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| 1. Introduction |  
[MMX3 1]

Welcome to my guide for Mega Man X3 and the third entry in the Mega Man X franchise. I originally had thought about working on this not long after finishing up the one I worked on for Mega Man X2 but felt that I need a little bit of a break as I tried working on another game. Although as time went on a few things that had came up or was not getting much time to work on any of the projects that I wanted to made it a little difficult to do so. Thus recently with the other two games I wrote for, a couple Ben 10 games to see how that would do for motivation which did help some to get to writing this one. I hope that you all enjoy this as much as I did when I took the time to write it for you all.

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| 2. Contact |  
[MMX3 2]

To be able to contact Stephen "Warhawk" Harris please drop me an e-mail at gamefaqswarhawk [at] gmail [dot] com, with any questions, comments or any information that you may believe that I may have missed in this guide. Please don't send any hateful mail because I will not tolerate it because it can be considered harassment, so please make sure you know what you want to ask / comment before you send the e-mail to me. Be sure to have "Mega Man X3" in the subject so I don't accidentally delete the e-mail. This includes sending e-mails with some picture which may be inappropriate. Please if you send me any e-mails with any kind of vulgar language such as the "f" word.

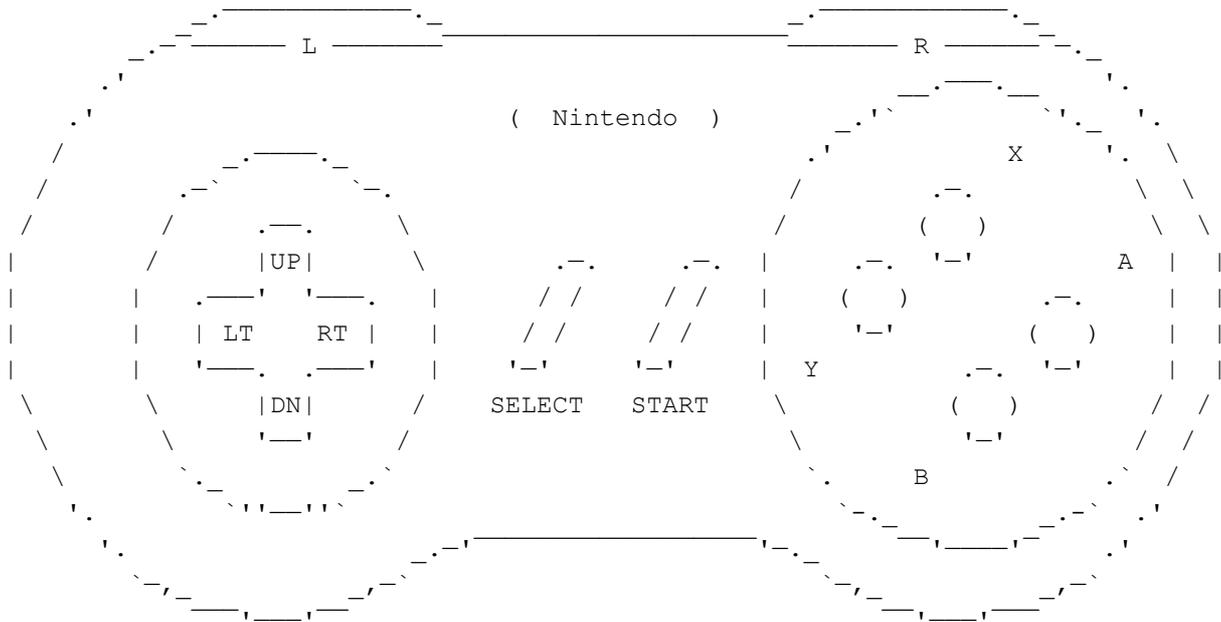
You may also like me on Facebook to know about any future plans I will have with guide writing and all. Any questions asked on the page I will try my best at answering to the best of my knowledge about any of the guides I have done in the past, and yes even if it's a question on that game I done one for. Even if it is to ask me what I plan of doing next and all.

<http://www.facebook.com/WarhawkFAQs>

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Donation  
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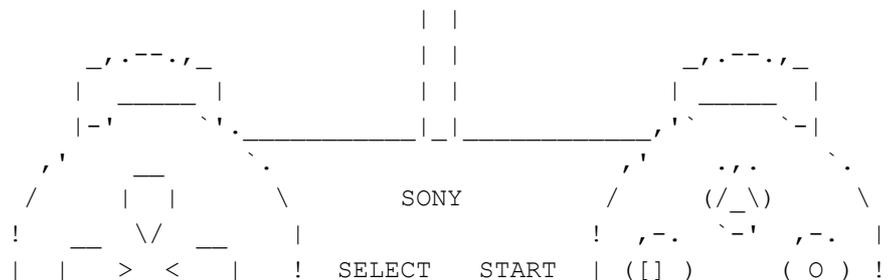
Also, If you found this walkthrough useful and would like to make a small donation on PayPal. The e-mail is the same as above warhawkfaqs@ymail.com and I will not force anyone to donate but is up to the reader if they choose to.

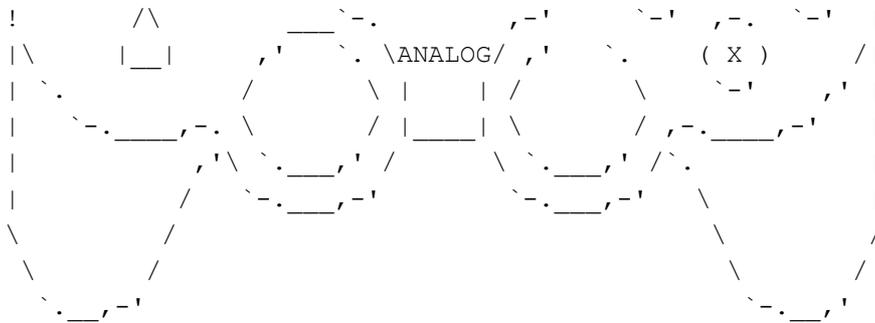
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| 3. Controls |  
[MMX3 3]



Control	Function
A	Dash
B	Jump
Y	X-Buster
X	No Use
L	Weapon Change
R	Weapon Change
Start	Pause Game
Select	No Use
Up	Move Up ladders
Down	Move Down ladders
Left	Move "X" Left
Right	Move "X" Right

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 | Part Two: PlayStation |  
 | [MMX3 3.2] |  
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Control	Function
X	Jump
Square	X-Buster
Triangle	X-Buster / Special
	Weapon
Circle	Dash
L1	Change Weapon
R1	Change Weapon
Up	Move Up ladders
Down	Move Down ladders
Left	Move "X" Left
Right	Move "X" Right

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 | Part Three: PC |  
 | [MMX3 3.3] |  
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 | Keyboard |  
 | [Mega Man X] |

Control	Function
Spacebar, Enter, Z	Fire Weapon
Ctrl, X	Jump
Attack / OK	Use X-Buster
[Hold to Charge]	
C or tap Right	Dash
Arrow twice	
Ctrl, or X [after dash move]	Dash Jump
Arrow Up/Down + X	Climb Ladder
A	Change Weapon
S	Change Weapon
D	Zero Monitor Switch
F4	Switch between Window
	Mode and Full-Screen
	Mode
F5	Switch between Normal
	Screen Mode and Small
	Screen mode

F6	Display resolution	
F7	Switch for Display	
	Screen Size	
F9	Exit Game [When Title	
	Screen is displayed];	
	Return to Title Screen	
	[while playing game]	
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 | Sidewinder Control |  
 | [Mega Man X] |

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Control	Function	
-----		
A	Fire Weapon	
B	Jump	
A [hold until	Use X-Buster	
charged then		
release]		
C [or tap Ctrl pad	Dash	
forward twice		
quickly]		
B [following Dash	Dash Jump	
move]		
Up / Down + B	Climb Wall	
[repeatedly]		
X	Switch Weapon	
Upper Left Button	Change Weapon	
Upper Right Button	Zero Monitor Switch	
o-----o		

o-----o  
 | Keyboard |  
 | [Zero] |

o-----o		
Control	Function	
-----		
Spacebar, Enter, Z	Fire Weapon	
[aka Attack / OK		
Key]		
Ctrl or X	Jump	
Attack / OK Key	Hyper-Zero Blaster	
[Hold until		
charged, then		
release]		
C [or tap Right	Dash	
arrow twice		
quickly]		
Attack/OK Key	3-Fold Saber	
[Hold until fully		
charged, then		
release]		
Attack / OK Key	Hyper Zero Charge	
[Hold until fully		
charged, then		
release, press A		

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|   for second           |
|   charge]             |
| Attack / OK Key       | Saber Beam Attack     |
| [Hold until fully    |
|   charged, then      |
|   release, press A   |
|   for second         |
|   charge, press A    |
|   again]             |
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| Sidewinder Control |
|   [Zero]           |

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o-----o
|   Control           |   Function           |
|-----|-----|
| A                   | Fire Weapon         |
| B                   | Jump                |
| A [Hold for 2      | Hyper-Zero Blaster  |
|   seconds, then    |
|   release to       |
|   fire]            |
| C [Or tap Ctrl Pad | Dash                 |
|   forward twice    |
|   quickly]         |
| A [Hold until      | 3-Fold Saber        |
|   fully charged,   |
|   then release)    |
| A [Hold until      | Hyper Zero Charge   |
|   fully charged,   |
|   then release,    |
|   press A for      |
|   second charge]   |
| A [Hold until      | Saber Beam Attack   |
|   fully charged,   |
|   then release,    |
|   press A for      |
|   second charge,   |
|   press A again)   |
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|                               | 4. Walkthrough       |
|                               | [MMX3 4]             |
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| Prologue: Hunter Headquarters |
|                               | [MMX3 4.Pr]         |
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Items: None  
Weapons Aquired: None  
Armor Upgrades: None  
Boss: Moah the Giant

## Cast of Enemies

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Caterkiller  
Earth Commander  
Ganseki Carrier  
Head Gunner Customor  
Notor Banger

Head on in and there'll be three Notor Bangers before reaching the end where you'll need to head down a ladder though don't worry about the Caterkiller. Upon heading down the ladder there'll be another Caterkiller that'll send out an attack wait for it to go as far as it can then dash under it then dispose of it and take care of the Notor Banger. As there'll be another Caterkiller on the wall but ignore it as you make your way through the room and past the three Notor Bangers to reach the next ladder. Head on down and to the bottom platform. As you get in the next room you'll run into another Hunter known as "Mac" but there's only one problem he has decided to leave the Hunters to join Doppler's team. Mac will take X hostage and when it seems as though that there isn't any hope to get out of there, it'll be time to take control of Zero. It's up to using Zero to free X so he can continue on stop Dr. Doppler from this madness. Make your to the right watch out for the any sections of the ceiling that'll drop down at any given time.

Along the way there'll be two Earth Commanders and two Head Gunner Customers that'll be in the area before going to the next section to deal with one more Head Gunner Customor before you can wall climb to get to the ladder. Head up the ladder then to the right and start wall climbing from the left then quickly to the right. The reason being is to watch out for the Ganseki Carriers that'll be trying to knock you down with spiked balls. Keep up with this until you reach the top and through a boss gate to deal with Mac.

Sub-Boss: Mac  
HP: Unknown  
Attack(s): Unknown

As you square off with Mac it's not going to be much of a battle against Zero at all. All you need to do is charge up to the fullest before entering the gate and after Mac appears hit him with both buster shots then walk over to finish him off with the Z-Saber. Once you have done that wall climb to free X. After the fight with Mac it'll be time to take control of X to head out wall climb to enter the boss gate and deal with the boss of the stage, "Moah the Giant".

Boss: Moah the Giant  
HP: 32  
Attack(s): Steel Spike Ball [1 HP]

As you face off against Moah he'll only have one attack that you have to dodge and that's the Steel Spike Ball. It won't do much damage to you and the only way to damage him is by aiming for his head. You want to do charged shots against him and although he won't go down so easy like the Gigantic Mechaniloid CF-0, in the previous game. Keep going for the head and you should have Moah down in no time.

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## Cast of Enemies

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Caterkiller

Earth Commander

Head Gunner Customer [before completing Blast Hornet's stage]

Head Gunner Masspro [after completing Blast Hornet's stage]

Hotareeca

Mine Tortoise

Notor Banger

Victoroid

At the start of the Dam stage there'll be two Victoroids you'll have to deal with if you chose to and can be easily jumped over to avoid conflict with them. Once past them head on down to the next section and head to the right as there'll be at least one or two Notor Bangers before having to wall climb to the top. Head on up as there'll be a Earth Commander to dispose of and climb to the next area with another Earth Commander and a Notor Banger. Make your way up as there'll be two more Earth Commanders along the way and after you climb up a ladder there'll be a Notor Banger with a health capsule to refill your health if needed. Dispose of it and continue on your way up to the top. Heading up to the top and as you get closer you want to wall climb to your right then quickly to the right so you can claim a Life Up from this stage but without dealing with a Notor Banger then head down to the opening that you need to head through where there'll be another Notor Banger.

Head on through the Sub Boss section and if you don't have two Mavericks down at this time you can just bypass this section without any worries. Go to where you need to drop on down and into the ocean/lake area. But watch out for the Mine Tortoises as they shouldn't be much of a hassle. Until you get to where you have to be careful of a spiked ceiling then you need to dispose of them. When through there'll be one more to deal with before entering a sub boss gate where you'll face off against the Hotareeca.

Sub Boss: Hotareeca

HP: 32

Attak(s): 2 [contact], 2 [homing missiles], 3 [mines]

Weakness: Triad Thunder

When you face off against the Hotareeca there'll be two attacks that it'll use against you. It'll use Homing Missiles and mines against you and the best thing to do when you face off with it is use the X-Buster on it if you haven't fought Volt Catfish instead by this point. It should be pretty easy to dodge each of its attacks to get a hit on it. As you go about dodging its moves and making each shot count it should be over in around a minute or so.

Upon its defeat head on out and head on up to the next area but watch out for the Caterkillers that you'll come across as you make your way up. Once you get to the ladder that'll take you up head across and be careful of the Head Gunner that'll come across then traverse the gap to the next section as there'll be at least one to two more of them before you drop down. When you drop down be all the way to the right as you drop down cause there'll be a floor of spikes for the most part. There'll be a Head Gunner to deal with and once it's disposed of dash jump over so you can head down the ladder. As you do it'll be time to face off with the Seahorse.

Boss: Toxic Seahorse

HP: 32

Attack(s): 2 [contact], 4 [Acid Burst], 2 [Acid Burst droplet],  
4 [Double Acid Burst], 4 [Dissolve]

Weakness: Frost Shield

When fighting Toxic Seahorse there'll be a few attacks at his disposal if you don't use the Frost Shield at him making it a challenge to face off against him. If you face off against him using only the X-Buster have to watch out mostly the Acid Burst that he'll throw at you but it'll be double when his health gets down a ways. One move that you'd have to be on the watch for is the dissolve due to not knowing where he'll come up at. When using the Frost Shield the fight will be easy as cake to do. All you have to do is fire one at him and he'll keep jumping into the next one allowing you to get an easy victory over him.

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| Chapter Three: Underground Base |
|           [MMX3 4.3]           |
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Items: Life Up, Sub Tank

Weapons Aquired: Tornado Fang

Armor Upgrades: Helmet Upgrade

Boss: Tunnel Rhino

Cast of Enemies

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- Drill Waying
- Drimole-W
- Ganseki Carrier
- Hell Crusher
- Iwan De Voux
- Wall Cancer

Onward to the Underground Base of Tunnel Rhino as you make your way but without dealing with two Ganseki Carriers before you reach a ladder to head down. As you reach the next section and make your way through it there'll be a Drill Waying, and a Iwan De Voux to deal with before heading up to the next area. Upon getting to the next area you see there's a space to the right and there'll be a Life Up but you can't access it if you don't have the arm upgrade along with Triad Thunder aquired from Volt Catfish. Make your way past the Iwan De Voux and up the wall to the next section. Watch out for the slurry that'll come down as you face off with a Drill Waying and when making

past that be sure you don't get caught in the slurry to put you on the spikes below. Now head up to the next section to worry about one Iwan De Voux but along with more slurry as you make your way to the end and up to the next area where you'll have more slurry to work around. Reach the end and head up to claim a sub tank from the stage and head down but watch out for the Wall Cancer. Head down to the bottom and head through the Sub Boss gate but watch out that at this point you may have to face off with one of Doppler's henchmen Bit. Keeping in mind that if he don't appear in the first stage after you have defeated the second Maverick don't take it easy just yet just in case.

After exiting the section there'll be two Drimole-W and a Drill Waying in this section before you need to wall jump up to the next section. Head up to the next section and head to the right but watch out for the boulders that'll be dropping down. Make your way through and there'll be a Drill Waying at the end of the road then head up but watch out for the boulder that'll drop down then head to the left and watch out for the next boulder as you make your way up to the next section. When you reach the next section you'll see a boulder hanging but you can't do anything at the moment without needing the Arm Upgrade and Triad Thunder just like with the Life Up. Head on in the direction and drop down but you have to move fast due to the boulder that'll be behind you. There'll be a safe place to the right to enter and there you'll square off with the sub boss that'll appear no matter what in this stage, the Hell Crusher.

Sub Boss: Hell Crusher

HP: 32

Attack(s): 2 [contact, torso], 2 [contact, spike], 2 [back spike],  
3 [claw]

Weakness: None

This is one of the interesting Sub Boss that you'll fight in the game and maybe the most intriguing. The best strategy to use against it is to dash over it if it comes towards you at the start of the fight then work your way over to the far right to do a air dash to get up on the wall. Once it comes over near you and wants to attach itself to the ceiling then dash jump out of there. This is where you need to do is to make sure it keeps heading back up on the ceiling so you don't receive too much damage during the fight and being able to get every hit on it that you possibly can. By doing this you should have a good shot on making it past him without much worry unless you mess it up but you don't want to do that at all. Keep to it and this should be a easy battle.

Once that you beat it and head on out there'll be a Drimole-W and a Iwon De Voux that'll try to be in your way as you head to the ladder to head up it. When you have to do some wall climbing there'll be a few Wall Cancer as you head along the way and a Drimole-W once you reach the top. Make your way across then up the ladder only to see another Drimole-W there, and you can avoid it if you wish to get to the next ladder. Move up the ladder and you should see the boss gate to enter on through to face off against Tunnel Rhino.

Boss: Tunnel Rhino

HP: 32

Attack(s): 3 [contact], 4 [mini shoulder drill], 4 [normal drill],  
4 [Tornado Fangs], 5 [Invincible Dash]

Weakness: Acid Burst



your way past it to hitch a ride on another lift and if you take this one to the top you should be able to head off the ride to obtain the Life Up but it may not be easy since it's on spikes. Get on the wall then dash towards the next wall to claim it but you can get back over to the other side without dying. Fall down to you hit the lift to head back up so you can head to the first one that you come to your left.

Once that you get in that section there'll be two Meta Capsules, Head Gunner, and followed by a Caterkiller as you have to climb up to the nex section. When you get up there and head to the right until you come to another lift get on it to head to the top but don't take it all the way up cause you'll need Gravity Well from Gravity Beetle and the Arm Upgrade to get the armor piece from this stage. Head to the one on the right to continue on and there'll be two Earth Commanders along with two Crablasters that'll be on the bridge to the sub boss gate. If you have already fought Bit you won't have to worry about Byte until there's more Mavericks defeated but if you haven't fought Bit yet be prepared just in case. Upon heading out there'll be a Crablaster before you drop down and there'll be two more Crablasters. If you had the ride armors available you could gone up to the top to get one and drop down to obtain the Sub Tank from this stage but let's focus on getting through.

There'll be three more Crablasters, one Trapper and one Caterkiller before dropping down while there'll be two more Caterkillers on the way down. Drop down near two Crablasters jump over them then drop down and there'll be a Caterkiller that'll try to make a move on you before you drop down again. Drop all the way down then across then have to make your way back up once you get to the end. There'll be Crablaster and a Caterkill before going down once again then there's a Head Gunner there waiting for you. Drop down head to the right to enter the boss gate to face off with Volt Catfish.

Boss: Volt Catfish

HP: 32

Attack(s): 2 [contact], 2 [floor lightning], 2 [Triad Thunder]  
6 [back generator charge], 4 [electric barrier contact]  
2 [mini spark], 4 [Barrier Dash]

Weakness: Tornado Fang

Now we get to dance with the fish. One of the main moves to watch out for is his Triad Thunder. If you plan of walking in just using the X-Buster then you better be prepared for one hell of a fight against him. The one move to watch out for if you don't use Tornado Fang is the Floor Lightning and has no choice but to wall climb to avoid taking any damage. As the fight wears on and isn't too far from being defeated he'll then start getting a charge from the generator followed by the Barrier Dash to do damage to you which is one of his deadly moves. Now if you have the Tornado Fang as you should at this point it should be easy to get past him with no problems whatsoever and all you have to do is to fire one at him let him walk into it. Jump over him and continue the process until he starts getting a charge but the Tornado Fang will help prevent him from doing the dash towards you and be able to stop him in his tracks.

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| Chapter Five: Sea Port |
|           [MMX3 4.5]   |
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to destroy before head over there. Once there hop on the Tombort to get a lift to get the Sub Tank from this stage. Once obtained head in the direction you were originally heading in. Head on through and there'll be two more Hama Hama's before reaching the end then head up the ladder. Ignore the Caterkill and make your way dealing with three Drill Wayings before you get to the end where there's a Caterkiller as well as Notor Banger.

If you take a look at the wall before you head down the ladder there's some cracks in it, use the Tornado Fang on it to open it up and to claim the arm upgrade. Dash jump then and perform a dash into the air to get up to the capsule so you can get it.

"Enter this capsule, X. Take this X-Buster upgrade. The upgrade will increase the strength of your charged shots. You will be able to shoot 2 shots at once. If timed correctly, you can overlap the shots in a single crosscharged shot. The upgrade also allow you to charge any special weapon."

Head back through but I'd advise to head to the lower part before heading back up and through the hole that you created then head down the ladder. Once you head down the ladder if you want to get down quicker just let yourself fall down to the bottom then through the sub boss gate to face the Worm Seeker-R.

Sub Boss: Worm Seeker-R

HP: 32

Attack(s): Spiny Mine

Weakness: Triad Thunder / Frost Shield

Facing off the Worm Seeker can be a little difficult since the only time you can get any hits on it is when it comes out of the ceiling or floor but watch out as it sends mines towards you. The most vulnerable part on it is its head and aim all your shots at the head. While it is weak against the Triad Thunder as well as the Frost Shield but I would recommend using the Triad Thunder over the Frost Shield if you use any special weapons. If you just use the X-Buster on it, just try to focus on just a normal charged shot instead of charging it up all the way to get a better shot of taking it on down. Once that you deliver the final blow it's time to get out of there and continue on.

Traverse over the gaps and head up the ladder to the next area. As you make your way through there'll be a few Hama Hama's in the area along with a few Meta Capsules as you make your way through and eventually to another sub boss gate to enter through. When you enter it there's a chance that Byte might make his appearance but just in case he does.

Head down the ladder then head to the left and before you try to make it all the way down but be careful once you get to the bottom or you'll take damage from the damaged ground. As you head to the right you'll be dealing with Atareeters, Meta Capsules and Tomborts before you can go about fighting Neon Tiger. There shouldn't be too many of them to deal with between here and the end but before you go to face off with Neon Tiger do a air dash to go up the wall to get the Life Up so you can withstand the damage during the fight.

Boss: Neon Tiger

HP: 32



Head Gunner Masspro [after completing Blast Hornet's stage]  
Notor Banger  
Wall Cancer

From the start of the stage head on through and there'll be a Head Gunner as you make your way through then to the building. Once inside you have to find the best path to go up and around while dealing with Head Gunners in the area. If Blast Hornet was defeated prior to this stage you wouldn't have to worry about the crates in the room as well as being able to get the Life Up that's in the top left hand corner of the room. Go as far as you can then head up to deal with a Notor Banger and a Head Gunner so you can head over to the ladder. When over there there'll be two Notor Bangers and have to wall climb up where there'll be another Notor Banger up there. Head through the sub boss gate and through assuming that you have fought Byte at this point in the game if not then prepare in case. Afterwards head out and up the ladder but before you can precede wall climb to your left and do a jump dash to gain a ride armor that'll be available once you gain the main one from Blast Hornet's stage.

Head on through dealing with a few Earth Commanders and some Notor Bangers along with a few Bladies along the way. Keep on heading until you come to a ladder, and head on down until you come to a lift. On the way up there'll be three Head Gunners while on the way up until you see a sub boss gate but there won't be any boss of any kind on the other side. If you go to the top is where you'd find for the ride armor if you have any available to use and use it at the end to get an enhancement for the X-Buster if you want to get it. If not even if you have any to use head on over across what looks to be a bridge but once you step on them they'll fall so get on past it quick then for a breather but without dealing with a Notor Blaster. Once again go through the same to get to the next section. When you finish there head on up dealing with two Notor Bangers to the top to deal with several Head Gunners before can reach the end. Here you need the ride armor or head up. Now head up to deal with two more Notor Bangers and a Wall Cancer before you can get to the top to enter the boss gate to deal with Gravity Beetle.

Boss: Gravity Beetle

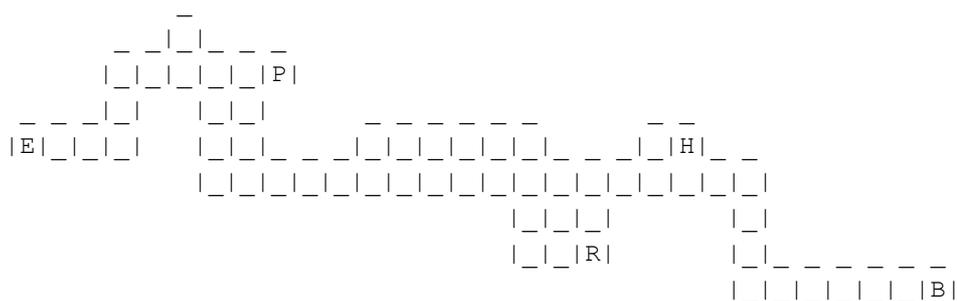
HP: 32

Attack(s): 3 [contact], 2 [Gravity Well, tiny], 4 [Gravity Well, medium]  
8 [Gravity Well, large], 6 [dash], 8 [Giant Gravity Well]  
6 - 8 [Gravity Dead Lift]

Weakness: Ray Splasher

When fighting against Gravity Beetle the attacks that you need to watch out most for is the Gravity Well attack. As the the fight goes on and more health is drained from him the bigger the attack will be thrown at you during the fight. Also during the fight but won't happen mostly until towards the end of the fight and he's almost defeated that he'll toss a gravity well up towards the top of the room sucking anything towards it so be careful. He can be an easy fight just the X-Buster alone but one move that he may try to pull towards the end of the fight is a double gravity well. If you use the Ray Splasher, he won't have time to try using a Gravity Well at all until towards the end of the fight where he'll throw one up in the air but you should be able to stop him from using it altogether is about all he'd do when using the Splasher against him. All in all this should be fairly an easy fight to do.

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Items: Life Up, Sub Tank, R  
Weapons Aquired: Parasitic Bomb  
Armor Upgrade: Super Enhancement  
Boss: Blast Hornet

#### Cast of Enemies

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Carry Arm [Before completing Gravity Beetle's stage]  
Genjibo and Shurikein  
Hangerter [holding Ride Armor]  
Head Gunner Customer [Before completing his stage]  
Head Gunner Masspro [After completing his stage]  
Helit  
Meta Capsule [Before completing Gravity Beetle's stage]  
Notor Banger

If you have been going in the path as this guide shows this is the last stage that you need to do before you can proceed onward to the Doppler's Lab stages. Make your way through as there'll be a Notor Banger on the way to a lift and once you get there, there'll be a Head Gunner at the end but ignore it as you head up the lift. As the ride won't last long and there'll be two more Head Gunners on each side halfway up on the lift. When you reach the top head onto the next section and drop down but avoid the Notor Bangers on the way down. Once you reach the bottom head through the sub boss gate to face off with the sub boss Geniba and Surikein.

Sub Boss: Genjibo and Shurikein  
HP: 18 [Shurikein]  
Attack(s): None  
Weakness: Acid Burst [Shurikein]

As you face off with these two there's really no attacks that it'll do against you just sway back and forth. As you make a hit on it it'll go in the air and if you time it right to hit it to jump over you to avoid it making contact with you. Watch out if it stops in the corner as it may try bouncing its way towards you or spin then thrust at you to come towards you then up the wall and ceiling before heading back to where it started. It shouldn't take too long to defeat this sub boss and be on your way out to finish up with the stage.

Head on out then up to the top of the building where there'll be a Notor Banger and a Helit that'll come down to fire missiles at you. Go to the next roof but watch out for the two Helits on the way to the end and at the end of the first roof. Head on over to the next roof, as there'll be a Helit on the way over then once on the next roof there'll be a Notor Banger with a Helit not far from it. Blast the crates between the second and third roof to make your way down then head to the right to use the Tornado Fang on the wall to break a way in. Destroy the crate via the X-Buster head down then head left and free the ride armor then you can take that back up via the lift to the left. Once you get back up head on back towards the way you went down and break any walls that need it but make sure you dash jump over the gap that you used to head down to get the ride armor. On the way through it should be safe to get to the next area until you come to where you need to get out of the ride armor. If you haven't defeated Gravity Beetle by this point there'd be a cargo ship that would have carry arms trying to load it but if he is defeated by this point you don't have to.

Once you get to the end of where you need to get out you want to do a jump air dash to get up on the wall so you can climb up to claim a Life Up. Drop back down to head through the sub boss gate and if Byte hasn't shown up by this point this is where he'll show up for sure. If you already fought him, then head on through to the other gate. When you get through the other gate head on down and dispose of the Notor Banger then head to the far left to drop down far to the next area. Once you get there head right then drop down to deal with another Notor Banger then head down to the next but were right to drop on the platform but there'll be a Head Gunner waiting for you there. Make your way past another Head Gunner and destroy the stack of crates but watch for the falling crates that come afterwards. Dash past it to deal with another Head Gunner then there's another stack of crates that'll have the same result after destroying them. There'd be at least one to two more to destroy along with the same amount of Head Gunners to deal with before heading to the boss gate to face off with Blast Hornet.

Boss: Blast Hornet

HP: 32

Attack(s): 3 [contact], 2 [Bomb Bee], 8 [Stinger Dive], 2 [Parasitic Bomb]

Weakness: Gravity Well

As it's time to face off against Blast Hornet and the moves that you need to worry about most if you just use the X-Buster on him is when he targets you with the Parasite Bomb then fire a Bomb Bee after you to do damage to you. Although you can destroy it but it may feel like a endless battle as you do that and when he tries shooting out more than one at you from the ground to the wall followed by a Stinger Dive that'd come afterwards. Now if you want to avoid all that and have the Gravity Well you can avoid all that by shooting it out as it'll stop him where he is to do damage to him preventing him from making any kind of an attack on you. Keep up with that and this battle will be over as soon as it started.

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NOTE:

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Whatever you haven't got yet, now is the time to revisit any of the stages to find out what you don't have and go get them. Be careful that if you are to chose one of the "other" capsules for a chip keep in mind that you can only get one of them and there's no way to install all four chips. At least there is a way to get all of them without having to be limited to just one of them.

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=====
| Chapter Nine: Doppler Stage 1 |
|           [MMX3 4.9]           |
=====
```

Items: None

Weapons Aquired: None

Armor Upgrade: Gold Chip Enhancement

Boss: Godkarmachine O Inary

Press Disposer [If Bit & Byte are destroyed]

Cast of Enemies

```
-----
Crablaster
Drill Waying
Hamma Hamma
Head Gunner Customer
Meta Capsule
REX-2000
Walk Blaster
```

From the start of the stage head on through as there'll be a few Head Gunner Customors along with a couple Meta Capsules along the way. Make your way up the ladder but watch out for the Meta Capsule that'll try to unleash an attack towards you. Head up the ladder and up past the Crablaster to the top to continue on. As there's a Head Gunner as you approach the end but this is one of the trickiest parts of this stage cause as you go about jumping over to the next platform the wall will drop down so far. Depending on where you jump determines how far the one will come down but it'll go down the same distance if you have to try this section over again. Make your way through and the only enemy that you have to get past with are the Head Gunners then once you get across there'll be another Head Gunner before getting to the end get up onto the ladder. Watch out for the wall as they'll come closing in on you and similar to the first level in the X-Hunter Stage 1 but a little different. In this case it's a little different; part of the left side will come in then as you make your way up the other side will then the other side. When it starts you won't have much time to make your way to the ladder at the top so be quick about it.

Once there head on up there'll be a Hamma Hamma at the end along with a Crablaster. Dispose of them both then head on up and as you do head on to the end until you come to a room with a spiked ceiling and where you have to deal with a sub boss, REX-2000.

Sub Boss: REX-2000

HP: 11

Attack(s):

Weakness:

If Zero is still active he'll come in and deal with the switch at the other end of the room while you face off against the REX-2000. This bum shouldn't be too much of a problem to deal with and the only attacks that you need to worry about are the Mouth Projectiles as well as the missiles. A few good

charged shots should be able to dispose of it rather quickly but if Zero isn't available to come to help out then you'll have to dispose of the switch at the other end by yourself which shouldn't take too much do destroy it.

After exiting the room head on through there'll be a Hamma Hamma at the end of the path as you have to dispose of it so you can head up but watch out for the Crablasters on the way up. Head up and try not to get damaged on the way up then head on to the end then dash jump and try to avoid making contact with any Crablasters on the way down then once down there'll be two Walk Blasters so dash jump over them while aiming for the gap. Once you do that head to the first gap that you come to and slide down the right until you fall through the wall. Once in there'll be a Dr. Light capsule in one of the final stages like in Mega Man X2. This is one that you may be more than interested in getting as it has a way for you to obtain an enhancement for all four pieces of the armor.

"Enter this capsule X. Install this chip to enhance all your parts. The situation should now be improved. Good luck, X."

Once that you obtained it head back up but watch out for the spiked balls that'll drop out once back up and watch out as there'll be two more that'll do the same with the first as well as last one having a Drill Waying on the other side of it. Make your way through and drop down and there'll be one more Hamma Hamma along with a Crablaster before facing off against either the Godkarmachine O Inary or Press Disposer. The boss you fight depends on the path that you chose when facing against Bit and Byte. Now, if Bit and Byte have been disposed of wall climb up to the top but if they haven't the boss gate will be on level round.

Boss: Press Disposer [If Bit and Byte are destroyed]

HP: 32

Attack(s): 6 [contact], 1 - 6 [claw grab], 2 [acid globs], 32 [body crush]  
32 [wall compactor], 4 [trash block], 4 [scrap robot, contact]  
4 [scrap robot shot], 3 [acid floor]

Weakness: Tornado Fang, Ray Splasher

Now if we go against the Press Disposer one of the main moves that it'll try to do is the claw grab and pull you close to it but watch out for the Body Crush as well as the compactor as those moves will finish you off in just one hit. If you aim for the trunk of it acid will come out and fill the floor so be careful if you go about damaging that enough. You want to aim for its head. Best weapon to use against it is the Tornado Fang which is the one I'd recommend for this fight. Keep aiming for the head and dodging the claw grab in any way that you possibly can. Stick with this and this battle shouldn't be much trouble for you.

-----

Boss: Godkarmachine O Inary [If Bit and Byte or one has survived]

HP: 32

Attack(s): 8 [contact, top part], 8 [contact, bottom part], 8 [sword beam]  
6 [sword beam, split], 6 + 6 + 6 [hand combo], 6 [right hand punch]  
15 [energy orbs], Instant Death [body crush]

Weakness: Ray Splasher

If both Bit and Byte or just one of them wasn't destroyed whether if it was just Bit or Byte you'd still have to face off against this boss. The main attacks that you have to deal with most against this boss are the Sword Beam and the Right Hand Punch. If it does the punch it'll take you over by it so it can do more damage to you so when that move is about to happen wall climb. Best advice is to use the Ray Splasher against it so you can finish these two off once and for all, but watch out if it hovers to do the Sword Beam on you during the fight. Even the Right Hand Punch can follow you up if you wall climb so watch out on that.

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| Chapter Ten: Doppler Stage 2 |  
|           [MMX3 4.10]         |  
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```

Items: None  
Weapons Aquired: None  
Armor Upgrade: Super Enhancement  
Boss: Vile MkII  
      Volt Kurageil [If Vile has been defeated]

#### Cast of Enemies

-----  
Caterkiller  
Escanail  
Helit  
Meta Capsule  
Mine Tortoise [If Vile has been defeated]  
Mosquitus [If Vile has been defeated]  
Victoroid  
Victoroid Customor [If Vile has been defeated]  
Walk Blaster

When starting this stage head on through and there'll be a Victorid waiting near the end as well as a Meta Capsule. Climb up as there'll be another Victoroid and a Meta Capsule not far from it, dispose of the Victoroid then climb up but watch out for the Caterkillers on the way up and to the top. There'll be another Victoroid once you get near the top. Make your way through that and head on down when you have no other choice as you'll land on the Ride Armor platform. I wouldn't recommend getting into a ride armor but if Vile is still alive once that you drop down there won't be any water down there but if he has been defeated you'll end up dropping down in water. When down there there'll be some gaps to traverse wither way as you make your way through but if there's water down there watch out for the Mine Tortoises. Upon reaching the end head on up and head through the boss gate but one thing it's not the boss of the stage but more like a sub boss depending on if Vile is alive or not. If he is then all you have to do is head to the other side but if he isn't alive then you have to face off against it.

Sub Boss: Mosquitus  
HP: 16  
Attack(s):  
Weakness: Spinning Blade [If X], Double Charged Shot & Saber [if Zero]

A rather easy sub boss to dispose of really. All you need to do is fire charged shots on it if you want to go X-Buster alone on it just dash under it so it'll drop down to drain whatever out of the ground. Keep in mind that this is one of those only fights that Zero can go about doing without X butting in on wanting to do the fight himself. If you use Zero on it and once that it's been defeated he'll head back to HQ then he'll give X his Saber to continue on. Either way you want to handle it as it'll be easy to make your way past it.

Once that you have dealt with the sub boss or not head on out as you make your way to the end as there'll be a Victoroid as well as a Walk Blaster then wall climb up to the next section. Watch out for the Helit as you make your way up then head over to deal with a Walk Blaster as well as a Victoroid. On your way up there'll be a couple of Helits to deal with and on the way through there'll be a Walk Blaster before you come to a wall that have spikes. The only way up is via Escanail. Shoot its shell off to stand on the platform that held its shell in place as you use it to head up. Watch out for the Helits as you need to go back and forth between Escanails to reach the top. After four Helits it'll be time to jump ship from one Escanail to another so you can continue on your way. Defeat two of them then head over to the next one as a Helit will come long not long afterwards. Around three to four of them try to attack you there'll be another but it's short so if you want to risk staying on the one you're on now go ahead. If you go on the other there'll be around two to deal with before getting back on that one before you can get on the last one to head up so you can wall climb the rest of the way. Once you do that it'll be time to face either Vile MkII or the Volt Kurageil.

Boss: Volt Kurageil

HP: 32

Attack(s): 6 [contact], 4 [missiles], 6 [arm blade], 8 [shoulder energy shot]

Weakness: Frost Shield, Triad Thunder

When you face off against the Volt Kurageil this fight will be so easy due to it hardly doing any attacks on you. All you have to do is to get your special weapon to one like Frost Shield aim for the top right or top left but when you make a hit head to the other side if you are unsure that you'll make another hit on it. Continue on doing this and this will go down in just a matter of about a minute or so. No real challenge from it.

-----

Boss: Goliath [Vile]

HP: 32

Attack(s): 6 [contact], 8 [punch], 4 [cannon shot], 8 [cannon shot, charged]  
16 [wall pods]

Weakness: Parasitic Bomb, Tornado Fang

This time around Vile will have a different ride armor known as the "Goliath" and is much different than that of the ride armor he had last time if you fought him. Just watch out for the canon shots that he'll use while in it and if you want to go with the X-Buster I recommend going with charged shots against it but if you want to go with special weapons I recommend using the Parasitic Bomb on it. Just like before if you fought him once that you destroy the ride armor it'll be time to face off with Vile.



After you make your way past all eight of them for the second time exit through the boss gate and down to make your way past some Trappers then wall climb up to the top but watch out for the Walk Blaster. Once you get up there head on through to the boss gate to deal with Dr. Doppler.

Boss: Dr. Doppler

HP: 32

Attack(s): 6 [contact], 6 [energy ball], 8 [force field], 8 [fire charge]

Weakness: Acid Burst

Fighting against Dr. Doppler should be simple but there is one thing that you have to know while fighting him is that after he fires three shots at you whatever you do don't fire at him after the third blast. The reason being is that he'll shield himself and the shots that hit him will refill his health if he has taken damage. Either with the X-Buster or the Acid Burst this fight should be simple by dodging each of the three shots he takes at you then dashing at you. During each of these is best to get a hit on him as long as you don't do it when he could make an attempt to refill his health.

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| Chapter Twelve: Doppler Stage 4 |  
|           [MMX3 4.12]           |  
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```

Items: None

Weapons Aquired: None

Armor Upgrade: Super Enhancement

Boss: Sigma

Cast of Enemies

-----  
Ganseki Carrier

Walk Blaster

The final stage of Mega Man X3 and while the short stage a little shorter than the last one that you were in. All you have to do is head on through and past some Ganseki Carriers as well as some Walk Blasters. Once you make it where you can see a ladder heading up, and if Zero didn't face the sub boss in Doppler Stage 2 assuming if Vile had been destroyed prior to the final Maverick being defeated for the first time, he'll come in to go about destroying the power generator while it's up to X to face off with Sigma once again. Head up the ladder then head to the right until you come to a dead end then wall climb up and when you have to, air dash up to the room to deal with you know who once again in a new body.

Boss: Sigma

HP: 32

Attack(s): 8 [contact], 8 [fire ball], 1 [fire ball, diagonal],  
8 [boomerang shield]

Weakness: Spinning Blade

As you face off against Sigma in his first form you have to watch out not only cause he has a shield to help him out but you have to watch out for the shots he'll fire at you in the meantime and should be able to give you time if you time it right to get some hits on him. Also when he goes about jumping and stopping in mid air is a good time to do this as well getting some hits on him via Spinning Blade due to it being the only effective weapon against him. I don't recommend using the X-Buster on Sigma in this round anyways. Avoiding his shots can be brutal if you don't know how to dodge them properly. As you dodge them as best that you can while getting hits on him it shouldn't last too long against him, but once that this round is over be prepared for the next round for probably the best second form that Sigma has in the entire X series.

Boss: Kaiser Sigma

HP: 32

Attack(s): 8 [contact], 8 [homing projectile], 14 [missiles],  
1 - 32 [wide beam]

Weakness: None

Now as you face off against Kaiser Sigma and the battle has now been intensified by at least ten fold. As there's no weakness against any special weapon so the only weapon to use against him is the X-Buster, although if you had let Zero get damaged by the sub boss in Doppler Stage 2, his saber will make short work of this form but let's focus on just the X-Buster for this fight shall we. As the battle starts he'll be coming at you via jumping and hovering over towards you so the best thing to do is dash under him to the other side. When he does that watch out for the mines that he'll shoot out that'll come towards you and after he drops down watch out for the missiles as they'll either come out one at a time or all at once. When you want to get a hit on him you want to have a good charged shot at him not a full charged shot if you have the arm upgrade, then fire towards what looks like a upper wing part but low enough to hit him at the head. Although when he heads back over to the other side is when you also got to watch out for mines, the missiles and a move I'd like to call the "Spray" attack that he'll use but depending if you're on the wall or not will determine where he'll use it at.

So go for the wall so you can dodge it much easier and try to get an attack in if you possibly can before he hovers back to that spot. This is pretty much all you have to do in this battle and pray that you don't have to use up all your sub tanks then lose to him against in this round or you'd be screwed out of beating the game. Once that you have beat him now the game isn't over just yet, there's still one more thing you have to do before you can say you are on your way to beating the game. Now Sigma will show his true form and as lava will start seeping up head on up via wall climbing but watch out that he don't try putting you down in the lava or if you do get out of it quick before it has a chance to consume you to where you have to go through that all over again. As you start getting closer to the top you'll need to air dash up a few times before reaching the top and after you do head a little ways before the game takes over then you are on your way to beating Mega Man X3.

Items: None  
Weapons Acquired: None  
Armor Upgrade: None  
Boss: Vile MkII

#### Cast of Enemies

-----

Drill Waying  
Hamma Hamma  
Notor Banger  
Wall Cancer

This stage is accessible from the following stages and only after two Mavericks have been defeated but before taking on the last Maverick on whomever it may be. It can be found at the following stages: Blizzard Buffalo [in pit fall after second Icy De Voux], Volt Catfish [first lift you come across], and Crush Crawfish [below where the first Blast Waker] to access this stage. At the start of the stage there'll be a few Notor Bangers and a couple Wall Cancers when you come to the first drop to make. Upon making your way down head in the only direction you can to a lift but if you don't have Volt Catfish destroyed prior to this then you have to go up manually while avoiding debris as you make your way to the top. Then dash jump across the spikes and dispose of the Hamma Hamma if you wish and head up the ladder to get to the boss gate to face off with Vile.

Boss: Vile [in Ride Armor]  
HP: 32  
Attack(s): 2 [contact], 4 [punch]  
Weakness: None

The first part of the fight that you have to do against Vile in the ride armor and this time it has a health bar so you can get him out of it once that it's been destroyed. As this part can be easy all you have to do is to wall climb and dash jump to get a shot in on Vile which shouldn't be too hard even in somewhat of a small area that you're in. But as I said that's all you have to do in this part of the fight to take out the ride armor forcing Vile to come out of his toy to face you, mano y mano.

Boss: Vile  
HP: 32  
Attac(s): 4 [contact], 4 [napalm capsule], 4 [fire pillar], 2 [bullets]  
0 [stun sparks], 4 - 8 [dash choke]  
Weakness: Ray Splasher / Spinning Blade

As you get him out of the ride armor now the fun begins with him and he has a couple new tricks up his sleeves. Watch out for the Napalm Capsule and the Fire Pillar during this fight. If you want to dispose of Vile for good this time around you can use the Ray Splasher on him or the Spinning Blade on him but if you want to face him again later in the game you can just use the X-Buster on him or just for the final blow. Keep an eye on his attack pattern to know when to attack him but you should be able to do wall climb to avoid some of his attacks like the Fire Pillar and dash jump to get on the other

side of him to attack. Dodge his attacks by wall climbing if you can and you should be able to take him on down. Once that he's defeated he'll be either destroyed or teleport out until next time.

After beating Vile either way it's time to get out of there and only having fifty seconds to get out of there around the time that you reach a Hamma Hamma followed by some Wall Cancer. Once that you made your way down make it past a few Drill Wayings before you can go about heading up by either a lift or going up manually via wall climbing but watch out for debris once again. Once that you get to the top, you got to make like a bat out of hell to reach to the teleport to exit out before time runs out.

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=====
| Chapter Fourteen: Bit and Byte** |
|           [MMX3 4.14]           |
=====
```

Sub Boss: Bit

HP: 32

Attack(s): 1 [contact], 0 [stun ring], 3 [energy dash], 4 [homing shot]

Weakness: Frost Shield

If he appears as to the most part he will after the second Maverick has been defeated no matter which two are defeated from the start. As you face off against him you have to watch out for the stun ring and the homing shot, since those can be the only moves that'll stand in the way between you winning versus him winning. Since that Blizzard Buffalo has been defeated at this point and want to take a load off the fight you can use the Frost Shield against Bit to help take a load off but keeping in mind that using it on him for the last hit will destroy him once it makes contact. The main move that you want to watch out for is his energy dash and you can make him do that up in the air to help avoid getting damaged as opposed when he's on ground level. Dodging his attacks as best as you can will be key to making your way past him whether you destroy him after the fight or not.

Sub Boss: Byte

HP: 32

Attack(s): 1 [contact], 1 + 2 + 1 + 2 [punch slam combo]

Weakness: Ray Splasher / Tornado Fang

Facing Byte isn't anything when you fought Bit and whatever you do don't let him get close to you after throws what looks like a mine to slow you down then comes over to try delivering what's known as the punch slam combo. While that is his deadliest move that he has in his arsenal but you want to wall climb to the top and try to stay there then dash over him to get some hits on him. If he appears in this stage and all you have is the Tornado Fang use it on him to help make the fight a little easier for you. Once you defeat him either by the special weapon or by the X-Buster you can head on out of the room.

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=====
|           5. Parts / Items / Boss Weakness           |
|           [MMX3 5]           |
=====
```

=====  
| Part One: Life Up Locations |  
| [MMX3 5.1] |  
=====

Armory [Blast Hornet]  
-----

Location: Before second Sub Boss gate

Armor Needed: Leg Upgrade

Weapons Needed: None

After acquiring the ride armor from the stage head to the end and past the cargo ship if it drops down. Use the Dash upwards to the wall, climb up to the top and it'll be at the end.

Artic Base [Blizzard Buffalo]  
-----

Location: In area of Ride Armor platform

Armor Needed: None

Weapons Needed: Tornado Fang

Ride Armor: Any

Upon climbing the ladder where you find the platform to chose a Ride Armor if you want to use one. Head over to the Ice Blocks to use either Tornado Fang or Ride Armor, whichever you prefer to get to the bottom. It'll be all the way to the right.

Airport [Gravity Beetle]  
-----

Location: In first building at the top to the far left

Armor Needed: None

Weapons Needed: None

Ride Armor: None

Before you can claim this one you need to have Blast Hornet defeated prior to getting it. Once that is done you can head to this stage enter the building head up to the top and destory any Head Gunners that stand in your way. It should be on a platform to the far left.

Dam [Toxic Seahorse]  
-----

Location: First section of waterwell

Armor Needed: None

Weapons Needed: None

Ride Armor: None

The area where you have to do a lot of wall climbing to reach the top but as you reach the top where you see a Notor Banger to the right keep on heading up until you see another. When you do you'll see the Life Up to the right of it.

Power Plant [Volt Catfish]  
-----

Location: At top via second lift  
Armor Needed: Leg Upgrade  
Weapons Needed: None  
Ride Armor: None

Once you reach near the top get off of the lift to the right but watch out as it'll be sitting on a bed of spikes. You'll need the Leg Upgrade to do a mid air dash over to obtain it.

Sea Port [Crush Crawfish]  
-----

Location: In area of Hamma Hamma drop  
Armor Needed: None  
Weapons Needed: None  
Ride Armor: Any

After the Hamma Hamma drops down and through the support beams it should be the second one down and you'll need any ride armor to bust open through the beam to head in to claim the Life Up.

Underground Base [Tunnel Rhino]  
-----

Location: Area of Iwan De Voux  
Armor Needed: Arm Upgrade  
Weapons Needed: Triad Thunder  
Ride Armor: None

As you wall climb where there's a Iwan De Voux and there's a area that you can go to the right. Head through there and there should be a boulder hanging but the only way to get it down to claim the Life Up is if you have the Arm Upgrade and supercharge the Triad Thunder.

Jungle Base [Neon Tiger]  
-----

Location: Before entering Boss Gate  
Armor Needed: Leg Upgrade  
Weapons Needed: None  
Ride Armor: None

As you approach the boss gate so you can face off with Neon Tiger you want to use the Leg Upgrade to dash up in the air to the wall. Climb up the wall to the top and claim the Life Up.

-----  
| Part Two: Weapons / Boss Weakness |  
[MMX3 5.2]

Maverick	---->	Weapon Get	---->	Weakness
-----		-----		-----
B. Hornet		Parasitic Bomb		Gravity Well
B. Buffalo		Frost Shield		Parasitic Bomb
G. Beetle		Gravity Well		Ray Splasher
T. Seahorse		Acid Burst		Frost Shield

V. Catfish	Triad Thunder	Tornado Fang
C. Crawfish	Spinning Blade	Triad Thunder
T. Rhino	Tornado Fang	Acid Burst
N. Tiger	Ray Splasher	Spinning Blade
Vile MkII	None	Spinning Blade
Bit	None	Frost Shield
Byte	None	Ray Splasher
Press Disposer	None	Tornado Fang
Godkarmachine O Inary	None	Ray Splasher
Volt Kurageil	None	Frost Shield / Triad Thunder
Dr. Doppler	None	Acid Burst
Sigma	None	Spinning Blade
Kaiser Sigma	None	None

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=====
| Part Three: Armor Upgrades |
|           [MMX3 5.3]       |
=====

```

#### Artic Base [Blizzard Buffalo]

-----

Location: Before entering Boss Gate

Armor Needed: None

Weapons Needed: None

Ride Armor: None

On the top part before dropping down to head to the boss gate perform a dash jump to the area to the right to enter in and the capsule should be there to claim the Leg Upgrade.

#### Power Plant [Volt Catfish]

-----

Location: Area before bridge to Sub Boss gate

Armor Needed: Arm Upgrade

Weapons Needed: Gravity Well

Ride Armor: None

Before you head onto the bridge stay on the left until you come to a spot where you see something but you'll need the Arm Upgrade as well as the Gravity Well to activate it. Supercharge the Gravity Well to make your way to it and you should be able to claim the body part of the armor.

#### Underground Base [Tunnel Rhino]

-----

Location: Area after falling boulders

Armor Needed: Arm Upgrade

Weapons Needed: Triad Thunder

Ride Armor: None

After you get past a couple boulders that'll fall out and come at you head to the top where you'll see a boulder hanging and the only way to get it down is the same method used for obtain the Life Up from this stage. Charge up the Triad Thunder and unleash it.

### Jungle Base [Neon Tiger]

-----

Location: Before heading down ladder to face Worm Seeker - R

Armor Needed: None

Weapons Needed: Tornado Fang

Ride Armor: None

Prior to heading down the ladder use the Tornado Fang on the wall in front of you. Afterwards head on through and do a dash jump then do a air dash up to get to the next platform to claim the Arm upgrade.

### Airport [Gravity Beetle]

-----

Location: Before entering Boss Gate

Armor Needed: Leg Upgrade

Weapons Needed: None

Ride Armor: Any

Upon entering a sub boss gate to no fight climb on up to get in any ride armor. Head on down then up the small section to the upper platform then head to the end to bust open the wall to enter in but at the very end of the room to claim the enhancement for the X-Buster.

### Armory [Blast Hornet]

-----

Location: Area of conveyor belts

Armor Needed: Leg Upgrade

Weapons Needed: None

Ride Armor: None

When you drop down to where you land on conveyor belts where you come across Notor Bangers wall climb but when you get as far as you can perform a air dash up to the edge to get to the top platform. Head on over for the Helmet enhancement.

### Sea Port [Crush Crawfish]

-----

Location: Area after Hamma Hamma drop

Armor Needed: None

Weapons Needed: None

Ride Armor: Any

After the Hamma Hamma drops down through the support beams head on down and the first pit you come to head down it with the Ride Armor to bust open the wall. Walk in to get the enhancement for the body part of the armor.

### Dam [Toxic Seahorse]

-----

Location: In underwater section

Armor Needed: None

Weapons Needed: None

Ride Armor: F [Frog]

Needing the F Ride Armor head in the water and to the top of the platform but destroy any Mine Tortoises on the way. Once you get near the end there should be blades spinning, destroy them then jump with the Ride Armor near then jump

out then wall climb to the top. Head over then wall climb again and should be at the end for the enhancement for the Leg Upgrade.

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=====
| Part Four: Sub Tank Locations |
|           [MMX3 5.4]           |
=====
```

Artic Base [Blizzard Buffalo]

-----

Location: Last area before Boss Gate

Armor Needed: Leg Upgrade

Weapons Needed: None

Ride Armor: None

Upon reaching the area you should have noticed where the sub tank is located and only way you can get to it is getting the Leg Upgrade. Once equipped head back over to do a dash over to obtain it by a mid dash or a air dash upwards to obtain it.

Power Plant [Volt Catfish]

-----

Location: After Sub Boss Gate

Armor Needed: None

Weapons Needed: None

Ride Armor: Any

After coming to the end head upwards to get into any ride armor then head back down allowing it to crash through the floor as there'll be a couple Crablasters there to dispose off before you can head to the end to obtain it.

Underground Base [Tunnel Rhino]

-----

Location: Area of slurry

Armor Needed: None

Weapons Needed: None

Ride Armor: None

When you reach the end of where the slurry will come down at you head to the right to the upward direction to claim it. It should be in the area before dropping down to face off with the Hell Crusher.

Jungle Base [Neon Tiger]

-----

Location: Area of first Hamma Hamma

Armor Needed: None

Weapons Needed: None

Ride Armor: None

Upon seeing the first Hamma Hamma, destroy it and as you jump there should be a platform to your right to get up by dash jump to obtain the sub tank.

```
=====
| Part Five: Ride Armor Locations |
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Armory [Blast Hornet]

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Location: Warehouse section

Armor Needed: None

Weapons Needed: Tornado Fang

Ride Armor: None

Between the second and third roofs there should be some crates that you can destroy then you can drop down. Use the Tornado Fang on the wall to your left then head on in then drop down and in the first room you come to you should see the Ride Armor hanging. Free it and you should be able to have access to it as well as the other Ride Armors after you gain access to this one.

Dam [Toxic Seahorse]

-----

Location: Near water section

Armor Needed: Leg Upgrade

Weapons Needed: Frost Shield

Ride Armor: F [Frog]

While most will say to use the Frog Ride Armor but I take a different approach to it. Stand on the area where the platform is roughly switch over to the Frost Shield charge it up then let it go, get on top of the Ice Shard to see how close you are. If you are close enough you can go about dashing over to claim the K [Kangaroo] Ride Armor.

Airport [Gravity Beetle]

-----

Location: In area after Sub Boss room

Armor Needed: None

Weapons Needed: None

Ride Armor: None

After you make your way out of the sub boss room and up the ladder, once up climb up the wall to your left then time it right to do a air jump to get over to claim the F [Frog] Ride Armor.

Sea Port [Crush Crawfish]

-----

Location: Near beginning

Armor Needed: Arm Upgrade

Weapons Needed: Triad Thunder

Ride Armor: None

Drop down from the ramp and make your way to where you see a cylinder based platform. Now charge up the Triad Thunder and use it to drop down to claim the H [Hawk] Ride Armor.

=====

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The "X" series has a different password setup than that of the "Classic" series. While the "Classic" series has always been known for the dot chart password system, the X series introduces a number based password system. A 4 x 3 [4 numbers by 3 rows]. Each of the passwords below are those that I got during a playthrough of Mega Man X and is for the following stage(s) cleared as well as Items Obtained:

Password	Stages Cleared	Items Obtained
-----	-----	-----
1648 2834 3141 2241	Hunter HQ	None
3317 8583 6772 3875	Hunter HQ, B. Buffalo	Life Up [0] - Armor [1], Sub Tank [1] - R. Armor [0]
5665 4884 5356 4241	Hunter HQ, B. Buffalo, T. Seahorse	Life Up [1] - Armor [1] Sub Tank [1] - R. Armor [0]
5665 4888 2358 5247	Hunter HQ, B. Buffalo, T. Seahorse, T. Rhino	Life Up [2] - Armor [1] Sub Tank [2] - R. Armor [0]
8663 5235 6848 3256	Hunter HQ, B. Buffalo, T. Seahorse, T. Rhino, V. Catfish	Life Up [5] - Armor [2] Sub Tank [4] - R. Armor [2]
6865 1136 4778 3421	Hunter HQ, B. Buffalo, T. Seahorse, T. Rhino, V. Catfish, C. Crawfish	Life Up [7] - Armor [3] Sub Tank [4] - R. Armor [3]
2573 2365 4168 7286	Hunter HQ, B. Buffalo, T. Seahorse, T. Rhino, V. Catfish, C. Crawfish, N. Tiger	Life Up [7] - Armor [3] Sub Tank [4] - R. Armor [3]
8665 4357 4872 3158	Hunter HQ, B. Buffalo, T. Seahorse, T. Rhino, V. Catfish, C. Crawfish, N. Tiger, G. Beetle	Life Up [7] - Armor [3] Sub Tank [4] - R. Armor [4]
3317 8583 6772 3875	Hunter HQ, B. Buffalo, T. Seahorse, T. Rhino, V. Catfish, C. Crawfish, N. Tiger, G. Beetle, B. Hornet	Life Up [8] - Armor [4] Sub Tank [4] - R. Armor [4]
8367	Hunter HQ, B. Buffalo,	Life Up [8] - Armor [4]

1153  
6772  
3821

T. Seahorse, T. Rhino, Sub Tank [4] - R. Armor [4]  
V. Catfish, C. Crawfish,  
N. Tiger, G. Beetle,  
B. Hornet; [No Z Saber]

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| 7. Credits / Legal Notice |  
[MMX 7]

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Devin Morgan

For use of the stage layout of each of the eight Maverick stages.

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Mega Man Wiki

For stats on damage obtained by attacks by bosses.

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Allowed Sites	Banned Sites
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GameFAQs: <a href="http://www.gamefaqs.com">www.gamefaqs.com</a>	CheatCC: <a href="http://www.cheatcc.com">www.cheatcc.com</a>
IGN: <a href="http://faqs.ign.com">http://faqs.ign.com</a>	Cheats Guru: <a href="http://www.cheatsguru.com">www.cheatsguru.com</a>
Neoseeker: <a href="http://www.neoseeker.com">www.neoseeker.com</a>	Cheat Codes: <a href="http://www.cheatcodes.com">www.cheatcodes.com</a>
+-----+	+-----+

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