

# Mega Man X3 Item Locations

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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.

Golden Chip and Zero's Saber on Mega Man X 3

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(Nothing really to mention, the ASCII art by me)

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### The Golden Chip

Requirements: Everything (8 bosses defeated, 8 Heart Tanks, 4 Sub Tanks, 4 Ride Armors, 4 Dr. Light Capsules)

Where do you get the Golden Chip? A question asked by most when encountered about the Golden Armor. MAKE SURE YOU HAVE EVERYTHING!!! You need (Must I list it again???) All 8 Heart Tanks (The life ups for health), All 4 Sub (Energy) Tanks, All 4 Doctor Light capsules (not the enhancement[red] capsules), All 4 robot tanks, and as a big fat duh!, all 8 bosses defeated. You need to know where that stuff is, see section II of the FAQ.

Ok, you ready for the chip? Ok, then enter Doctor Doppler's Lab.

The First stage: I can make it real easy or real hard. I can say go to the mini/midway boss, and go from there. Or I can walk you through it. Which I will.

Start out going to the right, next go up the ladder and to the left wall. Go to the right and watch the ceiling. The spiked ceiling falls in certain areas. Once you get past there and to the end of this path, you will need to continue up this ladder to advance. This next part the walls close in on you. First it is part of the left wall then the right. They alternate back and forth till you reach the top. Go up the ladder and go to your left. Go up the back wall and go to the right. Inside in the mini boss. And the door closes behind you. In here the ceiling will fall as well and what is worse is there is a giant mechanoid that will shoot several shoots at you at once. If you have Zero, he will help stop the collapsing ceiling. Poor X, if you somehow killed Zero in an earlier stage, X will do both himself. The boss isn't really anything though. So destroy it and continue on!

Ok, stopped the boss? Good. Make sure you are full of health. The sub-tanks shouldn't matter. I didn't have them filled up when I entered Doppler's Lab. Just fill your health. Be cautious falling as there are enemies everywhere. Most of the Wall-Crawlers. And a few of the walking Beam Shooters. But leave the boss room and fall to the right. Continue falling till you have hit the floor. Walk to your left and fall down another hole. This is coming close to your chip. If aren't full on health, I strongly recommend filling up. Anyway, walk to the right and see that big pit? That is the one you slide down. Hug the wall to the left and slide down to enter the secret hole. If you continue walking left, there is a red capsule. Doctor Light will inform you that whatever the problem was before that you could only get one enhancement is now fixed and you can download the Golden Chip.

The chip enhancement upgrade gives you more abilities.

### The Dash Chip:

First time getting a dash allows you to air dash left right and up. This time with the Golden Chip you get a second dash ability.

### The Armor Chip:

The first armor upgrade cuts damage down. And a blueforcefield is generated. The Golden Chip gives you another upgrade cutting down damage more and generates a red force field.

The Head Chip:

The original head enhancement gave you a radar reading and was able to show you where everything was. The Golden Chip, however, gives you something to make your worries go away, an auto-recovery system. Stand still and soon you will recover lost energy. Can also be used to restore the Energy Tanks.

The Hand Chip:

This gives you a secret weapon. Hyper Crush. It keeps you at full charge without holding in the button. Just press the button and fire charged shots. Can also be overlapped for big blast.

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~*****~
I.b)                Zero's Z Saber                (MMX3ZS)
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The Z Saber

Requirements: Everything (8 bosses defeated, 8 Heart Tanks, 4 Sub Tanks, 4 Ride Armors, 4 Dr. Light Capsules)

This requires you to enter the second stage of Doppler's Lab. I don't strongly recommend getting it, but it will greatly increase your power and greatly help on the end bosses. Walk to your right and you will see a red still beam shooter. These are armored so they take more hits to kill. So if you want, avoid them. Go to the end and up the wall. Destroy the red still beam shooters and continue to the right. Fall down the pit and you fall on a Ride Armor Pod. Well we don't want to select one. Depending on when you defeated Vile, this next part of the stage will have water or not. If you found a yellow Capsule in one of the 8 bosses levels and defeated Vile then, you shall have water in this next part, if you didn't, celebrate that there isn't water, and you will have to face a much more tougher Vile later. Anyway drop down the hole and continue to the right. There are a few fatal holes and some turtles. So avoid them. Climb up the wall door till you see a boss door. Switch to Zero (assuming that you didn't kill him in an earlier stage). Go in. As Zero, destroy the bug boss. It doesn't take many hits. Specially with his saber! It doesn't matter if you didn't even get hit once, and destroyed the bug 100 yards away, at one last attempt you destroy it, the bug moves over Zero, greatly damaging him. X will then warp in and ask what happened. Zero says that he was wounded badly and blahblah blah.... More talking goes on. Before he leaves, he hands over to X his saber. Congrats! You have the most powerful weapon in the game. Used on a boss, it can greatly cut down half of its life. To use it, you have to charge 4 levels (green level). You will have a blast in each hand and then swing the saber. You can still overlap the shots as usual. X can swing in the air, but falls a short distance before actually swinging. If you want to swing while on the wall, you have to release the direction you are holding or X will slice the wall. Good thing they can't fall apart and hurt you. >\_>

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XPart II                Item Location                (MMX3IC)                X
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~*****~
II.a)                Heart Tanks                (MMX3HT)
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~Neon Tiger~  
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~ (MMX3HTNT) ~  
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Requirements: None

This is one of the easiest ones to get. And you need nothing to get it. This heart is right above the bosses entrance. So don't go in. You probably have already guessed how to get there once you seen the bugs. Go back to the first (sometimes there are two there) and jump on him. ride him over as far as he will go, if the other one is there jump on him, if not dash jump (not an air dash) over to the wall and wallkick up. To the right is your heart.

~~~~~  
~Gravity Beatle~  
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~~~~~  
~ (MMX3HTGB) ~  
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Requirements: Depending on which order

Sound confusing? Yeah, it stumped me for a minute. Depending on when you fight Gravity Beatle, you can get this one. Usually I defeat him second and I have to defeat him first before I can get the heart. But if done close to the last (IF not last) you can get the heart on the first trip through. Anyway, start out by heading to the right. Go inside the building and on the first platform you see. Walk to the edge and you see another one above you. Jump on and button mash,destroying the red/green missile shooting mechanoid. You still need to go up. So make your way to that platform and jump to the platform on the left. Now you should see two platforms. One directly above you and one to the upper right. Go to the right one then make a u-turn back to the top left one. Keep heading to the left to gain the heart tank.

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~Blast Hornet~  
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~~~~~  
~ (MMX3HTBH) ~  
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Requirements: Air Dash (or Ride Armor if getting in same try)

Ok, start walking to your right and ride the elevator. Continue to the right and jump down the pit. You'll end up on some conveyor belts. Make you way past these , Be careful not to fall in the leatal hole and hit the ground below (not literally).Run to the right for the mini/mid-way boss. A basicly easy mini boss.

Now you wall outside to the garage area. Go up the garage wall (cause there ain't any other way around it). Continue to the right and you see two black storage containers. These can be destroyed with your x-buster so you don't have to waste ammo. Three to five hits can usually get rid of them. Continue walking to the right to the second garage with more storage containers. You can destroy these if you want. The hole they cause leads to the Normal Ride Armor (See Ride Armors). Continue to the right (If Blast Hornet is one of the first group, you will have to get rid of the storage containers the flying mechanoids are carrying to the Doppler cargo ship),if not then you don't have to worry about the ship. Right after that is a wall above the other mini/mid-way boss door. If you have the air-dash you can air-dash up and wallkick up the wall. If you don't and got the Normal Ride Armor before getting the heart tank, you can ride the Ride Armor over and Armor Jump (Jump with the Ride Armor and then make X jump out). On top the wall to the right is the heart tank.

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~Blizzard Buffalo~  
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~~~~~  
~ (MMX3HTBB) ~  
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Requirements: Ride Armor N or K

Make your way to the right till you see a ladder. Climb it and off to the left you see a Ride Armor Pod. Jump on and select N or K. After getting the armor walk till you see huge ice blocks. Using the armor of your choice, destroy them and fall down. To the right is the heart tank. Easy.

~~~~~  
~Toxic Seahorse~  
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~~~~~  
~ (MMX3HTTS) ~  
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Requirements: None

Start out walking right and dodge or destroy the green still beam shooters. After passing two of them you will see the path leads down. Make your way down till the path once again goes to the right. You have to go up this time and besides who wants to play in the toxic sludge? Continue up till you spot a ladder. Destroy what is in the way and continue going up. When you think you have reached the top you can go right. Destroy the purple mechanoid or you will have trouble climbing the left wall. Once you have wallkick up the left wall and see a small alcove to the right, housing another purple mechanoid and the heart.

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~Tunnel Rhino~  
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~ (MMX3HTTR) ~  
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Requirements: Arm Upgrade and Triad Thunder

Walk to the right and go down the ladder. Drop down and go right. There are two lethal holes on the ground. Jump over them and destroy the Mechanoid Blocker. Careful of the falling rocks, which turn out to be electrified mechanoids. Wallkick up and walk a short distance to the right. You see a bolder suspended in the air with some strong rope tied to it. I have some of my friends question me on what do you use to get it. No not the Spinning Blade. Which would make sense, use it to cut the rope, but you know that nothing really makes sense it games. So this is why you need the Arm Upgrade and Triad Thunder. You can use Spinning Blade and charge it up to see it doesn't work. So power up Triad Thunder and watch X punch the ground causing a massive Earth Quake and shock waves. The bolder falls, so jump up and on the platform to claim your prize.

~~~~~  
~Volt Catfish~  
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~~~~~  
~ (MMX3HTVC) ~  
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Requirements: None (unless you count fancy skills and mad button mashing ^\_^) or an air-dash

Start out going to the right like every other stage. Ignore the first elevator, it only leads to Vile. It'll go down if you haven't destroyed him eariler, otherwise it stays put. Continue to the right and ride the next elevator up. Jump off to the left and destroy what you want otherwise avoid it. Wallkick up the wall you see and walk to the right. Being extremely careful of the spikes, ride this new elevator to the top. There is a path off

the the left. Pass it and continue riding. There is a path to the right. Jump off here. This is where it can get tricky in explaining and doing it as well. If you walk forward a piece, you see that it seems like a dead end. Well over on the spikes in the corner is the heart. Slide down the wall and dash jump (air-dash) to the back wall and slide down to get your heart. [Goodluck making it out of the hole ;)]

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~Crush Crawfish~ ~~~~~  
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Requirements: Ride Armor (Choose your favorite)

You start out on an arm swing, drop down. Go to the left and jump on the Ride Armor Pod. Select any armor. I chose H for this, the Hover Ride Armor (It's the best). Continue going to the right with your armor. You'll see a bridge and a red spiked mechanoid fall through them (yes there is more than one). Take your Ride Armor and fall down hugging the right wall. If you do not see a cracked wall in front of you, it is right underneath you. Blow up the already damaged wall and continue in for your heart.

~\*\*\*\*\*~  
II.b) Sub Tanks (MMX3ST)  
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~Neon Tiger~ ~~~~~  
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Requirements: None

Thankfully it is an easy one to get. Out of the two easiest, this is the easiest. And it is right at the beginning too! You probably already seen it and got it cause it is in the open... Anyway if you don't continue reading. Make your way to the right jumping over the spike pits. When you see the wall go wallkick up and jump in the small alcove. As you can see, the sub tank is right above you. Destroy the red mechanoid shooting out the spiked balls. Jump on to the platform it was on. Jump on the bug and ride it over to the sub tank. If the bug doesn't come down right away, give it a minute, it will make it's way down so you can jump on it.

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~Blizzard Buffalo~ ~~~~~  
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Requirements: Air Dash

After the mini/mid-way boss chamber, you are in the tunnels and it is dark (Until you beat Blizzard Buffalo, then lights flicker on). Get out of the tunnel and be blinded by the light for a brief moment and it snows and gets dark again. You may need to destroy the snow generator. But if you take a look above you, the sub tank is there. Once you have the air dash you are good to go. But if you can't make it, destroy the snow generator. Which is easily spotted if you continue going to the right.

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~Tunnel Rhino~ ~~~~~  
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Requirements: None

Walk to the right and go down the ladder. Drop down and go right. There are two lethal holes on the ground. Jump over them and destroy the Mechanoid Blocker. Careful of the falling rocks, which turn out to be electrified mechanoids. Wall kick up and head to the left. Another Rock Mechanoid falls down. Wall kick up once again and go right. Careful of the devices spitting out sand. If you get caught under one it will push you down to what is below you. Continue going to the right and go up another wall. Head left. Run past the conveyor belt go up yet again. Walk (or ride) the conveyor belt to the right. Jump over the spikes to the next conveyor belt. Walk over and fall directly down to the ledge below you. Walk over and you should see a ledge sticking out in the topright of the screen. Climb up it to get your sub tank

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~Volt Catfish~ ~~~~~  
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Requirements: Any Ride Armor

Start out going to the right like every other stage. Ignore the first elevator, it only leads to Vile. It'll go down if you haven't destroyed him earlier, otherwise it stays put. Continue to the right and ride the next elevator up. Jump off to the left and destroy what you want otherwise avoid it. Wallkick up the wall you see and walk to the right. Being extremely careful of the spikes, ride this new elevator to the top. There is a path off the the left. Take it. Make you way to the left and get rid of the wall crawler. Wall kick up and go to the right. Some distance away is another elevator. Ride it up and watch to the right. There is a path there, so take it. Continue right, crossing the bridge to the mini/mid-way boss doors. Leave that room. Make your way to the right and you see the path leads down or up. Well techinally down is the right path, but for your sub tank, you must go up. Wall kick up to the top and jump off to the right. Make your way to the other side and get on the Ride Armor Pod. Select any of your Ride Armors you want. Take your Ride Armor over and fall down the hole. Once you have fallen to the floor below, the floor will drop out again, and you plunge deeper in the level. Jump out of your Ride Armor and make your way to the left. You will see your sub tank surrounded by two large energy capsules and 2 large weapon energy capsules.

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II.c) Ride Armor Tanks (MMX3RA)  
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~Gravity Beetle~ ~~~~~  
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Requirements: Air Dash

Start out by heading to the right. Go inside the building and on the first platform you see. Continue going right and go up the ladders then the wall. Go to the right and pass the mini/mid way boss doors. Go up the ladder and you see the wall to your left. Wall kick up it to see Ride Armor F. Wall kick off the wall and air dash up. Hold to the left and you should make it, if not you'll slide down the small part of the ledge. Wall kick off there and jump over.

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~Blast Hornet~  
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~ (MMX3RABH) ~  
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Requirements: Tornado Fang

Ok, start walking to your right and ride the elevator. Continue to the right and jump down the pit. You'll end up on some conveyor belts. Make you way past these , Be careful not to fall in the leatal hole and hit the ground below (not literally).Run to the right for the mini/mid-way boss.

Now you wall outside to the garage area. Go up the garage wall (cause there ain't any other way around it). Continue to the right and you see two black storage containers. These can be destroyed with your x-buster so you don't have to waste ammo. Three to five hits can usually get rid of them. Continue walking to the right to the second garage with more storage containers. Destroy these and fall down. If you need energy you can head to the right for a large energy capsule. Anyway go back to the left. Use Tornado Fang on the cracked wall and destroy the black storage container. It opens a pit, so jump down. Walk to the left and you see the Ride Armor suspended by the mechanoid that had a hold of X in the intro stage. Destroy it and hop in. Now you have Ride Armor N.

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~Toxic Seahorse~  
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~ (MMX3RATS) ~  
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Requirements: Arm Upgrade and Frost Shield

Start out walking right and dodge or destroy the green still beam shooters. After passing two of them you will see the path leads down. Make your way down till the path once again goes to the right. You have to go up this time and besides who wants to play in the toxic sludge? Continue up till you spot a ladder. Destroy what is in the way and continue going up. When you think you have reached the top you can go right. Go past the mini/mid-way boss doors and emerge on the other side. Walk to the right a short piece and you see a hole. Drop down and destroy the turtle mechanoids. Head to the right, jumping over the hole. Walk towards the hole (yeah do it) and just be a bit short of falling in. Charge up the Frost Shield and it'll creat a floating ice block, which will start to float up...fast. So jump on before it does and ride it to the surface of the water. If you were standing in the right place, you can see a ledge sticking out with the Ride Armor K on top.

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~Crush Crawfish~  
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~ (MMX3RACC) ~  
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Requirements: Arm Upgrade and Triad Thunder

You start out on an arm swing, drop down. Walk to the right. When you are inbetween a red platform and a silver and blue platform, charge the Triad Thunder. X will punch the ground and the floor should fall. If not, you aren't in the right place. Anyway, fall down and walk to the right to claim the Ride Armor H.

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II.d) Dr. Light Capsules (MMX3LC)  
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There are two types of Capsules this time around. A red one and a blue one. The blue ones are the original upgrades you have always gotten since the first Mega Man X games. The red ones are the enhancement chips Dr. Light made for your system, but for some odd reason (Which I believe to be Sigma's cause) your system as of now can't take all four of them. So you have to choose what one you want. Of read the Golden Chip to get the effect of all the enhancement chips. I will note above each one if it is the upgrade or the enhancement.

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~Neon Tiger~  
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~~~~~  
~ (MMX3LCNT) ~  
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Requirements: Tornado Drill and the Air Dash (Even some fancy skills)  
Blue Upgrade Capsule

Make your way to the right jumping over the spike pits. When you see the wall, wall kick up and jump in the small alcove. Go to the left on the platform with the red mechanoid shooting them spike balls. Do the same for the following platforms and to the metallic ledge with the ladder. Climb up and head to the right. Jump down to the path below and pass the mechanoid path blockers. After 3 of them, you see a cracked wall on the other side. Time for the Tornado Drill! (At least it isn't like Mega Man 3's Top Spin where you had to spin on the enemy<.>) It opens up into a near bottemless pit. It drops so far down, then you hit spikes. So you need to air dash over to the cliff. Then you see a ledge above you. Air dash up and to the right is the Arm Upgrade Capsule.

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~Gravity Beetle~  
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~~~~~  
~ (MMX3LCGB) ~  
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Requirements: Normal Ride Armor  
Red Enhancement Capsule

This is near the end of the stage. Funny, right below the boss door instead. Anyhow, get to the elevator. Ride it up and go through the door. The path leads to the right or you can go up. Well going to the right obviously goes to the end of the stage. Going up you reach a Ride Armor Pod. Get on and select the Normal Ride Armor. (Youmay choose others, I have yet to test them all). But come to think of it, where we are going the Normal Ride Armor just might be easier. Fall down with your Ride Armor and go to the right. Careful as the floor here falls. Dash over the collapsing floor and destroy what's in your way. Now the path continue up for a short distance. And yes you must take the Ride Armor with you. Dash jump to each of the ledges until you get to the top of the path. After that take the Armor to the discolored wall. Punch it, and walk in. Cross the spikes and over the wall to the Arm Enhancement Chip we go. (ok that was sooo wrong...)

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~Blast Hornet~  
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~~~~~  
~ (MMX3LCBH) ~  
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Requirements: Air Dash  
Red Enhancement Capsule

Head to the right and ride the elevator. When it comes to a complete stop

(ha) go to the right to you see the pit. Dash jump as far right as you can go. The conveyor belt here is very annoying. You need to wall kick up this wall here. But if you wall kick too far, you will end up hitting spikes. But get up to the point you think you might hit, you should just make that last wall kick and then air dash up. You'll want to hold on the right of the D-pad till you make the cliff. You should just clear the spikes and make it. If anything, you may have to wall kick on the small part of the ledge and head up. This isn't necessarily a good thing since you can land on the spikes. After you have made it, go over the wall to the Head Enhancement Chip.

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~Blizzard Buffalo~  
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~ (MMX3LCBB) ~  
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Requirements: Good jumping skills  
Blue Upgrade Capsule

Your air dash is right above the boss door. DOES nearly everything seem to be there??? Go through the mini/mid-way boss doors and enter the tunnels. Your first trip through, they are iced. After destroying Blizzard Buffalo, the tunnel lights come on, making walking in there somewhat easier. Upon reaching the ladder, go up the steps and continue right. You see an air current blowing upwards. You will need to go down and destroy the machine to get over to the air dash. If you don't. The wind pushes back just far enough where you barely scrape the ledge. So, walk across the path and fall down the hole. Then you will have to proceed left. Walking a short distance over, the path just cuts off. If you fall, wave bye-bye to a life. Dash jump over and destroy the machine. After that, you have to go back where you came. That's a tough one. Dash jump over the pit. You might just make the cliff to be able to walk kick up. If you land in the alcove below all you need to do is dash jump out a way and hold to the right to cling to the cliff. Once you are back to the main path again, go back up the hole to the top bridge. And jump over to the next broken bridge. Walk to the ledge and see how far you can walk. If you didn't fall off, good. IF you did, not a worry. Just go back up. Ok now get a good running start and dash jump at the end to make the ledge, you might slide down a piece. Just quicky wall kick and head to the right. Waiting inside is your Leg Upgrade Capsule.

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~Toxic Seahorse~  
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~ (MMX3LCTS) ~  
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Requirements: Ride Armor F (and only if you want, Frost Shield and the Arm Upgrade.)  
Red Enhancement Capsule

You really only need the Ride Armor. But it makes it nice to ride up on the Iceburg you create using the powered up Frost Shield under water. But that is your choice. Start out walking right and dodge or destroy the green still beam shooters. After passing two of them you will see the path leads down. Make your way down till the path once again goes to the right. You have to go up this time, besides who wants to play in the toxic sludge? Continue up till you spot a ladder. Destroy what is in the way and continue going up. When you think you have reached the top you can go right. Go past the mini/mid-way boss doors and emerge on the other side. Walk to the right a short piece and you see a hole. Well you need to jump over the hole this time. Enter the Ride

Armor Pod and select Ride Armor F. This is the only one that will stand the effects of the water. After obtaining it, go back to the hole and drop down. Kill the turtles and jump over this hole. Take the upper path, (cause we all know that the Ride Armor is way too big) and start hopping over. You see air bubbles passing over you. At the end you see where they are coming from. The two huge fan blades. Using the Ride Armor's missiles, shoot the blades. After that you have two choices. But they both lead up. You can charge the Frost Shield and ride the Iceburg up, or you can simply wall kick up this wall and continue. Whatever you choose, make your way up and up another wall. Over to the right is the Leg Enhancement Chip.

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~Tunnel Rhino~  
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~ (MMX3LCTR) ~  
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Requirements: Arm Upgrade, Triad Thunder  
Blue Upgrade Capsule

You need yo go past the first mid-way boss doors, the ones that are empty, or where you have fought Bit or Byte. After passing these, destroy or evade the enemies. Wall kick up this back wall and continue right. If you need health, to the left is a large energy capsule behind a path blocker. Heading right, large falling bolders try to take you out. The one you come to next falls from the ceiling. Becarful of it and press onward. On this back wall here, you need to wall kick up and then quickly wall kick to the left wall. A bolder will just pass you. Jump over the spikes and wall kick up. To your left is like a bolder that housed your heart. Power up the Triad Thunder and let the bolder come crashing down. Then make your way over to the wall. Wall kick up it and when you are out in the open, head right for the Head Upgrade Capsule.

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~Volt Catfish~  
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~~~~~  
~ (MMX3LCVC) ~  
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Requirements: Arm Upgrade, Gravity Well  
Blue Upgrade Capsule

Start out going to the right like every other stage. Ignore the first elevator, it only leads to Vile. It'll go down if you haven't destroyed him eariler, otherwise it stays put. Continue to the right and ride the next elevator up. Jump off to the left and destroy what you want otherwise avoid it. Wallkick up the wall you see and walk to the right. Being extremely careful of the spikes, ride this new elevator to the top. There is a path off the the left. Take it. Make you way to the left and get rid of the wall crawler. Wall kick up and go to the right. Some distance away is another elevator. Ride it up and watch to the left. You'll see a blue container that needs some power. Stand on it and Charge the Gravity Well. You will ride the thing to the top to where your Capsule awaits! Inside is the Body Upgrade Capsule.

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~Crush Crawfish~  
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~ (MMX3LCCC) ~  
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Requirements: Ride Armor K  
Red Enhancement Capsule

You start out on an arm swing, drop down. Go to the left and jump on the Ride Armor Pod. Select armor K. Continue going to the right with your armor. You'll see a bridge and a red spiked mechanoid fall through them (yes there is more than one). Take your Ride Armor and fall down. Destroy the mechanoid and continue right. You see a hole with a metal backdrop. Fall down and go left, destroying the wall. Ditch the Ride Armor and walk to the left, revealing the Body Enhancement Chip.

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Q1) I have Ride Armor [insert ride armor here] but when I get on the Ride Armor Pod, it won't allow me to select it.

A1) Did you get the one in Blast Hornet? That's one that will trigger the select menu on the Ride Armor Pod. The Ride Armor in Blast Hornet is the master mind and the computer chip, if you will, for being able to use the pod.

Q2) When you said to have everything for Zero's saber do you need the gold chip or even one of the enhancement chips?

A2) No. It's up there what you need. I listed the enhancement chips in case anyone didn't want gold chip so late in the game. And maybe the gold chip makes it too easy for some players and want just one chip.

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<http://www.gamefaqs.com>  
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If you make an FAQ and want to quote something from mine, you may, just be sure to say where the quote came from and email me so I know ahead of time.

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Me - because without me there wouldn't be this FAQ  
You - Feel good cause you read my work and you needed this  
Capcom - making one heck of a game  
And a million other people that I won't mention cause they know who they are and what they did

