

CAPCOM[®]

Capcom Entertainment, Inc.
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EmuMovies

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Nintendo

GAME BOY color

CGB-B2XE-USA

MEGAMAN[™]
Xtreme



INSTRUCTION BOOKLET **CAPCOM**[™]

DNA DISASTER!

In a high-security government research facility, a mysterious incident caught the attention of the world. All the computerized reloid 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 ...


CHARACTERS

MEGA MAN X

Mega Man X is shown in a dynamic, forward-leaning pose. He is wearing his signature blue and light blue armor, which includes a helmet with a visor and a chest plate. His right arm is raised, and his left leg is extended forward. The background is a golden, metallic-looking wall with circular patterns.

The leader of Hunter Unit 17, Mega Man X has sworn to fight for world peace, though an inner opposition to violence sometimes holds him back.

ZERO

Zero is depicted in a dynamic, forward-leaning pose. He is wearing his red, white, and yellow armor, which includes a helmet with a visor and a chest plate. He has a large, flowing yellow and orange mane behind his head. His right arm is raised, and his left leg is extended forward. The background is a golden, metallic-looking wall with circular patterns.

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.

GARRES



BELKANA

Though she is known as a reloid researcher, none of the reroids Belkana has created have been revealed to the public. She is shrouded in mystery.

Garres is a knight-type reloid who boasts a high offense ability. He distracts hunters with his cool judgment and powerful javelin attack.



AILLIS



Aillis is an excellent reloid who works as an operator. While training in irregular reloid 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

Control Pad

A Button

B Button

START

SELECT

MENU CONTROL

Highlight selections

Confirm selections

Cancel selections

Start game

GAMEPLAY CONTROL

◀/▶ = Move Mega Man X

▲/▼ = Climb up/down ladders

▼ + A Button or ▶▶ = Dash

Jump

Attack

Pause/Unpause

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.

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 \leftarrow/\rightarrow .
- **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.



SOUL ITEMS

Soul Items are special parts created by Aillis. They have various extremely helpful effects when equipped. You get Soul Items by defeating enemies. Collect as many as you can!

- **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.



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.



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?

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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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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