

Nintendo

GAME BOY ^{color}

CGB-B2XE-USA

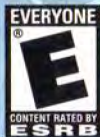
MEGAMANTM Xtreme 2



INSTRUCTION BOOKLET

CAPCOM

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EVERYONE
MILD VIOLENCE

CAPCOM

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DNA DISASTER!

In a high-security government research facility, a mysterious incident caught the attention of the world. All the computerized reploid researchers had suddenly stopped functioning!

When the reploids were examined, scientists discovered that all their programs had been deleted. Despite powerful security programs, they had been wiped clean of all operating data. Even the security programs were gone.

This disaster was called "Erase" and created panic throughout the scientific research community. Scientists immediately started planning their countermeasures.

Within a few days, another massive "Erasure" incident occurred on an isolated research island. An investigation team was immediately sent to the island. There they discovered a small army of "irregular" reploids, who had already been defeated in the past.

A new type of DNA chip was found on one of the irregular reploids. The chip contained DNA data duplicated from irregular reploids in the past. Investigators suspected that it was used to revive them.



Someone developed this new chip, which extracts DNA data from reploids and reproduces it. It also contains a program that produces a Sigma virus and then erases itself. This dreadful chip is called "DNA Soul."

Now, Mega Man X and Zero receive an order to defeat the irregulars on the island and collect all the DNA Soul!

Who hacked into the mother computer? What is this invisible enemy's goal?

Once again, X readies for battle, repeatedly asking himself if fighting is the only way to protect world peace ...

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MEGA MAN X

A full-page illustration of Mega Man in a dynamic, action-oriented pose. He is shown from the waist up, leaning forward with his right arm extended and fist clenched. He has a determined, slightly angry expression on his face. His blue armor is detailed with black joints and red visors. The background is a warm, golden-yellow color with faint, stylized patterns. On the far left edge, there is a small, partially visible text fragment: "ld" and "er".

ZERO

A Special-A Class hunter and the leader of the Special Hunter Unit 0, Zero is Mega Man X's companion and friendly rival. He carries out his missions with total style and confidence.





AILLIS

Aillis is an excellent reploid who works as an operator. While training in irregular reploid hunting, she gets involved in the "DNA Soul" incident.

STARTING UP

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

PRECAUTIONS

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

CONTROLS



BUTTON

MENU CONTROL

GAMEPLAY CONTROL

Control Pad

Highlight selections

◀/▶ = Move Mega Man X
 ▲/▼ = Climb up/down ladders
 ▼ + A Button or ▶▶ = Dash

A Button

Confirm selections

Jump

B Button

Cancel selections

Attack

START

Start game

Pause/Unpause

SELECT

Display Weapon Select screen

Note: Use Option mode to change the Control setting. See page 11.



MODE SELECT

X MISSION

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

ZERO MISSION

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

RULES

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



CONTINUE

You can save your game on the Mission Clear screen (see page 28).

To restart a saved game, select CONTINUE. Then select one of the four save files to restart.

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

OPTION

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

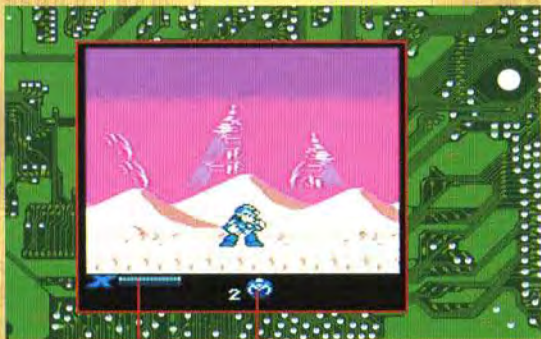
- **BUTTON CONFIG** – Change button assignments by selecting a button and then pressing the Control Pad /.
- **SOUND TEST** – Sample the game music and sound effects. Select a number and press the A Button to preview the selection.

PART

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



GAME SCREEN



Energy Gauge

Remaining Characters

ENERGY GAUGE

Shows X's or Zero's remaining energy. When all the energy drains away, you lose one character.

REMAINING CHARACTERS

Number of characters you have left to finish the stage. If you use up all the characters, the game ends.

WEAPON NAME

The special weapon or special move X or Zero is using.

WEAPON ENERGY GAUGE

Remaining energy for your special weapon. If the energy drains away, your weapon becomes useless.

POWER-UP PART

The power-up part X or Zero is using.

BOSS ENERGY GAUGE

The boss character's remaining energy. If you can fight the boss until its energy drains, you will defeat it.





SPECIAL ACTIONS

ATTACK (B Button)

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

JUMP (A Button)

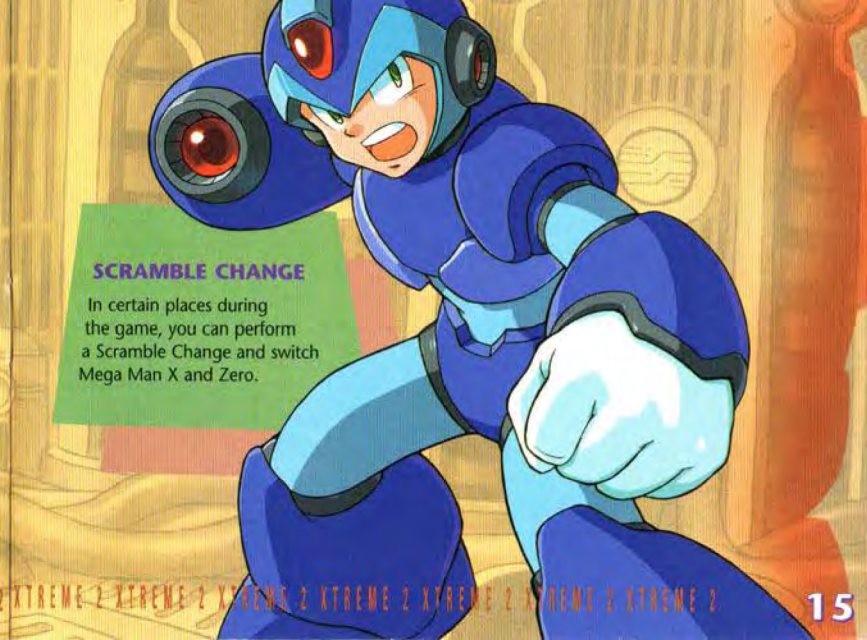
- Press the button to jump.
- Hold the button longer for a higher jump.

WALL KICK (A Button)

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

DASH (↓ + A Button or →→)

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

Mega Man X is shown in a dynamic, forward-leaning pose, ready for action. He is wearing his signature blue armor with light blue joints and a large blue helmet with a red visor. His right arm is extended forward, and his left arm is bent at the elbow. The background is a warm, golden-yellow color with faint, stylized patterns. A green rectangular box is positioned on the left side of the page, containing text.

SCRAMBLE CHANGE

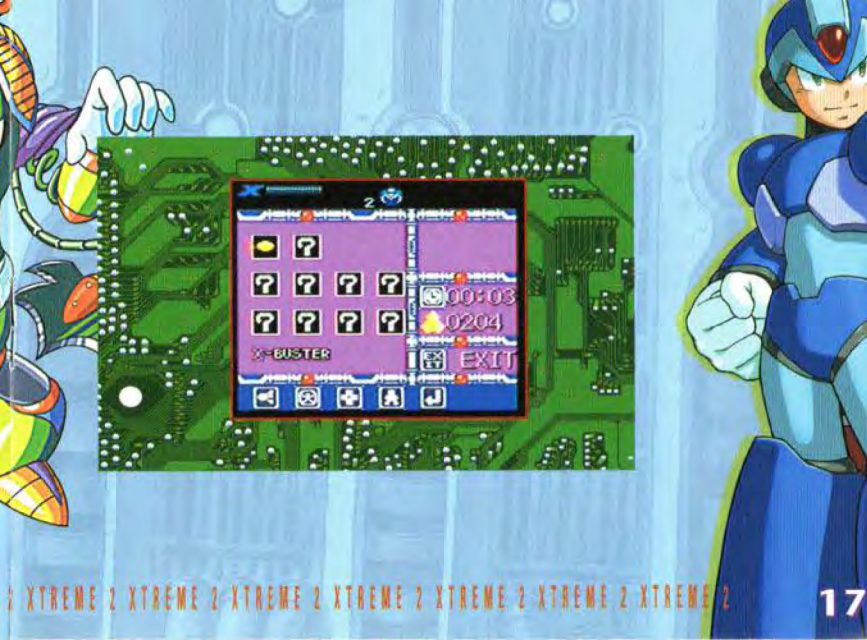
In certain places during the game, you can perform a Scramble Change and switch Mega Man X and Zero.

WEAPON SELECT

Press SELECT to display the Weapon Select screen.

- **ICONS** – Highlight an icon and press the A Button to display each menu screen.
- **SUB-SCREEN** – Highlight a Special Weapon or move and press the A Button to equip or use it. You can equip up to four parts at one time.
Highlight a Sub Tank and press the A Button to restore your character's energy.
- **POWER-UP PARTS** – You can find four Power-Up Parts in each stage. Collect these to improve X or Zero's abilities. View the Power-Up Parts screen to check on the Parts you've acquired (see page 19).
- **KEY CONFIG** – Change button assignments by selecting a button and pressing the Control Pad .
- **LIFE SOULS** – Shows your current amount of Life Souls.
- **EXIT** – Return to the Stage Select screen. You can use EXIT only in stages you have already completed.





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ITEMS

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

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

POWER-UP PARTS

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

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



When equipped,
defeating enemies,
can!
You can charge
You can recover
item.
Increases
damage.

- **HYPER CHARGE** – You can charge twice as fast.
 - **SUPER RECOVERY** – You can recover more energy from an item.
 - **BUSTER PLUS 1** – Increases the X Buster's attack damage.
 - **SABER PLUS 1** – Increases the Zero Saber's attack damage.
- 

The background of the page is a stylized illustration. On the right, Mega Man stands in his classic blue armor, looking forward with a determined expression. Behind him, a red robot with a flame-like headpiece and a long, flowing orange cape is shown in a dynamic pose, holding a large red and black weapon. On the left, a pink and orange robot head is visible, with a stream of colorful, multi-colored energy or liquid spraying out from its mouth. The overall color palette is warm, with a lot of orange and yellow tones in the background.

MORE PARTS!

There are various other parts. Collect as many Soul Items as you can and find out what they do! If you want to create a part, select PARTS in the Stage Select screen.



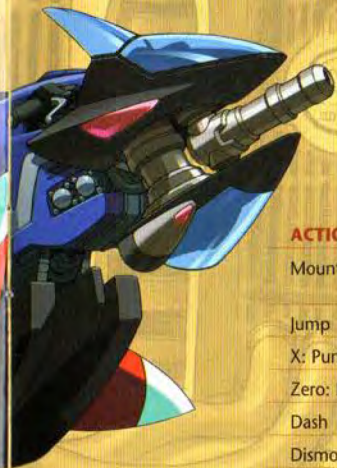
RIDE ARMOR

In certain stages, X and Zero can use Ride Armor.

This powerful punch attack can destroy various things.

While X or Zero is using Ride Armor he doesn't take damage. However, Ride Armor will be broken if it takes a certain amount of damage.





RIDE ARMOR CONTROLS

ACTION	CONTROL
Mount Ride Armor	Control Pad – move character next to Ride Armor
Jump	A Button
X: Punch/Charge Attack	B Button
Zero: Punch	⬆ + B Button
Dash	⬇ + A Button or ⬅➡ or ➡➡
Dismount	⬆ + A Button

X'S SPECIAL WEAPONS

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



**MORE
SPECIAL WEAPONS!**

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

ZERO'S SPECIAL MOVES

- **DASH** – Enables Zero to lunge forward at high speed.
- **RISING** – Drops thunder around Zero for a certain time.
- **EARTH GAZER** – Inflicts damage on all enemies on the screen.
- **DRILL CRASH** – Jump, then press ▼ + B Button to inflict damage on an enemy below Zero.





**MORE
SPECIAL MOVES!**

There may be more special
moves. Search for them!



MISSION CLEAR

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

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

AUTO SAVE

Each stage has at least one Memory Device. When X or Zero passes one of them, your play data is saved automatically and Suspended Data is created. When your game is over or you turn off the Game Boy Color while playing, you can restart from the last Memory Device. See page 11 for instructions on how to restart Suspended Data.





TIPS

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

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

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

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

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