

Mega Man X3 Zero FAQ

by Red Sword Mage

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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.

Megaman X3 Zero Guide

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Thank you for your cooperation.

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II.Version History [VHIS]
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Version A - First Version released on GameFaqs and other faq hosting websites.

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III. Authorized Websites

[AWEB]
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IV. Intro

[INTR]
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HUH!? Wait, I thought you could only play as Zero in X4-X8? That's true, but you can play as Zero in X3. No, No, I'm not talking about calling him up on that walkie-talkie module. I mean really play as Zero, but by using a Pro Action Replay of course.

There are some glitches when using the code, but nothing corrupting or crashing. It just really replaces X's data with Zero's.

Here's the code: 7E0A8E02. Remember, you need a Pro Action Replay, not a Game Genie to play as Zero. This goes beyond the Game Genie's reach.

There are some advantages and disadvantages of playing with Zero:

Advantages:

- + Charged buster is more powerful than X's because it has four charge levels. The level four shot shoots 2 level 2 shots and you can use the beam saber.
- + Beam Saber kills bosses in 2 hits. ANY BOSS.
- + Your lives never decrease, so you can never truly die, but you still have an energy bar.

Disadvantages:

- Zero can't pick up any heart tanks, sub tanks, ride armors, or any capsules. Don't worry, we can sorta get around this.
- Zero cannot use any of the bosses weapons. The only way you'll see him use a weapon other than the buster is when you defeat the boss and see the demo of the weapon.
- Zero can take a considerable more amount of damage than X does, because he does not have the armor X has.
- Because you have no lives, you can't leave the stage until you beat it. We can get around this though.

So playing with Zero is a lot like having a minimalist, with Dash challenge. But you can either have an easy time or a very difficult time with the bosses. His buster shot takes maybe 4 or 5 points off the boss's life bar, but like I said, his beam saber kills everything in one hit, two for the bosses. There's no middle ground here.

In order to have a more balanced style of gameplay for Zero, someone would have to make a hack. At least 65% of the work is done. It would be a lot easier than making one for X1 or X2.

If you have the helmet upgrade, it will still show the map of the level, regardless if you have the cheat code on or not.

During this walkthrough, I will assume you are an experienced player, meaning you've beaten the game atleast once.

Oh, and you might want to have something to hold down the shoot button, like a piece of tape. You're going to be doing a LOT of charging.

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V. Known Glitches

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[GLIT]

- When you start a stage, Zero's palette will be Blue and Cyan instead of Red and White. This can easily be fixed though.
- During the Intro Stage when you face Mac and when he captures X, the sprite will turn into a red and white palette X instead of Mac holding captive a Zero.
- After you defeat Moah, you'll see two Zeroes facing each other.
- When you die, you will be sent to the part where Zero consider himself worthless now that his energy generator (or something like that) is busted and tells X it's all up to him. Of course this will be between a Blue and Cyan palette Zero and a regular Zero. When Zero dies, it doesn't affect your life, so you actually have an infinite number of lives.
- Because you have an infinite number of lives, you can't leave the stage until you complete it. You can turn the code off and have X commit Suicide to leave the stage.
- Whenever you approach a boss or mini-boss, even a mini-boss door, X will say "Zero, let me handle this." and you'll switch. You can always switch back though because X will almost always be in the Walkie-Talkie module.
- If you turn the code off while in the menu and you have armor on, if you're Zero you'll see his arms glitch up and when you come out you'll see a red and white palette X, sometimes he'll have a dark face(Not sure why though.) If you're in the menu and you turn the code on with X, all your capsule armor except the helmet will disappear and when you exit the menu you'll be a Blue and Cyan palette Zero.

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VI. Walkthrough

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A. Intro Stage

[1STG]

See X and Zero shoot down a bee airplane, yadda yadda yadda.

This is one of the glitches I was talking about earlier. Your palette will resemble X's when you start a stage. Don't worry, it's temporary. You can enter and exit the screen or charge your buster an release to recover the proper palette.

You will have X's lifebar. That means no heart tanks since we're at the beginning. You can always switch over to the real zero and have a full lifebar. If you find yourself low on energy, switch back to the X Zero and

then switch back to Zero Zero. You'll have a full bar of energy!

Once you get to Mac, you'll see him capture Zero and his sprite will turn into X's with a Zero palette. Again, nothing major. You'll see Zero come from the broken ceiling and you'll forge onward to save X (Or is it Zero?) from Mac.

Once you save X, X will turn back into Zero with the blue palette.

Also, whenever you get near a boss, you'll receive a transmission from "X" telling you that he'll take care of it. You'll swap places with whatever Zero is in reserve.

Moah is a pushover. Just do yourself a favor and hit him with your beam saber.

After that, you'll see two Zeros facing each other. Paradox?

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B. Mavericks [8BOS]

Well, it doesn't really matter which one you go to, you can destroy any of them in two hits. But if you're shunning the beam saber, I find this to be the easiest route to take.

You can skip down to the "Before Taking on Doppler..." part of the guide anytime you want. That section explains how to get the heart tanks and such.

- 1 Tunnel Rhino
- 2 Blizzard Buffalo
- 3 Gravity Beetle
- 4 Blast Hornet
- 5 Crush Crawfish
- 6 Toxic Seahorse
- 7 Neon Tiger
- 8 Volt Catfish

The first 3 are pretty easy to take out with the buster. Blast Hornet and everyone else is a pain in the ass, especially Neon Tiger and Volt Catfish.

Tunnel Rhino - Stay on the walls, dodging the drills he throws at you every so often. He'll do an attack that shoots 3 drills out of his arm and he'll charge at the wall you're at, followed by the 3 drills. Wait until the last second to jump off and you'll jump over the drills as they blast away.

Blizzard Buffalo - Again, stay close to the walls. If he starts getting electrified that means one of two things: He's going to start throwing Ice at you or he's going to do an Ice hadouken. The former works by locking on your X position. Just keep moving and you'll avoid it. The latter is just a big blast. Hurry to the wall and dash up to avoid. If he has his rams out, that means he will try to peg you with them and he'll slam you into the wall. Like I said, keep close to the wall and dash jump over him to get a clear shot, running to the next wall to dash jump over him.

Gravity Beetle - Nothing different from Tunnel Rhino, except that black hole he summons when he's half full is annoying to avoid jumping into. He also does throw these black hole balls, which can be tricky to dodge at first.

Blast Hornet - Have your Buster fully charged, that way you can destroy the bees he throws with one of your Level 2 Charge Shots. Save the other for him. His motion pattern is easy to guess, he moves in an infinity sign.

Crush Crawfish - Those brown things he throws at the wall will limit your mobility. If you get caught, shake yourself out of it. Same strategy if he gets you with his claw.

Toxic Seahorse - If it weren't for the acid bubbles, this guy would be lower on the list. He usually jumps twice, sometimes once. Do the best you can to avoid the bubbles while avoiding him. I don't think when he turns into acid that he'll reappear right on you, but I could be wrong. I was on the wall most of the time when he did that.

Neon Tiger - Even when you have a full health bar, this guy is a major pain. When he shoots the energy shots on the ground, you only have to jump once. The third one will come straight at you. The others will pass you over. When he jumps on the wall, move out of the way if he's above you. There's a chance he'll let go and land on top of you. This guy can even block the beam saber with his claws. Try to keep your distance from him. The best time to shoot him is when he jumps on the walls and before he touches the ground he'll have his back turned. Give him the shots then. When about half of his health is gone, he'll start using a hyper mode attack. He's invincible during this period, so just wait until he's finished with his attack and then let him have it when he turns back to normal.

Volt Catfish - At first, he may not seem too tough, but once his health goes below half is when the real show starts. He'll start spamming this move that makes him invulnerable and shooting out sparks out of his body. Then he'll charge at you. Even the beam saber can't penetrate this attack, so neither will your dinky little charge shots. The best way to avoid the sparks is to be in his personal space, but if you do that, you'll leave yourself wide open for a charge. Most of the time I kept tapping the jump button until I got into the corner. Some of the sparks didn't hit there. The best way to hit him is right when he slams into the wall. Make sure you're ready to fire, because he has a very small window of opportunity for you to do this.

B1. Bit [BITT]

You'll face this mini boss sooner or later. He can probably be defeated with the buster. Just try to avoid the projectile he shoots out and when he jumps, he's going to do a charge attack in mid-air. It's supposed to lock on to your Y position, so jump as high as you can to avoid getting run into. Once he has his back turned, fire at him.

B2. Byte [BYTE]

This guy, on the other hand, is a pain in the ass to deal with. He'll fire a strange weapon at the wall that magnitively pushes you away from the wall, thereby making you run into him, causing him to throw you into the ceiling and when you come back down he'll give you the falcon paunch into the wall. Very annoying. But the weapon at the wall depends on how many time's you've jumped up the wall since it stuck. Try not to jump more than twice, it gets really hard to stay on the wall after that. When he comes over, dash jump with all your might over him and let him have it.

B3. Vile's Stage [VILE]

When I said that you can't enter any capsule, I literally meant any capsule. The game will not let Zero enter Vile's stage. You may want to look at the "Before taking on Doppler..." section before continuing. You won't be able to switch between Zeroes, and you'll be stuck with X zero. That means you'll be sharing X's lifebar.

Anyway what you'll need to do is turn off the cheat code. You should turn back into the real X after going into the menu and exiting. Jump into the capsule.

Now turn the Cheat Code back on, go to the menu and exit and you should be Zero again.

Vile: Even though he has two lifebars, he is not very hard. When he's in the ride armor, stick close to the walls. He'll charge at you and start hitting the wall. This will cause you to fall right on top of him and get damaged. You'll need to be fairly quick when you go to the wall and dash jump over him, otherwise he'll start bangin' and you'll start fallin'. Once you're behind him, quickly land a blow on him and then go to the other wall, dash jump over him, etc.

Once you've destroyed the Ride Armor, you'll be fighting Vile. He really has only two attacks here: Jump up into the air and shoot pellets at you, or create a small fire tornado and let it run across the ground to you. Like I said, fairly easy boss. You can land a hit pretty much anytime you want.

Once vile is defeated, turn the cheat code off. You can't leave the stage if you're Zero, because there's a capsule at the end to teleport you back. You have 50 or 60 seconds to make it out of the factory, and those screws that block your path can be particularly annoying. Watch out for the falling bridge blocks near the end. They fall fairly quick.

C.Before taking on Doppler... [BDOP]

You will need all 8 heart tanks. You won't be able to switch in Sigma Stage 3 or 4, leaving you stuck with X Zero. Here's how to get them. You have to turn the cheat code off in order to pick up the hearts. But first, you'll need a few things in order to get the hearts.

Helmet Upgrade: This is purely optional. Whether you're Zero or X, the map will still show. You will need the X-buster upgrade and Volt Catfish's weapon. Go to Tunnel Rhino's stage. Before fighting the midboss, there's a boulder suspended by rope to the left, just like the heart tank. Charge Volt Catfish's weapon up and you'll create a stepping stone. Go up and out of the mine to find Dr.Light's capsule.

X-Buster Upgrade: Go to Neon Tiger's Level. You will need Tunnel Rhino's weapon, and the leg upgrade. Go to the ladder after the subtank, destroy those screws, and go up to the cracked wall before the second ladder. Use Tunnel Rhino's weapon on that. Dash jump to the other side. Then, Air-dash up to the small, dock-like appendage. Go to the right and you'll see the capsule.

Leg Upgrade: Go to Blizzard Buffalo's Level. When you get to the part where you're standing outside near the blizzard machine, go to the right and jump over to the next platform. Then, get as close as you can and jump to the next side to go into a little room with the Capsule.

Chimera Armor(or any armor except for Frog): See Blast Hornet's Heart Tank

Tunnel Rhino: Near the beginning you'll see a room on the right. There's a boulder suspended by ropes and a heart tank, with spikes on the ground. You're going to need the X-buster upgrade and Volt Catfish's weapon in order to get this. Once you have those, charge it up and X should slam his fist into the ground, freeing the boulder from the ropes and making a stepping stone to the heart tank.

Blizzard Buffalo: You'll need the Chimera Armor for this. Go to the first robot pad and summon the Chimera Armor. Go to the blocks of ice in the ground and smash them. You'll find the heart tank at the bottom.

Gravity Beetle: You must defeat Blast hornet in order to reach this heart tank. Once you've beaten him, the boxes that were blocking the heart tank will be gone. I have no idea what the boxes have to do with Blast Hornet, but ok.

Blast hornet: In this stage you can get both the Chimera Armor and the Heart Tank! But first you'll need the Chimera Armor, or you could get the leg upgrade if you want, but you'll need the Chimera Armor anyway. Oh, and you'll need Tunnel Rhino's weapon.

Go to the part where you're outside with a bunch of warehouses. There should be a hole in the wall in the last one. Go through and use Tunnel Rhino's weapon on the cracked wall. Then, go to the next warehouse and use it again on the crate. It'll create a hole. Go down and you'll find the Chimera Armor suspended in mid-air. Scrap that robot that's holding it up and proceed to the left and up the lift.

Now go all the way back to the right, practically to the door on the right side on the screen. There should be a wall you can grab onto if you eject yourself from the Chimera Suit. Don't worry, you'll still have it. Climb up the wall and you'll find the heart tank there.

Crush Crawfish: You'll need the Chimera Armor for this. See Blast Hornet's Heart Tank above. Once you've gotten that, go to the Robot Pad and bring it up. Go to the part where the Chain Machine falls through the floors. On the right side, there should be a crack in the wall, maybe the second floor that's fallen through. Hit it with the Chimera and you'll find it inside.

Toxic Seahorse: This is probably the easiest to get. Go to the part where it's a long vertical shaft with the sewage pouring out. Climb all the way to the top, above where you're supposed to get off. There will be an enemy guarding the heart tank up there.

Neon Tiger: Near the end of the level, before you reach the boss door, jump up on the wall and you'll see it.

Volt Catfish: This one is pretty difficult. You may have to have the leg upgrade to reach it without dying. On the second lift, don't get off where you normally do, keep riding it up to the top. Go to the right and you'll see it in the lower right corner, sitting on top of electric spikes. I wouldn't suggest getting this with zero, he's bigger than X. If you slide down the wall and dash jump to the other side, you should be able to slide down to the heart, quickly jump back up, and dash jump back to the other side. You could also air-dash to the other side if you have the boots.

Doppler 1: I don't recall there being any tight spots with this stage, except the crushing walls. They're not overly hard, it's just you can get stuck if you're not fast enough. If parts of the wall close before you can reach it, there's nothing else for you to do except to push your own daisies.

Godkarmac-whatever: This boss will tear you into two. His sword is nothing to worry about since you can just dash under the energy blasts, but if he tries to grab you and does, there goes 75% of your health. I'm not exaggerating here. Luckily, his disattachable fist is easy to jump over, just keep charging your buster and jump over his fist by jumping off the wall. If you dash jump you might jump right into him, so be careful.

Doppler 2: There's a part near the midpoint where it seems impossible to reach the next platform. Don't worry, even if you can't see it you can still reach it. The biggest problem is the chain guards. Kill them before you jump, otherwise they'll knock you off. The wall over to the right may prove to be difficult to climb since you have to jump onto pipes that are sticking out. But I was able to get to the next pipe without much trouble. If it proves too difficult, just turn the code off and use X. You should have the boots if you got all the heart tanks.

Vile: This guy is still a wimp like last time. In his Goliath Armor, he'll throw out these things that once they stop spinning, they'll create a barrier so you can't go anywhere. Luckily these things are destroyable. Just get on the wall and dash jump over Goliath when he comes charging at you. That's it.

This is one of the things that makes X3 not enjoyable is the almost pure lack of AI. Capcom got lazy here and decided to make the bosses have a one-track mind, occasionally adding in a new twist. Wait, that's almost like every megaman game...crap.

Anyway, when you defeat Goliath, Vile will jump out of the exploding suit and attack you. His attack pattern here is not much different from last time either. He'll jump up in the air and shoot the pellets, which this time around they have a greater range and spread out more easily. There's also that flame tornado, but *gasp* there's a slight alteration with that too. I think it's taller or it's faster or more tricky to dodge or something I can't exactly remember right now, but it'll run across the floor and up the wall. Actually I think that was the alteration.

To summarize, His attacks are easily dodgable. Again, feel free to hit him at any time possible, especially when he's just standing there after he's unleashed the terrifying fire tornado.

Doppler Stage 3: Not much here, just a simple rundown with the bosses. BTW, it would be wise to get the heart tanks before attempting this stage. You can't switch here.

Here's a map of the capsule room:

Door	B.B	E	T.S
	B.H		N.T
	V.C		C.C

You should be able to figure out the initials. All the attack patterns are the same, so it's up to you to decide. The E in the middle is an Energy Capsule. Shoot it and it'll explode to give you energy. I'm not sure if it comes back though.

Dr. Doppler: OMG, this guy is UBER-HARD! If you didn't know his weakness that is. Don't bother shooting him, he'll only regenerate the damage done. He'll even regenerate the damage done with the Beam Saber fully, IIRC. Wait until he charges at you. His charge should be like Bit's, locked on to your Y position. When he hits the wall, that's your cue to hit him. He won't regenerate the damage. He does throw some energy balls at you *ho hum*.

Doppler Stage 4/Sigma Stage: Again, it would be wise to go get the heart tanks if you haven't already. You will definitely need them to survive Sigma.

Not much to this stage either. It's pretty short, but before you get to Sigma, you'll have to climb a wall to get to the door. There's pipes sticking out of the wall, like in Doppler Stage 2.

Sigma: I hope you're good at dodging. His fireballs will kill you in literally 2-3 hits. The best way to dodge them would be to get on the wall near where he's standing, but I think that's impossible for Zero.

Don't shoot him when he has his shield up, the shield will negate even the Beam Saber. You're going to have your hands full dodging the fireballs he dishes out anyway. Climbing up the wall and jumping over them does help, but it's still hard to dodge them. You can jump over a couple of them, but there's one that looks like you can jump over, but it's too high, so you have to dash under it.

When he jumps up to go to the other wall, he'll freeze and start shooting fireballs. This is the best chance to hit him. But be careful not to jump into him. It'll do about as much as the fireballs. Really, if you can master dodging the fireballs, you shouldn't have much of a problem with him.

Kaiser Sigma: Oh boy. I'm not sure how much the missiles and other things he shoots at you does, because I was never at full health when I got to him. The missiles are pretty easy to dodge, they lock onto Zero's position, but you can escape before they hit you. It's those things that look like one of the things byte throws at you to keep you off the wall that are annoying. Thankfully, these won't keep you off the wall, but they are homing. There's also this laser that he fires from his shoulder that hits at a wide angle. Stand on the floor and move when he's about to fire it.

Did I mention where to hit him? Yeah, you have to hit his HEAD. His tiny puny little head that makes up 5% of that huge monstrosity. If you're using the buster, aim slightly above his head. If it hits anywhere else, it won't do any damage. If you manage to beat Sigma with the buster you deserve to be called the "Hardcore Gamer." I'm sure Zero's buster doesn't do that much.

The beam saber will kill him in two hits. Take your pick.

Sigma Virus: Not really a boss, but you can still die here. Lava will start rising from the floor and you'll need to jump up the walls. I'd suggest getting on the left wall. Don't worry, even if you fall, the lava will only do 1 point of damage and you can usually get back on the wall pretty quickly. It's when Sigma knocks you into the lava that's annoying. He should start following your movements, but he's too slow to keep up. Get on the right side when he starts doing this.

There are also pipes sticking out of the wall that you have to jump onto.

Eventually you'll reach the top and lava will stop rising. You won't have anything to worry about now, Your character should keep going to the right after a certain point. At that point you can let go of the controller. And watch the scene play out.

Funny thing is, you'll still have the X sprite running on the highway in the ending.

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VII. Credits [CRED]
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Gamefaqs, for letting me host this on their website.

Capcom, for making this still cool game.

AND ESPECIALLY...

You, the fans, because I wouldn't have wrote this if there were any fans.

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VIII. About the Author... [AUTH]
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RedSwordMage is a Senior at a local college who is training to be a Game Designer or Programmer. He is willing to go for 4 years then go back another 2 to get his Masters Degree. A quote that would have to apply to his life would be: "Bullcrap happens, build a bridge and get over it." He likes to watch anime and play video games, and also has a healthy, social life outside of the virtual world.

This is his 4th published guide he has done. He enjoys making guides, and might consider doing it as a job to get into the industry. His first guide was a walkthrough for the Lunar Ruins Bonus Dungeon for Final Fantasy IV Advance, which was for the GBA. The second and third one was for Naruto: Path of the Ninja and Naruto: Path of the Ninja 2, for the DS.

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