

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 - none in SA, life otherwise
- Mattrex - Life
- Grizzly - Energy (Hyper Dash)
- Whale - Life
- Axle Rose - Energy (Z-Saber+)
- Izzy Firefly - Life (for HP. Energy gives shot eraser for Zero)
- Squid - Energy (Saber Extend)
- 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 (GA)
- Hours left until impact
 - Does not affect Level after the colony is destroyed (such as by using The Manip)

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.