MEGAMAN®
MAVERICK HUNTER™
X

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CAPCOM

EVERYONE 10+

E
10+
CONTENT RATED BY

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recorded surface
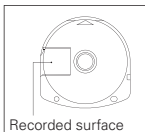
Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

▶ ▶ ▶ ▶ ▶

CONTENTS

A Special Message from CAPCOM®

Thank you for selecting MEGA MAN® MAVERICK HUNTER™ X for your PSP™ system. CAPCOM is proud to bring you this new addition to your video game library.

GETTING STARTED

Right side view

△○✕□ buttons

POWER/HOLD switch

Front view

Disc cover   DC OUT connectors

IR port   USB connector   OPEN latch
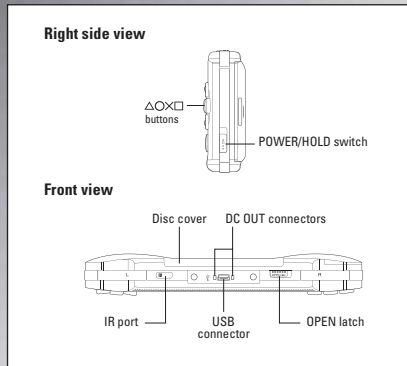
Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the MEGA MAN® MAVERICK HUNTER X disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.
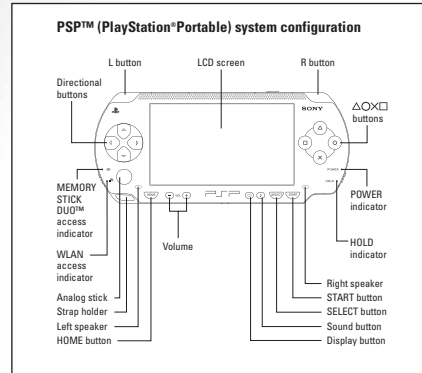
Notice: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration

L button   LCD screen   R button
Directional buttons
△○✕□ buttons
MEMORY STICK DUO™ access indicator
WLAN access indicator
Volume
POWER indicator
HOLD indicator
Analog stick
Strap holder
Left speaker
HOME button
Right speaker
START button
SELECT button
Sound button
Display button

MENU NAVIGATION

Directional buttons ↑/↓ . . . Select menu item
Directional buttons ←/→ . . . Change option setting
✕ button . . . . Accept menu selection
○ button . . . . Cancel/Previous menu

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). This title supports Ad Hoc mode only.

AD HOC MODE Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

Note: Player is responsible for Wi-Fi fees.

STORY

The year is 21XX.

Humans live in peace alongside mass-produced, highly-intelligent robots called "Reploids." However, no technology available has been able to completely eliminate the potential danger that comes with robots running on artificial intelligence. As a result, malfunctions have started occurring, leading Reploids to start attacking humans.

There have been many such cases...

These Reploids, having exceeded the bounds of their AI protocols, are called "Mavericks." And in order to round them up and protect humans from the Maverick threat, the Maverick Hunters team was formed.

Among the Maverick Hunters, one Reploid in particular stood out from the crowd as the most advanced Hunter of them all. His name is Sigma.

"Reploids of the world! Take up arms and unite! Now is the time for revolution!" Out of the blue, this was Sigma's call to arms, igniting a large-scale rebellion across the globe.

Now X, another Maverick Hunter from the same team as Sigma, along with his best friend Zero, set out to put down the rebellion and put a stop to Sigma.

Who knows what fate holds for these two...

CHARACTERS

X

17th Specia

Unit 17th
Name X
Hunter Lani
Basic wepon
Extra Skill

Target A
Target Destr
Judgment 3
Mobility 6
Leadership 5

Target Arrest

Leadership / Destr

Mobility / Judgment

PROFILE: X

A Reploid in Hunter Unit 17 of the Maverick Hunter forces. Who made him? What is his purpose? These questions are shrouded in mystery. Despite going up against Mavericks, his gentle side tends to make him hesitate at times while destroying his opponents. This has held him back at a "B" Hunter Rank (other Hunters view his kindness as weakness). Zero and Sigma are the only ones who sense X's true potential.
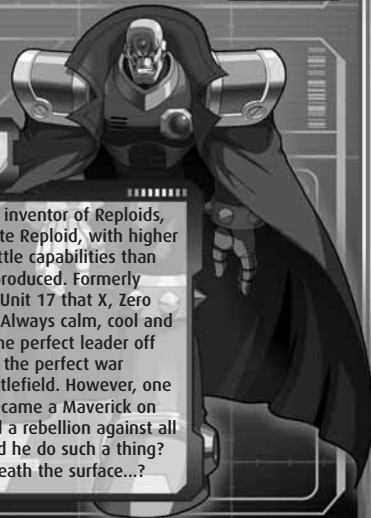
VILE

ZERO

PROFILE: ZERO

Reploid in the same Hunter Unit 17 as X. One of the few who senses X's true potential. Zero completes his missions with speed and precision, and is second only to Sigma as a Special A Rank Hunter. People find it strange that Zero worries so much about X, a B Rank Hunter. As for X, who doesn't seem to get along with other Hunters, Zero is the only one he truly respects and can confide in.
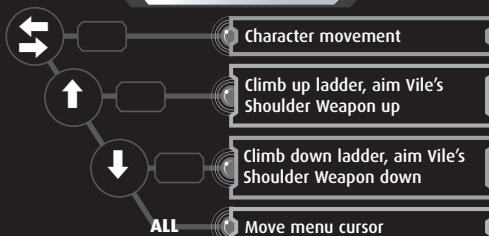
Σ

PROFILE: SIGMA

PROFILE: VILE

Reploid formerly of Hunter Unit 17. With an irregularity in his central processing core, he will stop at nothing to destroy Mavericks, no matter what the cost. He seems to enjoy his mission of hunting down Mavericks with a crazed obsession, and is considered to be borderline Maverick. Lately his superiors had incarcerated him on suspicion of actually being a Maverick, but he managed to escape under the fog of the rebellion.

Created by Dr. Cain, inventor of Reploids, Sigma is the ultimate Reploid, with higher intelligence and battle capabilities than any other Reploid produced. Formerly headed the Hunter Unit 17 that X, Zero and Vile belong to. Always calm, cool and collected, playing the perfect leader off the battlefield, and the perfect war machine on the battlefield. However, one day he suddenly became a Maverick on his own and started a rebellion against all humans. Why would he do such a thing? What truth lies beneath the surface...?

CONTROLS

PSP™ (PlayStation®Portable) System

Directional buttons
L button
R button
△ button
SONY
○ button
✕ button
Analog stick
SELECT button
START button
□ button
POWER HOLD

DIRECTIONAL BUTTONS

⬅➡	Character movement
⬆	Climb up ladder, aim Vile's Shoulder Weapon up
⬇	Climb down ladder, aim Vile's Shoulder Weapon down
ALL	Move menu cursor

• Analog stick controls are the same (when not assigned to special weapons for quick-equip).

START BUTTON

Open Sub-Screen during missions.

SELECT BUTTON

Open Options screen during Stage Select.
Open Sub-Screen during stage.

		X	VILE
CONFIRM	□ button	Shot (fire equipped weapon)	Attack with Arm Weapon
CONFIRM	✕ button	Jump Wall Kick	Jump Wall Kick
CANCEL	△ button	X Buster (hold to charge)	Attack with Shoulder Weapon
CANCEL	○ button	Dash	Attack with Leg Weapon
	R button	Change Special Weapon	not used
	L button	Change Special Weapon	not used

• When playing as X, press the L and R buttons at the same time to un-equip the equipped Special Weapon.
• This manual uses the default controls. To modify the controls, select "Control Config" in the Options Menu, available from the Stage Select screen before starting play or from the Sub-Screen during gameplay.

When WEAPON CHANGE is set to Analog Stick

Un-equip

Change weapon
(pressing the L button also changes your weapon)

Change weapon
(pressing the R button also changes your weapon)

Un-equip
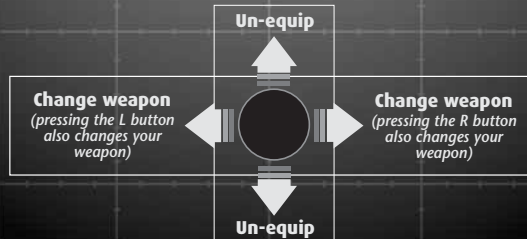
STARTING A NEW GAME

Insert the MEGA MAN MAVERICK HUNTER X UMD disc into the PSP system and turn on the power. Press the START button any time during the intro movie to display the Title screen.
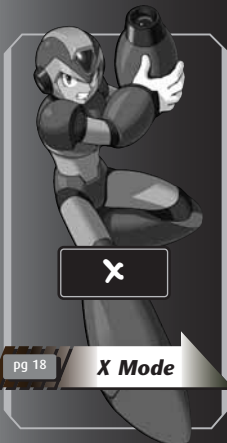
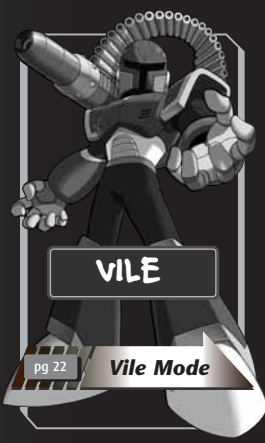From the Title screen, press the START button to display the Main Menu.

MAIN MENU

New Game

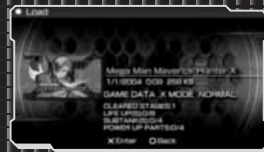Select a mode and preferred difficulty level and start a new game from the beginning.

pg 18 *X Mode*

pg 22 *Vile Mode*

X

VILE

Continue

Display the Data Load screen and load saved data to continue from the progress point where the data was saved.

pg 15 *Saving/ Loading*

Movie

Begin Movie Chapter Mode. Only available when X Mode has been completed once.

pg 28 *Movie Chapters*

Options

Adjust audio settings, turn auto-save On/Off, etc.

pg 28 *Options*

GAME SCREEN
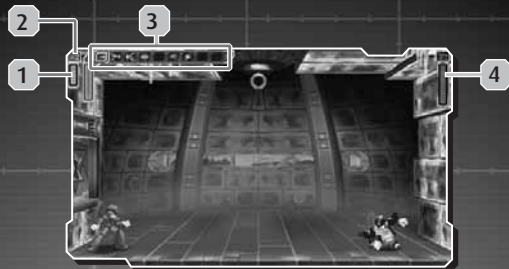
1 *Life Energy (LE) Gauge*

Displays your remaining Life Energy. Decreases when you take damage from enemies, etc. When the gauge reaches zero, you lose one life.

2 *Stock Number*

Displays the number of lives you have remaining. You lose lives one by one (see "Life Energy (LE) Gauge" above). When the number reaches zero, the mission fails.

3 *Weapon Icon*

X Mode Shows your currently equipped special weapon. Use the L/R buttons (default) to move the cursor and change equipped weapon.

Vile Mode Shows your currently equipped weapon. When you're on Ride Armor, it displays remaining time.

4 *Boss Life Energy Gauge*

Displays boss's remaining Life Energy (during boss fights only).

Weapon Energy (WE) Gauge

X Mode Displays remaining energy for currently equipped special weapon. Energy decreases each time special weapon is fired. Once energy runs out, that special weapon is no longer usable. Amount of energy used per shot differs per weapon.

pg 18

Vile Mode Displays weapon's remaining energy. Energy decreases differently depending on which piece of equipment is used. Once energy runs out, you can no longer use those weapons to attack. Weapon energy regenerates gradually.

pg 22

Changes to Ride Armor Gauge when you're using a Ride Armor.

pg 24

STAGE SELECT SCREEN

After completing the first stage, you will be able to select from eight different boss characters and their territories.

BEGINNING A STAGE

Select the stage you want to play.
In Vile Mode, the Stage Select screen is followed by the Weapon Select screen.

• While on the Stage Select screen, press the SELECT button to display the Options screen, where you can save your game, modify sound settings, and modify the controller button layout.
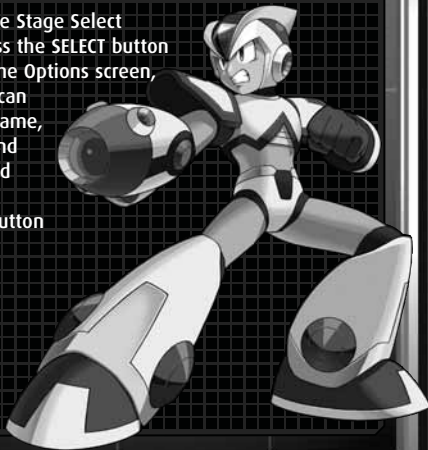
SAVING/LOADING

LOADING DATA

Insert a Memory Stick Duo or Memory Stick Pro Duo that contains save data into the PSP system. Select "Continue" from the Title screen, and then select the data you want to load from the Data Load screen.

SAVING DATA

Select "Save" from the Options Menu accessed from the Stage Select screen or Sub-Screen to display the Save screen. Then select a location where you will save your data. You can save up to 15 files. (You can't save before completing the opening stage.)

AUTO-SAVE

This game supports the auto-save function for system data. Turn the auto-save function ON to automatically save any changes in system data. You can turn auto-save ON/OFF from the Options Menu accessed from the Title screen. (The default setting is ON. Game/stage progress is not saved with auto-save.)

• This game requires a Memory Stick Duo or Memory Stick Pro Duo (both sold separately) with at least 512KB of free space in order to save the system file, and at least 512KB of free space in order to save game data.

• Do not remove or insert the Memory Stick Duo or Memory Stick Pro Duo during the save process. Doing so may corrupt your game data.

SUB-SCREEN

SUB-SCREEN

Press the START button during a stage to display the Sub-Screen, which contains Weapon Select Mode, Sub-Tank Mode, and Options Mode. Press the Directional buttons ←/→ to switch screens. Press the START button again to exit the Sub-Screen and return to the stage.

Weapon Select Mode (X Mode only)

X BUSTER
HOMING TORPEDO
CHAMELEON STING
ROLLING SHIELD
FIRE WAVE
STORM TORNADO
ELECTRIC SPARK
BOOMERANG CUTTER
SHOTGUN ICE

Fires Charge Shots.
Does not consume WE.

Shows the weapon currently equipped. To change weapons, highlight the weapon you want to equip and press the ✕ button.
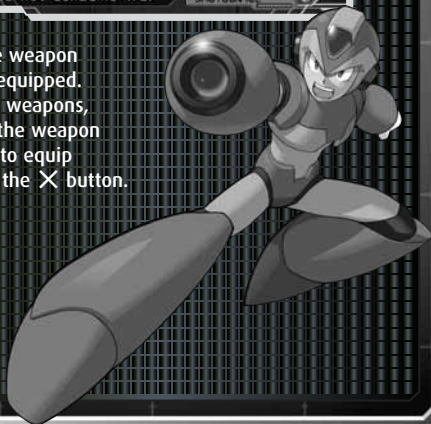
Sub-Tank Mode

Once you acquire a Sub-Tank, a gauge displays the Sub-Tank's level. To use the Sub-Tank, move the cursor to the gauge and press the ✕ button. You can confirm the Power Up Parts you have in this mode.

pg 26

SUBTANK
Restores valuable LE.

Options

Escape	Quit the current mission and return to the Stage Select screen.
Title Screen	Reset the game and return to the Title screen.
Sound	Adjust various sound settings.
Control Config	Customize the button configuration.
Save	Bring up the Data Save screen. (You cannot save mid-stage progress. Loading a file saved during a stage resumes the game at the Stage Select screen.)

ESCAPE
TITLE SCREEN
SOUND
BGM ▫▫▫▫
SE ▫▫▫▫
CONTROL CONFIG
SAVE

Cancel mission and go back to Stage Select.

X MODE

FEATURES

Installed in X's arm is a Weapon Modification System that allows X to use the special weapons of boss enemies. This also allows X to use the Dash ability and other actions by collecting Power Up Parts scattered across the world.

X Buster

Press the △ button (or press the □ button if no special weapon is equipped) to fire X's main weapon, the X Buster. Also, if no special weapon is equipped, you can hold down the □ button to charge up the X Buster. Release the button to unleash a powerful Charge Shot.

Special Weapons

Defeat boss Mavericks around the world to acquire their special weapons. When you have a special weapon equipped, press the □ button to attack with it. Each special weapon attack uses Weapon Energy; the amount used varies from weapon to weapon.

Jump/Wall Kick

Press the ✕ button to jump. The longer you hold down the button, the higher your jump.

To perform a Wall Kick, move close to a wall, press the ✕ button to jump, press the Directional buttons toward the wall, and press the ✕ button a second time in the air. Wall Kicks are useful for scaling high, out-of-reach places.

Dash

Once you acquire Foot Parts (a type of Power Up Parts), you can perform a Dash by pressing the ○ button. You can also perform a Dash by pressing the Directional buttons ⬅ or ➡ twice in a row.

Perform a jump during a Dash to jump long distances.

Press the ○ button during a Wall Kick to perform a Dash Wall Kick.

Ride Armor

• *Getting On/Off* — Line yourself up with a Ride Armor to board it. Press the Directional button ↑ + the ✕ button to dismount.

• *Attack* — Press the ☐ button to perform a Punch attack.

• While you're on the Ride Armor, it takes damage instead of X. Once it takes a certain amount of damage, it will be destroyed.
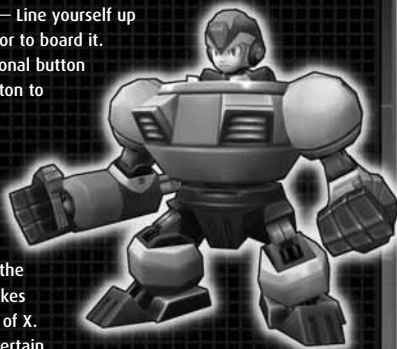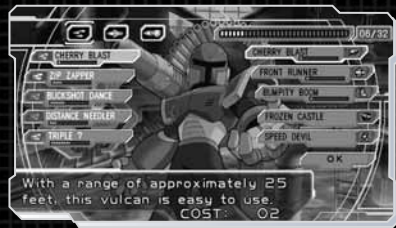
POWER UP PARTS

Power Up Parts are hidden in different stages. By equipping these parts, you can bring out X's powers and perform a wider variety of actions. (Certain Power Up Parts are required in order to locate other Parts.)

Body Parts

These are Power Up Parts that are applied to X's body. They reduce the damage X takes from attacks by 50%.

Foot Parts

These Power Up Parts are applied to X's feet. Press the ○ button or double-tap the Directional buttons ← or → to perform a Dash. With Foot Parts, you can also destroy certain blocks with Wall Kicks.

Head Parts

These are applied to X's head. With Head Parts, you can destroy certain blocks by jumping and head-butting them with X's head.

Arm Parts

These are applied to X's arms. With Arm Parts, if you don't have a Special Weapon equipped, you can hold down the ☐ button and unleash the Spiral Charge Shot, which is even more powerful than the Charge Shot. With a special weapon equipped, hold down the ☐ button briefly, then release it to unleash an even more powerful attack!

VILE MODE

FEATURES

Vile can equip weapons on his arms, shoulders, and legs, giving him plenty of firepower. He can also pilot a special customized Ride Armor.

Vile uses weapon energy with every attack. Energy regenerates over time.

Jump/Wall Kick

Press the ✕ button to jump. The longer you hold down the button, the higher your jump.

To perform a Wall Kick, move close to a wall, press the ✕ button to jump, press the Directional buttons toward the wall, and press the ✕ button a second time in the air. Wall Kicks are useful for scaling high, out-of-reach places.

Arm Weapon

Standard Weapon: Cherry Blast.

Press the □ button to fire the Arm Weapon. While single shots don't pack a lot of punch, it's easy to fire rapidly, and you can fire while moving.

Shoulder Weapon

Standard Weapon: Front Runner.

Press the △ button to fire the Shoulder Weapon. The cannon is aimed up diagonally, and you can press the Directional buttons ↑/↓ to change the angle of the cannon before firing.

Leg Weapon

Standard Weapon: Bumpity Boom.

Press the ○ button to fire the Leg Weapon. Grenades are fired in a trajectory and burst into flames after landing.

All weapons listed are default weapons. Many other weapons are available in the game, with widely different abilities.

SPECIAL VILE RIDE ARMOR

• *Getting On/Off* — Line yourself up with a Ride Armor to board it. Press the Directional button ↑ + the ✕ button to dismount. When Vile gets off a Ride Armor, it self-destructs.

• *Attack* — Press the ☐ button to Punch, and press the △ button to fire the machine gun. You have unlimited machine gun ammunition.

Ride Armor Gauge

While Vile is riding a Ride Armor, the Ride Armor gauge slowly drains. If you take damage, Vile himself will not sustain any damage, but the Ride Armor gauge will be depleted by the amount of the attack. Once the gauge is completely depleted, the Ride Armor stops operating and self-destructs.

EQUIPPING VILE'S WEAPONS

CHERRY BLAST			08/32
ZIP ZAPPER		CHERRY BLAST	
BUCKSHOT DANCE		FRONT RUNNER	
DISTANCE NEEDLER		BUMPITY BOOM	
TRIPLE 7		FROZEN CASTLE	
		SPEED DEVIL	
		OK	

With a range of approximately 25 feet, this vulcan is easy to use.
COST   02

• *Acquiring Weapons* — By defeating boss enemies, Vile gains new weapons to use. Defeating a certain boss enemy may unlock a different weapon, depending on the order in which you defeated the bosses.

• *Selecting a Weapon* — After selecting a stage from the Stage Select screen, you will be able to select the weapons you want to equip. Weapons can be equipped to the arms, shoulders, and legs. Each weapon has a specific cost (noted underneath the weapon's name). The total cost of the three equipped weapons cannot exceed Vile's total available resources (top right of screen). This value increases when you defeat boss enemies.

ITEMS

◀ Life Energy ▶

Restores your Life Energy Gauge.

◀ Weapon Energy ▶

Restores your Weapon Energy Gauge. In X Mode, if you don't have a special weapon equipped, or if the Energy Gauge for the currently equipped weapon is full, the weapon with the least amount of energy in your inventory will slowly charge back up automatically.

◀ Stock-Up ▶

Replenishes one Life (up to nine total).

◀ Sub-Tank ▶

When your Life Energy Gauge is completely full, each time you collect Life Energy it is stored in the Sub-Tank. This allows you to use the Sub-Tank to replenish your Life Energy later on. Sub-Tanks do not disappear after use.

pg 17

◀ Life Up ▶

Increases your Life Energy Gauge maximum by a small amount.

TIPS

In X Mode, all boss enemies have a certain weapon that they are particularly weak against. Finding out which weapon is most effective on which boss is the key to success.

In Vile Mode, selecting weapons that are best suited for a boss's movements or the stage layout is crucial. Experiment to find the right combination that works best for each stage and boss character.

Completing certain stages may affect the layout of other stages. Some changes will be to your advantage, while others won't. So, the order in which you tackle the stages can be very important.

Sub-Tanks are hidden in four of the eight stages that you can select after clearing the opening stage. These Sub-Tanks can restore 32 units of Life Energy if used when full. Filling up your Sub-Tank before a boss battle is definitely a good strategy.

Each stage that you can select after clearing the opening stage has at least one Life Up item hidden in it. Collecting these to increase your max Life Energy is crucial to winning.

MOVIE CHAPTERS/OPTIONS

▶ ▶ ▶ ▶

THE DAY OF SIGMA

Complete X Mode to unlock the special "The Day of Sigma" video.

Viewing Movies

Select Play Feature to view a movie from the beginning. You can also select specific chapters to play back.

Playback Controls

R button . . . . . . .Skip to beginning of next chapter.
L button . . . . . . .Return to beginning of current chapter. Double-tap to rewind to beginning of previous chapter.
START button . . .Return to Movie Chapter Mode.

OPTIONS

Sound

Adjust the game's music and sound effects volume.

Key Config

(Only available in Options Mode during a stage or from the Stage Select screen.) Customize the button configuration. You can assign weapon change to the Analog stick from this screen.

Auto-Save

Turn auto-save On/Off.

CHILL PENGUIN

▶ ▶ ▶ ▶

LORD OF THE SNOWY PLAINS

Reploid specially designed for extremely cold regions, formerly of the 13th Polar Battalion. Had been operating on a wholly unsatisfying mission at the South Pole, but once he heard Sigma's call to rally Reploids, Chill Penguin started operating with the 17th Battalion. His thought circuits are designed to be flexible so he can perform missions with his small-size body, but this has gained him a reputation among other Reploids of being somewhat warped. He's on bad terms with Flame Mammoth, who relies solely on brute strength.

Shotgun Ice

Absorbs moisture in the air and fires it in crystalized form. If it hits an enemy or a hard surface, it breaks into 5 pieces and hits everything around it.

FLAME MAMMOTH

FIERY OIL TANKER

Leader of the 4th Land Battalion, Flame Mammoth used to be stationed in the Middle East. Hearing of Sigma's rebellion, he dreamt of getting an even tighter grasp on his own potential power, and of going on violent rampages, and decided to join the rebellion. He enjoys crushing and humiliating anyone weaker than himself, and was hated by the Reploids who served under him. This is why none of his battalion followed him to join in the rebellion. He plans on letting his firepower do the talking, taking over an industrial area, and turning it all into weapons manufacturing.

Fire Wave

With an arm converted into a powerful flamethrower, it deals continuous damage to enemies. The only thing is, it can't be used underwater.

ARMORED ARMADILLO

STEEL-ARMORED WARRIOR

Leader of the 8th Armored Battalion. The steel armor that envelopes his body boasts a high level of defensive strength, rendering most attacks useless. Just like his hard exterior suggests, his personality is rough and gritty. Even though Sigma has taken control of the Maverick Hunter battalions, he fervently obeys orders from all commanders. Since he needs mined ore and minerals for ammunition, he must maintain control over a mine to keep his supply coming.
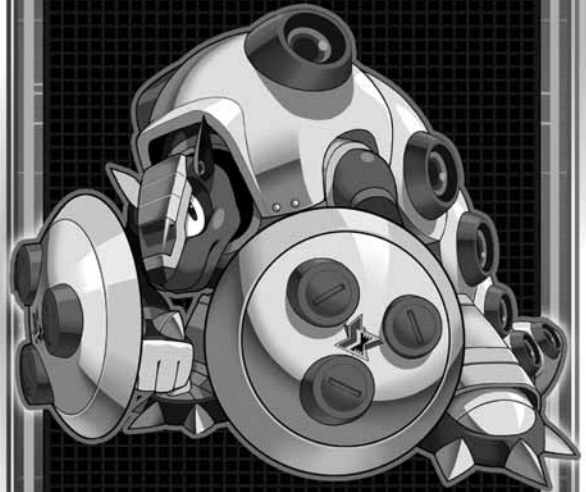
Rolling Shield

Spins energy at high speeds within the Buster and launches it as an energy shot that rolls along the ground. The energy shot even ricochets once off a wall.

STORM EAGLE

◄◄◄◄►

PRINCE OF THE SKIES

Leader of the 7th Air Squadron, his forte is lightning-quick dog fights and air battles. Always calm, cool and collected, he doesn't talk much and can be difficult to approach, though he is very popular with his men. When the rebellion broke out, he tried his best to stop Sigma, but was forced to bow to Sigma's immense power and now works for him. When Storm Eagle is controlling the skies with a new air destroyer, no one gets past him, through the air at least.

Storm Tornado

A Buster turned into a high-power fan that blasts opponents with hard-hitting wind, capable of destroying enemies that stand in its path.

STING CHAMELEON

SPIRIT SHARP-SHOOTER OF THE HAUNTED FOREST

Reploid who belongs to the 9th Special Battalion (Rangers). Using his tongue for quick attacks, along with his ability to blend into his surroundings, makes him a highly-skilled Hunter. On the other hand, he goes too far in his mantra of "by any means necessary," and is called a coward for his sometimes sly, sneaky tricks. Bested by Sigma, he joins the rebellion, using his skills learned as a Ranger to be the first line of defense for the forest base.
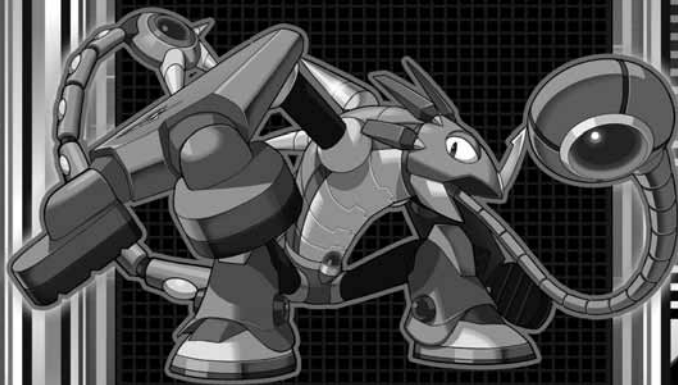
Chameleon Sting

Emits high-level optical laser beams in 3 directions. Can also fire up and down at the same time.

BOOMERANG KUWANGER

SPACE-TIME JUMPER

Comes from the same 17th Battalion as X. Excels in collecting and analyzing combat data with an extremely cool logic. With no sense of justice or evil, joining Sigma's rebellion is a decision he arrived at after analyzing the case rationally. He has taken over the tower that was to be the symbol of the city, and is working to convert it into a base.

Boomerang Cutter

Fires a sharp boomerang made from a special metal. If it does not hit an enemy, it returns to its owner. If the boomerang passes an item on its way back, it picks up the item and delivers it to its own owner.

SPARK MANDRILL

LIGHTING KING OF THE BULLET FISTS

Comes from the same 17th Battalion as X. Possesses immense strength and a powerful electrical shock attack, but doesn't seem to be the sharpest tool in the shed. He has obediently followed Sigma, his superior, into the rebellion. He has attacked the city's electrical power stations, bringing the city to a halt, and has already taken control. He wreaks whatever damage he feels like, and leaves it to his subordinates to clean up the mess.
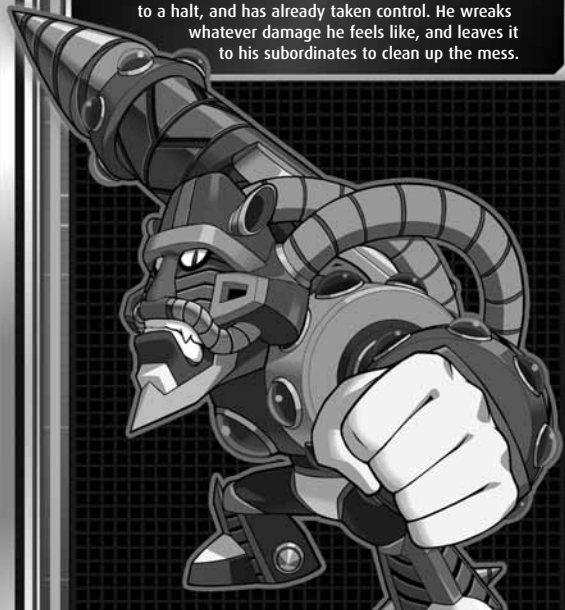
Electric Spark

Creates high-pressure voltage within the Buster and fires it. If the electric spark hits an enemy or a hard surface, it splits in half, ricocheting up and down in opposite directions.

LAUNCH OCTOPUS

MILITARY GENERAL OF THE DEEP

Maverick Hunter formerly of the 6th Armada. With plenty of firepower and military knowledge to match, this intellectual uses brains over brawn to outwit Mavericks. Seeking to achieve beauty in combat and strategy, he gains the ultimate pleasure from fighting elegantly and gracefully. Having taken over the ocean cities, he is planning to cut off all sea shipping routes.

Homing Torpedo

Fires a torpedo capable of tracking enemies. As it picks up speed, it homes in on the closest enemy and pursues it.

MEGA MAN POWERED UP

Play a demo of
MEGA MAN POWERED UP
for the PSP system!

This demo includes Ad Hoc mode so you can transmit the game to a friend on a nearby PSP system for a Game Sharing session.

Your friend can play the demo version as well, without needing the UMD disc.
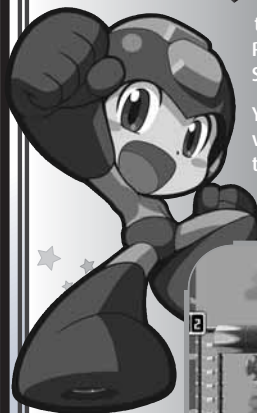
From the MEGA MAN POWERED UP menu, select "Return to Maverick Hunter X" to exit the game.

PLAYING THE DEMO VERSION
Select "Mega Man Powered Up Demo " from the Main Menu. When prompted, select a stage to begin.

GAME SHARING

Via Game Sharing, up to four
players can transfer data
simultaneously. First, confirm
that the WLAN switch is in the ON
position on all PSP systems (up to
four) that will take part.

WLAN Switch

Sending

Select "Game Sharing" from the Main Menu. The screen
will show the message "Waiting for request from another
player. Please wait." Follow the prompts to send the game.

Receiving

Select "Game Sharing" from the Main Menu. The screen
will display "Searching for players. Please wait." Follow
the on-screen instructions to receive the game.

Starting a Game

Once you receive a game, follow the on-screen prompts to launch
MEGA MAN POWERED UP GAME SHARING EDITION. Select a difficulty
level and begin play. (You cannot select stages in Game Sharing.)

Ending a Game

To end the Game Sharing version of MEGA MAN POWERED UP,
either turn off the power to the PSP system or press
the Home button.

MEGA MAN POWERED UP CONTROLS

Directional buttons/ Analog stick	Movement
□ or △ button	Mega Buster
✕ button	Jump
START button	Pause (display controls)
SELECT button	Exit to Title screen

• Advance through the stage and defeat the boss to win.

• When you take damage from enemies and your Life Energy
gauge (top left) reaches zero, or if you fall into a hole, etc.,
the remaining lives at the bottom of the screen will
decrease by one. When you run out of remaining lives,
the game is over.

• If you die and get a "game over," or if you complete
the game, you return to the Title screen.

MEGA MAN POWERED UP

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on PSP™ (PlayStation®Portable) system

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