

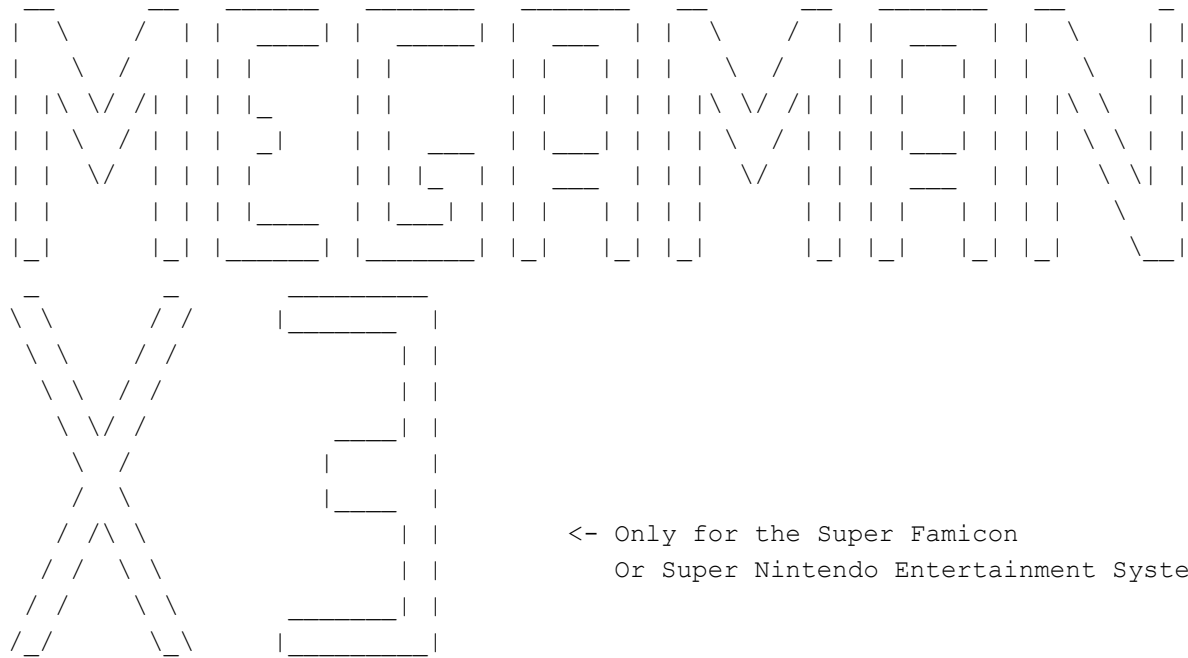
Mega Man X3 FAQ/Walkthrough

by grayfox_2510

Updated to v1.2 on Jan 19, 2004

This walkthrough was originally written for Mega Man X3 on the SNES, but the walkthrough is still applicable to the PC version of the game.

Version 1.2



This FAQ/Walkthrough is copyright of Alan Quirino (See section 15 about Contact Info).

You must agree these terms in order to read/put on a page this document:

- 1) You make no credit for this, this work is a result of many hours of gameplay and writting, so please do not steal.
- 2) You keep this document exactly as it is, you must NOT change anything, font, number, NOTHING!!
- 3) If you do wish to put this in your web page, you must contact me first saying so.
- 4) You may use some info of this document as long as I give you permission to do so, but only a small paragraph (i.e. a Boss Strategy)
- 5) If you think or know someone stole from this, please contact me, as I said, this is the result, of someone's hard work and a lot of time, so please, don't steal.
- 6) If you feel I missed something in this or you have a suggestion, contact me, but I will not accept hate-mail, I will just probably ban your e-mail adress if you do so.
- 7) I will respond most questions concerning this game, as long as IT IS NOT detailed in here, so please check first, if the question is detailed here, i will just probably erase the mail, if didn't respond it was probably because the question was already detailed here,

if
you insist I will ban you, and don't try making another account and keep asking!!!!

Please, read them.

+-----+
----+
Contents
+-----+
----+

- 1.-Updates List
- 2.-Blast Hornet Stage
- 3.-Blizzard Buffalo Stage
- 4.-Gravity Beetle Stage
- 5.-Toxic Seahorse Stage
- 6.-Volt Catfish Stage
- 7.-Crush Crawfish Stage
- 8.-Tunnel Rhino Stage
- 9.-Neon Tiger Stage
- 10.-Weapons List
- 11.-Enchancements List
- 12.-Heart List
- 13.-Sub-Tank List
- 14.-Armor List
- 15.-Contact Info
- 16.-Thanks
- 17.-Copyright

+-----+
----+
Contents
+-----+
----+
1.-Updates List
+-----+
----+

Version 1.2 - 12/2/2002
Added the Maps for each level.

Version 1.1 - 9/2/2002
Added the FAQ section.

Version 1.0 - 2/2/2002
I just started this....

+-----+
----+
2.-Blast Hornet Stage
+-----+
----+

Map:



-----Energy Chip:

Requirements to get: H (Hawk) Armor

How to get: When you get to the Robot Platform, choose the H (Hawk) Armor, then continue your

path, you should see a ledge, do a dash jump from the ledge and press+hold the B button to use the jetpack and you should reach a small room with the Chip Capsule.

Effects: This Chip will allow you to recover energy lost (You CAN fill up tanks with this) when standing still, good, but takes some time, my advice is to use it on a sub-boss room already cleared or between the 2 doors before the Boss, stand still and watch TV for some minutes then come back...

-----N (Chimera) Armor

Requirements to get: T. Fang (Tunnel Rhino)

How to get: When you reach an open area with some hangars, use T. Fang above all structures on

the crates until one opens your way below, drop down then use T. Fang on the right wall to find a hole going down, go down and you should see a Robot being held by something similar to what held you on the Intro Stage, destroy and you'll get the N (Chimera) Armor.

Info: You MUST get this in order to activate the Robot Platform, you can get any other Robot

first, but in order to ride them, you must get this one. This robot is almost identical to the one in Megaman X.

-----Heart

Requirements to get: Air Dash Upgrade

How to get: When you get to the door of the Boss, just after you beat the Doppler's Aircraft,

use an Air Dash to reach the wall, then wall kick up and the heart will be there.

-----Boss. Blast Hornet

Weakness: G. Well

Gives: Parasitic Bomb - P.Bomb

Attacks: 1.-Keep swinging from one way to another, not really an attack but it might touch you.

2.-Launches at you with it's Sting ready.

3.-Throws 5 little Bees, if one touches you it will stick to you, so watch out!

Tactics: If you use G. Well, Blast Hornet will "freeze" and you'll take out 4 energy points,

if you don't have it just charge your X-Buster and try to evade it.

```

+-----+
----+
3.-Blizzard Buffalo Stage
+-----+
----+
Map:

      _ _ _ _ _ _ _ _ _ _      |S|_ _ _ _ _ _ |E|_ _ _
|_ _ _ _ _ _ |H|_ _ _ _ _ _ |_ _ _ _ _ _ _ _ _ _ |B|
      |_ _ _ _ _ |
      |_ _ _ _ _ |
      |_ _ _ _ _ |
      |_

H---Heart
S---Sub-Tank
E---Leg Armor Part
B---Boss...Blizzard Buffalo

-----Heart
Requirements to get: N (Chimera) or K (Kangaroo) Armor

How to get: Just right after you find the Robot Ride Platform, use the N or K armor and
destroy
            the Ice Blocks right after it, all the way below is the Heart.

-----Sub-Tank
Requirements to get: None, but is easier with the Air Dash Upgrade

How to get: In the last area just after the boss scene where Bit and Byte might appear,
climb up
            in the left "wall" and you'll see the Sub-Tank above a small ledge, but is
easier
            if you use the Air Dash Upgrade.

-----Leg Armor Part
Requirements to get: None

How to get: Also in the last are in the open (see above) at the left most part in the ledge
above-ground dash and try to jump at the very end to reach a small ledge and
quickly
            wall kick to reach a room with the capsule in it.

Functions: This Upgrade will let you dash once in the air to the right, left or even above.

-----Boss. Blizzard Buffalo
Weaknes: P. Bomb

Gives: Frost Shard - Frost S.

Attacks: 1.-Dashes directly at you, just wall kick and dash over him.
         2.-When low on energy, he will shot a frezzing ray for some seconds, wall kick to
evade
         if it gets you, you'll be freezed, start smashing the D-Pad to recover!
         3.-Throws 3 Ice Shards at you, shot them.

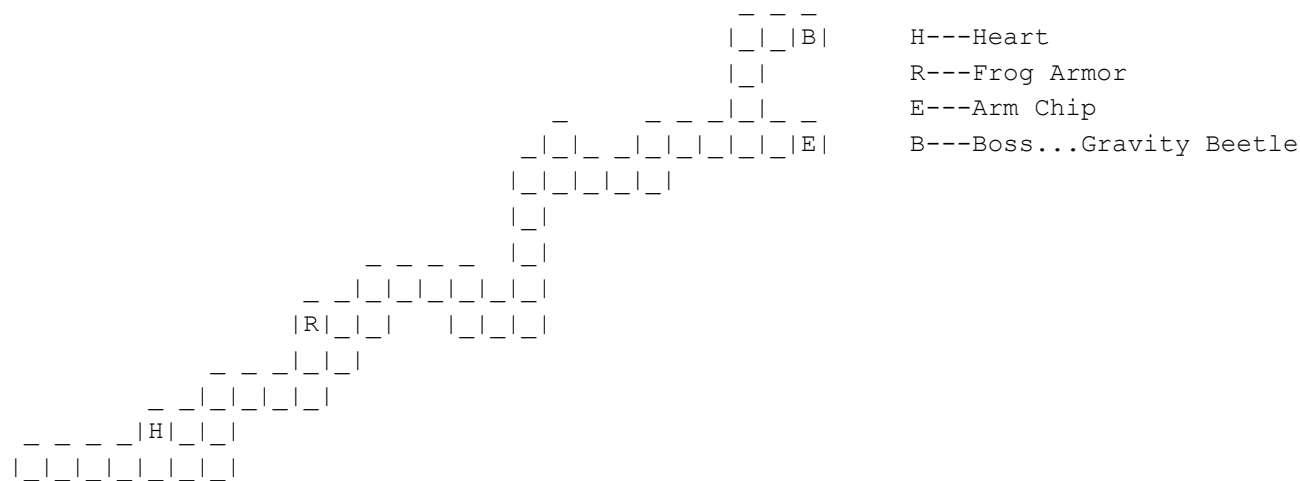
Tactics: With P. Bomb just dash over him and use it, if you don't have it, then just after
you
         dash above it start charging and dashing to the opposite direction and when he
comes
         at you shot and start wall kicking and repeat.
+-----+
----+

```

4.-Gravity Beetle Stage

----+

Map:



-----Heart

Requirements to get: Defeat Blast Hornet

How to get: In the first hangar, all the way to the northwest there is a ledge with the Heart,
if Blast Hornet is defeated, you can grab it, if not some crates will be blocking your way.

-----F (Frog) Armor

Requirements to get: None, Easier with the Air Dash Upgrade

How to get: When yo get to the open, climb the "wire/wall" on the left, you should see the F (Frog) Armor over a small ledge.

-----Arm Chip

Requirements to get: N (Chimera) Armor, K (Kangaroo) Armor or H (Hawk) Armor

How to get: After a sub-boss scene, right before the falling platforms, there should be a wall that you can climb above you, there should be a Robot Ride Platform, use any of those 3 robots and keep going, when you reach a "dead-end" for your robot, try to destroy the wall, keep going through the spikes and the capsule should be on the other side.

Functions: This Chip will add the Hyper C. weapon to your menu. Whenever something damages you, a small part will transfer to this, this weapon allows you to shot charged shot without charging your X-Buster.

-----Boss. Gravity Beetle

Weakness: Ray S.

Gives: Gravity Well - G.Well

Attacks: 1.-Rushes at you protected by some power. Just wall kick and dash over him, then start charging and shot.
2.-Launches a small ball that bounces like 3 or 4 times. Try to time where and

Attacks: 1.-Shots a small, acid ball which starts bouncing, when it touches the ceiling, it will

"explode" into mini-acid ball. Time your dashes to evade.

1.1.-When low on energy, he'll shot 2 acid balls, same as above.

2.-He jumps at you. Just dash to the opposite direction.

3.-When low on energy, he'll "melt" and then reappear seconds later at other part of

the room, just wall kick to evade.

Tactics: If you have Frost S. this won't look like a boss, when the battle starts don't move,

if he jumps at you, quickly use the Frost S. and dash away, just repeat.

Without Frost S. start charging and when he jumps at you dash away, turn over and shot,

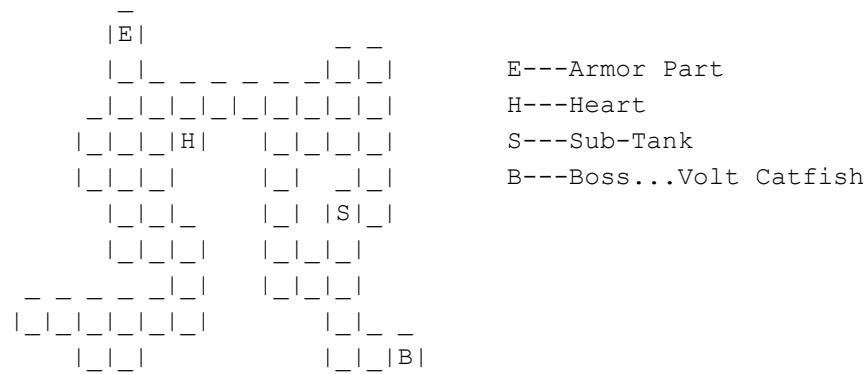
repeat.

+-----+
----+

6.-Volt Catfish Stage

+-----+
----+

Map:



-----Armor Part

Requirements to get: G. Well and X-Buster Upgrade

How to get: When you get to the third lift, go ALL the way up until you find a stange device,

charge up G. Well and use it to raise the thing you being above it, above is the capsule.

Functions: This Armor Upgrade will create a barrier whenever an enemy hits you, reducing damage

for a short time.

-----Heart

Requirements to get: None

How to get: When you reach the second lift, go ALL the way up until you see a path going right,

go there and you'll see a room with spikes in the floor, slide down in the wall and

dash-kick away to reach the other wall, then slide down to grab the Heart and quickly wall-kick then dash-kick to the other part.

-----Sub-Tank

Requirements to get: Any Robot Ride Armor

How to get: There is a part with a lot of electicity, you should see a path going up and another down, go up and you should see a Robot Ride Platform, select any robot then drop down and don't move, you should go through a fake floor and below is the Sub-Tank.

-----Boss. Volt Catfish
Weakness: T. Fang

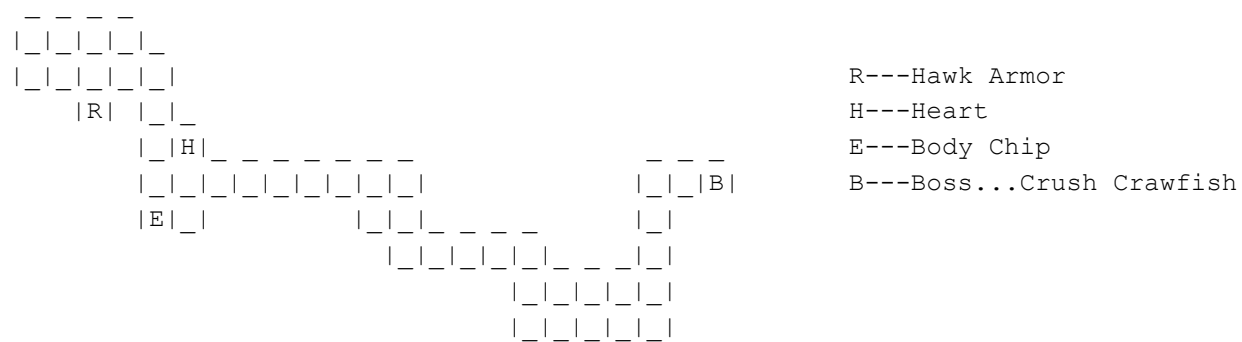
Gives: Triad Thunder - Triad T.

Attacks: 1.-He jumps ffrom one place to another.
2.-When low on energy, he will jump in the center of the room, take in some electricity and then shot some mini sparks at whatever random freakin' place he wants.....

Tactics: If you T. Fang just use it, he will then use Attack no.1 so just repeat, when he does no.2 just use a T. Fanf to stop him. Without T. Fang just charge and shot when he uses no.2 wall-kick while charging then shot at him.

+-----+
----+
7.-Crush Crawfish

+-----+
----+
Map:



-----H (Hawk) Armor
Requirements to get: Triad T. and X-Buster Upgrade

How to get: Use the charged Triad T. a little after the Robot Ride Platform, if in the right place, a small piece of floor will colapse, go down and the Armor will be there.

-----Heart
Requirements to get: N (Chimera) or K (Kangaroo) or H (Hawk) Armor

How to get: A little after the Robot Ride Platform, you'll see a robot falling and breaking the floor, dash-jump to the right one of the walls should be a little broken, attack it and inside is the Heart.

-----Body Chip

spikes

below, to reach some floor, the Air Dash above to the upper ledge and the capsule should be there.

Functions: This will let you charge weapons for more powerful attacks, and also charge your X-Buster to even more power, if you shot one after the other they'll combine for one super shot.

-----Heart

Requirements to get: None

How to get: Just before the Boss gate, there should be a wall, climb it and above will be the Heart.

-----Boss. Neon Tiger

Weakness: S. Blade

Gives: Ray Shotgun - Ray S.

Attacks: 1.-Leaps at you. MOVE OUT OF THE WAY!

1.1.-If he lands in front of you, he might slash you. Same as above.

2.-Shots some energy balls at you. He can do this while on a wall. Try to time the where the energy balls will go and evade them.

Tactics: With S. Blade, stay in the middle and attack, he will then leap to a wall, jump and

attack then repeat in the opposite direction. Without it, attacks then start to wall-kick, if he leaps, drop down then dash to the opposite wall and repeat, if he shots, attack while evading.

+-----

----+

10.-Weapon List

+-----

----+

-----X-Buster

Receive from: Start with

This one has unlimited energy and can be charged normally 2 levels, with the X-Buster Upgrade 4 times, and with Zero's Sabre 5.

-----Acid Burst - Acid B.

Receive from: Toxic Seahorse

Normal: Fires a small acid ball that explodes in 4 mini acid balls.

Charged: It fires 2 acid balls a little bigger that will bounce some times.

-----Parasitic Bomb - P. Bomb

Receive from: Blast Hornet

Normal: This shots and X shaped bomb that will attach to enemies then explode, sometimes it will

just explode, not very useful about big things.

Charged: This will create 4 crosshairs around Megaman, this will fire a homing little bee when

something gets near you, again, not useful against big enemies.

-----Triad Thunder - Triad T.

Receive from: Volt Catfish

Normal: Creates 3 devices in a triangle shape around Megaman, then make an electric barrier and

about 1 or 2 seconds, they will shot out.

Charged: This will make an earthquake and 2 electric balls will go around walls, ceiling...

Destroying everything on their path, this won't affect any air enemies.

-----Spinning Blade - S. Blade

Receive from: Crush Crawfish

Normal: Shots 2 spinning horizontal blades, which will then "bounce" back above and beneath you

going all the way back.

Charged: It creates a giant saw which you can roughly control, NOT very useful.

-----Ray Shotgun - Ray S.

Receive from: Neon Tiger

Normal: Shots bullets from above to below and above and.... for some time.

Charged: This will create a strange ball in the sky full of like Plasma, and it will shot a lot

of plasma balls around the screen. Good for taking various enemies.

-----Gravity Well - G. Well

Receive from: Gravity Beetle

Normal: Makes a device open a small "Black Hole" which harm enemies making them self-destruct,

not all enemies will be affected, though.

Charged: This will make a giant gravity thingie happen that will blown away all enemies off the

planet.

-----Frost Shard - Frost S.

Receive from: Blizzard Buffalo

Normal: This will create a frozen missile which will go straight ahead, if touches wall or a

small enemy, it will make a spiky frozen triangle in the floor or wall...

Charged: This will make a frozen spiky shield right in your X-Buster which you can have around

for some time.

-----Tornado Fang - T. Fang

Receive from: Tunnel Rhino

Normal: This will create a drill that will go straight ahead, if the drill is on-screen and you

use the weapon again, it will make a drill appear right before you above and below

the
first drill.

Charged: This will make a giant drill appear in your X-Buster as long as you hold down the weapon button pressed, this will keep eating the energy.

-----Hyper Cannon - Hyper C.
Receive from: Arm Chip or Gold Chip

Whenever you sustain damage, a part of it will charge this (Only damage fills this), this can be used to shot charged shots without charging, useful against Kaiser Sigma.

+-----+
----+
11.-Enhancements List
+-----+

----+
Note: You can only have 1 of the 4 Chips installed, so I suggest you wait until you get the Golden Chip.

-----Helmet Upgrade
Requirements to get: X-Buster Upgrade, Triad T.
Location: Tunnel Rhino Stage

How to get: By half of the level, there should be another rock similar to the one where you got the Heart, use the Charged Triad T. to make the boulder fall, the capsule should be up there.

Functions: When you enter any of the 8 Mavericks stages, a map will appear and show you where any special items are (Hearts, Sub-Tanks...). This map only shows up at the beginning of the stage.

-----Armor Part
Requirements to get: G. Well and X-Buster Upgrade
Location: Volt Catfish Stage

How to get: When you get to the third lift, go ALL the way up until you find a strange device, charge up G. Well and use it to raise the thing you being above it, above is the capsule.

Functions: This Armor Upgrade will create a barrier whenever an enemy hits you, reducing damage for a short time.

-----X-Buster Upgrade
Requirements to get: T. Fang, Air Dash Upgrade
Location: Neon Tiger Stage

How to get: After the open area, all the way to the right, after the stairs going down, there should be a weak wall, use T. Fang to break it, then DASH-JUMP, there are spikes below, to reach some floor, the Air Dash above to the upper ledge and the

capsule

should be there.

Functions: This will let you charge weapons for more powerful attacks, and also charge your X-Buster to even more power, if you shot one after the other they'll combine for one super shot.

-----Leg Armor Part

Requirements to get: None

Location: Blizzard Buffalo Stage

How to get: Also in the last are in the open (see above) at the left most part in the ledge above-ground dash and try to jump at the very end to reach a small ledge and quickly wall kick to reach a room with the capsule in it.

Functions: This Upgrade will let you dash once in the air to the right, left or even above.

-----Energy Chip:

Requirements to get: H (Hawk) Armor

Location: Blast Hornet Stage

How to get: When you get to the Robot Platform, choose the H (Hawk) Armor, then continue your path, you should see a ledge, do a dash jump from the ledge and press+hold the B button to use the jetpack and you should reach a small room with the Chip Capsule.

Effects: This Chip will allow you to recover energy lost (You CAN fill up tanks with this) when standing still, good, but takes some time, my advice is to use it on a sub-boss room already cleared or between the 2 doors before the Boss, stand still and watch TV for some minutes then come back...

-----Body Chip

Requirements to get: N (Chimera) or K (Kangaroo) or H (Hawk) Armor

Location: Crush Crafish Stage

How to get: Choose a Robot at the beggining and after you fall through where the robot fell, keep going and drop down the first hole, below there should be a weak wall, crack it to see the Capsule.

Functions: This chip will make your armor barrier even stronger so you take even less more damage.

-----Arm Chip

Requirements to get: N (Chimera) Armor, K (Kangaroo) Armor or H (Hawk) Armor

Location: Gravity Beetle Stage

How to get: After a sub-boss scene, right before the falling platforms, there should be a wall that you can climb above you, there should be a Robot Ride Platform, use any of those 3 robots and keep going, when you reach a "dead-end" for your robot, try to destroy the wall, keep going through the spikes and the capsule should be on

the
other side.

Functions: This Chip will add the Hyper C. weapon to your menu. Whenever something damages you,

a small part will transfer to this, this weapon allows you to shot charged shot without charging your X-Buster.

-----Leg Chip

Requirements to get: F (Frog) Armor

Location: Toxic Seahorse Stage

How to get: When you reach the Robot Ride Platform, choose the F (Frog) Armor and go underwater,

stay on the top path until you reach the giant fans, use the Frog Armor torpedoes to destroy them, get out of the armor and start wall kicking, at the top there should be the capsule.

Functions: This chip will let you dash or hover twice.

-----Gold Chip

Requirements to get: ALL. 8 Hearts, 8 Weapons, 4 Armor Parts, 4 Sub-Tanks, 4 Armors, also, you

MUST NOT have any other chip installed, ans full energy in the scene where

the capsule is.

Location: Dr. Doppler's First stage

How to get: In Dr. Doppler's first stage, there is a part where spiked balls fall from some weird tubes...There is a gap just before that, make sure you have full life right

now, drop down while wall-sliding on the left wall, you will enter a secret path, the capsule should be there, if not, maybe you missed something, or you already have

a chip, or your life is not full (Sub-Tanks DOESN'T need to be full).

Function: This chip is the 4 other chips in one!

-----Zero's Sabre

Requirements to get: Vile defeated with S. Blade, haven't used Zero

Location: Dr. Doppler's Second stage

How to get: In Dr. Doppler's Second stage, just right after you come out of the water, there

should be a boss door, call zero at this point, charge up until it's green, shot twice so your sword is ready, enter and let the boss grab you (This takes half of your energy) and use the Z-Sabre attack. If by some reason it still lives, start dashing and then wall-kick and start charging again, but hit it with the Z-Buster.

Info: When you charge you will also be green now, first are 2 shots then is the Z-Sabre, EVERY

Boss can be killed with 2 hits, even Kaiser Sigma!

+-----+
----+
12.-Heart List
+-----+

-----Blast Hornet

Requirements to get: Air Dash Upgrade

How to get: When you get to the door of the Boss, just after you beat the Doppler's Aircraft,

use an Air Dash to reach the wall, then wall kick up and the heart will be there.

-----Blizzard Buffalo

Requirements to get: N (Chimera) or K (Kangaroo) Armor

How to get: Just right after you find the Robot Ride Platform, use the N or K armor and destroy

the Ice Blocks right after it, all the way below is the Heart.

-----Gravity Beetle

Requirements to get: Defeat Blast Hornet

How to get: In the first hangar, all the way to the northwest there is a ledge with the Heart,

if Blast Hornet is defeated, you can grab it, if not some crates will be blocking your way.

-----Toxic Seahorse

Requirements to get: None

How to get: When you start climbing, almost right away from the start, keep climbing even when

you see the path going right, and you'll see the Heart in a ledge above.

-----Volt Catfish

Requirements to get: None

How to get: When you reach the second lift, go ALL the way up until you see a path going right,

go there and you'll see a room with spikes in the floor, slide down in the wall and dash-kick away to reach the other wall, then slide down to grab the Heart and quickly wall-kick then dash-kick to the other part.

-----Crush Crawfish

Requirements to get: N (Chimera) or K (Kangaroo) or H (Hawk) Armor

How to get: A little after the Robot Ride Platform, you'll see a robot falling and breaking the

floor, dash-jump to the right one of the walls should be a little broken, attack it and inside is the Heart.

-----Tunnel Rhino

Requirements to get: X-Buster Upgrade, Triad T.

How to get: Not to far from the beggining you should see a Giant Boulder being held by some cords, use the Charged Triad T. to make the boulder fall, you will now be able

to
reach the Heart.

-----Neon Tiger
Requirements to get: None

How to get: Just before the Boss gate, there should be a wall, climb it and above will be the
Heart.

+-----+
-----+
13.-Sub-Tank List

+-----+
-----+
-----Blizzard Buffalo

Requirements to get: None, but is easier with the Air Dash Upgrade

How to get: In the last area just after the boss scene where Bit and Byte might appear, climb up
in the left "wall" and you'll see the Sub-Tank above a small ledge, but is easier
if you use the Air Dash Upgrade.

-----Volt Catfish
Requirements to get: Any Robot Ride Armor

How to get: There is a part with a lot of electicity, you should see a path going up and another
down, go up and you should see a Robot Ride Platform, select any robot then drop
down and don't move, you should go through a fake floor and below is the Sub-Tank.

-----Tunnel Rhino
Requirements to get: None

How to get: Just after one of those machines that throw sand, there should be a path going down
and also a ledge above you, the Sub-Tank should be there.

-----Neon Tiger
Requirements to get: None

How to get: When you enter an open area, go all the way right and climb up, use the bug platform
to reach the Sub-Tank.

+-----+
-----+
14.-Armor List

+-----+
-----+
-----N (Chimera) Armor

Requirements to get: T. Fang (Tunnel Rhino)
Location: Blast Hornet Stage

How to get: When you reach an open area with some hangars, use T. Fang above all structures on
the crates until one opens your way below, drop down then use T. Fang on the

right

wall to find a hole going down, go down and you should see a Robot being held
by
something similar to what held you on the Intro Stage, destroy and you'll get
the
N (Chimera) Armor.

Attacks: Like the Megaman X armor, it just throws it's fist to pulverize whatever is in
it's
path, can dash-jump and doo a normal jump. CAN NOT enter in water.

-----F (Frog) Armor

Requirements to get: None, Easier with the Air Dash Upgrade

Location: Gravity Beetle Stage

How to get: When yo get to the open, climb the "wire/wall" on the left, you should see the
F (Frog) Armor over a small ledge.

Attacks: Shots little toepedoes out of it's arms, they only work in water, if you press
right

or left or dash it will do a frog-jump, it jumps higher in water, if you dash or
move

under water and pres+hold dash it will "activate it's motor" to keep a little more
time
on water.

-----K (Kangaroo) Armor

Requirements to get: X-Buster Upgrade and Frost S.

Location: Toxic Seahorse Stage

How to get: When you go into water, right after you jump a pit, start charging the Frost S.
weapon, this will create a lump of ice which you can climb onto, it will then
float

all the way up, the K (Kangaroo) Armor will be on a small ledge.

Attacks: Is like the Chimera Armor, except it has Spinning Saws instead of punches, this
jumps

a little higher than the other, can do normal dashes, jumps, you can press+hold
the

weapon button and it's saws will spin, release to throw them for a moment.

-----H (Hawk) Armor

Requirements to get: Triad T. and X-Buster Upgrade

Location: Crush Crawfish Stage

How to get: Use the charged Triad T. a little after the Robot Ride Platform, if in the
right

place, a small piece of floor will colapse, go down and the Armor will be
there.

Attacks: This one shots Homing Missiles from it's arms, if you jump or dash-jump and
press+hold

the B button it will hover for a moment, it can normally dash, jump and dash-jump.

+-----+
----+

15.-Contact Info

+-----+
----+

This section tells how you can contact me:

By E-Mail

By Messenger

grayfox_2510@hotmail.com
and
deep_fox@yahoo.com

MSN: grayfox_2510@hotmail.com
and
Yahoo: deep_fox

+-----+
----+

16.-Thanks

+-----+
----+

To:

Me! Alan Quirino.

For making this guide, which I hope can help you.

You! ???

For reading this guide, which again, I hope has helped you.

Capcom! All Capcom Staff

For making one of the best videogame series, Megaman!

+-----+
----+

17.-Copyright

+-----+
----+

You knwo whats coming next!

This FAQ/Walkthrough is copyright of Alan Quirino (See section 15 about Contact Info).

You must agree these terms in order to read/put on a page this document:

- 1) You make no credit for this, this work is a result of many hours of gameplay and writting, so
please do not steal.
- 2) You keep this document exactly as it is, you must NOT change anything, font, number, NOTHING!!
- 3) If you do wish to put this in your web page, you must contact me first saying so.
- 4) You may use some info of this document as long as I give you permission to do so, but only a
small paragraph (i.e. a Boss Strategy)
- 5) If you think or know someone stole from this, please contact me, as I said, this is the result, of someone's hard work and a lot of time, so please, don't steal.
- 6) If you feel I missed something in this or you have a suggestion, contact me, but I will not
accept hate-mail, I will just probably ban your e-mail adress if you do so.
- 7) I will respond most questions concerning this game, as long as IT IS NOT detailed in here,
so please check first, if the question is detailed here, i will just probably erase the mail, if didn't respond it was probably because the question was already detailed here, if

you insist I will ban you, and don't try making another account and keep asking!!!!

Please, read them.

```

    **      $          %%      ##      #
 *   *     $          %  %     #  #   #
--+-----+-- $      ==&====&== #  #  #
 *       * $          %      %   #  #  #
*         * $$$$$ %      %   #   ##  :::      :
                                     :      :
                                     :  ::  :  ::  ::
:   \ :  :  :  :  ::  :  :  ::  :  :  :
:   :  :  :  :  :  :  :  :  :  :  :
:::  \  ::  :  :  :  :  :  :  :  ::
```

This document is copyright grayfox_2510 and hosted by VGM with permission.