

Mega Man X3 Walkthrough  
Capcom  
Walkthrough by Catfish\_82

Hello everybody. Thanks for checking out my Mega Man X3 walkthrough; a plaque denoting my undying gratitude is being rushed to your house as you read this. However in the meantime, let's take care of some business. Like anything I ever do and submit to this site, you're welcome to email me with a comment, a suggestion, a question, or even just write me to tell me how much I suck. Just drop me a line at [StoneColdMatt\\_82@Hotmail.com](mailto:StoneColdMatt_82@Hotmail.com). And as always, I've written this walkthrough to be displayed solely on SNES Central so if you want to borrow it than I certainly don't mind. But folks, don't steal, I've got children to feed...kidding. So please credit me, Catfish\_82, as the author, and while you're at it, why not link back to the site? ([www.snescentral.com](http://www.snescentral.com))

Game Details:

- Copyright Capcom, 1995.
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- This walkthrough is solely the property of Catfish\_82 (me) and is neither endorsed by nor affiliated in any way with either Capcom or Nintendo.

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## 5. Q & A Section

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### 1. Version History:

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V1.0: The basic walkthrough including a table of contents, a Q&A Section. My goal as I gain more and more experience writing walkthroughs, is to need fewer and fewer updates, so eventually you might see complete walkthroughs only going as far as V1.5. But that's wishful thinking; we'll just have to see what happens.

V1.5: Well, well, well what's this? Only V1.5? That's right ladies and gentlemen; I have *completely* finished my MMX3 walkthrough in only two drafts! Ah, good times.

V2.0: Well, somehow I knew I wouldn't get away with only one update. V1.5 contains numerous typos and actually has a section or two on the table of contents that I'd accidentally left out! I'm actually ashamed to have put my name on it. However, I think I've successfully corrected everything and hopefully this (V2.0) shall be the last update I need.

V2.5: Well, it looks like I've got foot and mouth disease. Or to be more accurate, Foot IN mouth disease. In this update I've made a few changes in an effort to make the walkthrough easier to read. Also corrected some spelling errors that the ole spellchecker missed...worthless, stinking Microsoft spellchecker...

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## 2. The Basics:

### a. Controlling X:

i. For movement you use the D-pad, I'll spare the sarcasm here.

### ii. Variable Buttons:

Under default settings, Y = Shoot, B = Jump, A = Dash, and X = Not used. Set them up however you're most comfortable. The L/R buttons can be used to shift between your 'special' weapons acquired from the mavericks quickly so you don't have to go to the menu screen each time.

### iii. Calling Zero:

To call in Zero to assist you, you'll press start, and once under the menu screen you'll press R. The left hand column will shift right and you'll see Zero's face and a dialogue box under him. If you press start, he'll tell you he's on his way, then MM will beam up and Zero will beam down automatically. Zero will automatically beam up and MM beams down to replace him should you go up to a boss's gate (The gates with twirling locks).

### b. Items, tigers and bears oh my:

One up: A mega man head, obvious.

Energy Refill:

- a. Large: Worth eight points
- b. Small: Worth two points

Weapon Recharge:

- a. Large: Worth eight points
- b. Small: Worth two points

E-Tank: Allows you to hold a full meter's worth of energy in reserve until you need it. There are four of them.

Heart: Increases your health meter by a couple of points, there are eight of them, one per maverick stage.

AC Generators: These are large pads that you'll find throughout the stages that will give you an AC provided you have the appropriate type armor.

### c. Differences Between Games:

Looking over my previous walkthroughs you'll notice one to Mega Man X. Now I've done MMX3, so no MMX2 you might ask yourself. To which I'd answer, no, I've not yet had a chance to play

MMX2 therefore I can't write a walkthrough to it. So the differences will be only between Mega Man X and MMX3. To start off, you're given the dash to begin with; this is a big improvement over MMX where you had to get it as an upgrade. Also, one of my favorite differences, Zero is now a playable character, albeit with some limitations. He can't fight mini-bosses or bosses. You can only call on him once per stage, (resets if you go out to the main screen then back into the same stage), and if he dies then he's history. Also, you'll be able to collect different types of armor, that will allow you to gain access to different types of AC's generated from the AC Generators.

#### d. Organizational

Alphabetical Number. Boss's Stage

Boss Stage Description

Items to get: (Required to Get)(How to get it)

Boss: (Weak Vs.)(Gives/ Abbreviated Name)

Boss Strategy

I will also periodically drop a hint about what you should do next, just in case it doesn't occur to you. Look for two asterisks (\*\*) that denote my hint.

Anything that I feel needs your immediate attention, or will affect the game later down the road, I'll put in italics, and I'll put it in the spot at which you need to be aware of it.

#### 3. The Eight Mavericks

The Mavericks:

1. Blast Hornet
2. Blizzard Buffalo
3. Gravity Beetle
4. Toxic Seahorse
5. Volt Catfish
6. Crush Crawfish
7. Tunnel Rhino
8. Neon Tiger

Battle In This Order:

1. Blast Hornet
2. Blizzard Buffalo
3. Toxic Seahorse
4. Tunnel Rhino
5. Volt Catfish
6. Crush Crawfish
7. Neon Tiger
8. Gravity Beetle

#### a. Bit and Byte, Vile

Bit and Byte are the two personal henchmen of Dr. Doppler. He orders them to come after you when you've defeated two of his mavericks. They can be hard if you're not prepared for them, but other than that they're no different from anything else you'll face.

Vile, as a lot of you know was in the original MMX. This Bobba Fett clone is out to destroy you for revenge. He usually has armored carriers (ACs) at his disposal.

#### 4. The Walkthrough

##### **a. Maverick Hunter Headquarters**

When you first meet up with the sub-boss, Mac, X will assume he's still a good guy. However Mac quickly reveals his true intentions and paralyzes X. Zero will then drop in and you'll play as him for a while. The only things you need to watch for here are falling sections of ceiling, and spiked balls that fall during a vertical ascent (Both occur while you're playing as Zero).

Items to Get: None

i. Sub-Boss: Mac (Z-Saber)(N/A)

Strategy:

Mac is very easy, you're playing as Zero, so just charge up and blast him. Now blast the robot holding X.

Continue on and you'll face off against the true boss of this part, Moah the giant.

ii. Boss: Moah the Giant

Strategy:

Another easy boss fight, eight fully charged shots to his head will kill him. Beware of his arms, which he's using to try and hit you. Even if they do hit you don't worry, they only take off one unit of health.

## **b. Blast Hornet Stage**

There are a few large energy refills scattered throughout the level. Note that there are two rooms that have the locking doors. In the first one you'll face the Polygon, and the second one is empty.

i. Items to Get:

N Armor: (T. Fang) In the outside part, just between the second and third building that you have to climb over, if you'll destroy the boxes, that'll open up a path leading down. The right wall has a hole in it, but the left hand wall has cracks in it. Equip the T. Fang and drill through the wall. Fall through down the hole, and shoot the robot holding the AC. Now you have the N Armor. Take the left hand elevator back up.

Heart: (Leg Upgrade) Just after the ship that drops all the boxes, there is a wall, climb this wall and keep going, you'll see the heart.

ii. Sub-Boss: Polygon (N/A) (N/A)

Strategy:

This guy is annoying, he only moves around in two fashions, one he'll hop around near the floor in an irregular fashion, and two he'll circle the walls, the ceiling and floor.

iii. Boss: Blast Hornet (X-Buster, G. Well) (Parasitic Bomb/P. Bomb)

Strategy:

Blast Hornet has four attacks. 1. He'll, flash his stinger and then try and hit you with it. He goes in a straight line for this; so a good way to inflict some damage on him is to stand out in the center of the chamber, then dodge when he comes down. Turn and blast him. 2. He'll throw a bunch of mini-hornets out. They'll usually fan out and cover a portion of the walls, ceiling or floor, depending on where you're at. If you touch one of them, it'll stick to you and sting you once or twice before disappearing. Once Blast Hornet gets down to about half life, he'll start flying in a sideways figure eight pattern. From there he has two more attacks. 3. He'll fire this little purple locking mechanism. It hits you and allows the little hornets that he creates to home in on you. 4. He'll send the hornets after you. Fortunately the hornets from attacks 2 and 4 can be destroyed. If the hornets do come after you, try and stay in a corner, (To avoid Blast hornet while he's flying around) and kill the mini-hornets. Keep pounding on him and eventually he'll succumb.

## **c. Blizzard Buffalo Stage**

Be careful in this stage, the ice on sloped surfaces are VERY slippery, and will propel you forwards at a very fast rate. Take this into account when jumping and dashing around. There are also a few large energy refills scattered around in various places.

i. Items to Get:

Leg Upgrade: (None) When you get to the outside part of the stage (not the outside part you start off in) stay on the top platforms, once you get to the very far right, you need to dash jump off the ledge to the right, and you'll see a path leading right. The easiest way to do this is to call in Zero, since he's larger than X, he'll more often than not be able to grab onto the ledge, now just recall X and get the upgrade.

E-Tank: (Leg Upgrade) In the same outside part that you got the leg upgrade in, the E-tank is on a ledge all the way to the left, in fact you probably saw it on your way to get the leg upgrade. Just jump and air dash straight up to get it.

Heart: (N Armor) Just after the AC Generator, you'll see a bunch of blue blocks of ice. Hop on the lower one, punch the higher one and repeat this process until you're all the way down. The heart is to the right.

ii. Boss: Blizzard Buffalo (P. Bomb) (Frost Shield/ Frost S.)

Strategy:

Blizzard Buffalo has four attacks, 1. He'll charge forwards. This will knock you off the walls, the best thing to do is dash over him and turn, hit him once with the P. Bomb then run all the way over to the other side and be prepared for what he may do next. 2. He'll throw out three ice balls that turn into ice crystals; these can set up on either the wall or the floor. He throws them in your general vicinity, so try and stay on the ground, that way the wall will be clear when you need to climb it. He'll often follow up the ice toss with a charge. 3. His horns will glow and he'll charge you. If he should happen to hit you, he'll grab you with his horns, turn and then run into the opposite wall doing massive damage. 4. He'll shoot out a massive ice beam that'll travel all the way across the room. You'll hear a noise while he's off screen, this is your clue it's coming. Climb the wall to avoid it. The key to inflicting the most damage on him and all bosses is to realize that they glow for a short time after you hit them. This denotes invincibility, therefore a hit and run strategy is often the best way to deal with them. Hit him and run to the other side of the room, then repeat as the situation dictates.

#### **d. Doppler's Lab Cut scene**

After two mavericks have been defeated, it doesn't matter which two, you'll be given a cut scene in which you see Dr. Doppler in front of his neuro computer. He'll summon Bit and Byte, his two henchmen. He'll order them to go after you and send them away. Next in pops a shadowy robot. But it's obviously Vile. He's been upgraded and tells the doctor of his agenda. Now you'll be taken back out to the main screen.

\*\*Take a moment to go back to Blast Hornet's stage and collect the heart now that you have the leg upgrade. It'll make some of your upcoming battles easier.

#### **e. Toxic Seahorse Stage**

There are several large energy refills to be found here. One is in the toxic waste waterfall as you go up to get the heart. When you're underwater, be careful of jumping, you'll jump much higher than you normally could and sometimes it's easy to jump too high and right into the spikes overhead. You'll also most likely be facing off against Bit in this stage. He's the first of the two robots Dr. Doppler personally sent after you. Make sure you have a full E-Tank by the time you reach the first locked gate.

i. Items to Get:

Heart: (None) Near the beginning of the stage you'll be going upwards while some waste flows down, when you get to the top you'll see the path leading right, but if you'll keep going up, you'll see the heart.

Kangaroo Armor: (Frost S. X-Buster Upgrade, Leg Upgrade): When you reach the underwater part, go until you see the first pit. On the right side of this pit charge up a Frost S. and ride it up to the surface, you'll see the K Armor sitting on a ledge. Use your air dash to get to it if you need.

ii. Bit: (X-Buster/ Frost S.) (N/A)

Strategy:

Bit has three attacks and two variations of his attacks. 1. He'll toss out a ring that circles the walls and ceilings. This ring will freeze you if it hits you. Don't let it hit you. 2. He'll toss out a fireball that homes in on you. You can dodge it; just keep an eye on it. 3. He'll jump straight up in the air, and as he comes back down, he'll dash across the room. What you'll want to do is stay on the ground, and when he dashes at you, jump over him and turn and blast him. By now you should have the one energy tank you've collected full and ready to use. A thing to consider: If you use your X-Buster on Bit, he'll teleport out promising to beat you next time. However, if you use Frost S. on him, he'll blow up like normal mavericks. *Side Note: If you leave Bit and Byte alive the first time you meet them, you'll face them later on. However, if you destroy both of them, you'll face an alternate boss later on.*

iii. Sub-Boss: Underwater Robot (X-Buster) (N/A)

Strategy:

This mini boss is laughably easy. He has two attacks, he'll lay depth charges that are easily avoidable, and he'll fire homing torpedoes that are easily destroyed, or barring that, dodged. In fact, if you take a hit while fighting him, then you suck. Yes, you do. Don't try and argue.

iv. Boss: Toxic Seahorse (Frost S.) (Acid Burst/ Acid B.)

Strategy:

Toxic Seahorse has four attacks. 1. He'll toss out a ball of sludge that slowly bounces off the walls as it makes its way towards the ceiling. It tosses out little pieces of toxic substances as it goes so you'll have to dodge those. 2. He'll jump around, and he can get pretty high. 3. He'll toss out a couple of blobs of toxic waste that will stay near the ground, but they bounce around and are quick, they home in on you if you're on the ground. 4. He'll melt into the ground, you need to climb the walls because he's fond of trying to rematerialize under you. He'll jump right after he rematerializes and then usually do attack number 3 again. The easiest way of beating him by far is to get right next to him and drill him with the Frost S. He'll always jump right after. Be right next to him when he lands and pop him again. This fight is one of those few exceptions to the "Flashing = Invincibility" rule I continually stress. If you wait too long in between shots, he'll form a ball of sludge, which will most likely hit your shot and cancel each other out.

## f. Tunnel Rhino Stage

I swear Tunnel Rhino's stage is harder than he is. You're going to want to keep an eye on the pipes that drop dirt. While the dirt doesn't hurt you, it'll drag you down, most often onto some spikes, which will kill you. There are also various power ups scattered around.

i. Items to get:

E-Tank: (None) As you're going along, you'll notice pipes that drop dirt, after the last one, just before the path starts to go down, if you'll jump over to the top right hand corner you'll see the tank.

Heart: (X-Buster Upgrade, Triad T.) In the spot where the path first goes up, you'll see a path leading right. You'll see the heart behind a boulder suspended by ropes. Charge up a Triad T. and release it, it'll knock the boulder down and you can get the heart.

Helmet Upgrade: (X-Buster Upgrade, Triad T.) After the part with all the rolling boulders, you'll see a boulder suspended by ropes, use a charged Triad T. to knock it down and go up. You'll see the capsule.

ii. Sub-Boss: Tunneling Robot (X-Buster) (N/A)

Strategy:

This guy is somewhat hard, but beatable. He has two attacks. 1. He'll charge forwards at you. Climb the walls but try to get high up because he'll knock you off the wall. 2. His top half will detach and hang from the ceiling while the bottom half charges the wall knocking you off. Only his top half is vulnerable so climb the wall while he's charging. When he charges, you'll drop. Wait a second then blast him then start climbing again. Keep doing this until he's dead.

iii. Boss: Tunnel Rhino (Acid B.) (Tornado Fang/ T. Fang)

Strategy:

Tunnel Rhino has 3 attacks to look out for. 1. He'll charge you. A lot of the bad guys seem fond of doing that. Like always, it'll knock you off the walls. The best thing to do is stay on the ground, hit him, which will momentarily interrupt his charge, then climb the walls when he resumes his charge. Jump over him. 2. He'll fire a drill from his arm cannon (it goes straight) and two from his shoulders (they go diagonally). These shouldn't be a challenge to dodge. 3. He'll create a drill that'll spread out to three drills then slowly go to the other side. These would be easily dodged if it weren't for the fact that he'll usually charge right after them, usually beating them to the other side. Just try and jump behind them. A variation on his first attack is to glow with a rainbow color denoting invincibility. This prevents you hitting him to stop his charge. Also, he's fond of charging, abruptly stopping then charging the opposite direction, so be aware of that.

\*\*Now that you have T. Fang, go back to Blast Hornet's stage and collect the N Armor.

\*\*Now that you have the N Armor, go back to Blizzard Buffalo's stage and collect the heart.

## g. Volt Catfish Stage

There are several power ups scattered throughout Volt Catfish's stage. Be careful whenever you go up elevators, the walls are often lined with spikes. This is also the first time you'll have the opportunity to face off against Vile, (you'll face him *for sure*). *Side note: Don't bother fighting him now; you need to have S. Blade first. So ignore the first elevator going down.* To get to Vile, go down the very first elevator you see and through the warp pad, there are energy refills in the abandoned factory.

i. Items to get:

Heart: (None) Take the second elevator all the way up, you'll see the heart sitting on a bed of spikes to the right. Jump over, grab it then jump back.

E-Tank: (N Armor) Just after the empty room between the locked gates, go up and use the AC generator to get an AC, now go fall off the downwards path, you'll land and drop through the floor. Head left and you'll see the E-Tank.

Armor Upgrade: (X-Buster Upgrade, G. Well) Ride the third elevator all the way to the top. You'll see another elevator platform at the top, but it doesn't take off when you get on it. Hop on and charge up a G. Well. It'll force the elevator to rise and take you up to the capsule containing the armor upgrade.

ii. Vile with AC: (X-Buster) (N/A)

Strategy:

He has only one attack, he'll charge you and try and hit you with the AC. Just jump up on the wall, let him get close, jump over him turn and nail him with the X-Buster. It's real easy.



Vile: (S. Blade) (N/A)  
Strategy:

After you've destroyed his AC, you'll have to face him again. He has two attacks. 1. He'll jump up and drop a bomb that'll turn into a column of fire that heads towards you. It's easily dodged. 2. He'll fire a bunch of pellets with you. Start off on the ground and go up the wall as he fires. By the time you reach the top he'll have stopped firing. *A major hint: You must destroy Vile, not simply defeat him. Make sure you use the S. Blade.*

After he's gone you'll have to beat a hasty retreat out of the factory where you'll wind up back at the beginning of Volt Catfish's stage.

iii. Boss: Volt Catfish (T. Fang) (Triad Thunder/Triad T.)  
Strategy:

Volt Catfish has four attacks to watch for. 1. He'll flop around, usually you can avoid this by climbing the walls. 2. He'll send out a single rather large energy bolt that'll circle the wall, this is easily avoidable. 3. He'll toss out three little spiked balls and then volts of electricity after them. The volts then come back to him and shoot up in the sky. 4. He'll call down a bolt of energy from the protruding feature at the ceiling and create two little electrical shields in front of and behind him that toss out sparks. The best strategy for him is to let him get near you on one side of the room and then fire out a T. Fang. Now jump to the other side of the room. He'll jump over after you and wind up getting hit again with the T. Fang that you'd previously created. When he gets down to about a third of his energy, he'll resort to using the fourth attack exclusively. But if you use the T. Fang before he can pull it off, it'll interrupt him and he'll start the attack over.

## **h. Crush Crawfish Stage**

There are several power ups scattered randomly throughout the level, including two one ups in the upper right hand corner of the room with all the conveyer belts. This is also the stage where you'll be facing off against Byte. But you should have three full E-Tanks ready to go.

i. Items to get:

Heart: (N Armor) Get in your N Armor and go until you see the ball and chain robot fall through the floor. Jump over to the other side, on the remaining ledge. Stay on the right hand side and go down. On the last remaining ledge before you're on the ground with the ball and chain robot, you'll notice the right hand wall has cracks in it. Use the N Armor to bust through and grab the heart.

Hawk Armor: (X-Buster Upgrade, Triad T.) From the AC Generator go right and two missile shooting robots will come down to shoot at you. Just after the second one comes down, you'll see a small section of the ground (just after the protruding part). Charge up a Triad T. and pound the ground. You'll bust through and see the H Armor sitting there.

ii. Byte: (X-Buster/ T. Fang) (N/A)  
Strategy:

Byte has really three maneuvers, two of them being attacks. 1. He'll throw out this device that attaches to the wall. It generates some type of force field that prevents you from latching onto the wall anywhere near it. Byte will usually follow up with his two attacks. 2. He'll charge the wall. This knocks you off should you happen to be on the wall. But it will also destroy the little force field generator. 3. If you should happen to touch Byte, he'll hit you once, knock you up at the ceiling, and then knock you across the room as you fall. This little triple combo does lots of damage, hence your need for three E-Tanks should you make a mistake or two. The best

strategy is to try and stay near the ceiling when he throws out the force field generator, then slide down the wall when he charges, jump and air dash over him. Turn and blast him then quickly climb the walls again. Repeat this process. *Side Note: If you leave Byte alive as well as Bit, then you'll face them both later on.*

iii. Boss: Crush Crawfish (Triad T.) (Spinning Blade/ S. Blade)

Strategy:

Crush Crawfish has four attacks to watch for. 1. He'll dash over close to you and as you climb the wall to avoid him he'll extend one of his claws after you. You should be able to dodge this. 2. He sends out little energy bolts that go up and down the walls or diagonally across the screen, if they touch you they'll knock you off the wall. 3. He'll send his claws out in a straight line. 4. If you happen to touch him, he'll grab you and hold you over his head and pinch you a couple of times doing a fair amount of damage. Just hit him with the Triad T. and jump to the other side of the room. Avoid his claws and the little energy bolts as best you can.

## **i. Neon Tiger Stage**

As like all the other stages, there are various power ups scattered in different locations. In general, watch out for the dragonflies, they can be used for platforms, but they also shoot pellets that can interfere with your movements. Also watch for the little green robots near the end. They'll turn the ground into spikes. Not the kind that'll kill you, but will do pretty good damage if you touch them.

i. Items to get:

E-Tank: (None) As you're going, you'll see a ball and chain robot. The E-Tank is on a ledge to the right of this robot, jump up on the mosquito carrier and wait for it to get near the platform the tank is on. Now jump over.

X-Buster Upgrade: (T. Fang, Leg Upgrade) In the area right after all the blocking robots, just before the ladder going down. Use T. Fang on the differently colored section of wall, you'll have to jump over a bed of spikes and then use your air dash to jump up to the ledge, the capsule is to the right

Heart: (Leg Upgrade) Use your air dash to get to climb the wall right before the gate to Neon Tiger, you'll see the heart sitting up on a ledge.

ii. Sub-Boss: Centipede (X-Buster) (N/A)

Strategy:

This guy is easy as well. He'll drop little bouncing balls that you can either dodge or destroy. He'll come out of the ceiling and go into the ground and then come out of the ground to go to the ceiling. Hit him in the head enough times and he'll die.

iii. Boss: Neon Tiger (S. Blade) (Ray Splasher/ Ray S.)

Strategy:

Neon Tiger has three attacks to watch for. 1. He'll leap onto the wall and fire shots at you from his tail. 2. He'll swipe at you with his claws don't get too close to him and you won't have to worry about it. 3. He'll fly around the room. This isn't really an attack; it just kind of precedes the first attack. Just blast him with S. Blade and he'll jump up on the opposite wall, blast him again and he'll repeat the pattern. Don't let up and he'll die in no time.

\*\*To do the charged shot, store up your energy until X is glowing red. Release the button, but press it once more immediately after. X will shoot the type of shot you were shown.

\*\*Now that you have the X-Buster Upgrade and Frost S. Go back to Toxic Seahorse's stage and get the K Armor.

\*\*Go back to Tunnel Rhino's stage and use the X-Buster upgrade and Triad T. to collect the heart and the helmet upgrade.

\*\*With your new helmet upgrade, you may see indicators in certain stages that I've not mentioned previously. Ignore them.

\*\*Go to Crush Crawfish's stage, and collect the H Armor.

## **j. Gravity Beetle Stage**

There are also many power ups here. Beware of the part where the floor is collapsing, you'll have to rush to get through it.

i. Items to get:

Heart: (None): In the first large room where all the robots are shooting at you, look in the upper left hand corner.

Frog Armor: (Leg Upgrade) In the second open-air part, where the wind is blowing, climb the steel tower to your left. You'll see the F Armor on a ledge. The same strategy you used to get the E-Tank in Blizzard Buffalo's stage works here.

ii. Boss: Gravity Beetle (Ray S.)(Gravity Well/ G. Well)

Strategy:

Gravity Beetle has four attacks to watch for. 1. He'll make a short hop and throw a small ball of energy at you. This energy ball gets much bigger as it bounces around the room. You should be able to avoid it. 2. He'll throw another energy ball straight up in the air. This is often in conjunction with attack one. Both energy balls will grow bigger and bounce across the room for a while. 3. He'll glow a rainbow metallic color and slide along the floor of the room. 4. He'll throw up a large energy ball that'll grow into a large black hole and start sucking stuff in. This also allows him to jump higher than he normally would. Using Ray S. you'll be able to stay on the ground. It interrupts his attack and therefore you should be able to beat him without taking a hit. Use common sense and give him a second or two after hitting him, because he'll be invincible.

After defeating all eight mavericks, you'll be transported to Dr. Cain's lab where he'll tell you the location of Dr. Doppler's secret lab.

\*\*Go back to Volt Catfish's stage and use your X-Buster upgrade and your newly acquired G. Well to get the Armor upgrade.

## **k. Dr. Doppler's Lab Stage One**

Beware of the spiked ceiling that will come down as you progress across the first little bit of Doppler's lab. Also beware of the walls that come together to try and crush you as you climb them.

i. Items to get:

Gold Armor: (All upgrades (no chips!), all E-Tanks, All hearts, and full health) In the second little 'part' of Doppler's lab is a section where spike balls come out of pipes in the ceiling. There are pits between the mounds of junk that the balls roll down. Slide down the left hand side of the very first pit. You'll go into a secret section and see the capsule sitting there. Side note: The capsule *will not be there if*: Your health is not full. You do not have all upgrades. You have one of the four chips equipped. You do not have all eight hearts. You do not have all four E-Tanks (they don't have to be full).

**\*\*A nifty little trick:** Once you have the gold armor, you don't have to go back to a maverick's stage to collect energy and refill your E-Tanks. All you have to do is stand still. X will absorb energy from his surroundings. This can be used to refill all your E-Tanks, but it takes a while though.

ii. Sub-Boss: Junk Robot (X-Buster) (N/A)  
Strategy:

The Junk robot will shoot pellets from his mouth, and homing missiles from his other side. Keep pounding on him and he'll die quickly.

iii. Boss: Godkarmachine o inary (Ray S.) (N/A)  
Strategy:

This is bit and byte combined. Dr. Doppler has modified these two stooges after their first battle with you. They've now combined into one more powerful robot, although you can tell who makes up which half. In this new form the godkarmachine o inary has two attacks. 1. He'll send out his hands which will grab you and then lift you up to the ceiling, hold you there for a while, then bring you back down, level with him. Actually, it's perfect range for you to nail him with the Ray S. 2. He'll whip out a purple energy sword and send a wave your way. Even if you dodge the main shot, it'll split and go up and down the walls. Try and climb the wall and then jump out over if when he uses the sword. Bit's half is the only part of him that's vulnerable, so go after it with the Ray S. Use E-Tanks when you need to heal and you should do fine.

iv. Alternate Boss: Junkyard Robot (T. Fang) (N/A)  
Strategy:

This is the boss you'll face if you've destroyed Bit and Byte. It's a large elephant looking robot, complete with a trunk. The robot himself has several attacks, but one of the things you need to watch out for is some of the features of the room itself. The floor consists of a conveyer belt that goes into a rotating barrel of spikes located at the bottom right hand corner of the room. You should be spending most of your time on the wall, so there's really no excuse for getting pulled into them. On the ceiling is a moving pipe that drops bits of junk or little robots that'll shoot pellets at you. This pipe can reach anywhere in the room by moving across the ceiling to drop junk. The robot has 3 attacks to watch for. 1. With its trunk, he'll toss blobs of acid at you. 2. It will reach out with its pinchers and pluck you off the wall and pull you into itself damaging you. The junkyard robot itself will also move up and down along the right hand wall. Since the T. Fang is slow moving, what you're going to want to do is wait until the robot is on the ground, and climb the wall and fire off the T. Fang so that he'll hit it as he goes up. Try to aim for the very top part of his head. Should you destroy the trunk, the robot will fill the bottom portion of the screen with acid. This acid will damage you if it touches you, but on the upside, it'll also destroy the little robots and pieces of junk that were troubling you. Keep chipping away with the T. Fang and switch over to the X-Buster should you run out. Heal if you need to and you should come away with a victory.

## **I. Dr. Doppler's Lab Stage Two**

There's not much here in the way of power ups or anything that terribly hard to watch out for. *Side Note: If Vile has been destroyed, then you'll face different enemies here in the beginning part of the stage.*

i. Items to get:

Z-Saber: (Sub-boss defeated with Zero, Vile destroyed with S. Blade) Since you've beaten Vile, a portion of the second part of Doppler's lab has flooded. Immediately after this watery part is a locked gate. Call in Zero and go through. Defeat the boss and you'll acquire the Z-Saber. (I'm trying not to spoil anything by telling you what happens).

*Important Note: By collecting the Z-Saber, you'll get a different ending. I won't tell you how exactly.*

ii. Sub Boss: Flying Robot (Z-Saber) (N/A)

Strategy:

Since you're playing this one as Zero, charge up his Z-Saber and wail away at this bug. It shouldn't take long.

*Side Note: If you've already destroyed Vile, then you'll face an alternate boss here.*

iii. Boss: Vile In AC (S. Blade) (N/A)

Strategy:

Vile's got a new toy, an AC called Goliath, and he's just itching it to show you. There are two attacks to watch for here. 1. He'll throw out little canisters that create mini walls. These walls are too high to quickly jump over, you must quickly climb over them but by then Vile will charge you, destroying the walls in the process. 2. A standard charge. He'll charge you, usually from the other side of the room, it'll knock you off the walls, but you have all day to dodge it. The best strategy is to stay on the walls. That way Vile will charge you rather than doing his first attack. Just leap over him when he hits the walls, turn and blast him then beat a hasty retreat to the other side of the room. Climb the wall there and repeat.

Boss: Vile (S. Blade) (N/A)

Strategy:

Use the same strategy you used on him when you faced him in Volt Catfish's stage. He has the same attacks, but has added only two more. He'll jump up and throw pellets at you that'll stick you to the floor should they hit you. Also, he can grab you, lift you up and then squeeze you.

iv. Alternate Boss: Squid Robot (X-Buster) (N/A)

Strategy:

The Squid Robot has 2 attacks you need to look out for. 1. He'll fire a bunch of little homing torpedoes from his bottom part; these come after you but can be destroyed by your X-Buster. 2. He'll throw out a claw that'll try and hit you before coming back to him. Just charge up until you're glowing green (denoting that you can use the Z-Saber) and nail him twice. It's that easy.

### **m. Dr. Doppler's Lab Stage Three**

i. You'll be facing each of the eight mavericks you've already beaten. Other than them being just a bit stronger, they're exactly the same strategy. They have the same attacks and the same weaknesses. You'll face them in this order, going counter clockwise from the energy/weapon refill:

1. Blizzard Buffalo
2. Blast Hornet
3. Volt Catfish
4. Gravity Beetle
5. Tunnel Rhino
6. Crush Crawfish
7. Neon Tiger
8. Toxic Seahorse

ii. Boss: Dr. Doppler  
Strategy:

The good doctor has three attacks to watch for. 1. He'll fire three orange shots at you. These are easily jumped over if you're any distance from him. 2. He'll cast a green net around himself. When the net is around him, if you hit him, it'll replenish his health. So wait for it to go away. 3. He'll cast three orange bands around himself that grow to an enveloping ball. He'll jump up in the air and charge towards you just like Bit did. Jump up in the air and wait for him to get level with you. Now drop down to avoid it. Just keep blasting away. He goes in order, so learn it and you'll have no trouble with him.

## **n. Underground Hangar**

i. Boss: Sigma (S. Blade/ Z-Saber) (N/A)  
Strategy:

Form one Sigma has four attacks. 1. He'll shoot fireballs at you that will climb the walls. A good thing to do is climb the walls jump out to the middle of the screen and then air dash up twice, that way you avoid them. 2. He'll jump up and shoot fireballs straight down or at an angle. These split once they hit the ground and travel in both directions. 3. He'll throw his shield. This goes out like a boomerang then comes back to him. 4. He'll throw his shield, but this time it goes in a figure eight before coming back to him. Sigma will block all your shots when he's on the ground with his shield. You're going to wait until he's up in the air throwing the fireballs before you can hit him. Keep chipping away and eventually you'll beat him. An alternate strategy, and this is if you've collected the Z-Saber, is to charge up, wait for him to jump and then let him have it with the saber. This will take him out in two hits. You'll still need to avoid the fireballs he throws while on the ground though.

ii. Boss: Form Two Sigma (X-Buster, Hyper C.) (N/A)  
Strategy:

In his powerful new battle body, Sigma has only one weakness, his head which is extremely hard to hit. He has three attacks to watch out for. 1. He'll throw out two or three little metallic disks that circle the walls. 2. He'll send out homing missiles. 3. He has a very powerful laser that shoots out of his body that can go either up or down. In addition, Sigma will be flying up in the air and slowly moving to the other side before coming down, doing his attacks and then taking to the air again. The best way to damage him is to aim for the vents in the red part of the armor above his head. If you aim for that you'll usually wind up hitting him. Unfortunately, Sigma is very hard to hit with the Z Saber in this form. If you try and stay on the wall while doing it, you'll turn and fire off in the direction of the wall and do no damage. What you'll have to do is jump up and hit the shoot button when you're a good ways above him. Usually by the time the saber's projectile gets off, you're in perfect range to hit him.

iii. Boss: Sigma Virus (N/A) (N/A)  
Strategy:

This isn't really a boss fight, all you're gonna have to do is climb the walls using your air dash avoiding the rising lava as the Sigma virus hovers over you. Once fully at the top, enjoy the ending.

## 5. Q & A Section:

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Q: How do I call Zero?

A: You scream his name at the top of your lungs. Seriously. I've addressed this issue within the body of the walkthrough, but once more here goes: Under the menu screen you press R. The left hand column will shift over and you'll see Zero sitting there looking at you. Press start once more and he'll tell you he's on his way. You'll be taken back to the game where X will beam up and Zero will beam down.

Q: Why don't you mention the chips in the Items to get section?

A: In order to get the Gold Armor, which is all four chips rolled into one, you can't have any of the other chips equipped. To help prevent people from forgetting and accidentally collecting them, I didn't mention them in the items to get section.

Q: According to your guide, I should fight Bit in the Toxic Seahorse stage. But he wasn't in there and I fought him later. Why is that?

A: I've encountered the same problem. I don't know what to tell you. The way it's supposed to go is: beat two mavericks, and then face Bit. Beat four more Mavericks then face Byte. Then beat the last two before going on to face Doppler. So maybe you don't fight Bit and Byte according to the formula, but the *earliest* place you could possibly face Bit is in Toxic Seahorse's stage. Hey it never hurts to be prepared eh?

Q: I didn't fight Byte in the stage you said I would face him. Why is that?

A: See the answer to the previous question. I'm just telling you the earliest location that you could fight him.

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