



Mega man x3 cheat

FlagView History This page contains a list of cheats, codes, Easter eggs, tips, and other secrets for Mega Man X3 for Super NES. If you have found a cheat that you want to add to the page, or have corrections, please click EDIT and add. The special chip used to create polygons in Mega Man X3 for Super NES. test screen that can be accessed by holding down the B button on the second controller when you start the game. Super armor, g crush, air dash and purple power level charge, no boss is defeated: 8127 4565 6316 5351 To have everything Including Gold Armor, enter this password: 5414 6585 6872 3112 Therefore it is a pain to find, gold chip. Use password: 2776-5163-6462-7847 This code will give you all items but no upgrades. (i.e. 4 capsules, 8 heart tanks, 4 robot carriers, all 8 special forces.) Password Recognition Level 3721, 1281, 3751, 4456 Gravity Beetle 5623, 4888, 5851, 4221 Blast Hornet 1745, 5231, 5441, 2486 Neon Tiger 3621, 4867, 5851, 2227 Tunnel Rhino 5728, 1263, 5754, 1263, 5754, 12654, 5754, 12654, 5754, 12654, 5754, 12654, 5754, 12654, 5754, 12654, 5754, 12654, 5754, 12654, 5755, 2458 Buffalo Blizzard 7671, 2857, 2144, 21 1247 Volt Catfish 1778, 5253, 2444, 3488 Crush Crawfish 5718, 1266, 2727, 7458 Dr. Doppler's Lab 5718, 1263, 2627, 7458 There are two ways to get Zero's Saber. If you're in a hurry, you can get it with the password 1454 3535 6162 7162. If you'd rather get it yourself, do this. In the second stage, Doppler's lab plays through all levels with MegaMan only. When you get to the mini boss layer, switch to Zero. Play through the entire level and defeat Vile. Zero will break down beyond repair and give Megaman his saber. Before entering the first Dr. Doppler stage (after defeating 8 maverick bosses), you must have the following: - all 4 Pieces of Armor (not chip enhancements) - all 4 Fully loaded Sub Tanks - all 8 Heart Tanks Now enter the first Dr. Doppler stage. You will soon fight midboss with collapsed ceilings. Hit him, then leave the room. After leaving the room, I recommend switching to Zero. Find the first hole in the floor. Before jumping down, switch back to X and make sure his health is full. Swipe to the left side to find the hidden capsule, where Dr. Light will give you a Super Chip (Gold Armor). This chip is a combination of four other chips, giving the X all their special abilities: - healing by standing still - a stronger defense - dashing double in all directions - a few shots filled in to reach Keji early on, you have to kill at least two bosses and then find one of these entrances. The first entrance is at the beginning of the Volt Catfish stage. A platform will take you to Vile. Entrance frozen buffalo stage. Located in the first hole after you enter a small room with two doors. You will see the entrance on the left side. The third entrance is on the crab boss stage (I forgot his name). The entrance is next energy capsules after you leave the small room where you fight the middle boss. Before you reach the energy capsule you will fall right through the floor. Here you will fall right through the floor. Here you will find the capsule that takes you to vile's secret stage. Note: This entrance only exists after you kill at least two bosses but BEFORE you kill Bit and Byte (the two middle bosses are talking to you.) FlagView History This page contains a list of cheats, codes, Easter eggs, tips, and other secrets for Mega Man X3 for PC. If you have found a cheat that you want to add to the page, or have corrections, please click EDIT and add. Ultimate Armor: Get to doppler stage 1 with all heart tanks, sub tanks, robots, and upgrades (NO CHIPS). Once you've destroyed the dinosaur robot at half-stage, proceed to the spot where the first spiked ball fell. Slide the wall left wall and you will reach the secret part. You must have full health. The capsules you find will give you the effect of all four chips and the gold color of your armor! If you quit the game it does not store gold armor. Zero's Z saber you need to get to Doppler stage 2 with zero live and Vile is killed with a spinning knife when you fight him in his factory. The levels must be different then ordinary. When you get near the door that the bug is in (above the water zone) turn to zero and let it pass through the door and destroy the bug. When you destroy it, it will destroy zero and there will be a cutting scene that shows that zero needs improvement. GIVE X THE Z SABER. Your fifth charge will now be green and after the cross charge you can shoot a long ringing saber z attack that destroys each boss in two blows! (This one can be saved.) To fight with the boss from the easiest to the hardest, follow as below: <p> Buffalo Blizzard: Use X-Buster. Poisoned Seahorses: Use Blizzard Buffalo weapons. (Ice Shield) Rhino Tunnel: Use Poisoned Seahorse weapons. (Toxic Acids) Volt Catfish: Use the Tunnel Rhino weapon. (Drill Fang) Crush Crawfish: Use the Catfish Volt weapon. (Weapons Voltage) Neon Tiger: Use the Crawfish Crush weapons. (Ray Splash) Blast Hornet: Use gravity beetles weapons. (Gravity Well) Through the intro stage -- 3721-1281-3751-4456 Crush Crawfish -- 4478-4863-4627-7358 The 9th Chip -- 6414-4155-6872-3356 CX4 debug: Hold B on controller two, then turn on the Super Nintendo to test the CX4 chip cartridges. Play as Zero: Pause the game, then press L in the menu. A hidden menu that allows Zero to be selected appears. Note: You can't use Zero after receiving the saber. He's also bigger and more of X and has only one life. X-Saber enhancements: Enter 3317-8353-6162-7162 as the password. Fill it up and take it off. Neon Tiger Level Password 3723-1283-1751-1456 Gravity Beetle 7743-5256-1441-5486 Blast Hornet 7745-5253-1441-5486 Blizzard Buffalo Buffalo Buffalo Terowongan Badak 5765-1263-1756-5488 Toxic Seahorse 2376-2163-6258-7841 Crush Crawfish 8216-4156-6742-382 Dr Doppler's Lab, tahap 1 6414-4155-6872-3356 Dr. Doppler's Lab, tahap 2 6414-4685-6872-3314 Dr. Doppler's Lab, tahap 3 2357-5533-6462-7735 Dr. Doppler's Lab kata sandi: Kata sandi berikut memiliki semua item dan senjata yang tersedia. Musuh dihancurkan atau tidak menentukan siapa yang akan Anda hadapi selama tahap Doppler. Bit, Byte and Vile destroyed 1454-2165-6162-7186 No Chips 5414-6685-6872-3114 No Chips with Beam Sabre 7257-5333-6462-7841 with Energy Chip 1154-3135-6162-7185 with Energy Chip and Beam Sabre 1154-2165-6162-7181 with Arm Chip 7257-7363-6462-7845 with Arm Chip and Beam Sabre 5114-4155-6872-3116 with Leg Chip 1154-3165-6162-7165 with Leg Chip and Beam Sabre 7257-5563-6462-7841 with Body Chip 3217-8553-6772-3824 with Body Chip and Beam Sabre Bit, Byte destroyed 4454-2165-6162-7386 No Chips 2257-5333-6462-7741 with Energy Chip 2257-5363-6462-7746 with Arm Chip 4154-2165-6162-7366 with Leg Chip 4154-2665-6162-7386 with Body Chip Bit and Vile destroyed, Byte not destroyed 7377-5363-6462-7847 No Chips 1474-3635-6162-7162 No Chips with Energy Chip 3267-8383-6772-3822 with Energy Chip and Beam Sabre 7277-5363-6462-7848 with Arm Chip 5164-6155-6872-3152 with Arm Chip and Beam Sabre 5164-4155-6872-3118 with Leg Chip 3267-8353-6772-3872 with Leg Chip and Beam Sabre 7277-5563-6462-7842 with Body Chip and Beam Sabre Bit destroyed, Byte and Vile not destroyed 6464-4155-6872-3358 No Chips 8267-1383-6772-3727 with Energy Chip 4174-2165-6162-7387 with Arm Chip 2277-5363-6462-7737 with Leg Chip 2277-5563-6462-7747 with Body Chip Byte and Vile destroyed 7357-5163-6462-7847 No Chips 5414-6585-6872-3112 No Chips with Beam Sabre 1154-2335-6162-7188 with Energy Chip 5114-6385-6872-3153 with Energy Chip and Beam Sabre 5114-4355-6872-3157 with Arm Chip 1154-3365-6162-7182 with Arm Chip and Beam Sabre 5114-4555-6872-3158 with Body Chip 5114-6555-6872-3153 with Body Chip and Beam Sabre 5114-4355-6872-3158 with Body Chip 5114-6355-6872-3158 with Leg Chip and Beam Sabre 5114-4355-6872-3158 with Body Chip and Beam Sabre 5114-6355-6872-3158 with Body Chip 5114-6555-6872-3158 with Body Chip and Beam Sabre 5114-4355-6872-3158 with Body Chip 5114-6355-6872-3158 with Body Chip and Beam Sabre 5114-6355-6872-3158 with Body Chip 5114-6355-6872-3158 with Body Chip 5114-6355-6872-3158 with Body Chip and Beam Sabre 5114-6355-6872-3158 with Body Chip 5114-6355-6872-3158 with Body Chip 5114-6355-6872-3158 with Body Chip and Beam Sabre 5114-6355-6872-3158 with Body Chip 5114-6355-6872-3158 with Body Chip and Beam Sabre 5114-6355-6872-3158 with B Sabre Byte destroyed, Bit and Vile not destroyed 4454-2365-6162-7388 No Chips 2257-5163-6462-7747 with Energy Chip 2257-5163-6462-7737 with Leg Chip 2257-5663-6462-7747 with Body Chip Vile destroyed, Bit and Byte not destroyed 7377-5163-6462-7841 No Chips 5464-6585-6872-3114 No Chips with Beam Sabre 7277-5133-6462-7841 with Energy Chip 5164-6385-6872-3155 with Energy Chip and Beam Sabre 5164-4355-6872-3151 with Arm Chip 1174-3365-6162-7184 with Arm Chip and Beam Sabre 5164-4355-6872-3116 with Leg Chip 7277-7163-6462-7834 with Leg Chip dan Beam Sabre 3267-1653-6772-3821 dengan Body Chip 1174-3565-6162-7185 dengan Body Chip Beam Sabre Bit, Bit, and Heinous does not destroy 2377-5163-6462-7741 Without Chips 6164-4385-6872-3356 with Energy Chip 6164-4355-6872-3351 with Arm Chip 2277-5163-6462-7731 with Leg Chip 6164-4555-6872-3356 with Energy Chip 6164-4355-6872-3356 with Energy Chip 6164-4355-6872-3356 with Energy Chip 6164-4385-6872-3356 with Energy Chip 6164-4355-6872-3351 with Arm Chip 2277-5163-6462-7731 with Leg Chip 6164-4555-6872-3356 with Energy Chip 6164-4355-6872-3356 with Energy Chip 6164-4355-6872-3351 with Arm Chip 2277-5163-6462-7731 with Leg Chip 6164-4555-6872-3356 with Energy Chip 6164-4385-6872-3356 with Energy 6872-3356 with Body Chip Energy Chip: This chip will allow you to restore energy. Shut up and your energy levels will slowly increase. Arm Chip: This chip allows damage to your system to be altered and charged as weapon energy. You'll be able to use it to shoot shots quickly. Foot Chip: This chip will allow you to run in the air twice in a row. With your mobility chip in the air will be greatly improved. Body Chip: This chip will improve your survival abilities. Your defense shield will be upgraded and you will receive less damage. Note: If you use a password that gives you a Beam Sabre, Zero will be lost otherwise vou'll still have Zero. Hint: Super password: The following password will give you three Sub Tanks, four Heart Tanks, a Robot Capsule for underwater riding armor, and an Air Dash upgrade for your feet. Also, only the Gravity beetle is destroyed and Zero does not die: 4521-4887-6256-1141. Enter 3367-8683-6772-3875 as the password for all eight heart tanks, fourth sub-tank (full), fourth enhancement chip (X-Golden Armor, including Zero Beam Saber), fourth Robot, nine lives, all bosses defeated, and last fight for Sigma. Enter 4746-5186-6258-7747 as password for all modifications except for Saber, and no chips, Bit destroyed, Byte and Vile not destroyed, all lives up except for Beetle Life, and only gravity beetles, rhinos, and electric catfish were destroyed. This will allow you to get the majority of bosses yourself, and can still get Golden Armor or choose a chip and have all the modifications and maximum life. Enter 5414-6685-6872-3114 as the password for all. Enter 3487-4135-6315-1156 as the password to have all 8 Hearts, all 4 Armor Robots, all 4 Sub-Tanks, all 4 parts Body Armor, no Chips, Bits, Bytes and Vile defeated, and no special weapons. You can beat all 8 Mavericks with a full advantage over them and not have to worry about three HeadHunters because they are dead. Enter 8626-4335-6318-7356 as the password for all but the Gravity Beetle heart tank, all armor enhancements (not Golden Amor), all sub-tanks, all ride-armor, only Tunnel Rhino and Volt Catfish have been defeated, leaving a worthy challenge. Other passwords: Have a healing chip Enter 3217-1383-6772-3821 as the password. It has an Arm Chip Enter 1154-2165-6162-7181 as a password. Have foot Enter 3217-1353-6772-3871 as the password. Have armor Enter 7257-5563-6462-7841 as the password. At the last level fully supported Enter 6164-4155-6872-3166 as the password. No upgrades, all weapons, 4 sub tanks, 7 heart tanks, Bit Byte and Vile destroyed, Beam Sabre, and last level Enter Enter as a password. Hint: Defeating Byte: Another way to defeat Byte is to accidentally hit him when he shoots his pod across the screen, just before he runs. He would run across the screen and leave Megaman with just a little damage. Another strategy is to use Tornado Fang on him for more damage. Hint: Defeating Crawfish Crush: This trick requires Arm Enhancement. When you reach the Boss, complete the Triad Thunder Weapon. Climb the wall as you release your weapon and keep the button held so you start charging it. If done correctly, Crush Crawfish will get blasted when you start yellowing. When you start yellowing. When you turn purple, release the button. You will do earthquake movements and the health of Crawfish Crush will drop to zero almost instantly. Hint: Alternative Boss: Destroy Bits with Triad Thunder or Frost Shield, and Byte with Drill Fang. You'll meet different bosses in the final Boss stage. Hint: Zero's Beam Saber: Defeat Vile with S. Blades, and have Zero still alive. Played only as an X in the first two stages in Dr. Doppler's Lab. In the second stage Dr. Doppler's Lab, after the waterhole area but before the mini-Boss, switches to Zero. Charge and defeat bugs. It's going to fall on Zero, it's going to give you its Saber. Saber will be saved with a password. Hint: Golden Armor and chip enhancement: When in the first stage of Dr. Doppler's Lab, through the stage until it reaches a hole with a spiked ball falls. Clinging to the left wall of the hole. Slide down until you fall into the room containing the capsule. Walk inside to reach the Orange Bomber and get every chip upgrade. Note: You must have full health and all power-ups. You may have a chip if this doesn't work. Golden Armor cannot be saved with a password. Hint: Body Enhancement without Arm Enhancement: Get a Foot Chip. When you get to an area where it usually requires you to have an Increased Arm, and the Gravity Beetle attack, with the Foot Chip, runs up twice and the wall jumps off the right wall. If you're lucky, you can land on the wall, and the wall jumps. Hint: Helmet Chip: Helmet Chip will also fill the Sub-Tank, as well as the main health X. Instructions: Extra Saber Damage: When attacking the Boss, as far as possible. Later, the execution of Saber Shot. This will remove about 25% of the damage then it will gradually reduce the life of the boss. This will do more damage than if you had approached Boss. Hint: Extra damage to Beam Saber, his life will be halved. But if there are many between you and the boss, then he'll be almost defeated. Hint: Fast Beam Saber charging: Don't get Arm Enhancement. If you get a Beam Saber like that, you just have to charge until it's up to yellow. Hint: Power-ups are easy: Use Frost Shield on enemies will give you power-ups, but most will give big and small. Hint: Extra easy life: In the Doppler stage, where you have to defeat all the Bosses, shoot Beam Saber at standing objects. Usually if you shoot on it, healing power-ups will appear. However, if you shoot on it with Beam Saber extra life will appear. Hint: Infinite power: At the last level (the first of Dr. Doppler's level), there are many small missile launchers. Complete yourself with ASAM, but don't power up. Shoot him with it until it is destroyed and always leave you with Power-Ups only. Hint: Chip Enhancer: Chip Enhancer allows you to use all four Sub Tanks filled, all four Robot Suits and Dash Boots, Mega Buster, Armor and Sensor/Helmet upgrades. Also, you can't do it with Zero. Go through the first stage of Doppler's Lab until you reach the hole in the section where the barbed ball falls from above. Then, jump into the hole and stick to the left wall. Swipe down to find the hidden tunnel that leads to Dr. Light. He's going to give you a special Chip Enhancer. This chip will allow you to carry all four chips. Hint: Toxic Seahorse Level: Change K: Get to the section where you find The K Change, you must have an Air Dash and a Change F to do this. While you're in your Change F armor, jump down into the water and move a little, but not too far. Make your Change F suit swim to the left, get as far as you can go, then jump out of it. Vibrating on the side of the wall. Next, let yourself slide into the water a little bit (while you're still on the end of the rarity holding the Change K. You won't make it, but only when you're on the Jump water tap. You'll make the leap from the water. Then, swipe straight up and you'll get a change K.To get this upgrade, you should have upgraded your X Buster and Frost S. Once you're in the water, jump past the first hole and stand a little to his right. Power up Frost S. so you get shield capabilities and things float in the water. Jump up and up to get a K.Hint Change: Toxic Seahorse Level: Foot enhancement chip: To get a foot enhancement chip, which lets you run twice in the air, when you're going to slide down a wall that leads to water, jump across and get a water vehicle (if you have a tank that allows you to do so). Get down to the water and go to the wall, where you have to go down to Mini-Boss. Next, jump out of the vehicle, climb the wall, and you'll get out of the water and meet Doctor Light in the capsule. Note: If you try to do this without a water vehicle, the fan on the wall will light up, and will prevent you from climbing over the wall by pushing you back. Hint: Additional scene: Choose one level, switch to Zero and accidentally die. You will see an additional scene where Zero says Sorry X... I failed. Looks like my power generator's broken. X, you're our last hope. Doctor Cain will stand next to Zero. Glitch: Walk on water: If you can get on top of the water, you can jump when you hear a splash. Glitch: Invincible from the lights: When in Doctor Doppler's lab, stage 2, after you fight back boss, you will finally enter a long hallway with lights that attack you if you touch it. Just walk through and they won't hurt you after the second. Glitch: Wrong music: This trick requires Golden Armor, Zero is still alive, and Heinous is not defeated. At that point in the second stage dopper where you have to climb the snail to the top of the nail, use Zero and accidentally die. You'll see Dr. Cain's lab and Zero will say something about the power generator. The music in the background will be the theme of the Vile level, which is found in teleporters hidden around other level teleporters. Glitch: Blizzard Buffalo Boss fight: There are small but exploitable mistakes that exist in this Boss fight. If you get an upgraded foot chip so you can trick the Boss into never hitting you. When the battle begins, the dash jumps over him (from the wall) and gets behind him. When he turns around to charge at you, jump two straight up and the Boss will turn around and crash into the wall that is in the opposite direction from which you stand in relation to the Boss. In other words, this maneuver will trick your Boss into thinking you're jumping over him, and thus make this boss the easiest in the entire game. Glitch: Mega Man changes color: Approaching the end of the nearby Crawfish Crush level is a large generator-type object that picks up a wall. When you photograph it, it changes the entire screen. If you have an increased arm (not necessarily a chip, just armor) power up to purple or red before destroying it. When destroyed with the first shot, Mega Man will remain the color of the charge until you charge again or enter the door

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