

Maverick Parts

After defeating mavericks with a level of at least 8, Alia will ask if you want Life+ or Weapon Energy+. That + is a part that can be equipped, and the part you get depends both on the Maverick defeated, and the Life/Energy choice.

Many of these are currently documented at the Mega Man Home Page -

<https://mmhp.net/GameHints/MMX5.html#Items>

All Stages Route Parts

- Bat - Life
 - The Anti-Virus options are not useful in a speedrun, so take the HP
- Mattrex - Life
 - Again, neither part is particularly useful.
 - You should be here early enough there is no part anyway
- Grizzly - Energy (Hyper Dash)
- Whale - Life
 - Weapon+ grants the Energy Saver
- Axle Rose - Energy (Z-Saber+)
- Izzy Firefly - Life
 - For the HP. Energy gives shot eraser for Zero
- Squid
 - Life if you play the last stages as X
 - Energy grants Saber Extend for Zero but is not available until the final stages
- Pegasus - Life
 - this part will never be built if you do it next to last, but this creates the Jumper part

Time Until Part is Crafted

After selecting a part, it takes 2 in-game-hours (so 2 selected stages) to be created. This Includes Dynamo encounters and Zero/Sigma stages. This is why the optimal route for All Stages defeats Grizzly for the Hyper Dasher second, then uses Dynamo and the autoscrolling Duff McWhalen to have the Dashing part crafted.

What controls a Maverick's Level?

- Rank increases a maverick level. The route assumes GA before fighting Grizzly
- Hours left until impact

- Does not affect Level after the colony is destroyed (such as by using The Manip immediately)
 - The route depends on hours passing to allow mavericks to gain levels. Do not fire the enigma cannon until after fighting Grizzly for the Hyper Dasher.
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