

REGULAR**X.BUSTER****POWERED**

You can charge this up to two times its normal power.

With the Gun power-up, you can execute a deadly blast!

REGULAR**B.****POWERED**

This fires a boomerang that does an arc over Mega Man.

The powered version launches four boomerangs!

REGULAR**E.SPARK****POWERED**

This show, when it hits a wall, will split into two sections.

A giant energy burst that covers both sides of you.

REGULAR**X.BUSTER****POWERED**

This flame thrower is short ranged but packs a wallop!

Launch a flame column that skims the ground.

REGULAR**X.BUSTER****POWERED**

This homes in on enemies but is very slow moving.

You fire five guided fish (yes, fish) that will attack enemies.

ESCAPE

Once you complete a level, you still have the option to re-enter the stage to find items, so escape lets you leave at any time.

REGULAR**P.SHIELD****POWERED**

Fires a ball of pure energy that ricochets off walls.

This shield about you will protect you from weapon fire.

REGULAR**ICE****POWERED**

When it hits a wall, a shot will rebound into five shots.

This is handy! You can create your very own ice sled.

REGULAR**STORM T.****POWERED**

A lengthy blast of air. This does considerable damage.

A tornado will spring up around you. Also very nasty.

REGULAR**C.STING****POWERED**

A three-way shot that is good for hitting far-off targets.

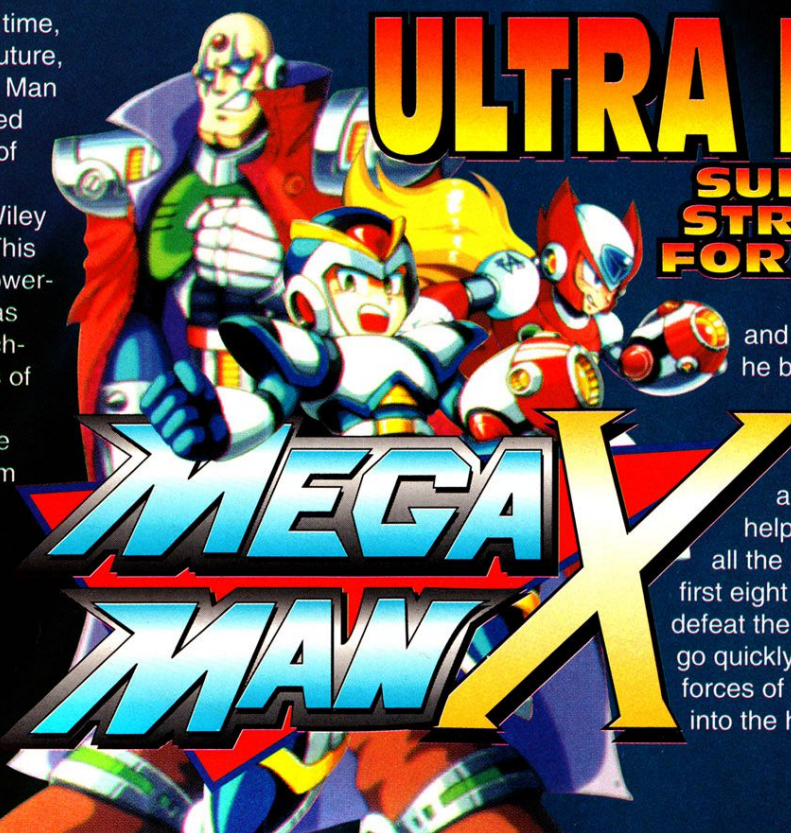
Temporary invincibility! But you can only use the C. Sting.

Mega Man is back! But this time, the story is set far into the future, where the remains of Mega Man are picked up and are utilized as a basis for all principles of technology. In other words, there's no Dr. Light or Dr. Wiley present (at least thus far). This time the villain is a giant powerhouse named Sigma. He has taken over all the recent technology made from the basis of Mega Man. So what else is there to do, but resurrect the ancient warrior and have him go out against the fierce power of Sigma. But, Mega Man (who is now renamed X) has a friend—a robot of a similar design whose name is Zero. He occasionally pops up to give Mega Man advice

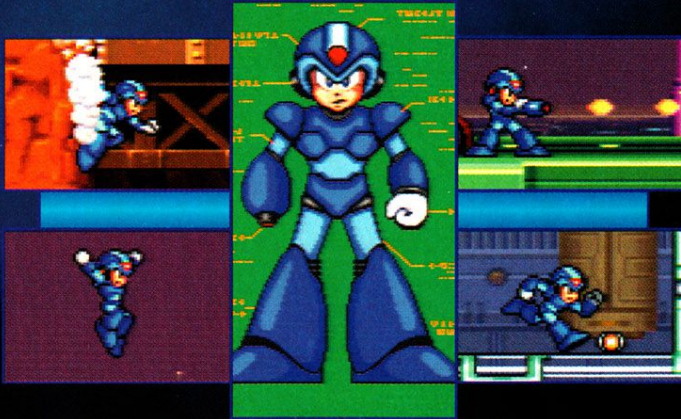
ULTRA PLAY

SUPER NES STRATEGIES FOR WINNING BIG!

and encouragement, but will he be a significant part of the plot? We won't give out that secret, but rest assured you'll be able to find out with the help of this detailed report of all the significant points of the first eight levels as well as how to defeat the menacing Bosses! So go quickly and defeat the vile forces of Sigma, before all falls into the hands of evil.



MEGA MAN X, THE WAY TO START



When you start the game, X is only capable of limited powers like grasping onto walls and other bare bone necessities.

MEGA MAN X, WITH THE POWER SUIT



The full powered suit consists of damage reducing armor, an X-Buster upgrade, a hard helmet and acceleration dash boots.



ALL KINDS OF EQUIPMENT TO USE!

There are also other pieces of equipment for use against the forces of Sigma. First is a robotic power suit that has a dash feature, a severe punch, excellent jumping abilities and can also take several direct hits. The second vehicle is a simple mine trolley that moves at incredible speeds! You can plow over most enemies with this, but be careful should there be a sudden stop.



↑ UP

B.LIFE

S.LIFE

B.ENERGY

S.ENERGY

C.HEART

E.TANK

CAPSULE



Increases # of lives.



Life gain of five pts.



Life gain of one point.



Energy gain of five points



Energy gain of one point



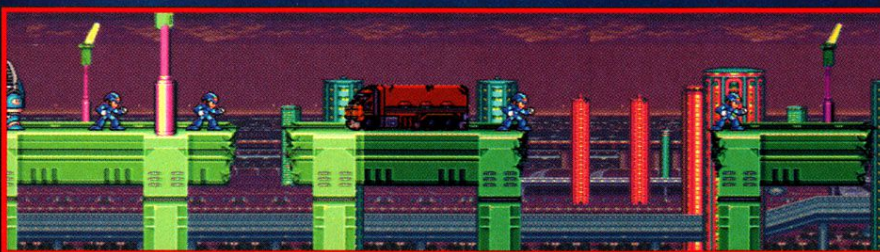
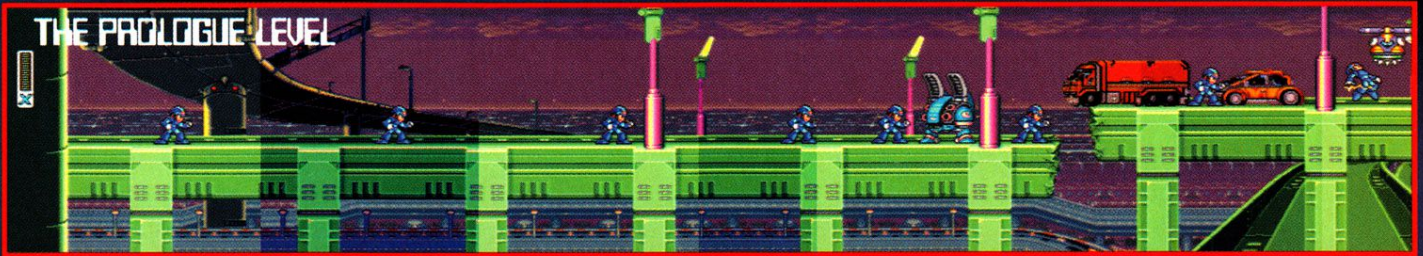
Boosts life amount.



Save to restore life.



Contains suit power-ups.



At the end of the level, you'll be defeated by a Boss. Yet Zero'll come to your aid!



ICY PENGUIGO

Vulnerability: Fire W.

The Icy Penguigo can slide across the floor at a fast pace. He is also capable of freezing you and the air with his breath. He can cause a temporary blizzard by activating the switch on the ceiling of the room.



DASH BOOTS

The boots are not in any hidden area, but rather right on the path through the level. Dr. Light (?) will give you his insight and also provide you with the speedy dash boots! These boots will help you in the future.



If you take the high ground, there are several surprises waiting for you, like an E-Tank, energy restorers, and other items you may need.



Jump onto the wall to avoid his sliding belly attack.



When he breathes cold air, you can score multiple hits.



Jump with the suit and then bail to reach high areas.



At the cave entrance, you can get tons of power-ups here.



STING CHAMELEAD

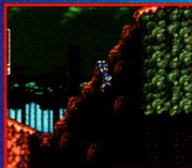
Vulnerability: B. Cutter

This chameleon sports a cool cloak effect similar to *Predator*. He uses C. Sting as his ranged weapon, tries to hit you with his long tongue, and can shake the room to have stalactites fall.



1/2 DAMAGE ARMOR

Use the dash to catch the side of the wall. Now climb up to find a room that contains a huge hulking robot. Defeat it and you will be given the body armor that reduces your damage! This armor is a must-have item.



The jump will let you stay on top of the quicksand.



Stand in the middle and the arc of the B. Cutter will hit it.



Go to the opposite corner to be safe from the C. Sting.



The rocks will do no damage, if you have the power helmet.



After the water stage is clear, you can get this heart!

STORM EAGLEED



Vulnerability: C. Sting

This flying mecha uses his wings and the Storm T. weapon to blow you off the edge of the ship. He will also do several dive attacks at you and drop eggs that unveil four attack birds.

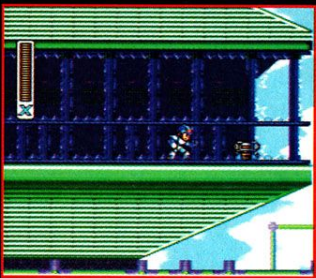


HARD HELMET

Find the metal suspension tower and go over it to the other side. Now, use a dash and a jump to get to the ledge. Here, blast the gas tanks to unveil a room with the helmet! Quickly grab the helpful item.



Blast away fuel tanks and other things to reveal items!



In the control tower, there is an E-Tank you can pick up.



Try to stay as high as possible to find many items.



When he starts to dive, just dash under his passes.



When Eagleed uses wind, dash against it and shoot.

BURNIN, NOUMANDER



Vulnerability: Storm T.

This silly looking goon tries to do jumping stomps to hammer you into the ground. He also launches fireballs and magma drops that travel down the conveyor belt towards you.



It is recommended that you should defeat the Icy Penguin before you enter here. For when you do, the lava will solidify, giving a safe route.



ENHANCED BLASTER

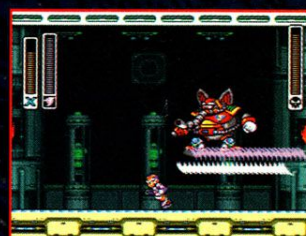
Like the helmet, you need to make a timed dash jump. When you reach the blocks, use the helmet to break the large blocks above your head. You will then be able to reach the X-Buster!



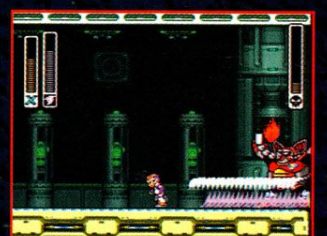
Under the floors there is a container of heart power-ups.



Later on, use smashers to instantly kill enemies.



Use the Storm T. in the air to catch him while he jumps.



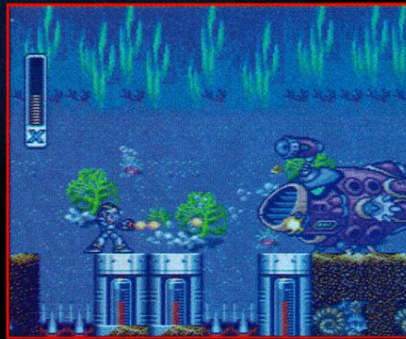
If you get him into a corner, launch a Storm for two hits!



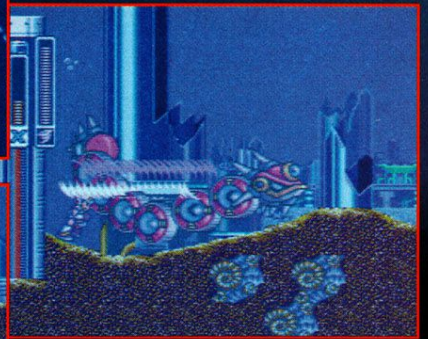
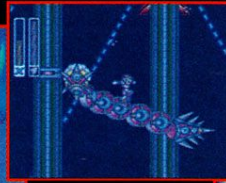
LAUNCHER OCTOPULD

Vulnerability: P. Shield

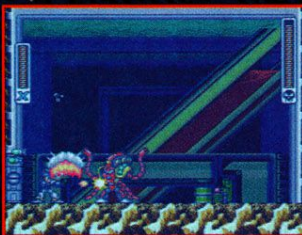
The Octopuld can easily be described as a swimming arsenal! He has rockets and guided fish to fight with and can pull you into his whirlpool to suck your life out and add to his own!



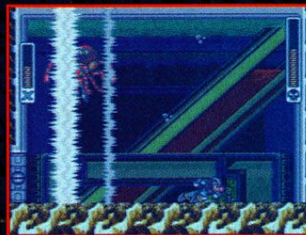
To avoid being pushed into the spikes, jump over the sub's current blast.



Use the Tornado on the head when it is swimming away from you!



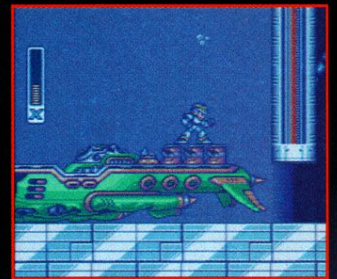
Shoot his missiles at close range and then pummel him.



When he uses his whirlpool, dash to get out of there!



Near the surface of the water, there is a giant robot whale...



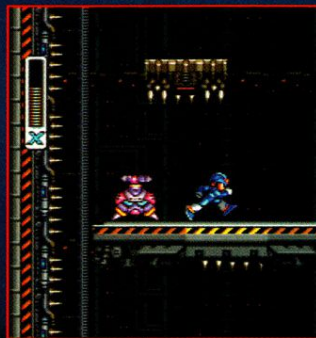
...if you destroy it, its weight will open a hidden room!



BOOMER KWANGER

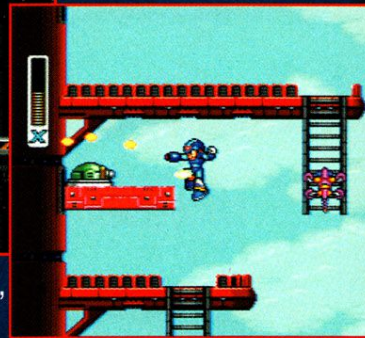
Vulnerability: Homing T.

This clone of the original Quickman throws boomerangs from his head, and is also capable of vanishing/reappearing in any area at any given time. Be careful with this bugger!



The elevator section (top pix), just run back and forth.

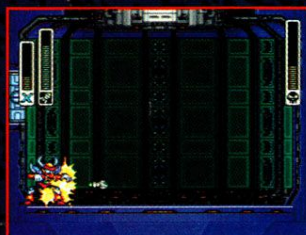
Use the extending platforms to be able to get the ladder.



For a quick short-cut method when in the tower, instead of blasting the turrets to use the floating pads, climb the wall.



Fire at him from a distance to keep him from you.



He then will appear and disappear, just be patient.



Watch out for vicious the motion sensor beams!



To avoid the MS beams, use timed dashes and jumps.

ARMOR ARMAGE



Within the mines, there are several secrets that are hidden in abundance! Above is one of those secrets.

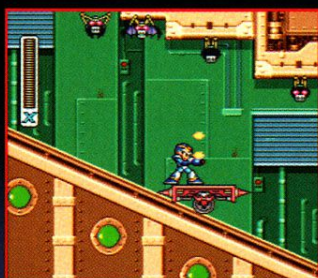
Make sure to get behind the huge excavating machine...



...and destroy it with a flame to be able to reach a C. Heart!

Vulnerability: E. Spark

This Boss is a real pain if you don't have the E. Spark. Sporting such abilities like rolling into a ball and rebounding off walls to a gun mounted in his head make him deadly!



Always ride the cart, because it can instantly kill enemies!



Be careful when the cart hits a wall. Gravity does apply!



Give him a shock that will zap all of his armor off!



Now you can peg him even when he is in a ball!

SPARK MANDRILLER



In dark hallways, always fire as you jump for a ledge to avoid surprises!



Electric sparks zoom down the pathways, so jump over them!

Vulnerability: S. Ice

This gigantic gorilla is a brute, but with the Ice, he is about as difficult as watching cement dry! He can electrify the floors and walls, plus be able to climb atop the ceiling for aerial attacks!



Use dash to get far from the Bubble Boss when it's firing.



When it lands, just stand next to it and pummel the thing!



Use Ice to freeze him, paralyzing him for a time.



If he takes to the ceiling, use the Ice's rebound to hit him.