

# Mega Man X3 Item FAQ

by Tarrun

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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.**

Mega Man X3

Items FAQ

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Welcome to my Mega Man X3 Items FAQ.

Any questions, comments, corrections, or contributions are welcome, my email is tarrun75(at)gmail(dot)com. Please make sure to add something related to Mega Man X3 in the subject line so I don't have to figure out what game you're talking about. Questions regarding something that's already covered in the guide will not be answered. Credit will be given to anything sent to me that I add or major corrections. For corrections, please email me only if it's something really important, something that will clearly confuse anyone reading.

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Version History:

First Submission: Version 1.0

II - Items

001.0 - Heart Tanks

X begins the game extremely weak, and this is never more apparent than in his pitifully small energy meter, which has a meager sixteen bars. However, you can find eight heart tanks - one in each stage - to increase his maximum energy by two units, sixteen in total. That's right, you can double X's maximum energy by the end of the game!

- Neon Tiger's Stage - At the very end of the stage is a final insect robot that will take you to a platform above the door leading to Neon Tiger. Alternatively, you can also perform a dash-jump from the higher step and climb up the wall yourself. Either way, the heart tank is on this ledge.

- Blizzard Buffalo's Stage - Near the beginning, after entering the main building and climbing up the ladder, jump into a Ride Armor and head right. Use it to destroy the enormous blocks of ice to reveal a gap, and at the bottom you'll find a heart tank.

- Toxic Seahorse's Stage - Follow the first waterfall of toxic waste to the top instead of entering the new area on the right. The heart tank is at the top on a small ledge being guarded by a weak robot.

- Tunnel Rhino's Stage - After entering the caves, you'll find a section at the top of a vertical tunnel that branches off left or right. Go right, and use a charged Triad Thunder to knock the boulder to the ground - the heart tank is on the platform behind it.

- Gravity Beetle's Stage - Keep in mind that you have to defeat Blast Hornet before you can obtain this heart tank. Once you've entered the main building, you'll come across a large room with a bunch of platforms. Make your way to the top left corner to find the heart tank sitting on a platform. If Blast Hornet is still alive, the gap between platforms will be blocked by large crates.

- Blast Hornet's Stage - In the area outside where you find the Chimera Ride Armor, use a vertical air dash to reach the right wall after the sequence where you destroy the boxes by the air-ship. Climb up to the top to find the heart tank.

- Volt Catfish's Stage - Ride up the second elevator to the very top instead of getting off about halfway up. The heart tank is sitting on a bed of spikes against the wall, so to get it you have to jump to the other side and slide down without touching the ground. Afterwards, jump back to the other side and jump down the elevator shaft. Just watch out for the spikes lining the walls.

- Crush Crawfish's Stage - Grab a Ride Armor and continue to the next screen. One of those red robots that whirls a mace around will fall through the bridge and cause it to collapse. Carefully jump down two stories, but you'll have to stay along the edges to avoid missing it. On this level, the wall to your right is cracked, so destroy it with the Ride Armor. The heart tank is in the hidden room.

## 002.0 - Sub-Tanks

Instead of the E-Tanks from the original Mega Man series, X has Sub-Tanks to accomplish the same goal. Once you find a Sub-Tank, any energy

capsules you collect when X has full energy will be stored in any available Sub-Tanks. Should X ever be in a tight situation and need to recover, you can tap into these reserves to boost X's health. A full Sub-Tank will recover X's entire energy meter, and unlike E-Tanks, you can reuse Sub-Tanks as many times as you want as long as you refill them. The only drawback is that the passwords don't remember if any of your Sub-Tanks were full, so you'll always have to refill them when you return to play.

- Neon Tiger's Stage - Near the beginning of the stage, there's an open area with the insects that you can stand on. Though you can use them to bypass the second level, climb up the right wall and destroy the red robot that swings a mace at you. The Sub-Tank is directly above you in the far right corner, so use the platform-insect to reach it. Alternatively, you can also use the enhanced boots and perform air-dash up to it.

- Blizzard Buffalo's Stage - There's a good chance you spotted this Sub-Tank as you were going through the level, since it's right in plain view as you climb up the ladder leading to the area just before the Maverick's room where the blizzard is taking place. However, X can't reach the ledge it's on without the enhanced boots. Conveniently, the enhanced boots are in this same area at the end, so once you pick up the boots you can backtrack to the beginning to grab the Sub-Tank. Standing on the elevated step to the right of the ladder, jump to the left and perform a vertical air-dash to reach the ledge.

- Tunnel Rhino's Stage - In the part of the tunnel where columns of dirt are dropped on you and the moving platforms, the Sub-Tank is in the far right corner. You're supposed to drop down a series of steps, and you'll probably spot it as you're going. Simply jump to the wall and climb up to obtain it.

- Volt Catfish's Stage - Beyond the room where you fight Bit or Byte, there's a long vertical passage with orbs of electricity running up and down. Head up top first and jump into a Ride Armor when you find the Ride Armor platform. Now return to the vertical tunnel and jump down. When you reach the bottom, the Ride Armor's mass will cause the floor to crumble beneath you. Follow this new path to a hidden room where you'll find the Sub-Tank and some energy capsules.

### 003.0 - Miscellaneous Items

Besides heart tanks and Sub-Tanks, there are a few other items that will help X as he blasts his way through the various stages. A list of these items and their uses can be found below.

- Small Energy Capsule - These small, golden capsules refill X's energy meter by two units. They're rarely found throughout the levels, but enemies frequently drop them when destroyed. If you have full energy and empty Sub-Tanks, the energy will be stored there.

- Large Energy Capsule - A much larger version of the energy capsule that recovers eight units of energy instead of two. Enemies can also drop these, but they're often found placed in the stages themselves as well.

- Small Weapon Capsule - If any of X's weapons meters are low, these small, blue capsules will recover them. Even if you're currently equipped with a weapon that's full, the capsule will transfer to another that does need it. Weapon capsules are dropped by destroyed enemies.

- Large Weapon Capsule - Similar to the larger energy capsules, the upgraded weapon capsule is a more effective version, and can also be dropped by enemies.

- Extra Life - These helmet icons will grant the player another life and allow them to start at one of the check points throughout the stages instead of getting game over and replaying the entire level. Extra lives are often tucked away in secret locations, but they also have a tendency to drop from enemies, particularly the robot bats.

#### 004.0 - Enhancements

It seems that Dr. Light was a clever fellow. Recognizing that the world may need a hero in the future, he stored away several item enhancement capsules that would boost X's abilities. However, this concept has been taken a step further in Mega Man X3, since each enhancement can be upgraded again. The catch is that, normally, only one part can be enhanced at any given time, so you'll have to forfeit three super enhancements for the other. However, it is possible to obtain all of the super enhancements using the Golden Armor enhancement, but in order to do so you can't upgrade to any of the super enhancements beforehand.

##### - X-Buster Enhancement -

Where It's Found: In Neon Tiger's stage, there's an open area with several insects you can jump on and use as platforms. Afterwards there are some robots that become columns to block your path, and at the end of this room is a ladder in front of a cracked wall. The cracks should tip you off that something's funny about it, but you'll also notice that your X-Buster shots bounce off of the wall, which is another clue. Use the Tornado Fang to drill through it, and use a vertical air-dash to reach the platform where the capsule is.

What It Does: The enhanced X-Buster has two distinct upgrades from the basic model you begin with. For one, as always, you can use it to charge up any of your other weapons at the cost of more energy. Secondly, you can charge up the X-Buster in both of your arms, and if you shoot both cannons simultaneously, the two shots will merge and create a super shot that does extra damage.

##### - Super X-Buster Enhancement -

Where It's Found: In Gravity Beetle's stage, there's a vertical tunnel directly above you after exiting from the Bit/Byte boss room. Climb up to the top to find a Ride Armor platform. Use any Ride Armor and continue on with the level until you reach a wall that you can break. This breakable wall is pretty easy to find, since it looks unique from the rest of the stage and it's the very last area where the Ride Armor can travel. After breaking through, cross over the bed of spikes and find the capsule at the end.

What It Does: Otherwise known as the Hyper Cannon, the twice-upgraded X-Buster will grant X a new weapon that stores charged shots, allowing you to release a barrage of cross-charged shots. The Hyper Cannon, like your other weapons, does have a specific energy meter that drains as it's used.

- Armor Enhancement -

Where It's Found: Take the elevator in Volt Catfish's stage up to the top and find the cylindrical gravity well at the bottom of a vertical tunnel lined with spikes. Stand on it and use a charged Gravity Well to levitate it up. The capsule is right in front of you at the top.

What It Does: The enhanced armor reduces the amount of damage you'll receive, but also generates a defensive barrier that protects him. In other words, it increases your invulnerability time by a few seconds.

- Super Armor Enhancement -

Where It's Found: In Crush Crawfish's stage, take a Ride Armor and follow after the mace-swinging robot that falls through the bridges where the heart tank is found. Enter the building, and jump down into the first seemingly bottomless pit. Instead, you'll safely land on the ground and find a cracked wall. Destroy it with the Ride Armor and head inside to find the capsule.

What It Does: The armor chip doesn't grant X any new abilities, but simply upgrades enhanced armor. More damage reduction, and an increased length of time the protective barrier stays up.

- Helmet Enhancement -

Where It's Found: There's a second hanging boulder in Tunnel Rhino's stage beyond a series of falling rock traps. Use a charged Triad Thunder to knock it down, and climb up the wall to find the capsule on the surface at the top.

What It Does: The enhanced helmet is an upgrade from Mega Man X2 - instead of searching for any items on screen, the helmet will show you a map of the stage when you first enter, marking any hidden items with a dot. But don't rely on it, this FAQ is infinitely more helpful, I swear!

- Super Helmet Enhancement -

Where It's Found: After riding up the elevator in Blast Hornet's stage, there's a small lip of the ceiling that's hanging down just far enough that you can reach it with an air-dash. At the top you'll find a Ride Armor platform, so pick any Ride Armor besides the Frog. The next area is a wide-open area with moving platforms, but the area you're looking for is in the top right corner. Dash to the edge of the platform you're standing on, leap off, and then jump out of the Ride Armor to clear the spikes against the wall.

What It Does: When standing still, the helmet chip will slowly refill X's energy meter. However, I want to emphasize the word "slowly". To make up for it, though, the helmet chip will also fill up X's Sub-Tanks. It may take awhile, but once you have it, make sure to be at full energy before taking on any bosses.

- Boots Enhancement -

Where It's Found: Following the dark area in Blizzard Buffalo's stage, there's a portion of the stage where it's snowing just before the boss room. In this area is an elevated highway that you use as platforms, with the icy lower level littered with Reploids on snowmobiles. Stay on the highway, and dash-jump off of the final platform and grab onto a thin ledge jutting out from against the wall. Enter the room here to find the capsule with the enhanced boots.

What It Does: Similar to Mega Man X2, since you begin with a dash, the enhanced boots allow X to perform an air-dash. However, X3 takes it one step further, since you can now perform an air-dash vertically as well as horizontally.

- Super Boots Enhancement -

Where It's Found: Before dropping down into the water in Toxic Seahorse's stage, jump into the Frog Ride Armor. Take the higher path until you reach a set of fans, which you can destroy with a few torpedoes. Leave the Ride Armor and climb up the wall to come up to a new area that isn't submerged. There's an empty area that looks promising near the water level, but the enhancement capsule is cleverly hidden behind it in the next screen. Climb up the wall to find it.

What It Does: The boots chip double X's air-dashing abilities by allowing him to perform two air-dashes before falling back to the ground. You can perform a pair of horizontal air-dashes, a pair of vertical air-dashes, or one of each.

- The Golden Armor Enhancement -

Where It's Found: You'll find this capsule in the first level of Doppler's Fortress, just after the mini-boss with the collapsing ceiling. For more information, check out the section dedicated to the Golden Armor.

What It Does: The Golden Armor is the only way to use all four of the super enhancements at the same time. Good deal, I say!

005.0 - Ride Armors

Ride Armors have always played small roles in the Mega Man X games, but X3 puts them to more use. Throughout the stages, you may come across a yellow platform that will give you a Ride Armor to play with if you've collected any of the Ride Armor items. There are four in total, all with slightly different abilities, but you have to find the Chimera Ride Armor before being able to use any of them.

- Kangaroo Ride Armor (K) -

Where It's Found: Before diving into the water portion of Toxic Seahorse's stage, jump into the Frog Ride Armor and take the higher route until you reach some fans. Destroy them, and jump to the wall and climb up to the surface. If you explore the area on the right, you'll find the super boots chip, but we're not interested in that at the moment. Fans of Mega Man X2 may know that X can skip across the water if you jump just as X lands back on the water's surface, so that's what

we're going to have to do to reach the Kangaroo Ride Armor. There are some spiked turtle shells floating around to complicate things further, but you can perform an air-dash over them. At the end, use a vertical air-dash to reach the ledge.

What It Does: I'm not sure what the name is supposed to imply - if anything - but the Kangaroo Ride Armor is basically an upgraded version of the Chimera, and seems to be the Ride Armor Vile uses. Instead of fists, the Kangaroo has spikes to punch with, but not a whole lot else is unique about it.

- Frog Ride Armor (F) -

Where It's Found: After the boss room where you fight Bit or Byte in Gravity Beetle's stage, climb up the ladder to reach an area that's back outside. Climb up the metal column on the left, and use a vertical air-dash to reach the Frog Ride Armor on the ledge.

What It Does: The Frog Ride Armor is unique in that it's the only Ride Armor that can survive underwater - if you've attempted to use one, you know that it will immediately short out and explode. It also shoots homing torpedoes, but it's not a Ride Armor you'll use often since it hops instead of walking normally.

- Chimera Ride Armor(N) -

Where It's Found: In Blast Hornet's stage, there's an area with a series of warehouses connected by bridges. Destroy the second set of boxes on the rooftop, and drop down to the ground through the hole created. Use a Tornado Fang to destroy the left wall of the warehouse, and slide down the side to find the Chimera Ride Armor suspended in a containment machine. Destroy it and claim your prize.

What It Does: This is the standard armor that you can walk around in and punch stuff. Nothing special, but you're required to obtain this Ride Armor before you can use any of the others.

- Hawk Ride Armor (H) - -

Where It's Found: In the initial area of Crush Crawfish's stage, drop down from the crane and find the Ride Armor platform. To your right are two bridges that are about as long as the screen and a smaller, more cylindrical platform. Use a charged Triad Thunder to destroy it, and grab the Hawk Ride Armor sitting on the ground.

What It Does: The Hawk Ride Armor, as the name implies, can fly - sort of. It certainly hovers for a while, anyway, and you can get quite a bit of extra distance when combined with a dash. The Hawk also fires missiles instead of punching, but they aren't homing missiles like the Frog Ride Armor's are.

## 006.0 - Weapons

The X-Buster is going to be the workhorse of your arsenal, but the weapons collected from defeated Mavericks certainly come in handy, particularly against bosses. In this section, you'll find descriptions of how each weapon works and how effective they are against the bosses.

## 005.1 - Weapons Database

### - Ray Splasher -

Obtained From: Neon Tiger

What It Does: When fired, the Ray Splasher will erratically release a stream of energy shots in front of you. When charged, X will release a glass orb above him that will shoot a handful of shots in all directions.

Most Effective Against: The Ray Splasher is a great weapon because both Vile and Byte are weak against it on top of one of the eight Mavericks - in this case Gravity Beetle, who loses three units of energy per hit. In order to permanently destroy Byte and Vile, the final shot must be from the Ray Splasher. For this reason, Neon Tiger is usually the first Maverick I destroy, since Bit, Byte, and Vile will appear after any two of the bosses are defeated.

### - Frost Shield -

Obtained From: Blizzard Buffalo

What It Does: The uncharged Frost Shield is basically an even slower version of the Tornado Fang, except this one isn't able to destroy breakable walls. Instead, after hitting something, the icicle will fall to the ground and create an ice stalagmite that continues to injure anything that comes into contact with it. The charged version creates an ice spike that sticks to the end of the X-Buster and can be used as a battering ram. After a few moments, the spike will break off and slide along the ground.

Most Effective Against: Like the Ray Splasher, the Frost Shield is also able to permanently destroy one of the three side-bosses. Since Byte and Vile are vulnerable to the Ray Splasher, that leaves Bit. However, if you destroy both Bit and Byte, you will have to face a different - and in my opinion much more difficult - boss later on in Doppler's Fortress. Since Bit is easier to fight alone than Byte, I usually don't finish him off, but if you'd like to, this is the weapon to use. As a bonus, Frost Shield is also one of two weapons that does added damage to Sigma, and it inflicts three units of damage to Toxic Seahorse.

### - Acid Burst -

Obtained From: Toxic Seahorse

What It Does: When used, a wimpy blob of acid will splatter on the ground a few feet in front of you, with a few extra drops splashing afterwards. The charged variation is slightly better, with a pair of larger acid blobs bouncing across the entire screen, leaving puddles of acid where it lands.

Most Effective Against: Tunnel Rhino and Dr. Doppler both receive three energy units of damage per hit, and five when the Acid Burst is charged. It may not be the most exciting weapon, but it gets its job done.

### - Tornado Fang -

Obtained From: Tunnel Rhino



What It Does: When fired, Tornado Fang creates a small drill that flies across the screen, which can destroy some walls as well as attack enemies. If you quickly tap the Y-Button upon firing, the drill will break up and create a wall of smaller drills. When charged, the drill will become locked into the X-Buster as long as you have energy and hold the Y-Button down.

Most Effective Against: Slow and weak is a bad combination, but Tornado Fang does three units of energy against Volt Catfish, and is just as effective against Byte as the Ray Splasher is (though it doesn't destroy him). Besides those two, the Tornado Fang can destroy breakable walls, which usually leads to goodies like heart tanks or Ride Armors.

- Gravity Well -

Obtained From: Gravity Beetle

What It Does: Supposedly, using the Gravity Well will change the gravity in the immediate vicinity where it hovers. Unfortunately, it only affects certain things, and to be quite honest it really isn't worth the time to figure out what those things are. When charged, it has the same effect, but its radius covers the entire screen.

Most Effective Against: Offensively, use it to easily defeat Blast Hornet, but never against anything else - the Gravity Well does absolutely no damage to any other Maverick. Other than that, you need to use a charged Gravity Well to find the armor enhancement in Volt Catfish's stage, but that's about the extent of which I've ever used this "weapon".

- Parasitic Bomb -

Obtained From: Blast Hornet

What It Does: The uncharged Parasitic Bomb releases an explosive that will attach itself to the first thing it comes into contact with and explode a few moments later. There is a bit of a time delay, but enemies seem to be paralyzed during this time. When charged, X will lock onto four enemies or fewer and release hornets to attack them for as long as you hold the attack button down.

Most Effective Against: Blizzard Buffalo is vulnerable to the Parasitic Bomb, but that's really the only time you'll want to use it. This is the kind of weapon that sounds much cooler than it really is.

- Triad Thunder -

Obtained From: Volt Catfish

What It Does: Uncharged, three orbs of electricity will surround X and connect with streams of electricity, shocking anything that touches the barrier. When it begins to dissipate, the orbs will shoot off in different directions for more damage. The charged variant is one of the more interesting attacks, as X will slam the ground with his fists and release a large electric orb in either direction. This isn't terribly exciting by itself, but the resulting shock will cause hanging objects to fall to the ground.

Most Effective Against: Triad Thunder is effective against Crush Crawfish and Bit, though you still need to use Frost Shield if you plan

on permanently destroying Bit. Otherwise, Triad Thunder is actually a pretty good attack to use to quickly destroy a large group of weak enemies that have surrounded you. The charged version is also used to get rid of the suspended boulders blocking some extra items in Tunnel Rhino's stage.

- Spinning Blade -

Obtained From: Crush Crawfish

What It Does: After such a unique name like "Triad Thunder", Spinning Blade sounds a bit stale, doesn't it? It is, however, spot on when it comes to being descriptive. When fired, Spinning Blade will release a pair of blades that act like a boomerang. Instead of catching it, though, the two blades pass over and under you. When charged, an enormous blade will be released on a wire and hover about half of a screen in front of you, destroying anything that gets in its way.

Most Effective Against: Spinning Blade is a weapon that is pretty effective against a few enemies, most notably Sigma. An uncharged Blade will inflict two bars of damage against Blast Hornet, Neon Tiger, Vile, and Sigma himself. A charged Spinning Blade will deal out a whopping five bars of damage to the big boss man - the most from any weapon.

- The Z-Saber -

Obtained From: Zero in the second stage of Doppler's Fortress - check out the section dedicated to Zero's Z-Saber below for more information.

What It Does: Having the Z-Saber gives X an extra attack after charging his X-Buster, and will end a combo with a swing of the Z-Saber.

Most Effective Against: It's extremely powerful, so anything you want!

## 006.2 - Damage Chart

While each Maverick is vulnerable to a specific weapon, occasionally there's a second or third weapon that can also be used in case you're low on energy for the other. Below is a comprehensive list of each weapon, including the X-Buster, and how much damage it inflicts on all eight Mavericks, the three extra bosses, Dr. Doppler, and both of Sigma's forms. The Z-Saber isn't included in this list, but any hit from the Z-Saber will automatically halve the energy meters of a boss.

- X-Buster -

Uncharged    Charged    Cross-Charged

Neon Tiger	One	Two	Three
Blizzard Buffalo	One	Two	Three
Toxic Seahorse	One	Two	Three
Tunnel Rhino	One	Two	Three
Gravity Beetle	One	Two	Three
Blast Hornet	One	Two	Three
Volt Catfish	One	Two	Three
Crush Crawfish	One	Two	Three
Bit	One	Two	Three
Byte	One	Two	Three
Vile	One	Two	Three

Dr. Doppler	One	Two	Three
Sigma	One	Two	Three
Kaiser Sigma	One	Two	Three

- Ray Splasher -           Uncharged   Charged

Neon Tiger	Zero	Zero
Blizzard Buffalo	Zero	Zero
Toxic Seahorse	One	One
Tunnel Rhino	One	One
Gravity Beetle	Three	Three
Blast Hornet	One	One
Volt Catfish	One	One
Crush Crawfish	One	One
Bit	One	One
Byte	Two	Two
Vile	Two	Two
Dr. Doppler	One	One
Sigma	One	One
Kaiser Sigma	Zero	Zero

- Frost Shield -           Uncharged   Charged

Neon Tiger	One	Two
Blizzard Buffalo	One	One
Toxic Seahorse	Three	Five
Tunnel Rhino	One	One
Gravity Beetle	One	One
Blast Hornet	One	One
Volt Catfish	One	One
Crush Crawfish	One	One
Bit	Three	Five
Byte	One	One
Vile	One	One
Dr. Doppler	One	One
Sigma	Two	Four
Kaiser Sigma	Zero	Zero

- Acid Burst -           Uncharged   Charged

Neon Tiger	One	One
Blizzard Buffalo	One	One
Toxic Seahorse	One	One
Tunnel Rhino	Three	Five
Gravity Beetle	One	One
Blast Hornet	One	Two
Volt Catfish	One	Two
Crush Crawfish	One	One
Bit	One	One
Byte	One	One
Vile	One	One
Dr. Doppler	Three	Five
Sigma	One	One
Kaiser Sigma	Zero	Zero

- Tornado Fang -           Uncharged   Charged

Neon Tiger	Zero	Zero
Blizzard Buffalo	Zero	Zero
Toxic Seahorse	Zero	Zero
Tunnel Rhino	Zero	Zero
Gravity Beetle	Zero	Zero
Blast Hornet	Zero	Zero
Volt Catfish	Two	Three
Crush Crawfish	Zero	Zero
Bit	Zero	Zero
Byte	Two	Five
Vile	Zero	Zero
Dr. Doppler	One	One
Sigma	Zero	Zero
Kaiser Sigma	Zero	Zero

- Gravity Well -           Uncharged   Charged

Neon Tiger	Zero	Zero
Blizzard Buffalo	Zero	Zero
Toxic Seahorse	Zero	Zero
Tunnel Rhino	Zero	Zero
Gravity Beetle	Zero	Zero
Blast Hornet	Four	Six
Volt Catfish	Zero	Zero
Crush Crawfish	Zero	Zero
Bit	Zero	Zero
Byte	Zero	Zero
Vile	Zero	Zero
Dr. Doppler	Zero	Zero
Sigma	Zero	Zero
Kaiser Sigma	Zero	Zero

- Parasitic Bomb -       Uncharged   Charged

Neon Tiger	One	One
Blizzard Buffalo	Three	Three
Toxic Seahorse	One	One
Tunnel Rhino	Zero	One
Gravity Beetle	Two	Two
Blast Hornet	One	One
Volt Catfish	One	One
Crush Crawfish	Zero	Zero
Bit	One	One
Byte	One	One
Vile	One	One
Dr. Doppler	One	One
Sigma	One	Zero
Kaiser Sigma	Zero	Zero

- Triad Thunder -       Uncharged   Charged

Neon Tiger	One	Two
Blizzard Buffalo	One	Two
Toxic Seahorse	One	Three
Tunnel Rhino	Zero	Two
Gravity Beetle	One	Two

Blast Hornet	One	One
Volt Catfish	Zero	One
Crush Crawfish	Three	Five
Bit	Three	Five
Byte	One	Two
Vile	Zero	One
Dr. Doppler	One	Two
Sigma	One	Two
Kaiser Sigma	Zero	Zero

- Spinning Blade -      Uncharged      Charged

Neon Tiger	Two	Four
Blizzard Buffalo	One	One
Toxic Seahorse	One	One
Tunnel Rhino	One	One
Gravity Beetle	One	One
Blast Hornet	Two	Three
Volt Catfish	One	Two
Crush Crawfish	Zero	Zero
Bit	One	One
Byte	Two	Two
Vile	Two	Five
Dr. Doppler	One	One
Sigma	Two	Five
Kaiser Sigma	Zero	Zero

#### 007.0 - The Golden Armor

Naturally, with Capcom having already indulged fans twice before with the Hadouken and Shoryuken, there was a slim chance they'd have been able to get away with not adding another secret in Mega Man X3. Normally, X can't equip himself with all of the super enhancement chips, which are found in Dr. Light's pink capsules. Of course, as a greedy pig, I'm just not satisfied unless I can have it all, and luckily Capcom was willing to indulge me. The Golden Armor will give X all of the enhancement chips and a pretty neat color scheme as a bonus.

In order to be eligible for the Golden Armor, you need to find all of the items except for the super enhancements. This means you must have all of the heart tanks, Sub-Tanks, Ride Armors, and normal upgrades. The information needed to find all of these items can be found in this guide, so be sure to check it out if you're stuck anywhere.

Once you've got everything, enter Doppler's Fortress. Blast your way through the level normally, but try to keep your energy meter as close to full as possible. You need to be at max energy for the capsule to appear, but there are a few recovery capsules scattered around the stage to help you out.

After fighting the mini-boss in the room with the collapsing ceiling, you'll enter a large area with several of those pesky robots that hang on the walls and shoot energy orbs at you. Dash off of the ledge you're standing on, aiming for the far right wall, and fire a charge shot as you begin to descend in your arc to destroy the wall robot. Grab the energy capsule to recover your health, and use any stored health in Sub-Tanks if you aren't at full energy. Remember, you don't need all of

your Sub-Tanks to be full, but your actual energy meter has to be.

At the top of this side is a Ride Armor platform, so pick a Ride Armor and jump down to the ground. Since the Ride Armor has its own separate energy meter, you can take as many hits as you want while using it and not have to worry about losing energy yourself. Make your way to the lower right and drop down, and follow this passage until you reach an area with spiked cannonballs rolling into a pit. Jump out of the Ride Armor and slide down the left side of the wall to find a hollow spot. If all goes well and you've met the requirements, a final capsule will be in this room containing the Golden Armor. For an explanation of your new abilities, check out the Enhancements section of this FAQ.

#### 008.0 - The Z-Saber

The Golden Armor is certainly a great prize, but it just doesn't have the same sort of punch that the Street Fighter moves did. If only there was another secret item to find...

Zero's Beam Saber is actually pretty easy to get, but you have to fulfill two prerequisites before entering Doppler's Fortress. The first is to defeat Vile, destroying him with the Ray Splasher. Second, you have to keep Zero alive. With those two fairly simple requirements checked off, play through the second stage of Doppler's Fortress until you reach the underwater area.

If you've been using Zero throughout the game, you'll know that the game never allows you to enter a boss room as Zero, instead forcing you to switch to X. However, it turns out that there's an exception to this rule. If you defeated Vile with the Ray Splasher, there's an insect robot in the second stage of Doppler's Fortress that acts as the stage's mini-boss instead of Vile. The entrance to this room is directly after the underwater area, so switch to Zero after stepping back on dry land.

The boss is a joke even when using X, but Zero makes it child's play. A single combo is enough to destroy it, so charge up the Z-Buster and take it down. As the robot struggles to stay in the air, it will hover over Zero before crashing into him - it seems like poor old Zero is always getting needlessly destroyed, doesn't it? X will appear soon after, and Zero will tell him that he's too damaged to continue fighting. To help his friend, he bestows X with the Z-Saber.

X uses the Beam Saber exactly like Zero, so you'll have to charge up the X-Buster one extra time to finish off with a slash from the Z-Saber. The only difference is that if you have the Hyper Cannon, the slash will create an energy wave that flies across the screen.

Zero's Z-Saber isn't quite as powerful as the Hadouken or the Shoryuken, but it's still better than anything else you have. The Z-Saber will always knock out half of a boss's energy meter - including Dr. Doppler and both forms of Sigma! The trade-off is that you get a slightly different ending, but the changes aren't too significant.