



NTSC U/C

PlayStation®



# MEGA MAN LEGENDS™ 2

CAPCOM

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

## A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MEGA MAN LEGENDS 2 for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000 ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MEGA MAN LEGENDS and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

### CAPCOM EDGE HINT LINE

Hints are available:

**1-900-976-EDGE** (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission.

Game Counselors available Monday-Friday 8:30 a.m. -

5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

### CAPCOM ON-LINE

<http://www.capcom.com>

Visit our website to see all the great new CAPCOM products or to check out featured games on-line! Email us at [megamail@capcom.com](mailto:megamail@capcom.com) for technical help or to find out what's new at CAPCOM!

**REGISTER ONLINE AT WWW.CAPCOM.COM**

# CONTENTS

A Dangerous Voyage Begins	2
Setting Up	4
Memory Cards	4
Default Controls	5
Special Techniques	6
Game Start	8
Options Screen	9
Battle System	10
Status Screen	12
Map Screen	14
Items Screen	14
Equipment Screen	15
Support System	16
Save/Load	17
Characters	18
Mega Man	18
Data	18
Roll Casket	19
Barrell Casket	19
Tron Bonne	20
Teasel Bonne	20
Servbots	20
Bomb Bonne	21
Glyde	21
Birdbots	21
Von Muller	22
Bola & Bancosus	22
Matilda	22
Tips	23
Capcom Edge	24

# A DANGEROUS VOYAGE BEGINS

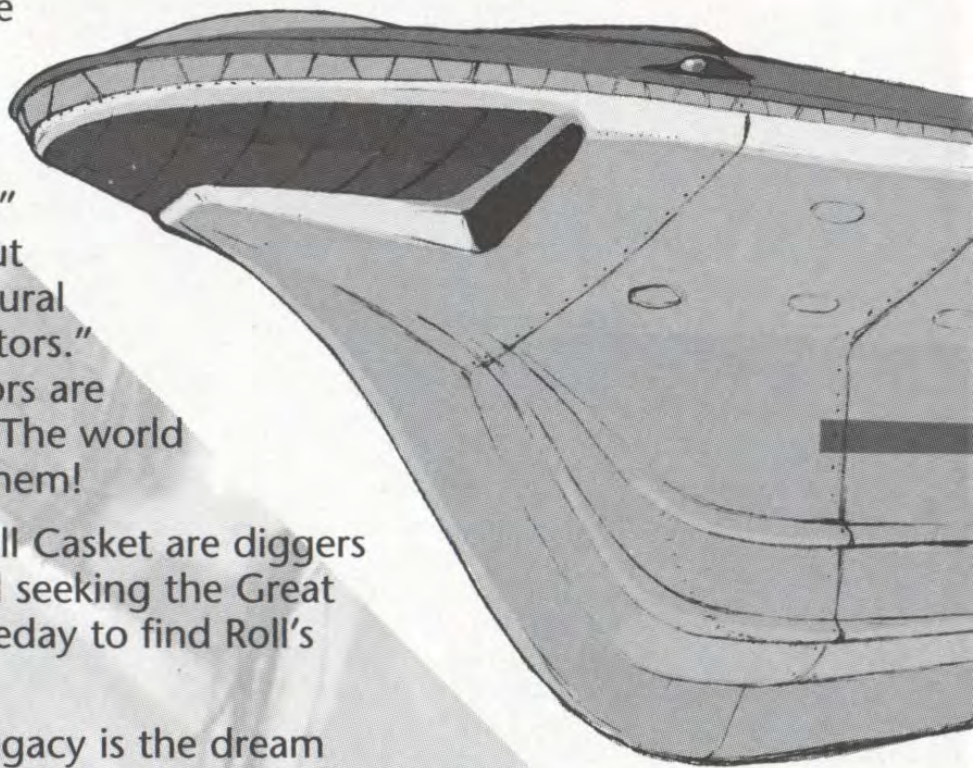
Far into the future, when most of the continents on the earth have sunk into the sea ...

People have formed a unique civilization on the small patch of land that remains.

People's lives are sustained by explorers called "diggers." These warrior-workers dig out ancient ruins to collect a natural energy source called "Refractors." A precious resource, Refractors are necessary for sustaining life. The world wouldn't last long without them!

Mega Man and his friend Roll Casket are diggers who travel around the world seeking the Great Legacy. They also hope someday to find Roll's missing parents.

Though finding the Great Legacy is the dream of most diggers, nobody knows what it really is. The myth surrounding the Great Legacy describes it as a new energy with infinite power. It would make Refractors obsolete forever, and bring beauty, harmony and ease to all people of the world.



Von Muller, the famous industrialist, first explained the theory. He believed that Refractors would eventually drain themselves of power. But the Great Legacy could replace them in providing for all the world's needs.

Von Muller decided to fund a huge project to benefit the future of

humankind. He spent his entire fortune building a magnificent airship, the Sulphur Bottom, which he planned to pilot to the "Forbidden Place." This unknown territory was thought to be the location of the Great Legacy. But no one had ever entered it. The Sulphur Bottom's expedition team would be the first!

The great day has arrived. The Sulphur Bottom is being launched. As a press conference is being held in the mighty airship, a woman appears with a white Reaverbot.



Who is this mystery woman and her strange companion? What is the meaning of this singular occurrence? Is it a coincidence ... or a foreshadowing of danger? The Adventure of the Great Legacy is about to begin!

# SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.

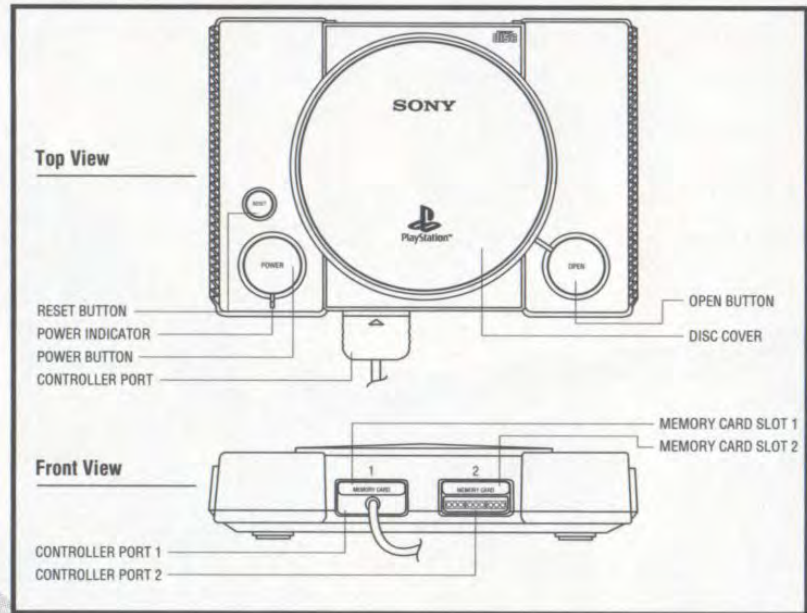
Insert the **MEGA MAN LEGENDS 2** disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Watch the opening story to find out what's happened so far.

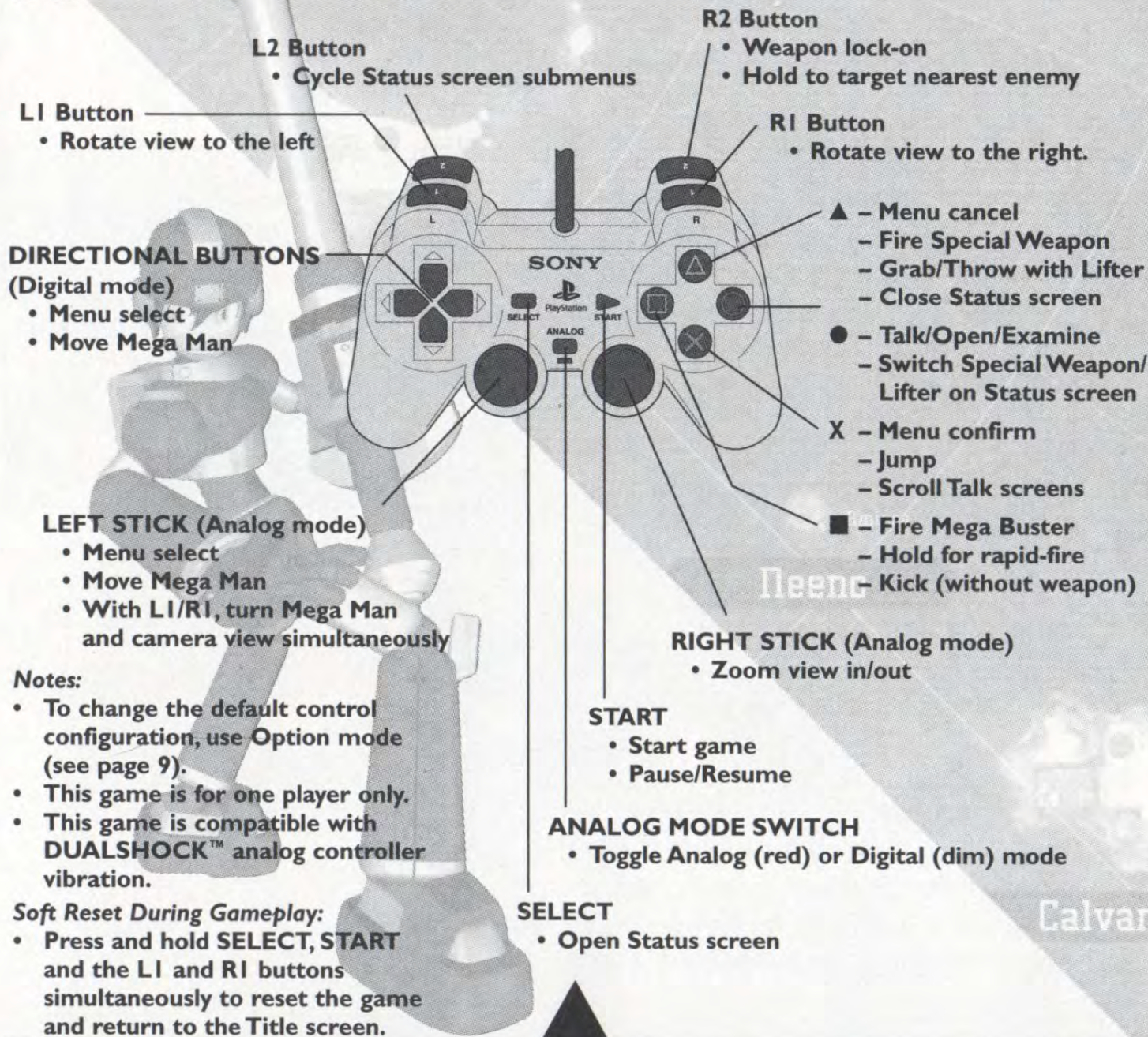
## MEMORY CARDS

To save game settings and results and to continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. (If you do not have a Memory Card, the game will allow you to play without saving game settings and results.)

See page 17 for information on saving game data.



# DEFAULT CONTROLS



## L1 Button

- Rotate view to the left

## L2 Button

- Cycle Status screen submenus

## R2 Button

- Weapon lock-on
- Hold to target nearest enemy

## R1 Button

- Rotate view to the right.

## DIRECTIONAL BUTTONS

(Digital mode)

- Menu select
- Move Mega Man

## LEFT STICK (Analog mode)

- Menu select
- Move Mega Man
- With L1/R1, turn Mega Man and camera view simultaneously

- ▲ – Menu cancel
- Fire Special Weapon
- Grab/Throw with Lifter
- Close Status screen
- – Talk/Open/Examine
- Switch Special Weapon/Lifter on Status screen
- X – Menu confirm
- Jump
- Scroll Talk screens
- – Fire Mega Buster
- Hold for rapid-fire
- Kick (without weapon)

## RIGHT STICK (Analog mode)

- Zoom view in/out

## Notes:

- To change the default control configuration, use Option mode (see page 9).
- This game is for one player only.
- This game is compatible with DUALSHOCK™ analog controller vibration.

## Soft Reset During Gameplay:

- Press and hold SELECT, START and the L1 and R1 buttons simultaneously to reset the game and return to the Title screen.

## START

- Start game
- Pause/Resume

## ANALOG MODE SWITCH

- Toggle Analog (red) or Digital (dim) mode


## SELECT

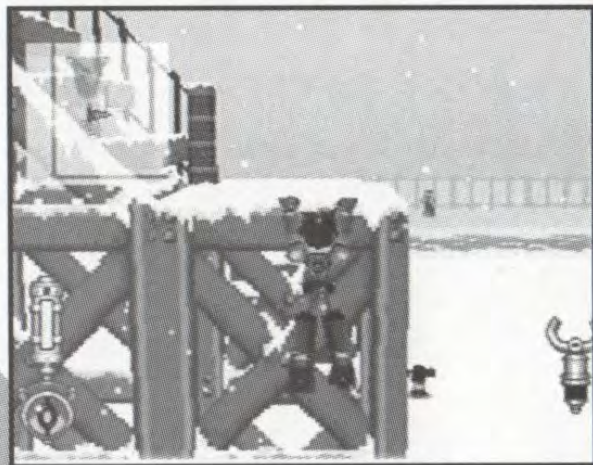
- Open Status screen

# SPECIAL TECHNIQUES


Mega Man can perform quite a few special moves. (The controls used in these descriptions are the defaults.)

## LEDGE CLIMBING


After jumping up to hang onto a high ledge, Mega Man can lift himself up to a higher platform not usually accessible by jumping. Once Mega Man grabs onto the ledge, press the Directional button/Left Stick  to climb up onto it.



## WALK

Hold down the  button while moving Mega Man to make him walk slowly. This is convenient when you want him to move only a bit.

## QUICK TURN

Press the  button while moving left, right or back to turn in the direction quickly.

## LOCK-ON

Press the R2 button to automatically lock-on the nearest target when an enemy is close to you. You will keep the enemy targeted as long as you hold down the R2 button. When faced with more than one enemy, you can change targets by pressing the R2 button again.





## **LIFT**

When you don't have a Special Weapon equipped, then the Lifter is active. You can lift up an object in front of Mega Man by pressing the ▲ button. Then, you can throw the object by pressing the ▲ button again after you lift it up. You can lift and throw various things - find out what they are.

## **CARTWHEEL**

Press the X button while changing directions to make Mega Man turn a quick cartwheel. This is a smart way to dodge enemy's attacks.

## **ROLLER DASH**

After you acquire Dash Body Parts (see page 15), Mega Man can perform the Roller Dash. Hold the ● button to begin charging up Roller Dash. Once the Dash Parts have charged up enough power, Mega Man will really begin to move!

# GAME START

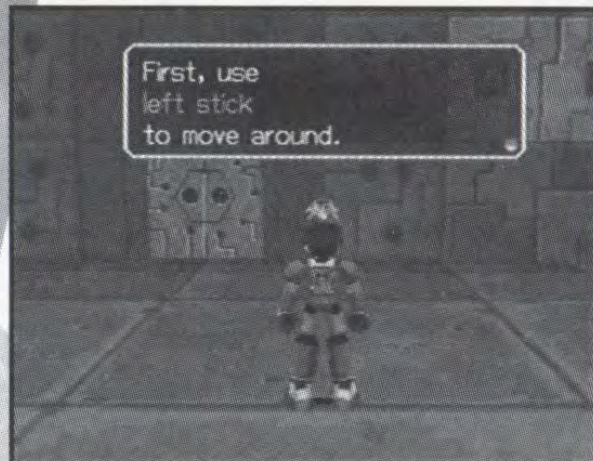
Once the game story begins, press the START button to reach the Title screen. Press the START button again to open the Main Menu. Use the Directional button/Left Stick to make your selection, and press the X button to confirm it.

**NEW GAME** – Start a new game. After choosing this option, you can choose your difficulty level: EASY, NORMAL, HARD or VERY HARD.

**CONTINUE** – Play on a previously saved game.

**TUTORIAL** – Roll Casket takes you on a course to learn the basic game controls and game system.

**OPTION** – Adjust various game settings.



# OPTIONS SCREEN

**CONTROLLER** – Change button assignments by choosing one of four pre-set configurations. Choose SELECT and Data will help you set up a custom configuration.

**VIEW CHANGE** – Select NORMAL to look up by pressing  $\uparrow$ , and down by pressing  $\downarrow$ . Select REVERSE to look down with  $\uparrow$  and up with  $\downarrow$ .

**LOCK-ON** – Switch between Man(ual) and Auto(matic) lock-on control for Mega Buster and Special Weapons.

**VIBRATION** – Turn the DUALSHOCK™ analog controller's vibration function ON/OFF.

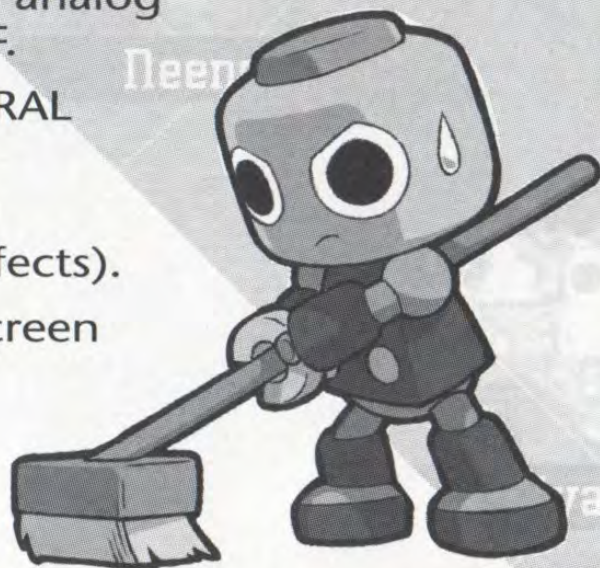
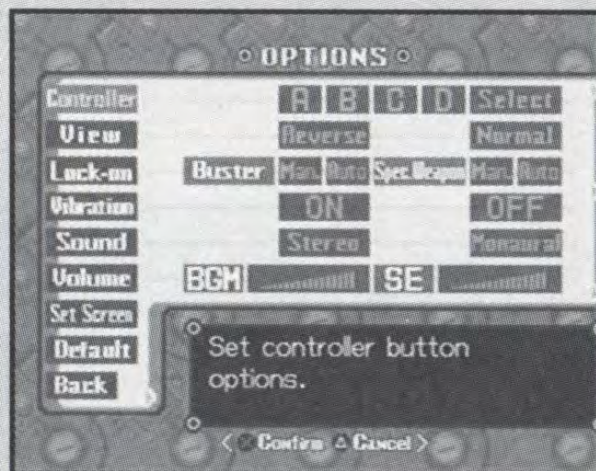
**SOUND** – Choose STEREO or MONAURAL to match your speaker setup.

**VOLUME** – Adjust the volume of BGM (background music) and SE (sound effects).

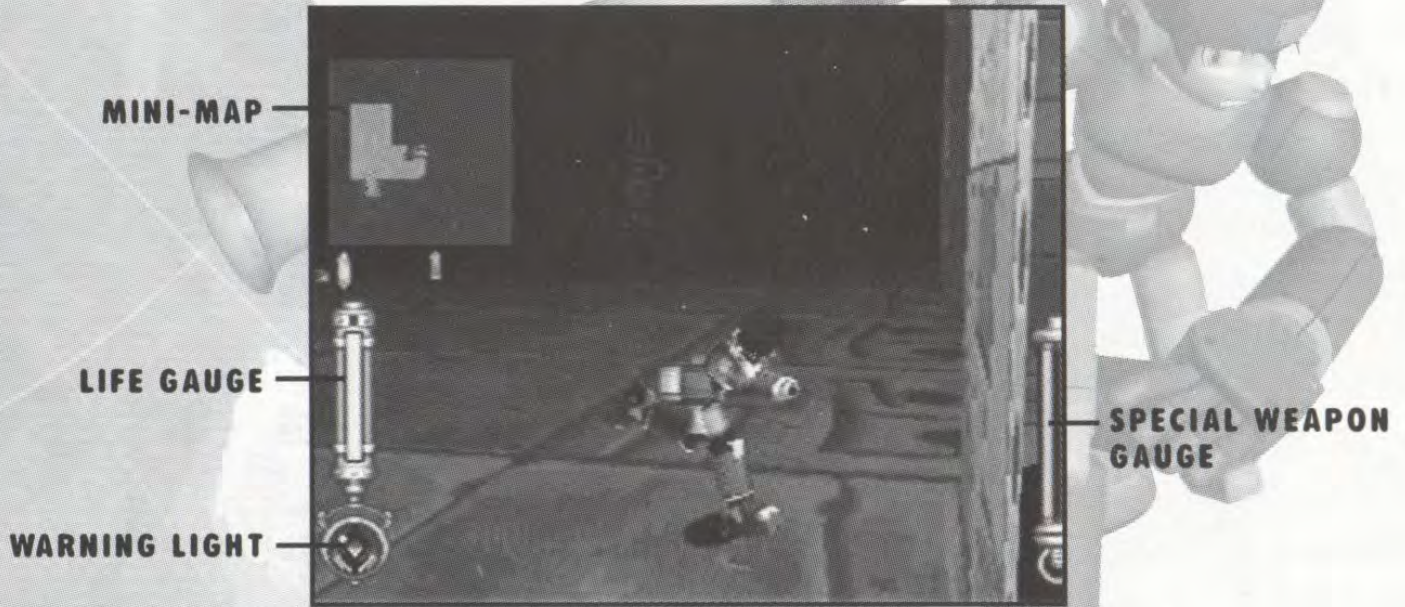
**SCREEN ADJUST** – Center the game screen on your TV/monitor.

**DEFAULT** – Restore the original settings.

**EXIT** – Return to the Main Menu.



# BATTLE SYSTEM



Manda

Peel

A grayscale illustration of Mega Man, the iconic character from the Nintendo game series. He is shown from the waist up, wearing his signature blue armor and helmet. He has a determined expression and is holding his Mega Buster weapon in his right hand. The background is a light, textured gray with faint, larger-scale patterns.

**MINI MAP** – Automatically maps the area as you explore it. You can turn the Mini-Map ON/OFF from the Status screen.

**LIFE GAUGE** – Mega Man's remaining life. The color bar decreases as Mega Man takes damage. When all the color drains out, your game is over.

**WARNING LIGHT** – Lights up if there is an approaching enemy just out of Mega Man's sight.

**LOCK-ON SIGHT** – (not shown) Appears when you lock-on a target. It shows what you're targeting and directs your fire.

**SPECIAL WEAPON GAUGE** – Displayed when Mega Man has a Special Weapon equipped. The blue bar shows how much energy is charged in the Special Weapon. The green bar shows how much energy is consumed when the weapon is used.

**GRAB MARK** – (not shown) Displayed only when Mega Man does not have a Special Weapon equipped. It shows up if you can grab an enemy when you lock-on.

**BOSS GAUGE** – (not shown) Displayed when you are fighting a boss character. It shows the boss character's life bar, which depletes as the boss takes damage. If you can completely drain the gauge, you'll defeat the boss.

# STATUS SCREEN

**CURRENT LOCATION**

**MONEY**

**LIFE GAUGE**

**SPECIAL DAMAGE**

**MAP**

**ITEM**

**EQUIPMENT**

**OPTIONS**

**BACK**

**STATUS**

Location

Manda Island  
Pokte Village

1688360 Z

1:23:59

Lifter

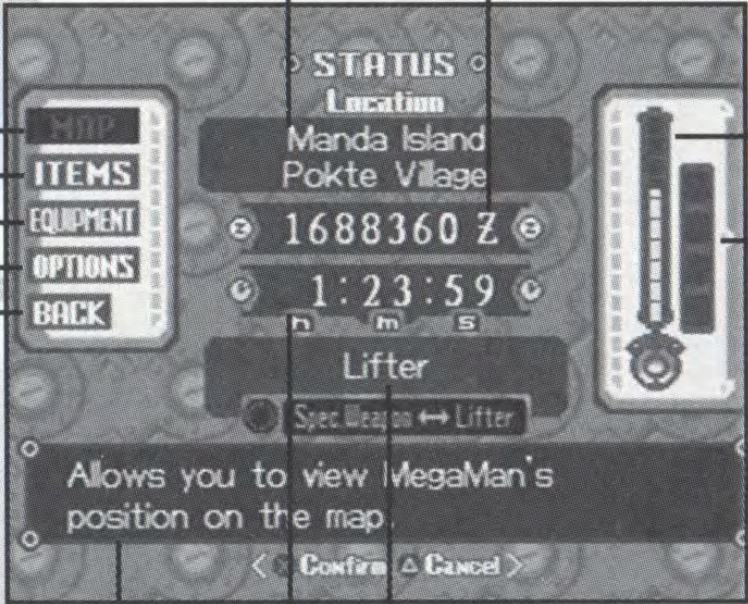
Spec Weapon ↔ Lifter

Allows you to view MegaMan's position on the map

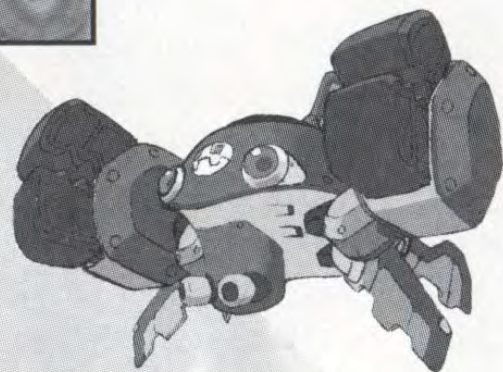
**PLAY TIME**

**SPECIAL WEAPON**

**DESCRIPTION**



The screenshot shows the 'STATUS' menu in Mega Man. On the left is a vertical menu with options: MAP, ITEMS, EQUIPMENT, OPTIONS, and BACK. The main display area shows: 'STATUS' at the top, 'Location' with 'Manda Island' and 'Pokte Village' below it, a money counter '1688360 Z', a timer '1:23:59', and the 'Lifter' special weapon. To the right is a 'LIFE GAUGE' and a 'SPECIAL DAMAGE' gauge. At the bottom, there is a 'DESCRIPTION' box for the Lifter weapon, which says 'Allows you to view MegaMan's position on the map'. Navigation buttons for 'Confirm' and 'Cancel' are at the very bottom.



**MAP** – Open the Map screen where you can check your current location, configure auto navigation and turn the Mini Map ON/OFF. (See page 14.)

**ITEMS** – Open the Items screen where you can check and use Normal Items and Key Items. (See page 14.)

**EQUIPMENT** – Open the Equipment screen where you can change Special Weapons and Body Parts and tune Buster Parts. (See page 15.)

**OPTIONS** – Open the Options screen where you can change the button control assignments and adjust various settings. (See page 9.)

**CURRENT LOCATION** – Name of the place you're currently exploring.

**MONEY** – Amount of money Mega Man has. Use money to buy new weapons, equipment and Items.

**PLAY TIME** – Total time playing the game so far.

**SPECIAL WEAPON** – The Special Weapon Mega Man is currently using.

**DESCRIPTION** – Explains currently selected Item.

**LIFE GAUGE** – The color bar shows Mega Man's remaining life.

**SPECIAL DAMAGE** – Appears when Mega Man takes special damage. Certain Items or Body Parts protect Mega Man from special damage. Find out what these are and acquire them. Also, you can shorten damage time by rapidly pressing the Directional button when Mega Man is under attack. The types of special damage are:

- **BURNED** – Mega Man's life decreases.
- **PARALYZED** – Mega Man moves more slowly.
- **ENERGY LEAK** – Mega Buster is weakened.

**BACK** – Exit the Status screen.

# MAP SCREEN

**SEARCH** – You can move the map with the Directional buttons or Left Stick. Mega Man's location and facing direction is displayed as a blue arrow. When the location has more than one floor, you can switch floors by pressing the L1 or R1 button.

**AUTONAV** – If you set a destination, a navigation mark will show you its direction. When you reach the destination, a chime rings. To set a destination, you must be on the same island as the destination and have visited it before. You cannot use AutoNav in ships or dungeons.

**MINI MAP** – Turn the Mini Map on the gameplay screen ON/OFF.

**BACK** – Exit the Map screen.



# ITEMS SCREEN

**ITEMS** – This lists the Items you have. You can use or sell Items, or pass them to Roll.

**KEY ITEMS** – This lists Key Items you have. Key Items cannot be used.

**DESCRIPTION** – Explains the selected Item.

**BACK** – Exit the Items screen.





## ITEMS

**REFRACTOR** – A precious resource used as money in Mega Man's world.

**RECOVERY CUBE** – Refills Mega Man's Life gauge.

**SPECIAL WEAPON RECHARGE CUBE** – Refills the Special Weapon gauge.

**ENERGY BOTTLE** – Refills Mega Man's Life gauge. Once you acquire the Bottle, you can refill it again and again at a Store. You can also increase the Bottle's capacity by purchasing an extra Energy Pak.

**MEDICINE BOTTLE** – Cures certain special damages. You can increase the capacity of the Bottle by purchasing a Medicine Pak.

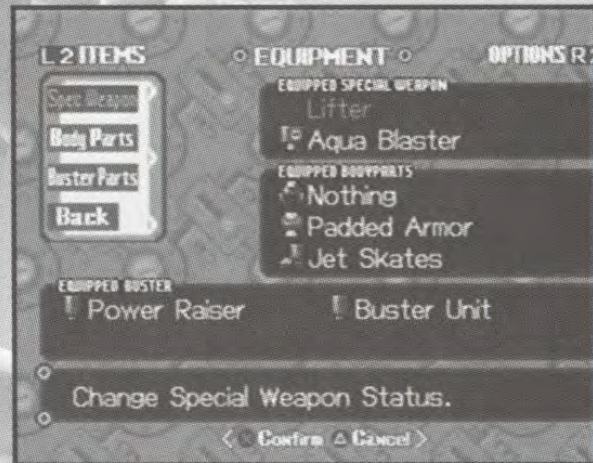
## EQUIPMENT SCREEN

Use the Directional button/Left Stick to select, press the **X** button to confirm, and press the **▲** button to cancel.

**SPEC WEAPON** – Lists all Special Weapons you have. View Special Weapons stats, and put them on or take them off.

**BODY PARTS** – Lists the helmet, armor and shoes you have. View descriptions, and put Body Parts on or take them off.

**BUSTER PARTS** – Lists all Buster Parts you have. You can tune and sort them. At first you can only equip two Buster Parts. After you acquire Roll's Adapter Plug, you can equip three Buster Parts.

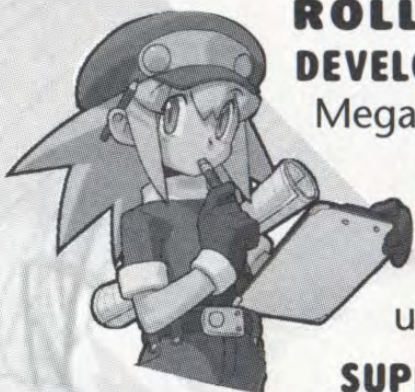


# SUPPORT SYSTEM

## ROLL

**DEVELOP ITEMS** – Roll can develop new Items with Items Mega Man acquires. When you come across a new Item, try passing it to Roll and see what happens.

**EXCHANGE/ENHANCE SPECIAL WEAPONS** – Roll can exchange and enhance Special Weapons. Doing this uses some of Mega Man's money.



**SUPPORT DURING BATTLE** – Roll gives Mega Man advice while he is fighting. Pay attention to what she says and take advantage of her suggestions.

**TRAVELING IN FLUTTER** – If you talk to Roll on the bridge, you can move to another island in the airship Flutter. Yellow markers show where you can land. Move with the Directional button and Left Stick, and press the ● button to land. The further you progress in the game, the more places you can go. The next place you should go to appears as a red marker.

## DATA

**SAVE** – Data will save your game data. For details, see page 17.

**ENERGY CHARGE** – Data will fully restore Mega Man's Life gauge and Special Weapon gauge at certain times.

**TIPS** – Data will give you game hints during play. Listen up!



# SAVE/LOAD

## SAVE

To save your game, talk to Data during gameplay and follow his instructions. You can save up to five game data. You must be using a Memory Card with at least 1 free block to save.

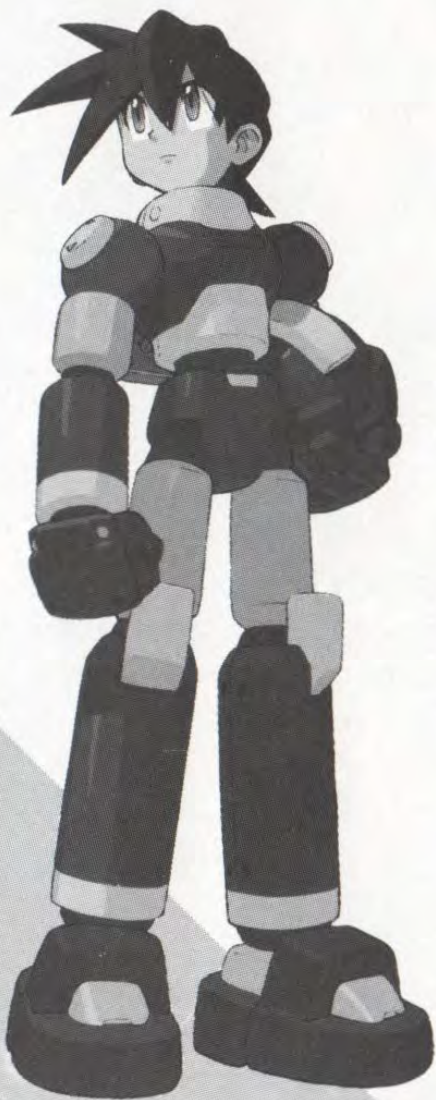
## LOAD

Insert a Memory Card containing **MEGA MAN LEGENDS 2** saved game data into the PlayStation game console. Select CONTINUE from the Title screen. Then choose the game data you want to play.

**IMPORTANT:** While saving or loading game data, do not turn off or reset your PlayStation game console, or remove the Memory Card. Doing so may damage the saved game data.

## MEGA MAN

Mega Man is a digger with a sense of justice and courage. He was found as a baby by Barrell, and raised in the Casket family. Now, with Roll and Data, he sets out to solve the mystery of the Great Legacy.



Peeno

## **ROLL CASKET**

Roll seeks the Great Legacy in the hopes of finding her missing parents. She is a mechanical genius and assists Mega Man as an operator on digging missions.



## **BARRELL CASKET**

As a young man, Roll's grandfather Barrell was one of the most respected diggers. He traveled around the world on digging missions with the businessman Von Muller. He has vast knowledge of ancient civilizations.



## **TRON BONNE**

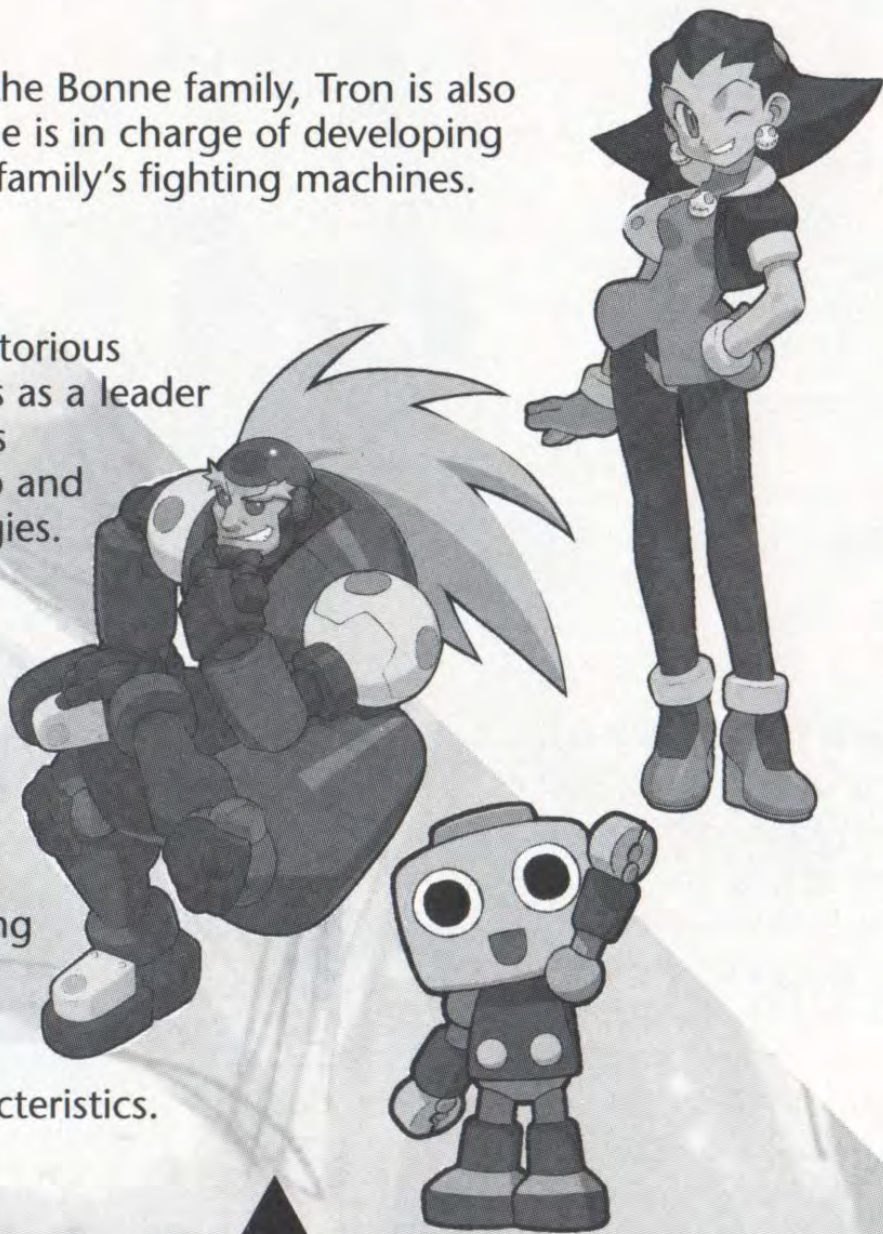
The eldest daughter in the Bonne family, Tron is also a mechanical genius. She is in charge of developing and manufacturing the family's fighting machines.

## **TEASEL BONNE**

The eldest son of the notorious Bonne family, Teasel acts as a leader of the family. He uses his brilliant brain to develop and implement battle strategies.

## **SERVBOTS**

Developed by Tron, these little robots work hard to serve the Bonne family in various ways. They do everything from controlling machines to fighting. There are 40 Servbots, each with unique characteristics.



## BOMB BONNE

The youngest member of the Bonnes, Bomb is the biggest and strongest in the family, though he is actually still a baby and can only say "Baboo."



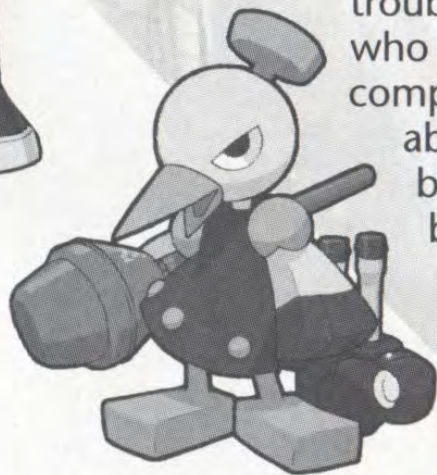
## GLYDE

Glyde is an air-pirate, and an enemy of the Bonne family. He used to be the second-in-command in the Loath family. He uses a number of Birdbots as his soldiers. Though smart, Glyde often has a bad luck.



## BIRDBOTS

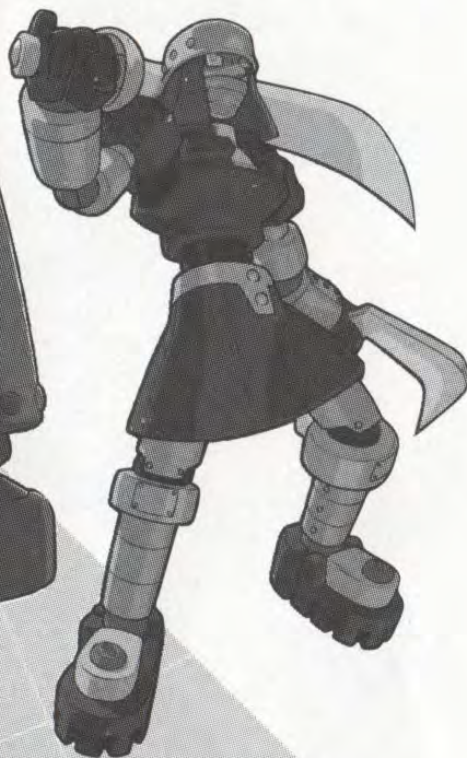
Unlike Servbots who are faithful to their master, Birdbots are spiteful and two-faced. They are troublemakers who like complaining about others behind their backs.





## VON MULLER

Von Muller started a successful business to raise money to explore the Forbidden Place. To make his long-cherished dream come true, he used his colossal fortune to build the gigantic airship, Sulphur Bottom.



## BOLA & BANCOSCUS

Bola & Bancoscus are air-pirate brothers and long-time partners. They used to be wild and rowdy, but have now calmed down.

## MATILDA

This mysterious woman appeared at Von Muller's press conference. When Barrell saw her, he shouted "Matilda!" the name of Roll's mother. What's the truth behind the mystery?



# TIPS

## **PASS AN EXAM AND GET A LICENSE!**

In this game, if you take an exam and pass it, you'll get a license. As you get more advanced licenses, the game's difficulty level increases. You may also get something good with a high level license! (You can raise your license level, but you can't lower it.)

## **USE STORES WISELY!**

Various Items are sold at the Stores in town. Look for Items to buy that will make your battles easier, and that Roll might use to develop new Items. Every time you buy an Item, you'll use some of Mega Man's money.

## **CHECK EVERYTHING!**

Check objects in front of Mega Man by pressing the ● button. Try to check everything to find game hints.

## **DUNGEON IN WATER!**

Once you get to the underwater dungeon, you'll need to use buoyancy to solve puzzles. Remember, Mega Man can jump higher and lift up heavier things when he's in the water.

## **MAKE FRIENDS!**

Something good could happen to Mega Man when he's liked by other characters. On the other hand, if he makes people mad ... who knows what might happen!





## TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

## DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3X5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:  
CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94086

Offer valid 9/1/99 to 01/31/01. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see [www.capcom.com](http://www.capcom.com) for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 01/31/01.

NAME

ADDRESS

CITY

STATE

ZIP CODE

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

For information on Capcom's Privacy Policy visit: [www.capcom.com](http://www.capcom.com)

MEGA MAN LEGENDS 2

© CAPCOM CO., LTD. 2000. © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

**CAPCOM**

[www.capcom.com](http://www.capcom.com)

## CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Megenity; Special thanks to: Customer Service, Tom Shiraiwa, Bill Gardner and Robert Lindsey.

## 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this PlayStation® CD-ROM ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the CD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM  
Consumer Service Department  
475 Oakmead Parkway  
Sunnyvale, CA 94086

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY

If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

MEGA MAN  
LEGENDS 2  
20 PTS.



MEGA MAN  
LEGENDS 2  
20 PTS.

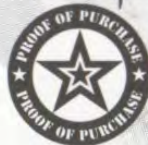
## WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

## ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



MEGA MAN LEGENDS 2



MEGA MAN LEGENDS 2

20 PTS.



MEGA MAN LEGENDS 2

20 PTS.

# TAKE IT TO THE EDGE CAPCOM EDGE

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR DON'T FIGHT IT! JOIN TODAY!

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MEGA MAN LEGENDS and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. ALL RIGHTS RESERVED.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

