAYER MARK** shows which character you're controlling.
- **SPECIAL WEAPON** shows the weapon icon and energy level when you are using a special weapon.
- **CHARACTER ENERGY GAUGE** shows your energy level.
- **WEAPON ENERGY GAUGE** shows the current weapon's energy level.
- **STATUS** shows current play view mode: 2D or 3D. In 3D mode, you can adjust the camera angle by pressing the L1 or R1 button.
- **REMAINING LIVES** shows the number of Lives you have left for continuous play.
- **CALL BUTTON** appears when alerts and support messages from Alia are available. Press the SELECT button to read what she has to tell you.
- **BOSS ENERGY GAUGE** shows the Boss's energy level during Boss battle.
- **BOSS LEVEL** shows the Boss level during Boss battle.

STATUS SCREEN

X/Axl

Zero

Command Icons

Player Information

Message
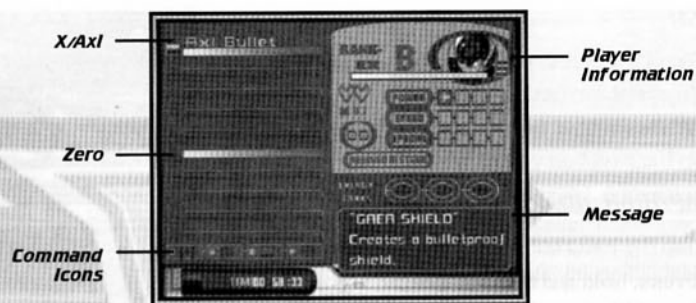
Press the START button during gameplay to open this screen. Here you can check on your special weapons and moves and change their selection.

- **X/AXL** shows the weapons acquired by either character. Highlight a weapon with the directional buttons to see its capability (in the Message area). Press the X button to equip it as your current weapon and automatically return to gameplay.
- **ZERO** shows the special moves and weapons Zero has acquired. Highlight a move or weapon and press the X button to equip it and automatically return to gameplay.
- **PLAYER INFORMATION** shows remaining Lives, available characters, current Hunter ranks, equipped parts and sub tanks acquired. To use a sub tank, highlight it with the directional buttons and press the X button.
- **COMMAND ICONS**
  - **Button Settings** can modify the button control assignments. See page 8 for help.
  - **Return** to gameplay.
  - **Escape** the stage after clearing it.
  - **Adjust** the game screen position. See page 8 for help.
- **MESSAGE** explains special weapons and moves for the character.

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BASIC MOVES

DASH

- From a standing position, tap the Dash button to sprint forward.
- While walking, tap the Dash button to sprint in the direction you're walking.

JUMP/HIGH JUMP/DASH JUMP

- Tap the Jump button for an ordinary jump.
- Press, hold and then release the button for a high jump. The longer you hold the button, the higher the jump when you release it.
- To jump even farther, press the Jump and Dash buttons at the same time, or press the Jump button while tapping the directional buttons twice in the same direction.

WALL KICK/DASH WALL KICK

- Walk or dash into a wall and press the Jump button at the same time.

DUCK

- Press the directional buttons ▼ to duck down. You can use ducking attacks from this stance.

PLAYER CHANGE

- Tap the Player Change button to toggle between your main and sub characters. You can perform a Player Change in any stage, at any time.
- You share your remaining Lives between your two characters. So, if one character is defeated, the number of remaining Lives decreases by one for both characters.
- You cannot change players while using Ride Armor.

ZERO'S SPECIALTIES

Z SABER

- Use the Normal Attack button to attack.

TWO STEP JUMP

- Jump, then quickly press the Jump button again in mid-air.

SPECIAL ABILITIES

- After defeating a Boss, Zero may acquire the Special Learning DNA program.
- Check the Status screen for commands to activate this ability. There are many commands to discover, for instance:
  - *Raijinshou*: On the ground, press the Dash + Special Attack buttons. Zero is covered in electricity while using the Z-Saber for an air attack.

SPECIAL WEAPONS

- After defeating a Boss, Zero may acquire new special weapons.
- Equip a special weapon on the Status screen, then press the Special Attack button to use it.
- You can decide which Boss to attack first. Some of the special weapons Zero will acquire are:
  - *D Glaive* can be used for special moves.
  - *V Hanger* gives Zero two-fisted daggers and fires long-range shots for rapid special moves.

AXL'S SPECIALTIES

AXL BULLETS
- Press the Normal Attack button to fire these shots.

ROLL
- While dashing, press the Dash button again to start rolling.
- While rolling, press the Normal Attack button to shoot.

COPY SHOT
- Press the Special Attack button to fire Copy Shots.

HOVER
- Press and hold the Jump button to start hovering in the air.
- While hovering, press the Normal Attack button to shoot.

SPECIAL ABILITIES (COPY SHOT)
- After defeating certain enemies with Copy Shot, Axl may acquire special DNA programs for Transformation and Summons.

  - *Transformation*: When Axl acquires this program, he immediately assumes his enemy's abilities and attacks. Use them quickly and make the best of them! The transformation lasts for a short set time limit, or until you enter the next stage, whichever comes first.
  - *Summon*: When Axl acquires this program, he immediately summons an enemy to provide a special support ability. These numerous abilities include Shield, which prevents enemy attacks for a short time, Energy Recovery, which restores Axl's energy, and many more!

SPECIAL WEAPONS
- After defeating a Boss, Axl may acquire new special weapons.
- Equip your special weapon on the Status screen, then press the Special Attack button to use it.

X'S SPECIALTIES

X BUSTER
- Press the Normal Attack button to fire.
- Hold down the button to fire Charge Shots.

SPECIAL ARMOR
- X is the only hero who can acquire and use Armor parts. He can find a new Armor part by entering the hidden Light Capsules.
- Each individual Armor part has its own unique capabilities. Once X puts on Armor parts, he cannot take them off.
- The four Armor parts are:
  - *Head Parts* absorb recovery-related items when you grab them from another character at long range.
  - *Body Parts* can reduce damage incurred from enemy hits, reduce the effect of deadly damage, and enable Giga Crash (press the L1 + R1 buttons at the same time).
  - *Buster Parts* can increase your shooting range, recharge Special Weapons, or power-up Charge Shots.
  - *Foot Parts* enable Glide Jump (jump, then press the Jump button again at the top of the jump).
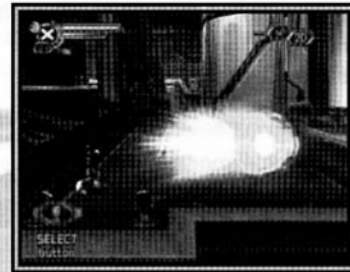
RIDE ARMOR/RIDE CHASER

In some stages you can really gallop around by jumping on Ride Armor or Ride Chaser.

RIDE ARMOR

Face Ride Armor and press the Jump button to hop on. Ride Armor takes enemy hits and protects you from damage. But after a certain amount of carnage, Ride Armor breaks. Figure out if you want to ride it to the limit or dismount before it's too late!

RIDE ARMOR DEFAULT CONTROLS

- ✕ button — Hop on
- L2 button — Dismount

Ride Armor Golden
- □ button — Shots
- △ button — Cannon shots
- ✕ button — Jump

Ride Armor Ridden II
- □ button — Punch/Continuous punch (with the right timing)/ Drill punch (while dashing)
- △ button — Bomb (you'll jump, and as you land, the bomb explodes!)
- ✕ button — Jump
- ✕ button + △ button — Step on enemies

RIDE CHASER

Zoom around the stage at high speed. Be warned! Ride Chaser can't protect you from enemy damage!

RIDE CHASER DEFAULT CONTROLS
- directional buttons ◀/▶ — Steer
- □ button — Buster
- ✕ button — Speed up

ITEMS

Items appear when you mow down enemies. Or they might just be scattered in special places around the stages. Run over them to pick them up. They're all valuable, so don't leave any behind.

- **LIFE ENERGY** increases your Life energy in small, medium and maximum amounts, depending on the item's size.
- **WEAPON ENERGY** increases your Weapon energy in small, medium and maximum amounts, depending on the item's size.
- **SUB TANKS** store the Energy items you pick up, so that you can use them at just the right moment. Sub tanks are stored on the Status screen.
- **LIFE-UP** increases your Life Gauge capacity.
- **WEAPON-UP** increases your Weapon Gauge capacity.
- **1-UP** increases your remaining Lives by 1 (up to 9 max).
- **EX ITEM** increases the initial number of Lives you have at the beginning of a stage.
- **REPLOIDS** were left behind and captured by enemy Reploids. What happens if you save them?

RESULTS SCREENS

Victory! You've cleared a stage! Alia sends your results on a series of screens. Press the X button to move on from one screen to the next.

GET REPORT

This shows and explains special weapons and/or moves acquired in the stage.

MISSION REPORT

This shows:

- Overall clear time for the stage.
- Total time from beginning the stage to exiting the Boss's lair.
- Number of enemies put to rest.
- Damage taken.
- Number of items acquired in the stage.
- Your score and Hunter ranking.

RESCUE REPORT

Shows the number of Reploids rescued, their names, items and power-up chips.

CHIP SETS

Here you can divide the Reploid power-up chips into *Power*, *Speed* and *Special* categories.

MOVE ON

Finally, you'll see these options:

- *Retry* the same stage again.
- *Stage Select* to choose a different stage to play.
- *Save* your game.
- *End Game* to quit the game.
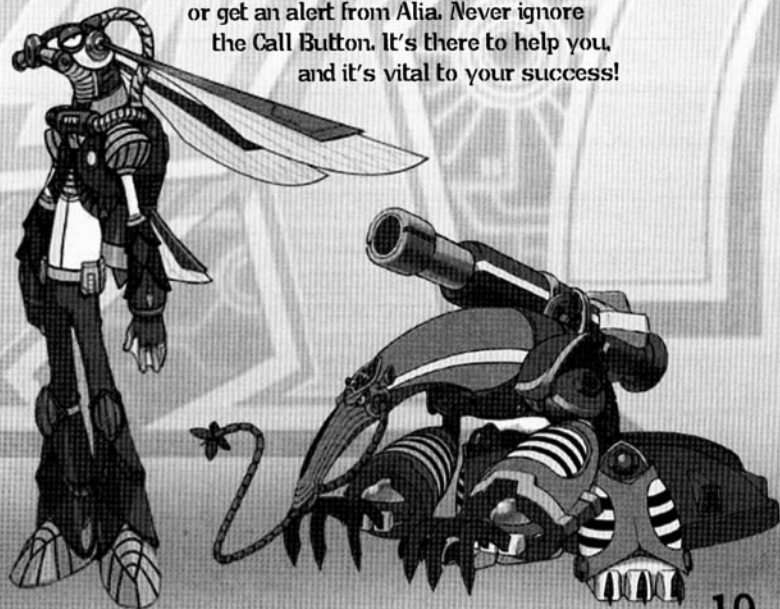
X HINTS

RESCUE THE REPLOIDS!

You'll bump into Reploids that were left when their enemies were defeated. If you rescue them, you'll gain weapons, Energy items and other goodies. Don't leave the Reploids behind!

USE PLAYER CHANGE!

Your characters all have excellent skills, which can become useless when circumstances change! Once you learn to switch characters effectively, each stage and Boss attack will become much easier to win!

KEEP IN TOUCH!

When you see Alia's Call Button icon in the lower left corner of the screen, press the SELECT button to get the message. You'll either communicate with your character, or get an alert from Alia. Never ignore the Call Button. It's there to help you, and it's vital to your success!
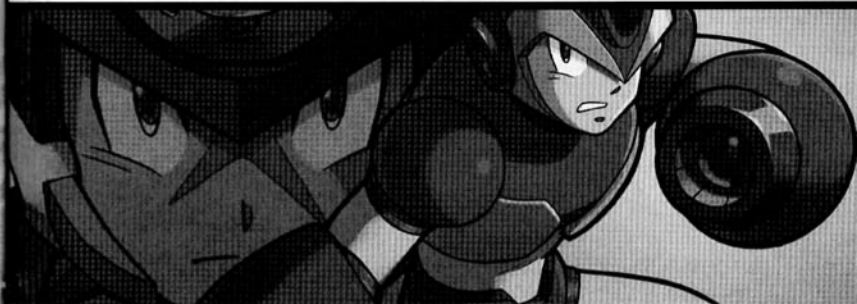
X NOTES

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