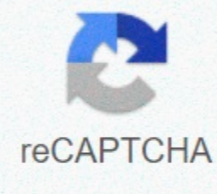




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## Mega man x3 boss order ign

FlagView History Flowchart Bosses Upgrades Hearts Containers Sub Tanks Guns & Armor Intro Sequence Blizzard Buffalo (use X-Buster) and.) Boots Upgrade b.) Sub Tank #1 poisonous sea (use spin wheel) Tunnel Rhino (use Acid Burst)\* Blizzard Buffalo (return) VI.) Volt Catfish (use Tornado Fang) VII.) Crush Crawfish (use Triad Thunder) Neon Tiger (use Spinning Blade) and.) Subtank #3 b.) X-Buster Upgrade c.) Heart Container #4 the Rhino Tunnel (return) a.) Heart container #5 b.) Helmet Upgrade Gravity Beetle (use Ray Splasher) Volt Catfish (return) and.) Armor Upgrade b.) Vile (use X-Buster/Ray Splasher)\*\* Blast Hornet (return) and.) Heart container #6 b.) Ride Armor N Gravity Beetle (return) a.) Heart container #7 b.) Ride Armor F Crush Crawfish (Return) a.) Ride Armor H b.) Heart Container #8 toxic Seahorse (use return) Volt Catfish (return) Doppler Castle stage I a.) Ultimate Upgrade b.) Wall strip module (use X-Buster) Doppler Castle Stage II \*\*\* a.) Underwater Robot (use Triad Thunder) Doppler Castle Stage III \*\*\* a.) Maverick Re-Fight (see Chiefs) b.) Dr. Doppler (use X-Buster) Dr. Doppler Stage IV \*\*\* a.) Sigma (use X-Buster) b.) Sigma Machine (use X-Buster) \* Bit and byte appear at this point in random stages. They will appear in otherwise completely empty rooms. Be sure to kill them when you find them (given that you have the right weapons) as killing them with the right weapons will ensure that you don't have to fight them again at Doppler Castle. For more information, see Bosses. \*\* Villa may be struggling on several Maverick stage, but he is the easiest to find here. For more information about his defeat, see Bosses. Be sure to kill him with the right weapon, so make sure you don't have to fight him later. Once you have ultimate upgrades, your helmet will treat you and your Sub Tanks automatically if you only stand for a while. This is the best way to ensure your success on every stage, so make sure you do so if you are in need of health or if one or more of your Sub Tanks are empty. Flowchart Bosses Upgrades Hearts Containers Sub Tanks Weapons & Armor Boss Strategy below appears in the order you should beat them. For more information about game flow in this regard, see the Flowchart guide. Note: Here's a chart of the boss's weaknesses (in the order in which you should/defeat enemies) if you want to know what to use on each boss in the game without having to spoil the game further by reading the in-depth boss strategy below. Boss NamePrimary Weakness Blizzard BuffaloX-Buster Toxic SeahorseFrost Tunnel Shield RhinoAcid Burst Volt CatfishTornado Fang Crush CrawfishTriad Thunder Neon TigerSpinning Blade Gravity BeetleRay Splasher Blast HornetGravity Well Crawl WallerX-Buster Underwater RobotTriad Thunder DopplerX-Buster Sigma MachineX-Buster Usage: X-Buster Get: Get: Shield fights the first Maverick in the game in our flowchart, you may actually have some problems. Blizzard Buffalo is not easy, especially when all we have to rely on is our X-Buster. For this reason, you may want to make sure that you have a Sub Tank you find in its full stage before entering, just in case you need it (you, of course, may not). Blizzard Buffalo is a gigantic Maverick who has a huge lair that allows him to dash around him on a run. Its main attack method is to charge the X, hit the wall, turn around and charge the other way. Part of the damage plays him into it, however. Otherwise, this fight will last forever. Enter the battle with a charged X-Buster, unleash it as soon as the battle begins to get some initial damage to it, then cling to the wall to the left, climb to the top, and jump-dash over it. As you do, have the X-Buster charging again, hit it in the back, then dash and quickly jump to the other wall where you repeat the process. Make sure he's fast, or he'll ram into you, and he's touching you is the primary way he's going to do the damage (and the damage is massive). It will from time to time stop before touching the wall, throw up some ice cubes that you will cling to the wall (so destroy them quickly while dodging them) and then continue to charge them. When it becomes really damaged, it will even start shooting these huge ice rays all over the screen (they are easy to avoid, however). When all is said and done, you get his Frost Shield as payment for his defeat. Usage: Frost Shield Get: Acid burst battle with a toxic Seahorse will be so easy for you that he may not even get a chance to attack you – that is, if you are following our orders and have obtained frost shield from Blizzard Buffalo before attempting this fight. The weapon doesn't do an incredible amount of damage to the toxic Seahorse (though more than an X-Buster), but it causes it to jump in and try for another attack when it is hit with it. Therefore, if you constantly hit him with Frost Shield (by hitting him, letting him jump over you, rotate, shoot again, and so on), he'll never even get a chance to attack! We knew there was something very Toad Man-esque about the toxic Seahorse stage, but we never thought we'd fight exactly like Toad Man as well (for each of you Mega Man 4 fans...) When it is defeated, you get acid burst.Use: Acid Burst Get: Tornado Sissy without acid burst, tunnel Rhino can be quite difficult enemy to defeat. With an acid burst however, which you get from a toxic sea, the Rhino Tunnel becomes much more manageable. The Rhino tunnel will run through his den and smash into the wall - when that happens, if you're grasping that wall, you'll fall into it. This is a good time to jump away from him. He can also shoot his Tornado edging, which are rockets that have exercises on them to help them dig Surfaces. He triggers these in strange ways because they are on a sort of delay (and occasionally, he will force you to avoid him, then his Tornado Thes in turn... very difficult). However, you can catch him in a sort of system if you hit him with acid burst, then go to the wall, jump over it when he charges you, hit him before running to the other wall, and repeating that process. It will probably be trumpetered from this routine once or twice, but at least by this point you'll have a nice dent to put in it. When he's defeated, his powerful Tornado Fang is yours. Usage: Tornado Fang Get: Triad Thunder It's no surprise that maverick named as Volt Catfish will be an electrically-charged enemy that shoots electricity at X. This is, of course, exactly what Volt Catfish is. However, he is not exactly a difficult enemy to deal with, even with his weakness is something as slow moving and clumsy as Tornado Fang can be. In fact, Tornado Fang will stun the Volt Catfish when it is hit with it, allowing you to hit him, harm him, stun him, and therefore have time to move away from him before he does what he will do next. First of all, it attacks with electrical charges that move through the air and across the ground, although when it begins to become more damaged, it begins to feed from the channel in the middle of the room for extremely strong results. When he starts feeding from the canal, make sure he hits him to knock him out of it. His insistence on using this attack late in the battle makes him an easier target, actually, because he will primarily stay in the middle of the room. For the rest of the battle, he was struck by a Fang tornado when you can and stay on the walls to avoid him if necessary. His defeat puts Triad Thunder in your inventory. Usage: Tchaids Thunder Get: Spinning Blade On may not look like much, but Crush Crawfish may be the most annoying, controller-throwing-inciting Maverick in the game. Even with Triad Thunder, he is very uncomfortable because Triad Thunder requires you to get to use it – and being near Crush Crawfish is exactly where you don't want to be. He attacks his huge pincers in several ways - he can shoot at you, which is easy enough to avoid, but he can also catch you if you're close and crush you between them. This is the most annoying attack in the game and is devastating as far as energy loss is concerned. In addition, brown objects that he throws from time to time can knock you off the walls and straight into it, so you have to avoid those as well (fortunately they can't harm you). Use Triad Thunder patiently here – that is, don't just start getting close to using it constantly. Take it, it'll damage it, then it'll back off. Collect yourself, check out another good opportunity to take advantage of it, and cause some damage to it again. With some patience and skill, Spinning Blade will be yours before long. Usage: Spinning Blade Get: Ray Splasher Neon Tiger is easy even without spinning blade, but with spinning blade, he becomes an easy obstacle to overcome. Spinning Blade is embarrassing in nature because it fires forward for a short time before leaving for X. It is useful to use it on a Neon Tiger because he is constantly on the walls and therefore out of reach for normal shots whatever weapon you may have (unless you too are on the walls). Neon Tiger has claws on his hands, but is more inclined to bounce around the room firing Ray Splashes from his tail. He will also do second on the ground. Meanwhile, you can just get close to him when possible and hit him right with the Spinning Blade – otherwise, when he's on the wall, face off him, fire the Spinning Blade, and follow the top of one curve right into it, doing pretty good damage. When this simple enemy is defeated, his Ray Splasher is all yours. Usage: Ray Splasher Get It: Gravity and the beauty of fighting a gravitational beetle with Ray Splasher is that if you keep hitting him, you'll never even get a chance to attack. Every time you hit him, let him stop and get his composure - when he's ready to fight again, he stops blinking. At this point, immediately pepper it with some more of your Ray Splasher. This will stun him again where you can repeat this process over and over again to defeat him quickly and easily without even being close to attacking you or damaging you once. When the fight is over, his Gravitational Wells is yours. Usage: Gravity Well Obtained: The parasitic bomb the ultimate Maverick on our list to fight is blast hornet, intimidating (and very cool) looking maverick who seems capable of causing some damage. Of course, with Gravity Well in our arsenal, that's just not the case. Unlike all the other weapons in the game (and much like gravity hold of Mega Man 5 fame), Gravity Well will harm enemies prone to it when it's fired anywhere in the stage. You don't even have to hit the Blast Hornet to defeat it. In fact, if you keep shooting Gravity Well in turn so that blast hornet is constantly gradually and is damaged by it, it will rarely get out of any attacks at all! Attacks to get him away (his plasma shots, the release of small hornets, etc.) should be avoided with ease, because all you have to do is focus on dodging, not on actually hitting him... Gravity Well does all the damage automatically! Usage: Frost Shield Get: N/A Fighting Bit in a random room in any of the Maverick stages is easy, especially if you have Frost Shield. If you're following from the flowchart, however, surely you'll have frost shield by this time because it's the first weapon we get in the game, and Bit doesn't seem to struggle until at least two Mavericks are defeated. Bit is From melee warrior, bouncing back and forth around the room (based on the level you're on... so it can be manipulated by simply climbing or jumping) and has some other attacks as well. Join him to lie in it with a slow-moving Frost Shield. Applying this weapon to him and killing him will ensure his ultimate destruction, too – you won't have to fight him again later in the game if you kill him with Frost Shield.Use: Ray Splasher Get: N/A much harder to fight than his bit brother, the big apartment has a bone to choose with X and doesn't hide it. His humongous size makes him almost impossible to avoid along with his fast speed. The best thing to do at the beginning is to enter this battle with at least one full Sub Tank, preferably two. Of course, since you fight it (and Bit) randomly, you may or may not be ready. In any case, he will try a lot of body collisions on the body, but will do a lot of damage if he manages to catch you and throw you around. In addition, avoid bombs thrown and leaves on the wall because they explode suddenly. For the easiest fight possible (and to ensure that you don't have to fight it later), kill it with Ray Splasher. It does the most damage and it destroys it permanently so it doesn't come back to fight you later. Usage: X-Buster Get: N/A you fight two forms of Vile when you go through his mini-level to reach him. The first form is made of him in his belly ala Mega Man X, but surprisingly, it's a simple form of him (unlike him on his own, which you fight on). He fights in such a set pattern that it's really just a matter of patience and a good performance strategy to beat him quickly without getting hit. When the battle begins, hit him with an X-Buster shot once, let you charge, then quickly dash back to the wall, cling to it, and then jump-dash over it. Turn around, hit him with another X-Buster shot, then repeat the process on the other wall. That's all you have to do to beat him... Just make sure you don't punch the wall when you're at it or you'll fall into it! When he is defeated, well ... A tougher version is ready to fight. Usage: Ray Splasher Get: N/A solo version of Villa (no belly) is surprisingly difficult because it throws a lot of firepower your way in several varieties. Fire at him with Ray Splasher throughout the battle, using Sub Tanks if necessary to fulfill his health. We wait in the flowchart until we've got four heart containers and armor, so we get as little damage from it as possible, so if you're following our directions, you should be in good shape here. Killing him with Ray Splasher will result in his permanent death, too, meaning you won't have to fight him later in the game. See, killing Vile, Bit and Byte with the right weapons means we're done with them by the end of the game! Usage: X-Buster Get: Not specified The battle will take a little patience, but rest assured that it is not as difficult as it seems to defeat this enemy. Even if it is large and packs a lot of firepower, it will not be able to harm you enough if you follow our instructions to even come close to killing you. This humongous robot that lines the right side wall of this den is just vulnerable in its head. Its long nose can be destroyed, but you'll actually want to avoid that, because instead of firing poison all over the room, it will simply drain and fill the floor with it (which means you have to stay on the walls exclusively to avoid being permanently damaged). The goal is to use the X-Buster without charging, patiently climbing the wall and shooting it in the head, then avoiding any poison it shoots, as well as its grasping hand and other attacks. Every so often it will fall to the floor, allowing you easier shots to the head. Avoid random shots because you don't want to ruin your nose (for the same reason we avoid charged shots!) Usage: T3d Thunder Get: N/A For the boss to find in the final stage of the game. Underwater Robot is really a joke. His weakness is Triad Thunder, which means you're going to have to get close to the enemy, but since he's barely moving and he's so huge, it's a big target. The catch is that his weakness is behind his head and hands, which means that if you jump to damage him with Triad Thunder, you'll probably collide with him most of the time. Fortunately, if you post our flowchart you will have the Ultimate Upgrade to this point and will be with minimal damage; Plus, you'll have four Sub Tanks available all the time (thanks to this upgraded Armor and Helmet, respectively). The only attacks of this enemy are some missile-based attacks (with some heat-sinking missiles, etc.) but nothing to write home. Usage: X-Buster Get: N/A Defeating Dr. Doppler should prove to be no problem for you. He is predictable and quite weak in his attacks, although he has an interesting ability - when he builds that blue-colored electric shield around him, he will heal himself if you shoot him. Therefore, you have to hold the fire when it has it, and more importantly, learn when it is going to put it out so you don't happen to start shooting at it like putting it in, accidentally healing it in the process. Otherwise, he has two primary attacks - he will shoot electricity on the X, and he will turn into a fireball and shoot all over the room. Both attacks are easy to avoid (by simply jumping or using the wall to bounce to where you need to be). Just count on X-Buster to do all the damage and be tired of him healing him inadvertently! When he is killed, he gives up the true nature of his deeds... Sigma lives ... Usage: X-Buster Get: The N/A first of the two Sigma forms is quite difficult. It's a predictable enemy to fight, but The real problem lies in the fact that his attacks are so hard to avoid and so devastating for your health. Be sure to join this boss battle with all four Full Sub Tanks because you will probably need at least two of them in this battle, and two more for the next battle with Sigma Machine. In this battle, Sigma protects itself with a shield that he only lowers when he fires on the X (with hard-to-avoid fire shots), and when he throws it after it has been damaged quite a bit. If you want to fight him effectively, fire at him while he is shooting at you, avoiding his shots the best you can. You can't run away from them because of the trail of the wall across from sigma. He will then jump over the screen, freezing in the middle to shoot more shots across the ground. Take this opportunity to hit him in the back. Then repeat this process over and over again, healing as needed. If you need to use more than two Sub Tanks here, you'll be better off killing X automatically and trying again because the final form of Sigma isn't a joke either. Usage: X-Buster (only charged) Get: N/A This is by far the hardest last boss in the X Series up to this point. The Sigma machine, the last boss in the game, will drive you completely nuts - we're sure of that. He is a humongous enemy who occupies almost a third of the screen, and his only weakness is his head, which is the size of head X. To make it worse, it can only be damaged with loaded X-Buster shots ... Basically everything possible will work against you in this battle. While Sigma Machine follows a pattern (he will always face one direction, left), you won't want to do battle with it constantly. When it's against the left wall, try a dash under it. You can't easily damage it from behind, but it's better than being pincered between it and the wall. Use the X-Buster upgrade if you have it at the beginning of the battle to knock it off with charged X-Buster shots – then go back to charging slightly your X-Buster and knock it down that way. Be tired of the heat-sinking rockets he shoots, as well as the black circles that work their way randomly around the screen and up and down the walls... They are perhaps the sexiest part of the whole battle. Also be tired of beam shoots, which suctions your energy away without being obvious about it (so watch that energy meter!) Also, be sure to save enough energy for the next part after this boss battle... See. See.