

# MegaMan X5 FAQ/Walkthrough

by Neo Zero

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Rockman X5 Walkthrough/FAQ  
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## C O N T E N T S

1. Story [Not finished]
2. Game Controls
  - 2.1. X
  - 2.2. Zero
3. Upgrades [Not finished]
  - 3.1. Dr. Right's Capsules
  - 3.2. Upgrade Items
4. Game Commands
5. Game Walkthrough
  - 5.1. Gameplay Information
    - 5.1.1. Ranks
    - 5.1.2. Sigma Virus
  - 5.2. The Enigma and the Repliforce Shuttle
  - 5.3. Intro Level
  - 5.4. Irregulars
  - 5.5. Sigma Levels
6. Secrets
  - 6.1. Glitches
  - 6.2. Rumors
7. Other Stuff
  - 7.1. Music List
8. Updates
9. Credits/Disclaimer

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"Unless you're one of those types that like to live in caves, you should know at least a little something about the Mega Man universe, whether it be the fact that the series is divided in two (the X and the original series), the fact that Mega is a little robot dude in blue underwear that shoots bullets out of his arm, or the fact that he has more sequels than McDonalds has hamburgers."  
- Red Draco

Welcome to my Rockman X5 walkthrough/FAQ thinger-ma-bob. All my info is based from the Japanese version, so some of my info may be a bit hard to understand. Live with it, I'm not fluent in Japanese. :) A LOT of information, such as Zero's ability/weapon names aren't translated yet, I have to go and look each symbol up separately.

The only sites this FAQ should be on are:  
(URL still pending... grah!) [My site]  
<http://gamefaqs.com> [GameFAQs]

If you find this somewhere else, please contact me about it and tell me where you found it, or ask the owner of the site to remove it, if you feel nice. ^\_^

If you need a menu translation guide, it's in the Game Commands section. It can also be found at my page, among other various Rockman/Rockman X related stuff, the URL to it is above. In addition, I'll also be uploading a guide that has both English and Japanese in it, so you can see what Japanese words mean what and where.

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## 1. Story

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I haven't finished translating the story from the instruction booklet yet. So, basically, a space colony (NOT asteroid, it's a SPACE COLONY, trust me on this one) is falling to Earth and will crash in 16 hours, which will kill people and destroy stuff like that. It's up to X and Zero to find a way to prevent it from falling. Your job is to collect parts to build a cannon called Enigma, to shoot the Colony before it crashes.

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## 2. Game Controls

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### 2.1. X's Game Controls

Hopefully, this'll help instead of confuse. :)

Up- Only used for grabbing ropes.

Down- Crouch

Left- Move left

Right- Move right

L1, R1- Cycle through weapons. Only works if you've defeated an Irregular Boss.

L2- Giga Attack

Circle- Dash

Square- X-Buster

Triangle- X-Buster/Current Special Weapon

X- Jump

Other commands:

X Button while in air-

Force Armor- Enables rocket boosters, letting you hover for a short time.

Falcon Armor- Enables jets, allowing you to fly.

Ultimate Armor- Enables rocket boosters, letting you hover for a short time.

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### 2.2. Zero's Game Controls

Up- Grab ropes/Special moves

Down- Crouch

Left- Move left

Right- Move right

L1, R1- Cycle through weapons. Only works if you've defeated an Irregular Boss.

L2- Messenkou

Circle- Dash

Square- Z Sabre

Triangle- Z Buster

X- Jump

Other Commands:

X Button while in air: Second jump (Gained from Crescent Grizzly)

Circle Button in air: Air Dash

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### 3. Upgrades

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#### 3.1. Right's Capsule Upgrades

Both X and Zero can access these special upgrade capsules. Zero cannot use the upgrades gained from them, however. There are three different types of full armor upgrades you can use:

- Force Armor [Fo-su A-ma-]
- Falcon Armor [Farukon A-ma-]
- Gaia Armor [Gaia A-ma-]
- Ultimate Armor [Arutimatto A-ma-]

Once you have all the armor parts, you can have X use them by pressing left or right at the character select, once you've picked the level you want to go to.

#### Armor Descriptions:

##### \* Force Armor

Use Irregular Weapons: Yes

Upgrade Items: 2

Special Ability: Lingering Plasma blasts, Nova Strike, Hover, Air Dash

You can ONLY get this armor if you start as X. The Force Armor is X's special armor from X4.

##### \* Falcon Armor

Use Irregular Weapons: Yes

Upgrade Items: 2

Special Ability: Fly, Giga Attack

One of the very few things I like about playing as X. Not only do you get a Giga Attack, but you also can FLY for a limited amount of time! You can't shoot while flying, just run into things to hit them. You can charge you X Buster while flying. Fully charged X Buster shots are released as laser beams.

##### \* Gaia Armor

Use Irregular Weapons: No

Upgrade Items: 0

Special Ability: Walk on spikes, Giga Attack

Yes, you read it correctly, walk on spikes! With the Gaia Armor on, spikes no longer do any damage at all. Very useful. However, your speed has plummeted quite a bit, but you can hurt things by dashing into them. The X Buster can't fire single shots as quickly, and the shots dissipate before getting all the way across the screen. On the up side, your X Buster charges MUCH faster, and the blasts don't stop at the first thing they hit. The X Buster can break the big black boxes with the yellow "V" shape on them.

##### \* Ultimate Armor

Use Irregular Weapons: Yes

Upgrade Items: 2

Special Ability: Lingering Plasma blasts, Hover, Air Dash, Infinite Nova Strike

The Ultimate Armor from X4. X Buster shots don't stop at the first thing they hit, but instead, keep going across the screen, leaving a large, lingering plasma blast wherever they hit.

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### 3.2. Upgrade Items

Almost every time you complete a level, you get a special upgrade item. This could be either a life-up, weapon-up, or an upgrade that can be installed to X and/or Zero. You start getting these items after the first battle against Dainamo, and whether you get a life- or weapon-up depends on the path you've taken to fight the bosses. It takes one visit to a level to get the life- or weapon-up, and two visits to get the upgrade. All you have to do is enter the level, you don't have to go all the way through.

Boss Name: Life + / Weapon +

Crescent Grizzly: Shock Buffer / Hyper Dash

Bolt Kraken: Quick Charge / Z Saber Extender

Shining Hotarunix: Burst Shot / Shot Eraser

Tidal Makkoin: Super Recover ([Kaifuku] Up!) / Energy Saver

Spiral Pegasyon: Hyper Jump / Speed Move

Spike Rosered: Ultimate Buster -> Z Saber Plus

Dark Necrobat: Virus Barrier / Virus Buster

Burn Dinorex: Speed Shot / Buster Plus

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### 4. Game Commands

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Not finished, but it's been started.

#### \* Title Screen

[[http://members.nbci.com/neozerostuff/rockman/screenshots/faq/rmx5\\_faq\\_titlescreen.jpg](http://members.nbci.com/neozerostuff/rockman/screenshots/faq/rmx5_faq_titlescreen.jpg)]

Ge-mu Suta-to	Game Start- Start a new game.
Kontinyu	Continue- Load a saved game.
Opuchon	Options- Game options.
Tore-ningu	Training- Practice in a training level.

#### \* Options Menu

Ge-mu Reberu	Game Level- How hard the game is.
- Futsuu (Normal)	-> Muzukashii (Hard) -> Yasashii (Easy)

Ge-mu Supi-do	Gameplay speed.
- Futsuu (Normal)	-> Osoi (Slow)

Botan Sattei	Button Establish- Button configuration.
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Botan No Sattei (Setting of Buttons)

Square: X Basuta- (X Buster), Z Seiba- (Z Sabre)

X: Jyanpu (Jump)

Circle: Dashu (Dash)

Square: Tokushu Fuki (Special Weapon), Z Basuta- (Z Buster)

L1: Fuki Serekuto Hidari (Weapon Select Left)

R1: Fuki Serekuto Miki (Weapon Select Right)

R2: Giga Atakku (Giga Attack)

O-to Cha-ji (Auto Charge)

Ofu (Off) -> On (On)

Rensha (Actual Meaning Unknown [Rapid Fire])

Ofu (Off) -> On (On)

(Can't translate)

Opuchon Nimodoru (Return to Options)

Saundo Mo-do	Sound Mode- Sound output setting.
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- Sutereo (Stereo) -> Monoraru (Monoaural/Mono)

Saundo Tesuto

Sound Test- Plays sound tracks.

Mo-do Serekuto Nimodoru

Return to Mode Select

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## 5. Game Walkthrough

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### 5.1. Gameplay Information

This section has stuff that I couldn't really fit anywhere else.

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#### 5.1.1. Ranks

Both X and Zero start off at a certain Rank. X starts at B, and Zero starts at SA. This tells how skilled they are in battle (which means Zero is better, take that you X fans). There is a total of eight ranks (according to the manual, I think), but I have only seen C, B, A, SA, GA, PA, and MEH.

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#### 5.1.2. Sigma Virus

The Sigma Virus takes the form of a floaty purple Sigma head. You can't kill it unless you have the Virus Buster part equipped, or Zero has his ultimate armor (only he will be able to kill them, not X). If it touches you, it will do a certain amount of corruption damage, indicated by the little meter in the bottom left-hand corner of the screen. The stages the meter goes through are Normal, Caution, Danger, and then Virus. X can NOT become an Irregular; if he is infected with the virus, it will ignore him and pass on to Zero, who CAN become an Irregular. If the meter reaches "Danger" before you complete a level (I am unsure as of whether it still counts if you die or not), Zero will be corrupted and he won't be available for use after you've finished the eight Irregular levels. According to this information, I'mmm assuming there are three variations of the ending.

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### 5.2. The Enigma and the Repliforce Shuttle

You can fire the Enigma at any time you want before the game does it automatically, simply by pressing R1 at the level select screen. You can do the same with the Repliforce Space Shuttle, but it will effect the game. Below are the effects it's had on my game.

Start with X -> Fire Enigma -> Launch Shuttle -> Zero goes Irregular

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### 5.3. Intro Level

This level serves to introduce players to the game. Eiria will help you out by telling you what to do when you get to certain spots.

BIG NOTE! There are both up and downsides to playing as X or Zero through the first stage.

\* If you start as X: You get the Force Armor, but Zero will NEVER be able to use his Z Buster, since it was damaged (actually, torn off) badly.

\* If you start as Zero: You can use his Z Buster, but X will NEVER get the Force Armor.

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BOSS BATTLE: Giant Floaty Sigma Head

Level: 1

Yeah, so it's not really called that, but that's what I call them... His pattern is the same for both X and Zero. Sigma does just about 4 different things. When he shoots the large green/yellow orbs, jump up onto the left wall and jump over them. If he charges forward at you, just stay put, he won't run you over. When he fires a whole friggin bunch of little blue orbs, duck down and hit him when you can. If he starts to kinda shake up and down and you hear a high pitch noise, get up onto the top of the left wall to avoid the big nasty purple beam he's about to shoot. A fairly easy boss battle. Your other character must've already weakened him for ya. ^\_^

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#### 5.4. Irregulars

There's a big detail you need to pay attention to here. You have 16 hours, and 8 bosses. It takes one hour to travel to an Irregular's location. That means you can't go skipping around as you please, not yet at least.

After the intro level is complete, you'll be back at the Irregular Hunter HQ, and Signas will tell you which four Irregular bosses hold the pieces needed to repair Enigma. The four bosses are Crescent Grizzly, Bolt Kraken, Shining Hotarunix, and Tidal Makkoin. After you've gotten all of Enigma's pieces, you'll need to defeat the other four bosses to retrieve parts to repair the Repliforce Space Shuttle. These bosses are Spiral Pegasyon, Spike Rosered, Dark Necrobat, and Burn Dinorex.

The American names of the Irregulars are quite a change from the traditional name style. All of them are named after people from Guns N Roses, which is apparently pretty popular in Japan.

#### Boss Profiles

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Boss Name (Japanese) [Boss Name (Romaji)/American Name (GNR Relation)]

Boss Title [English translation]

Weapon for X [Romaji name]: Description

Weapon for Zero [Romaji name]: Description

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Kuresento Gurizuri [Crescent Grizzly/Grizzly Slash (Saul "Slash" Hudson)]

Housou Aiankuro

Kuressento Shotto [Crescent Shot]: Fires a miniature crescent blade.

Mikazukizan: Z Sabre Button while in the air. Zero will spin, creating somewhat of a shield around himself.

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Boruto Kuraken [Bolt Kraken/Squid Adler (Steven Adler)]

Choudenji No Wana [Super-Electromagnetic Trap]

Toraisanda- [Tri Thunder]: Shoots three bolts of electricity from your body (up, down, and forwards) that turn into orbs that travel along a surface when they run into it.

Denjin- Up+Z Sabre Button. Similar to the Ryuenjin from X4, but it uses

electricity instead. The longer you hold the buttons, the higher Zero goes. A bolt of electricity is dropped from the sabre while you're in the air. (VERY useful on that obnoxious Fish Sub Tail)

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Shainingu Hotarunikusu [Shining Hotarunix/Izzy Glow (Izzy Stradlin)]  
Chisei No Kagayaki

Wirure-ge-: A small homing firefly missile is yours to command. Use the directional pad to navigate it.

Messenkou: R2, or select it on the Sub-Screen. Zero hits the ground with his fist, shooting several blasts of energy that fan outward across the screen.

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Taidaru Makkoin [Tidal Makkoin/Duff McWhalen (Duff McKagen)]  
Teikai No Shukoshin

Jerusheiba-: A small wave of water that travels along surfaces.

Hisuishou: Dash button while in the air. Creates a water shield in front of you while air dashing. If you hold up before dashing, you'll dash gradually upwards at an angle. Same if you hold down, but you go downwards.

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Supairaru Pegashion [Spiral Pegasyon/The Skiver]

Ea Fo-su Purinsu [Air Force Prince]

Uingusupairaru [Wing Spiral]: Creates a small whirlwind around yourself that travels upwards.

Hayate: Z Sabre button while dashing. Sends forth a silhouette of yourself that attacks any enemies it hits before stopping.

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Supaiku Ro-zureddo [Spike Rosered/Axl The Red (Axl Rose)]

Shinku No Genjutsu

Supaiku Ro-pu [Spike Rope]: Sends a large ball of thorns at your enemy.

Sougenmu: Similar to X's Soul Body move in X4. Creates a copy of yourself that can be used to attack distant enemies.

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Da-ku Nekurobatto [Dark Necrobat/Dark Dizzy (Dizzy Reed)]

Wasu Re Sa Rareshi Yami No Senshi [Forgotten Dark Warrior]

Da-kuho-rudo [Dark Hold]: Freezes time until the weapon's energy runs out.

Da-kuho-rudo [Dark Hold]: Freezes time until the weapon's energy runs out.

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Bu-n Dinorekkusu [Burn Dinorex/Mattrex (Matt Sorum)]

Shurashikku Inferuno [? Inferno]

Gurandofaia- [Grand Fire]: A small ball of fire sticks to whatever surface you shoot it at and spits embers out in all directions.

Danchien: Down+Z Sabre button while in the air. A powerful flaming downthrust move, that creates a small group of explosions upon contact.

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Level Walkthrough

The order you go in really doesn't matter, but the fastest way to get all the

armor parts as soon as you can is listed here.

Crescent Grizzly, Bolt Kraken, Tidal Makkoin, Shining Hotarunix, Dark Necrobat, Spiral Pegasyon, Burn Dinorex, Spike Rosered.

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#### KURESENTO GURIZURI

Pretty straight forward. Make your way to the right end of the set of trucks. Destroy the gems on the front that shoot the laser beams, and jump to the next truck before the little timer that appears reaches zero. The basic idea here is to keep moving.

\* Sub Tank: On the last exploding truck, the Sub Tank is sitting on the very front.

\* Heart Tank: Once inside a large "room" on the trucks, there'll be a spot where you can jump up between the outside walls of two truck sections. Up on top sits the Heart Tank on a bed of spikes. You'll have to come back with the Gaia Armor or Falcon Armor.

\* Enhancement Capsule- Leg Parts F: Once you've reached the front truck, you'll just stand there for a bit until it hits another truck, and sends you flying into a mountain cave. Right above where you land is a hole in the ceiling. Jump up into it along the walls. At the top is a small room, containing part of the Falcon Armor.

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BOSS BATTLE: Crescent Grizzly

WEAKNESS: Spike Rope/Sougenmu

Grizzly doesn't pose much of a threat, especially if you're playing as Zero, who can kill pretty much ANYTHING at least five times faster than X can. :) Hit him as much as you can while he's standing still, and crouch to avoid his mini-crescent shots. (If you've used the Ultimate Armor code for Zero, his Z Sabre can destroy the mini-crescent shots.) When he jumps into the ceiling, dash around the room back and forth quickly, so he doesn't surface right over/under you. He can come down from the ceiling (drills downward), up from the ground (pokes his head out and sticks his drill arm out at you), or from the back wall (slashes at you).

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#### BORUTO KURAKEN

Oh, how I hated this stage when I first played through it... It's much easier with the Rapid Fire option on. Just hold the button down and stay at the back of the screen until the part with the little orb over the gap. At that point, stay as close to the front of the screen as possible, and keep firing through the barriers. You'll drop down and head towards three more barriers, just dash to get through them. The next area features Lock Systems and obnoxious electrical barriers (the little objects supporting the electric beam remind me of the capsule that teleported you to fight Vava in X3). To open the locks, hit them until they hit the wall and the door opens. The door will only stay open for a short period of time, to be quick. In areas with two locks, hit one lock, then hit the other, then hit the first one, to keep them both going at the same time.

\* Heart Tank: Shortly before the gate to the boss room is a Yellow Lock off to



the left. Inside the "room" past the lock are several black boxes with a purple "V" on them. The only way to break them is with the Gaia Armor. Past the boxes is another Yellow Lock, which is guarding the Heart Tank. Be sure to get in and out of the small chamber before the door closes.

\* Enhancement Capsule- Head Parts F: Get all of the little blue orb items during the first part of the level. When you get off the Land Chaser, Eiria will tell you to shoot them at the door. If you got them all, the door will bust open, and you can get to the capsule.

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BOSS BATTLE: Bolt Kraken

Weakness: Jerusheiba-/Hisuishou

Much easier with Zero, cause then you basically just have to air dash at him. A little harder with X, because the Jerusheiba- shots don't travel far before falling. Every hit will stun him, though.

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TAIDARU MAKKOIN

Note that the music for this level is a remix of Bubbly Crablos/Bubble Crab's level music from X2... :)

Gah, I hate playing this level as normal X. It's easier to take out the Fish Sub with Zero. Anyways, Hit the top and bottom "jaws" of the Fish Sub to destroy them (the yellow things that shoot energy at you won't come back when you've accomplished this), and be sure to help any Repliroids the thing spits out. I've noticed that it seems to do this if you push it to the back of the screen for long enough. Note that it'll sometimes spit them out into a wall, where you can't touch them. Stupid fish. Once you've reached a certain point, the Sub will stick a laser cannon out from its mouth. This is your cue to jump up onto the wall and stay there until the Sub stops the laser. It'll do this several times, before you have to fight it as a sub-boss (no pun intended)...

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SUB-BOSS: Fish Sub- Head

This battle is SO much easier if you've taken out the jaws beforehand. If you're playing as Zero, just stand right in front of the Fish Sub and slash away. If you're playing as X, fire fully charged blasts at the laser cannon when it shoots those annoying pink fish at you. Stay low most of the time, to avoid being blasted by the laser cannon.

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Once the Sub's Head is destroyed, head to the right, and the stupid thing is back, only this time you're dealing with its tail. Just destroy the missile launchers as much as you can (they regenerate) on your way down. Once you've gotten to the bottom, it's another sub-boss battle.

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SUB-BOSS: Fish Sub- Tail

I hate this thing, I really do. It's pretty easy if you're playing as Zero, just hit anything that moves or is orange. But if you're playing as normal X, it's much, MUCH harder without any special armor. Dash back and forth along the bottom, firing fully charged X Buster blasts at the bottom portion of the Tail to keep the very bottom torpedoes from getting near you, until it explodes. If you're using any armor that shoots large blasts, don't worry about crouching to

be able to hit any torpedoes along the bottom. To deal with the top portion, hang from the rope and fire fully charged X Buster blasts at it. None of the torpedoes should hit you at this point.

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Now that the Fish Sub's Tail is dealt with, head to the right. The water will drain, and you'll have a bit of dry area to trek through. You'll pass by an Enhancement Capsule, but ignore it for now, since you can't get it. Keep going, and the area will fill with water again... and the stupid Sub is back again! If you're playing as Zero, this is easy, since his Z Sabre can hit below where he's standing. If you're playing as X, well, you're screwed, unless you're using an armor that shoots large blasts, or if you have the Grand Fire. Otherwise, you'll just have to avoid the energy blasts the orange cones shoot at you, until you reach the top.

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SUB-BOSS: Fish Sub- Dorsal Fin

Hit the rectangular blue gem thing on the left side of the sub to take down the force field around the other blue gem on the top of the fin. Hit it when the shield is down to do damage to it. Sounds simple, right?

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Once the Sub explodes and sinks, jump up to the gate on the wall, making sure you don't go down with the sub too.

\* Heart Tank: When you get into the dry area, you'll climb up onto a ledge with an odd looking, cracked grey panel in the ceiling. Bring Zero, and have him use the Denjin move (from Bolt Kraken) on the cracked area to blast through. There'll be another panel inside the room, bust through that and be careful to avoid the spikes. From there, the Heart Tank is easy to nab.

\* Enhancement Capsule- Parts F: Remember the area you couldn't get into before you ran into the Fish Sub for the third time? Come back to the area with X after beating Makkoin. Stand on the ground next the wall that's between you and the capsule, and move carefully to the right, so the screen scrolls a bit. Turn around and face the left, and shoot the Jerusheibaa (Makkoin's weapon). If you're far enough away, the shot will run across the floor and hit the object inside the small room, blowing up the wall.

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BOSS BATTLE: Tidal Makkoin

WEAKNESS: Crescent Shot/Mikazukizan

Hitting Makkoin with the Crescent weapons will freeze him, and he'll stay still for a moment. Just hit him again as soon as he stops flashing, and he won't get a chance to hit you. :) When his life gets low, he'll swim to the left side of the screen. Jump over him, but keep attacking. If you do it perfectly, he should explode when he's not even on the screen. Pretty cool. :)

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SHAININGU HOTARUNIKKUSU

I find it amusing that the little drawbrige in the beginning of the level counts as an Irregular on your score... ^\_^ There are a LOT of Sigma Viruses in this level, so watch out.

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SUB-BOSS: Rope-Heads

I dunno what else to call them. :P hit the front of the black thing that comes down (the side with the laser cannon on it). Remember, you can hang on the ropes too, and you should do so to avoid the other laser blasts.

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\* EX-Item(?): Use the Grand Fire on the wooden ceiling structures just after the first few falling spiked platforms.

\* Heart Tank: Just after the drawbridge in the beginning of the level is a place you can drop down below. Slide down against the left wall to find a stranded Repliroid, then dash-jump over to the right wall. It's hard to maneuver it just right, but you can dash so you can grab the Heart Tank under the ledge. Alternatively, you can simply enter the level with X's Gaia Armor and just walk over the spikes that line the pit or fly to it with X's Falcon Armor.

\* Enhancement Capsule- Arm Parts F: In the second area, after the spiraling staircase, there's a bunch of large cannon-like things that shoot orange balls of plasma. There's a small hole in the ceiling past the first or second left shaft. Jump up inside, and use the Crescent Shot/Mikazukian to destroy the cannon, and blowing a hole through the wall while you're at it. Enter the new room to find the Capsule.

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BOSS BATTLE: Shining Hotarunix

Weakness: Tri Thunder/Denjin

Just stand under him and a bit to the side, and fire the Tri Thunder/Denjin at him. He won't have much of a chance to do anything.

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DAKU NEKUROBATTO

This level is so cool. It slows down a bit when the nebula is displaying in the background, though.

\* Sub Tank: Not very well hidden, it's at the very end of the first area with the constellations.

\* Heart Tank: It's in the area where the room flips upside down when you move to a new section. You can only get it if the Heart Tank is at the top of the screen. If it isn't, just go back to the left and hop through the room reversal warp again.

\* Enhancement Capsule- Head Parts G: At the end of the level, there's a small pit before the door leading to the boss room. Jump down the pit as X and use the Wirure-ge-. Guide the missile through the twisting path, and run it into the blue-ish section of the inside of the door to destroy it.

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BOSS BATTLE: Dark Necrobat

Weakness: Wirure-ge-/Messenkou

When hit with the Wirure-ge-/Messenkou, Necrobat will be stunned and drop to the ground. You can easily take him out without him ever really attacking.

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#### SUPAIRARU PEGASHION

Pegasyon is a part of Repliforce, as you can see by the emblem on his muzzle. The word "EAGLE" is also printed on doors scattered through the area.

\* Heart Tank: In the elevator shaft, the platform stops and you can see other Repliroids in need of help off to the right. In one of the places, the Heart Tank is near the wall.

\* W Tank: It's in the area with the descending platform elevator, below the platform. Drop down below the platform before it crushes the floor to snag it.

\* Enhancement Capsule- Body Parts G: Use X's Falcon Armor and fly directly up at the area right before the outside lift (with the Sigma Virus).

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#### BOSS BATTLE: Spiral Pegasyon

Weakness: Dark Hold

Just use the Dark Hold and hit him as fast as you can. Using Zero, I've been able to beat him without him getting to move after he's been frozen. If you don't have the Dark Hold, or you run out, dash around the screen and keep moving to avoid him as he flies across the screen. He'll hold his arm in the air before throwing a tornado, so be ready to jump over it before it gets too tall.

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#### BUN DINOREKKUSU

\* Heart Tank: In the area where you drop down into the pit and hide behind the walls from the lava, head all the way to the left to find the Heart Tank.

\* Enhancement Capsule- Arm Parts G: Once you get to the end of the area with the Ride Armor you use to go underneath the magma, the path continues more to the right after it goes up and out of the magma pools. Follow the path to the right and you'll end up at another opening, in front of the Enhancement Capsule. You could also go through this area normally and fly over using the Falcon Armor.

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#### BOSS BATTLE: Burn Dinorex

Weakness: Wing Sprial/Hayate

If you're playing as Zero, make use of the Hisuishou and dash through Dinorex when he charges across the room. If he has the upgraded Z Sabre, you can also destroy the little fire pods he spits out at you. When Dinorex is hit by the Wing Sprial/Hayate, he'll be stunned for a moment (and look REALLY funny), so take that time to get far enough away from him to have enough room to avoid the next attack.

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## SUPAIKU ROZUREDDO

\* Heart Tank: In the first area just below the rope vines is a wall of black boxes with yellow "V"s on them. Use the Gaia Armor to break through. The Heart Tank is sitting up on a ledge that's just a little too high for you to reach. Move a black box by dashing into it down into the small indentation in the ground, then move another one over it to the ledge. Jump up onto that box, then dash-jump to the ledge with the Heart Tank.

\* Enhancement Capsule- Foot Parts G: In the area with the ropes across the pit, there's an opening in the ceiling just before you get back to solid ground. The easy way to get up here is to use X's Falcon Armor and fly up, but it is possible for Zero to get up by jumping up onto the left wall, up and to an overhanging ledge, and over to the right. Then jump up the overhanging ledge, avoiding the spikes on the left wall. (It's MUCH harder than it sounds.)

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## BOSS BATTLE: Spkie Rosered

Weakness: Grand Fire/Danchien

Rosered can be tough, but he's so cool. :) He opens the battle by creating a clone of himself, which disappears immediately. For the first part of the battle, Rosered will just jump around, throwing balls of thorns at you. Once his energy gets to around the halfway point, he will go to one side of the room and send out a vine whip. If you touch it, it'll wrap around your character and proceed to squeeze the life out of you. Simply press buttons as fast as you can to free yourself. He will also have his clone do this at the same time, on the other end of the room. Stay on the wall to avoid the attack. Rosered will sometimes stop and shoot several pinkish blasts into the air. This puts several large rose petals at the top of the screen, and will float down and hurt you if you touch them. Hitting Rosered with the Grand Fire or Danchien will interrupt whatever he's doing. You cannot hurt the clone.

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## DAINAMO

Dainamo is a Mercenary hired by Sigma to destroy X and Zero. He challenges you only twice in the game, which kinda sucks, since he looks so cool. :\ Dainamo uses mock-respect when speaking to or about X and Zero, being the only character in the game to use respective titles (san, kun). He will challenge you first when you have defeated two bosses, and again when you have defeated six. You can't proceed until you've fought him each time. If you lose and pick "Stage Select" instead of "Continue", Dainamo will leave and you won't battle him.

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## BOSS BATTLE: Dainamo

Level: 5 (varies)

Weakness: ?

Dainamo is VERY simple to take out the first time. He doesn't move very quickly and his attacks do little damage. Dainamo uses a double-bladed beam sabre which he will either spin in front of him (and laugh while doing it), or throw it at you. His other basic attack is using his arm cannon, where he leaps REALLY high

into the air and fires a shot downward that splits and travels horizontally at your level. If you're using X, Dainamo will also leap at you and slash with his beam sabre. This battle should be short, my best time is like 10 seconds. :D

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BOSS BATTLE: Dainamo

Level: 17 (varies)

Weakness: ?

He's back, and I think he's not gonna underestimate the power of cheese... I mean, you. Heh. This time he moves faster, and shoots two blasts from his arm cannon. In addition to this, he frequently will jump to one side of the screen, and makes large, purple beams shoot from the ground. You can tell where you can stand to avoid them by the lines on the floor. He will make three "waves" of this attack at a time; first, the entire screen, second, the side of the screen he isn't standing on, third, the side of the screen he is standing on. This attack can kill you easily if you get hit a couple of times, so be careful.

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## 5.5. Sigma Levels

### Level One

These next few levels are rather confusing. Not only is the background distracting, the area features green lasers that activate when you pass in front of them. They do NOT shut off, and if you get hit by them, you die. Anyways, as you enter the level, work your way down until you reach a weapon power-up. You'll need to head to the right. However, there seems to be something over there, and it's purple and floaty. No, it's not a purple floaty Sigma head, it's a purple floaty Zero silhouette! O\_o Perhaps this is what Eiria meant by "Zero Virus". He appears no matter who you play the level as. AVOID HIM. He does several times more corruption damage than the Sigma heads. To avoid him, stand still until he dashes at you, then jump over him. He'll reappear at least once, so stay alert. The EASIEST way to get through the next area, containing those nasty green lasers, is once you get to the little area with the two steps before the two lasers on the right wall, use the Dark Hold to freeze time, and the lasers. Get through as fast as you can, GRAB THE WEAPON POWER-UP ON YOUR WAY. Otherwise, the weapon's energy will run out, and you'll be on your own. Once through here, you'll face a boss.

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BOSS BATTLE: Black Devil

Level: 26

Weakness: ?

Players of the original Rockman series should recognize this enemy. His weakness is the same- attack the eye. When the battle starts, crouch down to avoid being hit by overpassing blob-cubes, making a short jump over the one that glides across the floor. The Blob will assemble itself, and the eye will appear in one of a couple places on the body, or the foot. It fires two fireballs at you before liquifying again and shooting back across the room like it came in. Do NOT touch the green outline, or the Blob's main body. When about half of its energy is gone, it may launch only half of the cubes across the screen before pausing. Stay read, because in a few moments, one cube from EACH SIDE will fly across to the other end of the screen. This will cycle through 8 times (16 cubes) before stopping, then one half of the cubes will join the other. At some point after this, it will transform into a skull-shaped object

(obviously a Wilybot), and stomp around the screen, smashing the ground with the spikes it has on the bottom. Dash jump over it. After it jumps a few times, the eye will appear at the top-center of the skull. Attack away.

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### Level Two

The next level is a little less stressful... The Zero Virus is in here too, a lot more frequently than in Level One. Just before you enter the gate to the boss room, there's a seemingly useless ledge. Jump up onto it, and head for the left wall, and you'll pass right through it. Inside the small hidden chamber is an extra life and a max life capsule.

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### BOSS BATTLE: Rangda Bangda II

Level: ?

Weakness: ?

Remember this guy from X1? Well, he's back, and with a vengeance. Hit the eyes as they open, taking out the red one as quickly as you can. This will make the last part MUCH easier. Eventually, the walls will close in and spikes will grow from the floor, and either the upper or lower area of the walls. A fire ball will circle the small area, and the spikes on the walls will go away. Run from the fire ball, hitting it as you go. If you get hit, you'll drop straight down to the spikes, so get back up quickly.

On a side note, Rangda Bangda II has an Egyptian design to it. The "eyes" are actually eagle heads, facing the center of the screen.

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### Level Three

This level has lots of spikes, and some Metools. I like Metools. :)

\* Enhancement Capsule- Ultimate Armor: In the area with the lifts, there is a small pit with a lift on the left-most side. Slide down the right wall of the pit, you'll eventually drop through the wall. (If the screen does NOT scroll when you slide down the wall, you have the wrong pit.) Inside this hidden room is the ninth Enhancement Capsule, which both X AND Zero can get. However, only one of them can get it. X gets the Ultimate Armor from X4, and Zero gets a better version of his black armor (also in X4), which powers up his Z Sabre, allowing him to kill floaty purple Sigma heads. In order for the capsule to appear for X, you MUST go through the level with the default blue armor (no special armor). Also, if you get the enhancement as one character, get a game over, then re-enter the stage as the other character, you should be able to get it for them too.

\* Hunter Against Hunter

It all depends on who you played through the level as, and what's happened during the previous gameplay...

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### BOSS BATTLE: X

Level: 23 through 27

Weakness: None

If you enter the boss room as Zero, X will be your opponent. I've seen his

level at 23, 25, and 27, I'm not sure what effects the level he's on. He's not too difficult to take out. Once the battle begins, X will change to his Ultimate Armor. In addition to the large, lingering plasma blasts, X can also use abilities from the previous game, Rockman X4. Before using the weapon, he'll usually charge it up in his "normal" (no special weapon) form, and change weapons as it becomes fully charged. The abilities I've seen him use are the Soul Body, Frost Tower, and Double Cyclone. The Soul Body fires copies of himself across the room at you, just jump over every other one to avoid them. The Frost Tower is much harder to avoid though, keep yourself in between the large icicles that fall from the ceiling. The Double Cyclone is easy to avoid though, just stay off the same level that X is on when he releases it. Basically, keep moving above him (heh, sucks to be short, doesn't it X?) and hit him whenever you get the chance. The battle shouldn't be long, I had to let him live a while to see what moves he had. :)

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BOSS BATTLE: Zero

Level: ?

Weakness: None

Nya~! There's a reason Sigma wants Zero to work for him so badly, and now you get to see why. Having to battle against Zero really sucks. \*\*For this battle, I STRONGLY recommend using X's Falcon Armor.\*\* His moves are few, but VERY powerful. Three to four hits from his new Giga Attack can easily kill you if you're not using special armor. He also will do a triple blast, as in X2, but this time the energy beam emitted from his Z Sabre will shoot out at you, so you'll have to jump over it quickly to keep from being hit. If you're on the ground, he'll shoot. If you're on the wall, he'll use the Giga Attack. The Falcon Armor is VERY helpful here, and lets you hover over his Z Buster shots. Drop to the ground after the second one to be able to get away from the Z Sabre beam. To avoid the Giga Attack, fly across the top of the screen and stop at a spot that's between two blasts, then drop down.

If you're NOT using any special armor (which I did the first time through, go me), it's much, MUCH harder. Your defense isn't as high, and you can't move as freely. Stay on the walls to avoid his triple blast, and as for evading the Giga Attack... good luck. Moving toward the blasts that have already shot out of the ground might help a bit. Try to stay up on the walls, only coming down to fire charged X Buster shots at him. Don't even bother trying to use any Irregular weapons on him, they all bounce off. At least he can't block, like in X2...

Side note: During the explosion sequence, I saw a silhouette of Zero dashing right at X, and it disappeared once it got close to him... I've seen it at least 4 times, I don't know the significance. I've been told by SigmaVirus that it's some sort of Soul Body, and is explained in the American version (which, ironically, I don't have yet).

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BOSS BATTLE: Irregular Zero

Level: 17, 25 (varies)

Weakness: None

Okay, now you're pretty much screwed. Not only do you have to fight Zero, but you have to fight him in a much more powerful form. This is also the last time you see him in the entire game. I suggest using the Gaia Armor for this battle, as you'll need the higher defense and it also lowers Zero's difficulty level to 17 (it's 25 if you use the Falcon Armor). His attack patterns are the same for



the most part, except his Z Buster shots are now large blue rings that hone in on you. The Gaia Armor's charged blasts can destroy these rings, but the very moment you do, Zero will immediately slash with his beam sabre, sending out a wave of energy.

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#### Level 4: Final

Here we go, the traditional battle of all eight Irregulars! But first, there's a bit of a level to deal with. There's not much to go through, and you'll come to an area with a small pit in the floor. Jump over it and go right to get an extra life and a life capsule. Drop down into the small pit to enter a room with eight teleportation pads.

#### Capsule Order:

To Next Area	
Dinorex	Pegasyon
Necrobat	Rosered
Hotarunix	Grizzly
Kraken	Makkoin

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Once you've taken out all 8 Irregulars, a golden teleportation pad will appear on the central platform between the two life capsules. This will take you to the next and final area. Here you'll find a LOT of purple spheres that roll across the ground, and a bunch of little golden triangle things that fly at you like in Cyber Kujacker's level in RMX4. After climbing upwards past several sets of golden triangles, you'll end up at a large pit in the ground. Looks like a dead-end, doesn't it? Nope, it's those stupid disappearing-reappearing blocks from the original Rockman games. The end of the chain is where there's two sets of two blocks on top of each other.

---

#### BOSS BATTLE: Sigma

Level: 25

Weakness: Tri Thunder/Denjin

Sigma is around the same level as Zero, but not nearly as hard. All he does at first is fire easy-to-dodge orbs at you, then jump up and between the walls of the room. He's weak against the weapons from Bolt Kraken, so hit him with those. Once his energy starts getting low, he'll form three floaty purple Sigma heads around himself, and will either jump between the walls, or teleport to the side of the room and fire large blue-green waves of energy at you. Duck down to avoid the higher ones, jump onto the wall to get over the lower ones, and jump in between the one that goes along the ceiling and the floor. Fairly simple.

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#### BOSS BATTLE: Sigma Final

Level: 96

Weakness: Spike Rope/Sougenmu

Hit the gem on his forehead with Rosered's weapons. Duck down when the spiked hands fire the purple blasts, and avoid anything pointy or purple. When the

gloves move off of the screen, he fires four orbs out, along the ground. They'll go after you, one at a time, to the other end of the screen, and stay there for a moment before doing it again. Once Sigma's life gets low enough, large purple squares will appear near you, and do some pretty nasty damage. Dash and get away from them as quickly as you can. The large square will bash into the wall (I don't know how it pulls this off), so jump over it and duck when necessary. It honestly isn't that hard of a battle, compared to in Rockman X4. Personally, I'm disappointed. :\

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Once the battle is done, the game will begin the ending sequence. It's different depending on who you beat it as, and what's happened during the game. There are at least 3 variations. I won't tell anything about them, you'll have to find out for yourself.

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6. Secrets  
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Ultimate Armor codes  
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These codes allow you to start the game with either X or Zero's ultimate armor. You can get them yourself by letting the game sit for a while after the credits roll. To enter these, highlight the desired character at the Character Selection screen when starting a new game. You'll hear a sound when the code is entered properly. Press Circle when you hear it to confirm your selection. If you press any other buttons before Circle, the code will be cancelled.

X- Up twice, down nine times.

Zero- Down twice, up nine times.

6.1. Glitches  
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Land Chaser Sound effects- Entering the Sub-Screen (pressing start) will shut off the Land Chaser sound effects in Bolt Kraken's level. They come back on if you dash.

Shut off the music- Take the CD out during game play. Be sure to put it back before it tries to load anything else, though.

Missing: Left Arm- Not really a glitch, but an incorrectly made sprite.

NOTICE- Do NOT e-mail me saying that this is wrong, and that I'm not seeing that his Z Buster is on the ground. All e-mails saying so will be deleted, and I won't respond to them. I hate to go nazi here, but it's REALLY annoying.

At the end of the intro level, the other character will teleport into the boss room. Play through the level as X, and look very carefully at the UPPER PORTION of Zero's left arm (it's the one facing "towards" the screen) in the third frame of animation... it disappears! O.o

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6.2. Rumors

I've heard from two different sources now that Sigma contracted the Irregular Virus from Zero, during his battle in the warehouse (again, see X4). The virus

was supposedly held in the crystal on Zero's helmet, put there by Wily as a last resort to control all Repliroids. I have not confirmed this.

An rather interesting rumor. It's pretty much just something that some people noticed, I don't know how much it can be backed up. Remember the black armored, silver-haired Zero clone from Rockman X2? Who in this game is a smartass, has silvery hair, and black armor? Hmmm. :D If you can't figure it out, you're not paying attention.

(Thanks goes to many people on PhoenixMUCK for bringing this one up/arguing about it for a long time.)

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### 6.3. Other

When spelled out in kana (Japanese writing), Dark Necrobat is "Daaku Nekurobatto". "Batto", however, does not mean a bat as in the animal, it's a baseball bat. :)

Track 20, Black Devil, is a remix of a song from Rockman 1 on the old NES.

(Thanks go to Dynamo on PhoenixMUCK for \*not\* killing me when I suddenly screamed this. n.n)

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## 7. Other Stuff

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### 7.1. Music List

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These are listed according to the Sound Test under the Option menu. The opening and ending music is performed by a group called Mosquito-Milk. They're good. :)

Opening Theme: "Monkey"

Closing Theme: Mizu No Nakai(?)

Track 00: Zero's Theme (X1) Remix

Track 01: Hunter Selection

Track 02: Rockman X's Introduction Level

Track 03: Zero's Introduction Level

Track 04: Irregular Hunter Base

Track 05: Irregular Introduction

Track 06: Crescent Grizzly

Track 07: Bolt Kraken

Track 08: Shining Hotarunix

Track 09: Tidal Makkoin

Track 10: Spiral Pegasyon

Track 11: Spike Rosered

Track 12: Dark Necrobat

Track 13: Burn Dinorex

Track 14: Battle With An Irregular

Track 15: Dainamo

Track 16: Mission Report

Track 17: Heroic Hunters [Firing of Enigma]

Track 18: Irregular Hunter Base- New Level

Track 19: Sigma Levels

Track 20: Black Devil

Track 21: Rangda Bangda II

Track 22: Hunter Against Hunter

Track 23: Final Sigma Level

Track 24: Battle Vs. Sigma

Track 25: Final Battle

Track 26: Rockman X's Victory Fanfare  
Track 27: Zero's Victory Fanfare  
Track 28: Enhancement Capsule  
Track 29: Ending Dirge  
Track 30: Chosen Path

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8. Updates  
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Version 2.0- September 8, 2001

Added the part about the Gaia Armor being able to blow up the black boxes with the yellow V things on them to the Armor section, and fixed/added other stuff. Added a rumor about the Zero clone.

Version 1.9- May 30, 2001

I could swear I had the W Tank location in there. Really. I did. c.c

Version 1.8- May 6, 2001

Fixed the Heart Tank location for Burn Dinorex's level. I don't know why it was still left blank.

Version 1.7- April 7, 2001

Yes, it's been a while. Just been too busy with other (useless) stuff. Added to the Secrets section and how to beat the rest of the bosses. The info is very brief, though. c.c

Version 1.6- February 24, 2001

Okay, I'm sick of people e-mailing me about the "Missing Arm" glitch I have listed in the glitch section. Obviously, people are not actually reading the whole description, because all the e-mails I've gotten regarding it are telling me that I'm wrong, and his Z Buster is on the ground in front of him, blah blah blah. I've added a notice to the section on this glitch.

Version 1.5- February 19, 2001

Added more info on the bosses and added a section about firing the Enigma and launching the Repliforce shuttle early.

Version 1.4- February 17, 2001

Added information about the American Irregular names that I had sitting around for a while and info about the Upgrade Items. Fixed spelling of Valkysas' name in the credits area. :)

Version 1.3- February 13, 2001

Nrrt, I have to go and fix everything so GameFAQs will accept it... ^\_^;

Version 1.2- January 24, 2001

Added more to the Irregular level walkthrough section, and information about the ranking system.

Version 1.1- January 22, 2001

Expect to see the rest of the level walkthroughs in the next version.

Version 1.0- January 21, 2001

First release! Not much else to say.... um... Zero's cute. Yeah, that'll do.

=====  
9. Credits/Disclaimer  
=====

Thanks go to...

\* CAPCOM: FINALLY releasing the fifth (and hopefully not final) installment of this great game series. You guys rule. :) [Now, if only Zero made it into a fighting game...]

\* My mom: Actually buying the game for me as a Christmas present.

\* Shinta: Telling me how to get X5 to play on my PSX. Now my family has to listen to the music even more. XD

\* Valkysas: Telling me how to get X5 to play on bleem!.

\* The Mechadrake Message Board: For information on the American Irregular names and the connections to GNR. Thanks you guys. :) The board's URL is <http://pub14.ezboard.com/fthemechadrakemessageboardmountainindeworcrabjuice>.

\* Various people of the Rockman cast on PhoenixMUCK. Now if only I could remember who brought some of the stuff up that I put in here. o\_o

\* SigmaVirus: Information on the Upgrade Items.

And now, the boring disclaimer...

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