

MEGAMAN X COLLECTION



EVERYONE



EmuMovies

CAPCOM®

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started	2
Controller	3
Game Select Screen	4
<i>Getting into the Game</i>	
<i>Options</i>	
<i>Gallery</i>	
<i>Save/Load</i>	
<i>Menu Controls</i>	
<i>Exiting a Game</i>	
The Mega Man® X Saga	5
Mega Man® X	8
Mega Man® X2	10
Mega Man® X3	12
Mega Man® X4	14
Mega Man® X5	16
Mega Man® X6	18

VISIT MEGA MAN AT
www.capcom.com/megaman
REGISTER ONLINE AT
www.capcom.com

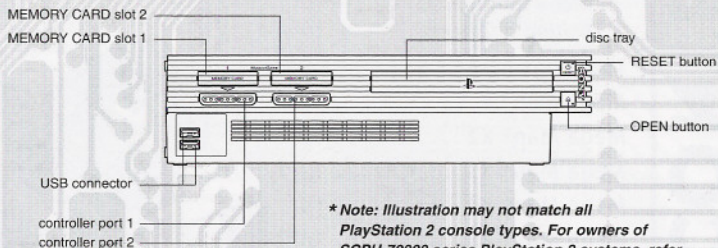
A SPECIAL MESSAGE FROM **CAPCOM**®

Thank you for selecting MEGA MAN® X COLLECTION for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.



MEGAMAN X

GETTING STARTED*



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the **MEGA MAN® X COLLECTION** disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

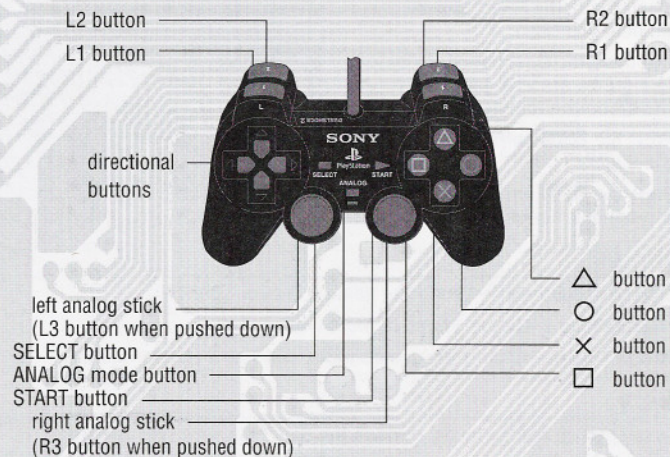
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

- ▽ You must be using a memory card with at least 86KB of free space in order to save your game data. If you need more free space than is available, delete older data from the memory card before starting play.
- ▽ Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



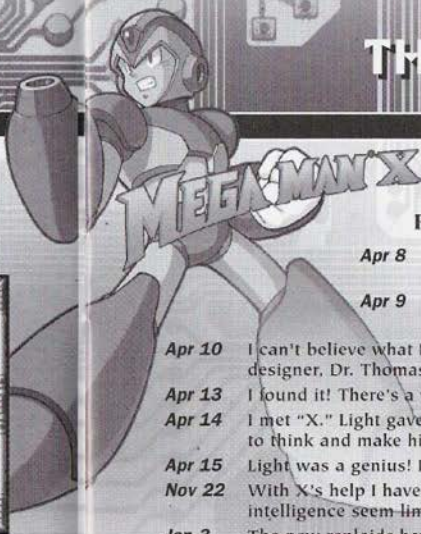
Connecting the Controller

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

- ▽ The button controls shown in this manual are the defaults. You can reassign the button controls within each **MEGA MAN® X COLLECTION** title's Option Menu.

Menu Controls

- left analog stick ↑/↓ Select menu option
- left analog stick ←/→ Change menu option setting
- directional buttons (same as left analog stick)
- ⊗ button Confirm menu selection
- △ button Cancel/Close menu/Return from submenu

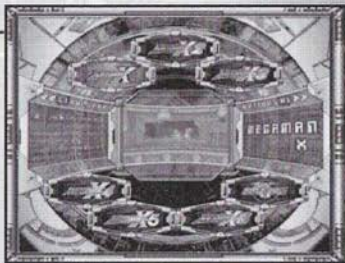


GAME SELECT SCREEN

Getting into the Game

Press the **START** button at the Title Screen to open the Game Select Screen. From here you can...

- ▽ Use the directional buttons to cycle to a **MEGA MAN™ X** game. Press the **X** button to enter that game.
- ▽ Press the **L1** button to view the Gallery.
- ▽ Press the **R1** button to open the Options Menu.



Options

- ▽ **Screen Adjustment** — Center the game screen on your TV.
- ▽ **Sound Mode** — Choose **Stereo** or **Monaural**.
- ▽ **Sound Volume** — Adjust the game's music and sound effects volumes.

Gallery

As you open up hidden items, come to the Gallery to view your rewards:

- ▽ Browse through Mega Man images.
- ▽ Check out hints and tips.
- ▽ Sample original music.
- ▽ ...and much more!

Save/Load

- ▽ **Save** — When you use up all your lives or exit a stage (or mid-stage in some games), you will be able to save your game data. Each title has 3 save slots. To save more than 3 times, you will need to overwrite a previous save.
- ▽ **Load** — To load a game, go to the game's Main Menu. Enter the Password Screen (**MEGA MAN™ X - X3**) or the Continue Screen (**MEGA MAN™ X4 - X6**). Here you can load a previously saved game.

For MEGA MAN™ X - X3: These titles still have their original password feature. If you have old passwords or just feel like playing old-school style, you can enter your passwords by going to the game's **Password** option in the Main Menu and choosing to **NOT** load data. This prompts you to enter a password.

Exiting a Game

To exit any game back to the Game Select Screen, press and hold down the **START** and **SELECT** buttons. In **MEGA MAN™ X4 - X6**, press the **START** button in the Sub-Screen to access the option to exit the game and reset back to the Title Screen.

FROM THE JOURNAL OF DR. CAIN...

- Apr 8** Still nothing. Tomorrow I'll move my dig to a new site and maybe have better luck.
- Apr 9** I got some odd readings...It looks like something metallic is buried below the surface.
- Apr 10** I can't believe what I found! The lab that belonged to the famous robot designer, Dr. Thomas Light.
- Apr 13** I found it! There's a warning on the capsule, but it should be safe to open...
- Apr 14** I met "X." Light gave him the ability to think and make his own decisions...
- Apr 15** Light was a genius! I may be able to replicate his design...
- Nov 22** With X's help I have completed my first "replod." His strength and intelligence seem limitless.
- Jan 3** The new replods have been running off the assembly line for several weeks...
- Feb 16** Three replods went "maverick" today and injured two people... Council has decided to set up a group of "Hunters" to destroy any maverick before it can cause injury. The reprod Sigma has been assigned to lead. Sigma contains my latest circuit designs. His systems should be immune to problems...
- May 16** Sigma and his Hunters have been able to prevent further injury. Everyone is starting to breathe easier. I'm worried about X. He seems unsure of his place in life. Given time, I'm sure he'll find his way...
- June 4** My worst nightmare ... Sigma went maverick! X wants to join Zero, the new leader of the Maverick Hunters, and go after Sigma. I'm doubtful, but I won't stop him. Something has to be done!

MEGA MAN™ X²

REPLOID ELIMINATION NOT COMPLETED

by Bradbury K. Wells, Times Staff Writer

A new uprising is imminent in the battle to contain the Maverick Replods that have broken away from their control center. Once believed to be completely contained, these Mavericks have been detected in an abandoned production factory, according to an intelligence report by well-known scientist Dr. Cain.

A special armada of Maverick Hunters was mobilized today to the production factory, but only one reprod has been able to penetrate the heavy artillery outside the factory.

Known as Mega Man X, this same reprod has been primarily responsible for the apparent elimination of the threat six months ago. According to Dr. Cain's report, now Mega Man X will battle the Mavericks in an attempt to locate and destroy the leader of this new uprising.

MEGA MAN X

REPLOID EMERGENCY!!!

Alert! Alert! The Doppler research reloid has inspired a revolt in DopplerTown. The Maverick virus has broken through the Doppler anti-virus, and it appears Doppler has caused it. All previous postings here about the anti-virus are incorrect. The anti-virus is a placebo.

REPEAT: THE ANTI-VIRUS IS A PLACEBO!

DopplerTown is overrun with Mavericks. Utopia has ended before it even started. Take cover quickly. Virus is spreading rapidly. Cain Laboratory is being infiltrated. Maverick Hunter Units on FULL ALERT. Mega Man X and Zero... mobilize! GRAVE DANGER!

MEGA MAN X4

DIRECTIVE: MAVERICK HUNTER, CAIN LABS

From: Dr. Cain To: All Science Personnel
DIRECTIVE: REPLIFORCE document secured 2 programs:

1. MH-v3 (MAVERICK HUNTER v3) Established: Mavericks, virus contained
2. RF-v3 (REPLIFORCE v3) New: Program to match MH-v3 success

REPLIFORCE v3 program initiated January 1. REPLIFORCE v3 Directives:

- Compensate for Sigma and Doppler program failures
- Uphold Replid Sciences: Research and Development
- Maximize Replid efficiency
- Increase troop response time for MH-v3
- Prevent further Maverick action

REPLIFORCE v3 Evaluation: June 1

- MAVERICK HUNTER v3 units respond too late
- Maverick action building at alarming rate
- Maverick riot destroys major cities; destruction widespread
- REPLIFORCE v3 proven ineffective and potentially dangerous

DIRECTIVE: MH-v4 (MAVERICK HUNTER v4)

- Devise alternative to REPLIFORCE program
- Establish MAVERICK HUNTER v4 with combo v3 units #0 and #17
- Respond to Maverick riot without delay

#17 UNIT LEADER: MEGA MAN X - #0 UNIT LEADER: ZERO - END DIRECTIVE



MEGA MAN X5

EARTH IN PERIL!

The year is AD21XX...

The galaxy is at peace after centuries of fighting the Replid Wars...

The moon is the center of a swarm of orbiting space colonies. The largest, a massive colony named Eurasia, is undergoing extensive renovation to make it the most colossal and most advanced of all the orbiting outposts.

When an unknown evil force occupies Eurasia, the peace collapses! Eurasia's artificial gravity device is wrecked. The colony spins out of orbit, and is now headed on a collision course toward Earth! The outpost will hit Earth in 24 hours. If they collide, Earth could be totally destroyed. It could even vanish!

The only way to shield Earth is to deploy Enigma, an ancient particle cannon left over from the Replid Wars. The future of the planet is entrusted to Mega Man and Zero. Can they save the planet?

Collect the parts to restart Enigma and halt the hurtling space outpost Eurasia before it annihilates Earth!



MEGA MAN X6

REPLOID THREAT!

Future time: AD 21XX...

Three weeks ago, Sigma's evil scheming set off a "colony fall incident." Zero's death protected the Earth from colliding with the plummeting colony, but Earth was scorched beyond saving, devastated by the severe effects of the Sigma Virus...

Following the attack, all humans had to retreat underground to escape the toxic pollution blanketing Earth's surface. The pollution has now cooled enough to be measured and contained, and Replids have begun the recovery operation. But today, Mega Man X receives a frantic message from Alia:

X1 - A huge Replid is running out of control!
Get over here ASAP!

The dangerous Replid, believed to have disintegrated during Sigma's attack, has reappeared! X heads to the battlefield armed with Zero's Z-Saber. Can he defeat the Replid Threat for good this time?

MEGA MAN X

MEGA MAN® X is the game that started it all. Play as Mega Man X — Dr. Light's long-lost creation who has been reactivated from his long slumber.



▽ Your goal is to track down the evil Reploid Mavericks and stop the ultimate creation, Sigma!

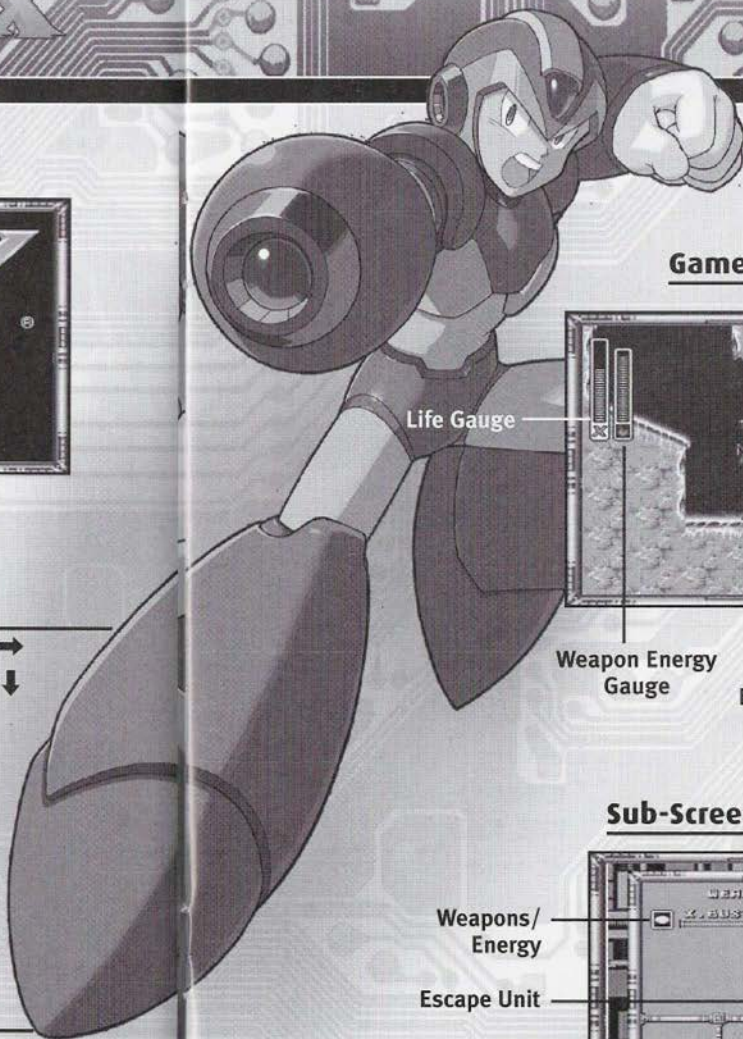
Controls

- Move/Run left analog stick* ←/→
- Climb/Descend ladder left analog stick* ↑/↓
- Jump/Advance dialogue ⊗ button
- Dash (after acquiring Dash Boots) ... ○ button
- Fire X-Buster □ button
- Select weapon to the left/right L1 / R1 button
- Open Sub-Screen ▶ button

* The directional buttons have the same use as the left analog stick.

Hints

▽ Attack first! Don't wait around when in enemy range.



Game Screen

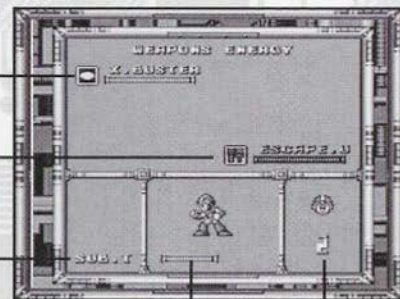


Life Gauge

Weapon Energy Gauge

Energy Item

Sub-Screen



Weapons/
Energy

Escape Unit

Items/
Energy Sub-Tanks

Mega Man X's Energy

Lives

MEGA MAN X2

Mega Man X thought he had destroyed all the Mavericks, but he was wrong. It is time now for him to hunt down the new threat and discover the true fate of Zero, thought to be destroyed.



▽ Track down and destroy the latest Reploid threats and find Zero!

Controls

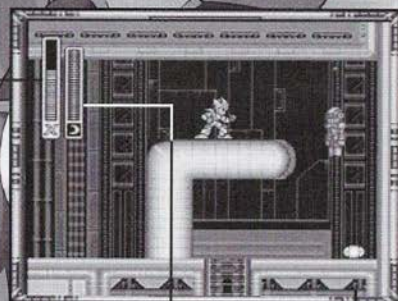
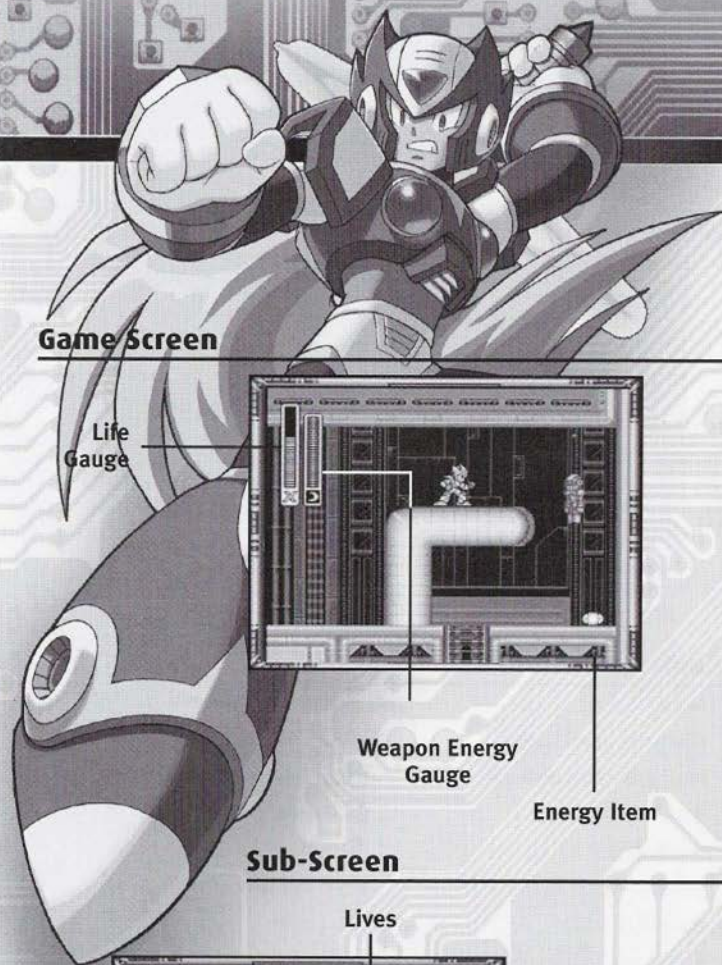
- Move/Run left analog stick* ←/→
- Climb/Descend ladder left analog stick* ↑/↓
- Jump/Advance dialogue X button
- Dash C button
- Fire X-Buster B button
- Select weapon to the left/right L1/R1 button
- Open Sub-Screen START button

* The directional buttons have the same use as the left analog stick.

Hints

- ▽ Sometimes it's best to attack from behind. Jump over an enemy, turn and fire!
- ▽ Dash (C button) to leap across small spaces when overhead obstructions give you no room to jump.

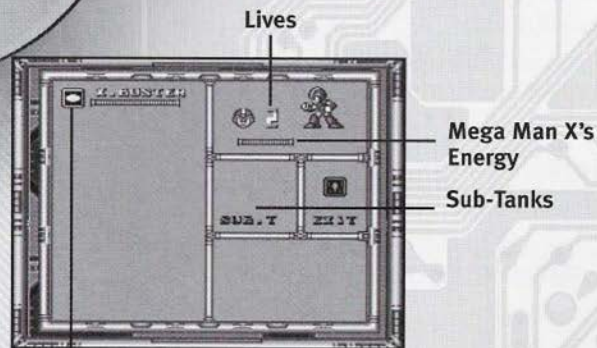
Game Screen



Weapon Energy Gauge

Energy Item

Sub-Screen



Lives

Mega Man X's Energy

Sub-Tanks

Weapons/Energy

MEGA MAN X3

In this all-new adventure, Mega Man X must defeat the evil Doppler — but is he the only one behind the evil threat?

- ▽ Play as Mega Man X or Zero (for the first time) to defeat the evil Mavericks and their sinister master!

Controls

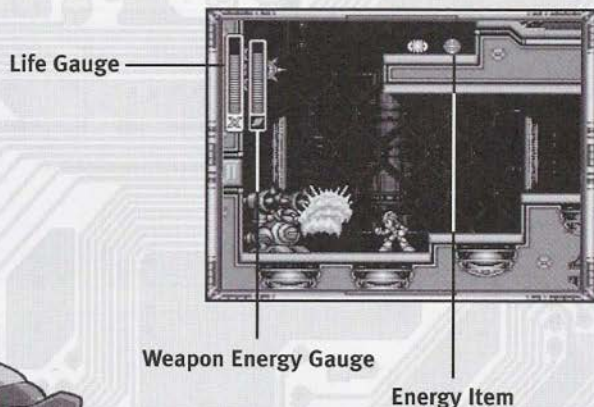
- Move/Run left analog stick* ←/→
Climb/Descend ladder left analog stick* ↑/↓
Jump/Advance dialogue X button
Dash Circle button
Fire X-Buster Square button
Select weapon to the left/right ... L1/R1 button
Open Sub-Screen Start button

* The directional buttons have the same use as the left analog stick.

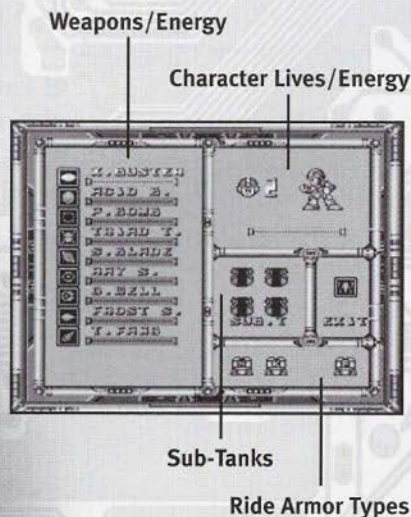
Hints

- ▽ Jump and attack to defeat airborne foes.
- ▽ Dash (Circle button) to leap across small spaces when overhead obstructions give you no room to jump.

Game Screen

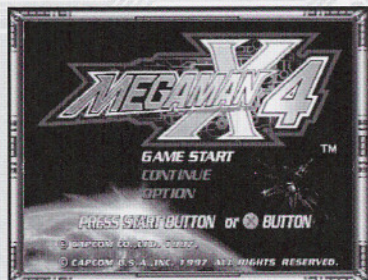


Sub-Screen



MEGAMAN X4

Mega Man X and Zero are back again — this time trying to stop the Colonel and the General from taking over the world!



▽ Defeat the Reploid army and stop the military madmen!

Controls

- Move/Run left analog stick* ←/→
- Climb/Descend ladder left analog stick* ↑/↓
- Jump/Advance dialogue ⊗ button
- Dash ⊙ button
- Fire X-Buster/Slash with Z-Saber □ button
- Use Learned Move △ button
- Select weapon to the left/right L1 / R1 button
- Giga Attack R2 button
- Open Sub-Screen START button

* The directional buttons have the same use as the left analog stick.

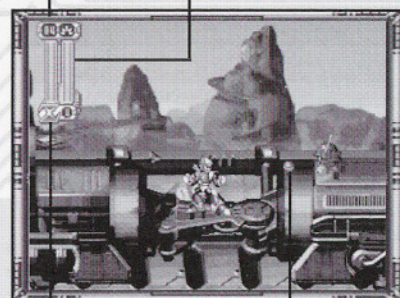
Hints

- ▽ Avoid missile attacks by trying to jump over them.
- ▽ When falling, try to catch a vertical wall or object and rapidly press the ⊗ button to scale it.

Game Screen

Remaining Lives

Weapon Energy Gauge

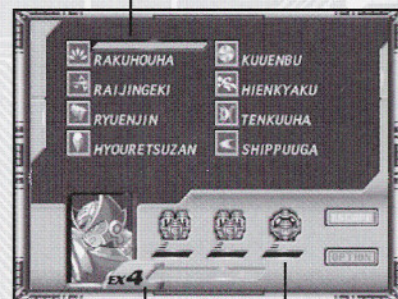


Life Gauge

Energy Item

Sub-Screen

Weapons or Learned Skills/Energy



Character/Lives/Energy

Sub-Tank/Weapon Sub-Tank

MEGAMAN X5



The war between the Maverick Hunters and Sigma continues. Mega Man X and Zero must stop Sigma from carrying out his plan to destroy Earth by crashing the space colony Eurasia into our planet!

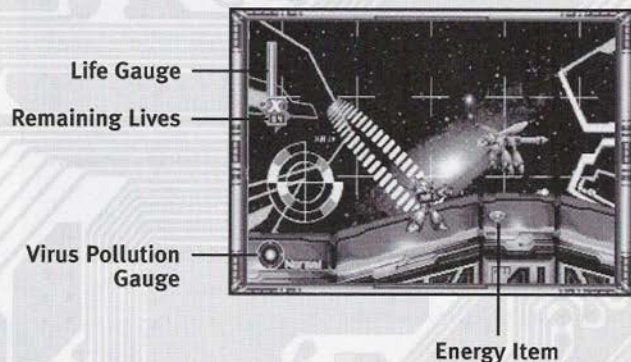
▽ Choose to be Mega Man or Zero depending on the situation. Each hero has unique strengths!

Controls

- Move/Run left analog stick* ←/→
- Crouch left analog stick* ↓
- Climb/Descend ladder left analog stick* ↑/↓
- Jump/Advance dialogue ⊗ button
- Jump and hover ⊗ button twice
- Dash ○ button
- Fire X-Buster/Slash with Z-Saber □ button
- Use Learned Move △ button
- Select weapon to the left/right L1/R1 button
- Giga Attack R2 button
- Open Sub-Screen START button

*The directional buttons have the same use as the left analog stick.

Game Screen



Sub-Screen



Hints

- ▽ Press and hold the □ button, then release for a more powerful shot.
- ▽ Hard to find places may hold rewards.

MEGAMAN X6

Mega Man X and Zero were able to stop Sigma from carrying out his plan to collide the Earth with the space colony — but at a terrible price. Zero was lost and Earth was heavily devastated.

▽ Just when things are calming down, Mega Man X is once again called into action.



Controls

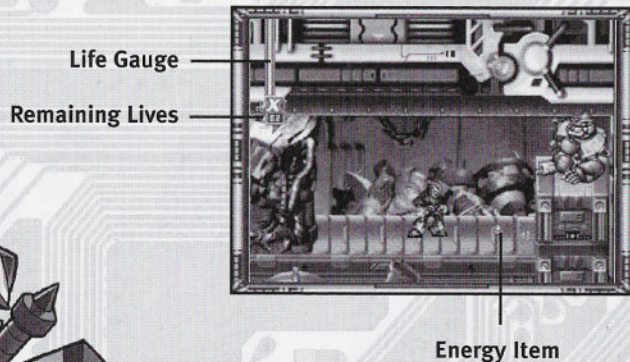
- Move/Run left analog stick* ←/→
- Crouch left analog stick* ↓
- Climb/Descend ladder left analog stick* ↑/↓
- Jump/Advance dialogue X button
- Jump and jet X button twice
- Dash C button
- Fire X-Buster/Slash with Z-Saber ... Z button
- Use Learned Move A button
- Select weapon to the left/right L1 / R1 button
- Giga Attack R2 button
- Open Sub-Screen START button

*The directional buttons have the same use as the left analog stick.

Hints

▽ Having trouble scoring hits during boss battles? Maybe you should find a different firing position...

Game Screen



Sub-Screen



MEGAMAN X

10.5"
GUMBALL BANK
ITEM NO.: 2058

12.5"
GUMBALL BANK
ITEM NO.: 2059

6" Mega Man X
Possible Figure
Candy Machine
ITEM NO.: 2057

Candy
Wrist Band
ITEM NO.: 2055

Candy Keychain
ITEM NO.: 2054

4 in 1 Candy Pen
ITEM NO.: 2050

5 in 1 Candy Pen
ITEM NO.: 2052

Candy Machine
ITEM NO.: 2050

Under license by

CAPCOM

CREDITS

Manual: Hanshaw Ink & Image; Marketing:
Todd Thorson, David Alley, Jack Symon,
Sarah Felbinger, Lailli Bosma, Carrie Root,
Robert Johnson, Rey Jimenez, Robert Hamiter
and Ayuhei Tanobe; Creative Services:
Michi Marita, Corey Tran and Jacqueline Truong;
PA: Melinda Mongelluzzo, Arne Cual-Pedroso
and Alicia Kim; Customer Service:
Philip Navidad, Frank Filice and Kellie Adriene.

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., INC. ("CAPCOM") warrants to the original consumer that this DVD-ROM from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DVD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the DVD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board, information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

CAPCOM

CAPCOM U.S.A., INC., 475 Oakmead Parkway, Sunnyvale, CA 94085

©CAPCOM CO., LTD. 2005 ALL RIGHTS RESERVED. MEGA MAN, CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. All other trademarks are owned by their respective owners.



CAPCOM[®]
www.capcom.com/megaman

CAPCOM U.S.A., INC., 475 Oakmead Parkway, Sunnyvale, CA 94085

©CAPCOM CO., LTD. 2005 ALL RIGHTS RESERVED.