SNS-RX-USA



INSTRUCTION BOOKLET

CAPCOM®

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

MEGA MAN X™

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting **MEGA MAN X**, the newest addition to the Mega Man saga. Following the success of the original Mega Man series, **MEGA MAN X** introduces an all new Mega Man for the Super Nintendo Entertainment System.

Using the latest in 16-Bit technology, **MEGA MAN X** features colorful state-of-the-art high resolution graphics and stereo sound. We at CAPCOM are proud to bring you this newest addition to the Mega Man universe.

Yours Truly,

Joseph Morici

Joe Morici

Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

CAPCOM®

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SAFETY PRECAUTIONS

Follow these suggestions to keep your MEGA MAN X Game Pak in perfect operation condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. DO NOT try to disassemble your Game Pak.

4. DO NOT let your Game Pak come into contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

GETTING STARTED

1. Insert your MEGA MAN X Game Pak into your Super Nintendo Entertainment System and turn the power ON.
2. Watch the screen closely as Dr. Cain examines X's design specifications or press the START button to skip to the title screen.
3. When the title screen appears, you will see the following choices: GAME START, PASSWORD and OPTION MODE. Use the control pad to move X next to the GAME START and press the START button

   {For an explanation of the PASSWORD and OPTION modes please refer to the Password and Option Mode sections which appear later in this manual.}
4. When the next screen appears, X will teleport into the city and attempt to track down the location of the mavericks.
5. To end X's quest at any time, simply turn the power on your Super Nintendo Entertainment System OFF and eject your Game Pak.

April 8th

Still nothing. For the last month, I have been sifting through the dirt trying to find a fossil record which would verify my findings on Mesozoic plant life, but so far I have come up empty. Tomorrow, I'll move my archaeological dig to a new site. Maybe I'll have better luck.

April 9th

Set up camp at the new site and laid out a preliminary gridwork for the dig. I got some odd readings at location E-46. It looks like something metallic is buried several meters below the surface. I think I'll begin there tomorrow.

April 10th

I can't believe what I found! Several meters below the surface was the remains of a lab. Although most of the lab was damaged, I did manage to find papers that indicate that it belonged to the famous robot designer, Dr. Thomas Light. I've begun to review what is left of Dr. Light's notes and it looks like he was onto a major breakthrough. The notes keep referring to "the capsule"...

April 13th

I found it. Standing 14 meters high and 8 meters wide, the capsule was hidden underneath a collapsed ceiling. Even underneath all the rubble, the capsule has remained intact and was still running some sort of diagnostic when I found it. There is a warning on the capsule, but all the indicators on the capsule show green. It should be safe to open it. I'll know tomorrow.

April 14th

Today I met "X". Not simply a robot, X is something totally different. Light has give him the ability to think and make his own decisions. At times, X seems more like a man than like a machine.

April 15th

Light was a genius! I've been going over his design notes and they are a quantum leap beyond anything the world has ever seen. Using them as a guide, I may be able to replicate his design and integrate them into a new generation of robots. I'll begin transporting X and the rest of Dr. Light's things back to my lab tomorrow.

November 22nd

With X's help I have completed my first "Reploid." Although I don't completely understand how all of Dr. Light's systems works, I was able to make some minor modifications and the reploid seems to be functioning perfectly. His strength and intelligence seem limitless and he is fully able to make his own decisions. In fact, we got into our first argument. How intriguing!

January 3rd

The new reploids have been running off the assembly line for several weeks. It's amazing how easily they have been able to adapt to even the most difficult jobs. It still is a bit odd to see them working side by side with humans, but everyone seems to be happy to accept them.

February 16th

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! There is some talk about stopping the assembly of any more reploids, but I don't think it will happen. Maybe we've become too dependent on them....

The council has now decided to set up a group of "Hunters" to destroy any maverick before it can cause injury. The reploid named Sigma has assigned to lead the Hunters. 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.

May 16th

It's been two months since Sigma took control of the Maverick Hunters and he and his hunters have been able to prevent any further injury to the population. Everyone is starting to breath a little bit easier....

I am a little worried about X. He seems unsure of his place in life and what Dr. Light had planned for him. But given time, I'm sure he'll find his way....

June 4th

My worst nightmare has just come true. Sigma went maverick today and took most of the other hunters with him. His motives are unclear, but it seems that he "decided" that humans are inferior and limiting the growth of the Reploids. For that reason, he decided that all humans should be eradicated.

Most of the population is in hiding or trying to flee the city. I'm not sure how long we can hold out against Sigma's forces. I fear I've built the reploids too well.

X is taking the news of the war very personally. He wants to join ZERO, the new leader of the Maverick Hunters, when he goes after Sigma. I'm doubtful of their chances, but I won't stop him. Something has to be done....

BASIC CONTROL FUNCTIONS

TO MOVE LEFT OR RIGHT: Press the control pod **LEFT** or **RIGHT**.

TO JUMP: Press the **B** button

TO RUN or DASH: Press the **A** button or press forward twice.

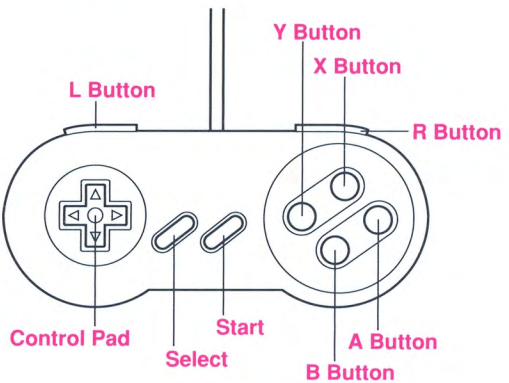
DESIGN NOTE: Running is only possible if equipped with Emergency Acceleration System. (Optional)

TO FIRE THE X-BUSTER: Press and hold the **Y** button. Weapon charge increases until **Y** button is released.

TO SWITCH WEAPONS: Press the **L** button or **R** button to cycle through available weapon systems.

TO CLIMB A WALL: Jump against the wall and press the **B** button repeatedly.

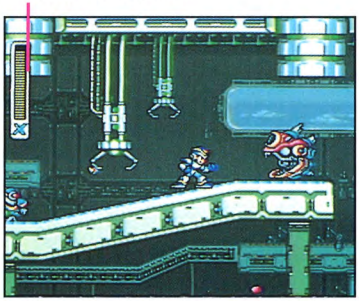
TO VIEW SYSTEM STATUS: Press the **START** button.



POWER SYSTEMS

X is powered by a micro-fusion fuel tank. His current energy level is indicated by an energy meter in the upper left corner of the screen. Each time X is damaged his energy meter will decrease. If all his energy is lost, X's fusion generator will go critical and explode. However, energy depletion can be avoided by collecting standard energy capsules. Using the capsules to increase the energy meter, X should be able to function indefinitely.

ENERGY METER





POWER CAPUSLE

X also has the ability to carry up to four sub-tanks which will store an emergency energy supply. Once equipped with a sub-tank, any energy capsule which is collected while X's energy meter is full will automatically be transfered to a sub-tank. Energy can be transfered from the sub-tank to X's main energy meter by using the system status screen. Press the **START** button to activate the system status screen and then highlight a sub-tank.Once it is highlighted, press the **Y** button to drain the tank.

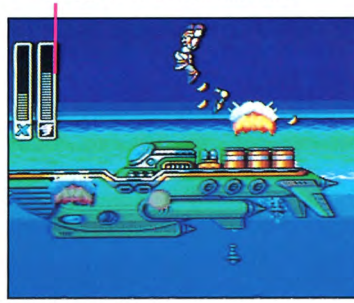


WEAPON SYSTEMS

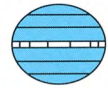
The X-Buster and its integrated Variable Weapon System are a major step forward from earlier Mega Buster designs. Shot power has been increased and X is now able to switch to other weapon systems using the L and R buttons.

Weapons from deactivated robots can be adapted for use with the X-Buster. The weapon power level for the active special weapon is shown to the right of X's main energy meter. Each time the special weapon is fired, the weapon's power level will decrease. By collecting weapon capsules, X can recharge the current special weapon and avoid a total loss of special weapon power. If X is not currently using a special weapon when he collects a weapon capsule, the energy will automatically be allocated to the weapon with the lowest energy level.

WEAPON POWER LEVEL

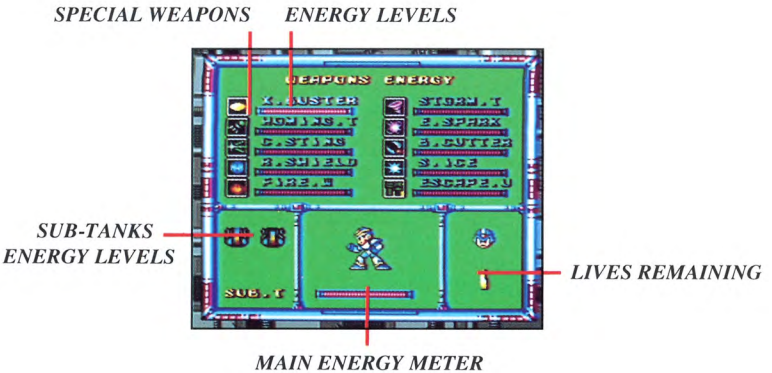


WEAPON CAPSULE



SYSTEM STATUS SCREEN

X's internal system status screen can be viewed by the START button. Using this screen, X can monitor his various power levels. The screen shows all special weapons available and their power levels. It also indicates X's main energy meter, sub-tank energy level and lives remaining.



Once the system status screen appears, use the control pad to highlight any of the weapons and press the START button. When X returns to the main screen, he will be armed with that weapon.

DESIGN NOTE:

X is also equipped with an escape unit which can only be activated if X has already cleared an area. If the area has not been cleared, the unit will not function.



DR. LIGHT'S DESIGN NOTES

I've just come up with a new design that will increase X's energy capacity. By collecting heart tanks, X's energy meter will instantly increase in size. This will allow him to take more damage than before.

T. Light

X's escape unit will allow him to teleport out of any area in which he has already cleared of robots. This will allow him to explore some areas more fully without the need to travel to the end of the area.

T. Light

As most everyone know, most robots have a weakness to a certain types of weapon. X can now switch special weapons rapidly during battle using the L and R button. This will simplify the process of finding which weapon will do the most damage.

T. Light

Using the Emergency Acceleration System to reach top speed, X should be able to leap more than twice as far as normal. This should allow him to get past many obstacles.

T. Light

Similar to the Mega Buster, the X-Buster allows the user to take an existing weapon system and use it with the X-Buster. However, unlike the original Mega-Buster there is the possibility of charging these other weapon system to increase their range and power. This capability does not yet exist, but I will add the modification later.

T. Light

PASSWORD MODE

The password mode allows player to enter a password they have received and continue playing from that point in the game.



When X defeats one of Sigma's maverick reploids, a grid with 12 numbers will appear. Copy down the numbers as they appear on the grid and then store the password in a safe place.

The next time you play the game you can enter in the password and return to that point in the game. Here's how:

1. On the title screen, select PASSWORD and press the **START** button.
2. When the grid appears, use the **Y** and **B** buttons to enter in the first number from your password. Once you have the correct number in the box, use the control pad to move to the next box.
3. After you have entered in all the numbers, press the **START** button. If you have entered in a correct password, the game will return to the point at which you received the password.

THE OPTION MODE

When the title screen appears, push the control pad up or down to move the marker next to OPTION MODE and press the START button. When the next screen appears, push the control pad up or down to highlight the option you wish to change.



KEY CONFIG: This option allows you to change the settings for the different buttons used in the game.

Highlight the action you wish to change and then press the button you wish to use. It will change automatically.

SOUND MODE : This option allows you to select either STEREO or MONAURAL sound.

Push the control pad **left** or **right** to highlight the option you wish to use.

B.G.M: This option allows you to hear the various Background Music used in MEGA MAN X.

Press the control pad **left** or **right** to change the number and then press the **Y** button to hear the music.

S.E.: This option allows you to hear the sound effects used in MEGA MAN X.

Press the control pad **left** or **right** to change the number and then press the **Y** button to hear the sound effect.

EXIT: Highlight this option and press the ***START*** button to exit the OPTION MODE.

THE MAVERICKS



CHILL PENGUIN



SPARK MANDRILL



LAUNCH OCTOPUS



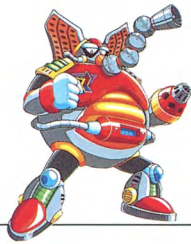
STING CHAMELEON



STORM EAGLE



ARMORED ARMADILLO



FLAME MAMMOTH



BOOMER KUWANGER



SIGMA

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