

SAGE 2024 - Complete Mega Man X8 16-bit

AlyssonDaPaz · Aug 4, 2024 · Updated Nov 4, 2024 · demake mega man mega man x

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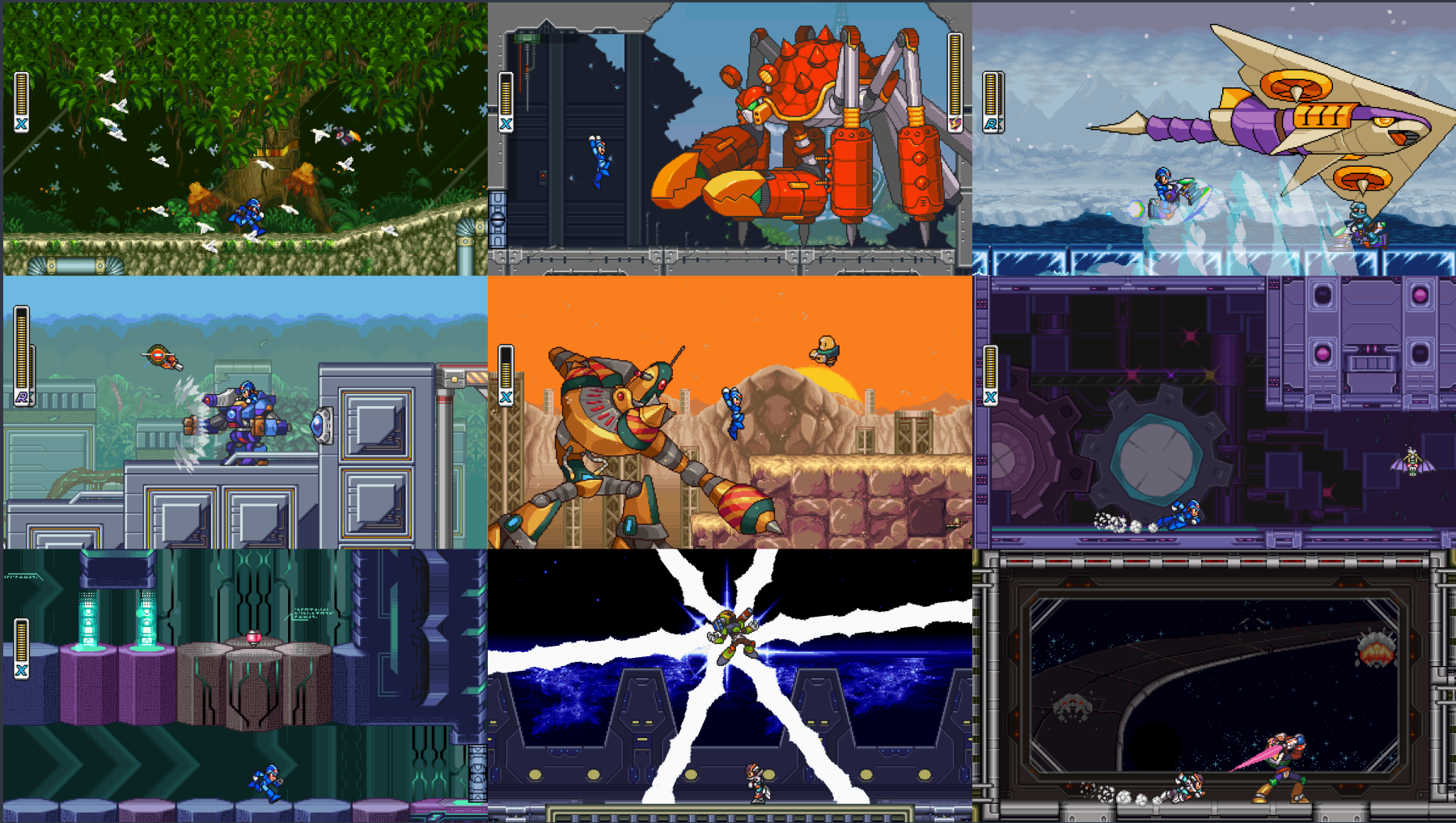
OVERVIEW REVIEWS (30)



Overview

Mega Man X8 16-bit is a reimagining of the PS2 original with SNES styled graphics. The aim was to demake X8 in a similar feel to the first three Mega Man X games, while trying to actually finish a low-scope fangame. And guess what? After two and a half years of intense work, V1.0 is finally here!

This fangame is fully playable from start to finish with X!



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FAQ

Q: Why X8?

Because X8 is my favorite Megaman X game, alongside X3 and X1! This is not a replacement nor was I trying to 'fix' the original game. I intended to create a 'snes remix' of X8 with my personal taste sprinkled in. The original game is great and if you haven't played, do consider giving it a try!

Q: Are Zero, Axl and the Navigators playable?

No, they were never planned to be implemented as I always intended this project to be simple in scope. I always tried to be clear on this aspect, so to not lead people with promises I never intended to fulfill while dragging the project for years as many do.

However, now that the original planned scope is complete, I might revisit it in a few years and consider adding them in, but no promises as I'll be focused on other original projects for the foreseeable future.

Q: Are there any Secrets?

There are no secret techniques or armors, but there are three hidden boss fights, in a place that should be familiar to X8 veterans.

Q: Is the game hard?

I've made this fangame with veteran Mega Man X players in mind, so it is intended to be a challenge, specially the final and secret bosses. Bosses also don't flinch when hit by their weakness - only when hit by the charged version, so relying entirely on weaknesses might not be a good idea, although the charged weakness is helpful in interrupting dangerous attacks. However, boss do have low iframe after being hit, so mashing lemons between charge shots is always a good strategy. Searching for and using the SubTanks is probably also a good idea. There are four, just like in the SNES trilogy.

Q: How is the performance?

I tried my best to optimize the performance of the game, but I'm afraid it won't run very well on low-end and older PCs. Give it a shot, and maybe try messing with the target FPS setting. Higher target FPS is way more CPU intensive. Some bugs are expected and I'll iron these out with time.

Q: Do you plan on doing X7 next?

Other than the characters of Red and Axl, I don't really like X7. I don't think these type of projects work when you don't like the source material, so I don't intend on doing a X7 16-bit anytime soon.

Q: How long was this project worked on, how many people worked on it and what tools were used?

The project was entirely done by me - Alysson da Paz, aka Alones. I had help with the spanish translation and testing. No AI tools were used in any way. I used Aseprite, Audacity, Tiled and Godot Engine, and have been working on it since 2022. Around 3000 hours spent on it!



Updates

1.0.0.9 - 04/11/24

- Fixed a bug that would let X airdash out of a dashjump without boots.
- Fixed a bug where the giga attack bar would appear when you were not able to use it.

1.0.0.8 - 03/11/24

- Added an In Game Timer that appears after the credits by finishing the game in one go. It clocks all time spent on the game except when the game is loading.
- Changes to Boss RNG patterns: bosses now use the same pattern for the most part depending on the route you choose and the number of times you died or entered Stage Select. Speedruns should be less dependent on RNG now, and boss patterns can now be practiced.
- Added new options to debug mode, including a quick retry by pressing Select + L2 and a way to set the desired boss RNG.
- Fixed a bug where X could not air dash after using FireDash on the ground.
- Fixed a bug where the Hades achievement wasn't working properly with uncharged Driamond Drift.
- Fixed a bug where the Portal achievement wasn't unlocking properly.
- Fixed a bug that made Gateway capsules not work properly if you deleted your save before completing the stage.
- Fixed a bug that made X sometimes unable to charge during Lumine's intro.
- Fixed some missing background visuals at the final section at Sigma Palace.
- Fixed a bug where Light's Capsule wouldn't open if you reached it using FireDash or charged ThunderDancer.
- Fixed a bug that could potentially softlock the game if X exited the screen using charged DriftDiamond.
- Fixed a bug that would make X blink while opening doors or entering cutscenes.
- Fixed some localization mistakes.

1.0.0.7 - 07/09/24

- Fixed Vile not exiting his ride armor if hit only by his weakness.

Credits

Art, Programming and Sound Mixing:
Alysson da Paz

Spanish Translation:
Roberto Carlos Martinez Escudero

Secret Boss 1 Theme Remix:
Samuel "Streg" Oliveira



👍🤔 Koopaisatroopa, GianXZ, thesabotagerfsu and 24 others

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Latest reviews



WilliamTael · ★★☆☆ · Oct 12, 2024

Confesso que fiquei bem empolgado com esse demake, pelo fato de ter gostado do Mega Man X8 original, ainda que ele tenha severos problemas, mas acabei me decepcionando bastante com este demake enquanto o jogava. A jogabilidade não está tão ágil e fluida quanto o X8, está mais parecida com o X1. O level design do estágio do Trilobita ficou pior que o original e repleto de inimigos chatos para comer tempo de um estágio minúsculo. A ausência do Zero não é aceitável, já que ele é o personagem com armas mais interessantes e visual insuperável (o Axl não me faz muita falta). Alguns estágios ficaram melhores que suas versões originais (sim, são esses estágios péssimos que você já conhecia), o widescreen é algo maravilhoso, é claro, as músicas e efeitos sonoros originais são ótimas, a adição de elementos novos aos estágios originais é bem vinda, mas no geral a sensação é de que estou jogando uma demo incompleta e que nela faltam os pontos fortes do original.

Não me entenda mal, eu sei que o gráfico do X8 original é bem feio, que o design das armaduras é muito ruim e que certos estágios são uma porcaria completa, mas se for para perder os principais pontos fortes do original, apenas para ter uma versão 2D com gráfico de SNES e jogabilidade adaptada ao X1, é melhor jogar o X8 e X1 originais separadamente, já que o X1 tem estágios bonitos, ainda que com uma jogabilidade mais lenta, enquanto o X8 tem estágios mais feios, mas com uma jogabilidade que superou todos os anteriores da franquia X. Se ao menos esse demake tivesse uma jogabilidade de movimentação similar ao ZX Advent já melhoraria bastante.



WilliamTael

ATUALIZAÇÃO: após uma queda de energia, durante uma jogatina, o jogo bugou e passou a atribuir o botão de pulo e de tiro no mesmo botão, não sendo consertado mesmo após tentar mudar os botões no jogo. Ao tentar modificar o arquivo de save no bloco de notas o jogo não abre mais... Péssima ideia o arquivo de save ser o mesmo arquivo de configuração dos controles. Geralmente os jogos para PC usam um arquivo .ini para memorizar o mapeamento dos botões, mas nesse jogo eu simplesmente perdi o save apenas por abrir e salvar o arquivo, mudando apenas um mapeamento de um botão.

Oct 13, 2024



GottaSpeeve · ★★★★★ · Oct 10, 2024

Outstanding.

Truly the best way to play Mega Man X8.

Pros

- Levels are significantly more interesting/varied. Solid level design.
- Weapons are a treat to use. Have been changed to compliment your movement.
- Bosses have been significantly buffed, with pinch moves offering shake-ups.
- Dialogue and banter.
- Armor parts have been given new abilities or reworked ones.
- Astonishingly the unaltered soundtrack really works for the SNES vibe.

Critiques/Suggestions

- ~~Make Zero playable~~ (kidding)
- Some audio mixing is a mixed bag. Some SFX are too loud (damage taken) or too quiet (Getting an extra life). Sometimes music is too loud, like Dr. Light's theme.
- Consider Foot Parts H having invincibility while air dashing/wall dashing. This would give the full Hermes set more viability. I feel as is, there isn't much incentive to use the full armor.
- Have O. Shield fire on physical collision with enemies. You can still be damaged, but make it a counter to all damage as opposed to only being viable against enemies that shoot projectiles. Not much of a shield if it doesn't shield you.
- Have B. Launcher's charged shot create a larger explosion.
- Consider a couple mid-game cutscenes to build up the story more. As is, some pieces of the story feel left out. We just sorta beat the eight Mavericks and then boom: Orbital Elevator.
- Couple grammatical errors.

Last edited: Oct 10, 2024



RobertoHoras

Queria jogar mas o game só funciona em pc com o sistema 64bits(meu Windows é o 7 32bits)

Oct 11, 2024



houndmx · ★★★★★ · Oct 9, 2024


Spectacular.

Made an account just to say that and thank you, it made me feel like when I was a kid, playing it for the first time, excited about the upgrades, bosses and stages.

Snappy controls, faithful to source but original in the best ways possible and my god the redesigned bosses, such a beauty.

You created a masterpiece my man, thanks!
Saludos de parte de un mexicano.

Grande Alysson! Todo el éxito del mundo.

 Koopaisatroopa, southyokkai and AlyssonDaPaz

R

RobertoHoras
Queria jogar mas o game só funciona em pc com o sistema 64bits(meu Windows é o 7 32bits)

Oct 12, 2024

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Comments



telmo · Sep 6, 2024

This is finally out! I'm so excited! Thank you for your wonderful work. 🥳

 Koopaisatroopa and AlyssonDaPaz




silenciopz · Sep 6, 2024

For the people that play on Linux, like me: it uses Wine to simulate a Windows ambient and the screen became too small. HOWEVER, if you choose the Windows option and set it to 10, u can see the game normally. Thank God have this option. On Fullscreen it's a mess, better this way.

Besides that, a marvelous Demake! I enjoyed a lot the Demo and will play it live pretty soon! I love the classic X's games, and this adaptation from the messy 3D X8 is waaaaaaaaaay better, well polished and smooth Megaman X gameplay that u must try! XD


Last edited: Sep 6, 2024

 Koopaisatroopa and AlyssonDaPaz



SilverZ520 · Sep 6, 2024

Em 2022, esse era apenas um projeto pequeno que parecia ser muito promissor, dois anos depois, em 2024, finalmente temos o jogo completo, e ele é incrível, um dos melhores fangames de Mega Man X já feitos, ótimo trabalho, Alysson, e que o jogo fique mais e mais conhecido por todos os fãs de Mega Man.
Jogaço da p...!

 Koopaisatroopa, Thiago Barboza and AlyssonDaPaz



melkore · Sep 6, 2024

I beat the intro level and it's great! The only issue I'm running into is directional buttons on my controller and double pressing making navigating menus difficult. I'll try on another controller to see if it's just the 8BitDo Pro 2 in X-Input or more than one controller.

 Koopaisatroopa and H3nk3R




AlyssonDaPaz · Sep 6, 2024

melkore said: ➡


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Weird, I tested the game with my 8bitdo SN30 Pro. If the issue persists, try remapping the controllers to the usual buttons again, it seems to fix some issues!

 Koopaisatroopa





LuckIDK · Sep 6, 2024



 Koopaisatroopa and AlyssonDaPaz




Thiago Barboza · Sep 6, 2024

Criei uma conta nesse site apenas para agradecer o Alysson Da Paz, por ter feito essa obra de arte em PixelArte. Obrigado mano! 


Deixa seu PIX aí para os BR, fãs do Megaman, mandar um pix pra tu em forma de agradecimento!  😊 Enfim, belo trabalho mano!

Sucesso!  🙌 E com certeza gostaríamos de ver o Zero e Axel hehe Quem sabe num futuro... Thank you! 


 Koopaisatroopa and AlyssonDaPaz




Thiago Barboza · Sep 6, 2024

SilverZ520 said: 

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Jogaço da p...!

Sem sombras de duvidas o melhor fã game!  🙌

 AlyssonDaPaz and SilverZ520



happygreenfairy · Sep 6, 2024

So I'm not nearly done playing this yet, but I will say... if the people who already liked this from the moment the early demos released saying this is good isn't encouraging to you, take it from somebody who was actually pretty skeptical of it back in demo 3 but was still waiting to see how the finished thing turned out before saying anything:

As far as I've seen so far, this is pretty good! The visuals are nice, the play control feels good, y'know, pretty sure people have already told you about those parts, but it's worth reiterating all the same. I... do have some gripes though, but I'll probably be able to better voice them when I'm done.

Importantly though, I'm having a *far* better time with this than I ever remember having with demo 3, so I'm pretty sure either you improved a lot of smaller things that add up here and you may very well be glad to see that somebody actually noticed the effort you put into that (as a fellow developer, I know how sometimes the small, subtle things end up the hardest things to do yet the ones the least people seem to care about), or something else changed between then and now for me to be able to like this a lot more than I recall liking that demo.

In the mean time... is it just me or is the "player takes damage" sound way too loud for some reason? Like, it seems to be louder than everything else in the game...? It's one of the gripes I was alluding to earlier, and unlike my other gripes, it's one that seems to likely be a bug and one I probably can reasonably, easily talk about before finishing playing through this.

Ah well. Looking forwards to seeing the rest of what's on offer here! I'll... save putting a proper review on this for when I'm actually done though, heh. Which... uh, given how hard of a time I'm having beating the stages, uh, that... that might be a while, admittedly.

 AlyssonDaPaz



-Ryu · Sep 7, 2024

Wow I can't believe MMX8 has actual level design now, thanks!

 AlyssonDaPaz



Draconi · Sep 7, 2024

I haven't finished playing through the complete version as yet, but I've played the demos and just got through 2 bosses. I was pleasantly surprised to see not only the level of polish, but a few tricks you can still do in this demake to obtain certain things on top of the love that went into here.

I wanted to comment congrats on the release! Absolutely phenomenal.

 AlyssonDaPaz



mrc · Sep 7, 2024

Ontem estava assistindo um cara jogar, e reparei em algumas coisas que poderiam ser corrigidas. Tem um diálogo do Dr. Light que aparece em inglês quando está usando a tradução da "zoeira". Outra coisa que reparei também é, ao derrotar o Vile, durante a cut scene, você pode tomar dano e morrer (quando ele solta aquele pilar de fogo que vai em sua direção). Por enquanto é isso, qualquer coisa eu reporto mais coisa.



GODINEZ · Sep 7, 2024

Excuse me, but how does the save system work, because I would like to start a new game to be able to do speedruns, but I don't want to delete my original file, for love and also to practice the stages without having to do everything from the beginning, what I want to get to is if the save file can be extracted and/or imported?



AlyssonDaPaz · Sep 7, 2024



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Excuse me, but how does the save system work, because I would like to start a new game to be able to do speedruns, but I don't want to delete my original file, for love and also to practice the stages without having to do everything from the beginning, what I want to get to is if the save file can be extracted and/or imported?

The game itself does not have support for multiple save files, but you can make a backup of you save. It's located under %APPDATA%\Godot\app_userdata\Mega Man X8 16-bit



TheUnknown · Sep 7, 2024

AlyssonDaPaz.
Creaste un enorme y muy buen Demake de MegaMan X8, me divertí mucho.
Desde 2022 que yo sigo este proyecto, me alegra mucho ver que está terminado.

Gracias por crear MegaMan X8 Demake.
Buena suerte AlyssonDaPaz!!!!

AlyssonDaPaz



Igor Campos · Sep 7, 2024

@AlyssonDaPaz você é incrível! Muito obrigado pelo jogo!
Tenho 30 anos e estou feliz como se uma criança estivesse comprado um cartucho novo de Megaman para o meu Super Nintendo!
Que demake incrivelmente bom!
Você é demais! Sou seu fã! Um forte abraço brasileiro!

AlyssonDaPaz



The Arkhom Destroyer · Sep 7, 2024

Had a lotta fun with this one, though I gotta ask, how do I access the 3rd secret boss? I beat the game and defeated the other 2 secret bosses but the red portal isn't opening.

AlyssonDaPaz



GODINEZ · Sep 7, 2024

I honestly would have loved to have faced GUNVOLT from the "azure striker gunvolt" game as a secret boss, but I don't know if the creator knows the games... ;;



BlackWolf257 · Sep 8, 2024

Magnificent! But I tried to play on Windows 10 x32 but It told me there were compatibility issues. Is there any version for Win10 x32 or only Win10 x64? Sorry for any inconvenience! Keep up the great work!



MrTrippleAAA · Sep 8, 2024

Hello. Is there a way to import your save file from the last demo? I would like to continue off of where I was last. Thank you.

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