

Mega Man X6 FAQ/Walkthrough

by Liquidcross

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MEGA MAN X6 for PlayStation FAQ

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WARNING: As with many FAQs, this document contains SPOILERS. If you don't want to ruin the game, then DON'T read this!

The latest version of this FAQ can always be found at www.GameFAQs.com.

What's New?

v2.21 - Typos attack again, and are defeated.

v2.2 - Fixed an error with the location of the Heart Tank in Commander Dragonfly's stage.

v2.11 - Stupid typos...well, they're gone now.

v2.1 - Fixed an entry in the Nightmare System section, and added some strategy on fighting Infinity Flea.

v2.0 - Whew! Added the Blast Hornet sighting, the Nightmare System effects, info on getting to Gate with the Shadow Armor, the Reploid Parts list, updated Sigma's weaknesses, and cleaned up some typos.

v1.2 - Updated the Parts list and the endings, plus some Zero strategy on fighting Sigma.

v1.1 - Updated info on endings, Sigma's weaknesses, and a few bits and pieces.

v1.0 - The FAQ is finally done. You might have noticed that I've started alphabetizing Maverick lists, tank locations, etc. (unlike in my other FAQs). This just makes information easier to find.

What's in this FAQ?

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1. STORY

Three weeks after the space colony Eurasia crashed into Earth (play MMX5 for the full story), X investigates an outbreak of the Nightmare Virus...and wonders if the death of his friend Zero is all it appears to be.

2. GAME BASICS

Controls:

D-Pad: Move left or right, or up or down ladders; hold Up to grab onto lines, and hold Down to crouch

X: Jump

Square: Fire X-Buster (hold to charge); with Zero, use Z-Saber

Triangle: Fire special weapon (again, hold to charge), use Z-Saber; with Zero, fire Z-Buster

Circle (or tap Forward twice): Dash (you can air-dash by pressing Circle or tapping Forward twice in midair)

Start: Weapon Select

Select: Contact Alia (when [!] appears in the lower right corner of the screen); Quit Game (on Weapon Select screen)

L1/R1: Cycle through special weapons

L2: n/a

R2: Giga Attack

All these button settings can be changed with the Button Configuration option on the Weapon Select Screen, as well as settings for auto-charge, rapid fire, and

vibration. For the purposes of this FAQ, I'll be using the default buttons.

Ranking:

Yes, Ranking actually has a point. The higher your Ranking, the more Parts you can equip! The amount of Nightmare Souls you acquire has an effect on your overall Ranking. Keep collecting more Nightmare Souls, and your Ranking will increase after every level you beat!

Teleport Areas:

Every now and then, you may come across a blue teleporter. If you jump in here, you'll often be transported to an alternate part of the level you're on, and at the end, you'll face Nightmare Zero. The next time you go, you'll face High Max, and from then on, you'll face Dynamo. (You'll also face Dynamo if you've defeated all 8 Mavericks.) Annoyingly, after you defeat them, you'll have to go through the entire level again to get to the Maverick.

3. TERMS AND CHARACTERS

Terms:

EX TANK - An item that allows you to start with 4 lives instead of the standard 2.

HEART TANK - An item that increases your life bar.

MAVERICK - A Reploid that's gone berserk as a result of being infected with the Nightmare Virus.

MAVERICK HUNTERS - Reploids who track down and dispose of Mavericks.

NIGHTMARES - Mavericks that resemble octopi. You'll find them in every level. Destroy them quickly!

NIGHTMARE SOULS - These energy spheres are left behind when Nightmares are destroyed.

NIGHTMARE VIRUS - Previously known as the Sigma Virus or Zero Virus. This virus causes Reploids to go Maverick.

REPLIFORCE - The Reploid military branch.

REPLOIDS - Complex robots, complete with emotional circuits and the ability to learn.

SUB TANK - A portable energy tank that allows you to refill your life bar when it's low. Sub Tanks can be refilled with standard life energy capsules if your life bar is full.

W-TANK - A portable energy tank that allows you to refill your weapon energy bar when it's low. The W-Tank can be refilled with standard weapon energy capsules if your energy bar is full.

X-BUSTER - X's primary weapon system, consisting of a long range plasma cannon that can be charged up for more powerful shots.

Z-SABER - Zero's primary weapon. A beam saber that can be upgraded. After Zero's "death," X now carries this weapon.

Characters:

ALIA - The navigator for the Maverick Hunters. She stays in contact with X throughout his travels, and offers hints to get past various obstacles. She used to work with Gate in his lab.

DOUGLAS - The Maverick Hunters' mechanic and engineer, Douglas builds Parts for X.

DR. LIGHT - Creator of X, who now appears in holographic form.

DYNAMO - A Reploid mercenary who seems to exist for the sole purpose of harrassing X. He's also out to hijack Reploid data to upgrade all his systems.

GATE - A Reploid scientist who appears to be working to find out the true cause of the Nightmare Virus. While investigating the crash of the Eurasia colony, he found a strange piece of circuitry among the rubble. He sent out eight agents to investigate the latest "outbreaks"...you can guess what became of them. He's got his own agenda in regards to the data he's collected, and plans to build a

perfect world for Reploids (kinda like Dopplertown from MMX3), with himself in charge.

HIGH MAX - A warrior Reploid constructed by Gate to find Zero.

INJURED REPLOIDS - You'll see these guys in every stage. Rescuing them (just go up to them) will often refill your life meter and give you an extra life, and possibly give you Weapon/Life upgrades and Parts. Careful, though...Nightmares will try to infect the Injured Reploids before you can get to them! If they DO become infected, you'll have to destroy them.

ISOC - Gate's underling in their research organization.

SIGMA - X's archnemesis. No matter how many times X destroys him, Sigma always comes back for more. Ever since MMX3, Sigma has been described as a dangerous virus that can infect Reploids.

SIGNAS - Signas is leader of the Repliforce. He has the most precise CPU of all the Reploids.

X - Mega Man X. The hero of the story is a powerful robot - the last one built by the late Dr. Light. After being recovered by the scientist Dr. Cain, X is now a leader of the Maverick Hunters--robots dedicated to bringing down 'bots gone berserk.

ZERO - X's friend, who was originally a Maverick himself. He was built by Dr. Wily around the same time X was constructed. Zero was defeated by Sigma, who was a Maverick Hunter at the time (play MMX4 for full details). Zero was reprogrammed, and later hunted Mavericks alongside X. Zero sacrificed his life at the end of MMX5 to save X.

4. BOSS INFORMATION

Name Conversion:

Alright, let me make one thing VERY clear: The US names for the Mavericks SUCK. They didn't bother to translate them! So, since this is MY FAQ, I'm using MY names. Don't worry, they're not sweeping changes...it's essentially what they'd translate to, anyway. You won't get confused. If you don't like it, tough! :)

Name	New Name
Commander Yammark	Commander Dragonfly
Ground Scaravich	Ground Scarab
Infinity Mijinion	Infinity Flea
Blaze Heatnix	Blaze Phoenix
Blizzard Wolfgang	Blizzard Wolf
Rainy Turtloid	Rain Turtle
Metal Shark Player	Metal Shark
Shield Sheldon	Shield Shellfish

Suggested Order:

Commander Dragonfly - Ground Scarab - Blaze Phoenix - Blizzard Wolf
Rain Turtle - Metal Shark - Shield Shellfish - Infinity Flea

Weakness Chart:

Boss	Weakness	Weapon Gained
Blaze Phoenix	Ground Dash	Magma Blade
Blizzard Wolf	Magma Blade	Ice Burst
Commander Dragonfly	Ray Arrow	Yammar Option
Dual Cells	Metal Anchor	(none)
Dynamo	Meteor Rain	(none)
Gate	(none)	(none)
Giant Mechaniloid	Z-Saber	(none)
Ground Scarab	Yammar Option	Ground Dash
High Max (1st)	(none)	(none)
High Max (2nd)	Ray Arrow, Meteor Rain	(none)
High Max (3rd)	Ray Arrow, Meteor Rain	(none)
Infinity Flea	Guard Shell	Ray Arrow
Metal Shark	Meteor Rain	Metal Anchor
Nightmare Zero	Z-Saber	(none)
Rain Turtle	Ice Burst	Meteor Rain
Shield Shellfish	Metal Anchor	Guard Shell
Sigma (1st)	Metal Anchor	(none)
Sigma (2nd)	Ground Dash	(none)

Strategies:

NOTE: The strategies listed have X in mind, obviously. For Zero, use your judgment, and the corresponding special move that matches up with X's weapon. Good luck!

Blaze Phoenix - He'll summon lava from either the top of the screen or the bottom of the screen, so watch your step! Hit him with the Ground Dash, while you dodge his magma blobs. Later, he'll attack you with fire arcs, or dash across the screen in full blazing glory. You can avoid this by jumping to and from the platforms.

Blizzard Wolf - Use the Magma Blade, and keep in mind that it's got range. If he runs at you, jump over him. Watch out for his ice blocks and icicle dash attack! He may jump at you, too. Just dash under him, turn around, and burn his ass again.

Commander Dragonfly - What a joke. He'll have his dragonfly underlings circle him and fire at you--except you can destroy the shots! Use the Z-Saber to wipe them out, and blast Commander Dragonfly with the Ray Arrow. He'll charge at you sometimes...just jump off the wall to avoid him.

Dual Cells - You'll find these pests at the end of the first stage in Gate's fortress. Your best bet is to use the Shadow Armor. (If you don't have the Shadow Armor, the Metal Anchor works well, too.) Each cell has a metal eye in the middle. However, you can't damage it until it comes out. They'll rotate around the room...jump off the walls to dodge them. When an eye comes out close to the ground, slash it, and immediately follow up with the Shadow Armor's Giga Attack, as it will do plenty of damage. When the eyes are out, they'll use any of three different attacks: blue spheres that shoot lightning and race along the floor and walls; red spheres that set the floor on fire; or a magma cascade

that comes raining down from above.

Dynamo - Does this guy even have a point? Anyways, use charged shots and the Meteor Rain to take him out. Dodge his boomerangs, and climb the wall directly behind him to avoid his lightning attacks. If you blast him with a charged shot right after you hit him with the Meteor Rain, he'll drop a sphere worth 200 Nightmare Souls! He'll only drop three per fight, so don't overdo it.

Gate - You can't directly damage this guy...you'll have to turn his own attacks against him. He'll float around the room (AVOID coming into contact with him!), and fire out various spheres. Slash them until they burst, and if a fragment hits Gate, it will damage him. The blue spheres will draw you towards them, the green ones will follow you, the red ones slow down the action, the orange ones fire energy bursts, and the purple ones create Nightmares. Later in the fight, he'll perform a large energy slash that can take out the floating platforms. They'll come back eventually...just don't get caught in one while it's materializing, or you're toast!

Giant Mechaniloid - Not too difficult. The trick is to hit the orb controlling the robot, not the robot itself. Use the Z-Saber to slash it. High Max will show up after you destroy the Giant Mechaniloid.

Ground Scarab - This annoying little punk will roll a big pile of junk at you, then go off the screen. The ball will gradually get bigger, so destroy him quickly! To sting him, use the Yammar Option, and make sure to hit him with the dragonflies' shots.

High Max (1st) - You can't hurt him. Avoid his energy sphere attacks, and eventually he'll leave.

High Max (2nd) - This guy's a real pain in the ass. Fire a charged shot, and while he's flashing, hit him with a Maverick's weapon, preferably the Meteor Rain or charged Ray Arrow, since you can stand under him, fire, and dash out of the way. (If you used the Ultimate Armor cheat, you can fry him with the Nova Strike after you hit him with a charged shot.) Your best bet is to blast him with a charged shot, get close FAST, and smack him with the Meteor Rain or charged Ray Arrow. He'll fire out his regular energy orbs (dash to avoid them), charge up and rush you (jump off the wall to dodge it), or put up a ring shield and rush you (just crouch, and he'll fly right over you). Later, he'll charge up and send orbs flying out from the middle of the screen. Avoid them as best you can. After you beat him, you'll be able to go directly to the final stages, even if you haven't defeated all the Mavericks yet.

High Max (3rd) - NOTE: This is the version of High Max you'll fight in Gate's fortress, regardless of whether you fought his 2nd version or not. Good news and bad news. The good news is, you can trounce this guy with the Shadow Armor. The bad news is, it'll be VERY difficult to get to Gate directly after him with the Shadow Armor (you'll have to use the Speedster and Hyper Dash Parts, and dash-jump off the LOWEST point on the blocks to cross the "impossible gaps"). But I'll give you strategies with and without the Shadow Armor anyway, so don't worry. With the Shadow Armor, charge up, and when he's got his shields up, get

close and unleash your slash. The sword will go right through the shield and knock him on his ass. Alright, now for a different strategy. I suggest the Blade Armor or Ultimate Armor, as you'll need them later to get to Gate. Just like before, you'll need to hit him with a charged shot, then use a Maverick weapon (I suggest the Ray Arrow). (If you used the Ultimate Armor cheat, you can fry him with the Nova Strike after you hit him with a charged shot.) If you've got the Ultimate Buster part here, that'll come in handy, too, as you'll only fire charged shots, and the Ray Arrow will be the charged version, which will do more damage. High Max has those annoying shields that'll get in your way. When he drops down to rush you, dash-jump off the wall to dodge him. He'll also send the shields out to track you. Wait until they appear above you, wait another moment, then dash to avoid them. He'll do his irritating middle-of-the-screen bit again, too, where he'll send out those monstrous orbs that burst if you shoot them. Hit him with a charged-up Ray Arrow at this point. With luck and patience, you'll take him down.

Infinity Flea - Defeat this guy FAST, otherwise he'll get extremely annoying. He'll shoot at you, but eventually, he'll start to clone himself. You thought Gemini Man (MM3) and Split Mushroom (MMX4) were bad? This guy will FILL THE SCREEN with clones, and rain down energy blasts all over the place. So make sure you keep track of the REAL Infinity Flea. Blast him like there's no tomorrow! The Guard Shell can reflect his attacks back at him! However, you don't bounce the green spheres back. You bounce that attack that shoots in every direction where he says "woo-hoo!" as well as that attack where he touches the ground and makes energy rain down. This worked best with Zero. You activate the shield and get close to one wall. Next you point the shield towards the center of the room. Now, use Zero's spinning attack (Down and Triangle) like crazy. You'll stop all of the green attack spheres and the shield will do its work. The only attack he can hurt you with is that small purple beam, but just keep spinning and you'll win the battle with half of the damage (In most cases).

Metal Shark - He'll swim about in the junk below you, then pop out. Soak him with Meteor Rain. He'll also summon holograms of Magna Centipede (from MMX2), Blast Hornet (from MMX3) and Sting Chameleon (from MMX) to bother you! (Which character ends up appearing depends on what difficulty setting you chose when you started the game.) These can't be destroyed, so just avoid their attacks and continue assaulting Metal Shark.

Nightmare Zero - He's a purple Zero, and rather tough. Use your Z-Saber to stun him, then blast away. He'll fire his Z-Buster at you, or rush you and slash. His attacks do a TON of damage, so watch out! He's also got some wide crescent-slash attacks that can be a pain to avoid...crouch them if you can. Defeat him, and you'll be able to use Zero as a playable character!

Rain Turtle - He's one big bastard. Bigger than Frost Walrus in MMX4! To defeat him, you'll first need to destroy the two green gems on his shell. Slash at them with the Z-Saber--it'll take out the missiles he fires out as well. After they break, you'll be able to damage him. Use the Ice Burst. The gems will regenerate after awhile, but just destroy them again. When he retracts into his shell and rolls at you with spikes extended, get on the wall and air-dash over him. Later, he'll move a lot faster when he does his rolling attack, and his Meteor Rain will drop down from the ceiling. Move quickly to dodge him, and continue your assault.

Shield Shellfish - He'll protect himself with his shells...when he pops out, use the Metal Anchor to drop him. When he charges up his energy barrier, the angled flight of the Metal Anchor can break right through it!

Sigma (1st) - Oh, what a shock. Sigma's back, and it's all Gate's fault. Like we didn't see THAT coming. He looks like hell, too. While he's crawling along the ground, clown him with Metal Anchors. Eventually, he'll create an energy portal and start firing at you. Dodge his shots, slash and blast him. Not too tough of a fight. If you're using Zero, stand on the ground and use the Z-Buster. Also use the Rankukojin (metal saber) or Ensuizan (spin-slash) to knock Sigma back a ways. Duck and jump the energy waves just like X.

Sigma (2nd) - The Capcom designers took a cue from "The Terminator" with Sigma's new body. You'll only be able to hit him when he opens his mouth, and you see the sensor inside. In the meantime, he'll be busy sending out green blobs that'll either form into platforms, or little skulls that will fire at you. Destroy the skulls, because a) they'll give you powerups, and b) they'll overwhelm you if you don't! When Sigma opens his mouth to fire, smack him with the Ground Dash (or let loose with a Giga Attack!) then crouch to avoid his beam cannon. If a tracking marker appears beneath you, dash to avoid the vertical beam cannon he'll try to blast you with. If you're using Zero, stand under his chin and spin-slash the green skulls. Whenever Sigma opens his mouth, do a quick jump and slash. With full Sub Tanks, some patience, and relentless attacks, you'll eventually obliterate him.

Teleport Pads:

It's just not a Mega Man game unless you have to fight all the bosses over again. And to make things interesting, the bosses are slightly more powerful this time around! Here's the order, starting from the top right:

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                                |-Commander Dragonfly
                        |-Blizzard Wolf-|
Blaze Phoenix-|
                        |-Metal Shark-|
                                |-Ground Scarab
                        |-Rain Turtle-|
Shield Shellfish-|
                        |-Infinity Flea
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Weapon Descriptions:

If X has the Falcon Armor, Blade Armor, or Ultimate Armor equipped, then he can charge special weapons. Zero learns special moves, like in previous games.

Giga Attack:

Falcon Armor - A huge laser blast that damages everything onscreen.

Blade Armor - You'll throw a powerful saber attack.

Shadow Armor - A shockwave attack that tears apart anything in its path.

Ultimate Armor - The good ol' Nova Strike. X jumps up a bit and powerdashes through the air, obliterating whatever's in your path.

Zero - Similar to Dynamo's lightning attack. He'll punch the ground, and an energy blast will rain down and damage everything on the screen.

Ground Dash:

Normal - A big chunk of rock. Amazing, isn't it. And it even explodes on contact!

Charged - A monstrous sphere of junk, that'll seek out an enemy and smash into it.

Zero - Sentuizan. Press Up and Square in midair. You'll slash downward.

Guard Shell:

Normal - A small energy field appears in front of you. Great for dispelling the X and Zero Soul Bodies.

Charged - Four shells appear at the corners of the screen. Keep pressing Triangle, and they'll fire off energy bursts!

Zero - Same as Normal.

Ice Burst:

Normal - An ice block that you can stand on. It'll also shatter if it hits an obstacle.

Charged - X will flash rapidly. If you dash, giant icicles will fire out up and down behind you.

Zero - Hyoroga. Hold Up, and jump. You'll be able to stick to ceilings! Plus, you'll fire out icicles if you hit Square.

Ray Arrow:

Normal - A laser pulse that reflects at 90 degree angles off walls.

Charged - Vertical laser beams will hit 50% of the screen, with you at its center.

Zero - Aekkoha. Giga Attack. Press R2. Zero punches the ground, and an energy blast will damage everything on the screen.

Magma Blade:

Normal - A fire sword, that tosses out two fireballs.

Charged - Multiple phoenixes fly across the screen.

Zero - Shouenzan. Press Up and Square. You'll slash upwards with flames!

Metal Anchor:

Normal - An anchor bounces across the screen.

Charged - Attack of the clones! (Sorry...couldn't help it.) You'll summon a squadron of Storm Eagle holograms that will divebomb everything on the screen. (Storm Eagle was a Maverick boss in MMX.)

Zero - Rankukojin. Press Down and Square in midair. You'll stab downwards with a giant metal sword, and an anchor will also bounce out.

Meteor Rain:

Normal - A giant raindrop that shoots straight up, then drops back down.

Charged - Just like the Astro Crush in MM8. Multiple giant raindrops rain

across the whole screen.

Zero - Ensuizan. Press Down and Triangle, and Zero will spin-attack on the ground.

Yammar Option:

Normal - Three dragonflies circle you. Pressing the Special Weapon fire button again will cause the dragonflies to fire out energy bursts.

Charged - The dragonflies circle you and continually fire.

Zero - Same as Normal. Press Up and Triangle to trigger it.

5. NIGHTMARE SYSTEM

Certain parts of levels change depending on the order that you visit them. This can get EXTREMELY annoying! Areas affected by the System will be highlighted in red on the Stage Select screen. Here's a list of the effects that the Nightmare System produces:

Commander Dragonfly -> Shield Shellfish = Metal flies

Commander Dragonfly -> Blaze Phoenix = Metal flies

Rain Turtle -> Commander Dragonfly = Rain

Rain Turtle -> Ground Scarab = Rain

Blaze Phoenix -> Blizzard Wolf = Raining magma

Blaze Phoenix -> Infinity Flea = Raining magma

Infinity Flea -> Commander Dragonfly = Spotlights

Infinity Flea -> Rain Turtle = Spotlights

Shield Shellfish -> Blizzard Wolf = X/Zero Soul Bodies

Shield Shellfish -> Rain Turtle = X/Zero Soul Bodies

Blizzard Wolf -> Metal Shark = Iced floors

Metal Shark -> Blaze Phoenix = Metal blocks

Metal Shark -> Infinity Flea = Metal blocks

Metal Shark -> Ground Scarab = Metal blocks

Ground Scarab -> Metal Shark = Red/black/blue crates

Ground Scarab -> Shield Shellfish = Red crates

- Metal flies can be destroyed with the Yammar Option.
- Rain slows you down.
- The raining magma will destroy the cracked ice walls in Blizzard Wolf's stage, enabling you to get the EX Tank and Heart Tank.
- The spotlights are annoying as hell. They'll only focus on you, and don't give away much of the surrounding area. Look before you leap!
- The X/Zero Soul Bodies are silhouettes that will attack you. Remove them with the Guard Shell.
- The iced floors will cause you to slip. Watch your step!
- The metal blocks often block your path. Destroy them with the Metal Anchor (the charged-up version works extremely well!).
- Red crates can be destroyed with the Ground Dash (or Sentuizan). Black and blue crates can be moved with the same weapon.

6. UPGRADES

Heart Tank/Sub Tank/Capsule Locations:

NOTE: Heart Tanks will ONLY extend the life of whoever picks them up; they will NOT extend the life of both characters.

Blaze Phoenix stage:

Heart Tank - After you beat the second miniboss, go through the door and use the Blade Armor to scale the platforms via air-dashing straight up. The Heart Tank is hidden behind an Injured Reploid; rescue the Reploid and you'll grab the Tank at the same time.

Capsule - Shadow Armor (Arms). After you get the Heart Tank, keep heading up. Use the charged-up Metal Anchor to remove any metal blocks that may be blocking your way to the capsule.

Sub Tank - After you get the Capsule, keep heading to the right. You'll get to a teleporter. Jump in, and work your way up. The Sub Tank will be sitting on a platform waiting for you.

Blizzard Wolf stage:

Heart Tank - Defeat Blaze Phoenix first. Equip the Blade Armor. After the beginning avalanche section and pits, right before you head down the ladder, the wall on the right next to the ladder will be broken! Kill off the Nightmares, and right below you will be two Injured Reploids. Use the Blade Armor's vertical air-dash to get to them. The Heart Tank is behind the Reploid on the right.

Capsule - Shadow Armor (Head). After the beginning avalanche section and pits, right before you head down the ladder, there's a ledge above you. Use the Blade Armor or Ultimate Armor to dash across to it from the other side. The capsule awaits right past the ledge.

EX Tank - In the same area as the Heart Tank, you'll see a pit with spikes on the walls. Drop down there with the Shadow Armor. The EX Tank is sitting on top of some spikes.

Commander Dragonfly stage:

Heart Tank - When you get into the cave section, you'll see a pit with some bar lights over it. You can drop down here, rescue some Reploids, and grab the Heart Tank.

Capsule - Blade Armor (Legs). The first time you drop down, head to the right. The capsule is right there waiting for you.

Sub Tank - You'll need the Blade Armor. After you drop down the first time, keep heading left. Eventually, you'll see a ledge up above you. Air-dash up there, then do a long air-dash to the left. There will be an Injured Reploid and the Sub Tank on a small ledge.

Ground Scarab stage:

Heart Tank - This is going to bug the hell out of you. It's in one of the totem pole areas, right in your path. You can't miss it. However, since the totem pole areas are COMPLETELY random, there's no guarantee you'll get to the Heart Tank when you go through. So basically, just keep playing through the stage over and over again.

Capsule - Blade Armor (Head). Again, like the Heart Tank, it's in a random

totem pole area, and it'll be right in your path. Keep playing though the stage until you get it.

Infinity Flea stage:

Heart Tank - After you defeat Illumina (that huge robot in the background) the second time, jump in the teleporter and head to the left. There it is!

Capsule - Blade Armor (Arms). It's next to the Heart Tank. Just get it!

Metal Shark stage:

Heart Tank - You can't miss it. Towards the end of the stage, in yet another compressor area, the Heart Tank will be waiting for you in your path.

Capsule - Shadow Armor (Legs). Equip the Blade Armor or Ultimate Armor. After the second compressor area, you'll see a ladder heading down, and the compressor continuing to the left. You'll be heading left...but make sure you can move quickly, as you won't have much time. (The Speedster and Hyper Dash Parts work well here.) Get through the compressor, then drop down the ladder. Head to the right. There will be a large pit in your way...destroy the Nightmares hovering there, then air-dash across to get the capsule.

Rain Turtle stage:

Heart Tank - You'll need the Shadow Armor. In the tree area where there's small sections branching off to the left and right, the Heart Tank is in the second section down on the left. Destroy the enemies in your way, and walk over the spikes to claim it.

Capsule - Shadow Armor (Body). In the tree area where there's small sections branching off to the left and right, stay up top. Get a bat to follow you, and wait close to the spikes. Let him drop a bomb on you, and while you're invulnerable, dash like mad across both spike sections to grab the capsule. (The D-Barrier Part helps out here.)

Shield Shellfish stage:

Heart Tank - Take the lower path after the laser puzzles. Keep going for awhile...eventually, you'll see the Tank in your way. It's sitting on a row of spikes. Use the Shadow Armor to nab it if you don't want to waste a life.

Capsule - Blade Armor (Body). Take the lower path after the laser puzzles. Right after you drop down again, part of the wall on the left is false. Walk through it, and dash-jump to the left to nab the capsule.

W-Tank - Take the lower path after the laser puzzles, and you'll see it sitting on a row of spikes. Use the Shadow Armor to nab it if you don't want to waste a life.

Armor Descriptions:

NOTE: To use the Blade Armor or Shadow Armor, you must have ALL FOUR pieces. Individual pieces have no effect.

Blade Armor - Your Z-Saber is stronger with this armor--charge up your X-Buster, then hold Up when you release it to unleash a strong slash attack. Press and hold X in midair, then press and hold a direction (left, right, or up) and release X to dash in that direction. This air-dash will also damage enemies.

Falcon Armor - You can't fly anymore, but you can air-dash, damage enemies, and charge your special weapons with this armor now. Your charged shots are rather tiny, which makes it harder to hit enemies.

Shadow Armor - X becomes a ninja! This armor will allow you to stick to the ceiling (hold Up and jump), walk on spikes, and move a lot faster. Your normal shots are shuriken (ninja stars, for the unenlightened) that fire in a random spread pattern. When you charge up, you unleash a crescent sword attack! No air-dash, however.

Ultimate Armor - Much more powerful X-Buster shots, and the ability to use your Giga Attack infinitely. Press X in midair to hover.

X - Our hero without any armor. Not recommended, as you're rather weak in this form.

Zero - Our favorite beam saber-wielding Maverick Hunter. He can do combo Z-Saber attacks and air-dash.

Parts:

As you rescue Injured Reploids, you might get Life boosts, Weapon boosts, or Parts. Different Parts obviously have different effects when you equip them. Life Up and Energy Up Parts increase your life bar or weapon bar's efficiency. Other Parts are either Normal (can be used by X or Zero), X or Zero specific, or Limited (you can use them only once during a stage). Here's a list of which Injured Reploids give you which Parts, and the effects the Parts have on your character. (The number following the Reploid's name is their number on the Rescued list.)

Commander Dragonfly痴 Stage:

MAH 01404 (1) - Life Up

Satton (3) - Energy Up

ISO (5) - Life Recover (Limited) - Fully restores your life bar, just like a Sub Tank.

Goken (10) - Super Recover (Normal) - Doubles the effectiveness of energy capsules.

Kuborina (15) - Rapid 5 (X) - X shoots a 5 shot burst instead of a 3 shot burst.

Blaze Phoenix痴 Stage:

Chibon (2) - Buster Plus (Normal) - Increases the attack power of the X-Buster and Z-Buster.

Hatori (10) - Life Up

Higurai (13) - Energy Up

Hal (14) - Power Drive (Limited) - Increases the attack power of special weapons and techniques.

Keiji (15) - Ultimate Buster (X)- X only fires charged X-Buster and special weapon shots.

Blizzard Wolf痴 Stage:

Ryu (3) - Shot Eraser (Zero) - Zero can cut enemy shots.

Ken (5) - Energy Up

Nina (6) - Weapon Drive (Limited) - Use weapons without wasting weapon energy.

Chun (11) - Life Up

Dante (14) - Jumper (Normal) - Increases jumping height and distance.

Ground Scarab痴 Stage:

PL 98 (5) - Life Up

Tsuki (7) - Speedster (Normal) - Doubles overall speed.

Bad (9) - Quick Charge (X) - X charges twice as fast.

Home (13) - Energy Up

Mars (16) - Over Drive (Limited) - X only fires charged X-Buster shots. Zero fires a 5 shot burst with his Z-Buster.

Infinity Flea痴 Stage:

Paralla (4) - D-Converter (Normal) - Converts damage taken into weapon energy.

Tekk (7) - Speed Shot (Normal) - Fire much faster.

Gital (10) - Life Up

Metal (11) - Master Saber (Zero) - Increases the attack power of Zero's special techniques.

Grantsu (13) - Energy Up

Metal Shark痴 Stage:

Wright (6) - Energy Up

Toshi (11) - Shock Buffer (Normal) - Cuts damage from all attacks in half.

Inaria (12) - Hyper Drive (Limited) - Increases defense.

Kikuturk (14) - Life Up

Dajango (15) - Saber Extend (Zero)- Increases the range Zero's of saber.

Rain Turtle痴 Stage:

Moa (7) - Energy Up

Etsu (10) - Life Up

Yui (12) - Weapon Recover (Limited)- Fully restores all weapon meters.

Nori (14) - Hyper Dash (Normal) - Doubles dashing speed.

Rena (15) - Saber Plus (Zero) - Increases the attack power of Zero's saber.

Shield Shellfish痴 Stage:

Kazu (1) - Life Up

Dai (7) - Energy Up

Taiji (11) - Energy Saver (Normal) - Cuts weapon energy consumption in half.

Kenz (14) - D-Barrier (Normal) - Doubles time of invulnerability after taking damage.

SO 1 (15) - Weapon Plus (X) - Increases the attack power of X痴 special weapons.

7. SECRETS/UNLOCKABLES

Ultimate Armor cheats:

On the title screen, highlight "Game Start" and enter the following code:

Ultimate X: Left three times, Right once

Dark Zero: L1 three times, R2 once

High Ranking:

Collect 5000 Nightmare Souls to earn the PA Ranking. Now you can equip 4 Parts!
Collect 9999 Nightmare Souls to earn the highest possible Ranking, UH. Equip 5 Parts!

8. ENDINGS

X's Ending (with Zero):

X gives Gate to Alia, in hopes that she can rebuild him. Then X and crew decide to continue work on rebuilding the planet, and leave in peace with humans.
Cheesy.

X's Ending (without Zero):

X and Alia talk over the body of Gate, when all of a sudden, Zero shows up from behind a rock. Zero tells them he has work to do, and leaves. Alia and X are left wondering what the hell just happened.

Zero's Ending:

Zero, speaking with a "mysterious scientist," seals himself in a capsule for 102 years, to awaken on August 15th. This may factor into the upcoming "Rockman Zero" game for Game Boy Advance, where the main character looks like a modified version of Zero. Maybe August 15th could be a US release date?

9. NOTES

- Is it just me, or was Zero's return LAME? "I hid myself away to repair myself." Ugh. C'mon, Capcom, you can do better than that!
- You can stun Illumina (in Infinity Flea's stage) with the Meteor Rain.
- The music in Gate's fortress sounds familiar, doesn't it? It should...it's a kickass remix of the final X-Hunter Base level music from MMX2! Also...Sigma's battle music is remixed from MMX.
- When X finds Isoc's lifeless body, the "Erasure Incident" that Alia refers to occurred in MMXtreme2 (Game Boy Color).

10. CONTACT INFO

Know something I don't? Find a hidden secret you're dying to share? Feel free to email me at cross (at) liquidcross.com. Just put "Mega Man X6" in the subject line. If you give me valid info, I'll credit you in future versions of this FAQ. :)

11. CREDITS

- Thanks to Capcom for continuing the X saga!
- Thanks to Maverick for information on Zero's techniques.
- Thanks to Irregular Hunter Zero and Rodrigo Shin for helping with Tank locations.
- Thanks to IHZ (again!) and Jay for helping fill out the Parts list.
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- Thanks to Tim Jones for added strategy on fighting Sigma with Zero.
- Thanks to Kryptech for info on the Nightmare System effects.
- Thanks to Dan Hunter for info on which Injured Reploids give you parts, added info on Sigma's weaknesses, and added strategy on fighting Infinity Flea.

12. DISCLAIMER

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