
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01334
MEGAMAN X5
CAPCOM

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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

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The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MEGA MAN X5 for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

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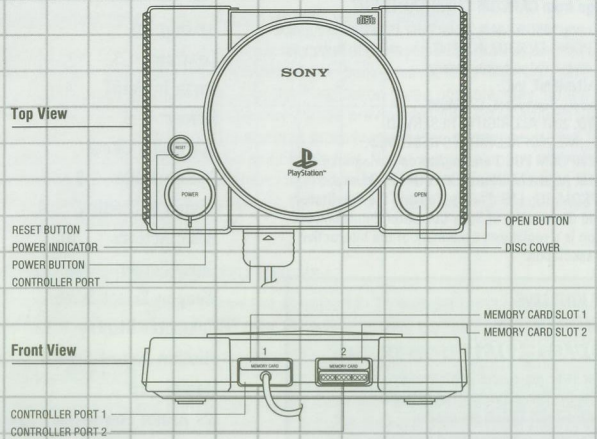
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SETTING UP



PLAYSTATION GAME CONSOLE

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

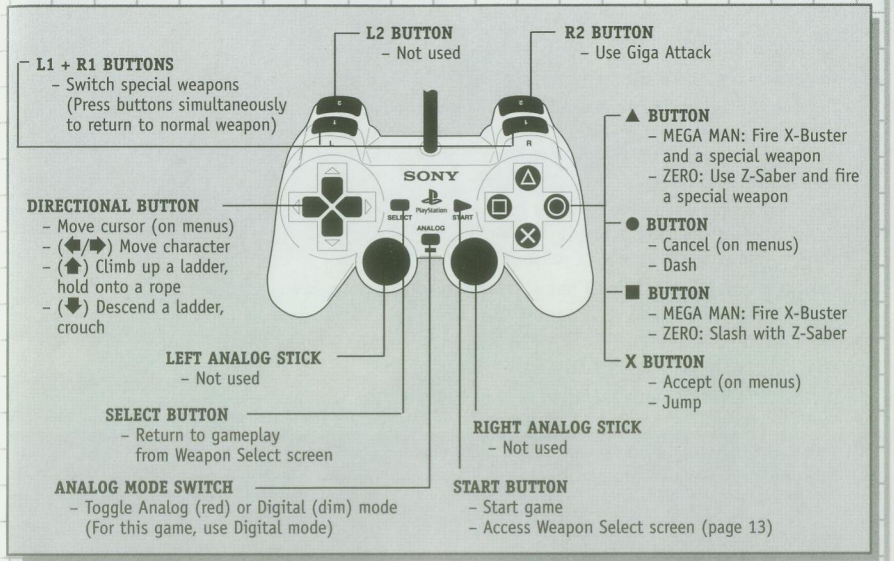
Insert the **MEGA MAN™ X5** disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

MEMORY CARDS

To save game settings and results and to continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console BEFORE starting play. (If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.)

See page 9 for more information on saving game data.

CONTROLS



- These are the default button assignments. To change them, use the Button Config option from Option mode (page 9) or the Weapon Select screen (page 13).
- You can turn the DUALSHOCK™ analog controller vibration function ON/OFF from the Button Config option.
- Press the SELECT and START buttons simultaneously to reset the game and return to the Title screen.
- When playing on PlayStation 2, set the PlayStation Driver Texture Mapping to Standard.

EARTH IN PERIL!

The year is AD 21XX ...

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

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

When an unknown evil force occupies Eurasia, the peace collapses! Eurasia's artificial gravity device is wrecked. The colony spins out of orbit, and is now headed on a collision course toward Earth!

The outpost will hit Earth in 24 hours. If they collide, Earth could be totally destroyed. It could even vanish!

The only way to shield Earth is to deploy Enigma, an ancient particle cannon left over from the Reploid Wars.

The future of the planet is entrusted to Mega Man and Zero. Can they save the planet?

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

NEW IN MEGA MAN X5!

- Mega Man X and Zero are both playable characters. You can choose either character at the beginning of every stage.
- Game events and endings vary depending on how fast you complete a stage.
- When you defeat a boss character, you get special parts that you can use and combine to create new weapons and parts.

HEROES



MEGA MAN X

Mega Man X is a Reploid leader of the 17th Unit. Although as a Hunter he is ranked Class B because he dislikes combat, he actually has ferocious fighting ability.



ZERO

Zero is the leader of Zero Unit and a Special Class A Hunter. He is always cool-headed and accomplishes his mission without the slightest hesitation.



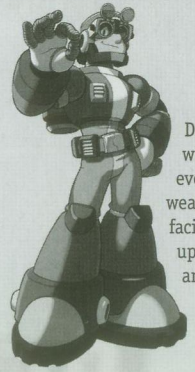
SIGNAS

When the previous general of the Hunters resigned to take command of the Reploids War, Signas was selected for the general's post. Although his fighting abilities have not yet reached their peak, he has the most precise CPU of all existing Reploids.

ALIA

Alia started out as a researcher in Reploid engineering. She has mastered all programming languages and has extensive technical knowledge. She has been chosen as a navigator for the Hunters.





DOUGLAS

Douglas is a mechanic who makes and maintains everything for Hunters from weapons and vehicles to facilities. He makes power-up parts for Mega Man X and Zero.



LIFESAVOR

Lifesavor supports Hunters by doing maintenance on them and developing virus vaccines. He is suspicious of Zero's vaccine reaction.



DYNAMO

Dynamo is a mercenary hired by an unknown agency. Though he is a trouble-maker, his skills as a Hunter are higher than Special Class A. He hangs around with Mega Man X and Zero to bother them.

STARTING A GAME

GAME START



Press the START button in the Title screen and the Mode Select screen will appear. Highlight a game mode by pressing the Directional button ⬆/⬇ and confirm with the START or **X** button.

- ▶ GAME START – Start a new game.
- ▶ CONTINUE – Play on a previously saved game, starting from the point where you saved (page 9). Insert a MEMORY CARD containing saved game data into MEMORY CARD slot 1 before continuing.
- ▶ OPTION – Adjust various settings (page 9).
- ▶ TRAINING – Practice the controls in a training stage, using X or Zero to defeat a boss character.



PLAYER SELECT

After selecting GAME START, choose MEGA MAN X or ZERO as your character. Each character has different abilities. The story is the same no matter which character you choose.

- ▶ Mega Man X can use Force Armor from the beginning, but he cannot use Z-Buster.
- ▶ Zero can use Z-Buster but not Force Armor.



STAGE SELECT SCREEN

There are three options in the Stage Select screen; STAGE SELECT, PLAYER SETUP and WEAPON SETUP. Toggle between the modes with the L1 and R1 buttons. (Turn to page 8.)

STAGE SELECT

After completing the opening stage, you can choose from 8 stages. Choose a stage and then choose your character, Mega Man X or Zero.



PLAYER SETUP

In DNA SELECT (page 14), you can equip power-up parts (page 15). The number and type of equippable parts vary depending on the armor.

- ▶ Choose a character to equip a power-up part.
- ▶ Choose a part to equip from the Parts Panel (A). The part chosen is displayed in the Part Panel (B).
- ▶ To unequip a part, choose the part again.

WEAPON SETUP

Check the completion rate of restoration of Enigma (mission 1) and Shuttle (mission 2). Or you can fire a weapon toward the colony.



LOOK AT WEAPON – Check the completion rate of a weapon's restoration. In order to restore it, you must acquire items in each stage.

- ▶ ORIFALCON – Enhances Enigma's armor and stability.
- ▶ ORBITER ENGINE – Increases Shuttle's speed.



DISCHARGE WEAPON/SHUTTLE – Discharge a weapon or shuttle toward the colony. The higher the weapon's completion rate, the more likely it will succeed. Remember: You can discharge a weapon at any time, but whether it succeeds or not makes a big difference to your game. Think it over!

OPTION MODE

To enter Option mode, choose OPTION in the Title screen. Press the Directional button ⬆/⬇ to choose and option and ⬅/➡ to change the setting. Press the **X** button to confirm.

- ▶ GAME LEVEL – Adjust the difficulty level.
- ▶ GAME SPEED – Adjust the game speed.
- ▶ BUTTON CONFIG – Change the button assignments. When AUTO CHARGE is on, your shot is automatically charged when the Attack button (■ button default) is pressed (Mega Man X only). When RAPID FIRE is on, you can shoot rapidly by holding down the Attack button. You can also turn the DUALSHOCK™ analog controller vibration function ON/OFF.
- ▶ SOUND MODE – Choose STEREO or MONAURAL depending on your speaker.
- ▶ SOUND TEST – Sample game music.

SAVING & LOADING

SAVING GAME DATA

Saving game data requires 1 free block in your MEMORY CARD. Make sure to insert the MEMORY CARD into the MEMORY CARD slot 1 before starting the game. When you complete a stage, select SAVE SLOT 1 in the Mission Report screen (page 14) to save your game progress and Option mode settings. You can save up to 8 files.

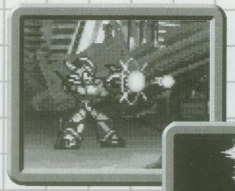
LOADING GAME DATA

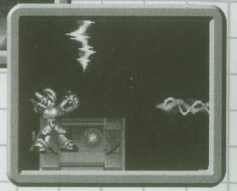
You can load previously saved game data to continue play from the point where you saved. Choose LOAD FROM MEMORY CARD in the Continue screen (page 7) to display the Load Data screen and select the saved game you want to play.

IMPORTANT: Do not remove your Memory Card or reset or turn off your PlayStation game console while saving or loading. Doing so may destroy your save data.

BASIC ACTIONS

MEGA MAN X

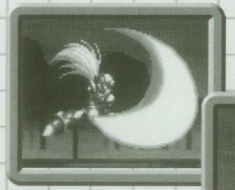


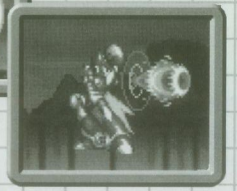


X-BUSTER – Press the Attack button (■ button default) to fire. Hold the button for a while and release to fire a charge shot.

SPECIAL WEAPON ATTACK – Press the Special Weapon button (▲ button default) while a Special Weapon is equipped to use it.

ZERO

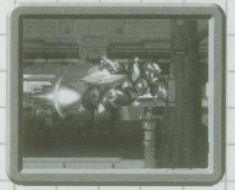




Z-SABER – Press the Attack button (■ button default) to slash. By repeatedly pressing the button with the correct timing, you can perform a powerful combo.

Z-BUSTER – Press the Special Weapon button (▲ button default) while on the ground to fire.

MEGA MAN X AND ZERO



AIR DASH – Press the Dash button (● button default) or quickly press the Directional button ◀/▶ twice while in the air.

HOLDING ON TO A ROPE – Press the Directional button ▲ near a rope. While holding onto a rope, you can move with the Directional buttons. Press the Jump button (**X** button default) to get off a rope.

WALL KICK – Hold a Directional button toward the wall and press the Jump button (**X** button default).

DASH – Press the Dash button (● button default) on the ground or quickly press the Directional button ◀ or ▶ twice.

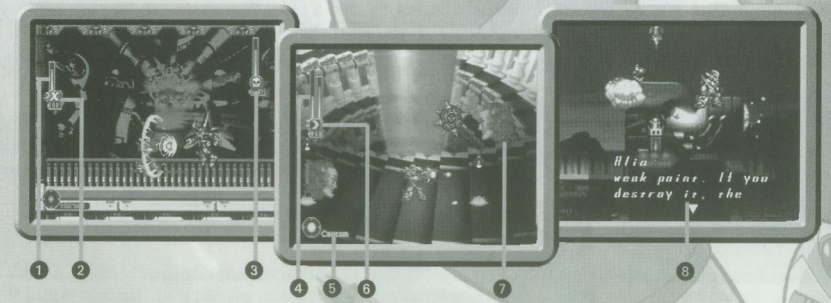
CROUCH – Press the Directional Button ▼ on the ground. While crouching, you can perform a crouching attack.

JUMP – You can jump higher by holding the Jump button (**X** button default) longer.

DASH JUMP/DASH WALL KICK – Jump longer than a normal jump by pressing the Jump button (**X** button default) during a dash, or simultaneously pressing the Dash (● button default) and Jump buttons when performing a Wall Kick.



GAME SCREEN

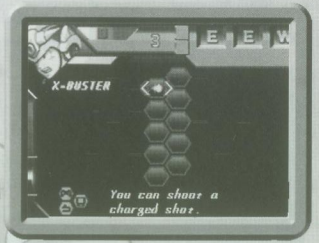


1. LIFE ENERGY GAUGE – Your character's remaining energy.
2. REMAINING CHARACTERS – Your number of remaining characters.
3. BOSS ENERGY GAUGE – Boss character's remaining energy and level (appears only when you're fighting a boss character).
4. WEAPON ENERGY GAUGE – Remaining energy of the weapon currently in use.
5. VIRUS GAUGE – When your character is caught by a Sigma Virus, he takes virus damage and then recovers after awhile.
   NORMAL = Normal condition CAUTION = Slightly damaged DANGER = Severely damaged
   VIRUS = Infected by virus. While this condition lasts, Mega Man X loses vitality gradually. Zero becomes invincible.
6. WEAPON ICON – When a Special Weapon is used, the weapon icon and remaining energy is displayed.
7. SIGMA VIRUS
8. ALIA'S MESSAGE – Alia gives you support messages at certain points in the game.

WEAPON SELECT SCREEN

Press the START button during gameplay to access the Weapon Select screen.
The Special Weapons and Special Attacks you have acquired are displayed on this screen.

CHARACTER DISPLAY



PLAYER INFO – Number of remaining characters, life, current Hunter rank, Power-up Parts equipped and sub-tanks you have are displayed. Select a sub-tank and press the **X** button to use it.

COMMAND ICONS

- ▶ RETURN – Return to the game.
- ▶ EXIT – Exit a stage you have completed.
- ▶ ADJUST – Display Adjust screen.
- ▶ BUTTON CONFIG – Change button assignments.

MESSAGE WINDOW – X's weapon descriptions, Zero's special move commands, etc. are displayed.

X DISPLAY

The weapons you have acquired are displayed. By pressing the Directional button, you can put the cursor on a weapon to see its abilities, and press the **X** button to change weapons. After changing weapons, you will return to the game screen.



ZERO DISPLAY

The Special Attacks learned and Special Weapons acquired are displayed. By pressing the Directional button, you can put the cursor on a Special Weapon to use it, and press the **X** button to change weapons.

MISSION REPORT SCREEN

When you complete a stage, Alia will give you the results of your performance, your current Hunter ranking and items acquired, etc.



MISSION REPORT

- ▶ CLEAR TIME – How long it took to complete the stage.
- ▶ MAVERICKS DEFEATED – Number of Reploids defeated.
- ▶ DAMAGE RECEIVED – Damage your character took.
- ▶ TOTAL RANK – Total grade for your performance.

DNA SELECT

This appears only when a boss character is defeated. You can create X's Special Weapons, Zero's Special Attacks and other Power-up Parts from the DNA Programs you acquire from boss characters. Each DNA Program has its level (1, 2 or 3) depending on the boss character's level. You can create different items depending on the level.

DNA LEVEL	ITEMS CREATED
Level 1	Special Weapon and Special Attack
Level 2	Special Weapon & Special Attack + Life Up – or – Special Weapon & Special Attack + Weapon Up
Level 3	Special Weapon & Special Attack + Power-up Part – or – Special Weapon & Special Attack + Weapon Up + Power-up Part

ITEMS ACQUIRED

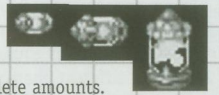
The Armor file and weapons you acquired in the stage are displayed.

COMPLETED POWER-UP PARTS

When a completed Power-up Part is selected in the DNA Select area, it is displayed. The completed Power-up Part can be equipped in the Player Setup screen (page 8). Life Up and Energy Up parts are equipped automatically.

ITEMS

LIFE ENERGY



This is found in 3 sizes and restores your character's life in small, medium or complete amounts.

WEAPON ENERGY



This is found in 3 sizes and restores your character's weapon energy in small, medium or complete amounts.

SUB-TANK



Life Sub-Tanks and Energy Sub-Tanks restore Life or Weapon Energy. You can store Energy Items in a Sub-Tank. The Sub-Tank itself is not lost when used.

1UP



Adds to your remaining characters, up to a total of 9 characters.

LIFE UP



Adds to your character's maximum life.

EX ITEM



If you get this item, the initial number of your characters increases from 3 to 5.

INJURED REPLOIDS



These are captured by the enemy Reploids. If you rescue them, you may get something good.

POWER-UP PARTS

LIFE UP – Your character's max life increases.

ENERGY UP – The max energy of your character's weapon increases.

RAPID 5 – X only. X-Buster can shoot 5 bullets at a time.

Z-SABER – Zero only. Z-Saber's attack power increases.

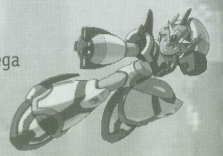
HIGH JUMP – Your character can jump higher and longer.

SPEED MOVE – Your character's moving speed increases.

X'S ARMOR POWER-UPS

You can create armor by acquiring data files found in Light Capsules hidden somewhere in each stage. There are 3 types of armor: FORCE, FALCON and GAIA. To create each armor you must collect its 4 data files: HEAD, BODY, ARM and FOOT. Zero can acquire data files but cannot equip armor. You can equip armor in the Player Setup screen (page 8). Once your character's armor is equipped, you cannot change it until you complete or exit the stage. Each armor has different characteristics. Certain places and items can only be reached by wearing the correct armor. Learn the proper armor to use depending on the stage and situation.

FORCE ARMOR



Normal armor good for using Special Weapons. You must start the game as Mega Man X in order to use Force Armor. While wearing Force Armor:

- You can hover by pressing the Jump button while jumping. You will automatically fall after awhile, or you can manually fall by pressing the Jump button again.
- You can charge a Special Weapon by holding the Special Weapon button.

FALCON ARMOR



Light, with excellent mobility. While wearing Falcon Armor:

- You can fly by pressing the Jump button while jumping, and using the Directional button. You can use a Body Crush attack while flying, and also reach otherwise inaccessible places.
- You cannot charge a Special Weapon.

GAIA ARMOR



A heavy armor with enhanced armor plate. While wearing Gaia Armor:

- You cannot charge a Special Weapon.
- You won't take damage from thorn traps.
- You can push a special block by dashing toward it. You can also destroy a special block with a charge shot.

ZERO'S SPECIAL ATTACKS

Zero can learn Special Attacks from DNA Programs obtained from boss characters. You can view the Special Attack commands in the Weapon Select screen (page 13).

NOTE: The final big slash of Zero's Special Combos and Special Moves cannot be canceled.



SPECIAL COMBOS

- **DENJIN – Directional button ⬆ + Jump button.**
  Zero jumps and makes an anti-air attack with thunder. This attack can destroy certain walls. If you hold the button longer, you can jump higher.
- **DANCHIEN – (While jumping) Directional button + Jump button.**
  Zero makes a nosedive with magma energy on his Z-Saber. The energy explodes when Zero lands.
- **HISUISHO – (While jumping) Dash button + Directional button**
  Zero makes a bodily crash surrounded by ice.

SPECIAL MOVES

- SPIN AND SLASH – When Zero is attacking, press the opposite Directional button to cancel the attack and attack on the opposite side. This is useful when Zero is surrounded by enemies.
- CROUCHING CANCEL – Press the Directional button ⬇ to cancel the attack and crouch.

BOSS CHARACTERS



CRESCENT GRIZZLY

This opponent's greatest pleasure is fighting strong opponents. When he's not fighting, Crescent Grizzly keeps busy selling the weapons he has won. He can dig and move through the ground with his drill arm. This arm also fires the Crescent Shot, which shreds whatever it hits.

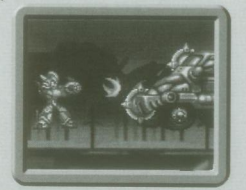


VOLT KRAKEN

Formerly a Reploid Hunter, Volt Kraken resigned because he had doubts about his job. He then became a researcher and led a peaceful life far from fighting. His weapon Tri-Thunder, an enhanced version of his tentacles, is a super magnetic energy shot.

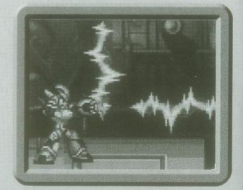
MEGA MAN X – CRESCENT SHOT
ZERO – MIKAZUKIZAN

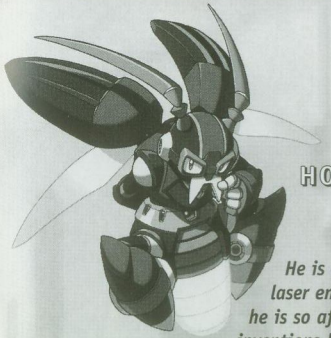
A useful weapon which rapidly discharges bullets in 3 directions.



MEGA MAN X – TRI-THUNDER
ZERO – DENJIN

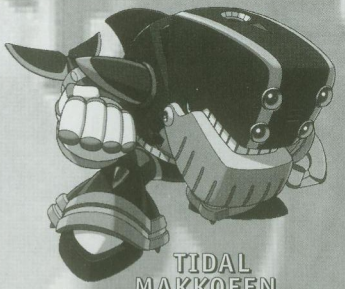
This weapon discharges an electrical shock in three directions, which transforms into an energy ball on contact.





SHINING HOTARUNICUS

He is an authority in laser engineering. However, he is so afraid of his inventions being used as weapons that his experimental results hardly ever see the light of day. His weapon Will Laser is a firefly-shaped unit which can be remote-controlled to cover Hotarunicus' low mobility.

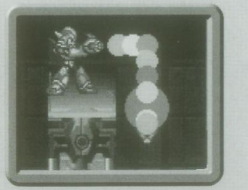


TIDAL MAKKOEEN

Tidal Makkoeen is the chief of the oceanographic museum and captain of the maritime security force. He can be reckless, and he's never free from quarrels with the Repli-Sea Force. His main weapon Gel Shaver slides on the ground as if shaving off slices of Earth.

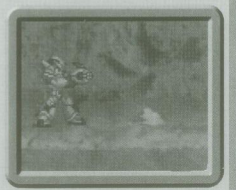
MEGA MAN X – WILL LASER
ZERO – MESSENKO

Remote-control this firefly-shaped unit to attack. While using the unit, your character cannot move.



MEGA MAN X – GEL SHAVER
ZERO – HISUISHO

As this weapon moves along the ground, it destroys enemies below.





SPIRAL PEGACION

He is a young leader of the Repli-Air Force with a strong sense of justice. He sometimes makes mistakes due to his energetic fighting spirit. He respects the memory of Carnel, his chief who was killed in action. Wing Spiral, his main weapon, causes a strong tornado that instantly churns everything up into the air.

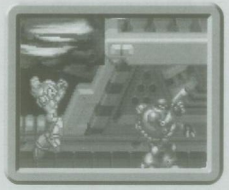


SPIKE ROSERED

Spike was born as a result of a rare mutation of a unit that controls nature in a jungle, a reploid and sigma virus. The process of the mutation has not been discovered, and the chance exists that his mysterious evolution will create a threat even more frightening than the sigma virus. Spike Rope is a powerful weapon that inflicts successive damage on opponents.

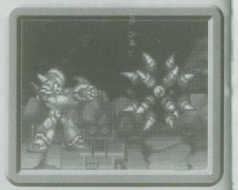
MEGA MAN X – WING SPIRAL
ZERO – SHIPUU

Discharges a tornado that defeats enemies above.



MEGA MAN X – SPIKE ROPE
ZERO – SOGENMU

Though its range is short, its successive damage is effective against enemies with high endurance.





DARK NECROBAT

Dark Necrobat was created by Sigma three years ago, but he escaped from Sigma's control and has been in hiding since that time. Sigma thought Necrobat wouldn't be a serious fighting power and forgot about him. Dark Necrobat can use Dark Hold to stop time for a short while.

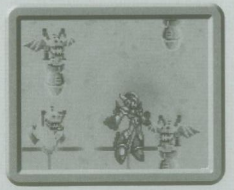


BURN DINOREX

A former member of the disaster countermeasure team, Burn Dinorex was in charge of Sanhouse Mountain, where he had a secret cache to hide weapons he created with magma energy. Grand Fire discharges incandescent flames that continue burning after reaching the ground.

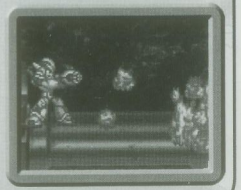
MEGA MAN X – DARK HOLD
ZERO – DARK HOLD

Though able to halt enemies' movements for awhile, this weapon doesn't work against powerful enemies such as boss characters.



MEGA MAN X – GRAND FIRE
ZERO – DANCHIEN

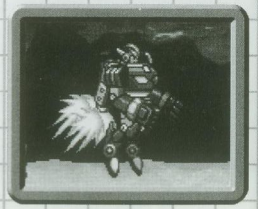
Upon hitting the floor, this weapon explodes and continues burning for awhile. Use it as a trap.



RIDE ARMOR/RIDE CHASER

In certain stages, your character can move on a Ride Armor or Ride Chaser.

RIDE ARMOR: RAIDEN



Move close to the Ride Armor to get on it. To dismount, press the Directional button ↑ + the Jump button (**X** button default).

While on the Ride Armor, press the Attack button (■ button default) to punch. By repeatedly pressing the Attack button with the correct timing, you can perform a combo. Hold the Attack button briefly and then release it to perform a more powerful attack. While your character is on the Ride Armor, it takes damage instead of your character. After taking a certain amount of damage, the Ride Armor breaks.

RIDE CHASER

While on a Ride Chaser, you can move with the Directional button ←/→, jump with the Jump button (**X** button default), shoot with the Attack button (■ button default) and perform a wheelie attack with the Dash button (● button default). Your character can take damage while on Ride Chaser.



STRATEGY TIPS



USE PROPER CHARACTER AND ARMOR!

You can change characters and armor for each stage. It is important to use the proper character and armor according to the stage. Life Up items increases your character's max life. Make sure to get them with both Mega Man X and Zero.

FIND OUT ENEMIES' WEAKNESS!

Each enemy is vulnerable to a certain Special Weapon. You will have a tough time, especially when fighting a boss character, if you don't use the correct Special Weapon. It is recommended that you defeat the boss characters who are hardest for you while their level is low.

CUSTOMIZE WITH POWER-UP PARTS!

When you defeat a high-level boss character, you earn a power-up part. These power-up parts need to be equipped in the Player Setup screen (page 8) to take effect. You can equip multiple power-up parts, so try various combinations depending on the situation.

CAN'T BEAT THE GAME!? TRY THIS.

- ▶ Set the GAME LEVEL to EASY and the GAME SPEED to SLOW in Option mode to make your game easier.
- ▶ Are you using a sub-tank? Make sure to have it full before fighting a boss character.
- ▶ Don't hesitate to use Giga Attack in a pinch.
- ▶ Use auto-charge + rapid fire to make Mega Man X's control easier.



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MEGA MAN X5

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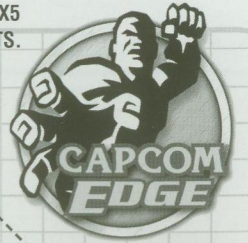
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