
PlayStation
NTSC U/C
PlayStation
MEGAMAN X6
CAPCOM
EVERYONE
CONTENT RATED BY ESRB
SLUS-01395

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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNOFFICIAL PRODUCT:

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

HANDLING YOUR PLAYSTATION DISC:

- 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 X6 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 94085

© CAPCOM CO., LTD. 2001 ALL RIGHTS RESERVED.
© CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED.
CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MEGA MAN and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

http://www.capcom.com

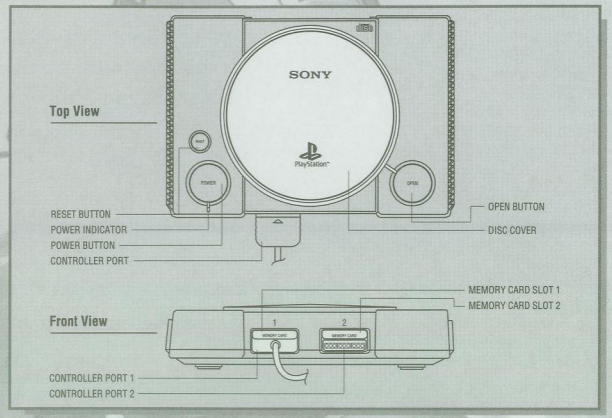
Visit our website to see all the great new CAPCOM products or to check out featured games on-line! You can also e-mail us at megamail@capcom.com for technical help or to find out what's new at CAPCOM!

REGISTER ONLINE AT WWW.CAPCOM.COM

CONTENTS

Setting Up 2
Controls (default) 3
Reploid Threat! 4
Heroes 5
Starting a Game 7
Basic Actions 8
Special DNA Moves 10
Game Screen 11
Weapon Select Screen 12
Mission Report Screen 13
Items 14
Power-Up Parts 15
X's Armor Power-Ups 16
Ride Armor 17
Alia's Hints 17
Option Mode 18
Saving & Loading Game Data . . 18
Boss Characters 19
All Things Capcom 23
Capcom Edge 24

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.

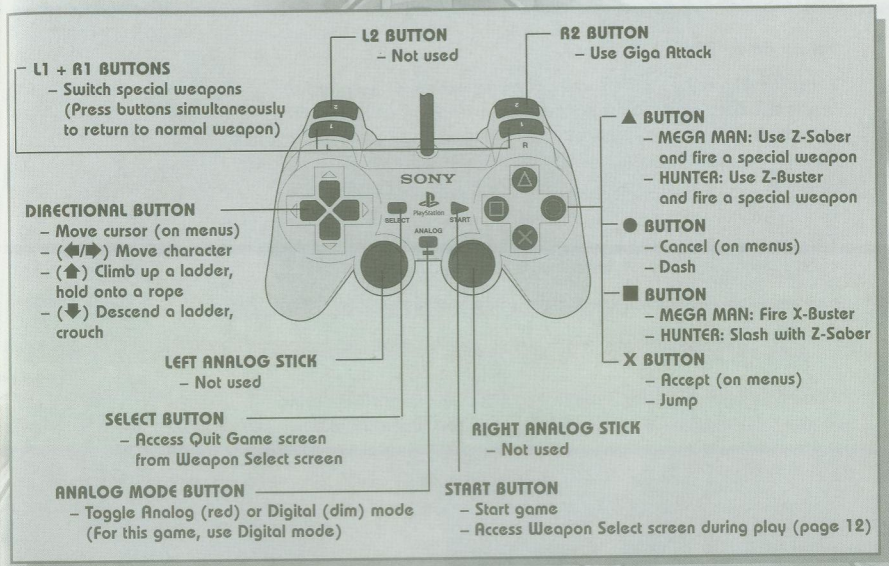
Insert the **MEGA MAN™ X6** disc and close the Disc Cover. Insert a game controller into Controller Port 1 and turn on the PlayStation game console. Follow on-screen instructions to start a game.

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 18 for more information on saving game data.

CONTROLS (default)



▷ To change the default button assignments, use the Button Config option in Option mode (page 18) or the Weapon Select screen (page 12).

▷ 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.

▷ Press the SELECT button to access the Quit menu from the Weapon Select screen.

▷ When playing on the PlayStation®2 computer entertainment system, set the PlayStation Driver's Texture Mapping and Disc Speed to STANDARD.

REPLOID THREAT!

Future time: AD 21XX ...

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

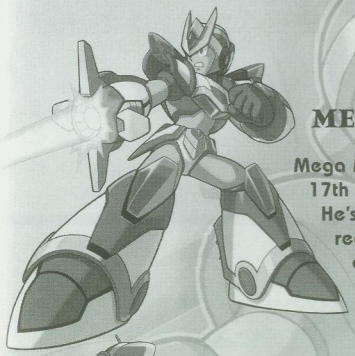
Following the attack, all humans had to retreat underground to escape the toxic pollution blanketing Earth's surface. The pollution has now cooled enough to be measured and contained, and Reploids have begun the recovery operation.

But today, Mega Man X receives a frantic message from Alia:

"X! A huge Reploid is running out of control! Get over here ASAP!"

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

HEROES



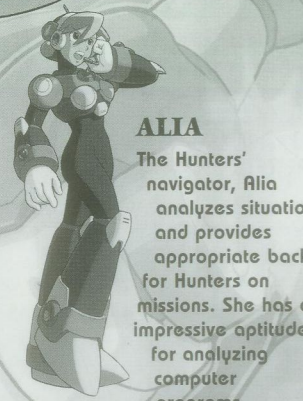
MEGA MAN X

Mega Man X leads the 17th Reploid Hunter Unit. He's working on the Earth recovery operation with other Hunters when he receives Alia's SOS.



ZERO

Zero once headed up 0 Unit. A special A-class Hunter, he single-handedly saved Earth from destruction. He has been missing since the Sigma incident. Few believe he'll ever be found.



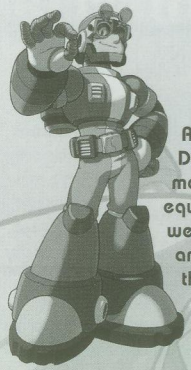
ALIA

The Hunters' navigator, Alia analyzes situations and provides appropriate backup for Hunters on missions. She has an impressive aptitude for analyzing computer programs.



SIGNAS

A young Hunter general, Signas has gained the corps' trust and loyalty with his cool judgment and level-headed leadership.



DOUGLAS

An expert mechanic, Douglas devises and maintains all the Hunters' equipment, including weapons, vehicles and facilities. He has thrown himself into the recovery operation with fierce dedication.

ISOC

Scientist Reploid Isoc pulls together an investigative team to resolve the mystery of the "Nightmare Phenomenon."

GATE

Once considered a genius in Reploid development, Gate has lately been shunned in scientific circles because his research was misunderstood. His luck begins to change when he discovers something interesting ...

HIGH MAX

High Max leads an investigative team created by Isoc. His abilities are said to surpass X's and Zero's — yet no one knows why he was created!

STARTING A GAME

MODE SELECT

Press the START button in the Title screen to display the Mode Select screen. Press the directional button ⬆/⬇ to highlight a game mode and press the START or X button to confirm.

- ▷ **GAME START** – Start a new game.
- ▷ **CONTINUE** – Play on a previously saved game, starting from the point where you saved (page 18). Insert a memory card containing saved game data into MEMORY CARD slot 1 before continuing.
- ▷ **OPTION** – Adjust various settings (page 18).

STAGE SELECT

The Stage Select screen offers three modes: STAGE SELECT, PARTS EDIT and RESCUE FILE. Use the L1 and R1 buttons to toggle between the modes.

- ▷ **STAGE SELECT** – Choose a stage and then choose your character. After clearing the opening stage, you can choose from additional game stages.
- ▷ **PARTS EDIT** – Power-up your character by equipping Power-Up Parts you receive from the Reploids you rescue (page 15).
  - ▷ Select the character you want to equip.
  - ▷ Select a Power-Up Part to equip from the Parts Panel. The part you choose is displayed in the Part Area. (The Number and types of Power-Up Parts that can be equipped depend on the character's Hunter Rank.)
  - ▷ To unequip a part, choose it again.
- ▷ **RESCUE FILE** – Inspect the Reploid data you've rescued. You must rescue at least one Reploid in order to view the Rescue File.

BASIC ACTIONS

MEGA MAN X

- **X-BUSTER** – Press the Attack button (■ button default) to fire. Hold the button for awhile and release to fire a charge shot.
- **SPECIAL WEAPON ATTACK** – Press the Special Weapon button (▲ button default) while a Special Weapon is equipped to attack with it.
- **Z-SABER** – Press the Special Weapon button (▲ button default) while a Special Weapon is NOT equipped. Certain enemies can only be defeated with Z-Saber.

THE RESURRECTED HUNTER

If you meet certain conditions during gameplay, an unidentified expert Hunter will appear! Most facts about him remain a mystery, though it's said he's a special A-class Hunter.

- **Z-SABER** – Press the Attack button (■ button default) to slash. Perform a powerful combo by pressing repeatedly with correct timing.
- **Z-BUSTER** – Press the Special Weapon button (▲ button default) while on the ground to fire.
- **AIR DASH** – Press the Dash button (● button default) or quickly press the directional button ⬅/➡ twice while in the air. Press the Jump button (X button default) again to perform a Double Jump. Air Dash is not available during a Dash Jump (page 9).

MEGA MAN X AND THE HUNTER

- **JUMP** – Press the Jump button (X button default). You can jump higher by holding the Jump button longer.
- **DASH** – Press the Dash button (● button default) on the ground or quickly press the directional button ⬅ or ➡ twice.
- **WALL KICK** – Hold a directional button toward the wall and press the Jump button.
- **DASH JUMP/DASH WALL KICK** – Hold down the Dash button (● button default) while jumping or performing a Wall Kick to jump longer than a normal jump.
- **CROUCH** – Press the directional button ⬇ on the ground. While crouching, you can perform a crouching attack.
- **ROPE HOLD** – 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.

SPECIAL DNA MOVES

Your character can acquire Special Moves by analyzing DNA Programs from boss characters. Once you have Special Moves, use the controls below to perform them. You can check the descriptions in the Weapon Select screen (page 12).

- **RAKUKOJIN** – During a jump: ↓ + ■ button
  Perform a crash-dive attack with Z-Saber. Z-Saber releases the power of steel when landing.
- **HYOROGA** – On the ground: ↑ + X button
  Jump straight up and grab hold of the ceiling above you. You can perform a special attack while holding onto the ceiling.

OTHER SPECIAL ACTIONS

- **TURN AROUND SLASH** – Press the directional button away from the enemy while attacking to cancel the attack and perform the Turn Around Attack. This is useful when you are surrounded by enemies.
- **CROUCHING CANCEL** – Press the directional button ↓ while attacking to cancel the attack and crouch.

  Note: Certain attacks and Special Moves cannot be canceled.

GAME SCREEN

The Game screen shows the following indicators:

- **LIFE ENERGY GAUGE** – Your character's remaining energy.
- **REMAINING CHARACTERS** – Your number of remaining characters.
- **BOSS ENERGY GAUGE** – Boss character's remaining energy and level (appears only when you're fighting a boss character).
- **WEAPON ENERGY GAUGE** – Remaining energy of the weapon currently in use.
- **WEAPON ICON** – When you're using a Special Weapon, the weapon icon and remaining energy are displayed.
- **BOSS LEVEL** – Boss character's level.
- **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 Moves you have acquired are shown on this screen.

- **PLAYER INFO** – You'll see the number of characters remaining, your life, current Hunter rank, Power-up Parts equipped and number of sub-tanks you have. 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.

MISSION REPORT SCREEN

When you complete a stage, Alia shows your performance results, your current Hunter ranking, items acquired and so on.

- **MISSION REPORT**
  - **CLEAR TIME** – How long it took to complete the stage.
  - **MAVERICKS DEFEATED** – Number of Reploids defeated.
  - **DAMAGE RECEIVED** – Total damage your character took.
  - **SOULS OBTAINED** – Total Nightmare Souls acquired (page 14).
  - **HUNTER RANK** – Total grade for your performance.
- **GET REPORT**
  - **ACQUIRED WEAPON** – Weapon you gained in the stage.
  - **SPECIAL WEAPON DESCRIPTION** – How to use the weapon.
  - **ACQUIRED SPECIAL MOVE** – Special Move you gained in the stage.
  - **SPECIAL MOVE DESCRIPTION** – How to use the Special Move.
- **RESCUE REPORT**
  - **RESCUED REPLOIDS** – Reploids you rescued in the stage.
  - **ACQUIRED ITEMS** – Items given by Reploids and Armor Files found in the stage.
  - **COMPLETED ARMOR** – This message appears when you complete a set of armor.
- **BOSS REPORT** – You'll see information about the boss character you defeated, followed by a command list:
  - **SAVE** – Access the Save screen (page 18).
  - **STAGE SELECT** – Access the Stage Select screen.
  - **QUIT GAME** – Return to the Title screen.

ITEMS

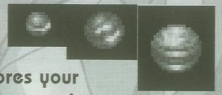
LIFE ENERGY

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



WEAPON ENERGY

This is found in three 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 nine characters.



LIFE UP

Adds to your character's maximum life.



EX ITEM

Increases the starting number of your characters from three to five.



INJURED REPLOIDS

These normal Reploids are captured by enemy Reploids. Some of them are possessed by a Nightmare.



NIGHTMARE SOULS

These appear when you defeat a Nightmare. By acquiring one of these items you earn points and increase your Hunter rank.

POWER-UP PARTS

Power-Up Parts are divided into three categories:

- ▷ **NORMAL PARTS** – Both X and the Hunter can equip these.
  - ▷ **LIFE UP** – Increases your character's maximum life.
  - ▷ **ENERGY UP** – Increases the maximum energy of your character's weapon.
  - ▷ **DOUBLE BARRIER** – Lengthens the invincibility time after your character takes damage from an enemy attack.
- ▷ **EXCLUSIVE PARTS** – Only one character (either X or the Hunter) can equip these.
  - ▷ **MASTER WEAPON** – X only. Increases the attack power of Special Weapons.
  - ▷ **MASTER SABER** – The Hunter only. Increases the attack power of Special Moves.
- ▷ **LIMIT PARTS** – Your character can equip one of these in addition to the maximum number of other equipment. (The total amount of equipment allowed depends on your character's Hunter rank.)

  Note: You can equip a Limit Part in the Weapon Select screen (page 12). Once you use a Limit Part, you cannot reuse it until you exit the stage.

X'S ARMOR POWER-UPS

You can create armor by acquiring data files found in Light Capsules hidden somewhere in each stage. To create armor you must collect four pieces of data: HEAD, BODY, ARM and FOOT. You equip armor in the Character Select screen before starting a level. You cannot change your character's armor once a stage begins. Each armor provides different abilities and number of maximum equippable parts. Figure out which armor is most effective in any given situation.

Note: The Hunter can acquire data but cannot equip armor.

- **FALCON ARMOR** – X is initially equipped with this armor, which was reconstructed from backup data after Mega Man X's battle against Sigma. With this armor:
  - You can charge your Special Weapon for a more powerful attack by holding down the Special Weapon button (▲ button default).
  - You can perform Air Dash by pressing the **X** or ● button during a jump.
- **BLADE ARMOR** – A supremely powerful armor with both extreme attack ability and high mobility. With this armor:
  - You can perform Charge Saber by pressing ↑ and pressing the Special Weapon button after charging X-Buster. Charge Saber disintegrates some enemy bullets.
  - You can perform Mach Dash by pressing the **X** or ● button + a directional button. The longer you hold down the button, the longer **X** moves. He also becomes invincible for a short time during Mach Dash.

RIDE ARMOR

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

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) when hit. After taking a certain amount of damage, the Ride Armor breaks.

ALIA'S HINTS



- **RESCUE THE REPLOIDS!** – "You will sometimes encounter Reploids who failed to escape. If you help them, they will heal your character's life and weapon energy, and sometimes give you Power-up Parts!"
- **FEAR OF NIGHTMARE** – "Stages affect each other with the Nightmare Phenomenon. If you go to a later stage, something will change in earlier stages. Experiment by going back to a stage you already completed. Is anything different?"
- **USE SPECIAL WEAPONS!** – "Each boss is affected by a certain Special Weapon. Some bosses can be damaged only by Special Weapons!"
- **LISTEN TO ALIA'S MESSAGES** – When an icon is displayed in the lower left corner of the screen, press the SELECT button to hear Alia's special hint message!

OPTION MODE

To enter Option mode, choose OPTION in the Title screen. Press the directional button ↑/↓ to choose an 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 NOT pressed (Mega Man X only). When RAPID FIRE is ON, you can shoot rapidly by holding down the Attack button. When DEMO VOICE is ON, you will hear the Japanese voice during the demo sequences. 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 GAME DATA

- ▷ **SAVING GAME DATA** – Saving game data requires one free block in your memory card. Make sure to insert the memory card into MEMORY CARD slot 1 before starting the game. When you complete a stage, select MEMORY CARD slot 1 in the Mission Report screen (page 13) to save your game progress (except for number of remaining characters) and Option mode settings. You can save up to eight files.
- ▷ **LOADING GAME DATA** – You can load previously saved game data to continue play from the point where you saved. Select CONTINUE in the Mode Select screen (page 7), and select LOAD FROM MEMORY CARD. In the Load Data screen, select the saved game you want to play.

IMPORTANT: Do not remove the memory card or reset or turn off your PlayStation game console while saving or loading. Doing so may destroy your saved data.

BOSS CHARACTERS

Commander Yammark

Created for a special forest project, Commander Yammark used to be the leader of an observation team. He has small dragonfly-shaped Mechaniloids that wait on him hand and foot so he can observe nature in every nook and cranny.

X – YAMMARK OPTION
Dragonfly-shaped mini robots protect X. Press the ▲ button to activate and fire the weapon.

HUNTER – YAMMARK OPTION

X – ICE BURST
X launches an ice chunk with turns into a foothold upon landing.

HUNTER – HYOROGA

Blizzard Wolfang

Blizzard Wolfang previously led an arctic exploration team. He has a strong sense of responsibility and is trusted by his team members. Being a Reploid for cold areas, his sharp claws prevent him from slipping, even on ice.

Blaze Heatnix

This Reploid was originally created to search the hot spots (sources of lava) deep inside Earth. Currently he belongs to a disaster countermeasure team whose mission is to minimize the effects of a volcano that has recently shown signs of erupting.

X – MAGMA BLADE
X launches a fiery wave from Z-Saber.

HUNTER – SHOUENZAN

Metal Shark Player

Metal Shark Player started out as member of a recycle research team. He can recycle debris of disposed Reploids and transform it into usable material for creating new Reploids. He has a high DNA research ability and has been entrusted to manage a recycle factory.

X – METAL ANCHOR
X launches an anchor which ricochets from the ground and walls.

HUNTER – RAKUKOJIN

Rainy Turtloid

Rainy Turtloid was once a member of a water quality improvement team. This amphibious Reploid's job is to examine water in the sea and rivers. Since his shell takes no damage even from acid rain, he can investigate even the A-level pollution areas that others are forbidden to enter.

X – METEOR RAIN
X launches an ascending water ball which rebounds when it hits the ceiling. When the weapon is charged, multiple water balls fall from the ceiling.

HUNTER – ENSUIZAN

Ground Scaravich

This treasure hunter collects data from ancient ruins. Since he has visited numerous ruins, he has become a target for many Hunters. Recently he has been secretly investigating the forbidden land.

X – GROUND DASH
X creates a rock and pulverizes it with explosive gear. This weapon can destroy certain boulders.

HUNTER – SENTSUIZAN

Shield Sheldon

This Reploid was once a VIP bodyguard. He has worked for chiefs of various research facilities where his excellent work was highly valued. Since his shields reflect any attacks, he never fails to perform his job.

X – GUARD SHELL

X creates a mirror which absorbs or reflects enemy bullets. Use the directional buttons to select a site where you'll create a mirror.

HUNTER – GUARD SHELL

X – RAY ARROW

X emits a laser beam that reflects off a wall. It will also create a rope when used in certain areas.

HUNTER – REKKOHA

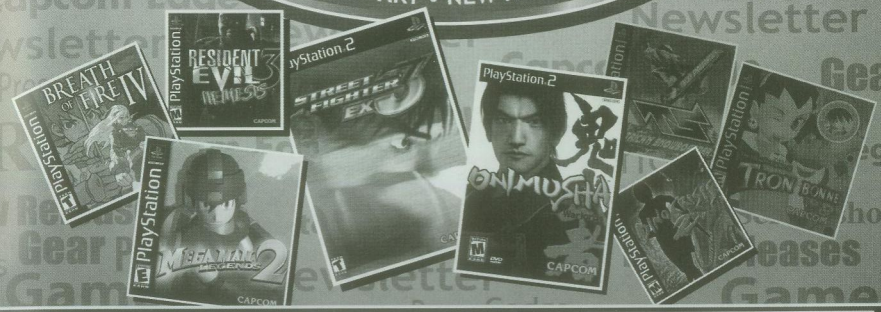
Infinity Mijinion

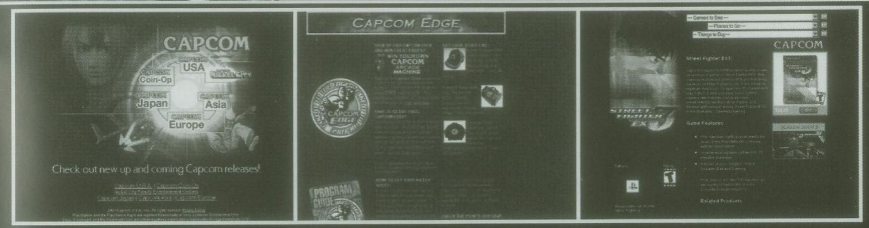
Infinity Mijinion was a test pilot for a huge Humanoid weapons development organization. Thanks to a photo-conductive material built into his body, he has a processing ability comparable to several super computers. He can collect and analyze data on various weapons in a very short time.

ALL THINGS CAPCOM

DEALS • STORE • GEAR • CAPCOM EDGE • GAMES • PREVIEWS • ART • NEW RELEASES • NEWSLETTER

CAPCOM.COM







TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES – LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3x5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:
CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94085

NAME

ADDRESS

CITY STATE ZIP CODE

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

MEGA MAN™ X6

For information on Capcom's Privacy Policy visit: www.capcom.com

Offer valid 9/1/99 to 03/31/02. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see www.capcom.com for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 03/31/02.

© CAPCOM CO., LTD. 2001. © CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

CAPCOM®
www.capcom.com

MEGA MAN X6
10 PTS.



MEGA MAN X6
10 PTS.

CREDITS
Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson, Nate Williams; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Root; Special thanks to: Tom Shiraiwa, Bill Gardner, Robert Lindsey and Customer Service.

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

To receive this warranty service:

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

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

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

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

WARRANTY LIMITATIONS
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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

ESRB RATING
This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



MEGA MAN™ X6



MEGA MAN X6
10 PTS.



MEGA MAN X6
10 PTS.

TAKE IT TO THE EDGE
CAPCOM EDGE

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES PORTABLE STEREOS AND OTHER

CAPCOM EDGE GEAR

DON'T FIGHT IT! JOIN TODAY!

CAPCOM ENTERTAINMENT, INC. 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94085
©CAPCOM CO., LTD. 2001 ©CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MEGA MAN X6 and CAPCOM EDGE are trademarks of CAPCOM CO, LTD. ALL RIGHTS RESERVED.

PlayStation®

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.