

Mega Man Legends 2 Series Endings FAQ

by Jelly Soup

Updated on Jan 10, 2005

This walkthrough was originally written for Mega Man on the NES, but the walkthrough is still applicable to the NES version of the game.

```
 /|/|          /|/|          /_____/
( / | ____  ____  ____  ( / | ____  ____  (____  ____  ____  ____
| ) |__ ) |__ ) |__ )   | ) |__ ) |__ )   ) |__ ) |__ ) |__ ) |__ )
| / |__ |__ / |__ /    | / |__ / |__ /    __ / |__ |   | |__  __ /
   __/

 /_____/      | /           /_____/ /_____/ /_____/
(____  ____  ____  ____  ____  (____  ____  ____  ____  ____  ____
|____  ____  ____  ____  ____  ____  |____  ____  ____  ____  ____  ____
|__  ____  ____  ____  ____  ____  |__  ____  ____  ____  ____  ____  \
|__  ____  ____  ____  ____  ____  |__  ____  ____  ____  ____  ____  /

   __/
```

Mega Man Series Ending FAQ

By Christopher Marsh

E-mail: jelly_soup (jellysoup at gmail dot com)

GameFAQs: jelly_soup

GameSpot: Jelly_Soup

NeoSeeker: Jelly Soup

Copyright 2003-2004 Christopher Marsh

This FAQ was first started on 2/10/2004.

```
=====
Table of Contents
=====
```

1. Copyright Info
2. An FAQ ONCE MORE!
3. How to read this FAQ
4. FAQ Update History
5. Mega Man, the endings
 1. Mega Man -NES, PC, Gamecube, PS2, Mobile
 2. Mega Man 2 -PS One, NES, Gamecube (Mega Man Anniversary Collection), PS2 (Mega Man Anniversary Collection)
 3. Mega Man 3 -PC, NES, PS One, Gamecube (Mega Man Anniversary Collection), PS2 (Mega Man Anniversary Collection)
 4. Mega Man 4 -NES, PS One, Gamecube (Mega Man Anniversary Collection), PS2 (Mega Man Anniversary Collection)
 5. Mega Man 5 -NES, PS One, Gamecube (Mega Man Anniversary Collection), PS2 (Mega Man Anniversary Collection)
 6. Mega Man 6 -NES, PS One, Gamecube (Mega Man Anniversary Collection), PS2 (Mega Man Anniversary Collection)
 7. Mega Man 7 -SNES, Gamecube (Mega Man Anniversary Collection), PS2 (Mega Man Anniversary Collection)
 8. Mega Man 8 -Saturn, PS One, Gamecube (Mega Man Anniversary Collection), PS2 (Mega Man Anniversary Collection)
 9. Mega Man: Dr. Wily's Revenge -Gameboy
 10. Mega Man: The Power Battle -Arcade, Gamecube
 11. Mega Man 2: The Power Fighters -Arcade, Gamecube

12. Mega Man: The Wily Wars -Genesis
13. Mega Man Soccer -SNES
14. Mega Man Battle & Chase -PS One, Arcade
15. Mega Man & Bass -SNES, GBA
16. Mega Man Anniversary Collection -Gamecube, PS2, GBA
17. Mega Man Power Battle Fighters -PS2
18. Best of Mega Man -Gamegear
19. Mega Man -Gameboy
20. Mega Man II -Gameboy, GBA (Mega Man Anniversary Collection)
21. Mega Man III -Gameboy, GBA (Mega Man Anniversary Collection)
22. Mega Man IV -Gameboy, GBA (Mega Man Anniversary Collection)
23. Mega Man V -Gameboy, GBA (Mega Man Anniversary Collection)
24. Rockman Battle & Fighters -NGPC
6. Mega Man X, the endings
 1. Mega Man X -PC, SNES
 2. Mega Man X2 -SNES
 3. Mega Man X3 -PC, PS One, Saturn, SNES
 4. Mega Man X4 -PC, PS One, Saturn
 5. Mega Man X5 -PC, PS One
 6. Mega Man X6 -PS One
 7. Mega Man X7 -PS2
 8. Mega Man Xtreme -GBC
 9. Mega Man Xtreme 2 -GBC
 10. Mega Man X: Command Mission -Gamecube, PS2
 11. Mega Man X8 -PS2
7. Zero, the endings
 1. Mega Man Zero -GBA
 2. Mega Man Zero 2 -GBA
 3. Mega Man Zero 3 -GBA
8. Mega Man.exe, the endings
 1. Mega Man Battle Network -GBA, DS
 2. Mega Man Battle Network 2 -GBA
 3. Mega Man Battle Network 3 Blue Version/White Version -GBA
 4. Mega Man Battle Network 4: Blue Moon/Red Sun -GBA
 5. Mega Man Network Transmission -Gamecube
 6. Mega Man Battle Chip Challenge -GBA
 7. Mega Man Battle Network 4.5 Real Operation -GBA
 8. Mega Man Battle Network 5
9. Mega Man Caskett, the endings
 1. Mega Man Legends -PC, PS One, Nintendo 64
 2. Mega Man Legends 2 -PS One, PC
 3. The Misadventures of Tron Bonne -PS One
10. Your questions answered
11. Acknowledgements
12. E-mail police
13. Other Ending FAQs

How to read the above list: Some games were released/re-released on multiple systems. The games are listed with there base title (eg: Mega Man Legends as apposed to Mega Man 64) followed by the different systems that game was on.

To find the game you are looking for, type ctrl + F and either type in the name of the game you are looking for or the section number for it (eg: Mega Man 2 is found in section 5.2.).

If you find a problem with any of the descriptions or feel as though you could describe an ending better than the one listed, feel free to e-mail it to me (you will be credited).

NOTE ABOUT SUBMITTING GAME STORIES: I will ONLY except stories that can from the

WARNNING! The following may contain spoilers. Read at your own risk.

=====
1. - Copyright Info
=====

This FAQ cannot be duplicated, in any way, with out the permission of the author. Only the following sites are allowed to post this FAQ:

GameFAQs - <http://gamefaqs.com>
Neoseeker - <https://www.neoseeker.com/>
GameSpot - <http://www.gamespot.com> (via linking from GameFAQs)

No other sites and/or individuals will be given permission. EVER.

All ending descriptions are the exclusive property of their respective owners and used with permission.

=====
2. - An FAQ ONCE MORE!
=====

So here I we are again. After spending two months working of my Mario Series FAQ, I decided it was time for a new project. The endings from the Mega Man games are among the best in the gaming world (and there are just so many of them!) and deserve to be so noted. That is why you see this FAQ before you.

=====
3. - How to read this FAQ
=====

Section Number - Base Name of game

STORY: story for game (if one exists/if I can find one)

Systems: systems the game was on - name of game on that system

Endings: System, Number of endings: the number of endings

How ending is obtained: description of how ending is obtained

Ending Description: Ending description.

Boss and Final images: link to images (IF AVAlABLE)

Additional information will be put here if any is available

For games that are on multiple systems, if the game has the same ending as a previous version, then that ending will only be listed once and will be followed by the Additional Information area. If the game DOES have a notable difference in the ending from a previous version, then the new ending will be listed like this:

Endings: Next system on the list, Number of endings: the number of endings

(If it has a notably different story, it will be printed here, before the ending description.)

How ending is obtained: description of how ending is obtained

Ending Description: endings description.

Boss and Final images: link to images (IF AVAILABLE)

Additional information will be put here if any is available

The guide will, for the most part, follow this diagram. In some situations, it will be slightly different, but it won't be too hard to understand.

=====
4. - FAQ Update History
=====

Version Beta 0 - 1/10/05 - Ok, I lied. People have been sending me stuff like crazy, so I thought it would be a good idea to submit an update. This is the temp version, the new format isn't completed yet.

Version Beta 0 - 10/15/04 - Ok, this is going to be the last update for a time. If you've seen my Mario Series Ending FAQ, then you'll know that I'm trying to switch both FAQs over to a new format. This will take some time and I have other responsibilities to attend to first. Now, if you have endings/information to send me, go for it, I'll still add it, I just won't be updating until the overhaul is complete. Everything will happen in due time.

=====
5. - Mega Man, the endings
=====

5.1. - Mega Man

STORY: [It's MEGA MAN versus the powerful leaders and fighting the forces of Monstropolis - that strange multi-faceted land of robot-like Humanoids.

Brilliant scientist Dr.Light conceived the construction of fully-operational human-link experimental robots to perform specific everyday duties. Dr.Light, and his assistant Dr.Wily, encouraged by their very first near-human robot - MEGA MAN - proceeded to develop six additional Humanoids, all programmed to perform prescribed rituals:

Cutman - Designed to function as a lumberjack. Powerful saw-toothed scissors-like instruments protrudes from head, capable of gnawing through giant forest lumber.

Gutman - A bulldozing character capable of lifting and transporting huge boulders.

Iceman - Impervious to chilling sub-zero temperatures, capable of human-like performances under extreme climatic conditions.

Bombman - A real "blaster" as a heavy-duty laborer who uses intensely powerful explosives to clear land for Dr.Light's construction projects.

Fireman - Melts and molds metals with flame-throwing torch flaring from atop his head.

Elecman - Dr.Light's electrifying creation, planned for conducting electrical operations - even supervising nuclear power plants.

But, with the exception of MEGA MAN, all of Dr.Light's near-human robot experimentation went away. Assistant Dr.Wily turned disloyal, re-programming Dr.Light's Humanoids, now bent on destroying opposition so Dr.Wily can control the world and its resources.

Resisting re-programming, MEGA MAN is chosen as the defender of the universe and its inhabitants. MEGA MAN dare to single-handedly penetrate seven separate empires of Monsteropolis, eliminating the leaders and followers of these sovereignties.

Get ready for some very exciting challenges!]

Systems: NES - Mega Man
PC - Mega Man
Gamecube - Mega Man (Mega Man Anniversary Collection)
PS2 - Mega Man (Mega Man Anniversary Collection)
Genesis - Mega Man: The Wily Wars
Mobile - Mega Man (Not Released yet)

Endings: NES, Number of endings: 1

How ending is obtained: Beat Dr Wily.

Ending description: Dr Wily falls out of his giant robot, hit the ground and starts begging for forgiveness (bowing repeatedly). Mega Man leaves and we are treated to some nice scenery as Mega Man runs home. At the bottom of the screen, the words "Mega Man has ended the evil domination of Dr. Wily and restored the world to peace. However, the never ending battle continues until all destructive forces are defeated. Fight, Mega Man! For everlasting peace!" appear followed by the credits. As the sun goes down, Mega Man is striped of his armor. When he gets back to Dr. Light's lab, he jumps for joy.

Boss and final images: <http://www.vgmuseum.com/end/nes/a/mm.htm>

-The above ending description was by jelly soup-

Endings: Genesis, Number of endings: 1

How ending is obtained: Beat Wily.

Ending description: Same ending as the NES version, but MegaMan's armor comes of when he gets to the city and the graphics are updated.

Boss and final images: <http://www.vgmuseum.com/end/genesis/a/mmwmml.htm>

-The above ending description was by jelly soup-

Endings: PC, Number of endings: ?

How ending is obtained: ?

Ending description: If anyone has one/knows where I can find one, please e-mail me (you will be credited).

Additional information:

Mega Man Anniversary Collection:

Think Super Mario All-Stars, except with Mega Man.

5.2. - Mega Man 2

STORY: [In the year 200x, a super-robot named Mega Man was created by Dr. Light to stop the evil desires of Dr. Wily. However, after his defeat, Dr. Wily created eight of his own robots to counter Mega Man....]

Systems: PS One - Mega Man 2

NES - Mega Man 2

Gamecube - Mega Man 2 (Mega Man Anniversary Collection)

PS2 - Mega Man 2 (Mega Man Anniversary Collection)

Genesis - Mega Man: The Wily Wars

Endings: NES, Number of endings: 1

How ending is obtained: Beat Dr. Wily.

Ending description: Dr. Wily's robot blows up, he hits the floor and starts begging for forgiveness (bowing repeatedly...). We then see Mega Man walking home through a forest as the weather changes several times. At some point, Mega Man looks up, the screen flashes for a moment and then we see a lush green hill with Mega man's helmet sitting on it. Then, all the robot masters from the game are shown and the credits play.

Boss and final images: <http://www.vgmuseum.com/end/nes/a/mm2.htm>

-The above ending description was by jelly soup-

Endings: Genesis, Number of endings: 1

How ending is obtained: Beat Wily.

Ending description: Same as the NES version, but with a lot of cool new graphics.

Boss and final images: <http://www.vgmuseum.com/end/genesis/a/mmwm2.htm>

-The above ending description was by jelly soup-

5.3. - Mega Man 3

STORY: ["Calling Mega Man! Calling Mega Man! Come in please!"

"Mega Man, we need you! We're down to the wire on our peacekeeping project. We've got to get those last energy crystals or we can't finish it. Dr. Wily is here now, too...yes...he's finally found his sanity. He knows where the crystals are! They're in the mining worlds, but we can't get to 'em. The robots are running amok and they're destroying everything!"

"You've got to get there, Mega Man, and get those crystals! You'll have to face some pretty mean metal. Expect the worst! Is Rush

there with you? Give him a bolt to chew on and tell him it's from us. What's that...we must be getting static...sounds like you said 'Woof'!

"Mega Man, get to those mining worlds pronto! Grab the crystals and stop whoever's in charge! He's one lunatic guy!

"This is Dr. Light. Over and out!"]

Systems: PC - Mega Man 3
NES - Mega Man 3
PS One - Mega Man 3
Gamecube - Mega Man 3 (Mega Man Anniversary Collection)
PS2 - Mega Man 3 (Mega Man Anniversary Collection)
Genesis - Mega Man: The Wily Wars

Endings: NES, Number of endings: 1

How ending is obtained: Beat Dr. Wily.

Ending description: Dr. Wily's big'ol robot blows up. He and falls to the ground and a big rock falls on top of him. Then a big rock falls on top of Mega Man. ProtoMan warps in and breaks the rock that Mega Man is under.

ProtoMan: Where's Dr. Wiley? Oh no, to late.

Protoman grabs MegaMan and warps out.

Mega Man wakes up at Dr. Light's (Dr. Right?) lab.

Dr. Light: MegaMan, you've regained consciousness.

I found you laying here when I arrived.

I wonder who brought you here....this whistle...it must have been Protoman!

MegaMan warps outside and starts running towards the forest, while at the bottom of the screen, pics and descriptions of the first 8 robot masters made by Dr. Light scroll by. MegaMan reaches the end of the forest and looks up into the sky, where there is a picture of Protoman. The credits then roll, with pics of the robot masters from the game.

Boss and final images: <http://www.vgmuseum.com/end/nes/a/mm3.htm>

-The above ending description was by jelly soup-

Endings: Genesis, Number of endings: 1

How ending is obtained: Beat Dr. Wily.

Ending description: Same as NES version, but with updated graphics.
That and Protoman seems to be blue....

Boss and final images: <http://www.vgmuseum.com/end/genesis/a/mmwmm3.htm>

-The above ending description was by jelly soup-

Endings: PC, Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please

e-mail me (you will be credited).

Endings: PS One, Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know were I can find one, please e-mail me
(you will be credited).

5.4. - Mega Man 4

STORY: [A year after the destruction of Gamma, a mysterious message
arrives at Dr. Light's lab...

Good evening, Dr. Light:

Allow me to introduce myself - I am Dr. Cossack. You may not have
heard of me, but soon the world will know my name.

Over the years, you have been hailed as the greatest robot designer
in the world, while my robotic creations have been totally ignored.
I cannot allow this to continue. The world must be made aware of
my genius!

From my Siberian citadel, i've sent eight of my most powerful
robots to destroy the titanium troublemaker, Mega Man. Once they
have obliterated him, I will place his broken body on display for
the entire world to see. Only then will I be allowed to take my
place as the greatest robot designer of all time!

(signed) Dr. Cossack]

Systems: NES - Mega Man 4

PS One - Mega Man 4

Gamecube - Mega Man 4 (Mega Man Anniversary Collection)

PS2 - Mega Man 4 (Mega Man Anniversary Collection)

Endings: NES, Number of endings:

How ending is obtained: Beat Dr. Wily.

Ending description: Dr. Wily's robot goes boom and he falls to the
ground. He starts his little bowing/begging
thing, gets up and runs out through a hidden
door way. The lab then starts flashing red and
the word DANGER flashes in the background.
MegaMan warps out just as the base blows up.
We then see MegaMan on the back of the train
with his helmet off as some of the credits roll
by. Eventually, he the train gets back to the
city and MegaMan jumps off, down to a waiting
Roll and Rush. The rest of the credits then roll
by and pics of the robot masters from the game with them.

Boss and final images: <http://www.vgmuseum.com/end/nes/a/mm4.htm>

-The above ending description was by jelly soup-

Endings: PS One, Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know were I can find one, please e-mail me

(you will be credited).

5.5. - Mega Man 5

STORY: ["Cossack to Mega Man! Cossack to Mega Man! Come in, Mega Man!"

"Protoman has gone wild! City Hall and the spaceport have been totally destroyed and the city's power grid is in shambles. I've never seen destruction on this scale before!"

"I know you're worried about Dr. Light, but your first duty is to free the city from the grip of Protoman's robots. I can modify your reactor to give the Mega Buster a little more power, but the rest is up to you. Dr. Light and I have been working on a special project, but it's not finished yet. Maybe if I can get it working, it might give you an edge."

"Remember to watch your back, Mega Man. Protoman seems to have become more ruthless than we thought possible. Good luck! Cossack out!"]

Systems: NES - Mega Man 5

PS One - Mega Man 5

Gamecube - Mega Man 5 (Mega Man Anniversary Collection)

PS2 - Mega Man 5 (Mega Man Anniversary Collection)

Endings: NES, Number of endings: 1

How ending is obtained: Beat Dr. Wily.

Ending description: Dr. Wily's robot fall down go boom. he runs off and MegaMan

follows him, straight to Dr. Light. MegaMan gets Dr.Light out of his cage and the roof starts to collapse. Protoman (REAL Protoman) breaks the roof so MegaMan can escape. MegaMan and Dr.Light stand out side on a cliff and watch Dr. Wily's base collapse, while Protoman watches from the behind them. The credits roll with pics of the robot masters from the game with them.

Boss and final images: <http://www.vgmuseum.com/end/nes/a/meg5.htm>

-The above ending description was by jelly soup-

All version have the same ending.

5.6. - Mega Man 6

STORY: [The most talented robot designers from across the globe have come to the First Annual Robot Tournament sponsored by the billionaire, Mr. X. Traveling from Japan, Canada and the United States, the designers have brought their finest cybernetic creation to do battle in a series of tests to see which robot can claim the title of "The Most Powerful Robot in the World."

Nothing seems strange as the contest begins, but when the top eight robots enter the arena for the final event, the lights din and the mysterious Mr. X appears...

"Ladies and Gentlemen...I wish to thank you all for coming to see the final event of my First Annual Robot Tournament. As you know, I have kept the final event of the tournament a secret. This event will test the strength, skill and intelligence of each of these fine robots. In fact, it will also test the strength and skill of each one of you. That may seem strange, but i'm sure you will understand when I explain that the final test is for these robots to help me conquer the world!"

"Please excuse me and my robots as we teleport out of here, but we have a lot of work to do. But don't worry, you'll see me again soon....

real soon!"

]

Systems: NES - Mega Man 6

PS One - Mega Man 6

Gamecube - Mega Man 6 (Mega Man Anniversary Collection)

PS2 - Mega Man 6 (Mega Man Anniversary Collection)

Endings: NES, Number of endings: 1

How ending is obtained: Beat Dr. Wily.

Ending description: Wily. Robot. Boom. MegaMan ties the bad doctor up and throws him in jail. We then see an news paper article with a pic Wily on it and the words "Triumphant at last, MegaMan arrested the notorious Dr.Wily and brought him to justice. Sentenced for his crimes, Dr.Wily now rules over a prison cell. At long last, the world is at peace. The credits roll with pics of the robot masters from the game with them.

Boss and final images: <http://www.vgmuseum.com/end/nes/a/meg6.htm>

-The above ending description was by jelly soup-

All versions have the same ending.

5.7. - Mega Man 7

STORY: [The world's pulse raced with excitement! Everyone truly believed the conniving Dr. Wily had been stopped for good and imprisoned by the valiant Mega Man. Reporters jockeyed with cameramen for snapshots as the infamous Doctor hung his head while being dragged away in handcuffs. Dr. Wily would soon be behind bars. Or would he?

Dr. Wily was ready for anything. He had known his dastardly plans would end in failure some day, so after six months without contact, his laboratory sprung to life. Monitors whirred into action, lights flashed and the lab control panel booted up. In no time, four hidden robots emerged. The robots then began a rampage in search of their master. Wily had done it again. Nothing would get in their way!

The world's racing pulse turned to nervous fear as a city was pummeled. Wasn't Dr. Wily in jail? Why was this still happening? The four robots took no heed of the great robot creator Dr. Light. Mega Man found Dr. Light and the canine cyborg Rush fallen in the

streets.

"Dr. Light? Are you O.K.?" Mega Man shouted.

"Mega Man! We have no time," replied Dr. Light.

"Dr. Wily is using his robots to cover up his escape. You must go!
Follow his spaceship!"

Mega Man, Dr. Light and Rush looked on in horror as Dr. Wily's
spaceship shot out of the prison. Dr. Wily was on the loose!]

Systems: SNES - Mega Man 7

PS2 - Mega Man 7 (Mega Man Anniversary Collection)

Gamecube - Mega Man 7 (Mega Man Anniversary Collection)

Endings: SNES, Number of endings: 1

How ending is obtained: Beat Dr. Wily DOWN!

Ending description: Wily. Robot. POW! Wily falls to the ground at MegaMan's
feet.

Dr. Wily: Ok, I give up. Sorry about all the trouble,
i'll go quietly.

MegaMan: I don't trust you, Wily!

He starts to charge up his blaster.

MegaMan: Wily! I'm gonna do what I should have done
years ago!

Wily backs up in fear

Dr. Wily: You forget, MegaMan. Robots can't harm
humans....

MegaMan: I am more than a robot!! Die Wily!!

At that moment, the base starts to collapse. A bunch
of building matter falls on Wily, knocking him out
cold. Treble warps in, next to Wily and warps him
back out. Bass warps in.

Bass: Too late, MegaMan. He who hesitates is lost!
We shall return!!

Bass warps out, followed by MegaMan.

Then we get to see a very cool scene of MegaMan walking
off as Wily's base blows up behind him. Credits/robot
masters pics, MegaMan returns to Dr. Light's lab and
thank you for playing.

Boss and final images: <http://www.vgmuseum.com/end/snes/a/mm7.htm>

-The above ending description was by jelly soup-

All versions have the same ending.

5.8. - Mega Man 8

STORY: [Mega Man, the second robot created be Dr. Thomas Light, was
originally intended only to perform functions in the laboratory
that Dr. Light could not perform himself. Slowly, Dr. Light began
using Mega Man for more and more advanced robotics experiments.

One day, Mega man walked in on Dr. Light listening to an
intercepted transmission form the evil Dr. Wily. The transmission
exposed Dr. Wily's plans for world domination. Mega Man convinced
the good Dr. Light to let him chase down and eliminate the threat
of his nemesis.

Systems: Saturn - Mega Man 8
PS One - Mega Man 8
Gamecube - Mega Man 8 (Mega Man Anniversary Collection)
PS2 - Mega Man 8 (Mega Man Anniversary Collection)

Endings: Saturn, Number of endings: 1
How ending is obtained: Beat that damn Dr. Wily.
Ending description:

Wily's robot goes bye-bye. He falls to the ground.

Dr. Wily: S.....sorry! I was wrong! Please forgive me!

MegaMan: ...that's the same old apology, Wily! Over and over again...
Then both of them look up in shock as a sphere of dark energy appears for just a moment. MegaMan yells in pain as an energy field sucks him and disappears while Wily looks on in, shocked.

We then switch to the out side where MegaMan is laying, close to death, in a smoking crater. Duo walks up to find him and examines his body.

Duo: This is not good. he has been affected by the evil energy. He will die soon.

Duo raises his hand and yells at the top of his lungs, focusing all his energy to one point and touches it to MegaMans chest.

Duo: If your mind has not completely taken by the evil, then you will be safe.

MegaMan's face contracts into an expression of pain.

Duo: MegaMan, I can see into your mind.

We then see images of all the hell MegaMan has gone through in the name of peace. As Duo takes his hand off of MegaMans chest, his (megaman's) face looks relieved. Duo stands up, holding the evil energy in his hand.

Duo: You have been working so hard for justice. With your help, this planet will survive.

Mega Man smiles. At this point, Protoman runs up.

ProtoMan: What happened? MegaMan!

Duo: He's going to be okay, he will regain consciousness soon. My job is done, I must go. I'll leave MegaMan up to you.

He turns to walk off, but stops.

Duo: But, there's one more thing....

Protoman: Huh?

Duo: I have.....a favor to ask.

We then switch to a scene at Dr.Light's lab.

Roll: Wake up, wake up MegaMan!

MegaMan: Roll!

Roll: Oh, MegaMan, your ok!!!!

Eddie and Turbo rejoice in the back ground.

MegaMan: Am I alive?

Dr.Light: Yes, you are. Duo saved you.

MegaMan: (slightly confused) Ahhh....Duo...

MegaMan and Rush stand outside on a cliff with a sunset on the horizon.

Protoman: Duo is gone.

MegaMan: Protoman!

Protoman: MegaMan.....I have a message to give you, from Duo.

MegaMan: From Duo?? What is it?

Protoman: He said....thank you.

MegaMan: Duo....*closes his teary eyes for a moment* Me too! Thank you.....Duo.

The sun sets, a picture of Duo appears in the night sky. We are then treated to the credits along with pics and concept sketches of the robot masters from the game AND concept art of robot masters that never were. We then get a really freaken cool image of MegaMan and Rush with the words 'Thank you for playing' on screen.

Boss and final images: http://www.vgmuseum.com/end/psx/c/mm8_1.htm

-The above ending description was by jelly soup-

5.9. - Mega Man: Dr. Wily's Revenge

Systems: Gameboy - Mega Man: Dr. Wily's Revenge

Endings: Gameboy, Number of endings: 1

How ending is obtained: Make Wily robot thing go BOOM!

Ending description: Wily robot thing go BOOM! The base blows up and Mega Man looks out the window of the space station as pics of the robot masters from the game flash across the stars.

Boss and Final images: <http://www.vgmuseum.com/end/gb/a/mm.htm>

-The above ending description was by jelly soup-

5.10. - Mega Man: The Power Battle

Systems: Arcade - Mega Man: The Power Battle

Gamecube - Mega Man: The Power Battle

(Mega Man Anniversary Collection)

Endings: Arcade, Number of endings: 3

How endings are obtained: Beat the game with each character to get that characters ending.

Ending description: MegaMan ending:

Wily's base blows up and MegaMan flies off on the back of Rush.

Roll: Welcome back MegaMan. Glade to see you made it.

Megaman: Yeah. But Dr.Wily got away again.

Dr.Light: Glad to see you made it back in one piece.

MegaMan: Even so, if things don't change, the battle against Dr.Wily will never end.

Dr.Light: Its just what you say, but this time we learned what robots need.

Auto: Yeah, a hero like me, right?

Dr.Light: Well....not quite.

MegaMan: What exactly do robots need?

Dr.Light: Like humans, the robot has to determine what is right and what is wrong by itself. Robots are not supposed to hurt humans. We need to research more on A.I. program.

MegaMan: When will there be world peace?

Dr.Light: That will be up to us.

MegaMan: Ok, i'll fight for everyone's future.

Protoman ending:

Protoman watches as Wily's base blows up and then is standing on top of a building at night.

Narrator: Protoman.....who is he? Protoman, Dr.Light's first ever built robot just before completion, he ran away and vanished. He appears before MegaMan from time to time and mysteriously disappears. Is he friend or foe? Where is he off to? Nobody knows.

Bass ending:

Wily's base blows up and Bass appears on a near by cliff carrying him.

Wily: Nooo...! My laboratory! Bass, what are you doing?!

Bass: Now you know that I am the strongest. There's no need for you to make any more junk robots.

Wily: The strongest? You've been beaten by MegaMan before.

Bass: I underestimated him that time. But I will conquer him this time.

Wily: Yeah right. You can battle with MegaMan all you want.

The robot i'm making right now will blow both of you away.

Bass: Ha! All you make is junk. Do what you want.

Wily: Wait. Wait Bass. Don't leave me here!

Boss and final images: http://www.vgmuseum.com/end/arcade/a/megpower_c.htm

-The above ending description was by jelly soup-

5.11. - Mega Man 2: The Power Fighters

Systems: Arcade - Mega Man 2: The Power Fighters

Gamecube - Mega Man 2: The Power Fighters

(Mega Man Anniversary Collection)

Endings: Arcade, Number of endings: 8

How endings are obtained: Beat the game with each character/team to get that character/team's ending.

Ending description:

MegaMan ending:

Wily: You always interfere with me.

MegaMan: I'll keep on fighting for Peace for both humans and robots!

Wily: Peace for humans and robots? Then why do you destroy my robots you metallic hypocrite? Do you destroy them to bring them peace? Whats the difference between my actions and yours? We are so alike, you and I!

MegaMan: Nooo! Can I really be the same as Wily? Its true I destroy his robots with no hesitation! I could have negotiated with the robots instead of slaying them. Maybe I could have made peace...am I as violent and evil as the man I oppose? Am I spreading war instead of stopping it?

Roll: It's not true MegaMan! Don't listen to Wily, he's just playing mind games with you!

Auto: That's right. You're doing the right thing MegaMan!

Dr.Light: Sometime peace cannot be achieved unless those who spread war are destroyed.

MegaMan: T....thank you everyone....Thank you everyone! I will not yield!

Wily: Ha! What a cheap show. Thanks for being an idiot. I think i'll leave now.

MegaMan: Hey! Wait, Wily!

ProtoMan ending:

Dr.Light: Listen Protoman how do you feel? How is your body holding up?

Protoman:

Dr.Light: You don't have to say anything. I know how you suffer, Protoman. Your energy system has acquired a terrible defect. unless it is fixed, your body will....and only I can fix your body as I am your creator...

Protoman: Don't worry about my problems. I know my own body better than anyone else. And remember, i'm unbeatable! No matter what.

Dr.Light: Don't talk that way Protoman, the war is over. Let's live together and keep the peace.

Protoman: That's not my style. I'll do it myself. I don't need anybody! Nice chatting with you Doc, but I got things to do. Later.

Dr.Light: Protoman! Protoman! Wait, you need to be repaired!

Narrator: Protoman has a defect in his energy system. It must be fixed soon. What will happen to Protoman's body? And where is Protoman going?

Bass ending:

Wily: Why do you oppose me, the one that created you?

Bass: Because you always interfere with me! I can defeat MegaMan by myself with no problem. You should go crawl in a hole somewhere.

Wily: You know, I think I regret creating you, pompous robot.

Bass: Ha! You created me? So what? If you created a powerful robot such as myself, it must have been an accident.

Wily: Funny you should say that, you're actually right. I studied MegaMan hoping to create a similar robot. Then I developed a powerful energy called "Bassnium" purely by accident. Thus, I created you Bass. Currently, Bassnium is the most powerful energy on Earth. But, that's not for long. Hee hee. I've learned from my accident....and i've created a new type of robot which is more powerful than you or MegaMan! It'll be some time before I complete this project, though. You better get ready!

Bass: Ha! This girlie-looking, long-haired robot will be the strongest? Don't make me laugh!

Wily: Don't be so overconfident. This robots power level is far superior to yours. And this is more than just a simple robot. With this and my other project complete, the world will be mine! No one will be able to stop me! Hee hee hee hee!

Narrator: Yikes! This guy is as crazy as I thought. What on Earth is the new robot Wily is currently developing? What are its powers?

Duo ending:

Dr.Light: Thank you Duo. You've saved us!

Duo: I was once saved by you and MegaMan. I've always wanted to thank you for that. Now my debt to you is paid. Dr.Light, have you noticed that this energy is a lot like mine?

Dr.Light: You're right!

Duo: I've found an "Alien Energy" on Earth! This energy is too dangerous to remain on Earth. I'll bring it home.

Dr.Light: Thanks.

Duo: I must leave now.

Dr.Light: Oh.....so your going home? Duo, do you think we'll ever meet again?

Duo: Someday....

Dr.Light: Yes....promise me that we will meet again.

Duo: That's a promise. Good-bye!

Narrator: The mysterious new character "Duo". He does not seem to be an enemy, but who is he? What happened between him and MegaMan in the past? And what did Dr.Light mean by "Alien Energy"? Play MegaMan 8 to find out! (0_0 geez, Capcom....)

MegaMan/ProtoMan ending:

Wily: You always interfere with me.

MegaMan: I'll keep on fighting for Peace for both humans and robots!

Wily: Peace for humans and robots? Then why do you destroy my robots you metallic hypocrite? Do you destroy them to bring them peace? What's the difference between my actions and yours? We are so alike, you and I!

MegaMan: Nooo! Can I really be the same as Wily? Its true I destroy his robots with no hesitation! I could have negotiated with the robots instead of slaying them. Maybe I could have made peace...am I as violent and evil as the man I oppose? Am I spreading war instead of stopping it?

Roll: It's not true MegaMan! Don't listen to Wily, he's just playing mind games with you!

Auto: That's right. You're doing the right thing MegaMan!

Dr.Light: Sometime peace cannot be achieved unless those who spread war are destroyed.

Protoman: You have a good soul but sometimes your too naive. Believe in your self MegaMan! Your way is not wrong. It is the righteous path.

MegaMan: T....thank you everyone....Thank you everyone! I will not yield!

Wily: Ha! What a cheap show. Thanks for being an idiot. I think i'll leave now.

MegaMan: Hey! Wait, Wily!

MegaMan/Duo ending:

Dr.Light: Thank you Duo. You've saved us!

Duo: I was once saved by you and MegaMan. I've always wanted to thank you for that. Now my debt to you is paid. Dr.Light, have you noticed that this energy is a lot like mine?

Dr.Light: You're right!

Duo: I've found an "Alien Energy" on Earth! This energy is to dangerous to remain on Earth. I'll bring it home.

MegaMan: So, your going Duo?

Duo: Yes. The Earth will be safe as long as your here to protect it. I'm bringing home both your justice energy and the "Alien Energy".

MegaMan: We will meet again, right? Promise it to me Duo!

Narrator: The mysterious new character "Duo". He does not seem to be an enemy, but who is he? What happened between him and MegaMan in the past? And what did Dr.Light mean by "Alien Energy"? Play MegaMan 8 to find out!

Duo/ProtoMan ending:

Dr.Light: Thank you Duo. You've saved us!

Duo: I was once saved by you and MegaMan. I've always wanted to thank you for that. Now my debt to you is paid. Dr.Light, have you noticed that this energy is a lot like mine?

Dr.Light: You're right!

Duo: I've found an "Alien Energy" on Earth! This energy is to dangerous to remain on Earth. I'll bring it home.

Protoman: So, your leaving Duo?

Duo: Yes. My mission will not be complete until I bring this home. By the way Protoman, what is the relationship between you and MegaMan? I feel that there is a strong bond between you two....

Protoman: There's no relation. I like to be alone.

Duo: I think that you are wrong.

Protoman: Duo....

Duo: What?

Protoman: Come and visit Earth again.

Duo: I'll think about it. See you....

Narrator: The mysterious new character "Duo". He does not seem to be an enemy, but who is he? What happened between him and MegaMan in the past? And what did Dr.Light mean by "Alien Energy"? Play MegaMan 8 to find out!

Bass/MegaMan ending:

Bass: The time has finally come! Fight me MegaMan!

MegaMan: What are you talking about? Under these conditions Bass? We are both heavily damaged from the previous fights. We will both have serious problems if we fight right now!

Bass: Don't worry. I'll be ok. Only you will be destroyed!

MegaMan: You don't get it Bass! I don't want to fight you!

Bass: You don't have a choice. This is our fate! You can't escape! So come and get it!

MegaMan: If this is what you truly want I will....I will fight you!

Bass/Duo ending:

Dr.Light: Thank you Duo. You've saved us!

Duo: I was once saved by you and MegaMan. I've always wanted to thank you for that. Now my debt to you is paid. Dr.Light, have you noticed that this energy is a lot like mine?

Dr.Light: You're right!

Duo: I've found an "Alien Energy" on Earth! This energy is to dangerous to remain on Earth. I'll bring it home.

Duo: See you Bass.

Bass: Don't talk, just leave.

Duo: I can feel your justice energy Bass. Don't deny it.

Bass: I don't care about justice or peace! Who's the strongest? That's my only concern.

Duo: You're so strange Bass. But that's ok. I still like you.

Bass: Hey, I accept your challenge. When will you come back to Earth? You'd better train hard before you return.

Duo: I understand. See you Bass.

Narrator: The mysterious new character "Duo". He does not seem to be an enemy, but who is he? What happened between him and MegaMan in the past? And what did Dr.Light mean by "Alien Energy"? Play MegaMan 8 to find out!

ProtoMan/Bass ending:

Bass: Protoman! What do you want from life?!

Protoman:I live as I wish. That is all. My life is none of your business.

Bass: Your mysterious behavior annoys me! I'll deal with you after I defeat MegaMan.

Protoman: That's fine by me, but you can't defeat MegaMan.

Bass: What are you saying!

Protoman: You and MegaMan have completely different goals.

Bass: What!

Protoman: You only care about petty things like fighting to be the best. But MegaMan is different. He cares about the future.

Bass: Future?! I don't understand!

Protoman: Yes! He keeps fighting for the future of robots and humans. Think about is Bass. Think about who you really need to fight against.

Boss and final images: <http://www.vgmuseum.com/end/arcade/a/mm2tpb.htm>

-The above ending description, every damn one of them, was by jelly soup-

5.12. - Mega Man: The Wily Wars

Systems: Genesis - Mega Man: The Wily Wars

Endings: Genesis, Number of endings: Zero.

This was a collection game, much like Super Mario All-Stars. It contained graphically updated versions of MegaMan's 1 - 3.

-The above was by jelly soup-

5.13. - Mega Man Soccer

Systems: SNES - Mega Man Soccer

Endings: SNES, Number of endings: 1

How ending is obtained: Win all games.

Ending description: Mega Man kicks the soccer ball at Dr. Wily and hits him in the head. Roll kisses Mega Man on the cheek and Protoman makes fun of Mega Man for being kissed by his sister.

-The above ending description was by jelly soup-

5.14. - Mega Man Battle & Chase

Systems: PS One - Mega Man Battle & Chase

 Arcade - Mega Man Battle & Chase

Endings: PS One, Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

Endings: Arcade, Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find on, please e-mail

5.15. - Mega Man & Bass

Systems: SNES - Mega Man & Bass

GBA - Mega Man & Bass

Endings: GBA, Number of endings: 2

How endings are obtained: Beat Dr. Wily as MegaMan

Beat Dr. Wily as Bass

Ending description: Bass ending:

Bass: Why did you deceive me!?

Dr. Wily: Eeek! Forgive me! I just wanted to test your ability.

Bass: What!? What do you mean?

Dr. Wily: I've always believed that you are the strongest robot in the world. But you have not been able to defeat MegaMan...

So I began to lose my faith in you. Then I had the idea that I could create a mightier robot. So, I created King. But since you defeated King, I now know the truth...You are the mightiest robot in the world!

Bass: What a lame excuse...

Dr. Wily: Bass, let me show you something...This is the plan for King the second. Join with King the second and together, you two will be invincible!

Bass:

ProtoMan: You never learn, Wily!

Dr. Wily: This voice...ProtoMan!

ProtoMan: I won't let this happen!

Dr. Wily: Oh no...My beautiful plan...! Bass, destroy ProtoMan!

Bass:

Dr. Wily: What are you waiting for, Bass! I said, DESTROY PROTOMAN!

ProtoMan: Bass, you don't need to hesitate, do you? You are not a slave to Wily, are you? You are acting on your own, aren't you? Not with a partner, no under someone's order...

Bass: I...

ProtoMan: You are strong. That is true. But you can't defeat MegaMan. Do you know why? It is because you have nothing to fight for...What have you been fighting for, Bass? You don't have anything or anybody to fight for, do you? You have fought only for yourself, right?

Bass: Silence! Just get lost!

ProtoMan: Farewell.

Bass: What I've fought for? That is ridiculous. I don't need a reason to fight. I have and am going to fight only to destroy MegaMan!!

MegaMan ending:

Roll: MegaMan, welcome home!

Beat: Chirp! Chirp!

Rush: Wuff! Wuff!

Auto: You are so amazing, MegaMan!

Dr. Light: Good work, MegaMan. Huh? What's troubling you? You don't look happy.

MegaMan: I wish I was a little more efficient...Then I could have saved King...

Dr. Light: Don't let it get you down. Why don't you show him that,

Roll?

Roll: Here. It's a letter for you.

MegaMan: A letter? From who?

Roll: Isn't this seal familiar to you...?

The letter reads: Dear MegaMan, It took our battle for me to realize that I was wrong. From now on, I'd like to atone for my crimes against the people whom I caused such pain and suffering. I pledge my loyalty to world peace until the day that faith of the robots is restored. If we were to meet again, I hope it will be as friends and not of enemies. Your friend, King.

MegaMan: King is alive!?

Roll: I wish him the best of luck.

Boss and final images: <http://www.vgmuseum.com/end/gba/c/mmb.htm>

-The above ending description was by jelly soup-

5.16. - Mega Man Anniversary Collection

Systems: Gamecube - Mega Man Anniversary Collection

PS2 - Mega Man Anniversary Collection

GBA - Mega Man Anniversary Collection

Endings: Doesn't have one. This is a collection of the different MegaMan games that came out on the SNES, NES, PS One, Arcade and Gameboy.

Although each game within this game has an end, this game it self Doesn't.

5.17. - Mega Man Power Battle Fighters

System: PS2 - Mega Man Power Battle Fighters

This game has not be released yet.

5.18. - Best of MegaMan

System: Gamegear - Best of MegaMan

Endings: GameGear, Number of endings: 1

How ending is obtained: Beat Wily.

Ending description: Wily's base blows up, and the words "Mission Perfect!" appear on screen. The credits roll and we then see MegaMan watching Wily throw a tantrum with the words "Thank you for playing!!" above.

Boss and final images: <http://www.vgmuseum.com/end/gamegear/a/megagg.htm>

-The above ending description was by jelly soup-

Additional information:

It seems that there is two names for this game, Mega Man and Best of MegaMan. I'm not sure if there really is two names or if the whole thing is just a

misunderstanding.

5.19. - Mega Man

Systems: Gameboy - Mega Man

Endings: Gameboy, Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

5.20. - Mega Man II

Systems: Gameboy - Mega Man II

GBA - Mega Man II (Mega Man Anniversary Collection)

Endings: Gameboy, Number of endings: 1

How ending is obtained: Beat Dr. Wily.

Ending description: Wily hops a space ship and makes a run for it. MegaMan, in a Rush-space ship, fires a missile, which knocks Wily out of the sky. Wily's ship crash lands on Earth. We then see MegaMan standing, watching the stars, as pics of each of the robot masters scroll by.

Boss and final images:

<http://www.vgmuseum.com/end/gb/a/mm2.htm>

-The above ending description was by jelly soup-

5.21. - Mega Man III

System: Gameboy - MegaMan III

GBA - MegaMan III (Mega Man Anniversary Collection)

Endings: Gameboy, Number of endings: 1

How ending is obtained: Beat Wily.

Ending description: Wily falls to the ground. A bubble surrounds him and he escapes. MegaMan warps outside, to a cliff, and watches Wily's base blowup, then Wily's escape bubble fall down to the ocean and blowup. We then see MegaMan walking home as pics of the robot masters scroll by. Eventually, MegaMan gets to a cliff overlooking the city and smiles. The words "Thank you for playing" appear on screen.

Boss and final images: <http://www.vgmuseum.com/end/gb/a/mm3.htm>

-The above ending description was by jelly soup-

5.22. - Mega Man IV

System: Gameboy - Mega Man IV

GBA - Mega Man IV (Mega Man Anniversary Collection)

Endings: Gameboy, Number of endings: 1

How ending is obtained: Beat Wily.

Ending description: Wily falls to the ground, landing on his bum. A

mechanical arm shoots out of his backpack and pulls him to safety. The ship has started to blow up! MegaMan runs to the far side of the ship to find that the exit is sealed. He tries to blow it open, but it doesn't work. Then, Ballade, badly damaged, warps in front of the door.

MegaMan: Ballade!! Why are you here?

Ballade falls against the door.

MegaMan: Stop Ballade!! You're badly injured!

Ballade: I know MegaMan. After our battle, I realized that I was wrong. This is all I can do for you now. Good Bye...

MegaMan: Ballade!!!!

Ballade blows up and the door collapses, throwing MegaMan out into space, where Rush is waiting for him. MegaMan, in a Rush-space ship, watches as Wily's ship blows up. We then see pics of MegaMan fighting the different robot masters from the game, followed by a pic of MegaMan watching a sunset and the words "Thank you for playing" above.

Boss and final images: <http://www.vgmuseum.com/end/gb/a/mm4.htm>

-The above ending description was by jelly soup-

5.23. - Mega Man V

System: Gameboy - Mega Man V

GBA - Mega Man V (Mega Man Anniversary Collection)

Endings: Gameboy, Number of endings: 1

How ending is obtained: Beat Both Wily and Sunstar.

Ending description:

Sunstar falls against the wall in defeat.

MegaMan: Are you ok? Here, grab my shoulder. I'm sure you can be fixed at Dr. Light's lab.

Sunstar: MegaMan...why? Why are you helping me?

MegaMan: Because we are both robots.

Sunstar: Yes. And we were both created to fight!

MegaMan: No, you're wrong! I only fight when I am forced to protect the world from those who would pit machines against man. I believe humans and robots can live in peace!

Sunstar: Maybe...but I will never know. My fusion reactor is going critical and when it does, it will destroy this entire fortress.

MegaMan: Sunstar...

Sunstar: Leave now!

MegaMan runs out, jumps on the Rush Jet and flies away from the space fortress just in time to see it explode. MegaMan heads back to earth and sets down under the evening sky. As he watches the sky, pics of the Robot Masters from the game scroll by. Eventually, a laser beam comes at MegaMan. He jumps and avoids it.

MegaMan: Wily! You survived?!

Wily: Curse you, MegaMan! This war ends now!

Wily's space ship blows up and he falls to the ground. He stands up

and runs away.

Boss and Final images: <http://www.vgmuseum.com/end/gb/a/mm5.htm>

-The above ending description was by Jelly Soup-

5.24. - Rockman Battle & Fighters

System: NGPC - Rockman Battle & Fighters (Japan only)

Endings: NGPC, Number of endings: ?

How ending is obtained: ?

Ending description: If you have one, know where I can find one, please
e-mail me (you will be credited).

-Thanks to popoi@inbox.lv for informing me that is this game is different
than Mega Man Battle & Chase-

6. - Mega Man X, the endings

6.1. - Mega Man X

Systems: PC - Mega Man x

SNES - Mega Man x

Endings: SNES, Number of endings: 1

How ending is obtained: Beat Sigma.

Ending description: Sigma: No!!! It's not possible! I'm a Reploide! I can't be
destroyed by you! Why, X?! Why have you done this to us?!
Without the humans, my Reploide brothers could have
ushered in a new age.....

X teleports outside and watches Sigma's base blowup.

Narrator: The war has ended for now and peace has been
restored. But those who sacrificed them self's for the
victory will never return. Exhausted, X gazes at the
destruction he helped cause and wonders he he chose to
fight. Was there another way? Standing on the cliff,
the answers seem to escape him. He only knows that he will
fight the Mavericks again before he finds his answer.
How long will he keep on fighting? How long will his pain
last? Maybe only the X-Buster on his hand knows for
sure.....

We then find X running back home as pic of the Mavericks
from the game are shown above him. Then, a pic of Sigma
shows up.

Sigma: You have won a temporary victory, X! What you
destroyed was only a temporary body -- my spirit remains
intact. In time I will find other bodies strong enough
to do my bidding and I will return. I shall see you
soon, X. Very soon.....

Boss and final images: <http://www.vgmuseum.com/end/snes/a/mmx.htm>

-The above ending description was by jelly soup-

6.2. - Mega Man X2

Systems: SNES - MegaMan X2

Endings: SNES, Number of endings: 1

How ending is obtained: Beat Sigma.

Ending description: Sigma: Mega Man X, I have lost to you again...Each defeat only makes me stronger and serves to bring you closer to your ultimate doom! But, something is not right, I... don't quite understand... Why did Zero... He is ... last... of the doctor's creations... Arrrrrrggggghhhh....
X runs as Sigma's base blows up and teleports outside, where Zero is waiting for him.
Narrator: Joined by his friend Zero, Mega Man X gazes out over the sea. Sigma has once again been destroyed, but X wonders if the fighting will truly end. Was Dr.Light's dream of a world in which Reploids and humans lived together in peace merely a dream? The price of peace is often high, X thinks to himself. Who or what must be sacrificed for it to become reality? And when the time comes, will he be able to do it? The future holds the answers or...

Boss and final images: <http://www.vgmuseum.com/end/snes/a/mmx2.htm>

-The above ending description was by jelly soup-

6.3. - Mega Man X3

Systems: PC - Mega Man X3

PS One - Mega Man X3

Saturn - Mega Man X3

SNES - Mega Man X3

Endings: SNES, Number of endings: 2

How endings are obtained: Beat Sigma with Zero dead, beat Sigma with Zero alive

Ending description: Zero dead: Sigma: N...No it can't be! I can't even defeat you with this magnificent body..?! There seems to be only one choice now... I'll possess you!
X Runs away.
X: Damn! It's a dead end...
Sigma: Ha ha ha. Give up X. I'll possess your body and rule the whole world!!
Doppler runs in and hits Sigma with a vaccine.
Sigma: Aaarrrgggg... You're Doppler...
How did you obtain this...
Doppler: How do you feel now, Sigma? Did you like my special vaccine for the Sigma virus? X, i'm sorry to have given you so much trouble. I know I can never really atone for what i've done... But I will try to set things right by taking Sigma with me!!
Sigma: My program... is... fading...
Doppler: X... its... time to say... goodbye...
Sigma blows up and X teleports outside just in time to watch the base blow up.
Narrator: X has crushed Sigma's plan once again. But many questions still occupy his mind..... 'Why must humans and Reploids fight...?' 'And, why must Reploids fight

against each other...? As X stares at the burning remnants of Doppler's lab, his body trembles from an unknown sorrow. "What does fate have in store for me?" he wonders. He can only hope that someday Dr.Light's plan for him will finally be revealed. Unknown to X, his destiny has already been decided. To save mankind, he must destroy Zero. But only time will tell when and why... Credits roll, pics of Mavericks roll by, the end.

Zero Alive: Sigma: N...No it can't be! I can't even defeat you with this magnificent body..?! There seems to be only one choice now... I'll possess you!
X Runs away.
X: Damn! It's a dead end...
Sigma: Ha ha ha. Give up X. I'll possess your body and rule the whole world!!
Zero runs in and slashes Sigma with his beam saber.
Sigma: Garrrrr! You're... Zero... It's you... again...
Zero: How do you like that, Sigma? I picked up a Anti-Sigma Virus program from Doppler and used it on my Beam Saber! Sorry about the delay X. I thought the program might be the only thing that would work against Sigma.
Sigma: My program... is... disappearing... But... someday... I... will...
Sigma blows up and X and Zero teleport outside just in time to see the base blow up.
Narrator: X has crushed Sigma's plan once again. But many questions still occupy his mind.....
'Why must humans and Reploids fight...?' 'And, why must Reploids fight against each other...?'
As X stares at the burning remnants of Doppler's lab, his body trembles from an unknown sorrow. "What does fate have in store for me?" he wonders. He can only hope that someday Dr.Light's plan for him will finally be revealed. Unknown to X, his destiny has already been decided. To save mankind, he must destroy Zero. But only time will tell when and why... Credits roll, pics of Mavericks roll by, the end.

Boss and final images: <http://www.vgmuseum.com/end/snes/a/mmx3.htm>

-The above ending description was by jelly soup-

Additional information:

Strangely enough, both endings have X teleport outside where Zero is waiting for him on a cliff over looking Doppler's lab. Even the ending that Zero is dead in...

6.4. - Mega Man X4

STORY: [DIRECTIVE: MAVERICK HUNTER

|CAIN LABS|

From: Dr. Cain To: All Science Personnel

DIRECTIVE: REPLIFORCE document secured 2 programs:

MH-v3 (MAVERICK HUNTER v3)

RF-v3 (REPLIFORCE v3)

Established: Mavericks, virus contained

New: Program to match MH-v3 success

REPLIFORCE v3 program initiated January 1.

REPLIFORCE v3 Evaluation: June 1

- Compensate for Sigma and Doppler program failures

- Uphold Reploid Sciences: Research & Development

- Maximize Reploid efficiency

- Increase troop response time for MH-v3

- Prevent further Maverick action

DIRECTIVE: MH-v4 (MAVERICK HUNTER v4)

- Devise alternative to REPLIFORCE program

- Establish MAVERICK HUNTER v4 with combo v3 units #0 and #17

- Respond to Maverick riot without delay

#117 UNIT LEADER: MEGA MAN X #0 UNIT LEADER: ZERO

END DIRECTIVE

]

Systems: PC - Mega man X4

PS One - Mega Man X4

Saturn - Mega Man X4

Ending: PS One, Number of endings: 2

How endings are obtained: Beat Sigma with X/Beat Sigma with Zero

Ending description: Zero ending:

Sigma: ...hee hee hee.

Zero: Whats so funny?

Sigma: This weapon is aimed at Earth... No one can stop it...

Zero: No!

Sigma: Ha ha ha ha ha!! Good bye, Zero!

Zero: General!

General: ...Zero...I was... wrong. Sigma...he blinded me to the truth...

Zero: It's ok... rest.

General: ...With my body I can stop the weapon.

Zero: But then you'll...

General: It's over for this soldier. Farewell!

Zero: General!!!

Zero escapes to his ship just in time. Sigmas base blows up. As he heads back to earth, Zero remembers his dream and Dr. Wily.

Sigma: Ahhhhhhhhh!

Zero: So.....this is what happened to me.....This is my fate. I couldn't save anyone after all.....arghhhhh!!!

Zero remembers when he first meet General and Iris. And then when Iris died in his arms. After a moment, his ship speeds of to earth and the credits roll.

Narrator: ...The battle has ended. But for some reason, Zero's memories of the past continue to haunt his mind. ...As a hunter, it is his duty to go after those Mavericks...and at the same time, he knows that it is his

destiny to defeat his friend one day. Two different people. Two different fates. In the future...Zero's decision will lead to great hunters to tragedy. The future is coming...

X ending:

Sigma: ...hee hee hee.

X: What's so funny?

Sigma: The weapon is aimed at Earth already...No one can stop it now!

X: Damn! (O_o Way to be animated, X....)

Sigma: Ha ha ha ha ha! Good bye, X!

X: General!

General: ...The weapon can be stopped with my body.

X: But then you'll...

General: ...Many of my men have died. As their leader, I must leave with them. X, please forgive out foolishness...

X: General!

X escapes to his ship just in time. Sigma's base blows up. As he heads back to earth, X remembers when he first faced Colonel in battle, when Double turned out to be an enemy and when he first saw Sigma's new body. Its at this moment, that a transmission comes in.

X: Huh?

Zero: This is Maverick Hunter Headquarters.

X: Zero!

Zero: Its good to see you are safe X, I was really worried about you.

X: Sorry about that.....

Zero: Don't worry, it's all over...go home and rest...you've earned it!

X:But Zero...what...what if I become one of the Mavericks?

Zero: Don't ask such silly question, i'm breaking contact now!

X: Wait, Zero! I'm..i'm serious! Zero...if...if I become a Maverick you have to take care of me....

Zero: (a bit stunned at first) Don't be ridiculous, now hurry on back.....
(he breaks contact).

X: Promise me.....Zero....

X's ship them speeds of to earth.

Narrator: ...The battle has ended. Yet somehow, X doesn't feel quite right...
"...What caused all those robots to turn into Mavericks? Will
It happen to me someday?" Has X just realized his tragic destiny?
It appears that X will have to solve this mystery one day...Soon...

Boss and final images: http://www.vgmuseum.com/end/psx/a/mmx4_al.htm

-The above ending description was by jelly soup-

6.5. - Mega Man X5

Systems: PS One - Mega man X6

Endings: PS One, Number of endings: 3

How ending is obtained: As X, beat Sigma when Zero went Maverick/beat Sigma
when Zero didn't go Maverick.
As Zero, beat Sigma.

Ending description: X, Zero went Maverick:

Sigma: Gwoooooooo! Darn...But i'll never...die alone! I'll take...Zero...
down with me!

Zero: No! Stop using Zero as a shield!

Sigma: Gha ha ha ha ha...! Isn't it painful to have to watch while others suffer? You can put up with your own pain.....but can't stand to see others, especially Zero, harmed, can you? I'm taking Zero, the one most important to you...to the underworld! Goodbye, X... Gha ha ha ha ha!

We switch to a scene outside, where a spirit is hovering over X's body.

X:

?:Not yet...Actually, I want you to rest and relax for now... Hold on, X.....just for a few more moments....Forget all the painful memories...

1 week from then...

Hunter A: ...Captain X.....Don't you remember anything about what happened?

X: ...Your still on about that? The answer is no. I don't remember anything...

Hunter B: ...You see? Captain Zero and Captain X are both special A level Hunters for all to see. You worked together and solved a lot of problems.

X: I remember Sigma. His name doesn't leave me... But I don't have any memory of Zero. Maybe whoever repaired me deleted the data by mistake.

Hunter B: Did...did he really delete your memory?

Hunter A: Hey, stop it now...We'd better think it's a miracle that Captain X came back safely...

Signas: It truly is a miracle...Not only did he come back...but without so much as even a scratch!

Douglas: It's hard to repair the bodies of X and Zero because they're still a mystery...

Alia: It's not a miracle I bet...

Signas: You never believe it's a "miracle"...

Alia: I'm not interested in miracles...I don't think Reploids dream of miracles, either...

Douglas: But...why was only Zero's memory data deleted from X?

Signas: I have no idea...maybe its disappeared by itself? Otherwise it was deleted on purpose...

Alia: Besides, there's a protection, now. He won't even accept data related Zero...I couldn't program such a protection..We've got another mystery about X...

Hunter A: Captain X. Although it will take time, I think this battle will lead to peace.

X: It will. We need to work harder for that...For peace...

Hunter B: What is your private dream?

X: Huh?...I've never thought about it...Well...I've got it! I want to create "Elysium."

Hunter A & B: Elysium...?

X: Yes! It's a paradise where the human race coexists with Reploids peacefully...Yes...that is my dream...I'd like to create "Elysium"...Someday in the near future...

Hunter B: I wish Captain Zero were here...

X: Huh? You're talking about Zero again?

Hunter B: No, nothing...

X: "Elysium"...Oh, yes...I'll do it someday...

X, Zero didn't go maverick:

Sigma: Gwaaaaaaaa! Darn...But i'll never...die alone! I'll take...Zero

...down with me!

X: No! Stop using Zero as a shield!

Sigma: Gha ha ha ha ha...! Isn't it painful to have to watch while others suffer? You can put up with your own pain.....but can't bear to see others, especially Zero, harmed, can you? I'm taking Zero, the one most important to you to the underworld! Goodbye, X... Gha ha ha ha ha!

X:Zero? Zerooo! Zerooo! Zero! Zero! NO! Don't die!
Do you hear me? Zeroo! Zeroo!

?: Dro...Drop dead...!

X:Uh? O, oh, NO... (a beam rips through X's and Zero's chest)

Zero: ...How persistent.....you are.....Die.....Sigma... (kills Sigma)
...X, X.....Do...you...hear...me? Darn...Your...optimism led...
...to your own.....demise.....you...should...li...li...live.

We switch to an outside scene, where a spirit is hovering over X's mangled body.

X:

?:Not yet...Actually, I want you to rest and relax for now...Hold on, X.....Just for a few more moments.

3 years from then...

Alia: A large Maverick has broken in HORIE 2146 black! Go into action immediately!

X: Let's go! Now! Get a move on...We've been used to living in peace...

Hunter A: Since that time, Captain X's eyes have changed..... and sharpened...

X: I can face any enemy now...I will feel this way...as long as I have this Saber...I'll do it today, Zero...with you...! Forever...We'll be together...Zero...

Beat Sigma with Zero:

Sigma: Gwaaaaaaaa! Darn...But i'll never...die alone! I'll take you down with me!

Zero: You've lost. What can you do now?

Sigma: Gha ha ha ha ha! X seems to be somewhere close...The three of us can die together...You won't feel lonely if X is with you...

Zero: No. Leave X out of this!

Sigma: Time to go! Say goodbye, Zero! Ghaaaa ha ha ha ha ha!

X:Zero? Zerooo! Zerooo! Zero! Zero! NO! Don't die!
Do you hear me? Zeroo! Zeroo!

?: Dro...Drop dead...!

X:Uh? O, oh, NO... (a beam rips through X's and Zero's chest)

Zero: ...How persistent.....you are.....Die.....Sigma... (kills Sigma)
...X, X.....Do...you...hear...me? Darn...Your...optimism led...
...to your own.....demise.....you...should...li...li...live.

(Zero grabs Sigma)

Zero:Hah! Die, Sigma!.....Hmm? It's strange...i've defeated the Sigma Virus. Why did I fight against Sigma again? I...I feel...pain...Oh, I see...The energy is running out...and the memory device is malfunctioning...Finally I...I'm going to die...(a shadowed picture of Dr. Wily appears in Zeros mind)
...Who is this? Even now, I have no idea...I've has a recurring nightmare.....This time...It's my figure that appears... I see... I finally got the meaning of the dream...

...What? What are you making? It's...the one that destroys
Reploids.....I...understand.....everything now...
(an aged picture of Iris appears in Zero's mind)
...I...Iris.....I'm sorry.....I'm sorry, X...But...I
think.....I have to die to restore the peace...But now...
Everything will come to an end.....Good bye...X...

Boss and final images: <http://www.vgmuseum.com/end/psx/c/mmx5.htm>

-The above ending descriptions are by jelly soup-

6.6. - Mega Man X6

Systems: PC - Mega Man X5

PS One - Mega Man X5

Endings: PS One, Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail
me (you will be credited).

6.7. - Mega Man X7

Systems: PS2 - Mega Man X7

Endings: PS2, Number of endings: 3

How ending is obtained: Score the final hit on Sigma with X
Score the final hit on Sigma with Zero
Score the final hit on Sigma with Axl

Ending description:

X ending:

Axl: Come on this is the exit. (walks to a doorway, Sigma walks in.)

Axl shoots Sigma but does nothing. Sigma knocks Axl through a wall.)

Sigma: I will return ,in a new form. I promise you.

Red: At last iv'e found you, X and Zero. (X and Zero prepare to
fight but Red knocks them down. He stands in front of Sigma.)

Sigma: Good job. I knew I could count on you. Now give me your
power. (Starts to absorb Red's power)

Sigma and Axl: With this power, i'll never lose. (Red turns out to be
Axl in disguise. Axl shoots Sigma point blank in the head.
Sigma falls back and out the top window of a tower.)

Sigma: Aaaaaahhhhhhhh!!!

X: You ok? (Axl gets up)

Axl: Hey, that was pretty good huh?

X: Let's get out of here. (They walk out.)

Axl: Come on, you could at least give me some credit. (scene ends)

Axl is trying hard to become a hunter. But X won't allow it.

Signas: Now that you're leaving we need a replacement.

X: It takes a lot more than that to become a hunter like me.

Zero ending:

Axl: Come on this is the exit. (walks to a doorway, Sigma walks in.)

Axl shoots Sigma but does nothing. Sigma knocks Axl through a wall.)

Sigma: I will return ,in a new form. I promise you.

Red: At last iv'e found you, X and Zero. (X and Zero prepare to
fight but Red knocks them down. He stands in front of Sigma.)

Sigma: Good job. I knew I could count on you. Now give me your power. (Starts to absorb Red's power)

Sigma and Axl: With this power, i'll never lose. (Red turns out to be Axl in disguise. Axl shoots Sigma point blank in the head. Sigma falls back and out the top window of a tower.)

Sigma: Aaaaaahhhhhhhh!!!

X: You ok? (Axl gets up)

Axl: Hey, that was pretty good huh?

X: Let's get out of here. (They walk out.)

Axl: Come on, you could at least give me some credit. (scene ends)

Zero is dreaming.

X: Destroy all mavericks. (Points buster at Zero)

Zero: X what are you doing.

X: Destroy all mavericks.

X shoots Zero. Zero wakes up.

Axl ending:

Axl: Come on this is the exit. (walks to a doorway, Sigma walks in.

Axl shoots Sigma but does nothing. Sigma knocks Axl through a wall.)

Sigma: I will return ,in a new form. I promise you.

Red: At last iv'e found you, X and Zero. (X and Zero prepare to fight but Red knocks them down. He stands in front of Sigma.)

Sigma: Good job. I knew I could count on you. Now give me your power. (Starts to absorb Red's power)

Sigma and Axl: With this power, i'll never lose. (Red turns out to be Axl in disguise. Axl shoots Sigma point blank in the head. Sigma falls back and out the top window of a tower.)

Sigma: Aaaaaahhhhhhhh!!!

X: You ok? (Axl gets up)

Axl: Hey, that was pretty good huh?

X: Let's get out of here. (They walk out.)

Axl: Come on, you could at least give me some credit. (scene ends)

(Axl confronts X back at the Hunter Base.)

Axl: But why?! I tried so hard!

X: Man, now you listen well. Being a hunter is not all about defeating the obvious enemies. If you don't understand this, I can't allow you to be a hunter.

Axl: I don't understand! I just did what I thought was right, and fought those who did wrong.

X: That won't bring true peace! It will only create new resentments.

Axl: But I only followed your lead! I did what you did!

X: But what I did was wrong. I just took far too long to realize that. (An alarm klaxon blares.)

Alia: Outbreak in the West Sector.

Axl: I'll take care of it! I can handle this, X! I'll get you to make me a hunter yet!

X: Wait, Axl!

(Axl hurriedly runs off.)

Alia: Why don't you let him do what he wants this time?

X: No. If I don't stop him now, he'll make the same mistakes we did...

Alia: X...

-The X and Zero ending descriptions are by masterfox16@hotmail.com-

-The Axl ending description are by Tim, Site Admin of the.mega.man.network-

Systems: GBC - Mega Man Xtreme

Endings: GBC, Number of endings: 3

How ending is obtained: Beat Sigma in Standard mode

Beat Sigma in Hard mode

Beat Sigma in Extreme mode

Ending description: Standard mode:

Sigma: Hee hee hee. I guess i'll retreat for now...However...X...Don't think that this is the end! Ha ha ha...!

X: Middy, hold on! We have to evacuate now!

Middy: Uh...X...It...seems i'm done for...Thanks to you, Techno recovered his senses...Thank you, X... (he dies)

X: Middy!! (teleports out and back to the Hunter Base)

Zero: X, our mission here is complete. ...What's up, X? Where is Middy?

X: Zero...I'm sorry...I couldn't save Middy's life.

Zero: ...X. It's not your fault. Middy Sacrificed himself to help all of us. He helped us to defeat Sigma...Don't waste his sacrifices!

X:It's not true peace when the strong rule the world...and the weak is sacrificed...It very wrong, for sure! I will fight to prevent that!

Narrator: Thanks to X and Zero's work, Sigma's ambition to take over the computer world was stopped. But the last words of Sigma make X feel unrest..."But, I won't let evil win. No matter how strong or how many enemies I must defeat, I will always fight to protect the peace." X makes this promise in his mind.

(Credits roll)

Middy: Congratulations! You have cleared this game. Let me give you a tip as a reward for your efforts. "Hard Mode" is not available! New stages and bosses are waiting for you to challenge! You can start a game with the same equipment when you've cleared the game. So you'll be prepared even when strong enemies attack you! Make sure you remember to save your data now!! Good luck!

Hard mode:

Sigma: Why...Why do you win all the time...Where does your power come from? GuaaaaAAA!

Zero: We cleaned out the enemies. We can escape from here!

X: All right! Let's go!

Narrator: Thanks to X and Zero's work, Sigma's ambition to take over the computer world was stopped. But evil is very tough to completely stop. When evil emerges again...they'll be there to fight...For now, we can only hope that the world will give X and Zero some peace...

(Credits roll)

Techno: Humph. You have done very well...I didn't expect that you would defeat the Hard Mode...But do you have what it takes to complete the "Extreme Mode" which I programmed for you! This is an awesome mode containing 8 stages to clear. Keep in mind that you can't use the save data that you've cleared. There are no story sequences, as it is specialized just for battle! So, why don't you save your data here and go for it? If you have the guts...Hope to see you again...Heh heh heh...

Extreme Mode:

(Credits roll)

Sigma: Bwah ha ha ha. Your efforts are futile...I will never be defeated!! As long as Mavericks exist...As long as evil

exists in the minds of humans...I'll come back again and again! X, Zero...I'll pursue you to the end of the world!
Bwah ha ha ha! Farewell! FOR NOW!! Bwah ha ha!

Boss and final images: http://www.vgmuseum.com/end/gbc/a/mmx_1.htm

-The above ending description was by jelly soup-

Additional information:

Anyone else find it strange how Middy is dead, yet he gives you tips after the fact?

6.9. - Mega Man Xtreme 2

Systems: GBC - Mega Man Xtreme 2

(also called Mega Man X2: Soul Eraser in Japan)

Endings: GBC, Number of endings: 3

How ending is obtained: Beat Sigma with X

Beat Sigma with Zero

Beat Extreme Mode

Ending description: X ending:

Narrator: After the battle, X felt the DNA Soul being released. Now the Reploids would return to normal. On his way, various memories flash through X's mind. The most dominant ones are the memories of Zero. Zero should have finished his mission by now. X thinks that he can stand up to any difficulties with his partner and friend Zero. While he thinks like that, he can't help but think of new challenges to face with his friend.

(Credits roll)

Iris: Good job! You've cleared the game! If you save the data here, you can utilize the saved data for another mission. Please be sure to save and then try a new mission!

Zero ending:

Narrator: After the battle, Zero assisted in releasing the DNA Souls. Now the Reploids would return to normal. He has no doubt that X has finished his mission now. Zero and X have faced and fought through many difficulties together. As long as X is with him, Zero can do anything. Though he doesn't express it, Zero believes this with all his heart. This is something that will never change.

(Credits roll)

Iris: GREAT JOB! You have cleared two missions. you deserve a Special A level Hunter! But still I feel uneasy...I wonder if we really did restore peace.

Extreme Mode:

X: Are you all right? Zero?

Zero: Yeah, I am. Hey, look at that!

X: The DNA Soul are returning! The hollow Reploids will come to life!

Zero: Probably...Everything is over, now.

Iris: X! Zero! The hollow Reploids are coming to life one by one!

Zero: Iris, rescue the Reploids in cooperation.

X: Let's go Zero! We have to express out thanks to Iris.

Zero: Right. She was very helpful. I feel sorry that her first

job as a Maverick Hunter was like this. The Colonel will blame me.

X: The colonel? But I believe the experience will be helpful when she returns back to the Reploid Force. Anyway, let's go back. We're done here.

(Credits roll)

Iris: SUPREME JOB! Now that Sigma has been defeated, true peace has been restored. So now I have a present for you! This is an awesome mode where you fight against 8 bosses. How fast can you beat them? Good luck!

Boss and final images: <http://www.vgmuseum.com/end/gbc/b/mmx2.htm>

-The above ending description was by jelly soup-

-Thanks to ReyVGM (gamefaqs) for informing me that Soul Eraser was the Japanese version name-

6.10. - Mega Man X: Command Mission

Systems: Gamecube - Mega Man X: Command Mission

PS2 - Mega Man x: Command Mission

Endings: Gamecube, Number of endings: 1

How ending is obtained: Beat Redips.

Ending description:

Ultimate Redips: My...infidite power...this can't be....how could I lose?

Redips: Are you happy now, X?

X: Redips...what made you Maverick?

Redips: Maverick? You seem more Maverick to me. With all your stubborn nonsense about friendship and your unwillingness to evolve.

Zero: You don't know a thing about friendship Maverick scum.

Redips: Stay in our place, be friendly to all. Decade after decade, indefinitely. Is this all reploids will ever be? One day you'll see...we'll...change the world...

(Ending is the same for both versions)

-The above ending description was by trentonx2002@yahoo.com-

6.11. - Mega Man X8

Systems: PS2 - Mega Man X8

Endings: PS2, Number of endings: 2

How ending is obtained: Defeat Lumine in Angel Form.

Have Axl part of a Double Attack to finish Lumine.

Ending description:

Ending: Axl, X, and Zero stand in front of Lumine, who is on his knees and head tilted backward.

Lumine: Just because you defeated me, you think it's over? It's too late, now.

Axl: I'll destroy hundreds of you if that's what it takes!

Lumine: You don't understand. Oh well, I guess you'll find out soon enough.
(cutscene)

Lumine's body begins to crack open. Axl walks toward it to see if Lumine's still functioning. A tentacle appears from an opening in Lumine's cracking

body and hits Axl in the forehead. Zero quickly dashes toward the tentacle and slashes it with his saber, destroying it. X catches Axl in one arm and dashes alongside Zero. He charges his Buster and shoots it at Lumine, causing it to explode. Alia calls X.

Alia: X! Is everything alright?

X: Axl, he... he took serious damage, but he seems okay.

Zero, X, and Axl (still passed out) take the Jakob Elevator back down to Earth.

Zero: Don't let what Lumine said about us get to you. If it is true that we are to be destroyed, we just have to keep fighting. Not just against Mavericks, but our own destiny as well.

(credits roll)

(text only)

After X and Zero explained what caused the new generations Replods to become Maverick, production of the Copy Chip stopped immediately, though demand for the new generation Replods had not diminished. Years later, production started again, against the wishes of scientists who had deeply studied these chips.

(in cursive)

A time when man and machine could live together in peace. That was my ultimate wish.

- Dr. Thomas Light

(additional ending if Axl was involved in a Double Attack as the finishing blow)

Axl head gem (the one that was broken earlier) contains a small, glowing substance)

-The above ending description was by timirowski@cox.net-

=====
7. - Zero, the endings
=====

7.1. - Mega Man Zero

Systems: GBA - Mega Man Zero

Endings: GBA, Number of endings: 1

How ending is obtained: Beat Mega Man X

Ending description:

X: Why...Why...I was...supposed to be...the perfect copy...How can this be...possible...I was supposed to be...a hero...

Zero: I've just remembered something...He was not as naive as you are. That's what made him a hero.

X: I won't forgive you. I'll take you with me.....

Computer: THE FINAL DEFENSE LINE HAS BEEN DESTROYED SELF-DESTRUCTION
MODE ACTIVATED IN AREA X ALL DANGEROUS ELEMENTS ARE TO BE
ELIMINATED

Zero: It's time to go...

cyber elf: Since you disappeared I've been fighting this was alone against an uncountable number of Mavericks for nearly a hundred years...Battle after battle...So painful and so sad...But the hardest part was when I discovered that I no longer cared about fighting enemies...I'll leave this world to you...Please allow me...to rest in peace...for a while.....I'm sorry, Zero...

Zero:So be it...But that's why we are the best partners... (sees something and stands up. There are thousands of enemy advancing on him) I'll do what you want...Rest for a while. I will handle it, you can count on me. I won't stop! When an enemy appears...I'll terminate it...(dashes off).

Boss and final images: <http://www.vgmuseum.com/end/gba/a/mmz.htm>

-The above ending description was by jelly soup-

7.2. - Mega Man Zero 2

Systems: GBA - Mega Man Zero 2

Endings: GBA, Number of endings: 1

How ending is obtained: Beat Elpizo.

Ending description:

Elpizo: Thank you...Zero...Thank you for stopping....you saved me. I almost did something...That can't be forgiven...Thank you so much...I was so weak-minded...I was so pathetic...Accepting your failures in life is a very difficult thing...I think that I've become a little stronger from this lesson...Time to say goodbye, Zero. Tell Ciel, i'm sorry...

Ciel: Me...? Meeeee!

Elpizo: I feel warm...Ahhh...It appears that she...Saved me. She is not evil...Thank you. Zero. And Good bye...

?: Zer...Z...Zero.....

Zero: !?

X: She wasn't always called the "Dark Elf"...When she was born, she had a mission to save the world, and had another name. However, when her ability became a threat of world destruction, they began to call her the "Dark Elf"...Since someone called Dr. Weil placed a curse on her...

Zero: I...I feel that I know her...Dark...Elf.....

(Credits roll)

Weil: It seems the Dark Elf has been awakened. Hee hee hee hee.

The time has come for you to take action, Omega...Hee Hee

Hee Hee Hee hee hee.

Boss and final images: <http://www.vgmuseum.com/end/gba/d/mmz2.htm>

-The above ending description was by jelly soup-

-Thanks to squishie@shaw.ca for informing me that the 'Narrator' is Weil-

Additional information:

If anyone can fill in the names with the ? in them, please e-mail me (you will be credited).

7.3 - Mega Man Zero 3

Systems: GBA - Mega Man Zero 3

Endings: GBA, Number of endings: 1

How ending is obtained: Kill both Omega and Zero.

Ending description:

Mother Elf: Ze...ro... Zero... Wake up... Zero...

(Zero appears, unconscious, and X appears in front of him.)

X: Can you hear me, Zero? My energy is almost all spent. I can't... stay in this world... much longer. Zero... I want to leave this world in your care. The threat Weil represents has not left this world. I want you... to protect humans and Reploids. Ze...ro... You can do it... You... can...

(X vanishes, and the scene expands to the roof of the Resistance Base, where Ciel, Cerveau, and two Resistance soldiers crowd near Zero.)

Ciel: Zero, wake up!

(Zero shakes his head and crawls to his feet.)

Ciel: Zero! Ah, what a relief! I was so worried about you...

Soldier 1: Mr. Zero! You've regained consciousness! What a relief...

Hey! Everyone! Mr. Zero is awake! He's all right! Yahooo!!!

Zero: Where is this... the Resistance Base? Who could have...?

Mother Elf: Zerrroooo...

Zero: Dark Elf? Wait, no. You are...

Cerveau: She brought you back here.

Mother Elf: Ze...ro...

Ciel: What a warm, gentle light...

Zero: Mother Elf... Has Weil's curse been broken?

(The Mother Elf flies off.)

Zero: Shouldn't we follow her?

Ciel: She's finally free. There's still Weil, but let's let her go in peace for now. X told me about you, Zero.

Zero: Really...

Ciel: I know you're not worried about a thing, but...

Zero: ?

Ciel: Even if your body is a copy... As long as your heart is your own, you are Zero. The one and only, Zero...

(Zero walks past Ciel to gaze at the sun.)

Zero: Ciel... Thank you.

Ciel: Ze-Zero!

zero: It's just me... I am... ... Zero.

(The credits roll, The End.)

-Thanks to squishie@shaw.ca for informing me of some of the ending requirements-

-Thanks to syndage@excite.com for the above ending-

=====
8. - Mega Man.exe, the endings
=====

8.1. - Mega Man Battle Network

Systems: GBA - Mega Man Battle Network

DS - Mega Man Battle Network (Not Released yet)

Endings: GBA, Number of endings: 1

How ending is obtained: Beat the Life Virus.

Ending description:

Wily: M-M-My LifeVirus!!! What, what, what have you done!?!? My WWW!!

Noooooo!!!!

Computer: Warning! Warning! Virus leak! All systems malfunctioning! Self-destruct sequence activated!

Lan: Uh-oh!

Wily: B-but my perecious WWW laboratory!!

Lan: Let's get out of here! MegaMan, Jack out!

MegaMan: Roger!

Mayl: Lan!

Chaud: Lan! Are you OK?

Lan: Hey guys!

Chaud: And the LifeVirus?

Lan: History!

Mayl: Yippie!

Lan: Where's everyone else?

Chaus: They got away to safety!

Lan: Great! Now, let's scram!! Hurry this place is gonna blow!

Wily: WWW...Forever!!!

(boom! Bye bye lab!)

Narrator: And so...

Dad: Good job, Lan..and, Hub...I mean MegaMan!

Mom: Oh, i'm so glad the two of you are OK!

Lan: Sorry, mom.

Mom: Well, I never thought raising two boys was going to be easy! Isn't that right, honey?

Dad: Heh...They couldn't have done it without you. Thanks.

Mom: They couldn't have done it without us, you mean.

Dad: Honey...

Mom: Honey...

Mayl: Her-her, your mom and dad sure get along well, Lan.

Lan: I know. It's really embarrassing.

Mayl: Maybe we could learn from them...

Lan: Huh? What are ou talking about? We're just friends!

MegaMan: Lan, Lan, Lan...

Roll: He really is dense, isn't he?

MegaMan: That's right, Roll!

Roll: You siad it, Mega!

Mayl: Look...Even Roll and MegaMan are in the mood! I've had it with you Lan! After I was so nice...I shouldn't have rescued you after all!

Lan: ??? I don't get it! What am I doing wrong??

Dex: *whistle* Yowsas!

Yai: Woo! Woo! Mayl and Lan, up in a tree...

Lan: Mayl and...Huh? Mayl, are you...Do you...?

Mayl: Isn't it obvious!? Really!

Lan: Y-Yeah, but I...

Yai: Don't deny it, Lan...

Lan: Grrr! That's it! This conversation is over! Just, thanks for rescuing me, you two!

Dex: Dex always pays his debts! Don't mention it...

Lan: Thanks, Dex, you're a true friend.

Yai: That's right...you need a little more practice, though, Dex.

Dex: What was that? Me? Practice? Why, you...

Chaud: Well, now...Aren't we the happy bunch now?

Lan: Chaud...Thanks, you really helped me out, too.

Chaud: No need to thank me. In fact, you made me look pretty bad...Because you did all the work!

Lan: Heh...grumpy as ever, I see...But I couldn't have stopped the WWW if you hadn't helped. Thank you!

Chaud: Yeah, well...Thanks accepted, this time. But next time something happens, you leave the fighting up to me and ProtoMan!

Lan: Hey, we'll be right by your side! Right, MegaMan? Ah, sorry...I mean, if you still want, to, um...Hub?

MegaMan: MegaMan's the name, and i'm with you all the way! As a team, Lan, we're unstoppable!

Lan: Yeah...Right!

MegaMan: Oh, wait! Just one thing...From now on...You're getting up by yourself in the morning! Got it?

Lan: What, really...? Awww....

Everyone: Ha-ha-ha-ha-ha!

Mom: What? There can't be a crook here now...The alarm system must be buggy again! Darn old thing...

MegaMan: Lan! We've got a job to do!

Lan: Right on! Let's go! Jack in!! MegaMan.EXE, transmit!

Boss and final images: <http://www.vgmuseum.com/end/gba/b/mmbn.htm>

-The above ending description was by jelly soup, with credit to SS3 Grown Trunks (gamefaqs) whose Script FAQ was used as a name reference-

8.2. - Mega Man Battle Network 2

Systems: GBA - Mega Man Battle Network 2

Endings: GBA, Number of endings: 2

How ending is obtained: Standard Ending - Beat Gospel
Special Ending - Get all 8 stars

Ending description: Standard Ending:

Lan(Narrator): And then, finally... the world was at peace once again.
Gospel was disbanded and the fear of netcrime was no more...
The boy was arrested and questioned about his activities.
.....but I told Dad
about what we read in the diary.....so I think they
went a little easy on him. A little. ...What about us?
Well...

Dex: Yo Lan! What's the hold-up? C'mon!

MegaMan: Lan, we gotta hurry!

Lan: Right. ...OK OK! I'm going already!

Dex: Hey, you brought some sticks, huh? But...You're late! You gotta follow my orders pronto!

Lan: What's your problem? I brought these for you!

Dex: ...Well, I guess it is 'cause of you we're able to camp again.
Thanks, Lan!!

Lan: Wha? ...It wasn't all me. I mean, everyone helped out.

Dex: Lan! You're such a...! Yo yo yo yo!

Lan: Yo yo! Not again... Geez!

Yai: Hey, Lan! You still haven't come here! Hurry it up!

Lan: OK! Hold on a sec!

Mr. Higsby: Huh! That's good! You're catching all kinds of fish!

Lan: I'll teach you how, Mr. Higsby. Wanna try?

Mr. Higsby: Well...huh! Why not?

Mr. Higsby: Hu-Huh? Huh? Huwoooooooooooooo!!!

(Higsby fall in the river)

Lan: Ahahaha! ...Sorry! I gotta hurry to Yai! See ya later Higsby!

Mr. Higsby: Huh...

Yai: Lan! Where were you? Well, I'll forgive you since you brought so much. So, Now you can observe my fabulous cooking! I am quite domestique!

Mayl: Oh no! Lan! I forgot a cutting knife again!

Lan: What? Are you serious! (To Yai) You're pretty tiny, so be careful cooking that fish!

Yai: Hey! I'm not a kid! Mind you, snapppf...

Mom: What is it, Lan? Oh, a cutting knife! Alright, alright. But it's been *such* a while since Dad came along camping!

Dad: Ha ha ha. I've been so busy... Sorry, Mom.

Mom: Oh, that's alright. Besides, if anyone understands how hard your

work is...

Dad: Thank you...Dear.

Lan: Dad!

Dad: Sorry Lan. Thank you too! Say, since I'm free now, let's play!

Lan: All right!

Mayl: Lan! You coming!?

Mom: My my! You'd better get going. Don't want to keep a girl waiting!

Dad: ...

Mom: Now now, he's not going there to get back at you.

Dad: Oh, really?

Mom: Really!

Dad: Oh Sugar...

Mom: Oh Honey...

Lan: Oh Lord...

MegaMan: I'm turning all red...

Lan: Let's go!

Chaud: Hmph! You're late!

Lan: ???

Mayl: Oh, Lan. I already got a knife from Chaud. Thank you, Chaud!

Chaud: Sure. Anything for you.

Lan: Wha...Mayl!! What do you mean by that!!

Mayl: You were late! Chaud on the other hand is very kind! ...But you knife's also important... Which one to use...

Lan: Wh-what're you... Whatever...

MegaMan: Women. Can't live with 'em, can't live without 'em, right?

Lan: How the heck would I know!?

Mayl: Lan! Chaud! You're both in my way! Chop chop!

Lan: ...

Chaud: ...

Lan: Chaud.

Chaud: ...What?

Lan: I hate myself for saying this, but... You really helped out this time... Thanks.

Chaud: Hmph...I want to say you aren't worth my attention, but you're forcing me to recognize you as a rival, in many ways.

Lan: I don't know about that, but... Heh heh. Your "rival?" Right! I won't lose to you! Neither will MegaMan!

MegaMan: Right! I won't lose to ProtoMan either!

ProtoMan: ...I just...follow Chaud's orders...

Chaud: Anyway, get going. I've no time to chat with outsiders.

Lan: Right, whatever... But...before that,

Chaud: ...

(They shake hands)

Lan: Heh heh...See ya!

Lan: Huh? Why are you all alone, Dad?

Dad: Uh...

Lan: Don't tell me, work again?

Dad: Ah...Well. It's about *him*.

Lan: What is it?

Dad: Well, it seems as though someone's been working backstage.

MegaMan: What do you mean?

Dad: Well, it seems someone might have been manipulating him. Every time he accessed the Net, someone was working his unconscious. He believed he created Gospel and the Bass Project, but there's a high chance it was at another's instigation.

Lan: I see...

Dad: Peace has returned. But Dad's work is far from over.

Lan: Oh...Well, if something happens again, we'll be ready!

MegaMan: Right! ...But knowing it wasn't all his fault kinda helps.

Lan: Yeah...that's true.

Mom: Food's almost ready! Daaad?
Mayl: Laaan? Where'd you gooo?
Dad: Oh, better not keep them waiting. They'll get mad!
Lan: Yeah! Let's go!
(They start eating)
Everyone: Cheers!!
Lan: Let's eat!!
MegaMan: This is great...we can camp to our heart's content! Right?
Lan: Slurp scarf slurp BURP!
MegaMan: Lan!
Ms. Mari: Sorry!
Ms. Mari: Ha ha...I'm late! I was preparing the start of the new semester tomorrow... Is everyone all finished with their homework?
Lan: Oh no!!!!!!
MegaMan: Oh no!!!!!!
Lan: MegaMan, our homework...
MegaMan: Yeah, so much has been happening I also totally...
Mayl: Lan, don't tell me...
Lan: Aaahhhhhh!!! Oh no! There's fire coming from the stove!
Mayl: Oh no!!! ...Wait a minute! Of course fire's coming from the stove!
See, Lan? You haven't done your homework!
Lan: Sorry, but I don't have time now!! MegaMan!?
MegaMan: OK Lan!
Lan: Let's go! Jack in!! MegaMan, execute!!
(Bass appears floating in a secret area)
Bass: Insolents... Face my judgment...
(gets destroyed by his own attack)
Real Bass: Hm...still another buffoon over here...
Real Bass: That rotting weakling...Human! Manipulating brats as if I really cared. But breeding copies of ME! *That* I cannot permit. Humans...worthless creatures. One day they shall face my judgment...
(disappears)

Special Ending:

Bass: H-Honestly...I am surprised...That a Navi outside the Cyberworld could even wound me! Next time, I might even try really fighting you...We shall meet again, my worthy opponent...

Lan: What was that guy?

MegaMan: Bass...wandering the Cyberworld, fighting the strong.....

Lan: Hey! Why the face! At least this means we're "the strong". We're unbeatable! And no evil Navi can prove different!

MegaMan: Right on!

Game: CONGRATULATION!! YOU ARE THE ULTIMATE NET-BATTLER!!

(Pics of the other Navis are shown, along with how long it took you to beat them and your Bust Level)

Boss and final images: <http://www.vgmuseum.com/end/gba/b/mmbn2.htm>

-The above ending description was by jelly soup, with credit to SS3 Grown Trunks (gamefaqs) whose Script FAQ was used as a name reference-

Systems: GBA - Mega Man Battle Network 3 Blue Version/White Version

Endings: GBA, Number of endings: 1

How ending is obtained: Beat Alpha.

Ending description:

Alpha: Gah...Gah...Gaaahhh...Grraaahhh...!!

MegaMan: Whew...Lan...

Lan: We did it...We...We beat Alpha...

Alpha: Grraaahhh!! Mmwaaaa!!

MegaMan: Lan, something came out of Alpha! It looks like a door, but I wonder where it leads? Not to another part of Alpha, I hope!

Lan:MegaMan, let's check it out! We've come this far, so we might as well see this to the end! We have to see what lies on the other side of that door!

MegaMan: OK...

Lan: Is this...The real world?

MegaMan: No, Lan, this is just an image file. It looks pretty old. I've never seen this place before, but it seems familiar...

Lan: Familiar...?...Now that you mention it, I think I've seen it, too...

MegaMan: Let's try to figure out where this place could be!

Lan: MegaMan! Hang on!

Lan: MegaMan, did you find something?

MegaMan: Lan, look...This lab coat is just like the one that dad wears...

Lan: Hey, you're right! Does that mean that this is...SciLab?

Lan: But I don't remember a room like this being there...

MegaMan: This must be SciLab some time in the past...But who would create a room like this inside of Alpha?

???: It was meant to keep Alpha imprisoned.

MegaMan: Who's there!?

???: No need to worry, I won't harm you. So you're the ones who deleted Alpha?

Lan: Gr...Gramps...!! I've only seen pictures of him, but I know it's him!

Gramps: Gramps? So you must be...Lan...And that Navi...you would be Hub? You're the ones who defeated Alpha?

Lan: Yeah, Gramps! We got him! Didn't we, Hub?

MegaMan: Wily was trying to revive Alpha, and release him.

Gramps: ...Wily? I see. So you used the Pulse Transmission System. Wily was once a brilliant and ambitious scientist... So what happened to him?

Lan: He was swallowed up... By Alpha...

Gramps: I see...This never would have happened if he hadn't gone astray...

Lan: But Gramps, Why are you here?

Gramps: I've been monitoring Guardian, to stop Alpha's reawakening. It's my duty, as the creator of Alpha. When Guardian was destroyed, I thought that all was lost. Thanks to you two, the world is safe. Now the core is gone and the other parts of Alpha will fade. So how are things in Net society these days, Lan and Hub? Are the Navis and humans getting along well?

Lan: Of course!! Some still use Navis for bad things, but we'll stop them! right, MegaMan!?

MegaMan: Yeah!! Gramps, the Network society we live in is a great place!

Gramps: I see. That's wonderful. Lan, Hub. When you get back, give this to your father.

Lan: Give it to him? You mean you won't be going back with us!?

Gramps: I'm already a thing of the past. Now that Alpha is gone...My job is finished. This is your era, lads!

Gramps: Oops! Alpha is starting to fall apart! Go! Quickly! before you are swallowed up!! You can't jack out of the Pulse

Transmission System. You'll have to go back to where you first pulsed in.

Lan: But, Gramps!!

Gramps: Don't worry, Lan. Go on, my grandchildren! Hub, take care of Lan.

MegaMan: ...OK. C'mon, Lan! Let's go!

Lan: Gramps...We'll be sure to create a wonderful Net society for you! One where humans and Navis help each other!!

Gramps: You do that! Now, go on! You don't have much time!

MegaMan: Gramps, I'm glad I was able to meet you! We'll make your dream a reality!

Gramps: Good bye!

MegaMan: Lan, we're almost there!

Lan: We have to get back to everyone, fast! I'm sure that Mayl and the others are worried about us!

MegaMan: Yeah...

MegaMan: Whoa!!

Lan: It's a part of Alpha! It's still alive! Whoa!!

MegaMan: ...an!...Lan...!

Lan: ...Huh...? Me...Mega...Man!...Gasp!

MegaMan: Lan, are you awake!?

Lan: MegaMan, where are we? It's pitch black, and I can't move!

MegaMan: We're in Alpha, I think. We've been in here for some time...I can feel Alpha creeping inside of me...

Lan: What!?!? Are we going to be absorbed by Alpha!?

MegaMan: ...Looks that way. After just a few hours, we'll be just bits of junk data. We'll disappear, along with Alpha...

Lan: No...!! Isn't there some way we can escape?

MegaMan: There's only one way...I'll need to build up all my remaining power, and overload. I think that should create a hole in Alpha for a time. You can use that hole to escape...

Lan: And what will you do after that!? I can't do that! I can't be separated from you!! We promised!! That we'll always be together!

MegaMan: Cut that out! Lan, these are my final words as Hub Hikari ...Lan, you have to go on living, and have a future! I will...Always be with you...

Lan: No, Hub! I can't do that!

MegaMan: I already died once and came back as MegaMan.EXE. Meeting you, playing with you, fighting with you...Every day that I spent with you was a happy one...And finally I have been able to meet you face-to-face...I've never been happier...Lan, you will be able to make so many more people happy! I'm so proud to have had a brother like you...

Lan: H...Hub...I've been happy being with you, too! But...But...

MegaMan: And now I must speak as MegaMan. Just because I'm gone, don't you skip your homework! and learn how to wake up by yourself!

Lan: ...I can't do it, MegaMan...I'll do my homework! I'll wake up by myself! Just don't leave me!

MegaMan: Lan, nothing could replace the days I spent with you. Thank you!

Lan: MegaMaaaaaan!!!

MegaMan: Good Bye, Lan!

???: ...an!...Lan...! Lan!!

Lan: ...Huh?...Wha?...Ok, MegaMan.....I'll wake up...

Dex: Lan!! Wake up! Hey, Lan!

Lan: Huh...? Dex?

Dex: Lan, are you OK!? He's OK! He opened his eyes!!

Lan: What are you doing waking me up? ...Wait! MegaMan!! Where's MegaMan!?

Lan: MegaMan! MegaMan! Answer me!! C'mon, MegaMan!!
Chaud: Well, I guess you did it, Lan. Alpha has completely stopped...
Tora: Pretty good! I knew you could do it! You're the number one
NetBattler in ACDC!
Lan: No, no!! I'm the worst operator there is...MegaMan is gone...
Just to protect me...
Dex: What are you talking about? MegaMan can't be gone...
Lan: MegaMan...
Chaud: Let's go, Lan. This island is sinking from the battle...If we
don't get going, we'll go down with it.
Lan: But, MegaMan!
Chaud: How long are you going to whine like that? He's gone!
Lan: What!?!
Tora: Chaud, I think you're going a bit too far.
Chaud: Do you want to make his sacrifice all for nothing!? Well,
what's it going to be?
Lan: Oh.....MegaMan...
Lan: Yeah, MegaMan...I understand...C'mon! Everyone is waiting for us!!
Tora: Hey, yeah! We've gotta get going!!
Dex: Lan!! To the boat!!
Lan: OK!
Narrator: Ten hours after the WWW's attack...Alpha, who had once
threatened the world, was silenced, and a war that once
seemed imminent was averted. And.....
Dex: Hey! It's Beach Street!! We're finally back!
Chaud: ...Hmm.
Tora: Wow, I'm tired...I'm surprised this old boat made it!
Lan: We made it...MegaMan.
Yai: Hey! Guys!!
Lan: Yai! Mayl!
Yai: I knew that you guys could do it!! SciLab reported that the
computer malfunctions around the world have all stopped!
Mayl:
Yai: A lot of people who worried about you are waiting at the TV
station! Hurry over and show them that you're OK! Dex, Chisao
is there, too!
Dex: You're kidding! C'mon, let's go!!
Tora: I'll take Cossak to the hospital. I'll catch up later. You
guys go on. Everyone is waiting!
Dex: Thanks, Tora! OK, let's go! I'm coming, Chisao!!!
Tora: You guys better get going, too!
Yai: He's right! Let's go!
Chisao: Dex!!
Dex: Heeeeey! Chisao!!!!
Chisao: You went into the WWW base! You're so cool, Dex! You're just
the coolest!!
Dex: You're the best brother in the whole world, kid!
Yai: Those two sure are close.....But it's kinda cute....Sniff!
Chaud:
Chaud's Dad: Chaud.
Chaud: Yes...father?
Chaud's Dad: Good job.
Chaud: ...Father.....I cannot accept your praise. I only assisted
Lan. He and MegaMan were the heroes here.
Chaud's Dad: ...If you praise him like that, that Lan must be pretty
good. Very well. I'll retract my praise for now...I must
get going. I have an appointment...
Chaud: Yes, sir...
Chaud's Dad: ...Oh, and dinner is at 7PM. Don't be late.
Chaud: I...I can eat with you?

Chaud's Dad: Are you going to make me repeat myself?

Chaud: No, father...

Lan: Chaud, you really helped me. Thank you!

Chaud: I did nothing. You and MegaMan did everything. Thank him, instead.

Lan: But there's no way that just the two of us could beat Wily. I'm sure that MegaMan would thank you, too.

Chaud: ...Fine, I'll accept your thanks, then. By the way, Lan. What will you do now?

Lan: What do you mean?

Chaud: ...Your Navi. Will you get a new one?

Lan: ...I think I'll try things on my own, for a while. It may be a bit inconvenient, but I need to grow up. I...always relied on MegaMan too much.

Chaud: I guess I shouldn't have asked that...

Lan: Don't worry about it. I'm sorry you didn't get a chance to get me back for the N1.

Chaud: Don't worry. I'll get you for that...Someday. You'd better stay ready for that, too.

Lan: Chaud...I will! You bet!

Chaud: Hmm...I'll look forward to it. Don't you need to get going? The girls are waiting for you.

Chaud: You shouldn't keep a lady waiting!

Lan: Huh? Really?

Chaud: What a dope...Just get going!

Lan: Well, whatever...See ya!

Mayl: Lan...

Lan: W-What's with you? You look like you're going to cry.

Yai: You just don't understand a thing about women!

Lan: What's there to understand?

Yai: The whole time that you were in the WWW base, Mayl was here, worrying about you! Couldn't you at least go say something nice?

Lan: Huh?...Oh. Mayl,...I'm back!

Mayl: ...Sob!

Lan: Whoa! What's wrong, Mayl!? Don't cry! Tell me what's wrong!

Mayl: ...Sob! I'm just relieved to see you back safe. I was afraid you wouldn't make it back...

Lan: Mayl...I'm back! I'm OK!

Tora: Hey! What did you do to make this girl cry!?

Lan: I didn't do a thing! I didn't make her cry! Oh, Tora! How's Cossak?

Tora: Ah, looks like he'll be OK. He'll be healing up for a while, though.

Lan: Well it's good to hear that he's OK...

Tora: That Navi, Bass, said that it wanted revenge on humans. But I don't think it could bring itself to kill its father.

Lan: Maybe so...

Tora: ...Ha ha! Well, I'd best get going.

Lan: Where are you headed to?

Tora: Back to Swapopolis. My brothers are waiting for me!

Lan: I'll meet you again someday, won't I!?

Tora: Of course! You and MegaMan taught me a lot! I'll be back! OK, I'm off! Send me mail sometime!

Lan: You bet! See you!

Tora: I can't wait to tell my brothers about this! How the #1 operator and the #1 Navi beat the WWW! Lan! It was fun!

Lan: Tora...I had fun, too!

Tora: Bye! And stop making those ladies cry!

Lan: I told you that wasn't me!!...Hah! Bye!

Yai: And so the rivals part...That makes a nice picture, too...

Lan: Dad...

Dad: Lan, you did a great job. And so did MegaMan!!

Mom: You two must be exhausted.

Lan:

Dad: What's wrong, Lan? Are you not feeling well?

Lan: It's not that...

Lan (Narrator): After that, I told dad about all that happened that day...About MegaMan...About Wily...About Cossak... I think I told him everything that I could remember...And then, a little after I finished...

Dad: I included an "emotion simulation program" in Navis in order to make them get along better with humans...It looks like that was a huge mistake...If Navis can have a will and their own emotions, then what is there to separate them from humans?

Mom: Honey...

Dad: If Navis are given a soul, then there isn't a difference. Maybe it was a terrible thing that I did to Hub...And to you Lan! I've made you feel the pain of both losing a brother, and of losing MegaMan...

Lan: No! It doesn't mean that your research is wrong! Hub told me how happy he was to have lived as MegaMan! I loved living with him, too! And I learned so much. But I loved just being able to be with him...How can your work be wrong if it let me feel like that?

Dad: But...Lan...MegaMan is...

Lan: But I'm OK! And MegaMan is still inside of me! That's why I'm not going to be sad anymore! You two do the same! MegaMan'd laugh at you if he saw you! Oh, dad! What happened to the members of the WWW?

Dad: The officials are on their way to the WWW base now.

Lan: Oh, and dad! Gramps told me to give this to you!

Dad: A letter from Pop? This seems to be encoded text data...I can't read it now, so I'll take it back to SciLab with me.

Lan: ...Dad, did you know about Gramps?

Dad: ...Yes, I did. I know that I told you that Gramps was dead... But his data was stored within Alpha. That's why Alpha wasn't deleted until now.

Lan: Oh...

Dad: I'm sorry that I never told you.

Lan: No, that's OK. If I had known that he was in there, then maybe I wouldn't have deleted Alpha. I'm sure it's for the best.

Dad: Thank you, Lan...

Lan: Huh.....Well, I've been talking so much. I'm going to go get some air...

Dad: OK...

Mom: Honey, do you think Lan is really OK? He's trying to act strong, but deep down I'm sure he's sad...

Dad: I'm sure he is...But he's a tough kid. He'll be OK. All we can do is try to watch over him.

Lan: ...MegaMan, I'll do my best on my own...I'll get up on my own tomorrow. And I won't be late for school. And I'll do my homework! I can do it all...By ...myself.....MegaMan, I don't want to be by myself! Sob!

Sean: Lan, you're not alone!

Mamoru: You've got us!

Lan: You guys...

Mayl: It's not like you to be moping about!

Yai: Pull yourself together, Lan!

Dex: What would MegaMan say!?

Chaud: Hmm...

Sean: The only reason I'm better now is because you said you'd be

my friend!

Mamoru: Me, too! If you hadn't become my friend, I'd probably still be in a hospital bed. So now it's our turn to cheer you up!

Lan: Sean...Mamoru...All of you...You're right. I guess I'm not alone...(Are you watching, MegaMan? Do you see all of my friends? I guess I'll make it, after all.)

Dex: Come on, Lan! Let's go to ACDC!!

Lan: Yeah!!

Lan: Four months after the WWW incident...The Officials and SciLab searched the WWW base. They found Wily and his follower's personality data. They were all taken into custody. The questioning will start when they get out of the hospital. MegaMan and Bass's data were never discovered, however. The letter from Gramps is still being decoded...Oh, and tomorrow I start the 6th grade! I came to Beach Street to tell MegaMan that...

Lan: MegaMan, I start the 6th grade tomorrow! I hope that I'll still be in the same class with everyone! I've done OK, these last four months...I overslept a few times, but I did all my homework! I guess I can make it on my own, now!

Lan: MegaMan!?

Man: Oh, it's mail! Oops, I'm at the wrong meeting place...

Lan: I figured it was something like that...Anyway, this is kinda' hard to say, but, Dad's going to get me a new Navi tomorrow...At first I told him no, but 6th graders have to have one...But even if I get a new Navi, you'll always be inside me! Even if I get a new Navi... Even if I grow up... We'll always be together... ..Once I get my new Navi, I won't be able to say this again, so I'll just say it one more time...

(The screen goes black)

Lan:

Jack In!! MegaMan, Execute!!

(Credits roll)

???: ...Where... am I...? Am I... alive...?

Voice: ...Grrr...Growwwlll...

???: ...What do...you want...? ...Will you save me?

Voice: Grrr...Roarrrr!!

Mom: Lan! Are you ready for tomorrow?

Lan: I'm getting ready!

Mom: If you don't get to bed early you'll oversleep! You don't want to do that on your first day of 6th grade!

Lan: I know! I know!

Lan: OK, that does it! I'm ready to start out as a 6th grader! Guess I'll get some sleep for tomorrow! I'm going to bed now, mom! Good night!

Mom: OK! Good night!

Lan: 6th grade, huh? Now that it's almost here, I'm nervous...I hope I can get to sleep.....
.....ZZZZzz.....

Dad: I'm home!

Mom: Welcome home, honey.

Dad: Where's Lan?

Mom: He's already gone to bed.

Dad: That's too bad. I wanted to give him this...

Mom: Oh, his new Navi?

Dad: Yeah.

Mom: I hope that he'll use it...
Dad: I'm sure he will.
Mom: So you made him a pretty good one?
Dad: I think so. I'll just install it while he's asleep. Oh, something interesting happened today.
Mom: What would that be?
Dad: Remember that letter from Pop?
Mom: Oh, did you finish decoding it?
Dad: Yes. It had multiple layers of encoding. Just amazing. But yesterday we finally finished analyzing it.
Mom: So what did it say?
Dad: "I knew that my son would be able to decode this! It looks like your skill has surpassed even my own!" That's just like him, isn't it? And there's more...It talks about a certain area inside of Alpha...
Mom: A certain area?
Dad: The only area that Alpha couldn't touch himself. Pop's personality data was stored there. We didn't find that area in our initial search, but then...
Mom: ...You found it yesterday, right? What was in it?
Dad: Heh heh, you'll find out tomorrow!

The next morning...

Lan: Mm...Morning already? yaaawn...
???: I'm glad you can wake up by yourself now!
Lan: ...Huh?
???: Have any bad dreams last night?
Lan: That voice! Mega...? Is this...a dream?
MegaMan: No, it's not a dream....Good morning, Lan!!

Boss and final images: <http://www.vgmuseum.com/end/gba/c/mmbn3w.htm>

-The above ending description was by jelly soup-

8.4. - Mega Man Battle Network 4: Blue Moon/Red Sun

Systems: GBA - Mega Man Battle Network 4: Blue Moon/Red Sun
Endings: GBA, Number of endings: 1
How ending is obtained: Kill Omega Duo.
Ending description:

Megaman: Huff, huff...
Duo: Gwaaahhh!
Duo: How did you beat my battle form? But it is too late. Gravity is already pulling the missile toward your planet. It is too late to change its course.
Megaman: Just wait and see! We won't ever give up!
Duo: Then give it a try.
(Duo disappears)
Duo: I am interested to see what you've got. You should cross the bridge and then use the control system. Only 1 hour till it enters the atmosphere!
Lan: Hurry, Megaman!
Megaman: OK!
(Megaman runs to the control system)
Megaman: If I turn this...

Grrr...Grrr...Dang, it's heavy! Hrrr...

Lan: You can do it!!

Narrator: As Megaman fought for his life, NAXA told the world about the incoming asteroid and Megaman heroic effort. With only 1 hour to impact, the sudden announcement caused mass panic...

(Elec Town)

Kid: Oh no! That asteroid's gonna kill us all.

Mister A: This place isn't gonna protect us from an asteroid strike. We're history.

Miss: Megaman's giving it his best shot but what can a navi do?

Had I known about this, I'd have married long ago.

Mister B: This is terrible. What're the Officials doing?!

Mayl: All you think about all yourselves!

At this very moment, Megaman is out there risking his life.

Mister B: Well, it's not like we could do anything about it...

Mister A: All we can do is sit here and wait for the asteroid to strike!

Miss: Megaman is just some kid's navi.

What're the chances of him helping us?

???: Sigh...Those cry-baby adults... All they do is whine.

(Mr. Match shows up)

Dex: Match!

Mr. Match: Do you guys plan on just waiting here to die?

I refuse to do that. I'm gonna go down in a blaze of glory. There must be something we can do.

Yai: Yeah, we gotta help Megaman somehow!!

Mr. Match: Now yer talking. He's heading this way with the asteroid, right? He might hear us if we yell really loud. Use your voices!

Dex:

ME-GA-MAN!! GO FOR IT!!

Yai: MEGAMAN!! YOU-CAN-DO-IT!

Mayl: MEGAMAN!!

Mr. Match: Heh, heh. What about you guys?

I'm gonna yell till I'm on fire!

Then I can die without any regrets!

RAAAHHH! MEGAMAN!! HANG-IN-THERE!!

Mister B: ME-GA-MAN!!

Mister A: MEGA-MAAAAAAN!!

Miss: YOU-CAN-DO-IT!

Kid: DON'T-GIVE-UUUUUUP!! MEGAMAN!!

Narrator: Meanwhile, led by the Netbattlers at the tournament, the shouts from all over the world were conveyed to Megaman.

(Netopia)

Black guy: MEGAMAN!! FIGHT, FIGHT!!

White guy1: DON'T LET US DOWN!!

White guy2: ME-GA-MAN!!

Old lady: YOU CAN DO IT!!

Raoul: I'M ROOTING FOR YA!! I BELIEVE IN YA!

Our clan has an old saying: "Miracles happen for those who believe". Megaman's a powerful Navi! I just know he'll save us!

(Yumland)

Madame Jen: I can see it! Megaman and Lan's hidden power!!

Everyone, let's yell out to them!!

Mister: KEEP IT UP, ME-GA-MAN!!

Miss: ME-GA-MAN!!

Kid: MEGAMAN, GO FOR IT!!

Old guy: DON'T GIVE UP!!

(NetFrica)

Scientist: MEGAMAN! PROTECT MOTHER NATURE!

Mister: DON'T LET US DOWN!!

Paulie: I've seen how strong a Navi Megaman is. You must believe!

Black kid: GO FOR IT, MEGAMAN! I BELIEVE IN YOU! DON'T GIVE UP!!

(Sharo)

Raika: LAN, MEGAMAN!...

Yell with me guys!! Only Lan and Megaman can save our planet!

White guy1: Sharo is a cold country, but our hearts are on fire!!

WE'RE COUNTING ON MEGAMAN!!

White guy2: THREE CHEERS FOR MEGAMAN!

Miss1: MR. MEGAMAN!

Miss2: YEEEEHHH! MEGA-MANNN!

(Back to NAXA)

Lan: Go, Megaman! We're all behind ya!

Machine: Zhhzhzhzh! zhhzhzh!

Lan: What the?! Megaman, Megaman!!

What's going on?! Why've I been cut off from Megaman?!

Dr. Regal: Seems a power cable has snapped. The high voltage must've
did him in. There's no way to operate him now.

Lan: Nooo!!

Dr. Regal: At this point, there's only one way to revive him.

Lan: There's still hope?!

Dr. Regal: We must bypass the snapped cable to restore power...

...LIKE THIS!! Aaaahh!!

Lan: R-Regal!

Dr. Regal: Don't get me wrong. I shall create a world of utter evil.

Aaaahh!!

Lan: REGAL!! Megaman, MEGAMAN! Hang in there!!

Megaman: Hm?! No good... I can't move. But, I'll never give up!!

Grrr!!

Duo: Give up, already!! 30 min. to atmospheric entry. What's this?

Why's the atmosphere vibrating like that? Vibration sensor, on!

???: ME...N ...GA...N MEGAM...!! MEGAMA...!! MEGAMAN!!

Duo: Human voices? That can't be!

Megaman: They're rooting for me... They're transmitting their power
to me...

...Raaahhrrrr!!

Duo: What's this power welling up within Megaman?! They must be
awaking some sort of latent power within him!

Megaman: ...Lan! Lend me the power to save you all!!

Lan: Megaman! You ready?! Full-Synchro!! RAAHHH!

Megaman: RAAHHH!

Lan: Go for it!!

Megaman: We did it...

Duo: Megaman.. Now I have seen what you can do... Your planet barely
escaped destruction. I will delay punishing you for now. In the
meantime, I will slumber as I travel the universe. Next time I
pass by your planet, decades or even centuries from now, you
will again be judged. Then we'll see if need to be punished.
Now, begone, little warrior.

Narrator: The asteroid was thus averted.

Miss: Lan...Lan!!

Lan: ...Hmmm?

Scientist: Lan, are you OK?

Lan: Uhhh... Huh?! What about the asteroid?!

Scientist: It's gone, thanks to you and Megaman.

Lan: Oh yeah, Megaman! Megaman, MEGAMAN!

Megaman: No need to yell. I can hear you, Lan! The asteroid is gone,
but it's not over!

Dr. Hikari: Wait, Regal!

Lan: Dad!! Darn, you mean I can't get up there?! DAD!!

(A helicopter comes from above)

Chaud: Lan! Grab onto this!

Lan: Chaud!!

Dr. Hikari: What're you planning to do, Regal?!

Dr. Regal: I'm gonna vanish. I won't let the Officials arrest me.

Lan: Wait! It's not too late to start over. You risked your life to
save the planet. Chaud's here. He's an Official, so if ya
surrender and pay for your crimes...

Chaud: ...

Dr. Regal: Lan, I don't think you understand. Paying from crimes is
the furthest thing from my mind. I don't feel an ounce of
guilt. You're the ones who should feel guilty, thinking
you've done good when you've really caused harm. Something
that you think is right can actually be evil.

Lan: ...

Dr. Regal: Didn't you chase my syndicate's navi into Park Area and
the destroy a navi who had no idea what was going on?

Lan: ...!

Dr. Regal: Chaud, you must've deleted countless navis, claiming it
was your duty. Some of them were probably innocent.

Chaud: ...

Dr. Regal: Dr. Hikari, if you hadn't pursued your netnavi project,
NetCrime wouldn't be as bad as it is now.

Dr. Hikari: ...

Dr. Regal: And the scientists who uncovered this thriving net society
exiled a certain robotics scientists and fell into evil
ways. I once knew that exiled scientist. He was my
father...

Dr. Hikari: That means you're...

Dr. Regal: Hmph, never mind that. Let's stick to the matter at hand.
Humans commit crimes without even realizing it. In short,
you're all criminals... You, and your entire race...
Criminals judging criminals? Don't you find it ridiculous?
That's why I'm resisting arrest. I won't be judged by
anyone. I intend to stick to my beliefs till the bitter
end. Even when I'm gone, evil will still remain.
Farewell...

Lan: Wait! Regal!!

(Regal hurls himself from the top of the building)

Lan: Evil will still remain...

(Credit rolls)

Narrator: Three days after the asteroid incidents... Dr. Regal's
whereabouts were still unknown, despite a full investiga-
tion. At the Colloseum in Netopia, a delayed ceremony was
held.

Miss: Congratulations on another fine win. And thank you for saving the planet.

Lan: ...

Miss: Ladies and gentlemen... Lan has been named World Netbattle Goodwill Ambassador. Let's deepen ties between the world's nations through Netbattles.

Megaman: What's wrong? Why the glum look? That's not like you.

Lan: Oh... I just can't stop thinking about Regal's last words. I'm not in the mood of celebrate.

Megaman: You mean about that thing about evil still remaining? I think he's right. Still, we all should have the power to overcome it. All of us have the power to fight evil, so we must build a world in which everyone has a place, in preparation for when Duo once again comes to this planet, centuries from now.

Lan: ...Yeah, you're right. Besides, we're the ones who are gonna build a new age!!

Miss: And now, I'd like to ask Lan to show us his technique!

Lan: Huh?! You mean I gotta do something?

Miss: The crowd wants to see your netbattle technique.

(Applause voice)

Miss: Please ready yourself!

Lan: Netbattle technique? Wonder what I should do?

Dex: Lan! Show us your best move!

Yai: We came all this way to see you perform! Get it together!

Mayl: Lan! Megaman! You can do it!

Lan: Is everyone here?!

Dr. Hikari: Don't get nervous!

Lan's mom: Lan!

Lan: My Mom's here?!

Chaud: Stop stalling! It's gonna get dark soon!

Lan: And Chaud, too?! Hmmm.. seems we've got no choice. Ready, Megaman?

Megaman: Yep! always am!

Lan: Jack in!! Megaman, Execute!!

(Only after defeating the super hard Duo Omega, there'll be special screen)

-The above ending description was by "abstract"-

8.5. - Mega Man Network Transmission

Systems: Gamecube - Mega Man Network Transmission

Endings: Gamecube, Number of endings: 2(?)

How ending is obtained: Beat the upgraded Life Virus.

Ending description:

After beating the upgraded Life Virus:

Professor: How can this be!? My glorious... the WWW's glorious Life Virus! The Life Virus that was going to make the world burn, deleted by a brat!? But... Don't think this ends it!

Lan: What!?

Professor: All you did was destroy one of the programs I created! It does take time and money to generate a Life Virus... But that doesn't mean it's impossible! I'll make a stronger one next time!

MegaMan: Argh...!

Lan: What should we do...!?

Professor: Hahahahaaa!!! Is that despair I see!? You're nothing but maggots! ... Wha'!? Who!? Who are you!? Get outta my house!!!

Lan: Huh!?

Official: So, you're the 'Professor!' By the authority of the Center, I am placing you under arrest! Your computers will be appropriated as evidence!

Professor: What...! You're arresting... me!? Nooo!!!

Lan: Center authorities found the Professor's location in the real world!?

MegaMan: Looks like it!

Professor: I don't get it... How did you find me!? How did you get past all the layers of camouflage I had hiding where I was connecting from!? Even the Mother Computer itself would need a whole month to analyze them! There was no way to detect me from the outside... Oh, no...!

Zero: I think you've figured it out...

Lan: Zero!

Zero: ... I've been reborn as a Navi, so I can't generate new viruses anymore. But I can still use viruses that already exist...

Professor: That's impossible... And you used the viruses to get into my computer!?

Zero: You got it. And you never realized it, either. Your computer has been infected with the Zero Virus for a very long time. And as you know, the Zero Virus acts as my eyes and ears... With the Life Virus deleted, finding you was a piece of cake.

Professor: Ah... but...

Zero: What is it you say in a situation like this? Ah yes, 'Is that despair I see?'

Professor: Arrrrrrggh.. Yooooouuu... You VIRUS!!!

Official: Come on, now! No more talking!

Professor: Aaargggh!!!

Dad: Heh! Zero, your virus capabilities sure came in handy today!

Lan: Dad!

Dad: Nice work, Lan, MegaMan!

Lan: We got 'em, Dad! It's finally over!

MegaMan: Thanks, Zero! Now what are you gonna do?

Zero: I think... I think I'd like to explore this huge Cyberworld. Dr. Hikari has given his permission... I'll be monitored, of course...

Lan: ... That's great! I'm happy for you!

MegaMan: Welcome to our Cyberworld! I hope you enjoy it!

Lan: So we're all pals now!

Zero: ... Pals? Friends? How strange... But, I think I can get used to it. ... Goodbye. Goodbye, my friends! I'll see you around!

Lan (Narrator): The threat of the Life Virus that had attacked the world was gone and a global catastrophe was averted. The vaccine spread to all the infected Navis and the Cyberworld was reinvigorated. That Professor is apparently cooling his heels in prison. As for me and MegaMan...

Lan: Aaaaaahhh...

MegaMan: You seem bored, Lan, you keep yawning...

Lan: I'm enjoying the boredom! The world is finally at peace again, so why not! Ahh yes, this is the life!

MegaMan: When things are peaceful, you always start loafing off. What's this, a comic?

Lan: Hehe, this magazine has a special PET column written by my Dad. Let's see here... 'Armor is behind the times?' 'From now on, fighting styles themselves must be changed to match each

situation, or we will not be able to defeat new types of viruses.' True!

MegaMan: OK, fine, but isn't it time you started studying for tomorrow's test?

Lan: ... Oh yeah.

MegaMan: You sure are easy-going... All right, time to hit the books!

Lan: Time for dessert first! ... Mom! Is dessert ready yet!?

Mom: Huh? Hmm, that's strange...

Lan: What's wrong?

Mom: This oven just won't heat up for some reason. How am I gonna bake the cake? Darn...

Lan: ... MegaMan! It's a dessert emergency! Quick, to the oven's Cyberworld!

MegaMan: Oh, all right... But afterwards, you'd better study, Lan!

Lan: Hehe! I know! Let's go, MegaMan! Jack in! MegaMan, Execute!

ShadowMan: Mr. Dark, sir... I'm back...

Mr. Dark: ... The Professor was a great source of funding. But he's finished, now.

ShadowMan: Yes, sir...

Dark: Ah well... No matter. I've already found our next sponsor.

ShadowMan: Next sponsor?

Dark: Yes, it's a net crime organization that has been growing lately. They call themselves... 'Gospel.' The job is...

ShadowMan: As you command, sir!

Narrator: To be continued... In "MegaMan Battle Network 2"

-The above ending description was by jelly soup, with credit to SS3 Grown Trunks (gamefaqs) whos Script FAQ was used as a name refrence-

8.6. - Mega Man Battle Chip Challenge

Systems: GBA - Mega Man Battle Chip Challenge

Endings: GBA, Number of endings: 6

How ending is obtained: One ending for each Navi Team that beats the Hacker's Net Open Battle.

Ending description:

Lan/MegaMan:

NormNav Zero: Yo! I'm the 100th NetNavi, NormNav Zero! Once I beat you, it'll be my 1000th win! Isn't that awesome?! Huh... What the?

(Bass appears)

NormNav Zero: Uh!!... Agghyah!

Bass: ...Move aside...

MegaMan: Hm?! What're you doing...?

Lan: What is it, MegaMan?

Bass: I am one who seeks power... So I have created a program that activates when it encounters the Ultimate Navi.

MegaMan: Are you testing us? Why are you doing this?

Bass: ...

Lan: Be careful! He's got one heck of an aura!

Bass: Ultimate Navi, I shall defeat you! You will become the new source of my power.

MegaMan: This is it, Lan! Begin the routine!

Lan: Let's do it, MegaMan! Battle routine, set!

MegaMan: Execute!

(You win)

MegaMan: Bass... What are you after.....

Lan: Okay, MegaMan! Time to jack out!

MegaMan: Wait, Lan! There's a lost chip!

Program: Congratulations! You've completed the Hacker's Net area.
Please fight again. ...Um, what's wrong?

MegaMan: ...

Chaud/ProtoMan:

NormNav Zero: Yo! I'm the 100th NetNavi, NormNav Zero! Once I beat
you, it'll be my 1000th win! Isn't that awesome?!
Huh... What the?

(Bass appears)

NormNav Zero: Uh!!... Agghyah!

Bass: ...Move it...

ProtoMan: Who are you?!

Bass: ...And you, too!

(Attacks ProtoMan)

ProtoMan: Hrk...

Bass: ...Very good...

Chaud: What is it?! What's happening, ProtoMan?!

ProtoMan: ...It's him...

Bass: I am one who seeks power... So I have created a program that
activates when it encounters the Ultimate Navi.

ProtoMan: Cut the nonsense... Just fight!

Bass: ...

Chaud: Be careful! His aura is...off the charts!

Bass: Ultimate Navi, I shall defeat you! You will become the new
source of my power.

ProtoMan: Here he comes...! Master Chaud! Ready routine!

Chaud: All right, ProtoMan! Battle routine, set!

ProtoMan: Execute!

(You win)

ProtoMan: Bass... Just what was that guy?!.....

Chaud: ProtoMan, I'm jacking out.

ProtoMan: Yes... Wait! What's this chip...?

Program: Congratulations! You've completed the Hacker's Net area.
Please fight again. ...Um, what's wrong?

ProtoMan: ...

Mayl/Roll:

NormNav Zero: Yo! I'm the 100th NetNavi, NormNav Zero! Once I
beat you, it'll be my 1000th win! Isn't that
awesome?! Huh... What the?

(Bass appears)

NormNav Zero: Uh!!... Agghyah!

Bass: ...Move aside...

Roll: Who are...?

Mayl: What's happening, Roll?!

Bass: I am one who seeks power... So I have created a program that
activates when it encounters the Ultimate Navi.

Roll: ...!! MegaMan told me about you! Now you listen! You won't get
strong doing this sort of thing!

Bass: ...

Mayl: Roll? Roll?!

Bass: Ultimate Navi, I shall defeat you! You will become the new
source of my power.

Roll: Mayl! Begin the routine! We might be able to persuade him!

Mayl: Okay, Roll! Battle routine, set!

Roll: Execute!

(You win)

Roll: Mr. Famous told us that if you choose to hate humans, you can never become strong. And he looked almost heartbroken when he said it.

Mayl: ...Roll... Let's jack out for today...

Roll: ...Oh? Something left behind?

Program: Congratulations! You've completed the Hacker's Net area. Please fight again. ...Um, what's wrong?

Roll: ...

Kai/TurboMan:

If you have one/know where I can find one, please e-mail me (you will be credited)

Dex/GutsMan:

If you have one/know where I can find one, please e-mail me (you will be credited)

Mary/Ring:

NormNavZero: Yo! I'm the 100th NetNavi, NormNav Zero!
Once I beat you, it'll be my 1000th win!
Isn't that awesome?! Huh...What the?

(Bass appears)

NormNav Zero: Uh!!...Aghyah!

Bass: ...Move aside...

Ring: Huh? What? What's going on?
Who are you?!!

Mary: What's happening, Ring?!

Bass: I'm one who seeks power....
So I've created a program that activates when it encounters the Ultimate Navi.

Ring: Uh....Er...Can I go home now, please?
Hahah! Pretty please?

Bass: ...

Ring: Mary! This Navi is scary!

Mary: Ring! Be careful! His aura is incredible!

Bass: Ultimate Navi, I shall defeat you!
You will become the new source of my power.

Ring: Aieeee! Here he comes! Oh no! Mary!
Start the routine!

Mary: Hang in there, Ring! Battle routine, set!

Ring: Execute!

Bass: ...

(You win)

Ring: (pant...pant...) Huh? He's gone...
Whoopee! We win! Right? Like I always say, leave it to Ring!

Mary: Ring...Your voice is trembling...
No surprise, though, even I was scared...
Well, that takes care of that one!
I'll jack you out, Ring!

Ring: Oh, Mary! Wait a sec! There's a chip!

Program: Congratulations! You've completed the Hackers Net Area. Please fight again.
...Um, what happened?

Ring: It--it's nothing!

-The above ending descriptions are by jelly soup, with credit to PPike (gamefaqs) for his Script FAQ that I used as a name reference-

8.7. - Mega Man Battle Network 4.5 Real Operation

Systems: GBA - Mega Man Battle Network 4.5 Real Operation

Endings: GBA, Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

8.8. - Mega Man Battle Network 5

Systems: GBA - Mega Man Battle Network 5

This game hasn't been released yet.

=====

9. - MegaMan Caskett, the endings

=====

9.1. - Mega Man Legends

STORY: [In a world covered by endless water...

People are forced to eke out a living on the small patches of land that remain above the sea. The people of this world rely on ancient technology driven by quantum refractors, a powerful energy source. These refractors lie in ancient ruins underground and in the sea and are sought out by explorers called "Diggers". These brave explorers are the sole source of refractor energy which has become of the emerging civilizations.

Originally, this was the Diggers' only purpose; to find refractors so that civilization would endure.

However over the years, the story of an incredible treasure, the legendary Mother Lode, began to be whispered among the Diggers.

The Mother Lode...a treasure so great that were it discovered, it would provide so much power that the world need never fear of running out of energy.

In search of this Mother Lode, Diggers travel from one island to another in their flying machines ever hoping that they'll find what they seek just over the horizon.

Who can say what truly motivates the Diggers?

One day a well known digger, Barell Casket, found a baby in an archeological site. He named the baby Mega Man Voulnut, and raised him with his grand-daughter Roll. Fourteen years have passed since the disappearance of Roll's parents while they were excavating a site. Mega Man and Roll have followed in the footsteps

of Roll's parents in an effort to both discover the truth of their mysterious disappearance and to find the long lost family treasure...the Mother Lode.]

Systems: PC - Mega Man Legends

PS One - Mega Man Legends

Nintendo 64 - Mega Man 64

Endings: PS One, Number of endings: 1

How ending is obtained: Beat MegaMan Juno.

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

9.2. - Mega Man Legends 2

STORY: [Far in to the future, when most of the continents on the earth sunk into the sea...

People have formed a unique civilization on the small patch of land that remains.

People's lives are sustained by explorers called "diggers". These warrior-workers dig out ancient ruins to collect a natural energy source called "Refractors." A precious resource, Refractors are necessary for sustaining life. The world wouldn't last long without them!

Mega Man and his friend Roll Casket are diggers who travel around the world seeking the Great Legacy. They also hope someday to find Roll's missing parents.

Though finding the Great Legacy is the dream of most diggers, nobody knows what it really is. The myth surrounding the Great Legacy describes it as a new energy with infinite power. It would make Refractors obsolete forever, and bring beauty, harmony and ease to all people of the world.

Von Muller, the famous industrialist, first explained the theory. He believed that Refractors would eventually drain themselves of power. But the Great Legacy could replace them in providing for all the world's needs.

Von Muller decided to fund a huge project to benefit the future of humankind. He spent his entire fortune building a magnificent airship, the Sulphur Bottom, which he planned to pilot to the "Forbidden Place". This unknown territory was thought to be the location of the Great Legacy. But no one had ever entered it. The Sulphur Bottom's expedition team would be the first!

The great day has arrived. The Sulphur Bottom is being launched. As a press conference is being held in the mighty airship, a woman appears with a white Reaverbot.

Who is this mystery woman and her strange companion? What is the meaning of this singular occurrence? Is it a coincidence... or a foreshadowing of danger? The Adventure of the Great Legacy is about to begin!]

Systems: PS One - Mega Man Legends 2

Endings: PS One, Number of endings: 1

How ending is obtained: Beat Sera.

Ending description:

Sera: Whenever the Master looked at me, I detected, a sadness in his eyes. The more I obeyed the System, and tried to serve the Master, the sadder he seemed. Now Trigger, thanks to you, perhaps, perhaps the Master, will also smile at me, as he did at you.

MegaMan: Sera...!

Sera: At last, I understand. Thank you, Trigger. That, thank me...

MegaMan: Sera...!

Yuna: Don't think you're going to get off that easily, Sera! You were always too stubborn for your own good! If you had a shell, you could transfer your primary programs over, right? Gatts is dead, he died because of your gamble! If you die as well, who will be left to keep me company? You can't fool me, I know you can hear me! Still going to ignore me, then let me tell you something! Now that Elysium is no longer functioning, the old System the Master's people shut down has started to reactivate. It was your responsibility to monitor it. If you die, and it takes over, the Master's work was for nothing! Do you want that?

Sera (in Yuna's old body): Do you mean to say that? The Elder's System is becoming active again?

Yuna: There are remnants of that System buried all over Terra in what the carbons call ruins. There's so many even I don't know if how many there are. I doubt they've be fully active soon, but eventually they will. If we don't do anything, just imagine what will happen to Terra and all its people. If the Elders and their machines activate, what will your sacrifice here have been for? What do you say, Sera? Are you up for living with the people the Master left behind? Could be a little wild, but interesting!

Sera: Perhaps it might be worthwhile.

Yuna: I can't remember, the last time I saw you smile, Sera!

Sera: I'll think about it, once we figure out a way, to return to Terra!

Yuna: hee hee hee...That's a very good point, Sera! hee hee...

Yuna: So what are we going to do, MegaMan? If we can't get back to Terra, then I can't give Roll her mother back!

Sera: Is that the only thing you're worried about?

MegaMan: Ha ha ha! Don't worry, Yuna!

Yuna: Why?

MegaMan: I know Roll! She'll come looking for us, no matter what happens!

Credits roll.

Tron: 10 seconds to ignition! Is everything ready?

Servbot 1: Cell sub-thruster wing, speed one knot! We should be able to lower the moorings!

Servbot 2: Fuel thrusters stable. All workers, to the shelters!

Tron: 4...3...2...1....Blast off!

Teisel (as rocket takes off): Don't do that! Go! Keep going! Heh heh heh heh heh...

(rocket explodes)

Teisel: Ohhhhh, that's the tenth time we've tried!

Teisel: Maybe we should just give up! I-I got all excited when I heard that what's his name, the monkey, came back from outer space, and was going to give us ancient technology! But it just doesn't seem to live up to all the hype!

Barrell: Hm, going to the stars--a task not easily undertaken, there's bound to be difficulties!

Bluecher: Yes, but it looks like they're on the right track to me...

Roll: I think the system was too complex, we need to keep things simpler,

that way less things can go wrong.

Tron: But if we build it this way, it will cost too much, if we take existing parts and put them together this way...See, just at look at how much money we can save!

Roll: Hm, I think if we modify the fuel injectors like this, it just might solve the problem!

Data: Eeek, eeeeeek! It's really simple! Really simple! If you would just listen to me, I could show you! See, look here...

Girls: You stay out of this, Data!

Roll: We need to make the cargo holds smaller! We can save space and make it lighter that way.

Tron: It doesn't matter! With this new amazing engine I designed, we will have more than enough power!

Roll: Your engine!? I'd believe you if your engines weren't made from spare parts and needed to be adjusted every five minutes...

Tron: Not everybody has tons of money to build your kind of engine!

Data (looking up towards Elysium): Sorry, MegaMan, but it looks like you might be stuck up there for a little while more!

Servbot: Looks like we both got our work cut out for us!

Tron: ...How dare you!? Anyway, I wonder how MegaMan's doing? sigh...

Roll: We have to get this thing working so we can go get him...

-The above ending description was compiled by Jelly Soup-

9.3. - The Misadventures of Tron Bonne

Systems: PS One - The Misadventures of Tron Bonne

Endings: PS One, Number of endings: ?

How ending is obtained: ?

Ending description: If you have one/know where I can find one, please e-mail me (you will be credited).

=====
10. - Your questions answered - Answers to questions i'm frequently e-mailed with and ones I see most often on the message boards.
=====

Q: Robot Masters?

A: Proper name for the boss robots at the end of each stage. Robot Masters usually have the word 'man' at the end of there name, but not always.

Let me elaborate on this a bit. The Mega Man series takes place in the year 20XX. During this time, specialized robots, called Robot Masters, were built. The Mega Man X series takes place in the year 21XX. In this time, a humanoid race of Robots exists, called Reploids. Mavericks are Reploids that have been infected with the Sigma Virus. Its just a coincidence that all the Mavericks that are seen in the game are animal type Reploids.

Q: So, then, would MegaMan be considered a Robot Master?

A: In my opinion, no. 'Rock' was one of Dr. Light's tool bots. He was converted in to the warrior MegaMan.

Q: Rock? RockMan?

A: Megaman's jap name. Most mangas consider Rock/RockMan to be his name

and Mega Man to be his title.

Q: Why don't you have the Jap version name listed too?

A: Because 98% of the people that will read this speak primarily English. That and i'm a lazy asshole. Maybe sometime in the future, i'll add them.

Q: Why are there two MegaMan Series ending FAQs?

A: XD I've gotten a fair few e-mails about this. ReyVGM already had his started and me getting mine done gave him the push he needed to finish it. I mean, why waste hard work? The good thing is, he covers stuff that I won't (such as the title of each game in every language it was released it) So, having two guides is a good thing.

Q: Your crediting me for my FAQ. Did you steal my FAQ or something?

A: No, no, no. Nothing like that. I used some of the FAQs to make sure I got the names of the characters right for some games. I felt as though I should credit the people for their FAQs.

Q: What happened to Mega Man Mania?

A: Its name was changed to Mega Man Anniversary Collection.

Q: Is it Bass or Base? I've seen both.

A: Its Bass, but its pronounced Base.

Q: Isn't MegaMan and Bass supposed to be Mega Man 9?

A: NO. If it was Mega Man 9, Capcom would have named it Mega Man 9.

On another note, it seems that if the sales of Mega Man Anniversary Collection are big enough, Capcom will consider making Mega Man 9. At least, that's the rumor going around. Supposedly, a Capcom rep made a statement about it at some point.

11. - Acknowledgements

Websites

- IGN (<http://www.ign.com/>)
- Mega Man Network (<http://megaman.retrofaction.com/>)
- Video Game Museum (<http://www.vgmuseum.com/>)
- Mega Man HQ (<http://www.sonichq.org/megaman/>)
- Megaman Matrix (<http://www.megaman.co.uk/>)
- mega.man.battle.network.online (<http://mmbno.megaman-network.com/>)
- the.mega.man.network (<http://www.megaman-network.com>)
- ASCII Generator (<http://www.network-science.de/ascii/>)

People

- ReyVGM of gamefaqs for continuing to be an inspiration and for informing me that Mega Man X2: Soul Eraser was the jap version of Mega Man Xtream 2
- SS3 Grown Trunks of gamefaqs for his very helpfull Game Script FAQs for Mega Man Battle Network, Mega Man Battle Network 2 and Mega Man Network Transmission
- BF_Gamer of gamefaqs for his very helpfull Game Script FAQ for Mega Man Battle Network 3 Blue Version and Mega Man Battle Network 3 White Version
- masterfox16@hotmail.com for the X and Zero ending descriptions for Mega Man X7
- Heimdall Gazzo of gamefaqs for informing me of Rockman Battle & Fighters,

MegaMan II - V should prob be on there own, the correct name for the Gamegear version and for pointing out that Mega Man (PC) and Mega Man (PC) are diffrent than the NES versions.

- popoi@inbox.lv for the Rockman Battle & Fighters info
- PPike for his very helpfull Game Script FAQ for Mega Man Battle Chip Challenge
- trentonx2002@yahoo.com for the Mega Man X: Command Mission ending description
- squishie@shaw.ca for the Mega Man Zero 2 and Mega Man Zero 3 info
- syndage@excite.com for the ending to Mega Man Zero 3
- "abstract" for the Mega Man Battle Network 4 ending description
- timirowski@cox.net for the Mega Man X8 ending description

=====
12. - E-mail police
=====

You may e-mail me if:

- You see something here that is incorrect, please, feel free to e-mail it to me (you will be credited).
- You see an ending description/game title/whatever that is missing, please, feel free to e-mail me about it (you will be credited).
- You think you can describe an ending better than the one listed/know were I can find one (you will be credited)
- You have/find an ending description for missing endings, please, feel free to e-mail it to me (you will be credited).

To be credited, please enclose your username from one of the following sites:

- Gamefaqs (www.gamefaqs.com)
- GameSpot (www.gamespot.com)
- NeoSeeker (www.neoseeker.com)

If a username from one of the above sites is not found, I will use your e-mail address to credit you. If i'm going to credit you for any information sent to me, you will be e-mailed in advance.

Please title all e-mails 'MegaMan Series FAQ'.

Don't:

- Send me multiple e-mails. If you see several things wrong, send me ONE (1) e-mail with all the problems/corrections/submissions listed.

You may NOT e-mail me if:

- You want to comment on the FAQ/my spelling/whatever in a bad/hateful way.
- You want to bitch and moan about something or other. I don't care about your problems.

You can reach me at jellysoup at gmail dot com.

=====
13. - Other Ending FAQs
=====

Baldur's Gate II: Throne of Bhaal Endings FAQ by DSimpson
http://db.gamefaqs.com/computer/doswin/file/baldurs_gate_ii_tob_endings.txt

F-Zero GX Ending FAQ by The Blue Blur

http://db.gamefaqs.com/console/gamecube/file/f_zero_gx_ending.txt

NES Game Endings FAQ by AdamL

http://db.gamefaqs.com/console/nes/file/nes_game_endings.txt

Sonic Game Endings FAQ by DJ Tigresa

http://db.gamefaqs.com/console/genesis/file/sonic_endings.txt

Kirby Series Ending Guide by ReyVGM:

http://db.gamefaqs.com/console/snes/file/kirby_ending.txt

Mega Man Series ending FAQ by Jelly Soup:

http://db.gamefaqs.com/console/nes/file/megaman_endings.txt

Mega Man series ending faq by ReyVGM:

http://db.gamefaqs.com/console/nes/file/megaman_ending.txt

Mario ending series faq by Jelly Soup:

http://db.gamefaqs.com/console/nes/file/mario_series_ending.txt

Castlevania series ending faq by ReyVGM:

http://db.gamefaqs.com/portable/gbadvance/file/castlevania_story.txt

Metroid series ending faq by ReyVGM:

http://db.gamefaqs.com/console/nes/file/metroid_ending.txt

Zelda series ending faq by ReyVGM:

http://db.gamefaqs.com/console/snes/file/zelda_ending.txt

Contra series ending faq by ReyVGM:

http://db.gamefaqs.com/console/psx/file/contra_ending.txt

King of Fighters '94 ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_94_ending.txt

King of Fighters '95 ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_95_ending.txt

King of Fighters '96 ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_96_endings.txt

King of Fighters '97 ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_97_ending.txt

King of Fighters '97 ending faq by expensivegift:

http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_97_endings.txt

King of Fighters '98 ending faq by KLantis:

http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_98_endings_a.txt

King of Fighters '99 ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_99_ending.txt

King of Fighters 2000 ending faq by Hurricane Higashi:

http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_2000_endings.txt

King of Fighters 2003 ending faq by DJ Tigresa:

http://db.gamefaqs.com/coinop/arcade/file/king_of_fighters_2003_ending.txt

Art of Fighting ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/art_of_fighting_ending.txt

Art of Fighting 2 ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/art_of_fighting_2_endings.txt

Art of Fighting 3 ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/art_of_fighting_3_ending.txt

Fatal Fury ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/fatal_fury_ending.txt

Fatal Fury Special ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/fatal_fury_special_ending.txt

Fatal Fury 2 ending faq by Basel:

http://db.gamefaqs.com/coinop/arcade/file/fatal_fury_2_ending.txt

=====

End of Document

This document is copyright Jelly Soup and hosted by VGM with permission.