

Mega Man X Walkthrough
Capcom
Walkthrough by Catfish_82

Howdy all, welcome to the Mega Man X walkthrough. As with all my other walkthroughs, if you have questions, comments, suggestions or would just like to harass me, then feel free to email me at StoneColdMatt_82@Hotmail.com and I'll see what I can do. Well, broken record alert here, but I've written this walkthrough to be displayed solely on SNES Central, but I don't mind if you borrow a bit or all of it so long as you credit me (Catfish_82) as the author and while you're at it, why not link back to the site? (www.snescentral.com)

Game Details:

- Copyright Capcom, 1993.
- Licensed to Nintendo, 1993.
- Mega Man and all enemies, weapons, items etc are copyrighted and are the property of Capcom.
- This walkthrough is the sole property of Catfish_82 (me) and is neither endorsed by nor affiliated with Capcom or Nintendo.

Table of Contents:

1. Version History
2. The Basics
 - a. D-Pad
 - b. Variable buttons
 - c. Items
3. The Eight Mavericks
4. Walkthrough
 - a. Beginning Stage
 - i. Boss: Vile
 - b. Chill Penguin Stage
 - i. Boss: Chill Penguin
 - ii. Items and Upgrades
 1. Leg Upgrade
 2. Heart
 - c. Storm Eagle Stage
 - i. Boss: Storm Eagle
 - ii. Items and Upgrades
 1. Heart
 2. E-Tank
 3. Helmet Upgrade
 - d. Flame Mammoth Stage
 - i. Boss: Flame Mammoth
 - ii. Items and Upgrades
 1. X-Buster Upgrade
 2. Heart
 3. E-Tank
 - e. Spark Mandrill Stage
 - i. Boss: Spark Mandrill
 - ii. Items and Upgrades
 1. E-Tank
 2. Heart
 - f. Sting Chameleon Stage
 - i. Boss: Sting Chameleon
 - ii. Items and Upgrades
 1. Armor Upgrade

- 2. Heart
- g. Armored Armadillo Stage
 - i. Boss: Armored Armadillo
 - ii. Items and Upgrades
 - 1. E-Tank
 - 2. Heart
- h. Launch Octopus Stage
 - i. Boss: Launch Octopus
 - ii. Items and Upgrades
 - 1. Heart
- i. Boomer Kuwanger Stage
 - i. Boss: Boomer Kuwanger
 - ii. Items and Upgrades
 - 1. Heart
- j. Sigma's Fortress Level One
 - i. Boss Vile
 - ii. Items and Upgrades
 - 1. X-Buster Upgrade
 - iii. Boss: Boss Spider
- k. Sigma's Fortress Level Two
 - i. Boss: Giant Face
- l. Sigma's Fortress Level Three
 - i. Boss: Dinosaur Head
- m. Sigma's Fortress Level Four
 - i. Boss: Sigma's Dog
 - ii. Boss: Form One Sigma
 - iii. Boss: Form Two Sigma

5. Q&A Section

Version History:

V1.0: The bare bones walkthrough, I've put the strategies for bosses, weapons received, and upgrades available.

V1.5: I realized that it'd be a rather bad walkthrough if I didn't at least go into some depth on the maverick's stages. So I put the locations of a few power ups in the stages and I'll at least warn you of different things.

V2.0: The walkthrough is much more professional now, with a table of contents, a game details section, and a Q&A Section.

V2.5: Added a credit from a reader who wrote in and suggested a tip, also made a few changes in the way it looks. That's it however.

Introduction, Items and Basic Controls

D-pad:

Surely you don't need me to tell you what up down left and right are.

Variable buttons:

Y = Shoot

B = Jump

X/A = Dash

L/R = Change weapons while playing

Items:

One up: A mega man head.

Energy refill: - Large: A large yellow asterisk looking dot surrounded by white.
-Medium: A smaller one, this looks more yellowish.
-Small: A miniscule version of the large energy refill

Weapon recharge: -Large: A large blue orb with a red line running horizontally through it.
-Small: Miniature version of large one.

Escape U. – Not really a weapon or an item, this useful little feature allows you to escape from levels you've already beaten, thus saving you from having to complete the stage over.

The mega man series is what I like to call the working mans distraction. Sit down, play through, beat it in an hour or so and move on to the next one. If you've ever played a mega man game before in your life then you know the drill, our little blue hero must destroy the evil robots and their mad creator...blah, blah, blah. So without further ado, I introduce the eight 'evil robots' or mavericks as they're called in this game.

The 8 Mavericks

Launch Octopus
Chill Penguin
Flame Mammoth
Boomer Kuwanger
Sting Chameleon
Spark Mandrill
Storm Eagle
Armored Armadillo

I Recommend Battling Them in This Order

Chill Penguin
Storm Eagle
Flame Mammoth
Spark Mandrill
Sting Chameleon
Armored Armadillo
Launch Octopus
Boomer Kuwanger

And now the technical mumbo jumbo; I'll do it like this:

A brief stage description and location of energy refills, weapon recharges, extra lives etc.

Boss Name: (Gives Full name/Abbreviated name) (Weak Against)

Item to get: (Required to get this) How to get it.

Boss Strategy: What to do.

Also look for little reminders throughout the text; they're preceded by two asterisks.

a. Beginning Stage: The people are fleeing!

That's right, the city is in chaos as the mavericks attack. You'll start off on a highway street. From there head right avoiding the flying enemies that drop their bottom parts off and crush through the road. Also hit the robots that shoot both ground traveling sparks and missiles. Avoid as well the spike wheel enemies. As you go along, you'll notice the sky darkening. This means you're about to come up against a giant mechanical hornet. Don't worry they're easy. But they shoot missiles and a machine gun if you get close. They also drop enemies that roll out and then get up and walk towards you. Hit the head with your X-Buster. Don't miss the two energy pellets just after you face the first hornet. They're down that little hole. Just slide on the wall. You'll face two of these guys. When you get to the part where a huge ship is hovering over you, wait. It'll drop two enemies driving cars and once you've destroyed them, Vile will emerge.

i. Boss: Vile in Armored Carrier: (None) (None)

Items to get: None

Strategy:

Do nothing. Just stand there and let him hit you. When you're about down to zero, he'll fire a shot that freezes you. Just as he's about to kill you, your soon to be friend, Zero rushes to your aid.

b. Chill Penguin Stage:

Sorry man, nothing here in the way of set energy refills, lives, weapons recharges etc. If you're desperate for energy, then try shooting the bats, moving back and forth across particular areas so that they regenerate.

i. Boss: Chill Penguin: (Shotgun Ice/ S. Ice) (X-Buster, Fire W.)

ii. Items to get:

-Leg (Dash) Upgrade (None): It's in a blatantly obvious place.

-Heart (Fire W.): When you get to the part where you find an armored carrier (AC), just go through the cave until you come to the spot where you'll have to abandon the AC. Climb up that wall and dash jump off to the left. You'll land on the top area and there will be two little igloo like things that spawns the flying mosquitoes. Destroy the leftmost igloo with the Fire W. to get the heart.

Strategy:

At this point in the game all you've got is your trusty X-Buster, and that's all you'll need. C. Penguin has four attacks to watch for. 1. He'll slide towards you. He leans back first so you can predict this. He's immune to your shot while sliding, wait for him to right himself and blast him. 2. He'll breathe frost breath, which forms two ice penguins and will freeze you if it touches you. You can shoot through his freeze breath all the way up until the ice penguins hit the ground. He'll usually follow this up with 3. He'll jump up and hang on a lever on the top of the screen. This causes a freezing rain to fall and blows you back and the ice penguins forwards. Luckily he can be shot off the lever before it starts raining. 4. He'll spit chunks of ice that either fly through the air (straight line) or on the ground. These are easily avoidable.

c. Storm Eagle Stage:

When you start off, and go right, you'll see a series of lifts that you have to climb to get to the next area. If you get on one of the lifts and let it take you to the right of the screen, you'll see a ledge with a robot holding a shield and throwing a ball and chain. Behind him are tanks with a flame on them and DR written under it. Shoot these until they explode to get a large energy refill. Hop on the second lift and then to the right you'll see another ledge with yet another robot, kill him and blow up the tanks to get another large energy refill. Continue up this second lift and you'll see a third ledge, right under the giant red airport sign. Kill the robot and blow up the tanks for another energy refill. But if you go right you'll go to a hidden area where you'll receive an extra life. Continuing right you'll come to a series of moving platforms. They have jets under them; move up and down and some of them have robots that shoot flame waves. Continue right and you'll see more DR tanks (the exploding ones). These are tricky since you don't have anywhere to just sit and shoot them. You'll have to resort to sliding down the tanks themselves, jumping back up and shooting them as you do. It's tedious, but your reward is another life. Getting back out can be tricky, since the flame wave robot just outside has regenerated. Now just after you get the helmet upgrade, is series of ledges with hard hat harries (from mega man 2, if memory serves me correctly) and those annoying flying machines that try to grab you. Maneuver to the far left hand ledge for yet another one-up. Now continue right and you'll come to a ship that you should recognize, it's the ship that Vile was in.

i. Boss: Storm Eagle: (Storm Tornado/ Storm T.) (X-Buster, C. Sting)

ii. Items to get:

-Heart (Leg Upgrade): There is a series of lifts in the beginning of the stage. Take these lifts all the way up until you're at the top of the screen, dash jump off to the left. You should land on a green building to the left. On that building will be the heart.

-E Tank (None): After the lifts you'll see a multi-shooting robot on a column that lifts off screen. Kill the robot and get on column. You'll go up and shoot the glass out of the window. All the way to the right is the E Tank.

-Helmet Upgrade (Leg Upgrade): After you receive the second extra life, you'll come to a tall metal tower. Climb up it and go down the other side. Dash jump to the ledge with the DR tanks. Shoot them until they blow up. The capsule is in the little side room.

Strategy:

Once again your X-Buster comes through for you. Storm Eagle has four attacks. 1. He dive-bombs you. Simply dodge him, turn and blast him as he's going by. 2. While on the ground he'll flap his wings kicking up a wind that will blow you backwards. Dash towards him while shooting. 3. While on the ground he'll fire a tornado at you. Do as you would for 2. 4. He'll get about half way up in the air and cough up an egg that releases four little birdies. One charged shot should be enough to kill all the birdies at once.

d. Flame Mammoth Stage:

You'll right away notice a layer of ice on the floor of the stage. This is the primary reason I told you to get rid of Chill Penguin first. With him gone, all the lava beds in Flame Mammoth's stage are now frozen and completely harmless. You'll only have to worry about lava dripping from pipes, but that's much later in the stage. Head right and you'll notice laser shooting robots and dragon heads being dropped from tubes in the ceiling to a conveyer belt where they fall to the frozen lava bed. These can be destroyed for power-ups. Continue right past the second series of conveyer belts and you'll reach the wall and a ledge with a large energy refill. Also, after the X-Buster upgrade in the same area where you get the heart, you'll encounter both a large energy refill and a one-up on the same ledge with the two hardhat harries. Continue right and you'll come to more conveyer belts and more laser robots and dragonheads. But these conveyers have giant crushers; the best way is just to go under it all on the lava bed. The final area is the one with the dripping lava I warned you about. There are also more ball and chain robots along with some revolving spike robots that are invincible.

i. Boss: Flame Mammoth: (Fire Wave/Fire W.) (S. Tornado)

ii. Items to get:

-X-Buster Upgrade (Helmet Upgrade, Leg Upgrade): Just after where you got the large energy refill and just before the open area with all the pickaxe throwing robots is a little section of breakable blocks. If you have both the helmet upgrade and the dash, dash off that little platform to the right. You'll catch onto the blocks and hopefully X will go upwards breaking the blocks and revealing the capsule. (If you can't do it, don't worry; Zero will give you the upgrade later in the game.)

-Heart (Chill Penguin defeated): Right after the X-Buster upgrade, jump on the frozen lava bed and go under all the pickaxe throwers. All the way to the right hand corner is the heart.

-E Tank (Helmet upgrade, Leg Upgrade): In the same open area where you got the heart, work your way all the way up and to the left. You're in the right place if you see two hard hat harries and a one up. Dash jump off this ledge to get to the wall and the place where the E Tank is. Break the blocks there to get it.

Strategy:

He's got about four attacks to look for. 1. He jumps and shakes the ground; you'll be knocked off walls as well as being rendered impotent on the ground. Jump up into mid air when he does this. 2. He'll reverse the direction of the conveyor belt you're standing on. 3. He'll lob gobs of oil out on the belt. 4. After he tosses oil, he'll usually launch a few fireballs that will ignite the oil. Just keep using the storm tornado and he'll die quickly.

** Now go back to the Chill Penguin stage and get the heart.

e. Spark Mandrill Stage:

The Spark Mandrill stage is annoying because the lights are constantly going out and back on in some areas. You'll encounter the same missile/spark robots you did in the very beginning. When you get to the area where the lights go out you must be careful because there are holes to fall into and these weird little robots that fly past very quickly and leave a trail of light in their wake. They can knock you into a hole if you're not careful. There are two areas like this. Between them however, you'll come to a mini boss. An octopus robot encased in a water bubble. He'll throw out little water bubbles that'll stick you to the ground then he'll try and crush you. You get a random power-up, rarely useful upon his demise. Continuing right you'll find giant turtles that shoot missiles and another lights-out area. After bridging this, you're at the boss.

i. Boss: Spark Mandrill: (Electric Spark/E. Spark) (S. Ice)

ii. Items to get:

- E Tank (B. Cutter): When you get to a point right at the beginning of the level where you can go up a ladder or down a ladder, go down the ladder and follow that path. You'll see the E Tank behind a wall where you can't reach it. Equip B. Cutter and jump up in the air while firing, the projectile will curve down and retrieve the E Tank for you.
- Heart (Leg Upgrade): After the mini boss and after going through a section of multi-shooters, you'll see a turtle that shoots parachuting bombs from its back. Behind it is a ladder leading down. The heart is in the top right hand corner of this area; you'll need to dash out and in to get it.

Strategy:

For the sake of completeness I'll list this guy's attacks, but if you use S. Ice, then this guy is ridiculously easy. When you fight him, he'll 1. Jump up and hang from cables on the ceiling, he'll swing across the ceiling much like a monkey (that's what he is after all) and try to drop down directly on you, just don't stay still and you're gold. 2. He'll pound the ground releasing two electric charges that go in opposite directions across the ground, walls, and ceiling. You can easily jump over these. 3. He'll do what I call a superman charge, rushing at you with fist extended. If you've ever seen superman on cartoon network then you'll know what I'm talking about. He looks like superman in flight. Due to his size, this one is a bit more difficult to avoid if you're on the ground. Try to stay near the walls so you can leap up them if he does charge. 4. He'll do a basic jump, nothing fancy, just a regular easily avoidable jump.

f. Sting Chameleon Stage:

The Sting Chameleon stage is basic and devoid of power ups until you get past the cave. Once there, you'll come to a point where you'll see a ball and chain robot. Just above him is an extra life. Then you'll come to a place where you can get in an AC. Hop in and cruise the mud flats. You'll have to stay moving to avoid sinking. All this while little flying robots attack you. First is an island where another AC is waiting to challenge you. It's easily beaten. Then you'll come to a little two level artificial island. On top is a large energy refill. You'll have to jump out of the AC to get up there. Cruise on past one more AC and then you're at the boss.

i. Boss: Sting Chameleon (Chameleon Sting/C. Sting) (X-Buster, B. Cutter)

****Update****

Erling Storelund from Norway writes in to say, "Sting Chameleon's weakness is B. Cutter." Thanks for the tip Erling, however, if you follow the order I've written the guide in then the only place you'll use it is once you fight the mavericks again in Sigma's fortress.

ii. Items to get:

- Armor upgrade (Beat the mini boss): Just before you go into the cave area, go up and into the open area above it. Stone blocks will fall down trapping you. The mini boss, a Cyclops robot will drop down and attack. He can only be hit in his eye, or when his pincher is extended. He'll either throw that pincher which you can jump over and hit him, or jump around. When he dies, the Armor capsule will pop up.

- Heart (Leg Upgrade, Launch Octopus defeated): Where before you went up to get the armor upgrade, now go down the pit before the cave. If launch octopus has been beaten this area will be flooded. Break all the blocks and dash jump off that little ledge, you land on an area where the heart is. You can't get back however, so you'll either have to kill yourself or use the escape function.

Strategy:

He's got three attacks, 1. He'll jump up and hang from the ceiling by his tongue. Then he'll shake a bunch of spikes down that are hard to impossible to dodge. But they don't take off much life and by this point you should have two E Tanks full and ready to use. 2. He'll get in an upper corner of the room and shoot spikes from his tail. These are easy to dodge. 3. He'll blend in with the background, and come down to the lower half of the room and appear and flick his tongue at you. Stay right above him but don't hit the spikes and you'll be fine. Also, you can track him when he's moving by the blur in the background foliage. I personally prefer fighting Sting Chameleon with X-Buster don't ask me why, but B. Cutter truly is the best weapon. It will knock him off his perch, whether it be hanging from the ceiling, shaking down spikes, or in the corner shooting them from his tail. I've also found that he tends to use his third attack less when you use B. Cutter on him.

g. Armored Armadillo Stage:

The Armored Armadillo Stage is set in an old mining shaft. And therefore, it'll be filled with bats and pickaxe robots. Right away you have the option to ride a mine cart. I advise against riding this one, you'll miss too much. After you get to the bottom of the very first slope, look for an old familiar face. Hanging there on the ceiling, right after the bird robot, is one of the bats from mega man two. He's often a good source of one-ups if you want to shoot him and then come back so that he regenerates. Next is the part where you drop down and you'll land right in front of a tunneler who'll immediately come to life and chase you. Before he can bust through the wall though, climb back up so that he goes on by you. Now drop down, get the E-tank and take off after him. Use Fire W. to kill it. If you can do it in time you'll see an area where there are two large energy refills, but if you didn't kill the tunneler in time the raised area you need to get to them will be gone. Now make your way along the mine rails shooting the bats, hardhat harries and rolling spikes until you come to another mine cart. You can ride this one if you like, just make sure you're ready to jump off, the cart will crash into a pit of spikes and take you with it if you're not careful. Now you'll see a long drop. Try to drop to the left or you'll land right on a tunneler, use Fire W. to kill the tunneler as soon as possible. You'll see why you needed to do it a little bit down the road. Now ride the next mine cart and you'll be accompanied by some bird robots. You must kill as many of these as possible otherwise they'll prevent you from landing where you need to. If you land to the bottom right, you'll be at the boss's gate. But if you jump higher, you'll be on the wall and you can go upwards and get a large energy refill.

i. Boss: Armored Armadillo: (Rolling Shield/R. Shield) (E. Spark)

ii. Things to get:

- E Tank (None): You'll come to an area where you go straight down, and at the bottom and to the left will be a giant tunneling robot that moves revolving barrel of spikes up and down. Dodge this guy and to the left where he was sitting will be the E Tank.

- Heart (Destroy tunneler): You'll come to another area where there is a long downwards drop. Switch over to the Fire W. When you land, it'll be behind a tunneler who'll take off. You *must* kill it or you won't be able to get the heart. Once he's dead continue on the path and you'll see the heart and where you need to go.

A tie in notice:

Capcom put another little gem in this stage for your amusement. If you kill yourself six times by jumping into the pit right before the boss, then when you come back on the seventh time, Go straight up the wall, where you got the large energy refill. If you dash to the right, you'll get to another capsule where you'll receive the ability to do Ryu's projectile move from Street Fighter 2.

You use it the same way Ryu would throw his Shoryuken: Down, Down right diagonal, right + y (Or something like that). This will kill Sigma's dog and form one Sigma with one hit. The only catch is that you must have all eight hearts, all four E-Tanks, and all upgrades to get it.

Strategy:

He really does only two things, 1. Bounce off the walls, literally, (That's what too much caffeine will do to you) and 2. Shoot projectiles. Hit him once with E. Spark and his armor will fly off. From there it's just a simple matter of jumping over his beams, hitting him and avoid him if he should repeat his first attack.

h. Launch Octopus Stage:

A good rule of thumb for Launch Octopus's stage is never randomly jump. You get much higher when you jump underwater, and therefore will often lose sight of the ground. There are a lot of spike beds in this stage, and if you don't know where you're going, then more often than not you'll land on one. As you progress, you'll face two submarines. The first one is on solid ground. And the second one is over spikes making it very tricky. They both will suck water in and blow it out either pulling you towards it or pushing you back. And they both will shoot little mechanical eels that move in right angles. Shoot the eye off of both of them so they can't see you. The first submarine is easy, since it's over solid ground. Just be careful when facing the second. You'll also face some fish that will eat you, and start to move off. If they get you, just jump and shoot and you'll burst free. After the second submarine you might see a water jet that looks like an underwater spiral. If you jump in it and start jumping, you'll be taken upwards to the surface. If you get in the very first spiral it'll take you up and you'll see a structure to grab onto and climb. Head upwards for a large energy refill. A little further on you'll see two more jets. One leads nowhere, but the other leads you up to the deck of a whale like boat that's firing missiles. Hit the eye until it sinks, stay on top of it and it'll take you down past some spikes to a mini boss. The mini boss is a sea dragon (whose heads you saw in Flame Mammoth's stage). You'll face two of these dragons. The first one is over a bed of spikes. So stay on the ground and fire at his head and tail when you can. Eventually he'll die. The second one you face is over solid ground. But this one comes out of the ground and goes back into it. You'll have to hit him while he's coming out or going in. Eventually he'll start swimming around and you can beat him the same way you beat the first one.

i. Boss: Launch Octopus: (Homing Torpedo/Homing T.) (R. Shield)

ii. Things to get:

-Heart (Kill the Sea Dragon): After defeating the submarine, it will crash and go through a bed of spikes on the sea floor. Go down here and into the big room to the right. Out will come the sea dragon, whose only weak spots are his head and tail. Once you've dispatched with him, the heart is in the little room to the right.

Strategy:

Launch Octopus has four attacks. 1. He'll jump up and create a tornado that sucks you into him. And he's invincible while in the tornado. 2. He'll fire torpedoes that fly at you in a straight line. 3. He'll fire little fish that home in on you. The first three I knew about, but it took one of my friends to find out Launch Octopus had a fourth attack. My buddy Clint absolutely *hates* mega man games, so I made a bet with him on some football game, I can't even remember what it was now, but he lost so he had to beat this game. While I was watching him fight Launch Octopus, I found out about this one, 4. He'll use those tentacles of his to drain you of energy, adding it to his own. And yes, I gave him hell about it, anyways, just use R. Shield on him and you'll do fine.

** Now get the heart in Sting Chameleon's Stage

i. Boomer Kuwanger stage:

This stage is an annoying one. If you have the X-Buster upgrade, then I suggest making extensive use of the charged C. Sting (Grants temporary invincibility) and the R. Shield (Surrounds you with a protective shield) these two will allow you to go right on by most of the wall climbing enemies, and those little flying robots. If you don't have the X-Buster upgrade, then you're SOL. No, you can do it it's just tougher. Try to get the ball and chain robots to toss the chain at you then leap over it and shoot. Give first priority to those wall climbing robots and the flying ones. From the start however, make your way upwards. Then you'll see where there are some floating robots, they're invincible, and a blinking line. It's like a security laser or something, if you go through while one of the lines are present, the robot will shoot at you. If you make your way upwards, past the missile shooting turtles, then you'll come to a lift, with spikes on the walls. I suggest using a charged R. Shield here, that'll protect you from the flying robots that come after you. However, you still have to dodge the ledges that have spikes on the bottom. Once you're off the lift, don't cancel the R. Shield; you can still use it while climbing up the outside of the tower. Once you've gotten the heart, continue upwards to make it to the boss's gate.

i. Boss: Boomer Kuwanger: (Boomerang Cutter/B. Cutter) (Homing T.)

ii. Items to get:

-Heart (X-Buster upgrade, S. Ice, Leg Upgrade): After you've gotten off the lift and gone up the outside of the tower, you'll see the heart in a seemingly inaccessible place. Never fear, Just charge up the S. Ice, and it'll form a sled. Hop on and ride it over the edge and when you've got enough room, jump out and onto the ledge with the heart.

Strategy:

This is another one of those easy bosses. Just keep firing Homing Tornadoes and keep moving, jumping from one side of the room to another all the while firing. This will keep him chasing after you and you from getting hit while doing it.

** Now get the last E Tank from Spark Mandrill's Stage.

Finally it's time to take on Sigma.

-Armored Armadillo's stage makes a good place to fill your E Tanks and get lives.

-While in Sigma's fortress you'll be fighting the mavericks you've already defeated once. The strategy is the same so don't worry.

j. Sigma's Fortress Level One:

This is one of the easier stages if you have the X-Buster upgrade and one of the more annoying ones if you don't. Before tackling this stage or any other of Sigma's fortress, make sure you have all four E-Tanks filled. You'll go past a few missile shooting turtles and flying robots and then you'll get to a part where there's moving platforms. The problem is that those flying robots are coming at you all the while. If you have the X-Buster upgrade, charge up the R. Shield and it'll be much easier. Now continue until you see Vile. Zero will show up and tell you that he'll handle Vile. Continue through the gate to hear the sound of fighting. When you get there, you find that Zero has been captured and placed in a little prison cell. You must once again face off against Vile in his AC. As was before, it's futile so don't bother. When Vile once again freezes you up, he'll go back near Zero and laugh at you. While he's doing this Zero busts free and leaps on Vile's back. He then self-destructs, leaving you alone with Vile, who's fortunately not in his AC anymore. You'll absorb some energy from the air and now you must face off against Vile.

i. Boss: Vile (None) (Homing T.)

ii. Things to get:

- X-Buster upgrade (None): Zero will give this to you if you didn't get it in Flame Mammoth's Stage.

Strategy:

To beat Vile, simply keep blasting him with the Homing T. while dodging his charge and his leap that drops two bombs.

From there you'll continue on. Now that everyone has the X-Buster upgrade, I strongly suggest the use of a charged C. Sting, which will give you invincibility for a good ten seconds. The next part is a myriad of ball and chain robots, wall crawlers and flying robots. And to top it all off, when you get to the top you must face off against the first of the maverick clones. I hope you saved some Homing T. Boys and girls, 'cause you're now facing Boomer Kuwanger. Once he's gone, continue on. Once past the hardhat harries and the other enemies you'll arrive at the boss's gate.

iii. Boss: Boss Spider: (None) (X-Buster, S. Ice)

Strategy:

Hopefully you didn't use any E-Tanks getting here. You might need them. The boss spider does two things. 1. He'll slide down on horizontal green 'threads' put out by the gray bars extending vertically. He can reach anywhere you are via this green thread. Try to estimate where he'll land and get out of that area and blast him. You'll have to time it right, because he only opens his eye for a split second while on the ground, and that's the only time he's vulnerable. 2. He'll throw out four easily defeated but annoying baby spiders. Just keep pounding on him and be careful, when he gets down to about half-life, he gets real quick.

k. Sigma's Fortress Level two:

The first little bit of the second level of Sigma's fortress is pretty easy, just charge up a R. Shield if you don't want to be harassed by the bats as you cross the moving platforms. You'll get up to the gate and you're ready to face the second maverick clone. It's Chill Penguin this time. Just use Fire W. and watch out for when he slides and he'll be toast. Once you emerge from that battle, you'll see a little robot standing beside an AC. If you're quick, you can kill the robot and steal his AC. It makes getting through the next bit easier, because you'll be facing several of those robots in their own AC. Once past that head up the ladder and to the right path (They both lead to the same place, I just think the right way is easier), and you be outside. Your next date is with Storm Eagle. You might remember that one of his weaknesses is C. Sting, but I recommend saving it for the main boss and just taking Storm Eagle with your X-Buster. Now just traverse the next little bit and you're at the boss's door.

i. Boss: Giant Face: (None) (X-Buster, C. Sting, R. Shield)

Strategy:

You can use your X-Buster or C. Sting for this guys eyes, and X-Buster or R. Shield for his nosepiece. The eyes will open up one at a time in various colors. They are like this Red: Fires three projectiles, and can also fly towards you. Blue: Flies towards you. Green: Fires a single projectile. Occasionally two metal gates on each side of you will close and you'll be stuck out on the open with the nosepiece that will come off and fly around over a bed of spikes. Just hit the nose with R. Shield or X-Buster, as you're able. When the gates open again you can concentrate on the eyes. But when the eyes are both destroyed, the gates will close and stay closed, and you'll have to take on the nosepiece while over those spikes.

l. Sigma's Fortress Level Three:

You have only one turtle shooting missiles and two revolving shooters between you and the next maverick. Armored Armadillo is back for more. Equip E. Spark and he'll be road kill in no time. Now, navigate the next little bit and you'll be at another gate. Sting Chameleon would like to try again. Now you'll go down a bit and you'll see a large weapon recharge and a large energy recharge sitting in a seemingly inaccessible place. Just equip B. Cutter and you'll be able to

retrieve them. Next up just beyond the gate is Spark Mandrill. Dispense with him and your ready for the next part, underwater where you'll face Launch Octopus. Right before the gate however, is another large energy refill and weapon recharge. Once he's gone you'll head out of the water, and to the next part. This part is a pain because of all the robots that'll shoot you if you cross a line. Also the revolving shooters and the flying robots make it tough. You'll notice a large energy recharge, a large weapon recharge and a one-up. Now you'll head past the gate and face Flame Mammoth. Once he's permanently out of commission, the boss's gate is right there.

i. Boss: Dinosaur Head: (None) (X-Buster, B. Cutter)

Strategy:

The dinosaur head consists of two halves that can operate independently of one another. The bottom half is invincible and will 1. Move around and crash into the walls, shaking them and knocking you off. 2. It will also try to pin you against the wall. Just avoid it. The top half is what flies around. 1. It can go sideways and diagonally while trying to hit you. When the two parts come together they will form a giant ball of energy that they will then hurl at you. Get as far up on the left hand wall as you can to avoid this. They usually fire two balls in succession then the top half comes at you. B. Cutter and a charged X-Buster seem to be about the same in the amount of damage they'll do, so use whichever you like.

m. Sigma's Fortress Level 4:

There's really nothing here, just a straight climb up the walls avoiding the caterpillars that come out of the walls. Climbing the wall will take you right up to Sigma.

i. Boss: Sigma's Dog: (None) (X-Buster, Shoryuken)

Strategy:

Sigma's dog will shoot two types of projectiles 1. A flame wave that curves from down and up at you, it's pretty accurate too, so stay mobile if you don't want it to hit you. 2. He fires ice chunks right in your general vicinity, these are harder to dodge, but not impossible. He also will jump around and off the walls a lot. So avoid this, and you should be able to beat him without much effort. You should definitely beat him without using an E Tank.

ii. Boss: Sigma Form One: (None) (X-Buster, E. Spark, Shoryuken)

Strategy:

If ever there was a textbook way on getting carpal tunnel syndrome, this battle is it. Sigma will be leaping off the walls at you and you'll be button mashing to be staying out of his way. He has two attacks, 1. He'll charge at you on the ground and swipe at you with a light saber a la Star Wars, or 2. If you climb the walls he'll come after you. I find the easiest way to beat Sigma is to immediately climb up to the top left hand corner of the Room, when Sigma gets near you, drop and blast him with your E. Spark or charged up X-Buster on the way down. Sigma will come back down after you, so just climb the wall again and repeat the process. You might get hit a few times while you're getting your timing down pat, but other than that, you should be able to beat Form 1 Sigma with little to no damage, thus saving your precious E Tanks for...

iii. Boss: Sigma Form Two: (None) (R. Shield)

Strategy:

This is by far the longest fight you've been in so far. The only weak point on Sigma this time is his head. And you can't really climb the walls to get to him, because those floating claws keep getting in the way. He has four attacks to watch out for, two from his head, and two from the claws. 1. From his head he'll spit out a flame wave. The only way to avoid this is to get into the left or right hand corners; of course you're dodging lightning from the claws now. 2. He'll fire balls

of lightning from one end of the screen to the other. The only way to avoid this is to dash into it, so if it's coming from this direction: →, then you need to dash in this direction: ←. If you do this than more often than not, you'll dash right through his lightning balls without a scratch. Two more attacks to go and from his claws. 1. The claws will spread and shoot lightning bolts from both the top and the bottom of the claw, make sure you're not under them when they fire. 2. They'll spread as if they are going to fire lightning, but instead they'll fly down at you in a diagonal direction. When they do this, jump on top of them and let them take you up, this is the easiest way to get to Sigma's head. But be careful, when the claws come back up they will immediately fire a lightning bolt. So make sure you jump off and hit Sigma's head on the way down. Just have some patience and you'll do fine.

On The Ending:

I've played a lot of SNES games in my time and I've seen a lot of endings, and I've seen some crappy ones (Jurassic Park) and some damn good ones (The 13+ of Chrono Trigger) and Mega man endings usually rank right up there with the best of them, and this one doesn't disappoint. So enjoy!

Q& A Section:

Q: I've done all that's required to get the secret capsule in Armored Armadillo's stage, but I can't get it why is that?

A: Are you sure you got all eight hearts, four E-Tanks and upgrades? Check and then if you do, the best I can tell you is that the game is really flaky about giving it to you. Try filling all your E-Tanks then try to get it. If that doesn't work then I'm sorry, I can't tell you anything else.

Q: I'm fairly sure I've done all the things required to get the secret capsule, but it still doesn't show what gives?

A: I'm not really sure what to tell you. I get it fine on my cartridge, however I've heard of people who play the game on an emulator having trouble. Maybe the person(s) who programmed it, didn't know about the upgrade therefore didn't program it in. I can't really say for sure.

(More to Come)