

# Mega Man X7

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# General Information

# Version Differences

The Legacy Collection 2 Version is preferred for this game for a multitude of reasons

- It loads significantly faster
- It allows easy selection of region/language-version (see below

The US-English version should be avoided. Damage tables have the player deal less damage to mavericks.

- Japanese is generally fastest
- UK English has the better (for the player) damage table even with slower text, and should be played over US English if you want to read english text.

# Upgrade Chips

Rescuing Mavericks in this game potentially gives the player upgrade chips. These can be given to characters to get better abilities

These should generally be given to each character's "Special" row, as the third unlock extends player invincibility frames three times the normal duration.

Power upgrades should be avoided, as they do not function as advertised (30% extra damage, take half damage, etc)

Other upgrade notes

- Zero's fourth special upgrade, "Critical damage", applies to special attacks, like his Tornado
- Axl's speed upgrades give his faster movement
- X is generally not upgraded in New Game, as he is unlocked too late.
- In a new game +, all upgrades can be unlocked before beginning.

# Weapons

Ultimately X7 has 2 weapons with the most utility

- Volt Tornado (from Tonion), including Zero's attack, are extremely busted and overpowered. Most fights, including the Tonion Refight, can be described as "Spam Tornado"
- Axl's Explosion (from Gungaroo) is also Overpowered. It makes an extremely effective base damage attack, and is used against many bosses (including Final Sigma)

# Intro

# Gungaroo

Gungaroo

# Gungaroo - First Passage

End door - stop moving in front of the door to make it open (full stop).



Gungaroo

# Gungaroo - Room 2

From the start, work your way left across the acid, and climb the blocks. There's a red crab mech. Your goal is to carry this into the final room of the stage, spawning the blue mech.

Gungaroo

# Gungaroo - Room 3 Wall room

Gungaroo

# Gungaroo - Final Room

The goal of this room is to destroy mechs until the boss appears

## Collectables

There is a Sub Tank on top of one of the pillars

There is a Heart Tank on top of one of the pillars

## Blue Mech

The blue mech is superior to the red mech. It only appears if you enter the room in the red mech from Room 2.

# Stone Kong

# Flame Hyanard

Burn Burn Burn To The Ground

Flame Hyanard

# Hyanard - Screen 1

Don't save any reploids on this screen (time waste only - it's otherwise fine).

# Crowrang

# Boss - Crowrang

- There is an invisible wall to the arena that prevents moving off the left edge of the platform. Feel free to hold left
- The basic strategy of the fight is to use Axl to tag Crow while he is in the back ground, and draw him to the left edge of the screen. Once Crow begins spamming dive attacks, spam Axl's tornado attack
  - There is a quick kill that has a little more nuance than this, but in general this strategy should work if you can tank the hits with Triple Barrier



# Palace Road

Palace Road

# Boss - Steamroller

Once the boss becomes vulnerable, use Axl's "Explosion" (Stone Kong Special). Two hits (spaced out across iframes) will kill it.

You cannot kill the steamroller until the boss fight.

# Crimson Palace

# Crimson Palace - Room 1

There are a lot of rolling bounders. Take hits from bats for extended iframes if you upgraded to Triple Barrier, then dash through the boulders. (To dodge the boulders without damage, you must duck in the small pits.)

Crimson Palace

# Boss - Red

Get in his face and use Zero's Tornado move.

Crimson Palace

# Crimson Palace - Room 3-4

After Red there is a fork in the road. TAKE THE RIGHT FORK.

The right room is a wave of mechs to defeat. Use the blue mech and it's Dash Special attack to clear out the room as quickly as possible.