

# MEGAMAN X

## COLLECTION



EVERYONE  
E  
CONTENT RATED BY  
ESRB

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.



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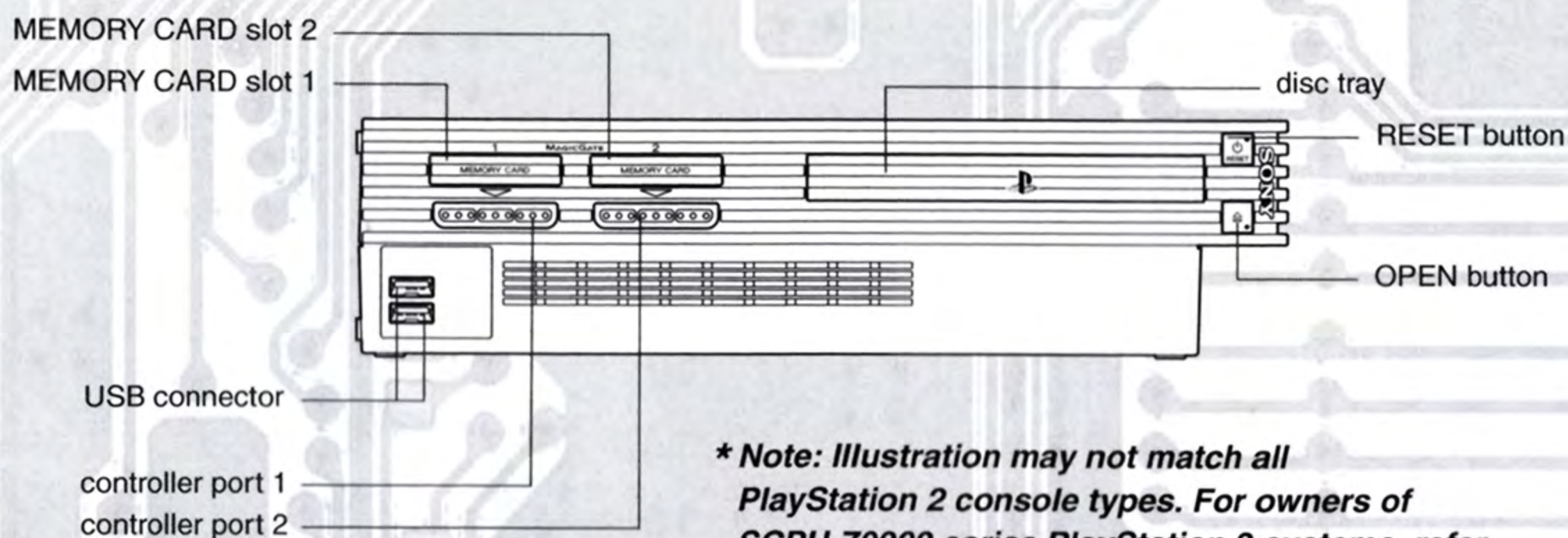
A SPECIAL MESSAGE FROM **CAPCOM**®

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)**

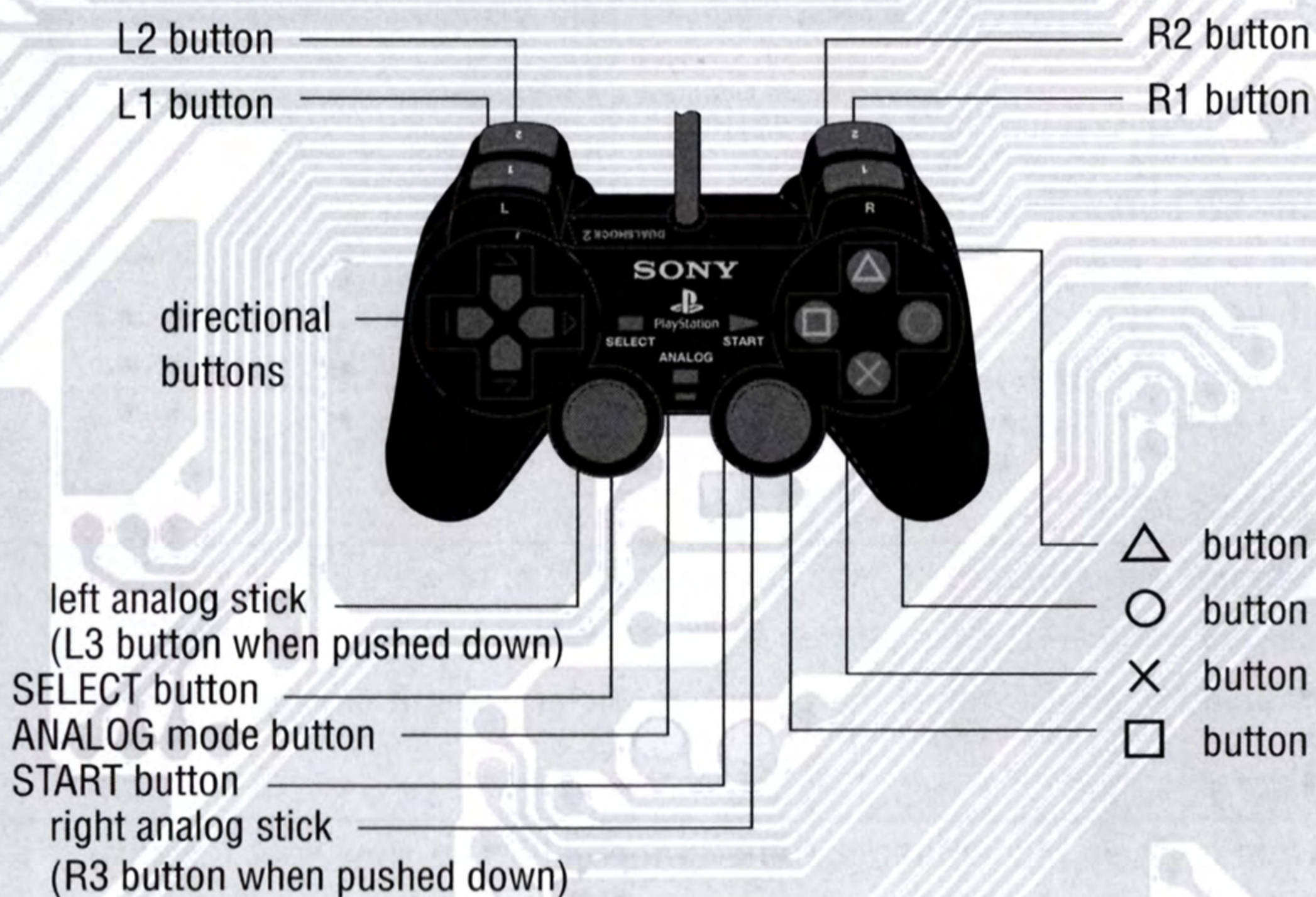
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

- ▽ 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


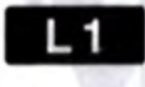
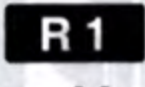
- left analog stick ↑ / ↓ ..... Select menu option
- left analog stick ← / → ..... Change menu option setting
- directional buttons ..... (same as left analog stick)
- ⊗ button ..... Confirm menu selection
- △ button ..... Cancel/Close menu/  
Return from submenu

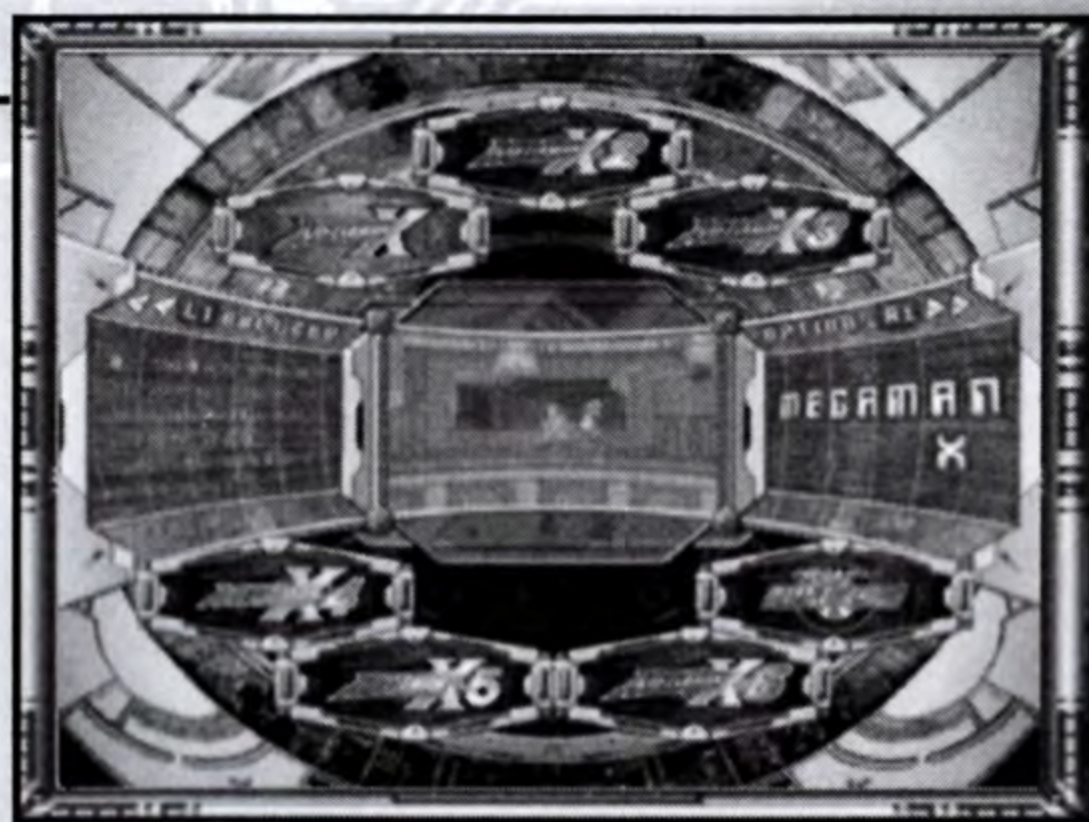


# GAME SELECT SCREEN

## Getting into the Game

Press the  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  button to enter that game.
- ▽ Press the  button to view the Gallery.
- ▽ Press the  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:


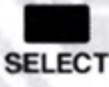

- ▽ Browse through Mega Man images.
- ▽ Check out hints and tips.
- ▽ Sample original music.
- ▽ ...and much more!

## 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.

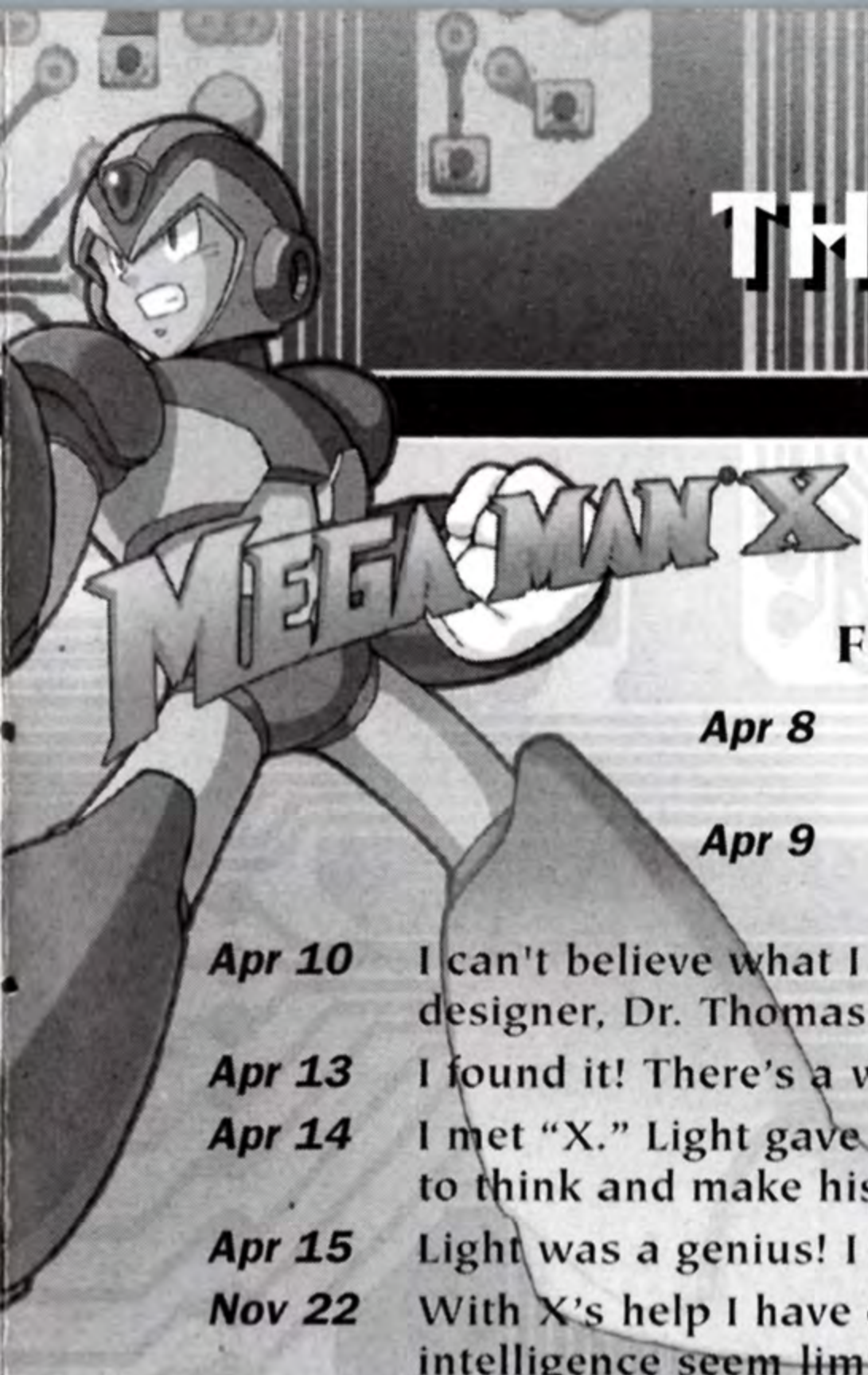
## Exiting a Game

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



# THE MEGA MAN X SAGA

## 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 "replid." His strength and intelligence seem limitless.
- Jan 3** The new replids have been running off the assembly line for several weeks...
- Feb 16** Three replids 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 replid 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 X<sup>2</sup>

### REPLOID ELIMINATION NOT COMPLETED

by Bradbury K. Wells, Times Staff Writer

A new uprising is imminent in the battle to contain the Maverick Replids 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 replid has been able to penetrate the heavy artillery outside the factory.

Known as Mega Man X, this same replid 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<sup>3</sup>

## 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!



### **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**







# MEGAMAN X5

## EARTH IN PERIL!

*The year is AD21XX...*

The galaxy is at peace after centuries of fighting the Reploid 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 Reploid 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!



# MEGAMAN 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 Reploids have begun the recovery operation. But today, Mega Man X receives a frantic message from Alia:

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

The dangerous Reploid, 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 Reploid Threat for good this time?



# MEGA MAN X

**MEGA MAN<sup>®</sup> 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

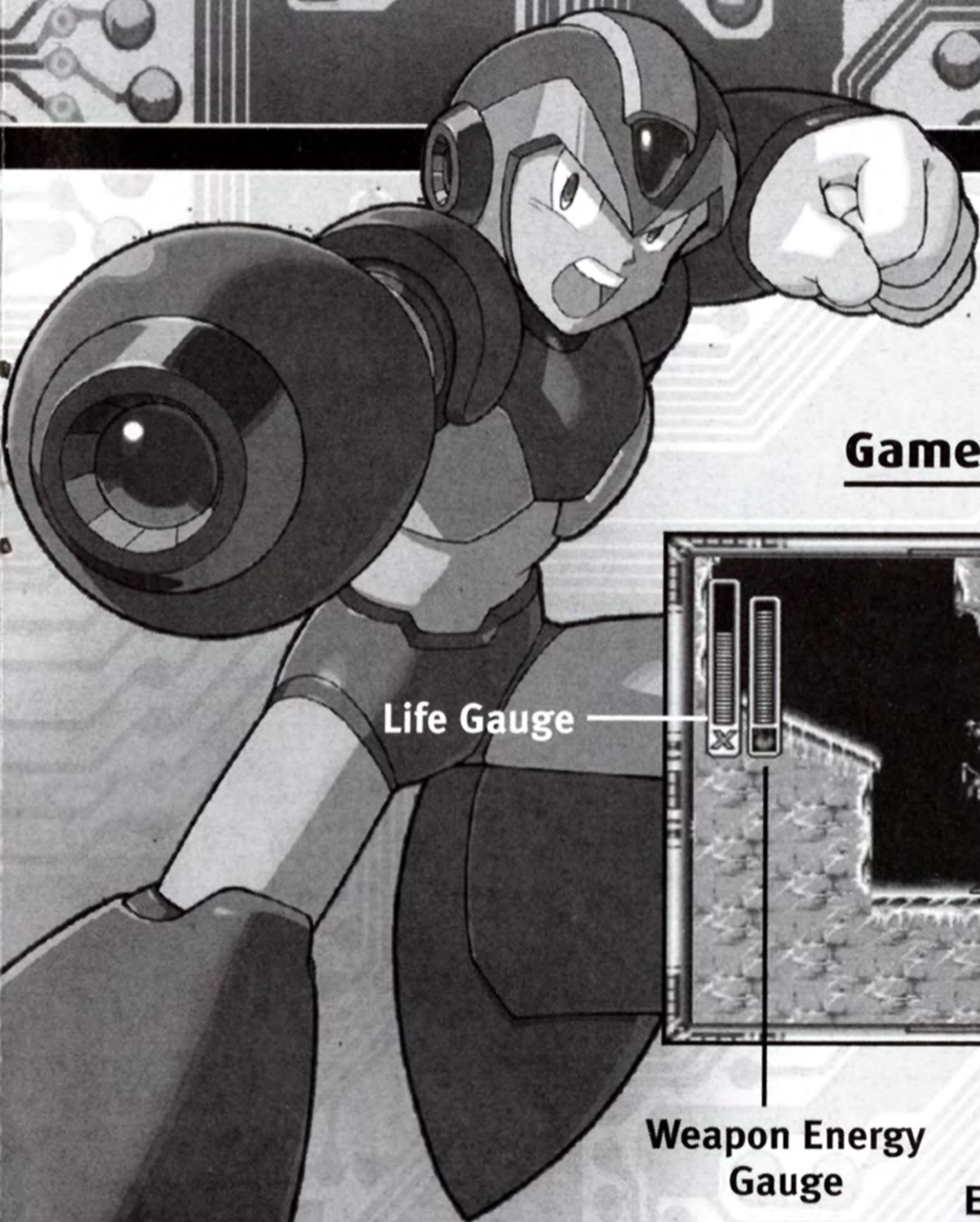
- Move/Run ..... left analog stick\* ←/→
- Climb/Descend ladder ..... left analog stick\* ↑/↓
- Jump/Advance dialogue ..... X button
- Dash (after acquiring Dash Boots) ... O button
- Fire X-Buster ..... □ button
- Select weapon to the left/right ..... L1 / R1 button
- Open Sub-Screen ..... START button

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

## Hints

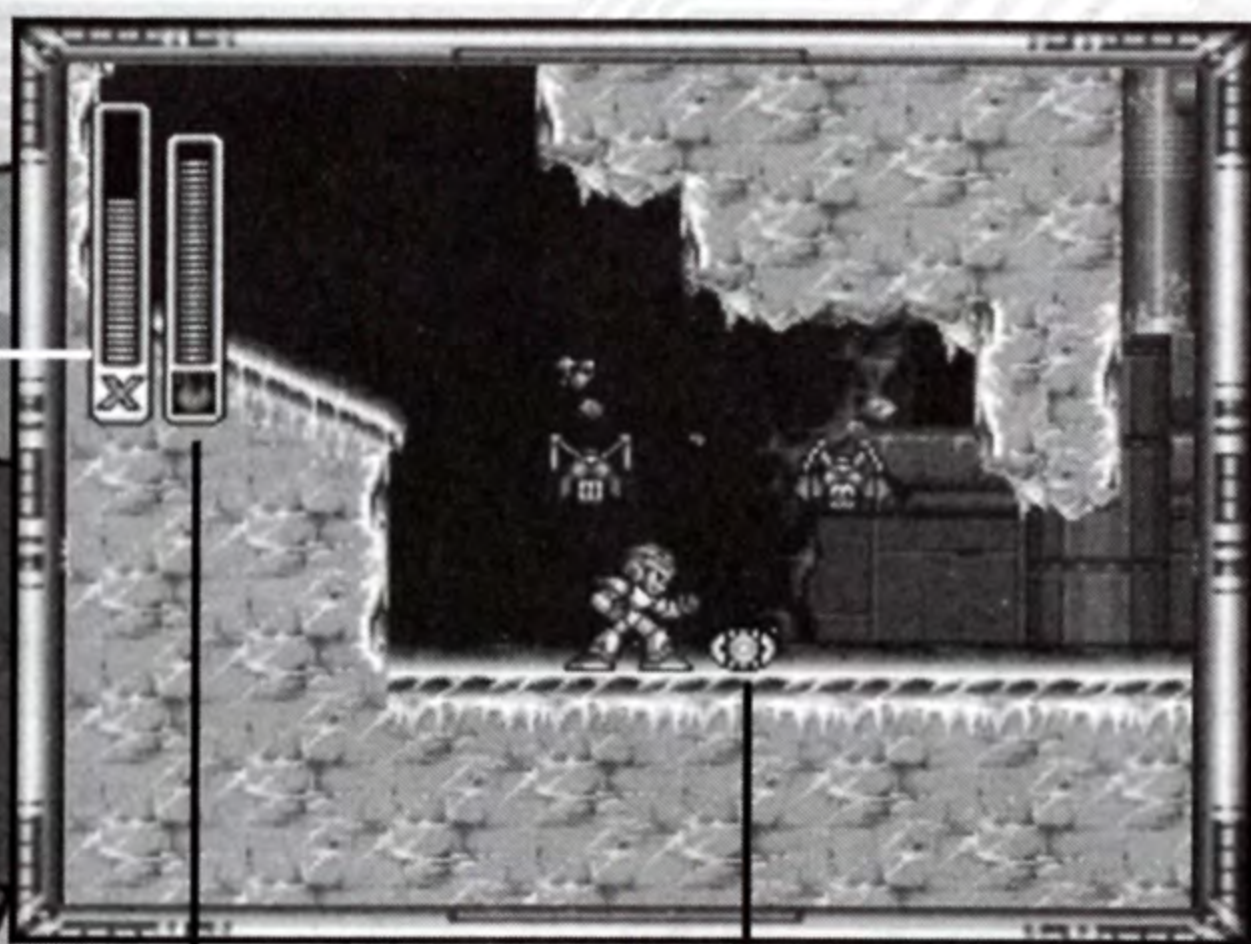
- ▽ Attack first! Don't wait around when in enemy range.





## Game Screen

Life Gauge



Weapon Energy Gauge

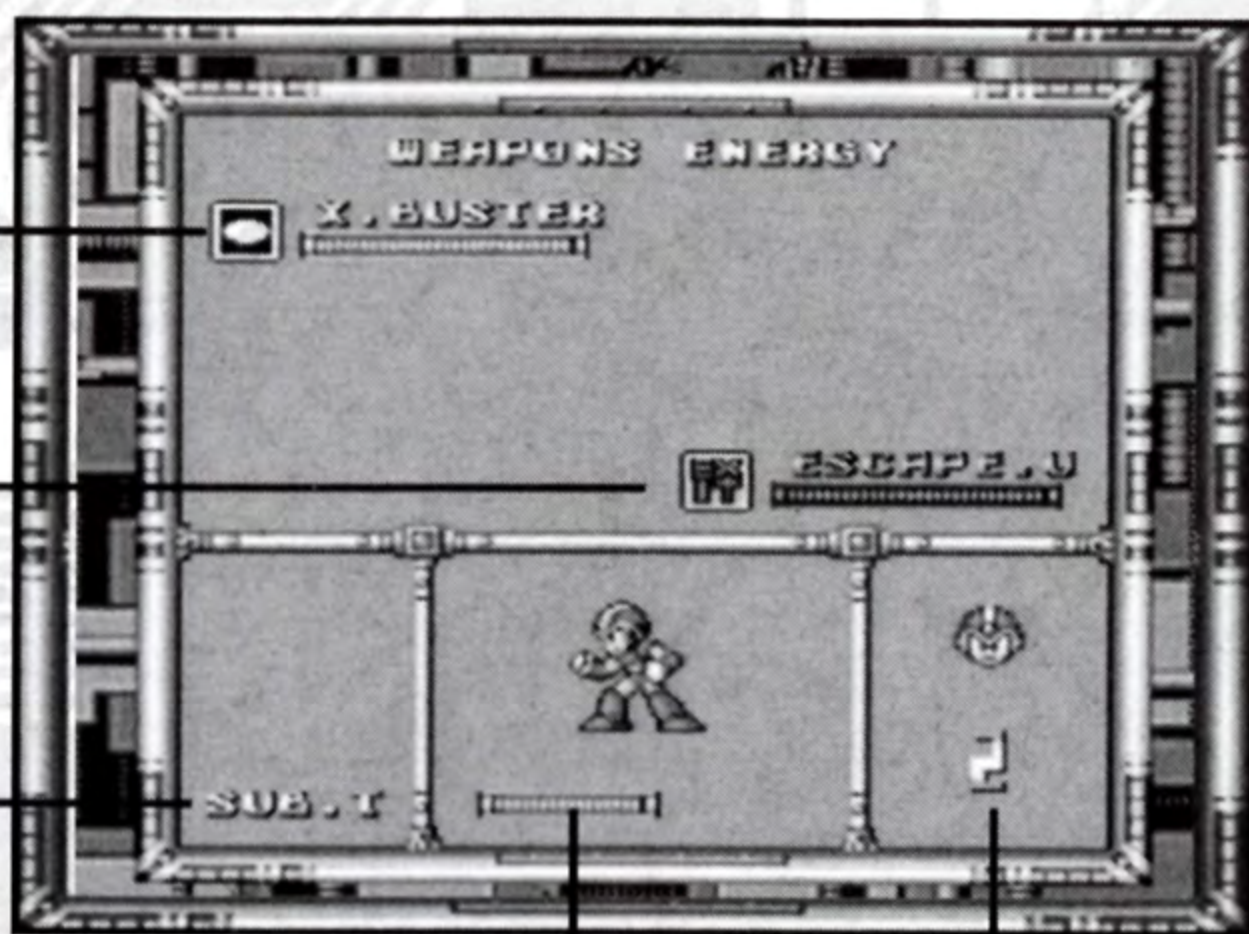
Energy Item

## 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	.....	⊗ button	
Dash	.....	⊙ 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

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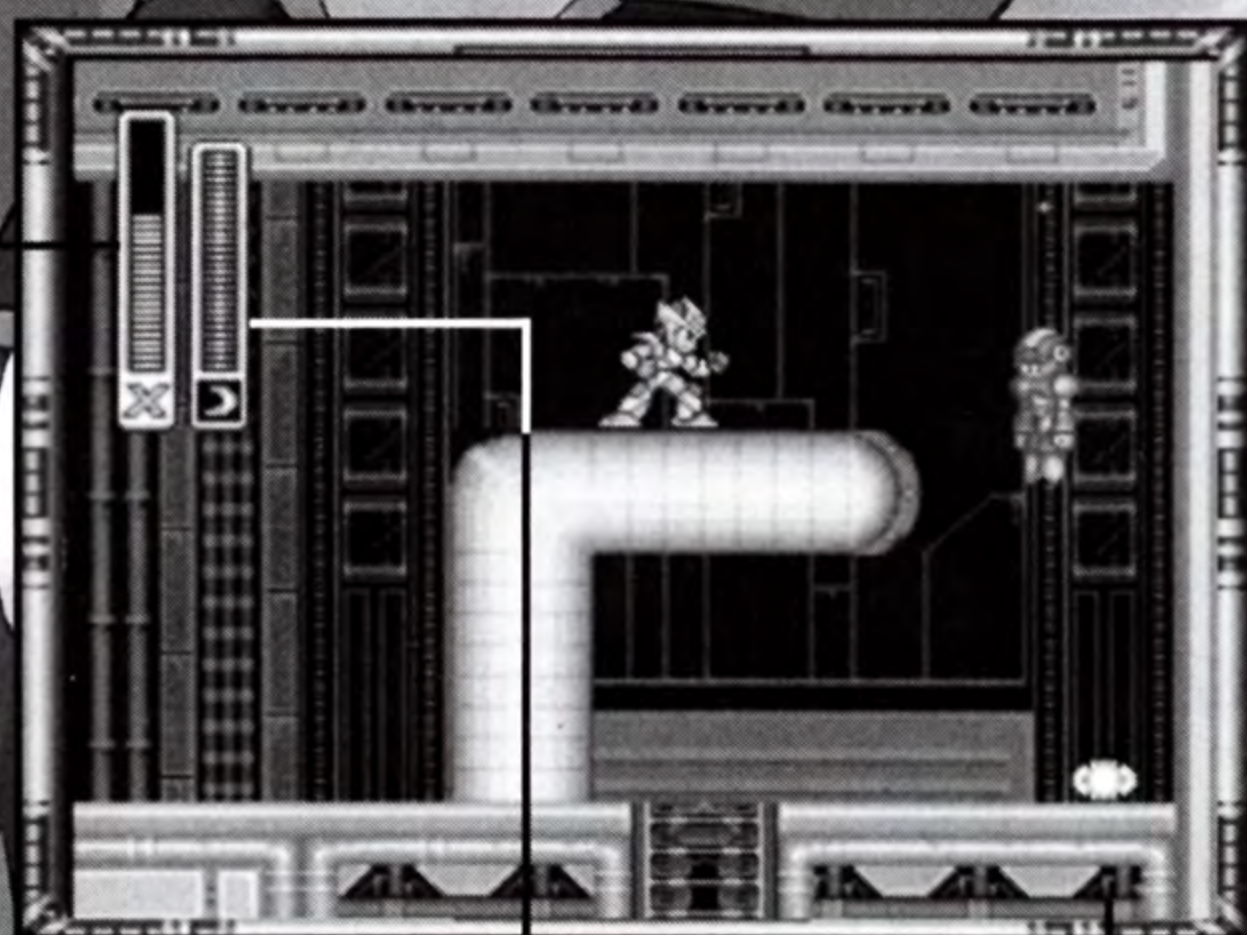
- ▽ Sometimes it's best to attack from behind. Jump over an enemy, turn and fire!
- ▽ Dash (⊙ button) to leap across small spaces when overhead obstructions give you no room to jump.



## Game Screen

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Life Gauge



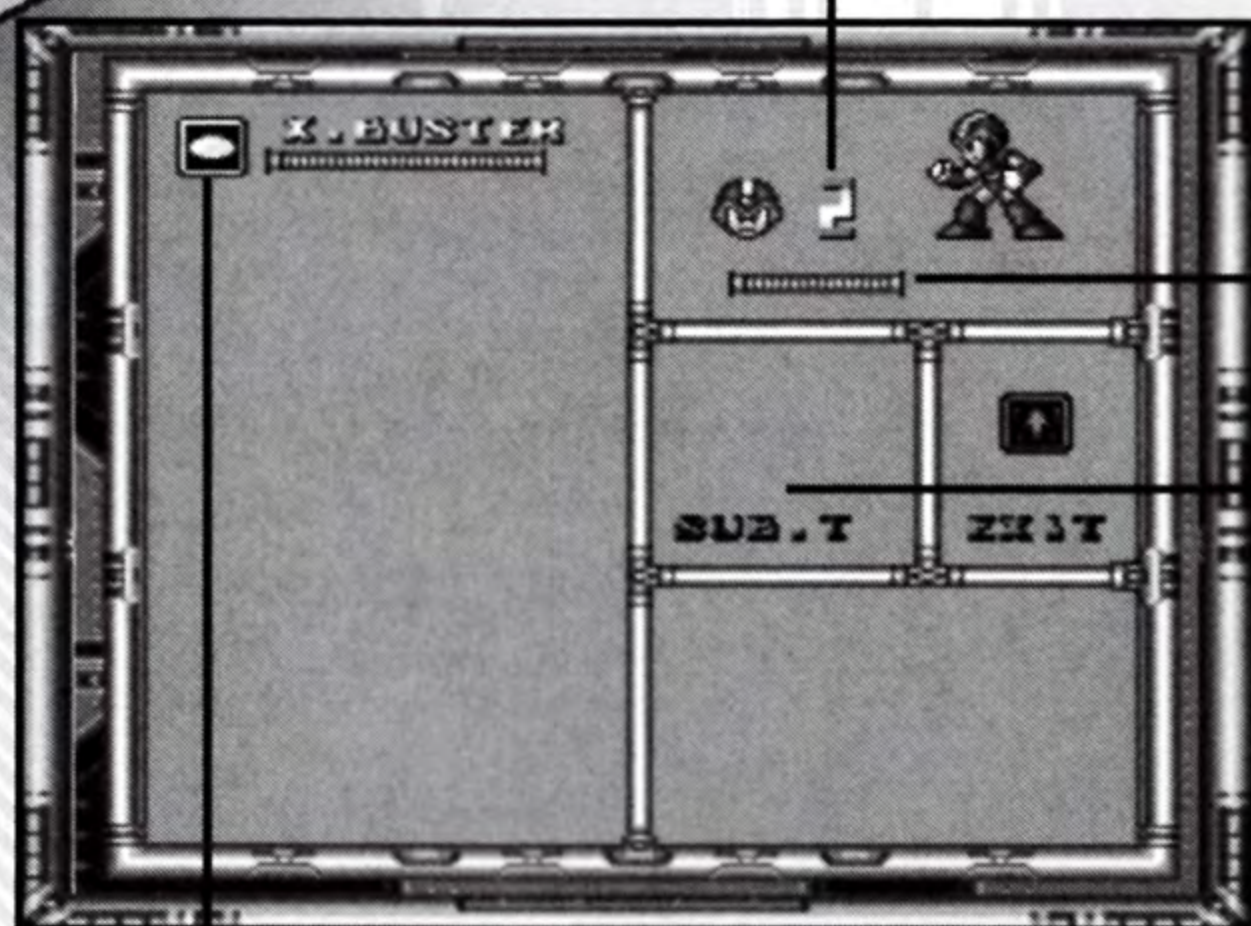
Weapon Energy Gauge

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 ..... O button
- Fire X-Buster ..... □ 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.

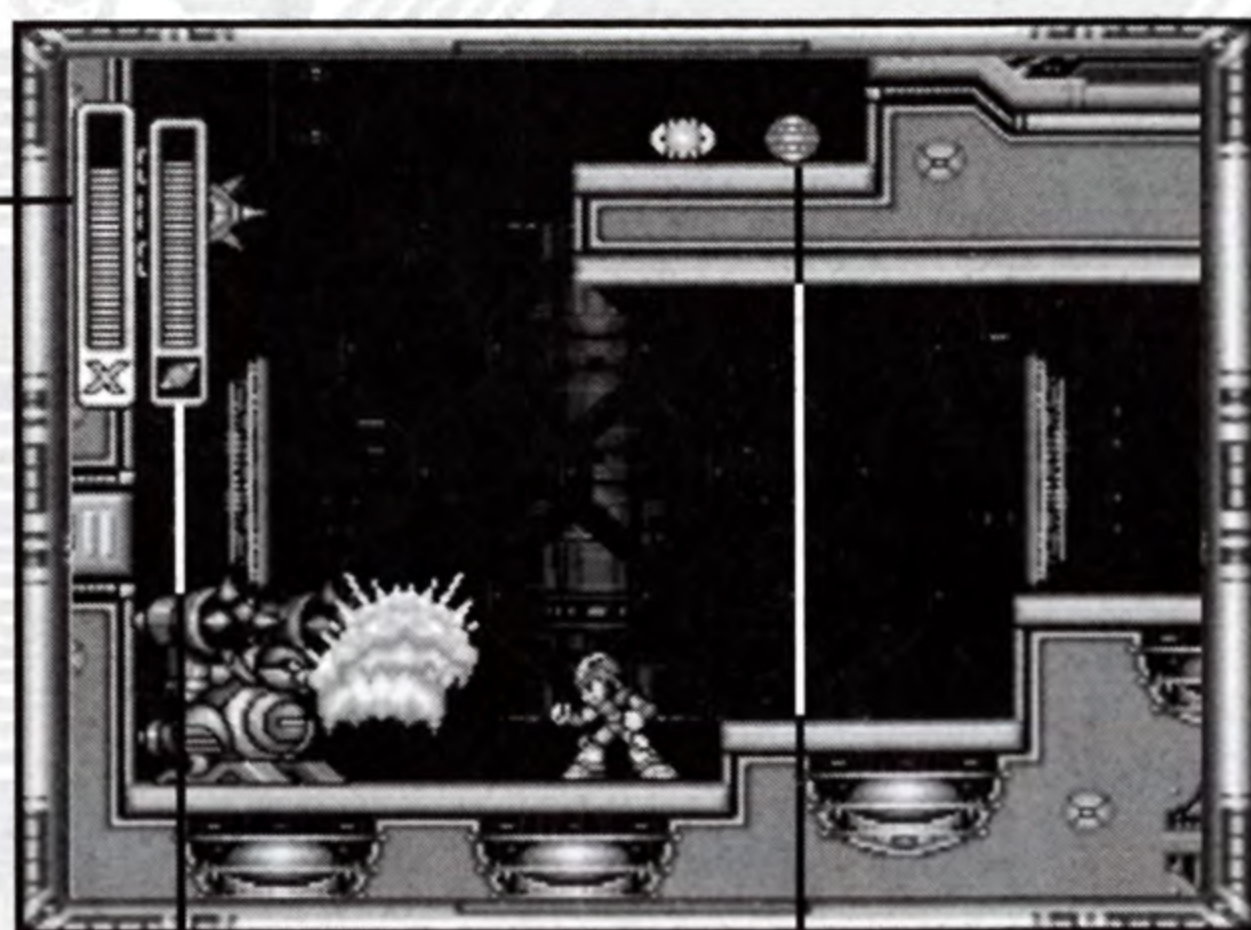
## Hints

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



## Game Screen

Life Gauge



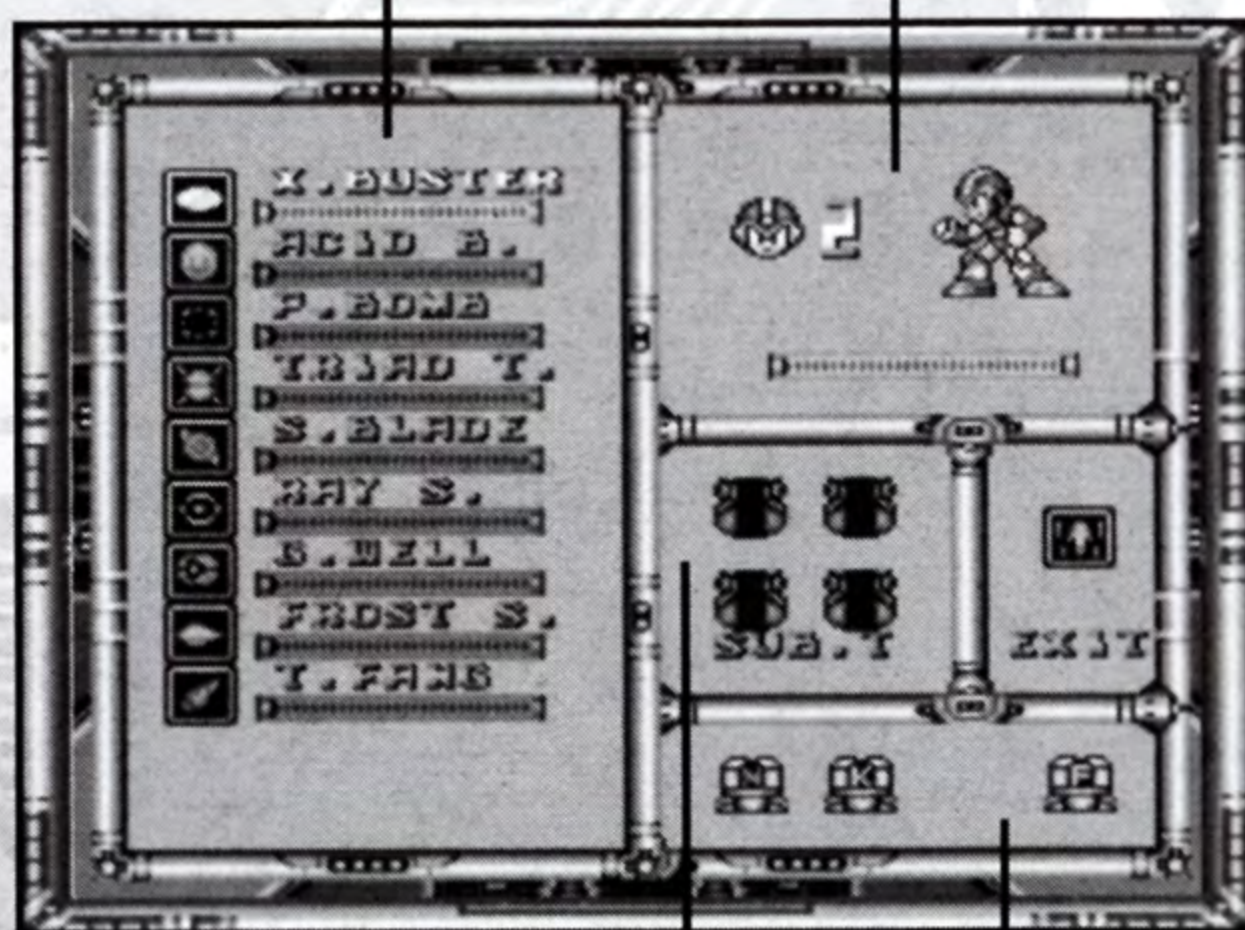
Weapon Energy Gauge

Energy Item

## Sub-Screen

Weapons/Energy

Character Lives/Energy



Sub-Tanks

Ride Armor Types



# 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	.....	▶ button	

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

## Hints

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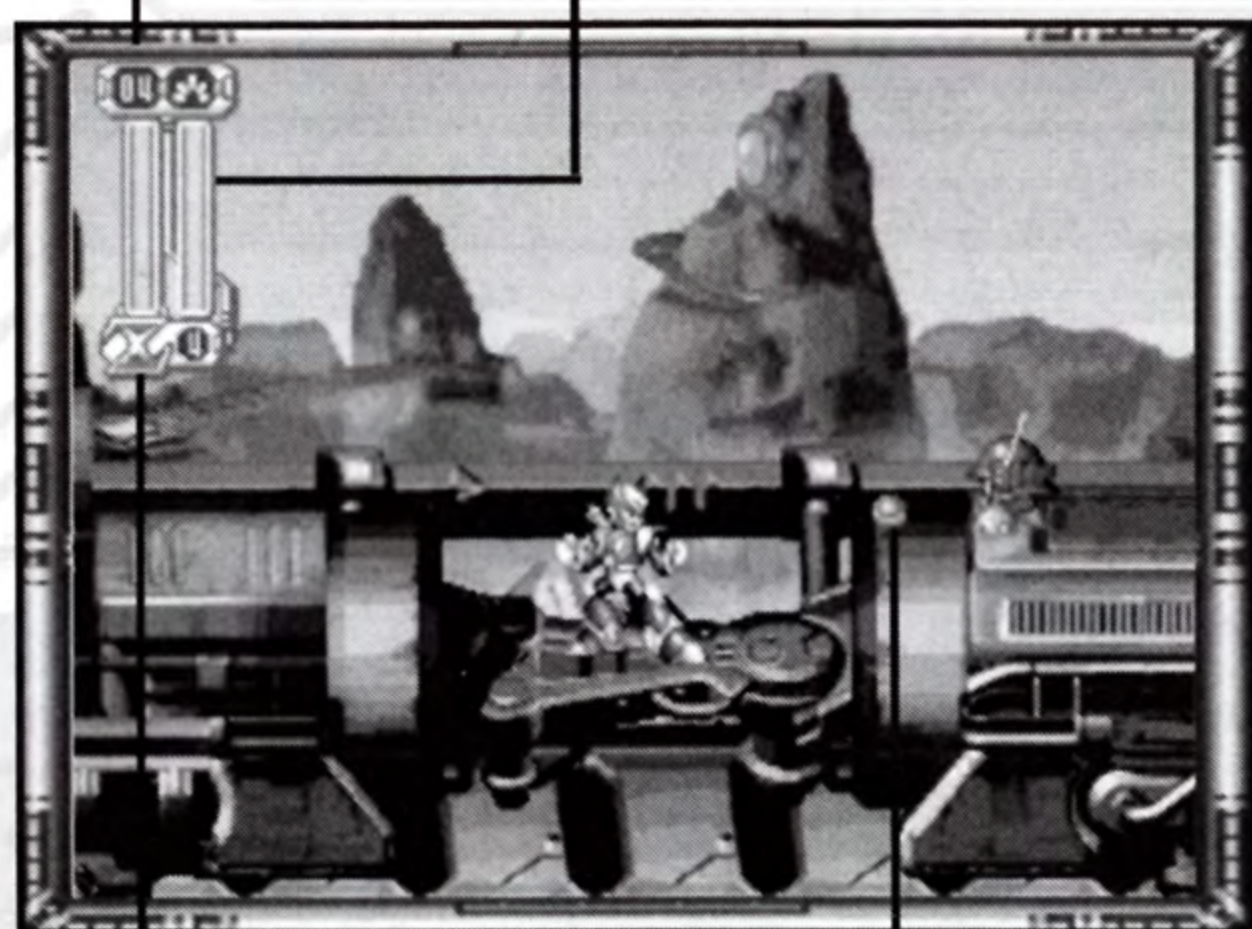
- ▽ Avoid missile attacks by trying to jump over them.
- ▽ When falling, try to catch a vertical wall or object and rapidly press the ⊗ button to scale it.



## Game Screen

Remaining Lives

Weapon Energy Gauge

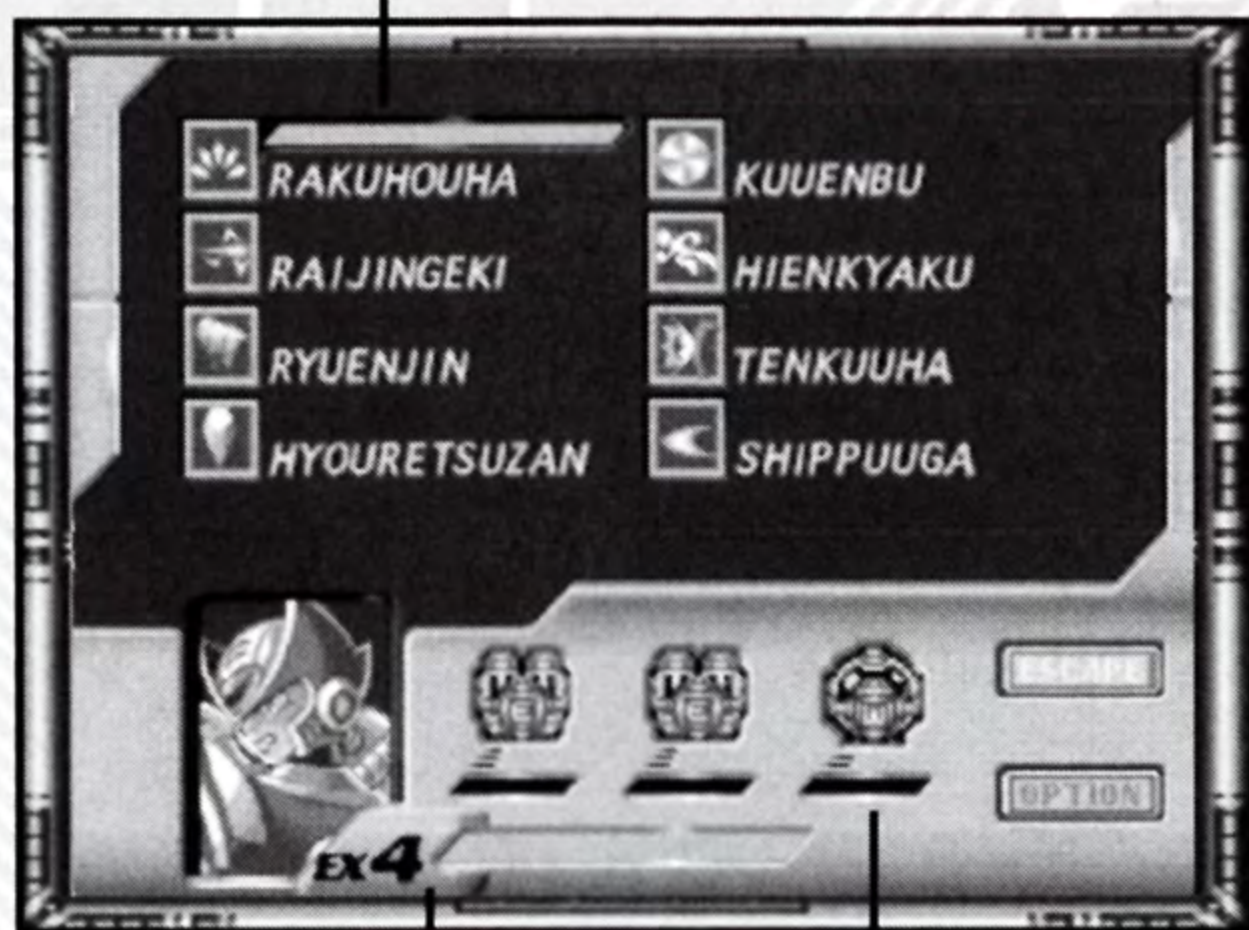


Life Gauge

Energy Item

## Sub-Screen

Weapons or Learned Skills/Energy

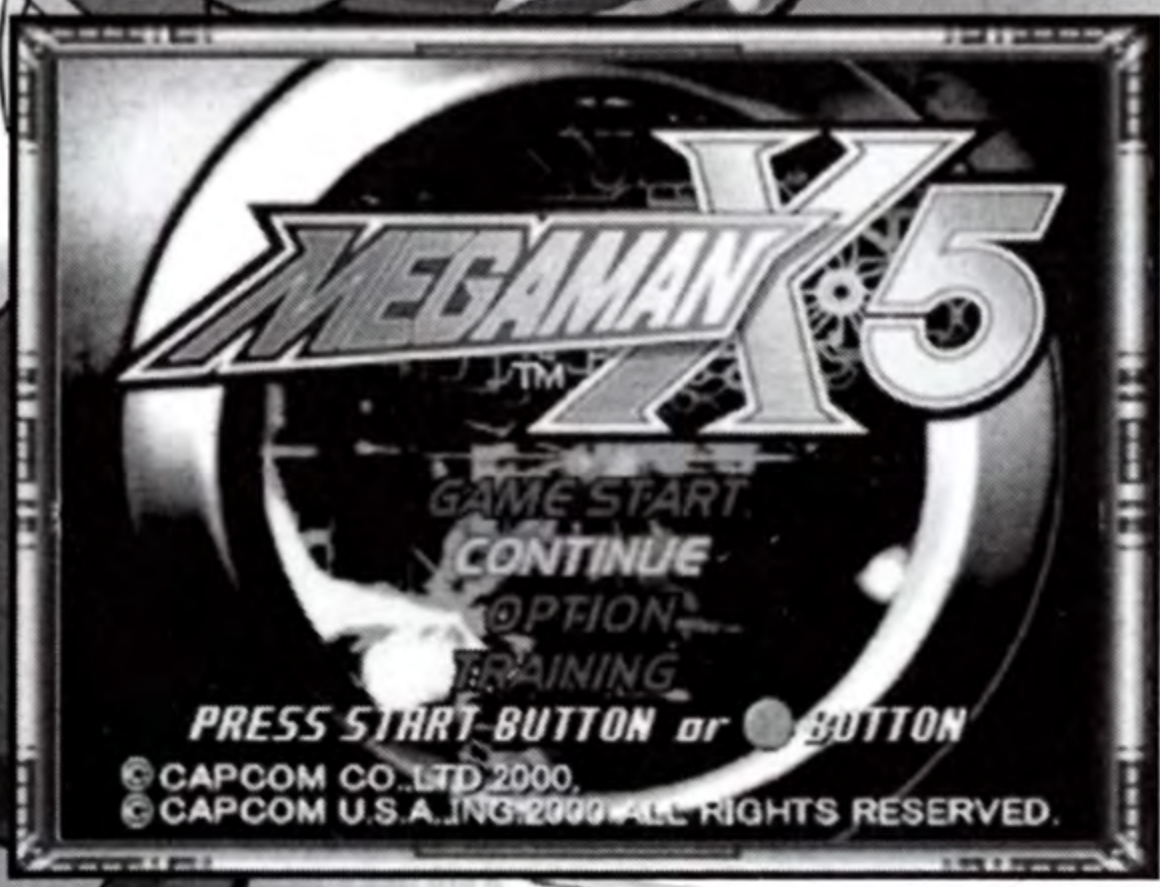
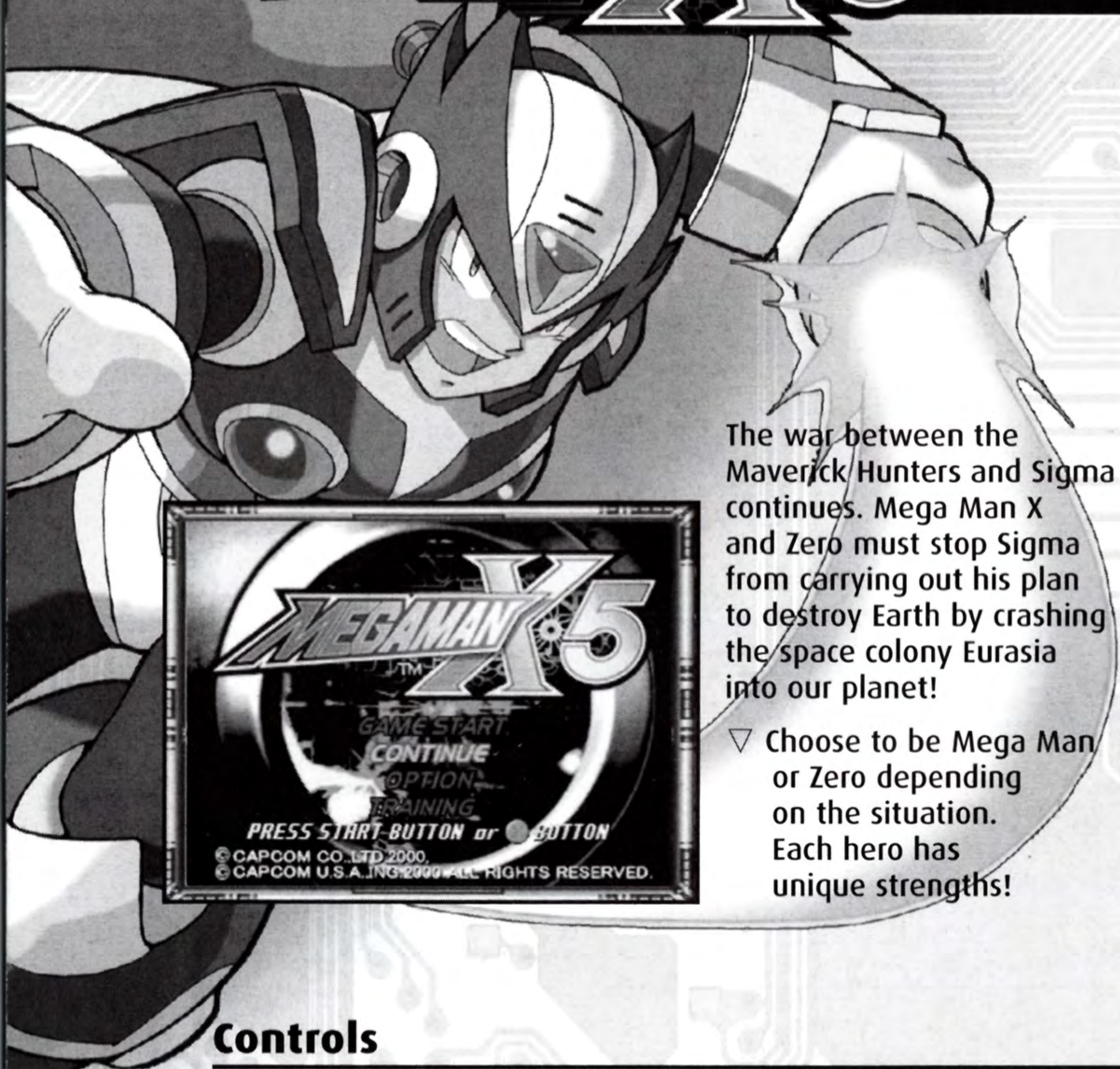


Character/Lives/Energy

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 ..... X button
- Jump and hover ..... X button twice
- Dash ..... C button
- Fire X-Buster/Slash with Z-Saber ..... B 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.



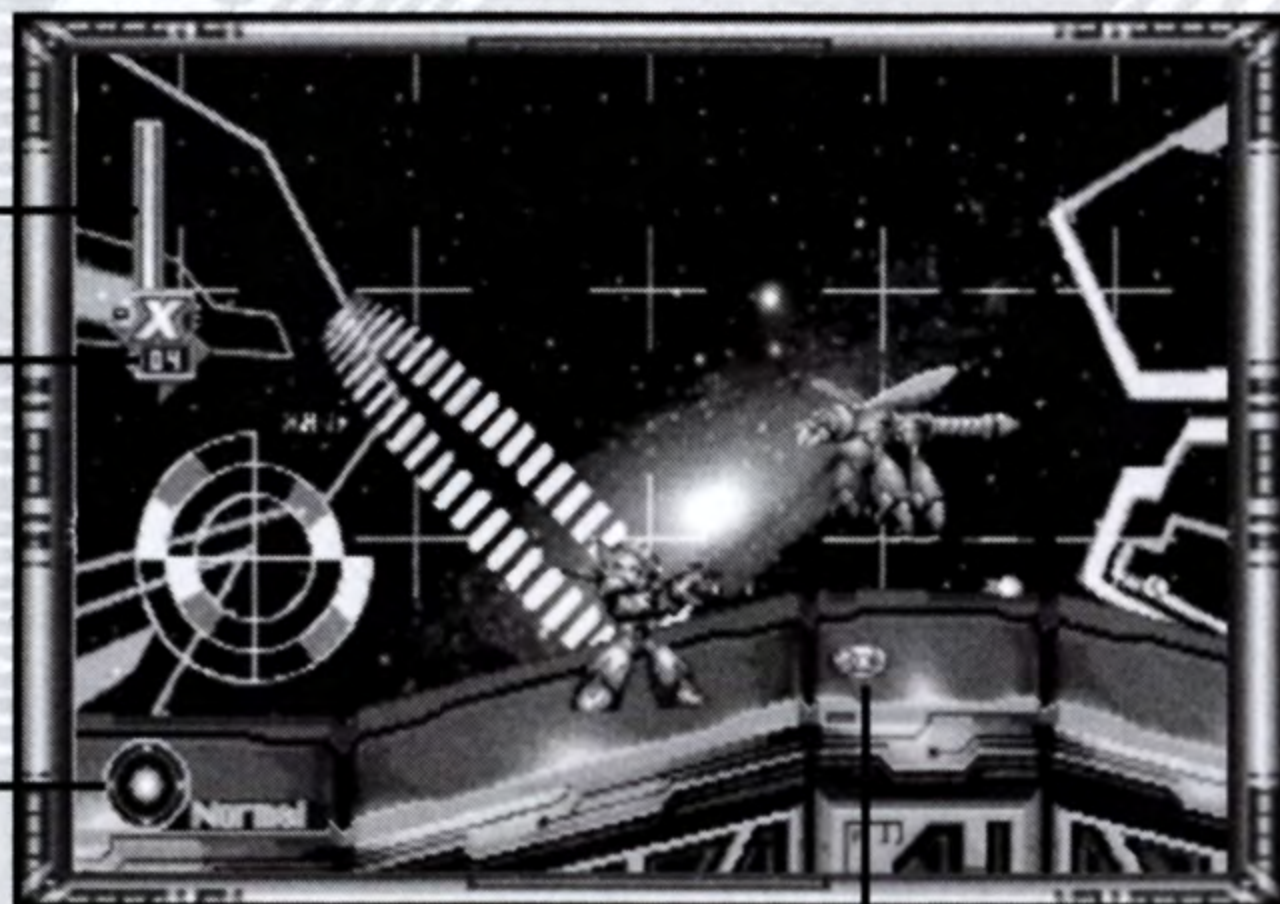
## Game Screen

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Life Gauge

Remaining Lives

Virus Pollution Gauge



Energy Item

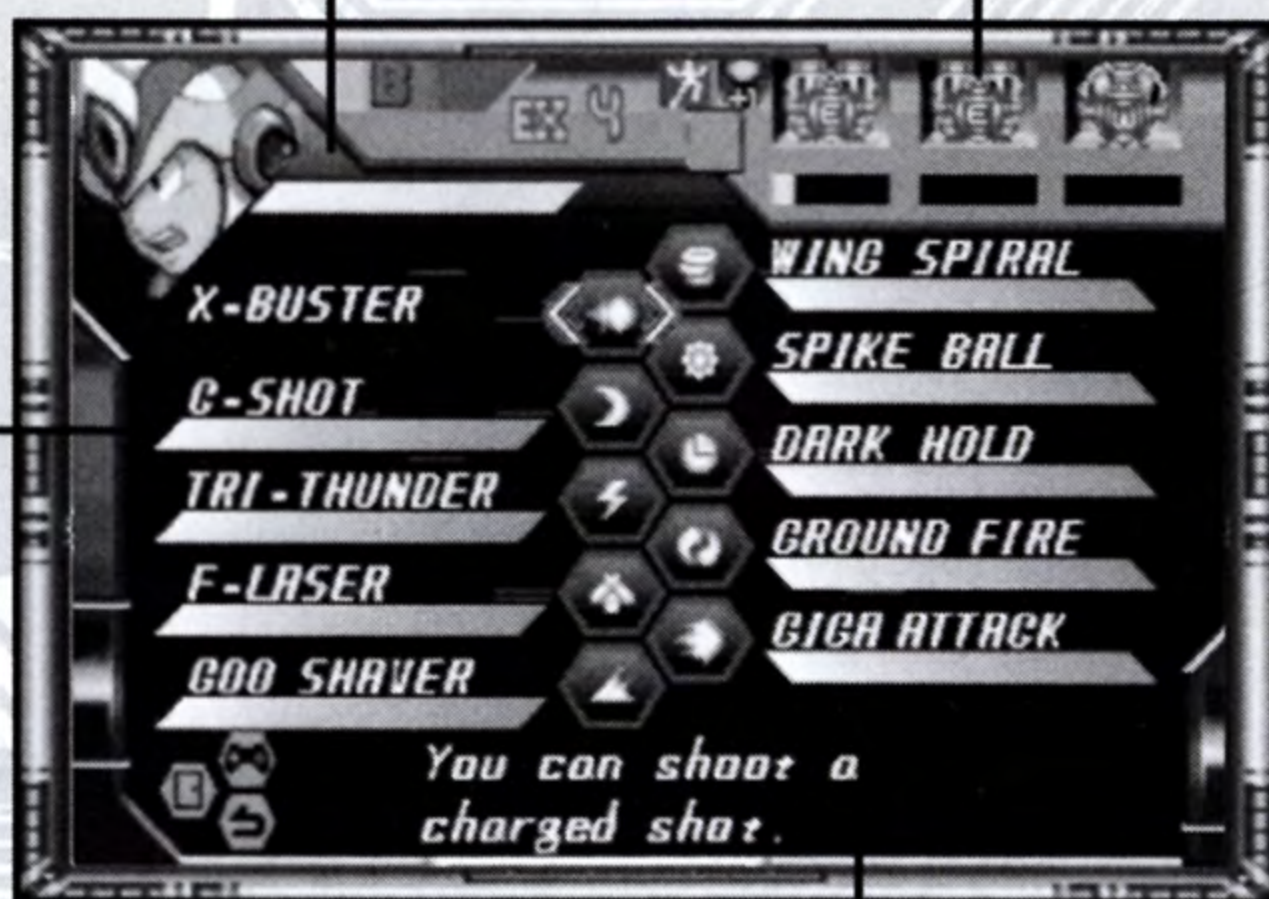
## Sub-Screen

---

Character Lives/Energy

Sub-Tank/Weapon Sub-Tank


Weapons/  
Energy



Selected Weapon Info

## Hints

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- ▽ 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	.....	⊗ button	
Jump and jet	.....	⊗ 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.*

## Hints

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

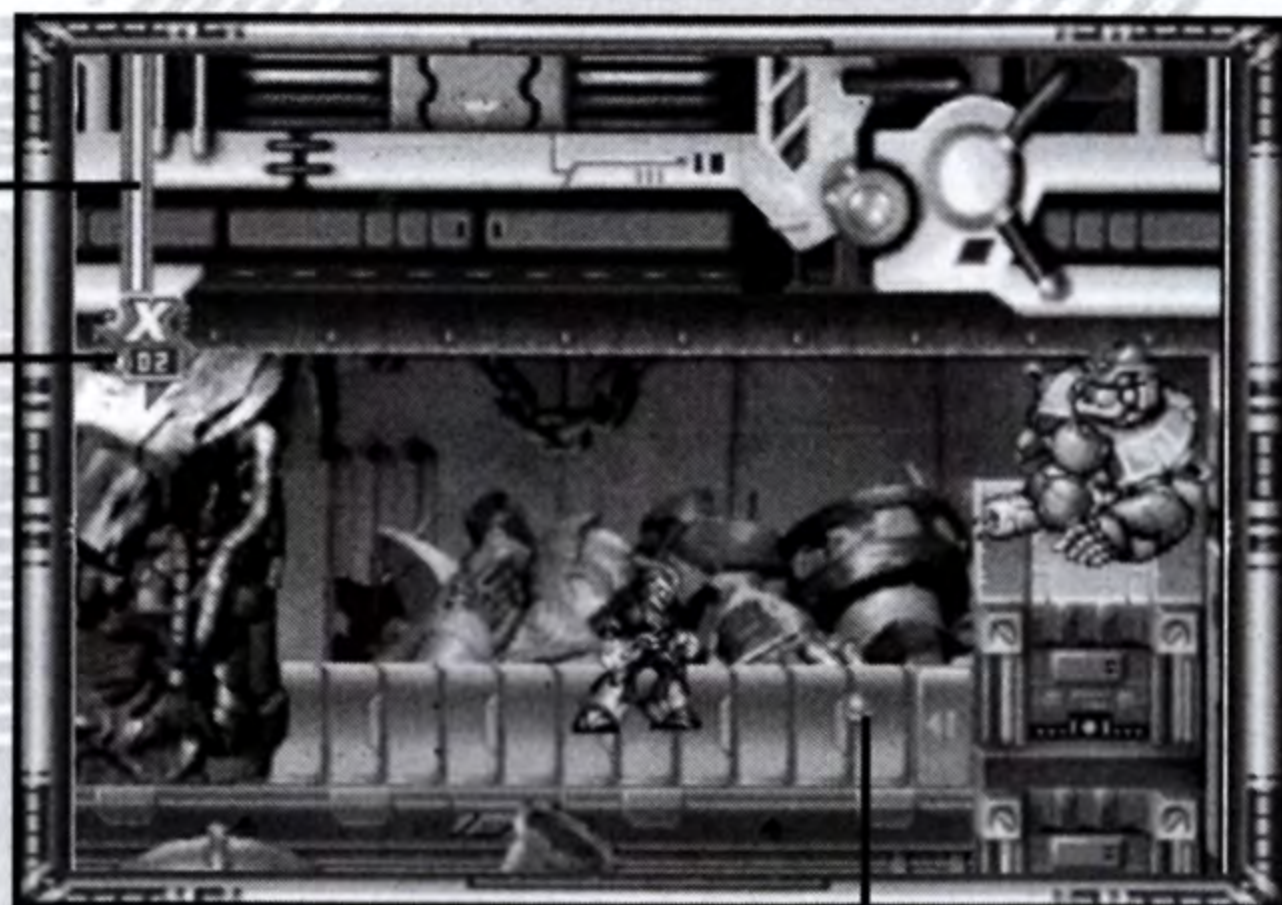




## Game Screen

Life Gauge

Remaining Lives

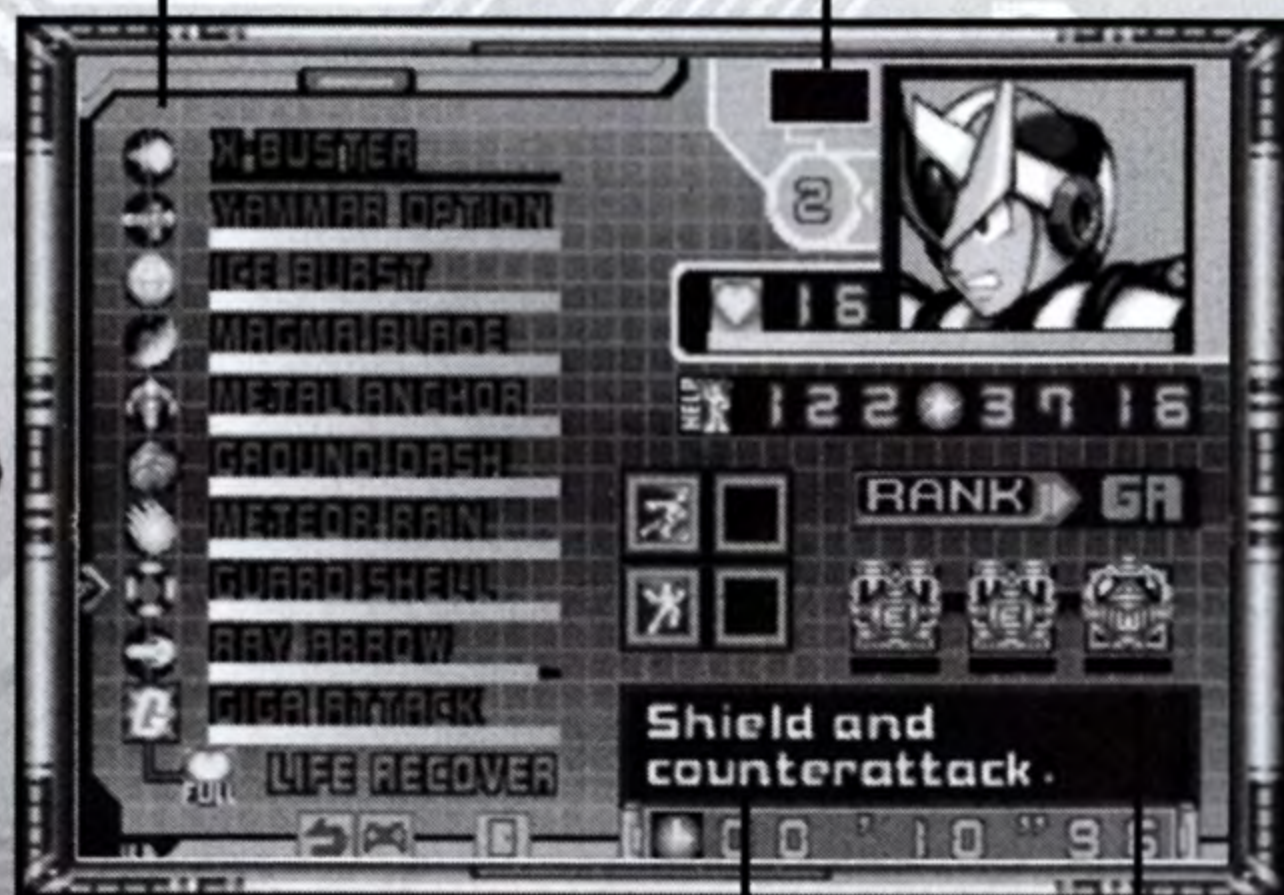


Energy Item

## Sub-Screen

Character Lives/Energy

Weapons/Energy



Selected Weapon Info

Sub-Tanks/Weapon  
Sub-Tanks







# MEGAMAN X<sup>®</sup>

10.5"  
GUMBALL BANK  
ITEM NO.: 2058



12.5"  
GUMBALL BANK  
ITEM NO.: 2059



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



Candy  
Wrist Band  
ITEM NO.: 2055



Candy Keychain  
ITEM NO.: 2054



4 in 1 Candy Pen  
ITEM NO.: 2060



Coming Soon from



[www.sweetnfun.com](http://www.sweetnfun.com)

5 in 1 Candy Pen  
ITEM NO.: 2052



Candy Machine  
ITEM NO.: 2050





## CREDITS

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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  
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475 Oakmead Parkway  
Sunnyvale, CA 94085

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