

The Mega Man X Compedium

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Part I

Games

Preface

This document aims to serve as a comprehensive compendium of all available knowledge on the Mega Man X games, encompassing both the main plot/lore and game mechanics. It will also include trivia, fun facts, and even glitches/bugs. Each game in the series will be covered with information regarding its story, characters (albeit in a superficial manner), weapons, and game mechanics. Additionally, a thorough analysis of each stage, including its secrets and boss (with both story-related and game-related details), will be provided.

Following the analysis of the games, a more accurate and complete description of each character will be presented. This will be achieved by combining information from various sources, including in-game content and other official materials.

It is important to note that this document is designed to be accessible and understandable to everyone, catering to experienced players and newcomers alike. It accommodates those seeking to dive deeper into the series' lore and those who wish to uncover tricks and secrets in each game.

Furthermore, this document is open for editing by anyone. It welcomes suggestions for additions if something is missing or modifications if any errors are found.

Finally, it is essential to clarify that this document does not intend to be a guide for new players or speedrunners. While it will offer some tips for both categories, readers should not consider the content here as a definitive guide of any sort.

How to read this document

While perusing the document, readers will come across words or numbers highlighted in different colors. These serve as links, connecting various sections and chapters within the document, facilitating seamless navigation for the reader. The color codes and their corresponding functions are as follows:

- **Blue text:** These are links to other sections of the document that provide a more in-depth analysis of the referenced topics.
- **Red numbers:** These indicate bibliographic references within the text and are presented with an entry number in square brackets. Clicking on these numbers will direct the reader to the corresponding entry in the bibliography section.
- **Cyan words:** These are URLs that lead to web pages, typically serving as sources of bibliographic material.

Furthermore, recognizing that certain concepts may require visual demonstration, a video folder accompanies this document. Inside, readers will find short video demonstrations complementing the explanations provided in the text

Chapter 1

Mega Man X

Chapter 2

Mega Man X2

VS X-Hunters

Chapter 3

Mega Man X3

Mega Man X3 is third installment in the *Mega Man X* series. Released in Japan on December 1st 1995 and later in North America and PAL regions in 1996, *Mega Man X3* is the last instance of the series on the SNES console. The game received a second release upgraded to 32-bit for Sony PlayStation and Sega Saturn (in 1996) and for Windows systems (in 1997). This second version came also with Full-motion videos for the opening scene a boss' introduction, making it the first game of the franchise to have such feature, as well as a newly synthesized soundtrack. Just like its predecessor, X3 too uses the Cx4 graphics Chip for pseudo-3D graphics and transparencies. Since at the time the game was developed Capcom was focusing their effort on developing for PlayStation and Saturn, the game was outsourced to Minakuchi Engineering, who had previously worked on *Mega Man's* games for the Game Boy and *The Wily Wars* for the Genesis.

3.1 Main plot

After an unspecified amount of time from the previous game's events, Sigma's rebellion has finally been stopped thanks to the effort of X, Zero and the Maverick Hunters. Despite this success, Maverick attacks had continued to happen, forcing the Hunter to intervene. It is only thanks to the genius of the reploid scientist Dr. Doppler that the cause of maverick's apparitions is discovered in a computer virus which force a reploid to go maverick. Dr. Doppler names this particular virus the Sigma Virus, and immediately begins to create a counter-measure for it. Thanks to his efforts the virus is finally stopped and infected reploids returned normal, seemingly halting the mavericks for good. Following such success, many reploids gathered around their savior DR. Doppler, resulting in the foundation of what Doppler Town, a perfect Utopian community where humans and reploids live together. At this point in time, the situation seem to turn for the better, with the world entering a new golden age led by Doppler's achievements.

Such situation, however, last only for a few months. After this amount of time, in fact, reploids whose maverick behavior was supposed to be suppressed suddenly began to riot, revealing that the “vaccine” developed by Doppler was merely a placebo. Because of this, the scientist is appointed as responsible for the riot and Maverick Hunter are ordered to arrest him. X and Zero are then dispatched to infiltrate Doppler Town and capture him but, few hours after their intrusion, Doppler’s forces begin attacking the Maverick Hunters HQ, forcing the two to quickly return and defend their base. During such operation former Hunter and now Doppler’s follower Mac betrays and captures X, only to be later destroyed by Zero coming to rescue his friend. Together the two friends manages to save the HQ from the attack, and then resume their mission of capturing Doppler. The two proceed to fight against the eight mavericks, as well as the two other forces Doppler send to halt the couple: the Nightmare Police, constituted by Doppler’s creation Bit and Byte, as well as a revived and vengeful Vile, now upgraded to Vile Mk-II. However neither them nor the mavericks manage to halt X and Zero which, with the help of Dr. Cain, locate Doppler’s laboratory and proceed to raid it. Dr.Cain also warns X that, according to his studies, Doppler has used the riot to gather information on latest models of reploid in order to create a new powerful body. X and Zero manages to reach the deepest part od Doppler’s hideout, where they finally met with the scientist, which in the meanwhile as upgraded his body to a one more suitable for battle. X and Doppler proceed to fight, but the scientist is no match for the hunter, which easily win the fight. Once defeated, Doppler regain his senses, revealing the truth behind all his doing: it was Sigma who had maneuvered the scientist’s action all along, having infected him from the very beginning. Doppler then warns X about the new body he had built for Sigma, and asks him to stop Sigma one again. X proceed then to confront with Sigma and his new body, managing to defeat him too. In a final attempt to claim victory, Sigma enter in his viral form and chase X to try possessing his body. X escapes but reaches a dead end and is cornered by Sigma. Here two possible endings can play depending on whether Zero is damaged or not. In the latter case, he will appear behind Sigma and hit him with his Z-saber upgraded with an antivirus created by Doppler, which will cause Sigma to disappear. In the second case instead it will be Doppler, which as regain control over his body, to inject the antivirus into Sigma, by leaping onto him. This will again cause Sigma to disappear, but this time at the cost of Doppler’s life.

Whatever the scenario, after Sigma’s defeat, X and Zero will meet outside Doppler’s lab now in ruin, pondering again on the fate of reploids and humans and on the reason to fight. However as the dialogue proceed, the narrator dialogue diverge from X’s thoughts, revealing the only truth, which is that X and Zero are destined to fight, although no one knows when.

3.2 Main Characters

3.2.1 X

X (more detail in chapter [4]) is the main protagonist of the game. He is the leader of the Maverick Hunters' 17th Elite Unit, and at this point of time he has begun an expert in dealing with Mavericks. However his task of keeping peace often conflicts with his kind heart which repels fighting, causing inside him a struggle only few people can understand.

X's origins are still considered a mystery, and even the latest technology of 22nd Century cannot totally analyze X's full potential[1].

3.2.2 Zero

Zero (5) is an SA-class maverick hunter, as well as the leader of the Special 0th Unit, after being repaired after the events of the precedent game. He act as a mentor and a friend for X, having spent years fighting alongside him. Zero is renowned for his cold and professional attitude, never wasting time during a mission. In truth however Zero hides inside a deep hate for all mavericks which X does not share [1].

3.3 Game Mechanics

As the third entry in the series, Mega Man X3 borrows many features from its predecessors, although not all of them, while also adding new features to keep the gameplay fresh:

- Stage interaction returns from the first game: Now beating a stage will effect one or more other stages making easier their navigation by removing some potential danger, unlocking new paths or making enemies weaker.
- The Ride Armor system has been updated. Ride Armors now are summoned in from specific platforms found in the stages. New types of Ride Armor can be piloted, but in order to unlock them their modules have first to be found. Once unlocked, a Ride Armor can be summoned anywhere a platform can be found.
- Alongside traditional Armor Parts, new Pink capsules can be found too. Such capsules, hidden in stages, contains an upgrade chip for one of X's armor parts and can enhance this upgrade even more. Clearly an upgrade chip can only be obtained if X already possesses the corresponding armor part and, moreover, it is possible to obtain only one upgrade chip throughout the entire game, as the enhancement is permanent and only one can be collected.
- The Ride Chasers are not more present in the game.

- Throughout an option in the pause menu, Zero can become playable, although with some limitations. More information about this feature are given in section 3.6
- Nightmare Police challenges: Much similar to the X-Hunters from the previous game, after a certain number of bosses have been defeated the Nightmare police will begin spawning in the stage to challenge X. Differently from the previous game, however, only one boss will spawn at the time, Bit appearing after defeating two bosses and Byte after five. Additionally, purposely avoiding the fight is not possible anymore, as their boss rooms are placed in middle of the stages without any possibility to avoid them. When X enters one of these rooms, the boss fight will trigger randomly each time, and even between two subsequent visit following a defeat
- Vile stage: After the Nightmare Police begins chasing X, in specific stages a teleporter pad will also appears. Such teleporter, once taken, brings X into the Vile stage, where players can challenge Vile himself.

3.4 Weapons

3.4.1 Acid Burst

Acid Burst allow X to shoot a glob of acid which damages enemies. Upon making contact with a surface, the bubble explodes into four small acid drops which deal less damage but cover a wider area. This weapon can also be aimed, by inputting the UP or DOWN command as soon as the fire button is pressed, to shoot the bubble straight up or down. When charged this weapon will release two acid balls which bounce forward five times before disappearing. Since the acid burst is a liquid weapon, firing it underwater will immediately dissipate the bubble, making this weapon useless in this condition.

This weapon also posses the useful ability to guarantee weapon energy drop when defeating following enemies [2]:

- Atareeter
- Blady
- Crablaster
- Drimole-W
- Ganseki Carrier
- Hamma Hamma
- Head Gunner customer & Head Gunner masspro
- Meta Capsule

- Notor Banger
- Tombort
- Victoroid & Victoroid customer
- Walk Blaster

To obtain the Acid Burst X as first do fight and defeat Toxic Seahorse (??) in his stage.

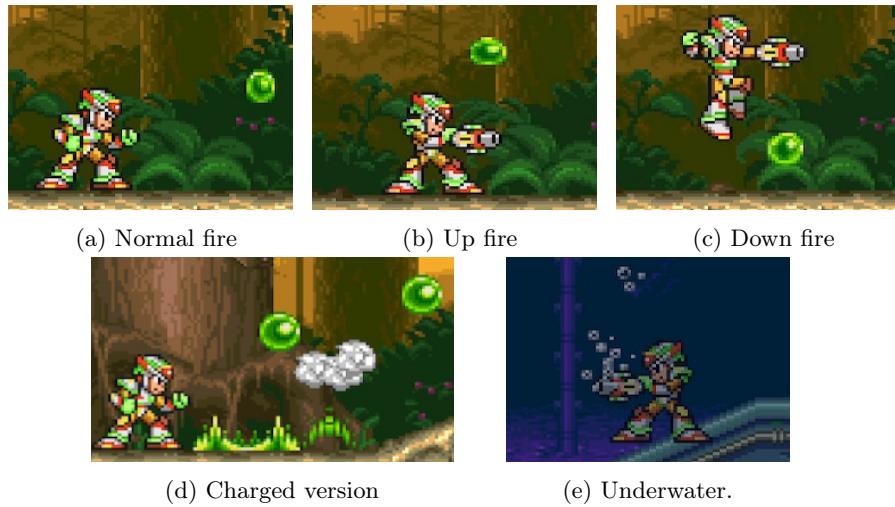


Figure 3.1: Acid Burst sub-weapon

3.4.2 Parasitic Bomb

Upon defeating Blast Hornet 3.9.4, X will add the Parasitic Bomb to his arsenal. Upon pressing the fire button this weapon will launch a spiked bomb forward which will result in either two scenarios upon making contact with an enemy. If the enemy is of large size, the bomb will simply explode to deal damage; if, however, the enemy is of small size the bomb will latch onto it, paralyzing and keeping it in stasis. An enemy in this status is essentially neutralized, as it cannot neither attack or deal contact damage to X. Upon blocking an enemy, the Parasitic Bomb will then make one of the following actions: If no other enemies are nearby it will explode alongside the trapped enemy; otherwise the bomb and its victim will home onto the nearest enemy, exploding as soon as they make contact.

The charged version of this weapon is rather peculiar. Upon charging, four cursors will surround X and remain in position until an enemy comes nearby. At this point the nearest cursor will lock onto it and X will fire a robotic hornet to such enemy. Once the hornet explodes another cursor will appear around

X to replace the one which aimed at the enemy. The peculiarity reside in two elements. First, the charged version of the weapon will last until the fire button is pressed, meaning that the cursors will remain on screen up until this button is pressed, and releasing it will stop the “charge” status of the weapon. Secondly, differently from other weapons which keep draining energy while active, the charged version will use ammunition only when a hornet is fired, and it does not require energy to maintain the charge.



Figure 3.2: Parasitic Bomb sub-weapon

3.4.3 Triad Thunder

The Triad Thunder is the weapon X obtains by defeating Volt Catfish ?. This sub-weapon generates three orbs around X in a triangular pattern which conducts electricity, forming a sort of shield. After few seconds the three orbs will fire stored electricity in their respective direction (up, diagonal-down left and diagonal-down right) and will then fall off-screen. It is possible, if the player has the right timing, to swap the orbs’ position to form an upside-down triangle. With the correct timing it is also possible re-change the position to its original state, but it is important to note that for each change weapon ammunition is used. When charged X will punch the ground to release a shockwave which will deal massive damage to all enemies touching it. Moreover after the initial shockwave two electric sparks will part from X moving in opposite directions and following the ground.

3.4.4 Spinning Blade

When equipping this sub-weapon, the X buster will fire two spinning blade which travel forward for short amount of time, before curving backwards, one with an upward direction and the second downward. Due the particular trajectory of this weapon, using this weapon may result difficult at first, as its main use is to hit enemies behind X. However this weapon can also be used at close range in a shotgun-like way to make both blade hit a single enemy to deal massive damages. Upon charging, this weapon will release blade in a yo-yo style which will remain at a fixed distance from X as he moves. Upon pressing the UP or DOWN the blade will rotate in the corresponding direction before returning to

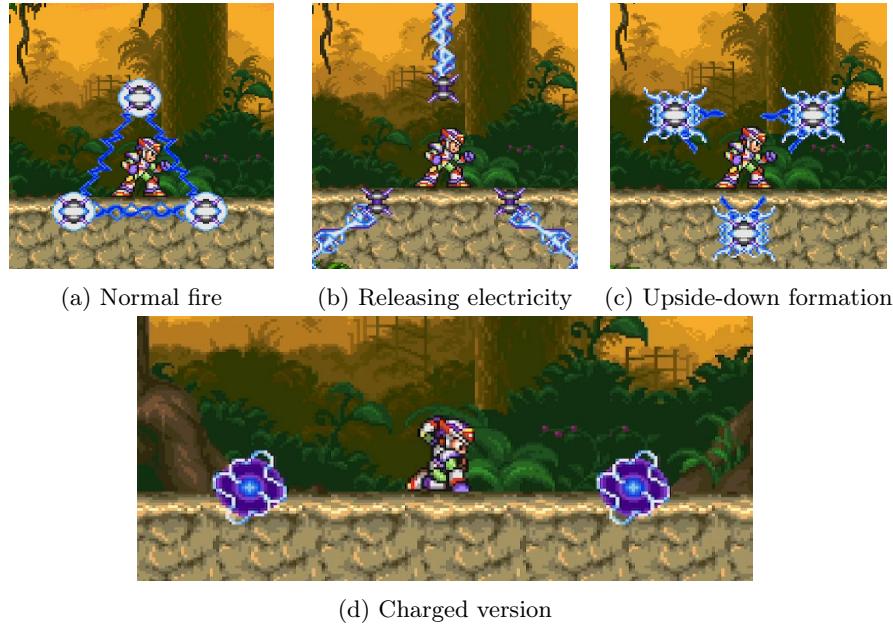


Figure 3.3: Triad Thunder sub-weapon

its original position. If while spinning the blade makes contact with an enemy it cannot destroy, the blade will bounce off, separating from the X-buster in the process. This weapon is obtained after defeating Crush Crawfish (??).

3.4.5 Ray Splasher

The Ray Splasher is the weapon X obtains after defeating Neon Tiger (??). When using this weapon X will fire a volley of energy bullet in a spread formation. Upon charging this weapon X will release a glass container in the sky, which will shoot twenty-two Ray Splasher bullets in random direction.

3.4.6 Gravity Well

When equipped with this sub-weapon, X will shoot a floating device which travels for a short distance before halting and activating a small high-gravity around it. Weak enemies which happen to be inside this area are instantly destroyed, while other enemies will remain untouched. After a few seconds the device will stop working and will return to X, which cannot fire another one until the first has returned. When charged, X will release a small black hole upwards, which will cause the gravity to shift up, carrying all weak enemies on screen alongside it. This weapon is acquired by X after defeating Gravity Beetle (3.11.4)



(a) Normal fire



(b) Charged version

Figure 3.4: Spinning Blade sub-weapon



(a) Normal fire

(b) Charged version

Figure 3.5: Ray Splasher sub-weapon



(a) Normal fire

(b) Charged version

Figure 3.6: Gravity Well sub-weapon

3.4.7 ❄ Frost Shield

Upon defeating Blizzard Buffalo (3.10.4), X will gain access to the Frost Shield. When fired, this weapon will create a small icicle missile which moves forward after an initial delay. Upon making contact with a wall or an enemy the projectile will bounce off, creating a three-spiked trap on the ground which remain in position for few seconds before disappearing. X can fire up to two missiles at the time, but has to wait for the spikes to disappear before firing a third one. Upon charging X will create a spiked block of ice at the end of his X-buster which will deal damage to enemies which make contact with it and also acting as an effective shield, blocking incoming projectiles. After about nine seconds the shield will shatter and what remain will slide across the ground, but if X performs an air-dash the shield will immediately destroy.

When used underwater, the effects of this weapon change slightly: for the normal fire the missiles and spikes will have their size doubled, while the charged version replace the spiked shield with an ice boulder which float towards the surface and where X can stand on.

Finally, just like the Acid Burst (3.4.1), this weapon too has the perks to guarantee health drop when destroying certain enemies (the same for which Acid Burst drops Ammo pickup), making it very effective for sub-tank filling.

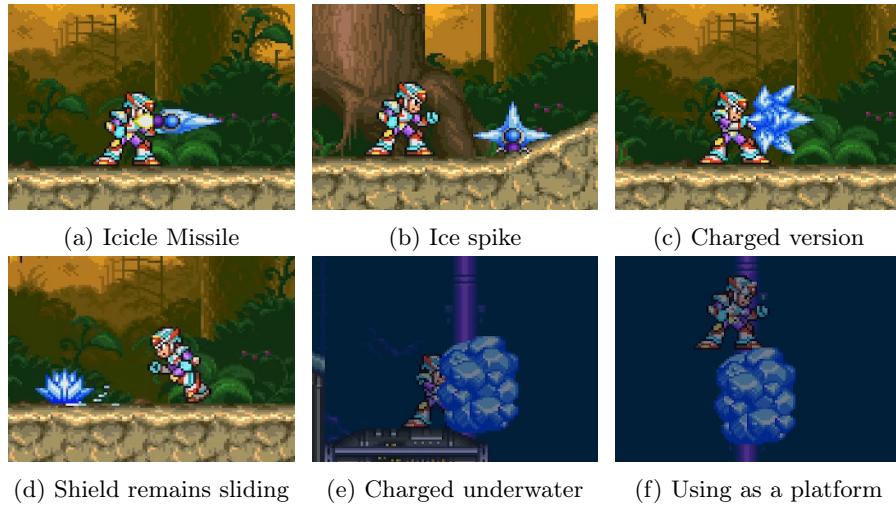


Figure 3.7: Frost Shield sub-weapon

3.4.8 💥 Tornado Fang

After defeating Tunnel Rhino (??), X will adapt the Tornado Fang into his arsenal. When used this weapon will fire a drill-shaped missile which briefly delays (just like the Frost Shield) before starting to move. Upon pressing the fire button again while the drill is stationary two more missiles can be spawned, for

a total of three. Upon making contact with an enemy the missile will try to perforate the enemy, dealing constant damage in the process until its charge is depleted. If it successfully destroys an enemy it will keep moving forward until its charge is depleted. When charged this sub-weapon changes the X-buster into a drill until the fire button is pressed. While in this state X will deal damage to all enemies which make contact with it and, furthermore, the drill will also stick to the wall when X is wall jumping, allowing him to stay in place without sliding down.

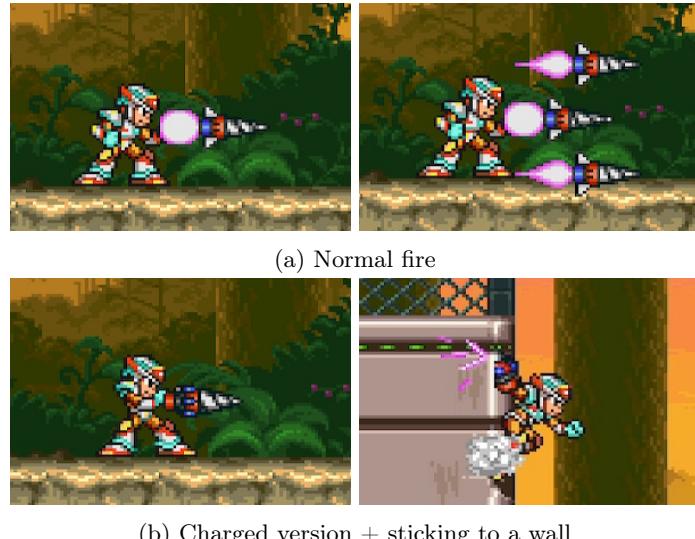


Figure 3.8: Tornado Fang sub-weapon

3.5 Third Armor + Beam-saber

Following the trend of its predecessors, Mega Man X3 too offers to players a way to increase X's power through the usage of Armor Parts. This time, however, four more capsules can be found, bringing the total of hidden pieces up to eight, one per stage. Such additional capsules, painted in pink to distinguish them from regular ones, however do not contain actual armor parts but rather augment chip for a specific armor piece, which must be acquired first in order to obtain the power-up. The trade-off for such augment is, however, that the armor can only stand one of them and that they cannot be replaced, making the chosen upgrade permanent for the entire game. However, continuing the tradition of previous games, a final hidden capsule can be obtained as a prize for obtaining all collectible in the game, safe for said additional capsule. Such last capsule will give the player a special armor upgrade, which combines all the four optional chips into a single one, while also changing the armor color to gold. Finally,

although not directly a part of the armor, there is another hidden upgrade X can obtain regardless of the armor status: the Beam-Saber

The Third armor (also known as Max Armor [3]) is composed by the following parts:

- Foot parts: Found in the Frozen Town Stage, near the end of the large area before the boss' room. This upgrade allows X to regain the air-dash ability in the same way as it was for the second armor. This time however the air dash can also be performed upwards, although with a short delay between the first and second jump. Just like the previous game, X cannot air-dash out of a dash-jump. It is possible, however, perform two upward dash, as it is not required for X to touch the ground before performing a second one.
- Body Parts: Just like its predecessor, this part double X's defense by cutting in half all incoming damages. In addition, when X receives damage a blue force field appears around X for a short amount of time, reducing incoming damage for an additional 25%, for a total damage reduction of 62.5%. This upgrade is found in Volt Catfish's stage, on the vertical spiked pit after the fourth lift. It requires either a charged Gravity Well to lift the platform or the Foot Part with the upgrade chip (although it is not mandatory as it is possible to reach the upper ledge by combining two well timed upward dash).



Figure 3.9: Shield activated

- Arm Parts: Increase X's maximum charge level up to four, while also allowing to charge sub-weapons. Similarly to the Second Armor, releasing a fully charged shot will cause X to shoot a single shot, while keeping a second one in store for later. It is also possible to release the second shot immediately after the second, just like in X2, but in this case the two shots instead of moving separately will combine in a single Cross Charged Shot. Although powerful, this attack also comes with some drawbacks, mainly the delay the two shots need to combine and start moving, which can cause to miss some potential opening in the enemies. Beside the increase in attack power, the Arm Parts also X's to move faster on ladders, as well as cutting the ammo cost for sub-weapon in half, but only when the armor is fully completed. This part can be found in the Safari Park, behind a

wall breakable by the Tornado Fang and a pit which requires a double dash to pass on.



Figure 3.10: Cross charged shot

- Head Parts: Found in Tunnel Rhino's stage, in a path opened by a boulder fall after using the charged Triad Thunder. This parts will add a radar to X's equipment which will map the current stage's layout and point out yet-to-discover collectibles, such as other armor capsule, life-up and sub-tanks. The map is displayed only once as soon as X enters a stage, but it requires an input for the player to close, so it can remain on screen for as much as the player wants. Additionally, on the stage selection screen additional information for each stage will be displayed, showing collectibles for each stage and highlighting missed ones.



Figure 3.11: Map layout displayed

As said previously, for each part an upgrade chip can be installed. Hence there are four total chip upgrades, plus a hidden fifth one. the chips are the following:

- Foot Chip: Found in Toxic Seahorse's stage, on the surface of the big underwater room on the right. It requires either the charged Frost Shield to reach the surface and jump from there or the Frog Ride Armor, to destroy the fans which prevent X to wall jump on the rightmost wall. The Chip allows X to perform a second air dash in any direction, or an air-dash out of a dash-jump.
- Body Chip: Increase the power of the force field emitted by the part after receiving a hit. The shield now becomes orange, and cut damages by

another 50%, for a total of 75% damage reduced. This chip can be found in the Shipyard stage, in a passage down a pit closed by a wall breakable only by using a Ride Armor.

- Arm Chip: Allows the usage of the Hyper Charge, which grants unlimited charged shots as long as there is weapon energy available. The chip is found in Gravity Beetle's stage, at the end of a spiked path blocked by crates breakable only by using a Ride Armor.
- Head Chip: Enable health regeneration when X stand still. When X remain standing for a while his health will begin to regenerate and the regeneration will continue for as long as he doesn't move. If X is at full health, the regeneration effect will replenish his sub-tanks instead. This chip is found in the Weapons Factory Stage, at top-right side of the area past the elevator, accessible by using the Falcon Module for the Ride Armor.
- Hyper Chip: Obtainable only if X has obtained all the collectibles and has not installed any other chip. Once obtained, X's armor turns gold and X gets access to all the previous upgrades, with the addition of having an increased health regeneration and a less usage of energy when in Hyper Charge. The capsule for the chip is hidden in Doppler Stage A, in a secret room inside a pit but only if the player reaches it at full health. This upgrade is NOT saved by the password system.

The last upgrade X can obtain is the beam saber. This upgrade can be obtained independently from the armor's status, as the actions required to obtain it can be done even by regular X. However obtaining this upgrade while also having the Arm Parts will increase its power.

The path which leads to obtain the Beam Saber is rather straightforward, and obtainable with the following steps:

1. Find and defeat Vile mk.II using one of his weakness, killing him in the process.
2. By killing Vile, the Doppler Stage B will change accordingly. In the new path X will find the sub-boss [Mosquittus](#). This is the only sub-boss Zero can fight and, upon defeating it, the boss will self-destruct after trapping Zero. This will cause Zero to be seriously damaged (preventing him to be called again) but in exchange he will give X his Beam Saber.

The Beam Saber gives X another level in his charge shot, which turns green. Upon releasing the fire button, X will swing the beam saber dealing massive damage to every enemy he hits with it. If X is equipped with the Arm Part, the saber will also produce a shockwave which travels forward, and upon making contact with an enemy will not only deal heavy damages to the target, but also produce three more slashes which will deal even more damage over time. In particular, hitting any enemy with the saber itself will deal 30 damage per

frame to all enemies whereas a fully charged saber will deal a total of 98 damages. When fighting bosses, the regular saber will deal 16 damages (half health bar), while de shockwave will deal 8 damages, followed by three slashes which deals 4 damages each, dealing in total 20 damages.



Figure 3.12: Z-Saber swing and shockwave

3.6 Zero Change

A new feature added to the game is the Zero change ??, which gives the player the ability to play temporary as Zero. From the pause menu, by pressing the L button a secondary screen will appear which can be used to call for Zero. If the player decides to deploy him, Zero will replace X and become playable. There



Figure 3.13: Zero change menu

are, however, some restriction on when Zero can be used:

- Zero can only deployed once per stage. If X switches back in, for any reasons, it is impossible to switch again to Zero until the player gets a game over or exits the stage.
- Zero cannot engage fight with any bosses or sub-bosses, except for Mosquit-tus. Upon reaching a boss door, the game will automatically swap back to X.

- If Zero dies for any reason, he will become unusable for the rest of the game.

Generally speaking, Zero plays similarly to X, but sacrificing defenses for more firepower. Zero in fact, despite possessing more HP than X even after all upgrades are obtained, does not possess any armor upgrade, meaning that enemies will always do full damage to him and depleting his HP quicker than X. In terms of firepower, the Z-buster Zero comes with behavior very similarly to the Arm Parts of the third armor, Z-saber included. Zero can charge his shots up to five levels, the latter being the saber swing, but the lack of access to sub-weapons greatly limit his fighting options. Also since Zero is a little taller than X, his shots will also be higher. Finally as Zero the player is not able to obtain any collectible, nor can use ride armors.

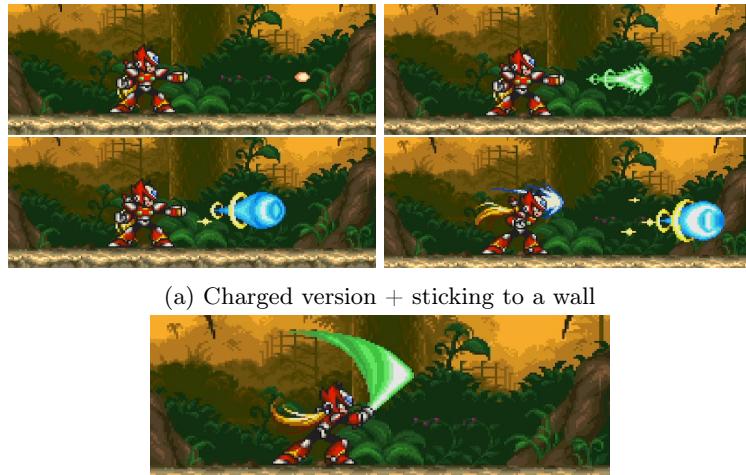


Figure 3.14: Zero's charged shots levels.

3.7 Ride Armors

A mechanic so far unique to this game is the possibility to unlock and use different types of Ride Armor by summoning them from specific pedestals, known as *Robot Ride platform* [4]. From this devices, X can summon any of the already unlocked armors for his own use. Zero however is completely prevented from using them.

There are a total of four different types of Ride Armor, which consists in a base form plus three modules to change its form:

- **Chimera Ride Armor:** The base form of the Ride Armor, which behaves similarly to the one from the first installment of the game. It can punch, jump and dash forward. Being the template for all other types, it is

mandatory to obtain this model first, by recovering it from Blast's Hornet stage.

- **Kangaroo Ride Armor:** Model designed for combat, similar to the Rabbit model from the previous game. Equipped with spinning claws, it deals more damage than the Chimera Model, while also being capable of performing a charged attack which releases a long-ranged spiked fist with a chain attached.
- **Hawk Ride Armor:** Model designed for flight, is equipped with a pair of Vernier thruster which allows it to hover and slowly gain height for few seconds if the jump button is kept pressed. Differently from the other versions, this is equipped with a pair of rocket launcher for long-ranged attack.
- **Frog Ride Armor:** Ride Armor specialized in underwater combat. While on land this Ride Armor is very lacking, as it can only proceed by hopping forward with short hops (normal walk) or long jumps (dash) and even its fighting capabilities are severely reduced, as the missiles it propels from his cannons curve down. The situation changes when the armor reaches the water. While underwater, in fact, its jump are much higher and is possible even to concatenate up to six [5] jumps. Moreover the torpedo it shoots gain homing capabilities. Finally, it is important to note that this is the only type of armor capable to move underwater, as all the other sinks and become unusable.

3.8 Opening Stage: Hunter Base

Few hours after X and Zero are dispatched to Doppler Town, dr. Doppler's army attack directly the Maverick Hunters HQ, forcing the two to quickly retreat to defend their base, which became the first stage of the game. The stage itself is rather straightforward, as its focus on reintroducing the core mechanics of the series. At about one third of the stage X will meet with Mac, a former Maverick Hunter now member of Doppler's army, which betrays captures X. At this point the game introduces for the first time the Zero Change, forcing the player to take control of Zero for the remaining of the stage. Near the stage's end the player will find Mac as a sub-boss, but it can be easily destroyed thanks to Zero's firepower. Once destroyed Mac and freed X, the player will regain control of the latter, to reach the end of the stage and face the boss, Mao the Giant.

This stage houses the following enemies [6]:

- Hangerter
- Notor Banger
- Head Gunner customer

- Caterkiller
- Earth Commander

3.8.1 Maoh the Giant

Similar to the opening stage of X2, X3 also ends first stage with a fight against a giant mechaniloid. Named “Maoh the Giant”, this particular mechaniloid belonging to Doppler’s army is stated to be the size of an entire building [7] and was dispatched to attack the Maverick Hunters HQ, before X and Zero quickly returned to destroy him.

Although colossal, the fight against Maoh the Giant is relatively easy, considering its only way to attack the player it has is to ram the wrecking ball on the arms towards the player, but they only cause 1 point of damage, although they leave a crater on the impact point, breaking the arena. Luckily for the player these big spike balls are also Maoh weak point, and together with the fact that its attack are relatively slow, it is very easy to bait an attack, dodge it and hit the spike ball with a charged shot.

3.9 Weapons Factory

The first stage the game points to is the weapon factory stage, where Blast Hornet resides. Although not easy to beat, it is often suggested to face this stage first or second, as beating it lowers significantly the difficult due and the collectibles found as well as the stage interactions which happens upon beating the stage.

The stage itself can be divided into three segments: two inside the factory (first and third) an one outside (the second). The stage’s first section consists in a ride with an elevator while avoiding enemies shooting from above, followed by a descend onto conveyor belts which tries to push X either into pits or towards spikes. At the end of this first part there is a mini-boss fight against [Shurikein](#), a 3D wireframe shuriken. Shurikein’s main attacks consists in rolling across the stage back and forth or up the walls, or bouncing while spinning (but only at low health). The best way to deal with this miniboss is to deal as much damage as possible in the shortest amount of time, to avoid prolonging the fight. To do so, the Acid Burst is the best option as it can dispose of the boss in six hits.

Passed the miniboss, the second segment of the stage begins. This part takes place on the outside, on the roof of some warehouses with enemies coming from above. In between the roofs there are some platforms with crates on them which, if destroyed, will blow up the platform too and open a passage to the warehouse’s basement. Here by using the Tornado Fang sub-weapon it is possible to destroy the cracked walls and proceed forward without having to face enemies on the roof. Passed the last warehouse there is a long stretch of road where, if the player has not yet defeated Gravity Beetle, an airship will appear to load the cargo. The player must destroy the boxes that the [Carry Arm](#) enemies delivers to avoid the spawn of enemies and also to proceed in the

stage. After enough boxes have been destroyed the cargo will flee, allowing X to proceed in the stage.

The last portion of the stage is again an inside section, with more conveyor belt and spikes, but with the addition of large pile of crates blocking the path and that, once destroyed, open pits with crates falling regularly into them, requiring the player to jump at the correct time to avoid getting hit. Once even this section has been passed, the player will reach the boss door leading to Blast Hornet.

Following enemies populate the stage [?], while figure ?? shows the stage's layout:

- Genjibo and Shurikein
- Carry Arm (before completing Gravity Beetle's stage)
- Hangerter (holding Ride Armor)
- Head Gunner customer (before completing the stage)
- Head Gunner masspro (after completing the stage)
- Helit
- Meta Capsule (before completing Gravity Beetle's stage)
- Notor Banger

After defeating this stage two main changes will trigger: All metal crates in Gravity Beetle stage will disappear, opening the path to the Heart Tank, and all the Head Gunner customer enemies in the remaining stages (except for final ones) will be downgraded to their masspro version, easier to deal with.

3.9.1 Head Chip Capsule

The Head Chip power-up is hidden in the first conveyor belt room, in the top-right corner. It is, however, protected by a wall covered in spikes which can only be bypassed by using the Leg parts or the dash of the Hawk Ride Armor, which can be summoned earlier in the stage.

3.9.2 Ride Armor Chimera

In the outside section by dropping down the roof after destroying the boxes on the platform connecting the first roof with the second, it is possible to note that all walls of the warehouses are cracked. If such walls are hit with the Tornado Fang they will break and open a new passage. In particular, in the second warehouse there is a box that, once destroyed, will open an underground path that leads to the ride armor, imprisoned by an Hangerter. Destroying such enemy will free the [armor](#), which will become usable immediately

3.9.3 Heart Tank

The Heart Tank is hidden at the end of the outside area, in the top right corner of the map. To reach it it is necessary use the Ride Armor to jump out of it while in midair, to let X gain enough height to reach the upper wall and beginning to wall-jump.

3.9.4 Blast Hornet

Also known as the “*Flying Shadow Ninja*”, Blast Hornet was the second in command of the Maverick Hunter’s 0th division (Shinobi Unit). When Dr. Doppler invited Zero to come to Doppler Town, he declined the invitation as he was busy training [7], therefore Hornet was sent instead. Once known for his calm composure and cool judgment [8], Hornet fell victim of the Sigma Virus which spread throughout the city, causing him to change into a merciless soldier of Doppler’s army. Hornet was then sent to guard Doppler’s weapon factory, where he fought and was destroyed by the hand of X.

Blast Hornet will spend most of his boss fight by flying in the air around the stage. He possesses only three attacks, but all of them can become deadly due the high damage they deal. During the first phase, Hornet will cycle only between two attacks, his *Sting Attack* [9], where Hornet dives toward X trying to hit him with his stinger, and the *Mini Bee Summon* [9], which sees Hornet creating five mini bees which will scatter towards X. When a mini bee makes contact with X or a wall it will stick to it, only to explode shortly after. Finally, at about half health, Hornet will also begin using is *Search Attack* [9]. With this attack a pink crosshair will appear on the screen and home onto X, while Hornet will begin summoning mini bees around him. If the cursor locks onto X, all the bees around Hornet will home to X, causing heavy damages. Moreover, for the entire duration of the fight, Hornet will keep flying in a ∞ pattern which will become larger as his health drop. Near the end Hornet will fly almost at ground level, making him easier to hit but also harder to avoid all his attacks.

There are two main strategies to deal with Blast Hornet, depending on whether the player has access to Hornet’s weakness, the Gravity Well. If such weapon is not available, the best strategy possible is to avoid as much attacks as possible, and to deal damage only when Hornet exposes himself. The best way to do so is to destroy all the mini bees as he summons them with a charged shot after a wall jump (when they are still all near, which will cause the single shot to destroy all of them and also hit Hornet), bait the Stinger attack, avoid it and hit Hornet again with another Charged Shot. The same strategy can also be applied in the second phase, although with more difficulties due the increased movement. A different approach can be adopted instead should the player have obtained the Gravity Well. This weapon can completely shut down all Hornet’s attack, as using it will stun and bring him to the ground, while also destroying all the bees on screen. Furthermore it is also possible to almost permanently stun Hornet for the whole fight, just by putting X close enough to the Gravity Well to reduce the time needed by the weapon to return to X and be available

again.

According to data available [7], Blast Hornet is 242 cm tall, weights 65 Kg, has a power of 3400 rp and a speed of 8600 rp. Upon defeating him X will gain access to the Parasitic Bomb 3.4.2.

Health	32
Attack	Damage
Contact	3
Mini Bee	2
Stinger	8
Search	2

Table 3.1: Blast Hornet’s attack’s damages [10]

3.10 Frozen Town

The second stage of the game is known as Frozen Town, which, as implied by its name, revolves around ice. This stage can be divided into three primary areas: the initial section, which extends from the starting point to a nearby cave encased in ice; the second section takes place within a frozen underground passage, and the final section occurs outdoors during a snowstorm. A common feature across these areas is the presence of a permanently frozen surface, making traversal challenging. This surface partially hinders X’s ability to dash and causes him to slide, often towards a pit of spikes. If players ventures this stage after defeating Volt Catfish, they will find it easier since Catfish’s defeat will illuminate the first two portions of the stage, melting the ice.

In the initial section, the primary hazard arises from ice spikes positioned at the end of frozen slopes. This combination is lethal, as X will uncontrollably slide towards the spikes if not managed properly. Fortunately, near the beginning, a Ride Armor pedestal can be found, allowing players to summon a Ride Armor to navigate the remaining portion without fear of the spikes. However, it’s not possible to retain the armor for an extended period, as it cannot access the final part of this section.

The second section of the stage takes place in an underground passage. After an initial straightforward segment, which leads to the Nightmare Police room, the stage becomes darker, reducing X’s visibility. In addition to the hazards shared with the preceding section, falling *Ice De Voux* will also pose a threat to X, especially since they can be challenging to deal with and respawn quickly as soon as X moves away.

The concluding section of the stage once again occurs outdoors. A snowstorm will blow, impeding X’s movement. The storm can be halted by destroying the machine generating it but, in doing so, players will also eliminate the only means of accessing the upper path, which is necessary to collect the two collectibles

found in this area. After passing through this final section, only one corridor remains before X confronts the boss.

This stage houses following enemies [11]:

- Helit
- Ice De Voux
- Notor Banger
- Snow Rider
- Snow Slider

3.10.1 Heart Tank

Immediately following the platform which summons the Ride Armors, players will notice some suspicious big cubes made of darker ice. By destroying them with a Ride Armor or the Tornado Fang sub-weapon, X will unlock a new path leading to the Heart Tank. Using the Ride Armor is preferable, as the path leading to the collectible is filled with spikes.

3.10.2 Sub Tank

At the very beginning of the last area, where the snowstorm storms. The collectible is placed on a high platform extending from the leftmost wall, but impossible to reach from below, safe for some pixel-perfect jumps. The intended way to reach the Sub Tank is by using the dash provided by the foot parts, that can be coincidentally found in the same area of the stage.

3.10.3 Foot Parts

The armor capsule is found again in the last area. If X manage to remain on the upper path, from its end he can dash-jump over the gap to reach a platform extending from the rightmost wall, above the boss' door, and from there follow the path to the capsule. Should players miss the jump, they will simply fall on the lower path and will be able to try again be re-climbing up using the vortex generating the snowstorm, provided the machine has not been already destroyed.

3.10.4 Blizzard Buffalo

Once a benevolent soul driven by a passion for crafting ice sculptures [1], Blizzard Buffalo, also known as the *Silver Snowman* [12], was a reploid designed to operate in cold weather, ensuring safety at the ski resort where he was employed[7, ?]. However, at a certain point, he relocated to Doppler Town, where he became entangled in Doppler's scheme and succumbed to corruption

by the Sigma Virus. This transformation rendered him highly aggressive, resulting in the freezing of a portion of the city. Eventually, he was mercifully put down by the hand of X.

Engaging in battle with Blizzard Buffalo is not particularly challenging. The primary difficulty arises from the expansive arena, which can obscure Buffalo's attacks if executed from off-screen, catching the player off guard. Blizzard Buffalo employs only three main attacks: Charge, Ice Bullet, and Freeze Beam [9]. During his charge attack, Buffalo propels himself toward X at a moderate speed. Upon contact, he attempts to trap X between his horns and slam him into the wall. This attack is easily evaded, as X can outpace Buffalo by dashing and utilize the walls for wall-jumping above him. In his second attack, Buffalo hurls three snowballs at X, which, upon impact with a surface, transform into ice spikes. X can skillfully evade this assault by maintaining constant movement, and the spikes can be neutralized by firing at them. Finally, when Buffalo is low on health, he resorts to his Freeze Beam, an extensive beam that covers the entirety of the arena in length and a good portion in height, capable of immobilizing X. However, this attack inflicts no damage to X himself, but rather exposes to a subsequent strike from the boss.

While battling Blizzard Buffalo conventionally may offer some degree of challenge, particularly since his primary vulnerability, the Parasitic Bomb, lacks additional effects, skilled players can exploit Buffalo's flawed AI to completely break the fight. The steps to exploit this vulnerability are as follows:

1. Immediately at the beginning of the battle, execute a wall jump above Buffalo, who will promptly initiate a charge.
2. Once positioned behind Buffalo, remain stationary.
3. As soon as Buffalo turns to face X, perform a jump. This action prompts Buffalo to pivot once more and ram with the wall.
4. Repeat this sequence, striking the boss while he charges towards the wall.

As demonstrated, executing these steps allows for a complete disruption of the boss battle, facilitating an effortless victory.

As per the provided data [7], Blizzard Buffalo weighs 3000 kilograms, stands at a height of 310 centimeters, possesses a power level of 9200 rp, and boasts a speed level of 3200 rp. Upon defeated, X will include the Frost Shield 3.4.7 in his arsenal

3.11 Airborne Aircraft Carrier

The Airborne Aircraft Carrier is probably one of the largest stages in the game and serves as the lair of Gravity Beetle. The stage can be divided into three primary sections. In the initial section, X enters the carrier through the cargo area, which may be filled with crates obstructing certain paths or not, depending on

Health	32
Attack	Damage
Contact	5
Charge	5
Ice Bullet	3
Freeze Beam	0

Table 3.2: Blast Hornet’s attack’s damages [10]

whether Blast Hornet has been defeated. Additionally, the types of enemies encountered here changes depending on the same condition. To progress, X must reach the far-right wall, where ladders enable further movement. At the conclusion of this section lies a sub-boss door, potentially leading to a confrontation with Bit or Byte if they are in pursuit of X.

The second segment of the stage predominantly unfolds outside the carrier, with nothing particularly noteworthy aside from some encountered enemies. This portion culminates with X re-entering the colossal airship via an ascending elevator, with enemies positioned to attack X from both sides.

Lastly, the concluding part of the stage takes place within what can be depicted as an ammunition storage area. Immediately following the elevator, players will find a Ride Armor platform, facilitating travel in the subsequent segment. Here, the floor primarily consists of what can be assumed to be giant shells, which fall as soon as X steps on them, necessitating swift traversal to avoid falling. Beyond this area, X arrives at a wall seemingly impeding the armor’s progress. However, with precise platforming, it is possible to ascend while retaining it. From this vantage point, only a narrow corridor and another ascent (this time impossible for the armor) separate X from the boss door.

Following enemies populate the stage [13]:

- [Blady](#)
- [Earth Commander](#)
- [Head Gunner customer](#) (before completing Blast Hornet’s the stage)
- [Head Gunner masspro](#) (after completing Blast Hornet’s stage)
- [Notor Banger](#)
- [Wall Cancer](#)

3.11.1 Heart Tank

The Heart Tank can be found immediately in the cargo area, specifically in the top-right corner of the map. However, if Blast Hornet has not been defeated, the path will be blocked by an indestructible crate.

3.11.2 Change F

The upgrade to change the Ride Armor to its [Frog](#) version can be found in the outside section of the stage. On top of a platform immediately above the ladder which bring X outside, it can only be reached with an upward dash from the Foot Parts.

3.11.3 Armor Chip Capsule

Immediately before the last climb to the boss room, players can find two crates piled to block the path. If players manage to bring here the Ride Armor, they will be able to destroy such block and proceed to the right, over a spiked floor to reach the capsule containing the Body Chip.

3.11.4 Gravity Beetle

Once a devoted member of the 17th Elite Unit of the Maverick Hunters, Gravity Beetle's life took a dramatic turn during the initial Maverick uprising when his brother and fellow comrade, Boomer Kuwanger ??, was slain by the hand of X. The exact nature of their relationship remains unclear: in [9], he is described as the younger sibling, in [7], he is portrayed as the elder, and in [1], there is no mention of them being related at all. Seeking retribution for his brother, an act that earned him the title of *Steel Revenger*[12], Beetle deserted the Maverick Hunters and disappeared, only to later align himself with Doppler's rebellion. He hijacked a transport unit from the Maverick Hunter HQ and converted it into an airborne fortress, employing it to launch aerial assaults and transport weapon supplies[1, 7, 14].

Initially, battling against Gravity Beetle may appear straightforward, given the boss's slow movement and limited arsenal of three attacks, all of which are reasonably avoidable. However, the true challenge lies in the potency of these strikes. Among the eight primary bosses, his assaults inflict the most amount damages, making even a few hits potentially lethal.

Gravity Beetle relies on three primary attacks. The first, known as the Gravity Well (or Bug Hole in Japanese [14]), involves Beetle launching two black holes—one towards X and another above him. These projectiles rebound off walls, increasing in size with each bounce, up to a maximum of three times. Additionally, when Beetle's health is low, he employs an enhanced version of this weapon, summoning a large stationary black hole at the center of the arena. This augments his jumping capability and poses a threat to X upon contact. Beetle also possesses a Charge Attack [9]: after becoming invulnerable, he charges towards X in an attempt to strike him. If successful, X is propelled upwards in a manner reminiscent of Boomer Kuwanger's Death Lift.

Gravity Beetle's vulnerability lies in the Ray Splasher, a weapon that momentarily stuns him while dealing increased damage. However, this armament confers no additional advantages. According to available data [7], Gravity Beetle weighs 350 kilograms, stands at a height of 225 centimeters including his

horns, boasts a power level of 6200 rp, and exhibits a speed level of 3600 rp. Upon defeat, X acquires the Gravity Well ([3.4.6](#)) for his arsenal.

3.12 Giant Dam

3.13 Power Control Center

3.14 Shipyard

3.15 Quarry

3.16 Safari Park

3.17 Doppler Stage 1

3.18 Doppler Stage 2

3.19 Doppler Stage 3

3.20 Miscellaneous

Part II

Characters

Preface

In this part more detailed information about characters who appear in the Mega Man X series are given. Here, however, information will not only come from in-game material but also from external (but still official) sources which expand and complete what is said inside the games. Another difference between this part of the document and the previous ones is the fact that while in precedent chapters only facts were reported, leaving out any possible interpretation, here the objective is to try to put together all available data, even giving a plausible solution in case of conflicting elements. In any case it will be clarified whenever a solution is proposed, to let readers know what parts come from official sources and what instead are supposed solely for this document.



As the document proceeds some time reference will be given for some of the events that occur. However in some occasions the same events can refer to different points in time depending on the game's version or the source of the information. While these discrepancies will still be appointed, since the focus here is to give a coherent timeline of events, all time-related assumption made in this part will be now listed with a short explanation:

- Maverick Hunters operate for about two years before the first game's events, according to the Japanese version of Dr. Cain's journal and contrary to the two-month stated in the English version of the same source. This due the fact that two months aren't sufficient to explain all events that occur before the first game, such as Zero's awakening, X joining the Hunters or X befriending Zero.
- According to the original story, X does not join the Hunters until Sigma's revolution begins. Here we deliberately choose the remake storytelling, as it allows us to better explain some relationship between characters.
- Events shown in *Day of Σ*, save for Dr. Cain's fate, actually happens. This is mainly due to the fact that what is shown isn't in direct contrast with anything shown in games except the previously mentioned event.



- After his death, Dr. Light consciousness keeps living via an AI, which communicates with X through the capsules. This is due the fact that on multiple occasions Dr. Light's hologram is fully aware of the circumstances and even directly answers posed questions.
- The events of Bass' endings in both *Mega Man: The Power Battle* and *Mega Man 2: The Power Fighters* are considered to be canon, as they do not contradict any other statement of other games and also provide a little more insight on Zero's origins.
- Just like Dr. Light's consciousness manages to live on, Wily's too manages to survive death. It is unclear how he manages to do this, but the presence of Wily's figure which operates throughout the games heavily suggests that he managed to make his consciousness live on.
- The canon ending for X2 is considered to be the one where Zero is rescued. This is due the presence, in the X5 opening, of a scene depicting Zero against his clone. Since this scene is supposed to be a summary of X and Zero's past battle, here that battle is considered to have happened.

Chapter 4

X



X is the main protagonist of the Mega Man series which bears his name. He is the last creation of the brilliant Dr. Light, a robot built with the gift of free will and limitless potential and a Maverick Hunter, appointed to stop reploids gone maverick to hurt human people. X's primary characteristic is his kind heart and peaceful attitude, which makes him repel violence, often trying to reason with his enemies. However despite this attitude X knows well the threat mavericks are and, even if unwilling, fight against them with all his strength to bring the world at peace.

4.1 Technical Specifications

X's specification can be found both in the opening scene of the first Mega Man X game and in the *Rockman & Rockman X Daizukan* [15]-[16] book. While some information overlap between these sources, others are exclusive to a single one, hence here both of them are reported as sources of information.

General Information

- Height: 160 cm.
- Weight: 57 Kg (lighter than Rock due technological improvements).
- Main energy source is Solar energy.
- Armor is composed of a lightweight “Titanium-X” alloy, the strongest metal in the world. Very light and resistant to heat and shots.
- Internal skeleton is a super elastic armor that can reduce received damage by approximately 93%.
- A.I. age between 14 and 15 years old in human terms at the beginning of the first game. Matures as time passes.

Head equipment

- Eyes are constituted by broad-range cameras, giving him the ability to see more things the human eye can.
- Ears are composed of an ultra-high sound recognition system, allowing him to hear even ultrasonic sounds.
- Voice is produced by a voice generation system made by HAYATOM Inc. (MOKUOO Inc. in Japanese version).

Chest equipment

- An Accumulative Energy Generation Device allows to accumulate solar energy and provide X with the sufficient amount of power required to work.
- A Micro-fusion fuel tank, which stores fuel for X to use when solar energy is not available, such as caves or underwater.
- A Central Joint-controlling system, which acts as X's secondary brain and controls his movements.

Leg equipment

- Gyroscopic Stabilization System/Full auto-balancer to help X remain stabilized and land properly from any state he's in.
- The Emergency Acceleration System, which enables X to accelerate at high speed in a short amount of time. This equipment is optional and must be installed in a second moment.

Arm equipment

- Mega Buster Mk.17 (X-Buster). X's basic weapon built into his hand. When fighting his hand retracts and leave the place to the buster [17]
- Energy Amplifier to store and concentrate energy into a more powerful shot, the Charged Shot.
- Variable Weapon system: Allow the X-buster to transform and emulate attacks from enemies bosses. How the copy/learning process is performed remains, however, unknown.

4.2 Creation

X's creation begins in the year 20XX by the hand of famous scientist Dr. Thomas Light. Reasons that brought Dr. Light are to be found into two main facts that happened during the scientist's life. The first one was the coming of an unknown computer virus from space that caused robots to go violent (which could be a reference both to the "Evil energy" appeared in *Mega Man 8* or the *Roboenza* Virus appeared in *Mega Man 10*). After this event Dr. Light decides that a new battle robot had to be created in order to protect the future of earth [18], and starts building X. On why creating X and not upgrading Rock, the original *Mega Man*, many hypothesis can be formulated, one being the fact that Rock was originally designed to help with laboratory work and not to fight, hence the preference to create a new robot, instead altering Rock too much. In addition, since the new robot to be created may fight other robots infected with viruses, a new anti-virus system had to be created within him. This last statement fits perfectly with the second reason Dr. Light began creating X, which is his dream to create a robot who could choose his own path in life, effectively having free will. How it is possible to see from his journal [19], in fact, the idea of a free-will was born and stayed in him from shortly after events of the first *Mega Man* game up until X's creation, as he believed it was his duty to accomplish such achievement¹. Furthermore as Roll pointed to Light, free will also create the perfect anti-virus system, as would made impossible for

¹ If a robot posses the intelligence to be conscious of the possibility of opposing a human for the right reasons, will it be possible for them to worry over what path is right? [...] I can sincerely feel that coming to think of this is my duty. Dr. Light's journal, 29 March 2017

a robot to be manipulated². It is unknown how long it took for Dr. Light to



complete X but, observing from the *Day of Σ* OVA, it is possible to imagine that the development took most of Light's remaining lifetime as flashbacks show a doctor growing older and weaker as time passes. During this time period however Light realizes the importance of his project and its impact it could have on the world due the power X holds, making him also realize the danger X could represent³ if, should the world turns against him, he takes a wrong path in life or begins to question the first law of robotics, risking disasters even worse than ones created in Wily's incidents [20]. To avoid this situation, while still believing in X's good heart (as seen in X's flashback in *Day of Σ*), Dr. Light decides that X's moral integrity has to be tested deeply before letting him free. According to his studies, Dr. Light estimates that about thirty years of testing should be necessary to completely ensure X's safety, time far beyond his own lifespan. For this reason, being near the end of his life and not having anyone who could continue his work, Dr. Light creates a special capsule for X to rest in, capable of performing tests without the need of someone supervising it while also ensuring X's safety. After giving X farewell, on date 19th September 20XX, Dr. Light proceeds to seal him away and leaves a message (written or recorded depending on the game) for whoever will find the capsule, explaining who X is and why he's special.

4.3 Awakening and birth of reploids

X's sleep last for about hundred years inside Dr. Light's laboratory, buried underground and hidden from everything, until Dr. Cain, a scientist of 21XX, while searching for plant fossils from Mesozoic (or preserved plant from Middle Age [21] in the Japanese version) accidentally finds the laboratory. After some

²“If artificial intelligence can be aware of its own intelligence, then one can fix any kind of tampering” [...] However if that very kind of electronic intelligence can realize ideas like hers (Roll) , then I think it’s possible to establish a consciousness that cannot be manipulated Dr. Light’s journal, 7 March 2017

³“The name “X” also carries connotations of danger”.

digging he manages to get in, where he first finds Light's note and documentation relative to X and, the following day, X's capsule itself still working. After reading Light's last note and warning message, and checking the capsule status, which as stated in the journal show all indicators on green, on the 14th April 21XX Dr. Cain awakes X from his slumber. Immediately after meeting him, Cain realizes how incredible and futuristic Light's creation is, even to his times, and decides to bring him, along all Light's design note, to his laboratory in order to try to replicate X's design and create a similar robot.

More than six months were needed to complete the first robot, but on the 22nd November Dr. Cain manages to create a robot using Light's schematics and X as reference. This new robot, just like X, is fully capable of making decisions on his own, even arriving to argue with Cain himself, to his surprise. However the new robot created isn't a perfect copy, as part of X's design couldn't be analyze even with modern technologies forcing Dr. Cain to fix missing elements at his best, especially components constituting his "*Distress Circuit*"[22] which allows X to choose his side in society, and the new robot's moral integrity wasn't tested deeply as X's one. However since these differences seem to cause no problems, Dr. Cain decided to start mass production of this new kind of revolutionary robot, which he named "*Reploids*" (or *Repliroids*).

It took not so long for reploids to integrate inside the society as Dr. Cain himself notes in his diary in an entry dated 3rd May, where he states that *everyone seems to be happy to accept them*. Reploids in fact began to work in place of and together with humans in all kinds of jobs, especially more dangerous ones which could put humans life at risk. However the situation won't last long, as first mavericks will shortly start to appear.

4.4 Mavericks and Maverick Hunters

In the following entry in Cain's journal dated 16 July the scientist states: "*Three reploids went "maverick" today and injured two people before they were stopped. This is the third instance of this type of behavior and I still have no idea of what is causing it!*". This entry describes the first mavericks occurrence in the series although, at the time the entry is written, they look more like isolated events related to some sort of explainable fault. However due the problem mavericks had caused, even with such a small number of occurrences (only three), the journal describes how the idea of halting the production already began to spread, but considering how society now depends on reploids, this idea is discarded from becoming reality. Instead a special organization called "Hunters" is established in order to track down and halt mavericks before they cause any damage. Appointed leader of the organization is Sigma, Cain's latest and finest work equipped with last-design circuit which should prevent him from any fault Sigma also serves as leader of the 17th elite unit, operating on front lines against the maverick threat. X will join the organization only later in time (see Part II preface), where will be assigned to the 17th unit under Sigma and where he will meet his future partner, Zero.

Thanks to hunters' effort any further injure occurred as consequence of maverick attack, creating a situation of peace that lasted for almost two years (two month in the English, see Part II preface) During this period X fights together with his commander Sigma, his partner Zero and all his companions against mavericks, but deep inside he keeps questioning about his place in life and the path he has to choose⁴.

4.5 The X saga and the Maverick Wars

On 4th July 21XX, Dr. Cain's worst nightmare becomes true. On this day Sigma goes maverick and begins his revolution against humanity, which he now considers an obstacle to Reploids' evolution that has to be eliminated. Together with him sides most of his subordinates Maverick Hunters longing to follow their leader as well as other reploids seduced by Sigma's charisma and strength. According to events shown in the *Day of Σ*, Sigma's war declaration coincides with him storming a missile base and using it to attack Abel City, where the Maverick Hunter's headquarters reside. On this occasion X, together with Zero, have a first confrontation with him but both of them are defeated and injured. Before fainting, however, X manages to unleash a final attack on Sigma using all his strength, burning Sigma's scars in. After this last attack X shuts down, having used all his remaining power in the last hit, but Sigma decides to leave him there and to not deal the finishing blow, as Sigma now wishes X to reach his maximum potential and challenge him again, in order to discover the true power reploids hold.



Figure 4.1: X burning Sigma's scars in.

After the rebellion's beginning, the few hunters remained loyal to their original purpose, X and Zero included, starting a period of wars which in future will be labeled as "*Maverick wars*".

From now on X's story follows the game's plot. During the event of the first game (and its remake) Zero is appointed as leader of the Maverick Hunters, being the highest in rank still on the right side, and leads other hunters, X included, in fighting. Zero then asks X to take care of Sigma's subordinate both

⁴"I am a little worried about X. He seems unsure of his place in life and what Dr. Light had planned for him" Journal of Dr. Cain, 10th December 21XX

because their actions are causing trouble to humans and other reploids, but most importantly to allow X to grow up and become stronger, as Sigma is still too powerful for him. Once X disposes of the eight mavericks, Zero contacts him to ask help to infiltrate Sigma's fortress, which he managed to locate in the meanwhile. Once inside the two first challenge Vile, which results in his death but in Zero's death too. Finally X faces Sigma and defeats him, halting his plans of human extinction. After escaping Sigma's collapsing fortress, X returns to the Maverick Hunter headquarters, where he becomes the new leader in charge, under Dr. Cain's direction.

Despite Sigma's defeat, however, Maverick attacks against humanity do not stop. This lead to more fights between mavericks and Mavericks Hunters for six more months, which results in heavy losses for both parts, reducing the number of effective Hunters to a quarter of its original number and also in the loss. Despite that, however, mavericks' numbers do not suffer the same loss, rising instead. This is caused by special factories which mavericks had previously altered to implant maverick chips into new reploids. After some searching Dr. Cain manages to find the culprit factory, and X and the Maverick Hunters are dispatched to destroy it. Once arrived, X destroys the factory alongside the army of giant mechaniloid CF-0 which was produced. With this action X and the Hunters deal a heavy blow to mavericks forces, forcing the new leaders, the X-Hunters, to change their plans for the future and release their highest-ranked mavericks in order to buy them more time to complete their schemes. This plan too reveals to be a failure, since X manages to defeat his opponents much faster than expected, forcing the X-Hunters themselves to come out and face X, using the Zero's part they have repaired to lure X into fighting them. Despite this distraction, X manages to defeat all remaining high-ranked mavericks and proceeds to attack the X-Hunters fortress.

At this point the story branches into two paths, both of which can be considered canonical. On one route X defeats all the X-Hunters and recovers all Zero's parts. Dr. Cain then locates X-Hunters' secret base and proceeds to repair Zero while X begins to attack the fortress. There X destroys all the three X-Hunters and discovers that Sigma is still alive, and waiting for him at the Central Computer. Once arrived, Sigma greets X and presents him a black clone of Zero, created by Serges, which he intends to use to destroy X. However the real Zero appears, destroys his clone and forces Sigma to retreat. Zero then opens a path for X to chase Sigma, and heads to destroy the main computer. Finally X faces Sigma, who in the fight reveals his true form as a Virus capable of manifesting into the real world, and defeats him again.

In the alternate route X fails to recover all Zero's parts. Here the X-Hunters attack Maverick Hunters HQ and steal all Zero's parts, control circuit included, and use them to revive Zero. From this point the narration follows the story described earlier except for the final part, where Sigma presents himself alongside the real Zero, now under Sigma's control. X and Zero fight, but the former manages to win, bringing Zero back to his senses. The plot then converges again into the same ending.

Chapter 5

Zero

Zero is the deuteragonist of the X series. A close friend of X, Zero acts as a counterpart for him, opposing X's kindness and uncertainty with a cold and emotionless attitude, often taking action without hesitating. However, behind his attitude Zero hides a kind but wounded soul [23] which cares for his friends.



5.1 Creation

Just as X was the last and best creation of Dr. Light, Zero is the last creation of Dr. Wily, fulfilling the doctor's dream of creating the strongest robot ever. Just like for X, precise information about Zero's creation or specifications are not given. The first instance of Wily talking about Zero's project can be found in Bass' ending in *Mega Man: The Power Battle*, where Wily discusses with

Bass about his new project, a robot capable of easily disposing of Bass himself as well as the original Mega Man¹. Then, in the following entry in the series, *Mega Man 2: The Power Fighters*, this discussion is resumed again, with Wily talking about how he managed to learn from his mistakes, which led him to developing a new type of robot, by combining together the accidental discovery of the bassium energy as a power source or the study of both Proto Man [24] and Mega Man:

“I studied Megaman hoping to create a similar robot. Then I developed a powerful energy called ”Bassnium“ purely by accident. Thus, I created you Bass. Currently Bassnium is the most powerful energy on Earth. But, that’s not for long. Hee hee, I’ve learned from my accident... And I’ve created a new type of robot which is much more powerful than you or Megaman! It’ll be some time before I complete this project though. You better get ready!” - Dr. Wily, Bass ending, *Mega Man 2: The Power Fighters*

On such occasion, Wily also shows the blueprint of his project, a shadowy silhouette of Zero with his appearance from X2 onward.

...

5.2 The X saga and the Maverick Wars

As Sigma go Maverick, Zero is appointed as leader of the Maverick Hunters, being the highest in rank remained within the group. He then proceeds to lead the organization against Sigma, entrusting X to deal with Sigma’s subordinates while he tries to locate the enemy fortress. The two manage to complete their task simultaneously, and reunite to attack Sigma together, Zero acting as decoy due him being more powerful than X, to let him sneak inside unnoticed. Once in they briefly reunite but are interrupted by Vile which Zero challenges to a duel, only to be caught in a trap Vile had previously prepared. Vile then proceeds to use him as a hostage and manages to capture X too, but Zero breaks free and, in order to save his friend, explodes to take down Vile too, but only manages to destroy his Ride armor. His action, however, gives X the strength necessary to break free and take Vile down definitively. With his last words Zero encourages X to proceed and face Sigma, firmly believing he has the power to beat him.

Although destroyed, Zero’s control circuit remains miraculously intact and is stored at the Maverick Hunters Headquarter. Zero’s body (or what remains of it) is instead recovered by the X-Hunters, which tasks Serges to repair it. Serges not only repairs Zero’s body, but also upgrades it into its final version, adding the missing shoulder pads and giving him his iconic Z-Saber. For the whole duration of the X-Hunters operation Zero remains incomplete, as the two key components stay in the hands of the two opposing factions. It is only near the end that Zero is resurrected, depending on the action X takes while fighting the

¹ *The robot I’m making right now will blow the both of you away-* Dr. Wily, Bass ending, *Mega Man: The Power Battle*

X-Hunters. Zero can either be saved by X, who had previously won Zero's body parts from the X-Hunters, and be repaired by Dr. Cain, or can be resurrected by Serges, after the X-Hunters steal the control circuit from the Maverick Hunters HQ. In the former case he reunites with X shortly before the final fight, just in time to destroy his clone, while in the latter case he will be put under Sigma's control and will fight X, which has to defeat him and make him come to his senses. Whichever the case is, Zero aids X during the final confrontation with Sigma, by destroying the main computer Sigma is using to spread his virus around the world.

Chapter 6

Sigma



Sigma is Dr. Cain's greatest creation. Developed to be a strong leader to face the Maverick threat, Sigma is equipped with the latest design in terms of brain circuit, which according to Cain himself should be fault-safe and prevent him from going maverick. Sadly things don't go as Cain wished, as after solely two years of leading the Maverick Hunter Sigma not only goes maverick, but began a war against humanity bringing on his side a major part of Maverick Haunter which he led. To Sigma, in fact, humans are only an obstacle to reploids evolution, and should be eliminated to allow reploids to reach their full potential.

In this chapter Sigma' action through the X series will be described. Since in the first game Sigma acts only as the final boss, with very few interactions with X beside his boss quotes, for the first part of his story the description will stay closer to his *MHX* version, as it gives more insight on Sigma's personality and motivations.

6.1 Leader of the Maverick Hunters

WIP. Information will be added at the proper time.

6.2 The X saga

Sigma declares his war to humanity on July 4th 21XX, and launches an all-out attack onto Abel city, by deploying his troops to conquer strategical positions and assigning powerful reploids to protect them, but only after having first stroke the city with a missile attack, as shown in *Day of Σ*. On this occasion he has a first confrontation with X which Sigma easily defeats. However during the fight for a brief moment X manages to reach his full potential hitting Sigma and leaving his signature scars. After that he retires into his fortress, waiting for his scheme to be completed. In truth, Sigma's plans not only aim at human extinction, but he also wants to discover X's true potential by forcing him to fight. To no surprise, in fact, X manages to defeat all his subordinates and, with the help of Zero, to infiltrate his fortress. Here Sigma prepare a last test for X, by resurrecting all defeated reploids and making them fight X once more¹. X passes this trial too, even taking down Vile, and finally reaches Sigma which happily verifies that he was right about X and reploids' unlimited potential, and then proceeds to challenge him in a final fight, firmly believing to be superior. Sigma however misjudges X, which strikes him down even after he combines with a giant wolf-type mechaniloid (??) to further increase his power. Defeated in the body, but not in the spirit, Sigma's body sinks into the sea alongside his fortress while X, teleported outside, watches silently believing to have put an end to the war. Sadly, this couldn't be far from true, as in reality Sigma's true consciousness had already left his original body before the fight with X, preparing to resurrect again in case of defeat: "*What you defeated was not my true self. The machine that was destroyed was more like another body. I will materialize and resurrect once more*" [26].

Sigma returns again six months later, at the end of X2. During his absence the command of his forces were entrusted to the X-Hunters, which had their main goal in resurrecting Sigma again, building for him a new body. This is achieved thanks to Serges, the leader of the X-Hunters and a brilliant scientist. Alongside his resurrection, the three mavericks also work on other two schemes: increasing their army size, by the maverick virus throughout the word from the Central Computer and by building new mavericks, and resurrecting the deceased Zero as a maverick. It is not clear however if these two last objectives were posed by Sigma himself or were perpetrated by the X-Hunters autonomously. What is indeed sure is that at some point during this second revolution, Sigma must have received vital information about Zero's origins, since from this point onward alongside his obsession with X he will also develop an obsession for having Zero side with him. Sigma's plans however do not go as expected, since

¹"Sigma must have brought his body back to life"-X talking to a resurrected Launch Octopus-[25]

not only Zero does not side with him (depending on the choices made he will either never side with him or snap out of his control after a fight with X) but X to defeat him again, even after Sigma managed to manifest his true, viral, form by using the Central Computer energy to manifest. Defeated again Sigma disappears, leaving behind words of warning for X, as he has resurrected once and will do it again until his victory. However in his last words Sigma can not hold for himself the regret for not understanding why Zero did not joined him: “*But, Zero, why... he's... the last of... Wi... num... ers...*” [27].



Chapter 7

Vile



Although Vile does not play a major role in the X saga except for the first game, his status as recurring enemy in some games plus the presence of a dedicated game mode in the first game's remake, which better describe Vile's personality, are sufficient in order to dedicate this small chapter to him alone.

Before beginning, however, it is important to appoint how differences between the original Mega Man X games and its remake Maverick Hunter X will be handled. In those games, in fact, Vile's personality is slightly different, since in the former not much information is given beside his background and his dialogues as a boss, while in the latter, also thanks to his dedicated game mode, more details about his personality are given. In this document we will stick to the latter, as it incorporates almost every aspect of the original story too. Clearly it is debatable whether what shown in the Vile's mode is effectively true or not, as the game mode itself is presented as a what-if scenario and hence not canonical. However since this is the only source of additional information about Vile's personality, and for most part of the mode Vile's personality matches with

the real one shown in the actual game, what shown about Vile's personality in his mode will be used in the document and considered to be true.

Clearly what said until now regards only the first game of the series, as there aren't any remake for the other games Vile appears in.

7.1 Before the war

It is unknown when Vile was created or who build him. What is sure, however, is that Vile was designed purely for combat, as Zero points to X during their first meeting with him¹, maybe specifically to work as a Maverick Haunter. Thanks to his equipment, Vile quickly became one of the highest-ranked Maverick Haunter of the 17th elite unit (the same as X, Zero and Sigma), with the Special-A (SA) rank, the same as Zero and Sigma, despite his bad attitude. According to information given, in fact, Vile have always behave with arrogance and superiority, only taking orders from himself², disrespecting superiors³ and working alone, not having anyone to consider friends and, on the contrary, disliking some of his comrades⁴, especially X. Although this he still has the respect of his commilitones, such as Sting Chameleon ("It's Vile... I used to have nothing but respect for you, you know." [28]).

It is with X, however, that Vile shows his worst. To him, in fact, X is only a weak reploid and nothing more, and thus he doesn't understand the reasons why people around him claim X to have incredible power. Because of this Vile develops a grudge and hatred for X, which in reality only covers his jealousy, and dedicates himself to the task of defeating and humiliating him for as much as he can, in order to prove himself and to others that he is the strongest reploids.

Vile's situation gets worse when a fault in his electronic brain occurs. Due to this fault Vile starts to enjoy much more the pleasure of haunting and destroying his target, almost to the point of being an obsession, making him ignore any collateral damage he could cause with his actions and aggravating his position inside the Haunter organization up to the point of being considered to be a borderline maverick. This leads the high command to preemptive arrest him, in waiting for a sentence on his destiny.

7.2 Mega Man X

Shortly before the beginning of the first game Vile is set free by a soon-to-be maverick Sigma, which asks for Vile help to defeat X as he fear X could interfere in his plans of changing the world⁵. Despite Vile's hate for taking orders, the idea of defeating X is sufficient for him to follow Sigma and help him with his

¹"X, you shouldn't expect to defeat him, he is designed to be a war machine." - Zero

²"I'll tell you one thing... I don't like working for others." - Vile [28]

³"You don't respect authority. You don't follow orders. I pity you" - Armored Armadillo [28]

⁴"I've always hated you, Storm Eagle. You and that smug face of yours" - Vile [28]

⁵"I need your help, to defeat X [...] in order to ensure our future and speed along our evolution" - Sigma [28]

plan. In reality, however, Vile's claimed objective is to follow Sigma only until X's defeat and then to turn against Sigma himself, defeating him to change the world as he desires, as he says to X after battling with him on the highway (“*There's nothing you can do! I'll defeat you and Sigma! Then I'll change the world!*” [25]). In this situation, however, Zero comes and saves X, damaging Vile's armor and forcing him to retreat (showing also that, despite his obsession, Vile still retains a tactical mind).

It is unknown what Vile does during most parts of the X game, as he only appears later, at the beginning of Sigma fortress. An hypothesis that could be formulated is that in the meanwhile Vile had worked and upgraded his ride-armor, as during his last encounter he uses a different, customized version of it, and setting up a trap to prevent Zero from stopping him again. This, however, is only a hypothesis without any confirmations.

Vile's final appearance is inside Sigma Fortress, where he attempts again to destroy X, this time capturing Zero first. He almost succeeds in doing it, but he underestimates Zero and X's potential as the first breaks free and destroys his armor, by sacrificing himself, and the latter takes him down. The same fate awaits Vile in his own game mode, but with the addition of a final dialogue between a dying Vile and Sigma. Here Vile's true intentions are finally revealed: he's sole purpose in life has always been defeating X and nothing more, as everything he claimed were only justifications for his actions. In fact, Vile has never had any idea of what to do had he managed to beat X:

SIGMA: What exactly did you plan to do, Vile? Would you stand before me as a Maverick Hunter? Kneel before me and place yourself at my mercy?

VILE: ...What did I.. plan to do? Heh... thinking about it now, I'm not actually sure

[...]

VILE: I don't care what happens to this world... By defeating X⁶, I've validated my own existence... and that's all that matters to me now.

⁶In Vile's game mode he manages to take down both Zero and X, only to be destroyed because of a surprise attack from Zero, immobilize him and gives X the time to hit him. Hence the reason why Vile claims to have defeated X

Chapter 8

Other Characters

Here other main characters will be described that don't have enough information to dedicate a whole chapter About them, but that still play an important role in the Mega Man X saga.

8.1 Dr. Cain



Figure 8.1: Dr. Cain as he appears in *Day of Σ*.

Dr. Cain is the brilliant scientist father of reploid's technology. Originally an archaeologist, Dr. Cain accidentally find Dr. Light's laboratory while searching from prehistoric plant fossils, with X's capsules and blueprints inside [29]-[21], whom he befriends with. By using X's help, Dr. Light's schematics and his knowledge of robotics, Dr. Cain manages to create his own version of a robots with free-will, which he label "Reploids". These new type robots greatly impacted on society, almost at the point of becoming necessary, in a very short amount of time and making Dr. Cain one of the most important person of his world. However although Dr. Cain's intention were surely good, aiming to achieve the same dream Dr. Light had to create a society where humans and robots can life together, his actions were also the cause of firsts Maverick attacks [30]. In creating reploids, in fact, Cain didn't manage to fully recreate X's components, especially his "Distress Circuit" [22] and had to develop substitutes

which were however prone to errors. Moreover these reploids' moral integrity wasn't tested for a period of time as long as X's one, making them more susceptible to taking a wrong path and going Maverick. Dr. Cain seems partially to acknowledge his error, as after first mavericks appear he tries to find the cause of these problems¹ develop more advanced reploids with more robust circuits to prevent errors, Sigma being the last of this series². However even his latest designed circuits didn't manage to keep Sigma safe from going Maverick. Once Sigma begins his assault, Cain remains powerless to watch the destruction his creation caused believing nothing could stop him, not even X or Zero. However he doesn't either stop them from trying, as he firmly believes something had to be done³.

A different fate is instead reserved to Dr. Cain's in the series remake, Maverick Hunter X. Here Cain's role remains the same up until Sigma's revolution, with the only difference of being much older and weaker, as he's connected to a life-support machine to extend his life for as much as he can. His only appearance is in the *Day of Σ* OVA, where he explains to a pre-revolution Sigma the power X possesses and how it manifests in his hesitations and empathy, thus making Sigma interested in him. Cain is then seen only at the end of the OVA, after Sigma declares his war by launching missiles onto Abel city. He is last seen in his house, right before a missile strikes directly onto it presumably killing him, pondering if reploids, created by humans but with abilities far beyond theirs, were fruit of mankind's arrogance rather than their good intentions and wish for knowledge⁴.

8.2 Serges

Despite not playing a significant role in the game he appears in, Serges character and his links to other characters in the series have to be appointed and discussed. In particular what is worth to talk about are the possible connections that subsist between him and Dr. Wily. By reading the original Japanese script for the X2 games and by studying also external sources (mainly listed in [31]) which talk about Serges it is, in fact, possible to draw a line which connects these two characters, albeit said connection has never been explicitly appointed. In these small sections the main evidences regarding this theory will be given.

The first possible connection between Serges and Wily comes from the original script for the X2 game. As, in fact, explained at the beginning of chapter 2, the game underwent a massive localization causing an alteration in dialogues and the removal of some links in the finished product. In this context two

¹"This is the third instance of this type of behavior and I still have no idea of what is causing it!" - Journal of Dr. Cain, 16th July

²"Sigma is one of the most intelligent reploids I've created and contains my latest circuit designs. His systems should be immune to any problems" - Journal of Dr. Cain, 20th November

³"I'm doubtful of their chances (X and Zero), but I won't stop him. Something has to be done", Journal of Dr. Cain, 4th July

⁴"Reploids... created by humanity, yet possessing abilities far beyond our own... [...] Mankind's arrogance?...No"-Dr. Cain, Day of Σ, scene 4



are the main dialogues to focus on. The first one is the moment in which the X-Hunters contact X to challenge him in a fight. In the original script Serges opens his phrase by first calling X by his “full” name⁵ of *Rockman X*, whereas no other character in the game addresses him in this way, Dr. Cain included. The second, and probably most important, dialogue to be examined is Serge’s final speech after being defeated the second time. In such occasion the original script report the following phrase:

SERGES: Am I to perish here? Defeated by Light’s memento robot
again... how regretful... [27]

From these phrases Serges once again nods to the fact that he knows X and his origins more than any other. He not only, in fact, shows to know that X was built by Dr. Light, information only Dr. Cain knows, but also feeling regret for being defeated once more from a robot built by Light. This feeling of regret, combined with the knowledge about X’s past seems to point in the direction of Serges being, in some form, connected with Dr. Wily, the original antagonist of the classic series.

Beside the original script, there is also other evidence which seems to point in this direction. According to the information given by the Rockman X2 Collected Sourcebook Information [32], in fact, Serge’s intellect surpasses even Sigma’s and ties with Dr. Wily’s one. Furthermore from the same source it is possible to know that Serges was also responsible for the construction of Sigma’s new body (a hard task considering the original Sigma was Dr. Cain’s best work) but more importantly for the rebuilding of Zero’s body. Serges manages, in fact, not only to fully reconstruct Zero’s body but also to upgrade it in its final form, such as by adding the shoulder pads, and also providing him with the signature Z-Saber. Beside the restoration, a task even Dr. Cain refused to do due to how complicated Zero’s design is⁶, it is the upgrade process the one on which to pause. Except for Zero’s creator, in fact, no one would be able to know how to upgrade Zero or how he should look like once completed, especially since no

⁵ *Serges: crrrk. . . . bzzt. . . . Rock. . . E. . . cks. . . - Serges, [27]*

⁶ A truth which will hold up to X6 and beyond, where X and Zero’s body will be considered a mystery

one could know that Zero was unfinished in the first place. Since Zero's creator had been confirmed multiple times over various games, some more canon than others, to be Dr. Wily (more details about this are given in chapter 5), this strengthens even more the connection between Serges and Wily. In particular in the game Mega Man 2: The Power Fighters, in Bass' ending, a blueprint of Zero with his aspect from the X2 games onward appears, labeled as Dr. Wily's new robot in development. The theory of Serges and Wily being the same thing would also allow to explain how Sigma, in his final speech, acknowledge Zero's origins⁷, which Sigma could not known if not for someone (such as Serges) had previously told him about.

It is however to underline that despite the evidence presented, the relationship between Serges and Wily is and will remain a mystery since, as stated in the Mega Man X Official Complete Works by Inafune himself, “*this is one of those things that is best left without an official comment*” [12].

⁷But, Zero, why...he's...the last of... Wi...num...ers...-Sigma [32]

Appendix A

Vehicles

A list of all vehicles present in the X series. Artworks from [12]

- **Death Rogumer:** An Aerial battleship made for the Maverick Hunter's air cavalry. Originally made in order to hold down reploid rebellions, Sigma converted it as a fortress for his army, entrusting the command to the former leader of 7th Airborne unit, Storm Eagle [33].

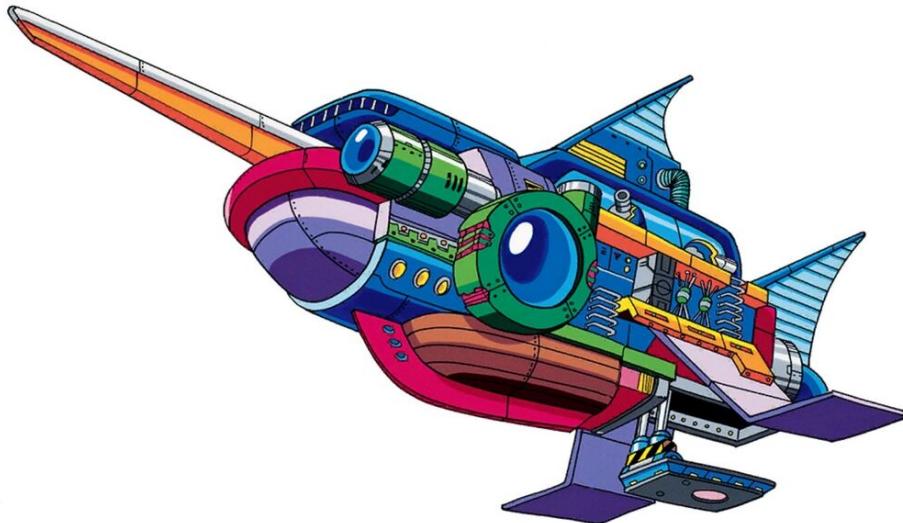


Figure A.1: Death Rogumer

- **Ride Armor:** Ride Armors are mechas similar to tanks with attached hands and feet. Originally these machines were made intended to be used in engineering [33], but were later used also for fighting, as they greatly increase the power of their user due being able to dash, walk over

spikes, deliver powerful attacks and receive damage in place of their pilot. Starting from this base version many others will be created, focused more on combat power. Vile himself uses two modified Ride Armors in his confrontation with X, although both of them were destroyed by Zero.

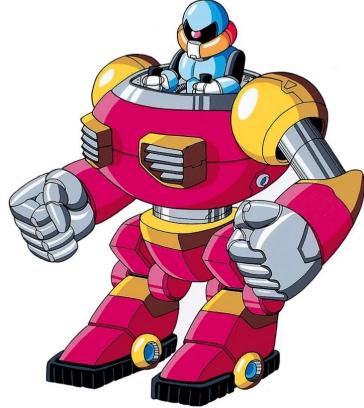


Figure A.2: Ride Armor 's artwork (with pilot)

- **Ride Armor EG-2 custom “Rabbit”:** Upgraded version of the original ride armor drove by Vile and X. It is equipped with drill hands for mine excavation, and jets attached to its back for improved, although limited, flight ability [32].



Figure A.3: Ride Armor RABBIT

- **Ride Armor type DRA-00 “Chimera”:**
- **Ride Armor “Frog”:**

- Ride Armor “*Kangaroo*”:
- Ride Armor “*Hawk*”:
- Ride Chaser ADU-T400 turbo “*Cheval*”: Reploid private air bike. Designed for running at extreme speeds, it is a super advanced vehicle with a useful Turbo function. Weak to impact, it posses a fault that causes it to instantly self-destruct upon striking on something [32].



Figure A.4: Ride Chaser “Cheval”

Appendix B

Enemies

Here a list of all enemies with a short description is given. Enemies information are obtained from:

- X1: [33],[34],
- X2: [32],[35]

while all artworks come from [12]. In some occasions artworks from the X Dive game will also be shown.

B.1 Mini-Bosses

- **Anglerge:**

- **HP:** 64 (0.15 seconds of Iframe, Boomerang Cutter, Sting Chameleon and Rolling Shields hit for 8 damage)
- **Damages:** 4 (contact), 2 (snakes)
- **Description:** Angler-type mechaniloids that work to cleaning the seabed floor, with a motion sensor attached to its “lantern” part.

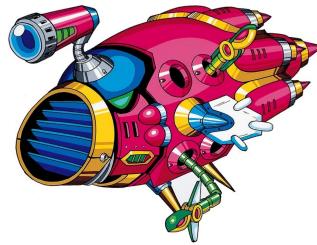


Figure B.1: Anglerge’s artwork

- Bee Blader:

- **HP:** 32 (No Iframes)
- **Damages:** 4 (contact), 2 (missiles), 1 (machine gun)
- **Description:** A large bee-type helicopter which was created in order to carry [Ball de Voux](#). It is equipped with a vulcan machine-gun and homing missiles. This mechaniloid has been created for guerrilla operations in forests and cities. While they don't appear formidable enemies, they can be rather dangerous, especially if X defeats them while standing below, as they will fall and crush him instantly.



Figure B.2: Bee Blader's artworks

- Chop Register

- **HP:** 32 (weak only in the handle, a Giga Crush or a well-placed charged Sonic Slicer one shots it)
- **Damages:** 2 (contact)
- **Description:** Sigma Virus substantiated into the form of a sword. Its patterns are based on Sigma's own saber skill.

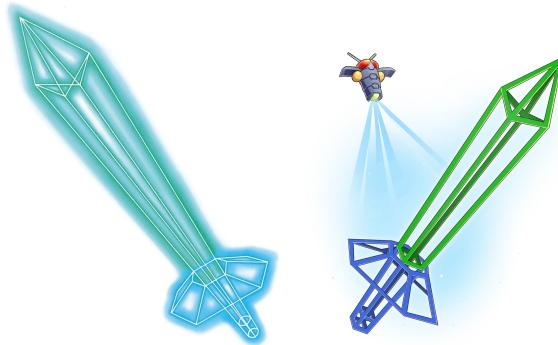


Figure B.3: Chop Register's artworks

- **Cruiziler:**

- **HP:** 64 (resist most weapons but no Iframes, meaning a Storm Tornado is a guaranteed kill)
- **Damages:** 3 (bombs)
- **Description:** Whale mechaniloid who patrols the sea with its powerful weapon. Some kind of mistake caused it to lose its sea navigation, its attack circuits began running wild, and communications were lost. Its body is totally invincible, save for its core on top.



Figure B.4: Cruiziller's artwork

- **Genjibo**

- **Magna Quartz**

- **HP:** 20 (0.97 seconds of Iframes, weak to silk shot)
- **Damages:** 2 (contact with laser shooters), 2 (laser), 3 (contact with crystal)
- **Description:** An unknown mechaniroid, embedded in a giant crystal. Attacks using 2 invincible support mechas, which fire reflecting lasers. Its true form inside the crystal is its weakness.

- **Mole Borer:**

- **HP:** 60 (~0.083 seconds of Iframes. Fire Wave deals 3 damage each 2 frames)
- **Damages:** Insta-kill (roller), 2 (contact)
- **Description:** Mechaniod used to open up paths in mines, using a rotary roller to destroy rocks that obstruct his path. Its armoring can take a lot of damage, while the roller is completely invincible and can instantly kill X. The only way to deal with it is to attack from behind, although several shots are needed to take it down. Using the Fire Wave is the best option, as its continuous damage can dispose of it quickly.

- **Old Robot**



Figure B.5: Magna Quartz's artworks



Figure B.6: Mole Borer's artworks

- **HP:** 10, weak to Silk Shot, Magnet Mine and Spin Wheel. A well placed charged Spin Wheel or Silk shot one-shots it. Resurrect if the [Pararoid S-38](#) is not defeated quickly
- **Damages:** 2 (scrap shot), 2 (contact)
- **Description:** Combat robot used in wars of the past. Heavily armored, attacks were once useless on this invincible robot, but with the end of the wars, it was turned to scrap.



Figure B.7: Old Robot and Pararoid S-38's artwork

• Pararoid S-38

- **HP:** 12, instantly killed by Sonic Slicer, Speed Burner and Giga Crush
- **Damages:** 2 (contact)
- **Description:** Next generation [Paraloid](#) prototype. Equipped with the ability of flight and improved durability, it posses the [Old Robot](#), controlling it completely.

• Raider Killer

- **HP:** 32 in all forms (0.5 seconds of Iframe,, Speed Burner deal 3-6 damages)
- **Damages:** 2 (hand cannon), 3 (scatter shots), 4 (contact), 2 (shield)
- **Description:** Extra-large sized private intruder (Raider) repulsion mechaniroid. When it searches an enemy with its radar, it scans the enemy's conduct patterns as well. When the radar discovers an enemy, Raider Killer's form is strengthened with a blue energy, and it enters a violent rage.

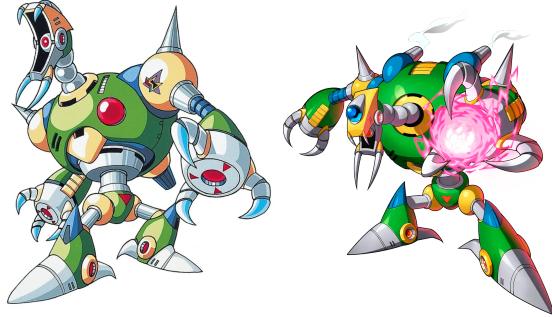


Figure B.8: Raider Killer's artworks

- **RT-55J:**

- **HP:** 64 (0.5 second of Iframes, resist most weapons. Boomerang Cutter deals 3 damage instead of 2)
- **Damages:** 2 (contact), 2 (arm)
- **Description:** In times of peace, it was a professional robot sumo wrestler and a popular Yokozuna (sumo grand champion) in the “Robot Grand Sumo Tournament”. Moved in the forest, it now guards X’s Chest Parts. Its certain kill technique, the “Kagizume Beam Hand,” strikes and tosses its opponents but only if it is in his claw’s reach range. Otherwise he’ll just jump at it to close the gap.



Figure B.9: RT-55J’s artwork

- **Sea Canthller**

- **HP:** 40 (caudal fin), 24 (anal fin), 14 (breast), 10 (pectoral fin), 10 (front dorsal fin), 8 (lower dorsal fin), 4 (eyes), 4 (mouth) [36]

- **Damages:** 1 (laser), 3 (contact), 4 (mines)
- **Description:** Originally, a deep sea working vessel designed as a mother ship for servicing and replenishing the [Jelly Seekers](#). Now has been remodeled as a transport unit that carries weapons for protecting its cargo.

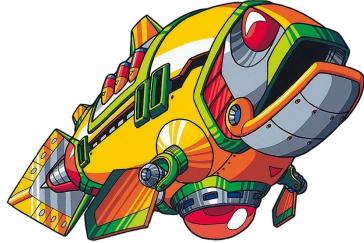


Figure B.10: Sea Canthller's artwork

- **Shurikein**

- **Thunder Slimer:**

- **HP:** 48 (0.116 seconds of Iframes, Storm Tornado hits for 9-10 damage)
- **Damages:** 5 (contact), 4 (thunders)
- **Description:** Thunder Slimer was born from a single question: “How large can a single cell become?” This monster was born from said experiment. Its body is over three times as large as X, but may require approximately 10 years before it reaches full growth. It has settled in the power plant, where he absorbs electricity and uses it to perform electric attacks against X.

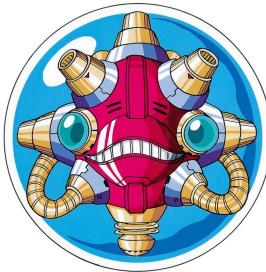


Figure B.11: Thunder Slimer's artwork

- **Utuboros:**

- **HP:** 72 (no Iframes, Boomerang Cutter hits for 3 damage instead of 2 and Storm Tornado kills it in a single shot)
- **Damages:** 4 (contact)
- **Description:** Serpent-type mechaniloid made to explore the ocean floor. Thanks to its flexible body it can zig-zag into difficult underwater areas, and burrow underground. His body is totally invincible and can work as a platform, while only the head and tail are vulnerable and can damage X.



Figure B.12: Utuboros's artwork

B.2 Minor enemies



Aclanda:

- **HP:** 16, weak to Silk Shot, Spin Wheel and Magent Mine
- **Damages:** 2 (grenades), 3 (laser), 4 (contact)
- **Description:** Immobile artillery shaped like a scorpion, built by the X-Hunters to intercept the Maverick Hunters.



Amenhopper:

- **HP:** 2
- **Damages:** 1 (bombs), 2 (contact)
- **Description:** Originally designed for farm work, it was used to sow fertilizer across the land. Now, it's been remodeled into a bomb-dropping battle type mechaniloid.



Armor Soldier:

- **HP:** 3 (on foot), 16 (Ride Armor)
- **Damages:** 2 (contact, on foot), 3(contact-Armor)
- **Description:** Lowest class of soldier reploids, used in military affairs. Riding in their Ride Armor, they do destruction work under Sigma's orders.

• Atareeter



Axe Max:

- **HP:** 8
- **Damages:** 3 (contact, on foot), 2(flying log)
- **Description:** Woodcutter reploid from the forest, remodeled for brutality. Swinging his large axe, he attacks by sending the chopped wood flying.



Ball De Voux:

- **HP:** 2
- **Damages:** 1 (contact)
- **Description:** Equipped with 2 soft-treading feet, this mechaniloid can move over any topography. Inside the sphere there is a camera and a sensor which can even see in the dark.



Bar Waying:

- **HP:** 9, weak to Silk Shot, Spin Wheel and Magnet Mine
- **Damages:** 2 (crush)
- **Description:** This mechaniloid was developed as a shutter for disaster prevention. Extending its body, it attempts to block the path.



Barite Lastar:

- **HP:** 2
- **Damages:** 2 (laser), 2 (contact)
- **Description:** Mechanroid built for protecting military bases. It moves by attaching itself to a wall and can absorb enemy fire.



Barrier Attacker:

- **HP:** 2(must be hit behind the shield)
- **Damages:** 2(contact)
- **Description:** Loading work mechaniloid which equips a barrier for protection.



Batton Bone:

- **HP:** 1
- **Damages:** 1 (contact)
- **Description:** Bat mechaniloids with a taste for humans. They dwell in forests and caves.



Batton Bone type G:

- **HP:** 1
- **Damages:** 1 (contact)
- **Description:** Batton Bone like those of the previous production, upgraded with strengthened armor.



Batton M-501:

- **HP:** 2
- **Damages:** 1 (contact)
- **Description:** Bat type mechaniloid which the [Batton Bone](#) series is based on. It is a very unusual mechaniloid, made over 30 years ago.



Beetron:

- **HP:** 16
- **Damages:** 4 (contact)
- **Description:** Beetle type mechaniloid designed for work in the mines.

• Blady



Blecker:

- **HP:** 6

- **Damages:** 2 (orbs), 2 (contact)
- **Description:** Energy cannon which operates during an emergency. When not in operation, this mechaniroid is harmless.



Bomb Been:

- **HP:** 2
- **Damages:** 2 (contact), 1 (bomb)
- **Description:** Small bee-modeled helicopter used for land mines scattering. Able to infiltrate any area, it can set up land mines anywhere.



Cannon Driver:

- **HP:** 14
- **Damages:** 2 (contact), 4 (cannon)
- **Description:** 2-footed walker type interceptor tank. Powerful mechaniloid that fires using two 200 mm cannons and enemy-seeking pursuit missiles.
- Caterkiller
- [Carry Arm](#) (before completing Gravity Beetle's stage)
- Crabblaster



Crag Man:

- **HP:** 8
- **Damages:** 2 (contact), 2 (rock fall)
- **Description:** Crag Men were made to clear rock debris during landslides. They work actively with the aerial mechaniloid [Sky Claw](#).



Crash Roader:

- **HP:** 3
- **Damages:** 2 (contact)
- **Description:** Member of a gang rival of the [Road Attackers](#). Once they start rolling, they won't turn until they hit a wall



Creeler:

- **HP:** 1
- **Damages:** 1 (contact)

- **Description:** An insect-type mechaniloid. It's unknown what it was made for. It is pecked out from the insides of trees by the [Mad Pecker](#).



Croak Hopper:

- **HP:** 4
- **Damages:** 1 (shots), 3 (contact)
- **Description:** Once the mascots of the Weather Control Center, were later remodeled by the X-Hunters for attack.



Crusher:

- **HP:** 2
- **Damages:** 4
- **Description:** Construction mechaniloid used for knocking down buildings. It drops its steel-made weight to scrape down the highway.



Dig Labour:

- **HP:** 4
- **Damages:** 2(pickaxe), 3(contact)
- **Description:** The greatest pickaxe worker in the world. He is a diligent reploid who works in the robot factory.



Disk Boy 08:

- **HP:** 6
- **Damages:** 2 (disc), 2 (contact)
- **Description:** Reploid player of the combat sport “Snapper Disk”, model number 8.



Dodge Blaster:

- **HP:** 3
- **Damages:** 2 (contact), 2(shots)
- **Description:** Latest model of mobile cannon with “self-defense function”, which makes it possible to avoid energy attacks before they can even get near it.

• **Drimole-W**

• **Earth Commander**



Fishern:

- **HP:** 1
- **Damages:** 1 (contact)
- **Description:** Formerly a mechaniloid for feeding cultivated fish. After being remodeled, it breaks everything in sight.



Flamer:

- **HP:** 6
- **Damages:** 3 (contact), 2(fire)
- **Description:** High-temperature blaze-blowing flamethrower machine. A remodeled airport fire extinguisher mechaniloid, turned into a weapon which tries to spread fires.



Flammingle:

- **HP:** 8, 4 (saw)
- **Damages:** 3 (contact), 2(blade)
- **Description:** Flamingo-type mechaniloid taken from the robot zoo. It attacks by spinning its head and releasing the saw.

• Ganseki Carrier



Garakuta Robot:

- **HP:** 8 (can regenerate broken parts, Silk Shot instantly kill)
- **Damages:** 1 (contact)
- **Description:** Ghastly mechaniloids made from broken [Metall](#), [Dig Labours](#), [Gulpfers](#) and [Spikys](#)



Gulpfer:

- **HP:** 10
- **Damages:** 2 (contact), 2-32 (eating)
- **Description:** Once the ornamental mascot mechaniloid of a seaside Chaya teahouse, it escaped and was converted for catching ocean fish. It was originally based on an old children's toy.



Gun Volt:

- **HP:** 16
- **Damages:** 3 (contact), 2(sparks), 2(missiles)
- **Description:** Mechaniloid developed for military use. A tank made for terrestrial combat, it attacks with missiles and high voltage bullets.

- **Hamma Hamma**



Hanged Reploid:

- **HP:** 1(head), 3(Body)
- **Damages:** 2 (fireballs), 2(contact)
- **Description:** Pitiful reploid left in the scrap processing yards. Will attack and try to cling to anything that approaches.

- Hangerter
- Head Gunner customer
- Head Gunner masspro
- Helit



Hoganmer:

- **HP:** 8
- **Damages:** 3 (contact), 2(spike ball)
- **Description:** Fighter in the future grappling show “Robot Coliseum.” It blocks the attacks of enemies with its shield, and attacks by swinging its iron ball and chain.



Hotarion:

- **HP:** 1
- **Damages:** 2 (contact)
- **Description:** A mechaniloid for nighttime patrol, it was made to save the firefly appearance from extinction. Shining, it flies through the sky.

- Ice De Voux



Installer:

- **HP:** 7
- **Damages:** Insta-kill (crush)
- **Description:** Large mobile equipment which perform maintenance in the Computer Center.



Jamminger:

- **HP:** 2
- **Damages:** 1 (contact)
- **Description:** Mechaniloid that attacks any enemies who enter a forbidden area. An odd robot who laughs after attacking.



Jelly Seeker:

- **HP:** 2
- **Damages:** 2 (contact)
- **Description:** Mechaniloid for deep sea exploration. In order to withstand the water pressure, it has an outer jelly-like layer. It also has a function to generate electricity on its own.



Ladder Yadder:

- **HP:** 3
- **Damages:** 2 (contact)
- **Description:** Originally a mechaniloid supervisor of the forest regions. It would locate any poachers, and report the forest's temperature and humidity to the woodland protection center.



Lift Cannon:

- **HP:** 2
- **Damages:** 3(contact), 2(shot)
- **Description:** Rotary-type cannon attached to a tube-like stand. Originally, a fire-fighting robot for control towers and any other high places in the airport.



Mad Pecker:

- **HP:** 6
- **Damages:** 2 (contact)
- **Description:** Woodpecker-type repliroid who chops trees in the forest. Tries to follow [Planty](#), without success.



Mecha-Arm:

- **HP:** -
- **Damages:** -
- **Description:** Robot installed in the automation system in the mechaniloid factory.



Mega Tortoise:

- **HP:** 16
- **Damages:** 4(contact),3 (bombs)
- **Description:** A turtle-type mechaniloid originally meant for rescuing humans from maritime disasters. From its back, it now produces bombs in place of floating devices.

• **Meta Capsule**



Metal Wing:

- **HP:** 1
- **Damages:** 3 (contact)
- **Description:** A reconnaissance mechaniloid. When it spots dangers, it raises its flying speed in a great rush to get news to its master.



Metall C-15:

- **HP:** 2
- **Damages:** 2 (contact), 1(bullet)
- **Description:** Reploid who watches factories. From the former series that worked in factories, now they are advanced enough to be placed as chiefs.



Morgun:

- **HP:** 1
- **Damages:** 1 (contact), 3 (fireballs)

- **Description:** Mechaniloid for geological surveying, its body is designed to withstand the heat and pressure of hot magma

- **Notor Banger**



Pararoid R-5:

- **HP:** 2
- **Damages:** 2 (contact)
- **Description:** Pararoid model improved with the ability of flight. It can approach suddenly by dashing at super speed.



Pararoid V-1:

- **HP:** 2
- **Damages:** 2 (contact, can attach to X's head and force him to continuously dash, shoot or jump. Can be de-attached by mashing buttons)
- **Description:** Mechaniloid with the ability to short-circuit scrapped mechaniloids and reploids and turn them into mavericks. It can also attach to living reploids and temporarily corrupt their motion circuits.



Planty&Iworms:

- **HP:** 2 (Planty), 1 (Iworm)
- **Damages:** 3 (contact-Planty), 1(contact-Iworm)
- **Description:** Planty is from the Mettool family and watches over the forest. From its head, it can manufacture the earthworm-type, soil cultivation reploid, Iworm.



Ray Bit:

- **HP:** 2
- **Damages:** 4 (contact), 3 (laser)
- **Description:** Rabbit-type mechaniloid taken from the robot zoo. It skips and jumps, using the laser cannon in its ears to attack.



Ray Trap:

- **HP:** -
- **Damages:** -
- **Description:** Mechaniloid devices which await the false steps of intruders.



Refleczer:

- **HP:** 2
- **Damages:** 1 (bullets), 2 (contact)
- **Description:** Defensive artillery. Its laser is refracted by the crystal, so that it can attack enemies in several directions.



Rideroid G:

- **HP:** 1 (on foot), 16 (with armor)
- **Damages:** 3 (contact), 4 (punch)
- **Description:** Reploid soldier in training to use the RABBIT Ride Armor. Still undergoing training, it is not very strong.



Rightod:

- **HP:** 1
- **Damages:** 4 (lightning)
- **Description:** Hatched from the capsule weapon number one dropped by Sky Farmers. They fly and attach to the enemy, then attack by calling upon thunder.



Road Attackers:

- **HP:** 12(total), at 7/12 the pilot dies; at 3/12 the engine explodes
- **Damages:** 2 (contact), 1 (shot)
- **Description:** A destructive reploid gang of hot-rodders, riding for Sigma's rebellion. Large beam cannons have been attached to the bonnets of their sports cars.



Road Riders:

- **HP:** 3
- **Damages:** 2 (contact), 3 (bombs)
- **Description:** Members of a Robot gang of hot-rodders. Formerly, they blasted the town during the night and ran off. They love to drive the Ride Chaser.



Rolling Gabyoall:

- **HP:** 1 (Immune to all but Rolling Shield)

- **Damages:** 3 (contact)
- **Description:** Intruder repulsion robot. It Appears to be a simple mechaniloid, but truthfully, it possesses the human-like mind of a reploid.



Rush Roader:

- **HP:** 6
- **Damages:** 2 (contact)
- **Description:** Leaders of the robot gang of hot-rodders. To get revenge on the Maverick Hunters who once chased them down, they became Sigma's subordinate.



Sabottein:

- **HP:** 7
- **Damages:** 2 (contact)
- **Description:** Capsule weapon number 2, it was designed as a mecha for aiding in affecting the atmosphere in the Weather Control Center.



Scrambler:

- **HP:** 1
- **Damages:** 1 (contact)
- **Description:** Flying battle mechaniloid which attacks by extending its cutter arms. Its thin armor helps to guarantee mobility, but it is also its weakness



Scrap Robo:

- **HP:** 4
- **Damages:** 3 (contact), 2(laser))
- **Description:** A pathetic upper body of a robot, made to become a car driver. Although it passed part of the humans' expectations, without a driver's license, it has been turned into scrap.



Scriver:

- **HP:** 2
- **Damages:** 2 (contact)
- **Description:** Originally an assembly worker mechaniloid for manufacturing jobs in the factory, but was later remodeled for attack.



Sea Attacker:

- **HP:** 2
- **Damages:** 2 (contact)
- **Description:** Seahorse-type mechaniloid created as a novelty for humans' homes. Its body somersaults as it charges.



Sine Faller:

- **HP:** 1
- **Damages:** 2 (contact)
- **Description:** Aerial mechaniloid made with the idea “Quality from quantity”. It flies and turns, acting as a hindrance.



Sky Claw:

- **HP:** 2
- **Damages:** 2 (contact), 3(self-destruct)
- **Description:** A robot who removes obstacles, originally designed for the “Crane Game” which was popular in Japan during the later half of the twentieth century.



Sky Farmer:

- **HP:** 2
- **Damages:** 1 (capsule weapon), 2 (contact)
- **Description:** Mechaniloid made for sowing seeds from the air, re-modeled to drop capsule weapons.



Slidame:

- **HP:** 2
- **Damages:** 2 (contact), close walls for insta-kill
- **Description:** Flying patrol mechaniloid which closes the shutter when an enemy gets close.



Slide Cannon:

- **HP:** 3
- **Damages:** 2 (contact), 2(shot)

- **Description:** Defensive artillery, set up to attack aerial enemies. Designed after the German anti-aircraft cannons of the 1940s.



Snow Shooter:

- **HP:** 4
- **Damages:** 3 (contact), 2(snowball)
- **Description:** Bad-natured mechaniloid who toss balls of white iron as if they were snowballs. They are Chill Penguin's guardians.

- Snow Rider
- Snow Slider



Sole Solar:

- **HP:** 3
- **Damages:** 2 (missiles), 5 (laser)
- **Description:** Artillery robots of the Weather Control Center, which runs off sunlight. There are 2 types. The L type fire lasers, while the M type are equipped with pursuit missiles



Spiky:

- **HP:** 2
- **Damages:** 2 (contact)
- **Description:** Monocycle which bears sharp spikes in its tire. Very dangerous, its main attack technique is to slide over and self-destruct.



Tiranos:

- **HP:** 3
- **Damages:** 2 (cannon), 2(contact)
- **Description:** A small-sized tank for guarding restricted areas. Originally an exhibit at the dinosaur robot museum.



Tombot:

- **HP:** 1
- **Damages:** 2 (contact)
- **Description:** A dragonfly-type glider. When taking off, it cuts and releases the jet propulsion units. Then, slowly riding the wind, it flies through the sky.

- Tombort



- Tubamail Generator:**

- **HP:** 8
- **Damages:** 2 (contact)
- **Description:** Platform which constructs and releases Tubamail-S.



- Tubamail-S**

- **HP:** 2
- **Damages:** 1 (contact)
- **Description:** High speed mechaniloid originally designed for carrying the mail, now remodeled as suicidal missile attackers.



- Turn Cannon:**

- **HP:** 5
- **Damages:**
- **Description:** Robot once designed as a sprinkler for domestic use, but was defective until the water was replaced with cannon shells.

- Victoroid

- Victoroid customer

- Walk Blaster

- Wall Cancer



- Weather Crystal:**

- **HP:** 22
- **Damages:** -
- **Description:** Device which creates and maintains the artificial weather inside the Weather Control Center. Because it is such a precision instrument, it has a fault which makes it easily affected by outside stimulus.

Appendix C

Timeline

Appendix D

Damage Tables

Here are reported damage tables for every weapon and every main bosses per game. For each sub-weapon two values are reported, standing for regular and charged shots (except sub-weapons which don't deal damages), and values refer to damage per single hit, not counting eventual multiple hits. For the X-buster four values are reported, one for each level charge included the one given by the arm parts.

D.1 X1

Damage chart provided by the *Mega Man Knowledge Database* [37]

Launch Octopus	1-2-3-3	1-2	1	3-4	0-0	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	32	
Chill Penguin	1-2-3-3	1-2	1	1-2	3-4	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	32	
Armored Armadillo	1-1-1-1	1-2	1	1-2	0-2	0-2	3-6	1-2	1-2	1-2	1-2	1-2	1-2	32	
Flame Mammoth	1-1-2-2	1-2	1	1-2	1-2	3-4	1-2	1-2	1-2	1-2	1-2	1-2	1-2	32	
Storm Eagle	1-1-2-2	1-2	3	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	32	
Boomer Kuwanger	1-2-3-3	3-4	1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	32	
Spark Mandrill	1-2-3-3	1-2	1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	3-4	1-2	32	
Sting Chameleon	1-1-2-2	1-2	1	1-2	1-2	1-2	1-2	1-2	3-4	1-2	1-2	1-2	1-2	32	
Vile	1-2-4-4	3-3	2	4-4	1-1	1-4	2-6	2-6	2-8	2-8	2-8	2-8	2-8	32	
Bospider	1-2-3-3	1-2	1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	3-4	1-2	32	
Rangda Bangda	1-1-2-2	1-2	3	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	11 per eye		
D-Rex	1-1-2-2	1-2	1	1-2	1-2	1-2	1-2	1-2	3-4	1-2	1-2	1-2	1-2	32	
Velgwarder	1-2-3-3	1-2	1	1-2	1-2	1-2	1-2	1-2	3-4	1-2	3-4	1-2	3-4	32	
Sigma	1-1-1-1	1-1	1	1-1	1-1	1-1	2-3	1-1	1-1	1-1	1-1	1-1	1-1	32	
Wolf Sigma	0-0-0-1	0-0	0	2-2	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0	

Table D.1: Damage chart for main bosses in Mega Man X1.

D.2 X2

Damage chart provided by the *Mega Man Knowledge Database* [38]. Please note that:

- For the X-buster, the fourth value is the damage dealt only by the second shot when fired at full power.
- For the Shoryuken, damage reported is applied every two frame of contact, the first number represent the damage dealt to a boss without invincibility frame (i.e the first hit) and the second the damage dealt through invincibility frames (check sec. ?? for detail on how damage dealt is calculated).
- For Silk Shot, the first set of data is related to the boss' original stage, while the second one refers to the boss rematch, which always results in scrap metal to be tossed. The only exception are X-Hunters, that can be possibly faced in each stage and hence are subjected to each variant of the silk shot. In this case only the main weakness is reported. However this does not apply for their rematches, as the arena is fixed just like the other bosses.

Giant Mechaniloid CF 0	3-5-8-	-	-	-	-	-	-	-	-	-	-	-
Wire Sponge	1-1-2-4	0-0	1-1	1-1/1-2	1-1	2-5	1-1	1-2	2-1	2	16-8	-
Morph Moth	1-1-2-4	0-0	1-1	1-1	1-1	1-1	1-1	1-2	3-6	2	16-8	-
Flame Stag	1-1-2-4	0-0	2-2	1-1/1-1	1-1	2-2	1-1	1-1	1-1	1-1	2/3	8-8
Magna Centipede	1-1-2-4	0-0	1-1	2-4	1-1	1-1	2-2	1-1	1-1	2	16-8	-
Overdrive Ostrich	1-1-2-4	3-0	1-1	2-2/2-2	1-1	1-1	1-1	1-1	1-1	2	16-8	-
Bubble Crab	1-1-2-4	0-0	1-1	1-1/1-1	3-4	1-1	1-1	1-1	1-1	2	16-8	-
Wheel Gator	1-1-2-4	0-0	2-1	1-1	1-1	1-1	3(5) ¹ -5	1-1	1-1	2	16-8	-
Crystal Snail	1-1-2-4	0-0	1-1	1-1/1-1	1-2	1-1	1-1	3-4	1-1	2	16-8	-
Violen	1-1-2-4	0-0	2-2	3-5(leaf)	1-1	2-2	1-1	1-1	1-1	2	-	-
				1-1 other								
Neo-Violen	1-1-2-3	0-0	2-4	0-0	0-0	0-0	0-0	0-0	0-0	2	-	-
Serges	1-1-2-4	0-0	1-1	1-2(rocks)	1-1	2-5	1-1	1-2	2-1	2	-	-
				3-5(crystal)								
Serges Tank (main body)	1-1-2-3	0-0	1-1	1-2	0-1	2-5	1-1	1-1	2-1	2	-	-
Agile	1-1-2-4	0-0	1-1	3-5(rocks)	1-2	1-1	1-1	3-4	1-1	2	-	-
				1-1								
Agile Flyer	1-1-2-3	0-0	0-0	0-0	0-0	0-0	0-0	2-2	0-0	2	16-8	-
Zero	0-1-2-3	0-0	0-0	0-0	0-0	0-0	0-0	0-0	2-1	0	16-8	-
Neo-Sigma	1-2-2-4	0-0	0-0	0-0	0-0	2-4	0-0	0-0	0-0	3	16-8	-
Sigma Virus	0-0-1-3	0-0	0-0	0-0	0-0	0-0	2-1	0-0	0-0	0-0	16-8	-

Table D.2: Damage chart for main bosses in Mega Man X2.

¹If Wheel Gator is hit by the Strike Chain when flashing, the damage dealt will count as 5 instead of 3

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