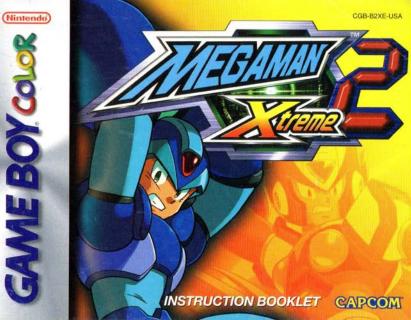
# CAPCOM°





Capcom Entertainment, Inc. 475 Oakmead Parkway Sunnyvale, CA 94085

PRINTED IN JAPAN

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EVERYONE MILD VIOLENCE

## CAPCOM

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94085

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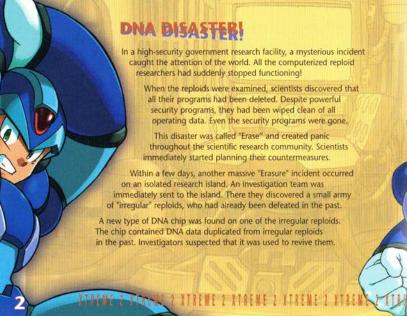
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# CONTENTS

12	DNA Disaster!	. 2
	Characters	. 4
	Starting Up	. 8
	Controls	
POVI)	Mode Select	
	Game Screen	
1-11	Special Actions	14
	Weapon Select	16
A	Items	18
	Power-up Parts	19
	Soul Items	
	Ride Armor	22
MI	X's Special Weapons	24
	Zero's Special Moves	26
No the	Mission Clear	28
A P	Auto Save	29
	Tips	30
1	Credits	31
N. A.	All Things Capcom	
	90-Day Limited Warranty	10
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## STARTING UB

- Make sure your Game Boy® Color is turned off.
- 2. Insert the MEGA MAN XTREME2
  Game Pak and turn on your Game
  Boy Color.
- 3. When the Title screen appears, press START. (Press START again to skip the demo sequence.)
- 4. On the Mode Select screen, use the Control Pad to select a starting option and press the A Button. (See page 10 for Mode Select screen details.)

#### **PRECAUTIONS**

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods.



# MODE SELECT

### X MISSION

Start the game as Mega Man X. Choose your stage and begin play.

### ZERO MISSION

Start the game as Zero. Choose stage and start the mission.

## RULES

Choose from 4 stages. Play through the stage to defeat all enemies and acquire hidden items. A stage is cleared when you defeat the final boss.
When you do this, you will get a special weapon.



#### CONTINUE

You can save your game on the Mission Clear screen (see page 28). To restart a saved game, select CONTINUE. Then select one of the four save files to restart.

If there is Suspended Data, you will be asked if you want to play on it. Choose YES if you do. Suspended Data is automatically saved when you pass a Memory Device located in each stage.

### OPTION

Adjust various game settings, Make your selections with the Control Pad and confirm by pressing the A Button.

- BUTTON CONFIG Change button assignments by selecting a button and then pressing the Control Pad ().
- SOUND TEST Sample the game music and sound effects.
   Select a number and press the A Button to preview the selection.

### PART

Check out the power-up parts you can acquire to improve your weapons.





## ATTACK (B Button)

- Shoot X's X-Buster or a special weapon. Hold down the button longer for a powerful charge shot.
- Attack with Zero's Zero Saber. By pressing the B Button with just the right timing, you can perform successive attacks.

## JUMP (A Button)

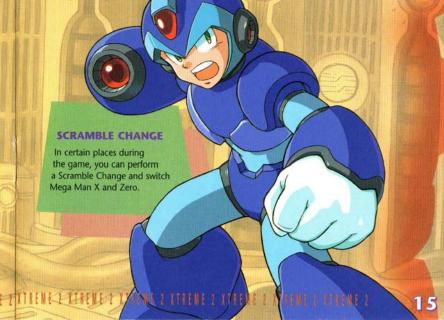
- Press the button to jump.
- Hold the button longer for a higher jump.

## WALL KICK (A Button)

- · Jump toward a wall.
- · You can even climb up a wall with this technique.

## DASH ( + A Button or )

- Move X or Zero at a faster pace than his regular walk.
- · X or Zero can jump farther while dashing.



# WEAPON SELECT

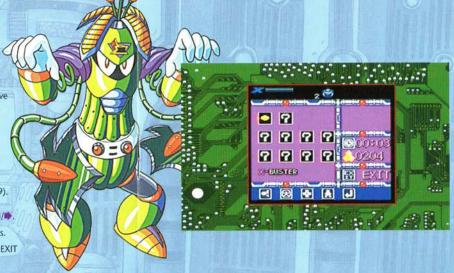
Press SELECT to display the Weapon Select screen.

- ICONS Highlight an icon and press the A Button to display each menu screen.
  - SUB-SCREEN Highlight a Special Weapon or move and press the A Button to equip or use it. You can equip up to four parts at one time.

    Highlight a Sub Tank and press the A Button to restore your character's energy.
  - POWER-UP PARTS You can find four Power-Up Parts in each stage. Collect these to improve X or Zero's abilities. View the Power-Up Parts screen to check on the Parts you've acquired (see page 19).
  - KEY CONFIG Change button assignments by selecting a button and pressing the Control Pad 
     \*/\*
- LIFE SOULS Shows your current amount of Life Souls.

16

EXIT – Return to the Stage Select screen. You can use EXIT only in stages you have already completed.





# ITEMS

These are some of the items that help X and Zero. Some appear when you defeat an enemy, others are located in secret places. See what other items you can discover.

- SMALL LIFE ENERGY Restores some of X's or Zero's energy.
- LARGE LIFE ENERGY Restores most of X's or Zero's energy.
- **SMALL WEAPON ENERGY** Restores some of X's or Zero's weapon energy.
- LARGE WEAPON ENERGY Restores most of X's or Zero's weapon energy.
- LIFE UP Increases X's or Zero's maximum energy.
- SUB TANK If you get a Life Energy item when your character's energy gauge is full, you can store the energy in the Sub Tank.
   You can use the Sub Tank later to recover energy. (See page 16.)
- 1UP Adds to your remaining characters. You can have up to nine characters at one time.

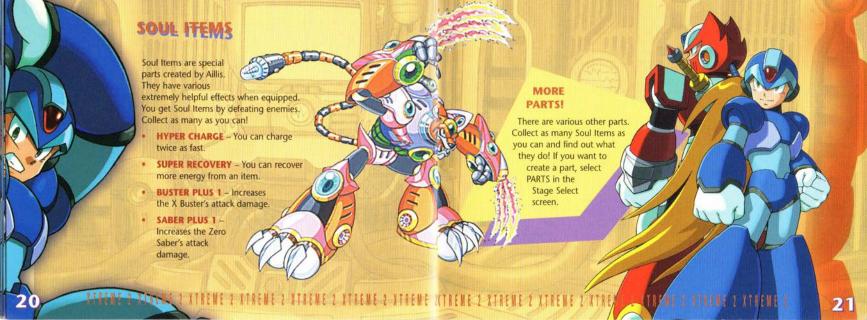
# POWER-UP PARTS

Each stage has a hidden Power-up Part. Find it to significantly improve X's or Zero's abilities.

- HEAD Developed from special metal, the Head Part is extremely powerful. With this item, X or Zero can break certain walls with a headbutt attack.
- ARM As X, use this to power up two Charge Shots.
   You can also perform powerful Wide Shots by charging the shot to the max and then pressing the B Button twice.
  - As Zero, you can use a special move called "Final."
- BODY This part decreases damage from enemy attacks by half. Also, X gains the ability to use the special move called "Giga Crash," which absorbs damage and ricochets it back toward the enemy.
- FOOT This enables the Dash Wall Kick, which allows your character to break certain walls by kicking.
   You can also dash upward by pressing + A Button.

XTREME 2 XIRENE 2 XIREN







# X'S SPECIAL WEAPONS

- FIRE WAVE This weapon discharges a firewall that rolls forward along the ground. When charged, the weapon drops lava bullets all over the area.
- MARINE TORNADO This weapon creates a tornado. When charged, it fires torpedoes.
- TRIAD THUNDER This weapon fires electric bullets.
   When charged, it sprays gigantic electric bullets in six directions.
- RAY CLAW This weapon creates a light edge which lasts until it does a certain amount of damage to enemies. When charged, this weapon shoots light particles forward.

# MORE SPECIAL WEAPONS!

There may be more special weapons. Can you find them?



- for a certain time.
- **EARTH GAZER** Inflicts damage on all enemies on the screen.
- DRILL CRASH Jump, then press ♥ + B Button to inflict damage on an enemy below Zero.



# SPECIAL MOVES!

There may be more special moves. Search for them!



## MISSION ELEAR

When you complete a stage or your game is over, you can choose from several options:

- SAVE AND CONTINUE Save game data and continue play. You
  can have up to four saved games. On the Save screen, highlight
  a slot with the Control Pad and press the A Button. (To delete
  a saved game, highlight DELETE DATA and press the A Button.)
- SAVE AND END GAME Save game data and return to the Title screen. (See above for how to save.)
- STAGE SELECT Available when you complete a stage.
   You can go to the Stage Select screen without saving.
- RETRY Available when your game is over. You can play
  the same stage again from the beginning.
- RETURN TO TITLE Return to the Title Screen without saving.

# AUTO SAVE

Each stage has at least one Memory Device. When X or Zero passes one of them, your play data is saved automatically and Suspended Data is created. When your game is over or you turn off the Game Boy Color while playing, you can restart from the last Memory Device.

See page 11 for instructions on how to restart Suspended Data.





## CREDITS

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FIND ENEMY WEAKNESSES! – Each boss character has a unique weakness. Try different special weapons and moves to discover what works best to defeat each boss.

**SEARCH FOR ITEMS!** – In each stage you can acquire items such as Life Up and Sub Tank that will help your adventure. Find them all and power-up your character!

**SEARCH FOR POWER-UP CAPSULES** – Each stage has a hidden power-up capsule that will enhance your character. Find them all!

**USE SPECIAL WEAPONS AND MOVES!** – Certain special weapons and moves help you not only attack enemies, but also complete the stage. Try using them when you find a suspicious place!

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CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmarship.

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