

MEGAMAN X8



CAPCOM®

Warning:

Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED	2
CONTROLS	3
THE DNA OF DANGER!	4
CHARACTERS	5
STARTING A NEW GAME	6
HUNTER BASE	7
CHIP R&D LAB	8
GAME SCREEN	10
WEAPON SELECTION	11
BASIC ACTIONS	12
SPECIAL MOVES	13
CO-OP ACTION	14
FINISHING A MISSION	15
RIDE CONTROLS	16
ITEMS	17
BOSSSES	18
SPECIAL CLASS A	20

A Special Message from **CAPCOM®**

Thank you for selecting MEGA MAN® X8 for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085. © CAPCOM CO., LTD. 2004. © CAPCOM U.S.A., INC. 2004 ALL RIGHTS RESERVED. MEGA MAN, CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD.

VISIT MEGA MAN AT www.capcom.com/megaman
REGISTER ONLINE AT www.capcom.com

GETTING STARTED

2

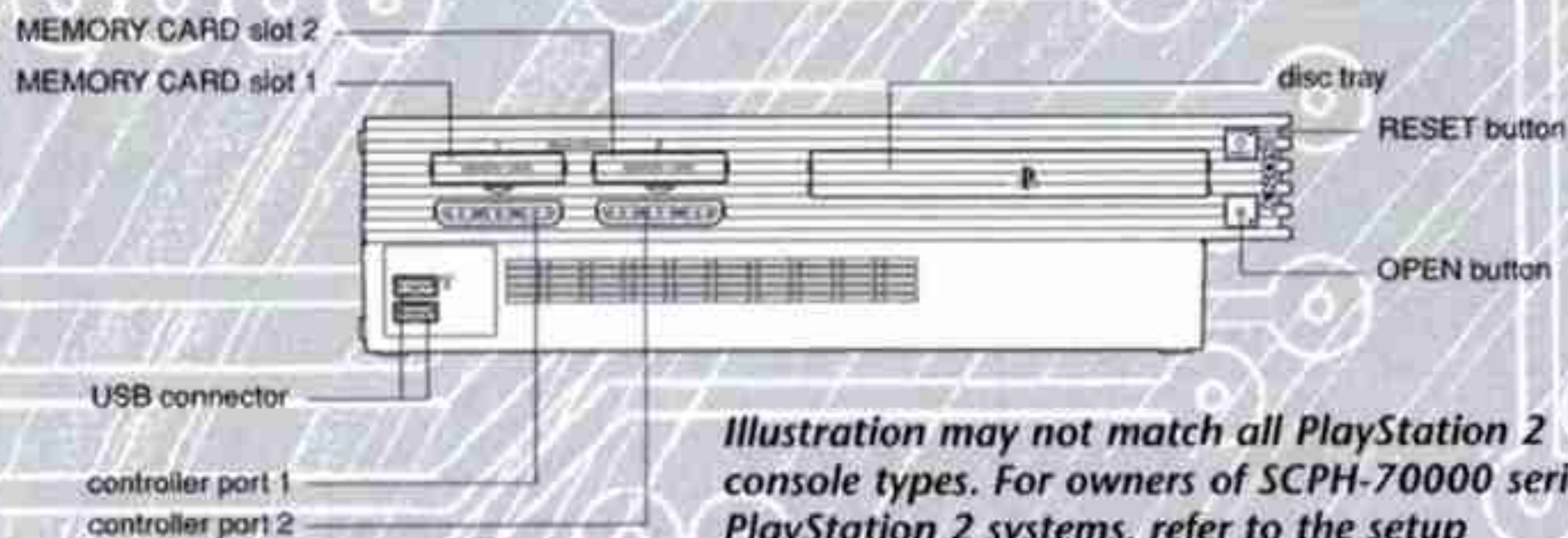


Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the MEGA MAN®X8 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

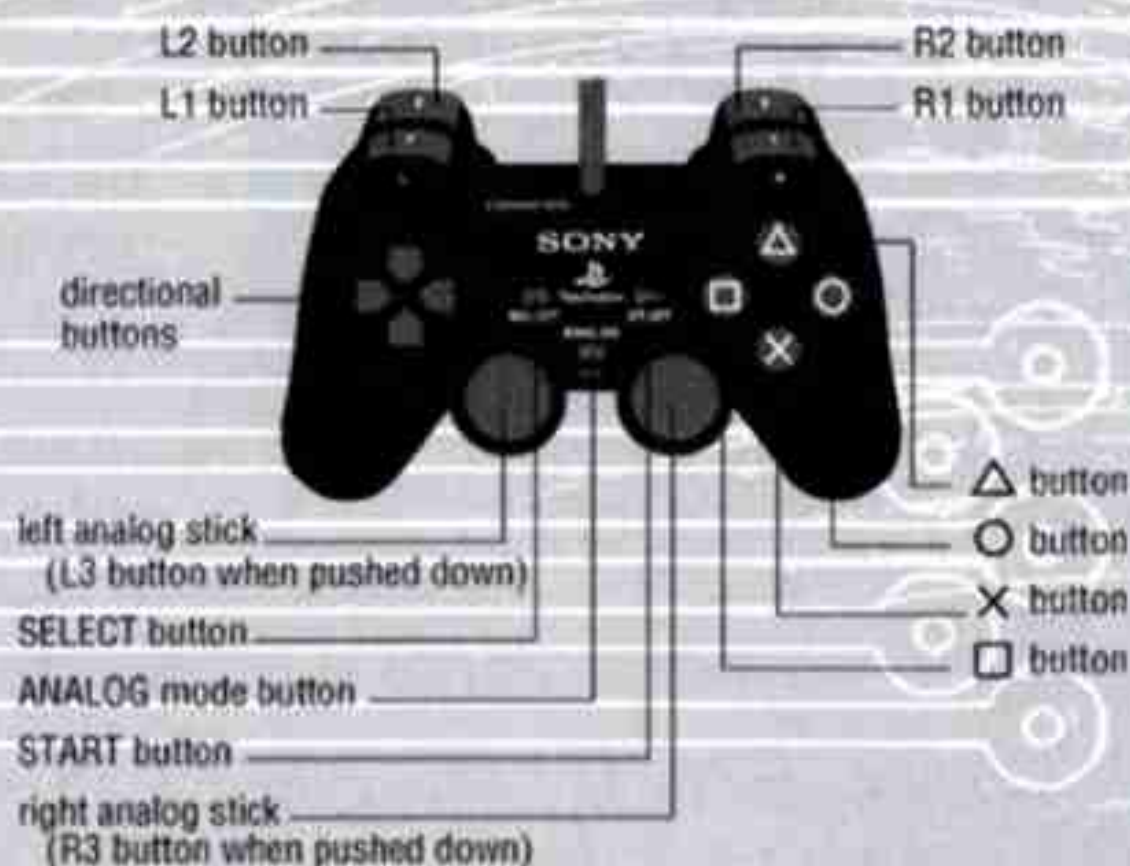
CONTROLS

3

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

- You can change the button configuration and turn the controller's vibration function on/off in Option Mode.



DEFAULT CONTROLS

left analog stick/directional buttons

○ button

× button

left analog stick/directional buttons

right analog stick

L1 / **R1** buttons

L1 + **R1**

L2 button

R2 button

Δ button

○ button

□ button

× button

▶ button
START

■ button
SELECT

MENU NAVIGATION

Cycle menu options

Cancel

Confirm

GAME ACTION

Move character

Switch Special Weapons

Switch Special Weapons

Un-equip Special Weapon

Change characters

Tag Assist

Cancel Transformation

Double Attack

Special Weapon Attack:

X — Special Weapon

ZERO — Learned Moves

AXL — Copy Shot

Dash

Normal Attack

Jump

Start game

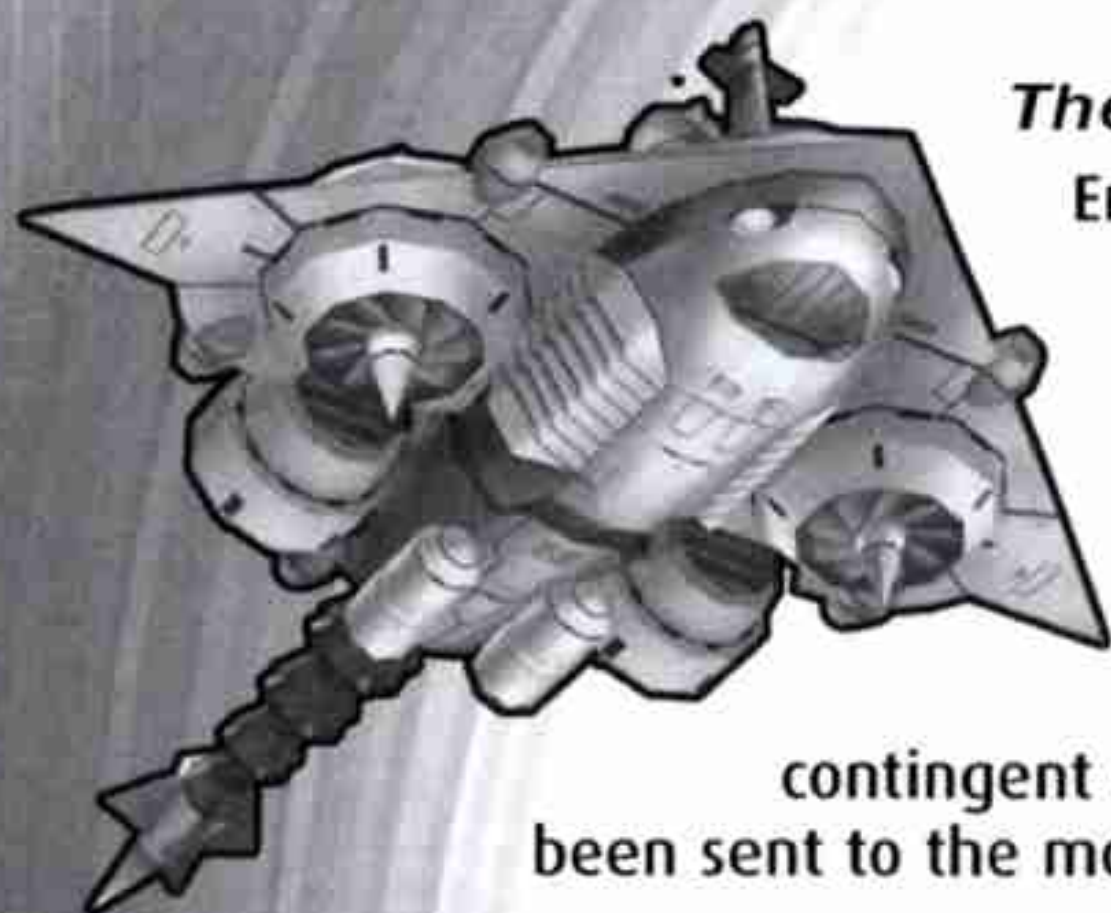
Skip movie/cutscenes

Access Weapon Select screen

Access Chip R&D Lab from Hunter Base

THE DNA OF DANGER!

4



The year is 21xx...

Endless turmoil between Humans and Reploids continues to wreak havoc on Earth, and Humankind has placed its hopes of survival on an exodus to space.

A full-fledged evacuation to the satellite moon has begun, thanks to the completion of "Jakob," a giant rail elevator. A large contingent of "new generation" Reploids has already been sent to the moon to construct a base.

However these "new generation" Reploids, capable of transforming into anyone else with the right DNA, pose a secret threat, as they have copied some very dangerous DNA — the DNA of Sigma, thought to have been previously destroyed.

Reploid revolts are springing up all over. X, along with Zero and Axl, heads to space on a mission to investigate — and squelch, if possible — this extremely hazardous situation.

Former leader of the 17th Unit. X is the strong-willed Maverick Hunter who put an end to the Maverick rebellion.

At the same time, he has doubts about the stability of peace that can only be obtained through fighting.

X



ZERO

Former leader of the Zero Unit, this highly-skilled Special Class A Hunter has worked together with X to solve many problems. Unlike X, he tackles any mission thrown his way with a clear mind.



CHARACTERS

5

AXL

Prototype new generation Reploid who left the vigilante group Red Alert to become a Maverick Hunter. He has the unique special ability of being able to mimic a person's looks and skills.



SIGNAS

Commander of the Maverick Hunters. He has the most advanced CPU processor of all current Reploids.



LAYER

Operator supporting the Hunter Team. Her strength is battle analysis, and she excels in figuring out the enemy's weak points.

PALLETTE

One of the operators who backs up the Hunter Team. She is skilled in area analysis, providing vital support such as finding hidden routes.



ALIA

One of the operators supporting X and the other Maverick Hunters from behind the scenes. She excels in analysis and assists with battle status, as well as proving to be a great help in solving problems.

STARTING A NEW GAME

6

MODE SELECT SCREEN

Press the  button on the Title screen to bring up the Mode Select screen. Use the left analog stick or directional buttons to cycle through the options. Press the  or  button to make your selections.

- **GAME START** — Start a new game from the beginning. Select a difficulty level and begin from the opening movie.
- **LOAD/CONTINUE** — Resume a previously saved game, starting from the point where the game was saved. (See page 9.)
- **OPTIONS** — Adjust various game settings. (See page 9.)



GAME FLOW

HUNTER BASE

Select a stage to complete, the characters you want to take along, and the Navigator you want to use. (See page 7.)



CHIP R&D LAB

Develop Power Chips, manage save data, change options, and more. (See page 8.)



STAGE/MISSION

Clear the stage.

HUNTER BASE

7

At Hunter Base you select the stage you want to tackle next, the characters you'll take along, and which Navigator you'll trust to back you up.



STAGE SELECT

Highlight the stage you want to attempt and press the **X** button.

PLAYER SELECT

Select two characters to play through the stage and press the **X** button.

- **TRADING OUT ARMOR POWER-UPS** — Selecting Neutral Armor allows you to trade out armor power-ups. Highlight the part you want to change and press the **X** button. (See page 17.)

NAVI SELECT

Select the Navigator you want to help you through the stage and press the **X** button.

- **ALIA** — Gives the best advice on beating stages.
- **LAYER** — Expert at analyzing boss weak points, etc.
- **PALLETTE** — Has a knack for discovering secret routes.



EMERGENCY MISSIONS?

A Maverick Hunter does more than just fight Mavericks. Sometimes an emergency or top-secret mission will come your way. You have to be ready for anything. Expect the unexpected!



CHIP R&D LAB

8

Here in the lab you can use the Metals obtained on different missions to create Power Chips, save your game, and change game options. Press the  button in Hunter Base to transport to the lab.

CHIP DEV

This allows you to develop Power Chips that boost your characters' abilities. Highlight a Chip to develop and press the  button. Acquiring Rare Metals (see page 17) and fulfilling certain requirements generates even more types of Power Chips you can create.



Read about some examples below, and find even more Chips in the game!

- **ALL (green)** — These Power Chips boost any player character's abilities.
Example: Life Half Bottle restores a small amount of Life Energy.
- **X (blue)** — These Power Chips boost X's abilities.
Example: Life Up increases X's max Life Energy Gauge.
- **ZERO (orange)** — These Power Chips boost Zero's abilities.
Example: Saber Skill+1 increases the number of attacks with Z Saber.
- **AXL (purple)** — These Power Chips boost Axl's abilities.
Example: Super Recover enhances the effect of Recovery items.

**ALSO AVAILABLE
IN THE CHIP R&D LAB...**

STAGE SELECT

Return to Hunter Base.

RECORDS

View your game records, including your highest ranks for each stage and your overall game score, which determines your Hunter Ranking.



SAVE

Save your game data and progress to a memory card. On the Save screen, select the location to save to and press the **X** button. You must have a memory card in MEMORY CARD slot 1 with at least 110KB of free space in order to save data. Up to five games can be saved on a single memory card.

LOAD

Load saved game data from a memory card and resume play at the point where the game was saved. On the Load screen, select the file to load and press the **X** button. A memory card containing saved *MEGA MAN X8* game data must be inserted in MEMORY CARD slot 1 in order to load game data.

- Do not remove the memory card, reset the game or turn off power to the system while data is being saved or loaded. Doing so could destroy your game data.

OPTIONS

Adjust various game settings. Press the left analog stick or directional buttons **↑** / **↓** to cycle through the options, and **←** / **→** to change the settings.

SYSTEM

- **VIBRATION** — Turn the controller's vibration function on/off.
- **SUBTITLES** — Turn subtitles on/off.
- **COLOR SETTING** — Use the color bars to adjust the color setting on your TV.
- **SCREEN POSITION** — Center the game screen on your TV screen.

SOUND

- **SOUND MODE** — Select **STEREO**, **MONO** or **DOLBY® PRO LOGIC® II**. (This game is presented in Dolby® Pro Logic® II. Connect your PlayStation 2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.)
- **BGM VOLUME** — Adjust the volume of in-game background music.
- **SE VOLUME** — Adjust the volume of in-game sound effects.

CONTROLS

- Reconfigure the controller's button assignments. Highlight the command you want to change and press the controller button you want to assign to that function.

DEFAULTS

- **RESTORE TO DEFAULT** — Restore the game's original settings.



GAME SCREEN

10



ENERGY GAUGES

- **CHARACTER SYMBOLS** — Display a symbol for each character. When the controlled character has a Special Weapon equipped, its icon appears here.
- **LIFE ENERGY GAUGE** — Shows the character's remaining life energy.
- **WEAPON ENERGY GAUGE** — Shows the remaining energy for the weapon currently equipped.
- **ATTACK GAUGE** — Fill this up by attacking enemies. When it's full, you can perform a "Double Attack." (See page 14.)
- **RECOVERY GAUGE** — Refills as the character is left on standby. The more enemies the character defeated, the shorter the recovery time. (See page 14.)

OTHER INDICATORS

- **METALS** — Shows your total number of Metals.
- **COMBO COUNTER** — Number increases as you string together successive attacks. (See page 20.)
- **COMM MARK** — (not shown) When you see this mark, you have an incoming message from your Navigator. Press the  button to view the transmission.

RETRY SCREEN

If both characters' Life Energy Gauges drop to zero, or the character under your control gets defeated, you go to the Retry screen where your options are:

- **RETRY** — Use a Retry Chip to restart from the middle of a stage. Each difficulty mode has a different way of continuing.
 - **EASY:** Retry as many times as you want, without using Retry Chips.
 - **NORMAL:** You can hold up to five Retry Chips at once. Of these, at least three must be made at the Chip R&D Lab.
 - **HARD:** You can hold up to three Retry Chips at once. All of them must be made at the Chip R&D Lab.
- **R&D LAB** — Return to the Chip R&D Lab.
- **TITLE SCREEN** — Return to the Title screen.

WEAPON SELECTION

11

Press the  button during the game to open the Weapon Select screen.

WEAPON SCREEN

By defeating certain bosses, you can obtain Special Weapons and other Learned Moves, as follows:

- **WHEN USING X** — Equip Special Weapons. Highlight the weapon you want to equip and press the  button.
- **WHEN USING ZERO** — View command explanations for the selected Learned Move.
- **WHEN USING AXL** — Equip Special Weapons. Highlight the weapon you want to equip and press the  button.



TRANSFORMING

Once you acquire DNA Cores (see page 17), the **COPY SHOT** command switches to **TRANSFORM**. Select this command to transform.

ITEM SCREEN

Use any sub tanks, bottles, or any other Recovery items you have. Select the character you want to heal and press the  button. After you develop some Power Chips, you can use them here as well.

- **X** — Show Armor Power-Ups in X's possession. (See page 17.)
- **ZERO** — Change equipped weapon, selecting from the Zero-only weapons you have. You can use these weapons after developing Power Chips.



OPTIONS SCREEN

ESCAPE

- **BACK TO STAGE** — Exit back to the stage.
- **R&D LAB** — Go to the Chip R&D Lab.
- **TITLE SCREEN** — Exit the game and return to the Title screen.

OPTIONS

- **CHANGE SETTINGS** — Adjust various settings.



BASIC ACTIONS

12

These actions are the basis of your repertoire. You'll have different moves while on the Ride Armor and Ride Chaser. All controls shown are defaults.

NORMAL ATTACKS

- **X BUSTER** — Hold the  button to charge up, and release it to fire a Charge Shot. The longer you hold down the button, the more powerful the shot will be.
- **Z SABER** — Time your pressing of the  button just right to string together a Combo.
- **AXL BULLETS** — Hold down the  button to fire multiple shots. Use the left analog stick or directional buttons to aim your attacks.



OTHER BASIC ACTIONS

- **JUMP** — Press the  button to jump. To jump higher, hold the button down longer.
- **WALL KICK** — Hold the left analog stick or directional buttons toward a wall and press the  button.
- **DASH** — While on the ground, press the  button or press the left analog stick or directional buttons  or  to dash in that direction.
- **AIR DASH** — While jumping, press the  button or press the left analog stick or directional buttons  or  to dash in the air.
- **DASH JUMP** — Jump even further by pressing the  button while dashing.

CRACKING — BUST THROUGH THE ENEMY'S GUARD!

In your adventures, you may come across enemies that can deflect your attacks with a Reflect. However, with certain attacks you can break through this guard.

- **X** — Maximum Charge Shot.
- **ZERO** — 3rd Step in Combo Slash.
- **AXL** — 8th shot in string of shots.

There are other ways to break through the Reflect. Figure them out!



SPECIAL MOVES

13

SPECIAL WEAPONS & LEARNED MOVES

By defeating certain boss enemies, you can acquire Special Weapons and Learned Moves. Cycle through your Special Weapons during a stage by pressing the **L1**/**R1** buttons or by moving the right analog stick. You can also change weapons on the Weapon Select screen. All controls shown are defaults.

- **X'S SPECIAL WEAPONS** — Press the **△** button. Using a Special Weapon consumes energy from your Weapon Energy Gauge.
- **ZERO'S LEARNED MOVES** — Entering a certain command allows you to perform a special critical move. View commands on the Weapon Select screen.
- **AXL'S SPECIAL WEAPONS** — Press with the **■** button. Using Special Weapons does not consume energy from your Weapon Energy Gauge.



ZERO

- **DOUBLE JUMP** — Press the **×** button again while jumping to jump even higher.

AXL

- **COPY SHOT** — Fire a Copy Shot by pressing the **△** button. Defeating certain enemies with a Copy Shot gives you a DNA Core. (See page 17.)
- **CANCEL TRANSFORMATION** — A Transformation is canceled when you run out of Weapon Energy, press the **L2** button during a stage, or select **TRANSFORMATION** from the Weapon Select screen.
- **HOVER** — Press the **×** button while jumping to hover. While hovering, you can press the **■** button plus the left analog stick or directional buttons to attack in all eight directions.
- **ROLL** — Roll on the ground by pressing the **○** button and the left analog stick or directional buttons **↓**. This allows you to dodge enemy attacks, etc.

CO-OP ACTION

14

By having both characters cooperate, you can pull off a lot of cool moves. Characters can work together as long as the character on standby has some life left in his Life Energy Gauge. All controls shown are defaults.

CHANGE CHARACTERS

Press the **L2** button to switch control to the character on standby. While on standby, a character's Recovery Gauge refills automatically, with the recovery time getting shorter as the character defeats more enemies.

TAG ASSIST

If you are grabbed by an enemy and paralyzed, press the **L2** button to call the character on standby for help. After the trapped character is rescued, control automatically switches to the character that came from standby to do the rescue.



DOUBLE ATTACK

When your Attack Gauge fills up, press the **R2** button to unleash a shockwave. If this shockwave hits an enemy, a Double Attack commences that damages all enemies on screen.



REVIVE GAUGE

When a character's Life Energy Gauge is completely drained, the Attack Gauge turns blue. When this happens, if you defeat enemies and fill up the blue gauge all the way, the player that was knocked out will be revived while the Attack Gauge resets to normal.

FINISHING A MISSION

15

Once you finish a mission, you'll go on to these screens.

WEAPON GET

You will see this screen when you defeat certain boss characters. Here you can view the Special Weapons and/or Learned Moves each of the characters acquired during the mission.

RESULTS SCREEN

You will always see this screen when you are taken from a stage back to the Chip R&D Lab. Here you can check your rating for the stage and view any items you acquired. On this screen you'll see:

- **STAGE NAME** — Name of the stage you just played.
- **STAGE HISTORY** — Records your **CLEAR TIME** (time taken to complete the stage), **COMBO COUNT** (highest Combo Count achieved in the stage) and **ENEMY COUNT** (total number of enemies defeated in the stage).
- **STAGE RANK** — Ranking of your performance during the stage, from AAA to D (six levels in all).
- **METALS IN YOUR POSSESSION** — Total number of Metals you have.
- **ACQUIRED METALS** — Number of Metals you acquired in the stage.
- **% COMPLETED** — Percentage of the stage you completed, including events, scenes, items acquired, etc.



RIDE CONTROLS

16

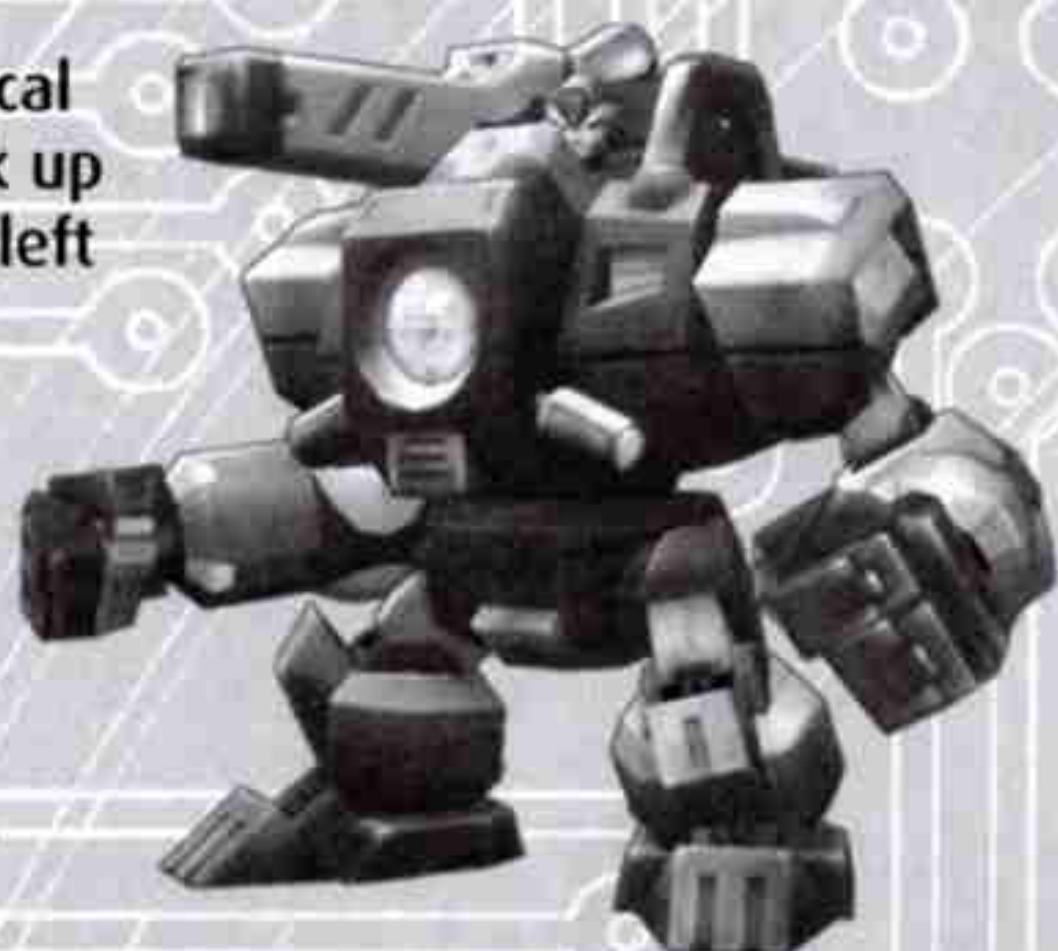
On certain stages you can use Ride Armor (Cyclops) or Ride Chaser (Sirius/Barius). All controls shown are defaults.

CYCLOPS

This Ride Armor was made to overcome electrical accidents/hazards at large-scale facilities. Walk up to the Cyclops to get in. Press the  button + left analog stick/directional buttons  to get off.

-  button — Giga Blow Attack. Hold the button for multiple punches.
-  button — Dash. Press the button while dashing for a Dash Punch.
-  button — Super Electro-Magnetic Napalm. Fire a shot that temporarily freezes an enemy.
-  button — Jump. Stomp on an enemy.

You cannot use Co-Op Moves or Special Weapons while riding Cyclops, and your Recovery Gauge doesn't refill.

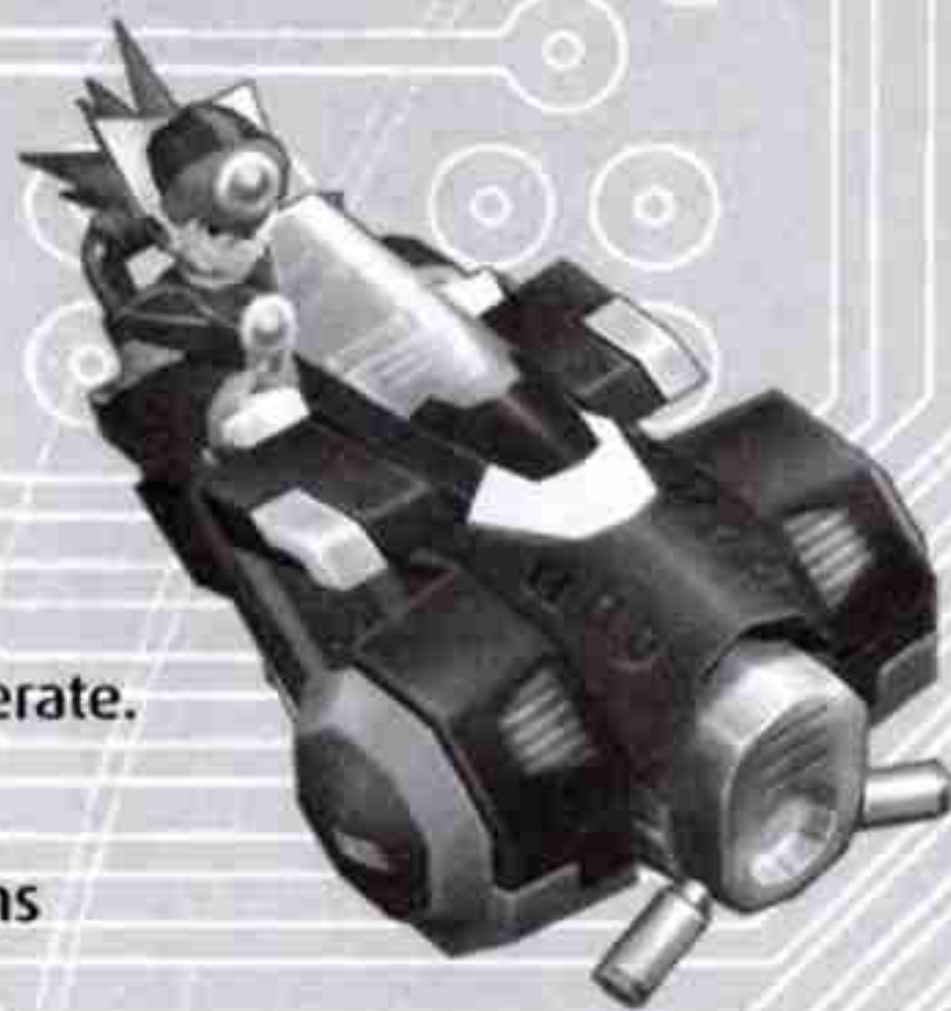


SIRIUS

Small Ride Chaser was designed for flying around in small, narrow spaces.

-  button — Shot. Fire a shot.
-  button — Jet Boost. Combine with / to fly at high speeds.
-  button — Boost. Use Weapon Energy to accelerate.
-  button — Brake. Slow down temporarily.

You cannot use Double Attacks or Special Weapons while riding Sirius.



BARIUS

This Ride Chaser is designed for high-speed cruising at ground level.

-  button — Shot. X fires a Charge Shot; Zero fires a Spread Shot; Axl rapid-fires.
-  button — Dash. Speed up temporarily.
-  button — Brake. Slow down temporarily.

You cannot use Double Attacks or Special Weapons while riding Barius.



LIFE ENERGY

This is found in different sizes and restores your character's life in small, medium, and large amounts, as well as full recovery, depending on the item.

LIFE ENERGY



WEAPON ENERGY

Found in three sizes, it restores your character's Weapon Energy.

WEAPON ENERGY



METAL

Energy ore necessary for creating Power Chips.

METAL



RARE METAL

Energy ore that holds special powers. Find this to create Power Chips with special powers. One unique Rare Metal has a surprising effect!

RARE METAL



ZERO'S SPECIAL
RARE METAL



DNA CORE

Obtain this by defeating certain enemies with Axl's Copy Shot. Using this allows you to temporarily transform and use the abilities of that enemy.

DNA CORE



ARMOR POWER-UPS

Obtain these for X by entering Light Capsules hidden in the game. Attach them to Neutral Armor to boost its abilities

- **NEUTRAL ARMOR** — Obtain Neutral Armor the first time you enter a Light Capsule. After that, you will be able to choose Neutral Armor on the Player Select screen (You can only obtain Neutral Armor when playing as X.)

BOSSES

18

OPTIC SUNFLOWER

**ASSASSIN FROM THE DEPTHS
OF OUTER SPACE**

This Reploid controls the Cyber Training Terminals that train the new generation Reploids.

GRAVITY ANTONION

TWISTER OF SPACE AND TIME

Head researcher at the anti-gravity lab. Possessing AI that has been heavily boosted to control the research equipment, it is extremely intelligent.

AVALANCHE YETI

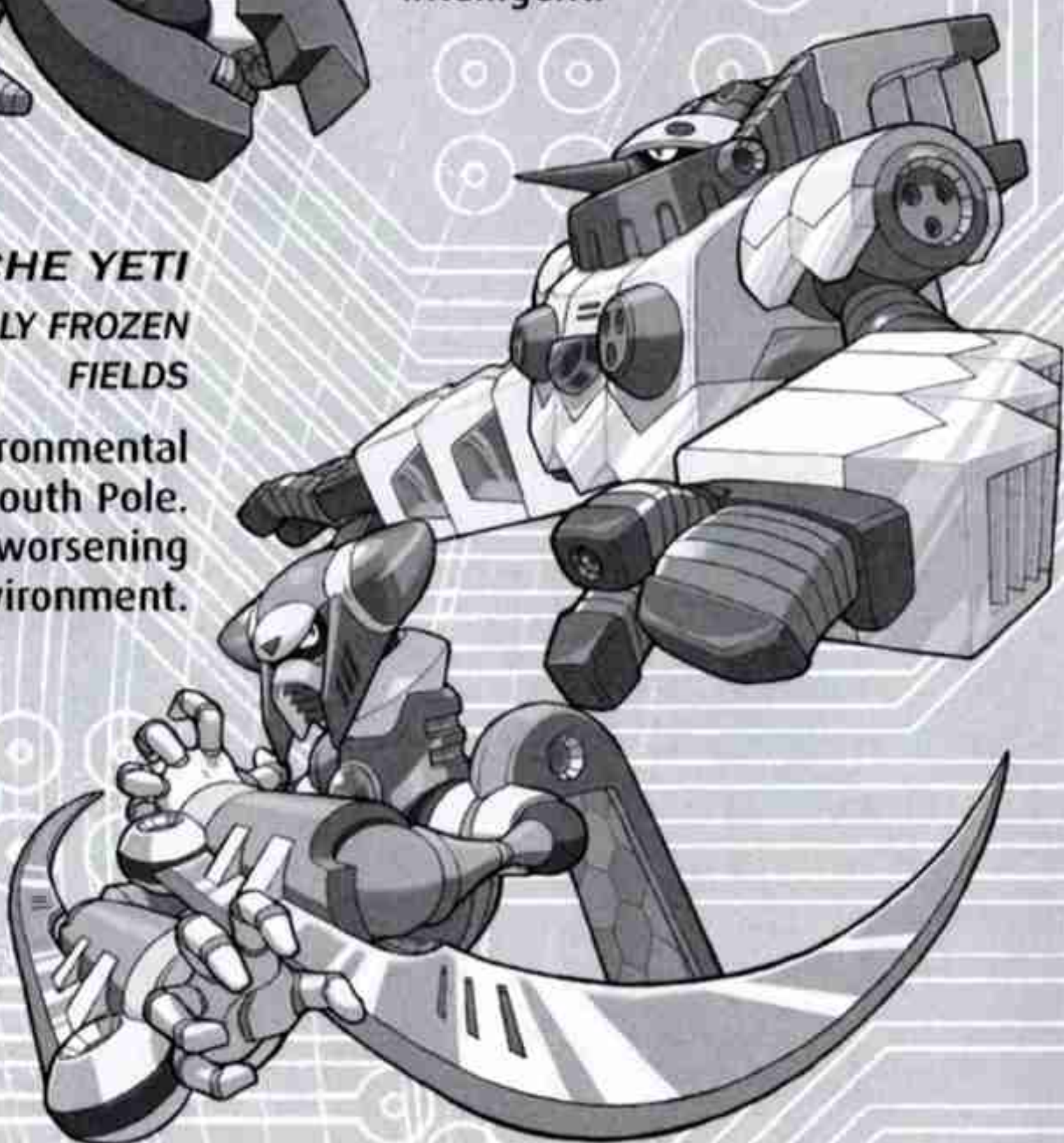
**GUARDIAN OF THE ETERNALLY FROZEN
FIELDS**

Administrator of the Environmental Testing Center at the South Pole. Troubled by the ever-worsening environment.

DARK MANTIS

**DEADLY BLADE LURKING
IN DARKNESS**

Reploid in charge of security at an underground army logistics base. Can function in complete darkness.



BAMBOO PANDAMONIUM**FALLEN GIANT OF THE FOREST**

Once in charge of handling materials for outer-space development, now spends time deep in thought in the forest of an abandoned asteroid.

EARTHROCK TRILOBITE**INSECT INHABITING RICH
MINERAL DEPOSITS**

This Reploid carries out the crucial duty of mining Rare Metals needed for outer-space development.

**GIGAVOLT MAN-O-WAR****HIGH VOLTAGE DRIFTER**

Works supplying energy to the city. Not very active, but that's the nature of the job.

**BURN ROOSTER****WHITE-HOT FOWL**

Works at a facility in a volcano, using the natural heat to burn waste. Highly-resistant to heat and adept at using fire.



SPECIAL CLASS A

20



TAKE ADVANTAGE OF CHANGING CHARACTERS!

There are times when your Life Energy Gauge turns red when you take damage from an enemy, right? This is called your Recovery Gauge and you can fill it back up while on standby. When you have energy in your Recovery Gauge, switch characters to build your health back up.

WHEN YOUR COMBO COUNTER INCREASES...

As you hit enemies multiple times, your Combo Counter increases. Apparently this Combo Counter has a big effect on the amount of Metals you'll find. So if you want to score a lot of Metals, rack up as many Combos as you can.



NAVIGATOR FUNCTIONS

Each of us Navigators has our own specialty. If you get stuck somewhere, try changing Navigators and you just may get some hints to help you get through.

By the way, my personal specialty is finding hidden shortcuts!

USE TAG ASSIST!

I'm sure you know by now that you need to call for rescue if you get trapped by the enemy. It's much faster than trying to break free on your own, and it can also help you defeat the enemy more quickly, making it a great co-op move. The key to finishing missions is figuring out the best way to use both characters!



MEGA MAN X COMMAND MISSION



*If you love Mega Man X8,
play as the hero from the
Mega Man X
series in his first
role-playing adventure!*

**“Intense graphics;
RPG gameplay that works;
a good storyline;
fun weapons;
combo attacks”**

-PSM





CYBER slug-fest!

Download free starter decks

at megamantcg.com!



MEGAMAN NT WARRIOR TRADING CARD GAME



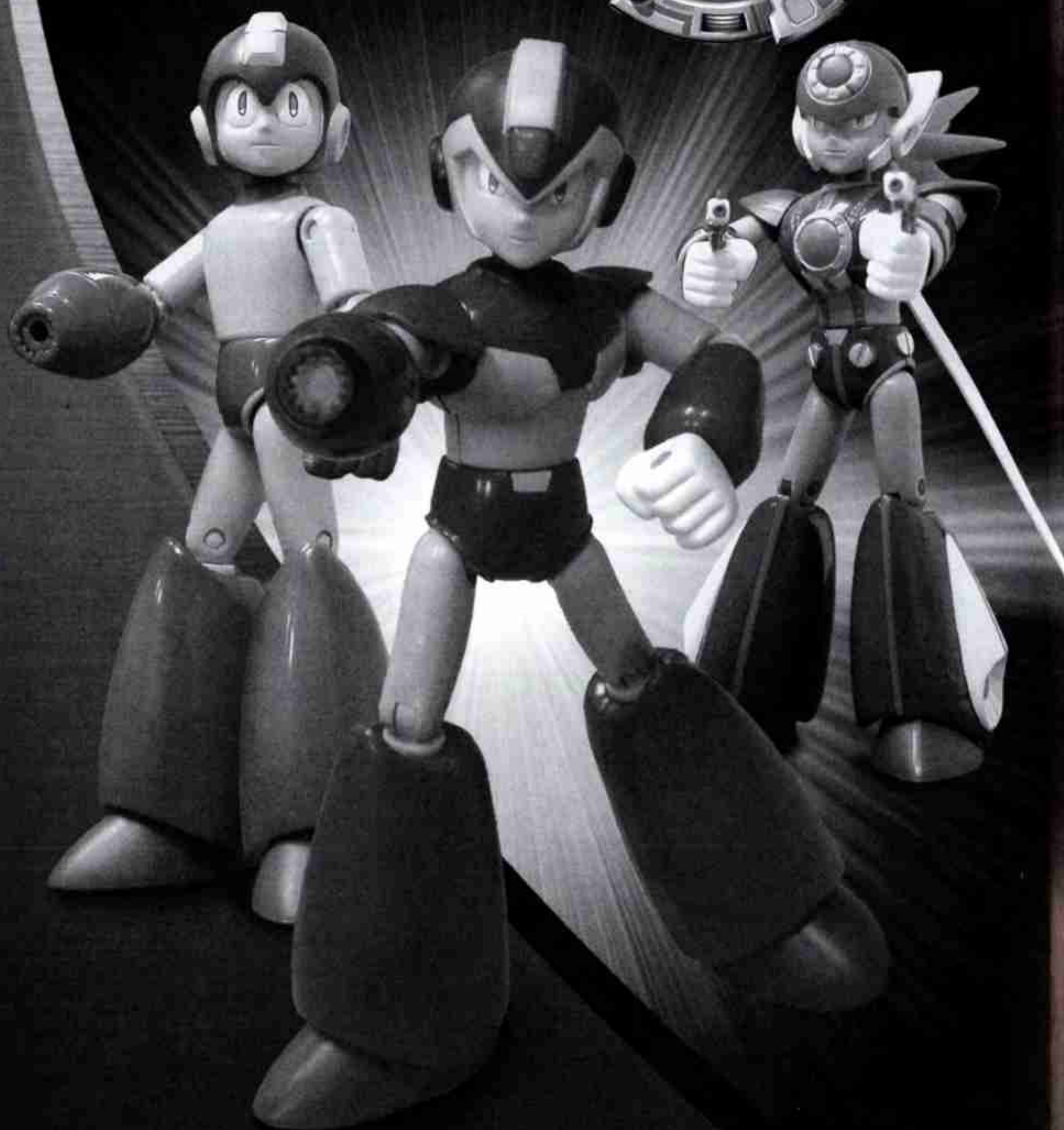
CAPCOM



DECIPHER[®]
The Art of Great Games[®]

MegaMan TM and ® are Trademarks of CAPCOM Co., Ltd. © CAPCOM, Shogakukan, ShoPro, TV Tokyo 2002, 2004. All Rights Reserved. TM, ®, & © 2004 Decipher Inc.

MEGAMAN



COLLECT THEM ALL!

ACTION FIGURES · PLAY SETS · VEHICLES

MEGA MAN™ ©CAPCOM CO. LTD. 2004 ALL RIGHTS RESERVED

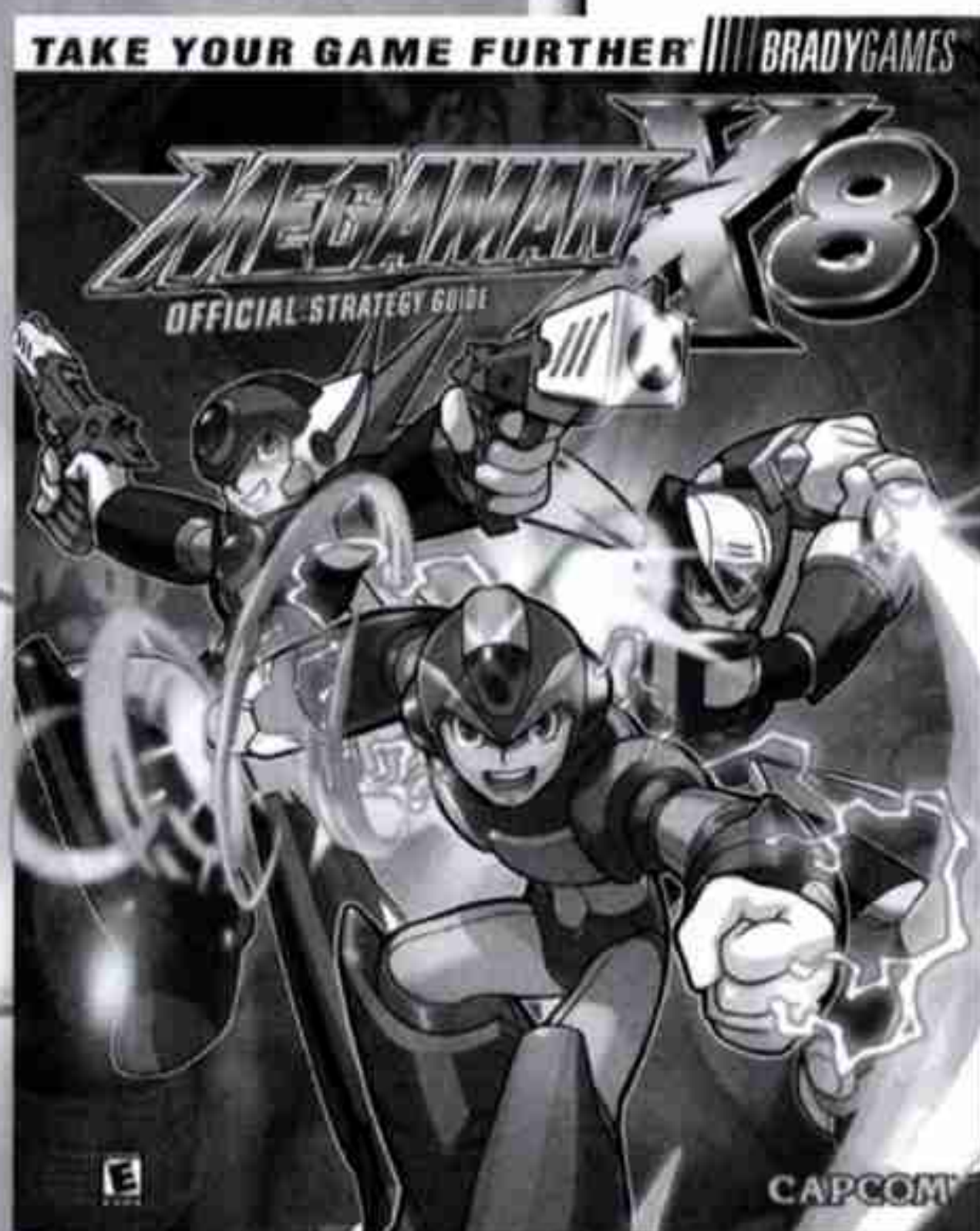
CAPCOM

JAZWARE INC.

www.jazwares.com

TAKE YOUR GAME FURTHER **BRADYGAMES**

CONTINUE THE QUEST TO SAVE MANKIND...



with the Official Strategy Guide from BradyGames!

- Complete Walkthrough to lead you safely through each level.
- Strategies for defeating each boss.
- Tag Team Coverage shows you the best times to switch between characters.
- Comprehensive Enemy Data, weapon and upgrades information and tips for using weapons from defeated bosses.
- Coverage of All Story Endings and Hidden Items Revealed!

To purchase BradyGames' *Mega Man® X8 Official Strategy Guide*, visit your local electronics, book or software retailer. Also available online at www.bradygames.com.

ISBN: 0-7440-0421-7

PRICE: \$14.99 US / \$21.99 CAN

CAPCOM

BRADYGAMES
TAKE YOUR GAME FURTHER

CREDITS

Manual: Hanshaw Ink & Image; Marketing: Todd Thorson, Bonnie Scott Denoyer, David Riley, Jack Symon, Sarah Felbinger, Laili Bosma, Robert Johnson, Nate Williams and Rey Jimenez; Creative Services: Jennifer Deauville; Package Design: Michi Morita and Corey Tran; Translation: Thomas Huston and Brian Dunn; PR: Melinda Mongelluzzo, Carrie Root, Arne Cual and Alicia Kim; Customer Service: Philip Navidad, Robert Hamiter and Jeffrey Leung.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this DVD-ROM from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DVD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the DVD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

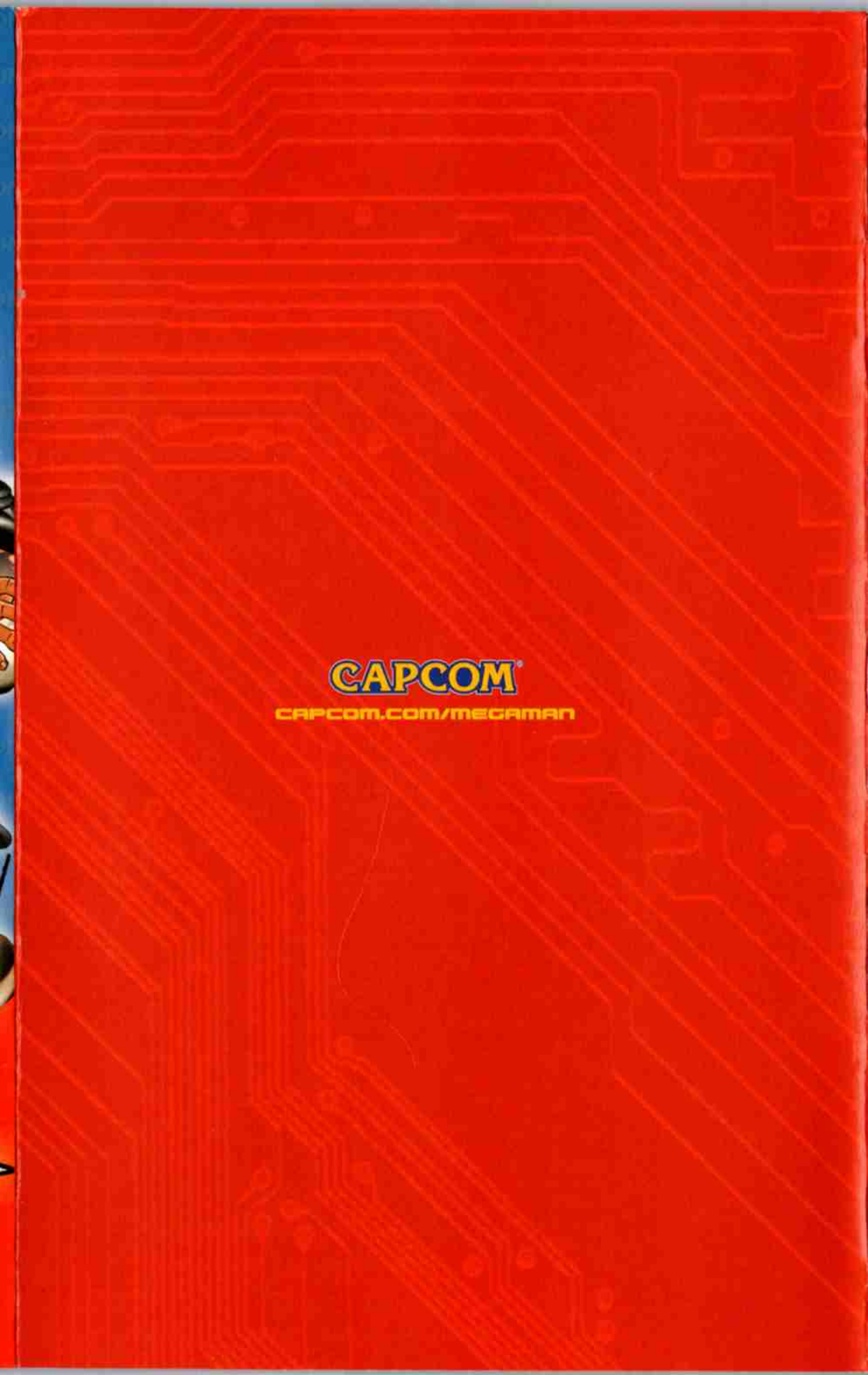
WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.com.



CAPCOM

CAPCOM.COM/MEGAMAN