

The Story Differences

Story Differences for Chapter 1:

- Manga Vent plays with his friend Sho on a DS Fighting Game.
- We actually see the maverick raid on Area H in the Manga
- Manga Giro does a pep-talk to Manga Vent about talking about what's in the package (Game Giro is more calm about it, and more or less just advises Vent to not talk about it).
- People of Serpent Inc is a hero, unlike Serpent Alone in the games.
- Vent immediately finds Model X, Manga Vent can't find it until the Mega-Merge.
- The Common Guardians are even worse in the manga, because at least the Game Guardians fight against Giga Aspis.
- Manga Vent is definitely more chatty than Game Vent.
- Also, Game Vent recognizes Giga Aspis as part of the Mavericks faster than Manga Vent
- Manga obviously skips the "stage" part of Area A in fighting Giga-Aspis.
- Manga Vent is definitely more chatty than Game Vent, and this is comparing the events covered in the cutscenes, not in-game. Obviously, Manga Vent would talk more there.
- Manga Vent seems slightly more relaxed and excited than Game Vent.
- Also, Manga Vent doesn't know how to charge a shot until Model X tells him about it. (game vent seemingly does this immediately after megamerging)

Generally, still the same: Vent is salty about Serpent Inc, he still slightly offends Prairie about not referring to her name, and he still is amazed by Model X. And Model X says do not be afraid.

Story Differences for Chapter 2:

- Game Vent asks why Model X helps him, Manga Vent is focused on getting to the Rendezvous point after beating Giga Aspis.
- Also, Game Vent says "We did it", while Manga Vent says "I did it"
- This also means Game Model X explains his reasoning for helping vent (for his bravery) after Manga Model X does, Game after Giga-Aspis while Manga is after the Mega Merge.
- Also misses Game Vent feeling like he would regret not helping Prairie.
- Manga ZX does not have a transporter room at Area A. Therefore, the Rendezvous point is outside in Area A.
- In Vent's interactions with Flueve and the Guardians, ~~Game Vent begins in exclaiming his role as a transporter. Manga Vent tells them about the two earlier Guardians' injuries with Prairie.~~ Actually, this is wrong, both vents start with transporting and then telling about the injuries.
- The events basically play out the same: Vent asks about Giro, Guardians report about an battle Giro is in (we just don't see it in ZX Games, but we do in ZX Manga), and Fleuve worries about the Biometal after Vent borrows it for more time, Prairie still allows for Vent to go (Vent doesn't have time to argue in the Games though), and the Guardians are backup.

- Manga Vent is more surprised about the comms than Game Vent.
- The mission requests are orders with the Delivery Service. Manga Vent is very happy about that.
- This is the first MAJOR difference, in which the ZX Manga has Vent fight Orehawk unlike the Games, where Vent fights Rayfly.
- Giro still finishes off the Mechaniloid in both stories.
- Vent actually almost loses the fight against the ZX Manga, while ZX Games Vent canonically just stalls Rayfly.
- Game Vent comments on Biometal Model Z's power, Manga Vent questions who is the Model Z guy in front of him (it is Giro).

Overall, very accurate to ZX Games outside of the change in Boss/Mini Boss.

Story Differences in Chapter 3:

- Giro's story of getting Model Z is the same.
- ZX Manga skips the guardian license trial in Area C.
- An entire page in ZX Manga is showcased to teach Vent how to de-transform. Game Vent learns to do this (if not earlier, since there are various times Vent needs to crawl in human form) in the trial in Area C to talk to the cowardly Guardian, Congee.
- Vent knows about Guardian HQ from the trial in Area C in the Games. In the manga, Vent doesn't know about Guardian Base until after he teleports there with Giro.
- Manga Vent is extra amazed about an airship to Giro's dismay since Vent can see his house from there, while Game Vent is just moderately surprised.
- Game Vent remembers the computer chip, Manga Vent needs Prairie to remind him. Also Giro makes Vent's neck do an 180 degree rotation.
- Manga Vent has a lot of stuff in his pockets in comparison to Game Vent only having a single stuffed animal.
- Giro is still angry at Vent's disrespect by calling Prairie by her first name, Prairie still says its fine (Manga Vent actually adds on by calling Giro uptight)
- Manga Vent immediately begins to flirt with Prairie, Game Vent does not. (Which causes Manga Vent to get yoinked.
- Both Vents are shocked about Prairie's position as the commander. Game Vent calls Prairie a little girl, while Manga Vent just gets scolded by Giro and Prairie laughs it off.
- The second major difference is Manga Prairie doesn't talk about the truce between reploids and humans, or the first commander who was her sister. In addition, the biometals are explained less, but the guardians still found things interesting. (probably due to the Chapter 1 exposition about the biometals)
- Vent gives the biometals to Fleuve later in the Game than in the Manga.
- The Guardian Base doesn't know why the Mavericks are attacking, and the thing they found is implied to be the biometal in the Manga. Game Guardian Base immediately analyzes the program controlling the Mavericks before Vent and Giro go to area D.
- Game Vent takes the time to throw shade at the security force again, but that is because the Mavericks take more time to enclose the residential district. In the manga, by the time Guardian Base is alerted, they are already enclosing in the residential district.

- Manga Vent immediately leaves, and is not stopped by Flueve asking where he is going. This also means Giro doesn't try to warn Vent about the mavericks plan to try and get the biometal when Vent attempts to go to Area D. Vent also AGAIN throws shade at the Slither Inc security force and says he doesn't want to be like them.
- VENT DROPKICK BABEEEE!! He saves a kid and his mother at Area D. Then he gets surrounded in the manga.
- Manga Giro catches up with Vent at area D, and then he talks about the mavericks wanting the biometal, and also Vent's conviction to help people immediately when they are getting hurt.
- Giro and Vent still team up to fight the mavericks, best shown in the manga through a double megamerge.
- Maquereau still gets beaten by the Mavericks and asks Vent to save Giro.
- Vent fights many Galleon's in the Manga, while the Game has at least more enemy variations.
- Vent on his way to Giro has flashbacks about him in the Manga.
- Giro still gets beaten fighting Prometheus, Pandora, and Serpent. Serpent still welcomes Vent. Serpent in the game wants to see the "legend" fight. Giro tells Vent to run away (Game for it being a trap, manga for the P siblings and Serpent being overpowered). Manga Serpent wants to see how useful Giro is for his plans. Game Vent asks what happens to Giro early, and Giro still wants Vent to shoot him in both versions.

It's still game accurate, but some plot-details are missed like further explanation on the computer chip. Also, Vent's fight with the mavericks on Area D is different in terms of maverick selection. For Model X's abilities, It gets nerfed to only a single charged shot unlike the double charged shot it has in the games.



Story Differences in Chapter 4:

- Manga starts with a flashback to when Giro found Vent after the Area H incident. Giro comforts him by saying Vent isn't alone, as he still has friends. Manga Vent visibly hesitates, while Game Vent's reaction is uncertain since it transitions to gameplay already.
- Game Vent asks for Giro to stop after the boss fight, pleading for him to get back to his senses. Manga Vent does beat Giro into his senses with the charge shot, but ultimately both versions of Giro get hit with a lightning bolt by Serpent.
- Serpent still calls both Giro and Vent frauds, and Vent still asks who they are. Serpent in game says he rules all that lies before him, and says he is the Model W Megaman. Manga Serpent says he wants to be the Megaman King.
- Manga Vent is visibly more in denial about the revelation about Serpent in comparison to his game counterpart (both are surprised though).
- In the Games, Pandora talks about Vent's Anger/Fear and Prometheus clowns on Vent for being a coward. Vent retorts by firing a charged shot, but not before Prometheus just says his courage is just being reckless. Vent tells him to be quiet, but gets folded by a deflection of a shot. Serpent then talks about how Mega Man is the future creator of a new world, and says Vent is still just trash and not a ruler. Then he strikes him down. Pandora takes away the Model W passwords from the two biometals, and Serpent

decides to leave Giro and Vent to the Mavericks. This is still part of his plan of stopping a fake maverick raid with his security force. Project Haven proceeds. Before Prometheus leaves, he doesn't lose the chance to clown on Model X, Model Z, Vent, and Giro one last time. Vent and Giro are immobile. Giro tells Vent to never give up, as he still must protect the people of Inner Peace. Vent is happy at Giro being awake, but the happiness doesn't last for long. Giro dies to give Model Z to Vent, trusting him to stay strong. [insert sad vent face here] Vent cries out for his boss after he dies (and turns into a cyber elf).

"Not again... First my mom, now Boss... I can't protect anyone..." —Vent

"Vent. This is your last chance. If you combine the power from the two Biometal fragments, you might be able to transform again. I can't be certain whether or not you'll be able to bear the strain when the two fragments are combined." —Model X

Galleons stroll in

"It's your decision. You alone must make it. Do you have the will to fight? Do you have what it takes to continue where that brave man left off?" —Model Z

"Model X... Model Z... Power... I need your power! I need to protect the people... All of them! Give me the strength to fight for those who I care about!" —Vent

Galleons die from the transformation somehow

"Vent, our strength..." —Model X

"Is yours! And Giro's spirit is also with you!" —Model Z

"Let's do this!" —Vent

Vent walks a total of 10 feet

"That's a Slither Inc. Airship! No... This isn't good!" — Vent

"Vent... The battle between the Mavericks and the security force has begun. You can't stay there. It's too dangerous. Return to HQ immediately." — Prairie

"Prairie... Let me fight. I must... protect them... Every last one of them."

- The ZX Manga HEAVILY simplifies the ZX transformation scene: Prometheus and Pandora talk less, with it mainly being just to kill or let Vent and Giro live. The plan still progresses, Giro still gives Model Z to Vent and dies, and Vent still gets bad mental health and believes he's useless.

"Not again! I couldn't save him!! First my mom...now Giro! I'm useless!! — Vent

*Vent slams his hand to the ground multiple times.

"Girouette placed his final hope in you." — Model Z

"If the two of us combine, we can give you greater strength! But... There's no way to know if your body will be able to withstand the effect of our combined strength..." — Model X

"Will you fight? Do you have the Courage to stand and fight once more?" — Model Z

"Mom... Giro... Model Z... Model X... Please... I want to fight! I want the strength to protect the things that matter to me! Please lend me your strength!" — Vent

"Very Well, Vent."

"We will lend you our combined strength."

"The spirit of Girouette will live on!"

At Guardian Base

"Vent! What happened!? Answer me!!" — Prairie

Power Levels are rising!!!

"Look!" — Fleuve

"What is it!" — Prairie

"I'm getting a large energy reading from Vent!" — Fleuve

"That's not possible..." — Prairie

"What's going on down there!?" — Prairie

dramatic Model ZX transformation, with even a cool subtitle for it being the first double megamerge. This defeats the surrounding galleon's, and Vent breathes heavily before looking at Giro's necklace which only exists in the manga

"Giro..." — Vent

Vent passes out

"..ent! Vent!" — Vent

Vent wakes up

The major difference is that Vent passes out after the Model ZX transformation, and we see Prairie's reaction to the double megamerge instead of the fight between the Mavericks and the Slither Inc. security forces. However, Chapter 4 isn't done yet.

- Game Vent returns to Guardian Base, stating he is fine in response to Prairie's worries. He can't sit on the sidelines and mourn when the world is threatened. In response to Serpent using the entire country to feel Model W, Game Vent must continue fighting. This is the wishes of Giro, according to Vent. It's alright to Prairie, and then she talks about the data of Model W: which can corrupt machines and humans and cause the maverick outbreaks. However, Serpent only has the fragment at this time, which confuses Vent in how he controlled Giro and the Mavericks with it. Prairie then talks about the dormant Model W Core and Project Haven: predicting that Serpent is going to try and awaken Model W to conquer the world. Vent asks about the location of Model W Core, but the data was corrupt and Prairie couldn't answer. However, she knows that the biometals have passwords to obtain the Model W core and the biometals need to be combined to unlock Model W. Right now, Guardian Base is 2-4. So Vent stands with his conviction to fight, with the support of Prairie narrowing down the search to the mavericks with the biometal. The Mission plan is added to the transerver. When Vent gets to this transerver, he gets a yellow key-card.
- Manga Vent however is not fine. Actually, he is crying because he lost Giro. Prairie comforts him by saying Vent did save a lot of people (actually, the refugees are on Guardian Base). Even Sho's there. And since Sho's there, he talks about the dead man Giro. Vent decides to join the Guardians, finally not wanting to depend on other people for everything. He wants to fight:
"I want to be able to protect the people I care about. I want to help you guys fight the good fight. Will you let me fight by your side, Prairie?" — Vent
Sho is very shocked by the statement, and Prairie accepts Vent. Vent goes to fight to not lose anyone else.

Right now, the ZX manga is very faithful outside of a few differences and artistic liberties with the fights. Vent is more energetic and chaotic in the manga iteration, while Vent in game is like 2% more determined and convicted to his role as a fighter to stop Serpents plan. This is best shown to ZX Game Vent still having the will to progress, while ZX Manga Vent is crushed by Giro's death.

Story differences in Chapter 5-6 (The Fight against Hivolt).

- Vent picks the "Search The Plant" mission in Manga and Game (he goes to Area-E and the Manga equivalent).
- Manga starts with Prometheus, Pandora, and Serpent talking about Vent's double megamerge, wanting to end him early before he becomes too op.
- Hivolt just destroys a city in the ZX manga. Prometheus mobilizes Hivolt to fight Vent. (leads him to Area E)
- The inside of the powerplant has really bad lighting in the Manga, as in its dark (unlike the game counterpart)
- Vent encounters cyber-elves in the game, while Vent encounters data on Model W. Model W powers the factory in Manga, cyber-elves in the game.
- Hivolt in manga is more egotistical than his comparatively soft-spoken and 10% more compassionate attitude in the game.
- Moveset comparison.
 - Hivolt has a dash forward attack, an attack where he separates his legs to fire projectiles at you, imperial rays, his legs circle him to fire more projectiles at you, then to slam you. He also inherits Harpuia Sonic Boom.
 - Manga Hivolt starts with a dash. Then he uses the leg lightning cannons like the game, but it instead homes into Vent. Hivolt also is empowered by the electricity at the power plant.
 - Model ZX shares the ZX saber and ZX buster in the Games and Manga.
- Model HX stays with gratitude for Vent. Vent is the proactive one in the group (Vent, X, and Z) and asks for Model H to help, while Model Z and X asks for Model H to help in the manga.
- Hivolt is beaten by getting a short-circuit from a water tank in the manga.
- Game Vent talks about Model W Core unlike Manga Vent.
- Model H's worries about the endless fighting and Vent's response ("I don't know, but what I do know..!). Model H joins Vent because he still believes that the fight had meaning (even if the people already came back to a false sense of security with peace), within the games. Manga Model H just likes Manga Vent's courage and joins him.
- Manga Vent immediately returns back to Guardian Base, and passes out. Most likely, ZX Game Vent probably forgot to sleep, and all of Mega Man ZX happens in a short time-frame.
- Both Vents go to fight Lurrere first, and they can't find the signal of the cry for help.
- Prometheus and Pandora mobilize Lurrere to fight Vent (they really do a lot of commanding and not fighting in the manga).

- Manga Vent actually has equipment to breathe underwater with air tanks. (and for most likely gameplay purposes, Game Vent can hold his breath underwater indefinitely in the game).
- ZX Manga skips the Data Disk and just makes Lurrere fight Vent almost immediately, just right after Lurrere lures Vent in with a woman that seems to be in peril.
ZX Game's data disk talks about First Commander, Serpent, and prior guardians finding the first Biometal Model W. Vent stays at Area F to find the biometal, and comforts Prairie by saying he will find her sister.
- Vent willingly goes underwater past the locked door in Area F in the games, however Lurrere pulls Vent underwater in the Manga.

ZX Manga really does just look like watered down ZX Games with a 1% more cheerful vent.

Story Differences Chapter 7:

- Lurrere is very similar: bratty, her ferocity, and her moveset is similar
And she still views Vent like a pest.
- Vent begins the fight by blocking Ice Arrows with his biometal, and uses the Double Megamerge which reveals Lurrere's massive body in the manga. It is required for Vent to beat Lurrere by making one of her missiles explode internally: as he can't harm the exterior (or the Lure, which is something that does harm Lurrere in the games.) Vent also finds cover to block the missile. Vent gets frozen, and seems to lose the fight as he is frozen solid. These are the manga versions of the events.
- The Game one has already transitioned to gameplay, but the data-disk is still a notable plot point for the games.

Story Differences Chapter 8:

- Giro appears and encourages Vent to beat Lurrere in the manga. Game Vent doesn't have Giro appear until the very conclusion of the Game. Vent asks for Giro to grant him the strength to finish his fight with Lurrere, and shoots the missile: destroying the Area, Lurrere, and Vent.
- Lurrere in the games says goodbye to a cruel world, angry that a "creepy little runt" like Vent beat her. Game Vent talks to Model L, which Model L gives her thanks to Vent for freeing her from the Pseudoroid's body. Game Vent tells Model L about Serpent, and Model Z tells her about Giro's death.
- Let's cut back to the manga. Energy readings spike up again, and as a whirlpool appears: it is revealed that Vent survived, and now is using Model LX. As Manga Vent returns to guardian base, he also showcases the ability to use Model HX. Manga Vent also got stronger over the course of both Pseudoroid battles. Sho appears and brings Vent to a Chinese restaurant in Area G with three coupons for free meat-buns, to Prairie and Flueve's shock. Sho is relieved to see that Vent still has his cheerful nature despite the various grievances that happened over the course of 8 chapters.
- Serpent is extra salty, and Prometheus hatches a plan to raid Guardian Base and Area G at once.
 - Protectos, Leganchor, Prometheus, and Pandora at Guardian Base
 - Fistleo and Hurricane at Area G.

Now, this is where the perception of the ZX Manga as just the ZX Game but simplified begins to crack. Prometheus and Pandora are far more involved as strategists in Project Haven, we get more knowledge of behind the Scenes of Slither Inc in ZX Manga. Meanwhile, Vent travels to more locations in the Games and confronts his past at Area H.

Story Differences in Chapter 9:

- The Manga begins with the two raids beginning, and Sho discussing with Vent about his plan to become a guardian. The raids begin, as an explosion hits Guardian Base and a building is split in half in Area G.
- Vent transforms into Model ZX and saves a woman. The raid and Vent's megamerge terrifies Sho. Fistleo and Hurricane get ready to fight Vent, and Fistleo.
- The games have Area G have its office district be sent under heavy fire from Mavericks: holding guardians, townspeople, and biometals.
- Fistleo is still the fighting maniac that loves training and to get stronger. And he still underestimated Vent, the boy (and he still doesn't care for why outside of the fight). Game Vent, unlike his Manga counterpart, calls Fistleo's power a phony.
- Game Vent immediately obtains Model FX after beating Fistleo, and he doesn't care about the Serpent stuff (vent, stop yapping about serpent). Vent is not expecting this, and so he stutters.
- Manga Vent fights Hurricane after Fistleo (Game doesn't have a specific order) in Area G, while in the Games you fight Hurricane in Area I to save people from turning into cyber-elves. Fistleo is defeated by Model HX in the Manga. Hurricaune is defeated by Model LX in the manga.
- Game Vent fights Hurricane at Area I, and does it to save the people from being transformed into cyber-elves (essentially, body dies but spirit remains and can be used for technological energy). Also, Vent/Prairie doesn't let the player leave the room and not save the people (lol) in the game.
- Hurricaune is still sadistic and loves violence, but the game version is like 20% more sassy. Also, Hurricane, Fistleo, and Lurerre don't get extra lines after being defeated like Hivolt. The Manga does include bits of a chibi version of the Pseudoroids, and a comical reaction (For Hurricane, she's more shocked that her part is over quickly in the Manga, Fistleo gets a cool cape).
- Fistleo still has model F, but Hurricaune doesn't have model H in the manga.
- After defeating 4 pseudoroids in the game of Mega Man ZX, Vent has to rush to Guardian Base to save the base from a raid. In the Manga, Vent also defeats 4 pseudoroids before rushing to Guardian Base. Game Vent uses a transporter and its teleport to get to Guardian Base, while Manga Vent flies there with Model HX.
- The models do not have separate fragments across the pseudoroids, and this also affects the ZX Manga in not involving the biometal passwords at all.

Story Differences in Chapter 10:

- The Guardian Base raid is more simple in the game: Slither Inc airships containing many Galleons attack the Guardian Base in the sky. Guardian Base actually does retaliate against the Slither Inc Fleet in the games. Vent just stays on the deck to stop the

boarding parties. Both Vents want to protect everyone: Vent vows to prevent anyone from getting hurt in the games. Another set of enemies land on guardian base, and Vent notices Pandora and Prometheus leave the shipment. Everyone rushes to the engine room (and Maquereau fumbles again). Vent asks if Prairie is alright, and he sees Prometheus and Pandora who can on the basis to see if Vent can be a good sacrifice to Model W (serpent just wanted Guardian Base gone). Prometheus fights first, with him holding back to let Pandora fight Vent in the future. That's only if Vent survives. Vent says he'd win, and Prometheus and Vent fight. Vent wins, and Prometheus is now interested in Vent's progress. He also talks about the first commander. We learn that Prairie and Prometheus are both old people. Vent immediately wants to continue scrapping with Prometheus, but Prometheus warns Vent about his death if he continues being hot-blooded. The Slither Inc fleet moves away, and Vent returns to the command center. Prairie then talks about an old war involving the First Commander and an old hero, along with Prairie being from that time. Vent relates to this, as Prairie has been fighting mavericks for many more years than him (Vent, you've been fighting mavericks for a single day.). He then recalls his boss, Giro, telling Vent to never give up, because he still has something to protect. The Guardians and Vent must destroy Model W for everything they care about.

- In the Manga, Protectos is firing missiles to destroy Guardian Base, with them hardly surviving the onslaught. Also, the comms were down, because the raid was still happening by the time Vent went to Guardian Base in the manga. Both Vents want to protect everyone: Vent wishes for everyone to be ok in the manga. Vent and Protectos begin fighting, and while they are fighting Leganchor attempts to sink Guardian Base. Vent defeats Protectos by hitting his head (a weak spot) with a dash slash (or dual slash) in Model HX. Vent leaps into the water with Model LX to fight Leganchor, and relatively cocky about his abilities he boasts about it. Leganchor acts like an old man and scolds Vent (and also nearly beats him with a cyclone attack). Vent unlocks Model FX, and defeats Leganchor with a Megaton Crush. Finally, Vent enters the guardian base which was creepily empty. Deeper within the base, Vent encounters the ZX Dynamic Model W Duo: Prometheus and Pandora who are about to kill Prairie. Well, particularly Prometheus is feeling a little bit more bloodlusted today—Pandora just convinced Prometheus to leave because Guardian Base is mostly immobilized and spending more time can cause the restoration of Model W to become delayed and have a higher chance of being jeopardized. Vent insults Prometheus's pride, and Prometheus threatens Vent that Vent will be killed by him in the future. We cut to purprill, who has taken Sho as hostage and attempts to get more power than anyone in Project Haven.
- Leganchor's entire purpose has changed in the manga in comparison to the games. Game Leganchor protects a data disk being transported under the sea in Area J. In area J, you can even see Slither Inc Airships in the distance!
- Leganchor's personality as acting like a old-wise guru that thinks that the youngins are wrong for standing against model W (which is supposedly better for the world) is retained in the manga. However, he doesn't seem to have Model L in the manga.
- The data disk describes Serpent and his disappearance with model W.

- Protectos is at an abandoned lab at Area L in the games, similar to where the first commander discovered Model X. In addition, there is rumored to be data about biometals there. Once Vent gets to Area L, the enemy starts attacking the lab. Prairie notifies Vent about this, and wants him to hurry to the data.
- Protector is still characterized as a judgemental and prideful pseudoroid in both manga and game. Also, there is no data disk or second model P with the Manga Protectos.
- Leganchor's moveset in the games are: frozen tentacles that freeze you or the ground, cyclones which pull you in to propellers, ice dragons, flashlights within his eyes, the ability to suck in water to float, then crash down soon after to push opponents back into the ground, and smaller jellyfish that fires projectiles at Vent.

Story Differences for Chapter 11:

- Vent fights Protectos before Purprill in the manga adaptation. This is impossible to do in the games.
- Purprill in the games is found in Area H, the location where Vent and his mother was caught in a maverick raid which only Vent came out of alive. This results in Vent becoming unnerved, and then agitated. Vent also beats up re-mettaurs. After fighting the massive met, Vent explains his trauma with Area H: but Prairie comforts him by saying he isn't bearing the entire world by himself. Vent thanks Prairie, and goes on with the mission.
- Purprill in the manga isn't specified if he was one of the Mavericks in Area H. Well, the manga has Vent apologize for his inefficiency in protecting Guardian Base, but there is no time to relax. Purprill has come to battle Vent, and he uses Sho as a hostage. Sho is used by Purprill as goods: trade the boy for 3 biometals (Vent gives purprill the 3 biometals). Purprill also is salty for the ZX Dynamic Model W Duo, Prometheus and Pandora, looking down on him in the manga. Purprill uses 3 biometals, and begins to fight Vent. Manga Purprill dies because his body is too weak to wield 3 (really 4) biometals at once (and is finished off from a charged shot from Vent), even with his massive advantage over Vent with just Model ZX. The overuse of 3 biometals also destroys Model H, L, and F at the cost of freeing Model P from Purprill.
- Prometheus and Pandora commentate on Purprill being stupid for not following the plan and ensuring his death. Also, model w is almost restored according to them.
- Purprill is still power hungry, playful (with his powers), and egotistical for manga and games. Outside of the Area H backstory, it is still the same. He just doesn't say ook. Vent begins to fight him in both stories. Purprill in the manga is drowning in power according to Model P. Purprill literally explodes from too much power for his body in the manga.

Story Differences with Chapter 12

- The ZX Manga skips Area M, O, K, L, J, I, and H. The bosses fought in each Area still are in the story though.
- ZX Game has Area K where Slither Inc attempts to dig up a biometal (implied to be Model O or Model W). Flammole is the boss there, and Maquereau is at Area K in the games. He's still useless in combat, but he tells Vent about the lava flow and the device

that slows it. Vent finds Flammole, who digs endlessly to never find the thing he's sensing (Model W or Model O). Vent beats Flammole in the fight. By the time Vent gets every biometal fragment, he goes to Guardian HQ to prepare.

ZX Manga has Flammole lead a massive Maverick raid, and commit human trafficking to give Model W power.

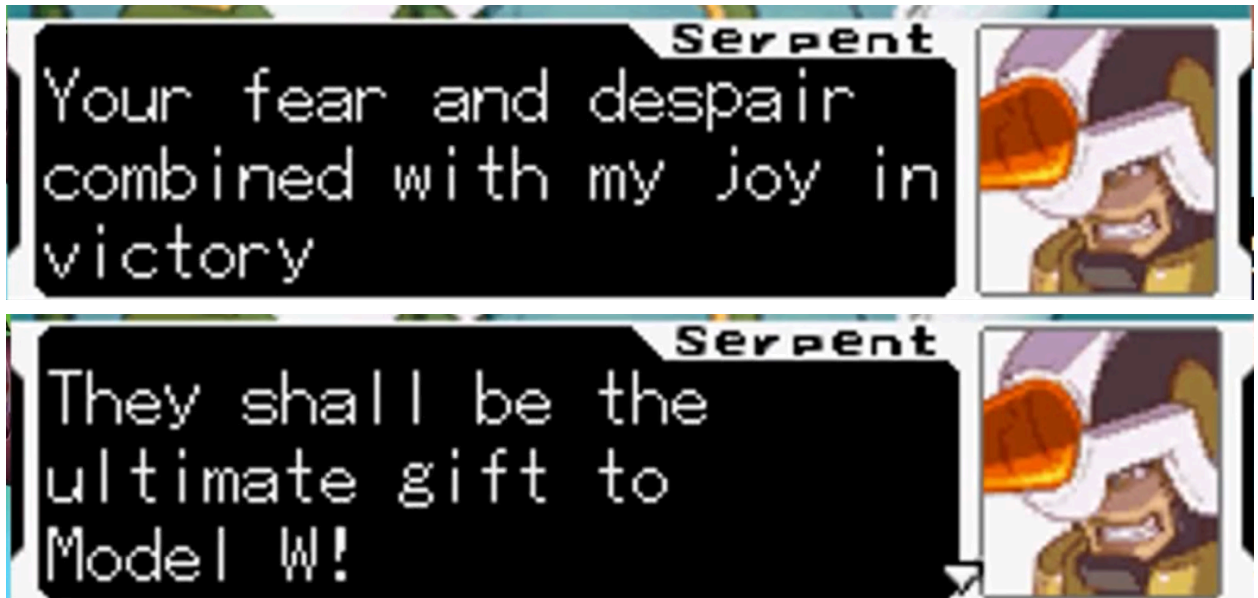
- Flammole in the games has a ground crush attack, the ability to dig, a redirectable flamethrowers, and fire balls. Flammole in the manga doesn't fight at all, as Prometheus kills him before he does anything. Flammole can lift a normal human in the manga though, so that's good.
- Flammole's character in the games is an brutish, insensitive, and simpleminded individual who is loyal to Slither Inc. This is mostly retained in the manga, but Flammole's primary motivation is to ascend in Slither Inc instead of digging up a biometal.
- ZX Game after Vent beats all pseudoroids returns to Guardian Base to be notified that the data disks content has been recovered. The data disk talks about the "true nature" of biometals, and most notably talks about the origin of Model W. The biometals also do not know of their first moments after gaining the Biometal form. Vent hurries to Area M. At Area M (Vent goes to stop the dig), the biometals use their passwords to enter Area M fully. Vent reaches Model W, but Serpent beats him there. Serpent is surprised that Vent is still alive, and then exclaims that Vent was too late to stop his master plan. Serpent obtains Model W, mentions its power, and calls Pandora to delay Vent. Vent fights Pandora, and after the scuffle Model W flies away. Pandora mentions the destiny of destruction, and leaves. Then, a massive maverick raid occurs in Western Area D (or Area O). Vent really does hate Serpent, as he yells his name. Vent could also get Model O (mysterious rock) after at Area N.
- When Vent enters Slither Inc in the manga by following Flammole, Flammole is killed as a result. Vent begins to fight Prometheus and Pandora in Model PX. Prometheus taunts Vent with Giro's death (he doesn't do that in the games). Sho volunteers to deliver the biometals to Vent, as the biometals have been newly repaired.
- Vent fights Prometheus and Pandora in Area O, and Prometheus still talks about Model W foreseeing Vent and Serpents fight. Pandora further explains that Model W can control the weak, a good example being Serpent. The two siblings prepare to fight Vent, still shrouded in mystery. Vent immediately wins and asks about Prometheus and Pandora's identity. Pandora clarifies by saying they are the voice of Model W, while Prometheus hypes up Model W again. Finally, they leave saying the entire world are pawns of Model W. After the two siblings leave, the Maverick Army is repelled. Finally, the Guardians track down Model W's location to Slither Inc S head office. A large amount of energy is concentrated in the building in both Manga and Games, drawn from the negative feelings of the people.
- Prairie apologizes for putting Vent's life in jeopardy in the games. Vent responds by being grateful that the events of ZX allows him to have the strength to fight for what he believes in. There is no such scene in the Manga, but Prairie still shows concern for Vent, and later Sho's travels to Slither Inc headquarters.

- Manga Serpent has an exclusive scene of him making an announcement about his plan for Project Haven, to draw out further negative emotions to empower Model W. Only the Guardian Base and Vent know about Project Haven even at the end of ZX.

At least both Manga and Game have a massive maverick raid.

Story Differences for Chapter 13:

- Game Vent fights the revived Pesudoroids when climbing up Slither Inc. Manga Vent in Slither Inc battles Prometheus, Pandora, and Serpent at once.
- Serpent enters the battle by blasting Vent from behind a wall in the manga. Serpent then dismisses Pandora and Prometheus.
- Swapping to the Mega Man ZX Game, Vent stops to observe all of the stored cyber-elves at Slither Inc. As Vent enters the room with Model W, Serpent explains the reasoning for the cyber elves. Their fear and despair empowers model W, and their absorbed by it. Serpent finally exclaims the name of his plan: "Project Haven". Vent is extra baffled, and Serpent states that he acquired the cyber-elves from the various Maverick Raids around Innerpeace and the Outlands. Vent is extra mad from this revelation. Serpent counters by exclaiming that the struggle of life is survival of the fittest, and that the biometals give them power (like Vent who only survived from acquiring Model Z). Serpent then Megamerges, and prepares to fight Vent.



- Serpent in the manga beats Vent around, as Vent despite his best efforts fails to beat Serpent.

THE FEAR!
ALL OF IT
GIVES ME
STRENGTH!!

CHARGE

ALL
OF THE
ANGER
IN THE
WORLD!

THE
DESPAIR!

CHARGE

I'M GOING
TO DEFEAT
YOU! THIS
TIME... I'LL
PROTECT
EVERYONE!!

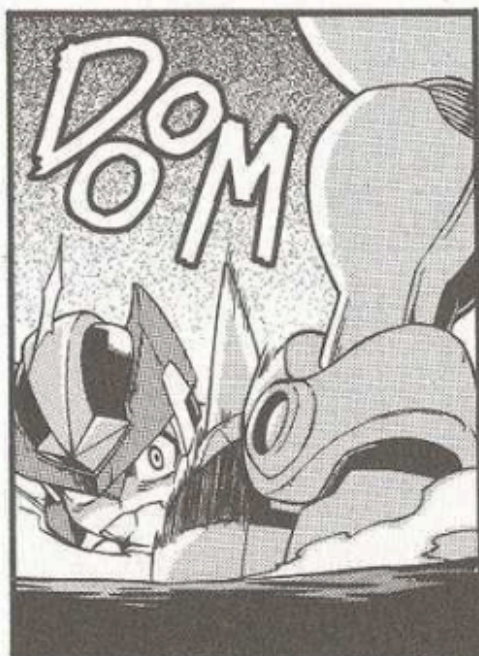
YOU
CAN TALK
ALL YOU
WANT,
SERPENT!

BA BA BA BA BA
BA

DON'T
MAKE
ME
LAUGH,
BOY!

K
L
A
N
G





THIS
SILLY LITTLE
DREAM YOU
HAVE OF
SAVING THE
WORLD...

- Sho arrives on the scene just in time, and gives the three biometals to Vent. And then he's shot by Serpent and dies. Or did he? This enrages Vent, to the point of having a Dragon ball-esque rage powerup to fight Serpent, Prometheus, and Pandora at once. The three villains show Vent what they do to useless bums, while Vent vows to get revenge (truly not good).



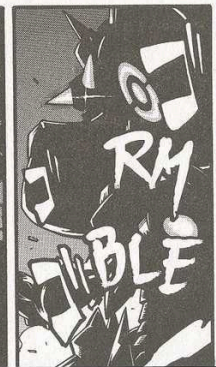
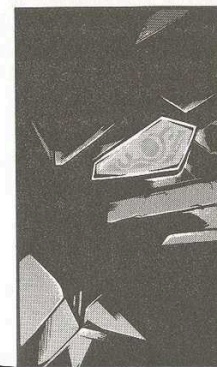
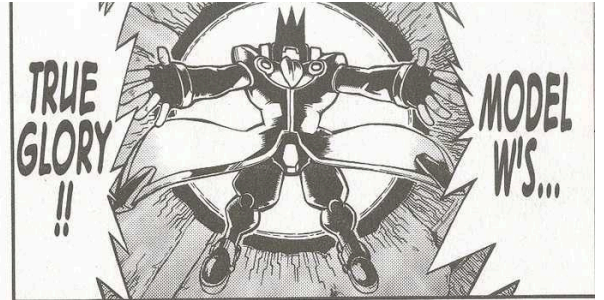


- The rage boost and the 3 more biometals does serve Vent well, as he dispatches Prometheus and Pandora quickly with Model HX and Model LX, then disables Serpent by forcing him downwards by using Ground Crush (Serpent lost footing and control of

Model W lol)



- Vent unironically holds Serpent at gunpoint and intends to kill him, but his rage gets siphoned into Model W for the second time. Therefore, Model W becomes even stronger and Serpent merges with it: having the power of everyone's negative emotions combined.





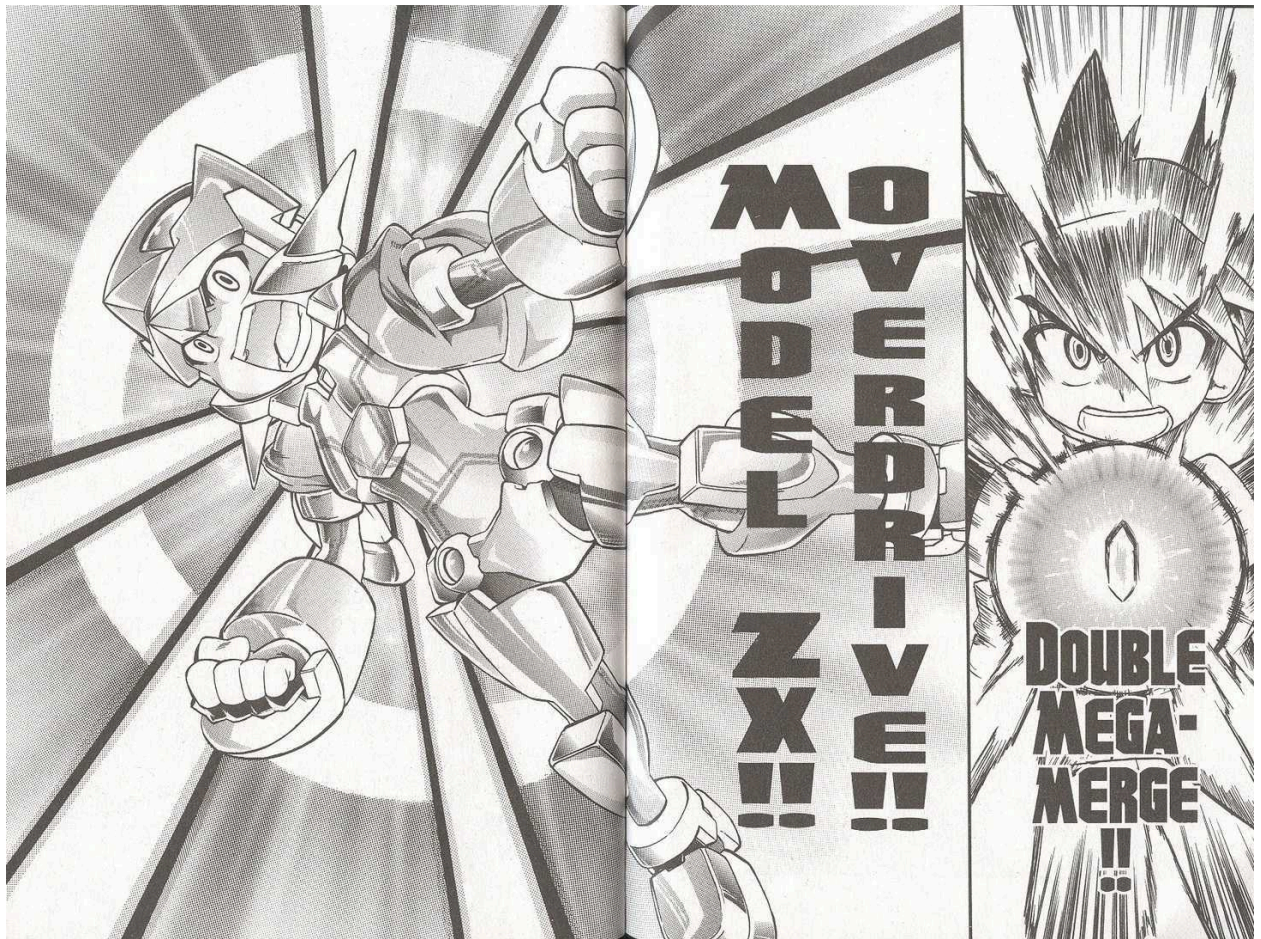
- Serpents evolved state is much bigger in the manga than in the games. For comparison, Serpent in the manga is the size of a large building compared to the decently sized room

in the games.



- Vent in the manga tries his best to defeat Evolved Serpent, but nothing he does works. FX's megaton crush does no damage, HX can't outspeed Serpent, and LX's ice is even broken by Serpent's Power. He lies just as powerless as he was back in Giro's death, and especially in the Maverick Raid 10 years ago. However, people are still calling out Vent's name, cheering him on to beat Serpent: from the Guardians to the entire world! Vent essentially becomes the vessel for the positive energy of the entire world, and then unlocks: **Model ZX Overdrive**.

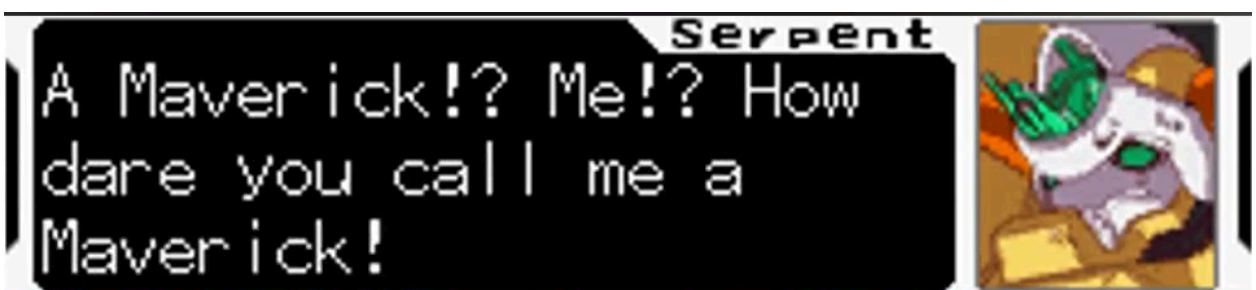
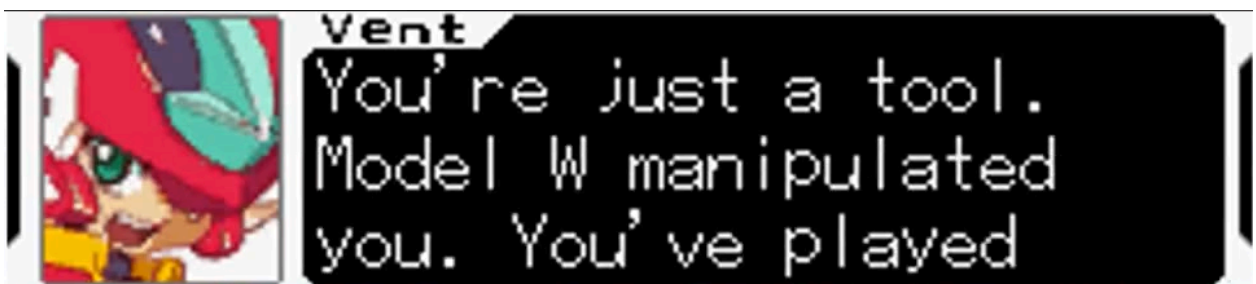
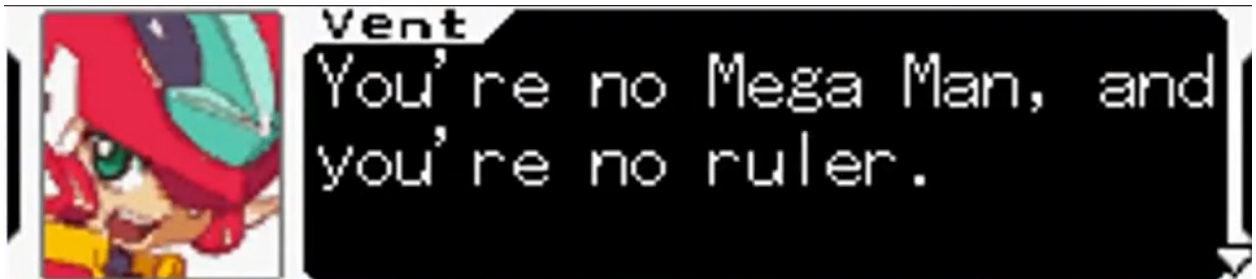
- Giro talks to Vent as a cyber elf, and guides Vent to finish the fight with Serpent.



- After this, Serpent gets 1 shot, and is baffled about how he lost to Vent. Serpent is destroyed, causing a large explosion on Slither Inc, but Vent survives. Vent counters Serpent's remarks by saying it was not him alone, but everyone. It's also neat that the clouds disperse after the explosion. By the way, Sho survived by hanging by a single needle.
- We see Prometheus and Pandora, reviewing Serpent's handling of Model W, and using him as a model to determine the strength of Model W. They leave to try a new plan with Model W. Sho and Vent return to guardian base, as the Mega Man ZX Manga ends.
- Back to the games, Vent just beat Serpent. Despite that, Serpent laughs at Vent. What's so funny? Serpent then paraphrases Prometheus and Pandora: Vent is the final key to Model W's awakening. Vent, according to Serpent, is controlled by a powerful emotion which isn't justice or bravery, but it is hate. That hate is absorbed by Model W, and cancels Vent's transformation. Serpent then merges with the Model W core, and states that his new age of a Mega Man King will begin. Vent is now shaken from causing Model W's awakening, and to him causing Serpent to destroy the world. It was not a mistake for Vent to fight, which the 6 biometals try encouraging Vent to continue beating up Serpent not for revenge, but for Vent's bravery and belief of protecting others that is within him. Vent double megamerge one more time, and recites his conviction to protect everyone. It

is the fight to see which Mega Man will rule the world in Serpents perspective, but Vent counteracts this by trying to save the world. Round 2 begins.

- In Serpent's "2nd form", his stature constantly evolves and changes for each health bar.
- Serpent loses to Vent, and Vent verbally assaults him. It is so damaging that Serpent has to unload his entire philosophy so maybe Vent can follow in his footsteps. Vent can't just immediately think of a reply to counter Serpents entire beliefs before Slither Inc collapses, and Vent leaves the building.
- The collapse of Slither Inc destroys the entire building, and the city-blocks below it. Then the perspective pans out, as Slither Inc's attempt to have the entire world spotlight is covered up by some clouds.



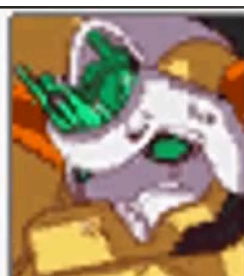
Serpent

You're the one stopping progress. You're the one denying change.



Serpent

Maybe you're the Maverick!



Serpent

People and society are destined for change!



Serpent

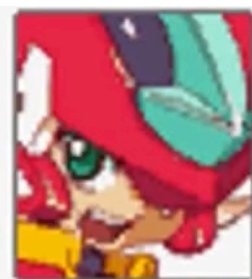
They must shed their hate-filled hearts and suffering bodies.



Serpent

We must move forward!
We must have change!





Vent

I will not let anyone
get stepped on in your
road to "progress!"

On a planet... Life is
born... Humans and
machines...

Serpent



Waves of war and peace
roll on.

Serpent



And in every age, a
fool like you tries to
fight it.

Serpent



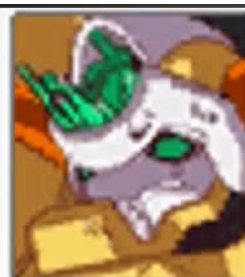
You don't want to see
anyone get hurt. You
want to protect the

Serpent



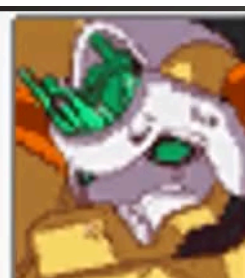
Serpent

ones you care about.
You don't want to lose
anything.



Serpent

By acting on that
desire, you continue to



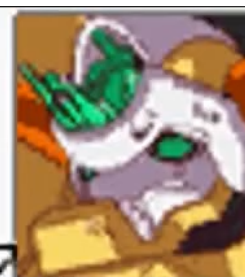
Serpent

make choices that avoid
the pain.



Serpent

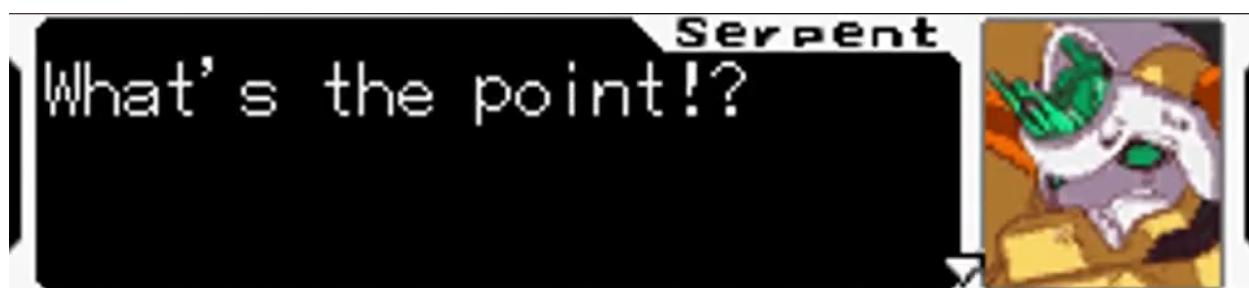
The Mega Man destined
to save the world?



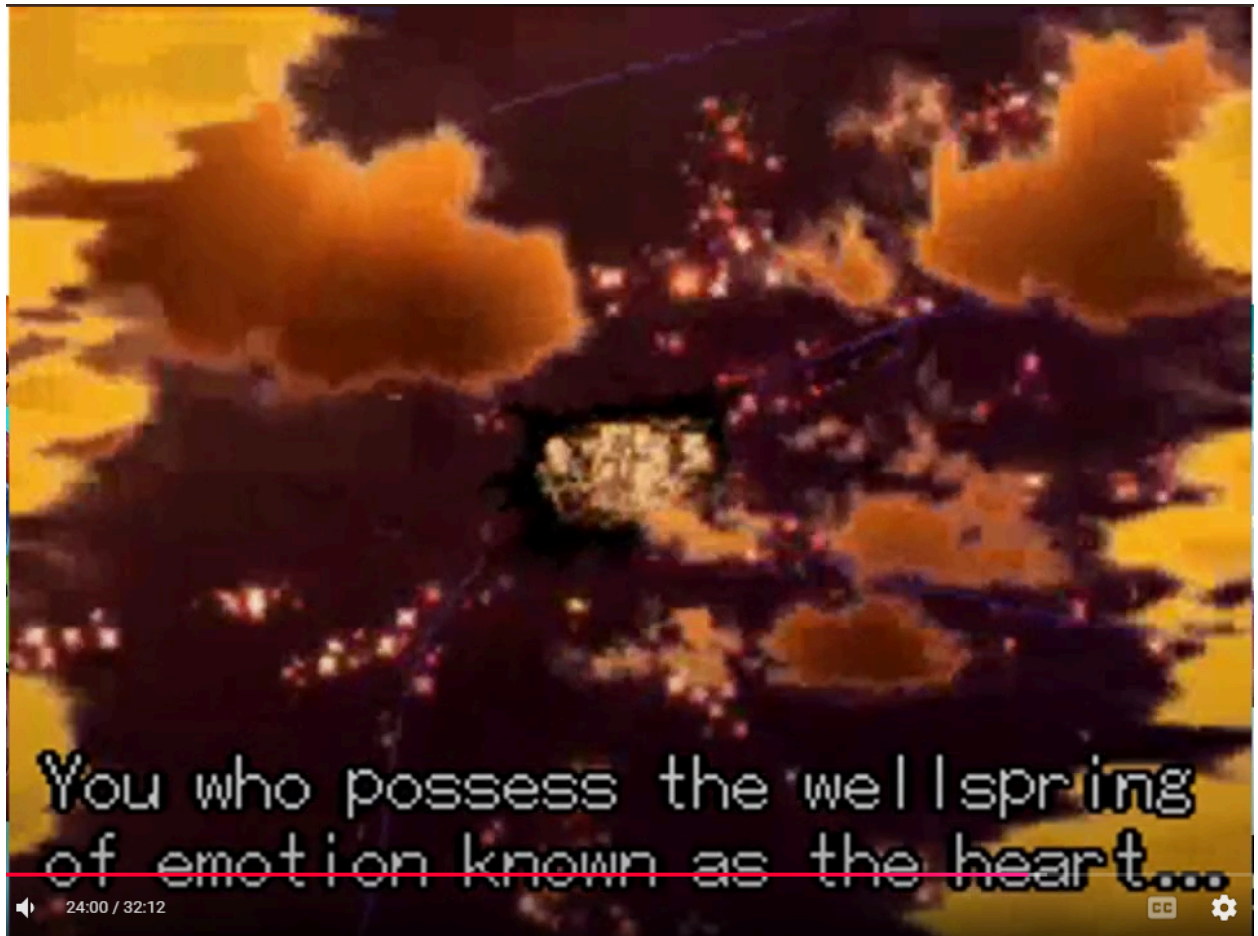
Serpent

Unchanging life... A
world devoid of the
light of hope.

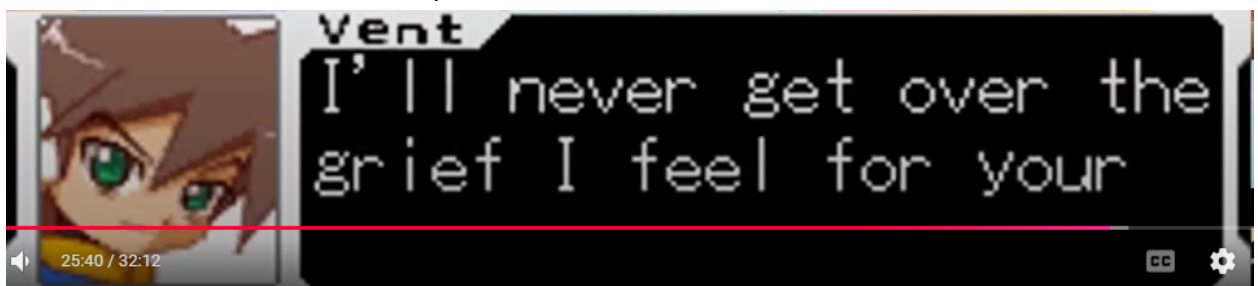








- Vent floats in the middle of nowhere and still he can't respond accurately to Serpent. Giro comes back as a cyber elf to inform Vent of his somehow still hidden motivations that are indescribable to Vent. These motivations are to: change the world, not being a slave to destiny and fighting against it. Before Vent can fully come to terms with Giro meeting him one more time, Giro then recollects about Vent's unruly, reckless, and uncooperative attitude in Giro Express: where despite Vent being a pain, Giro still cares and views the relationship as precious. Then Giro talks about Serpent's goals to strip away emotion, and his attempt to change the world as well. Finally, Giro asks about Vent's future endeavors. Vent responds.





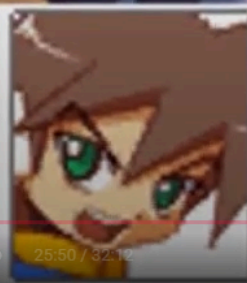
Vent

loss or the loss of my
mom.



Vent

But, those memories are
proof I am alive.



Vent

Difficult memories...
Sad memories. But I



Vent

don't want to lose
them!

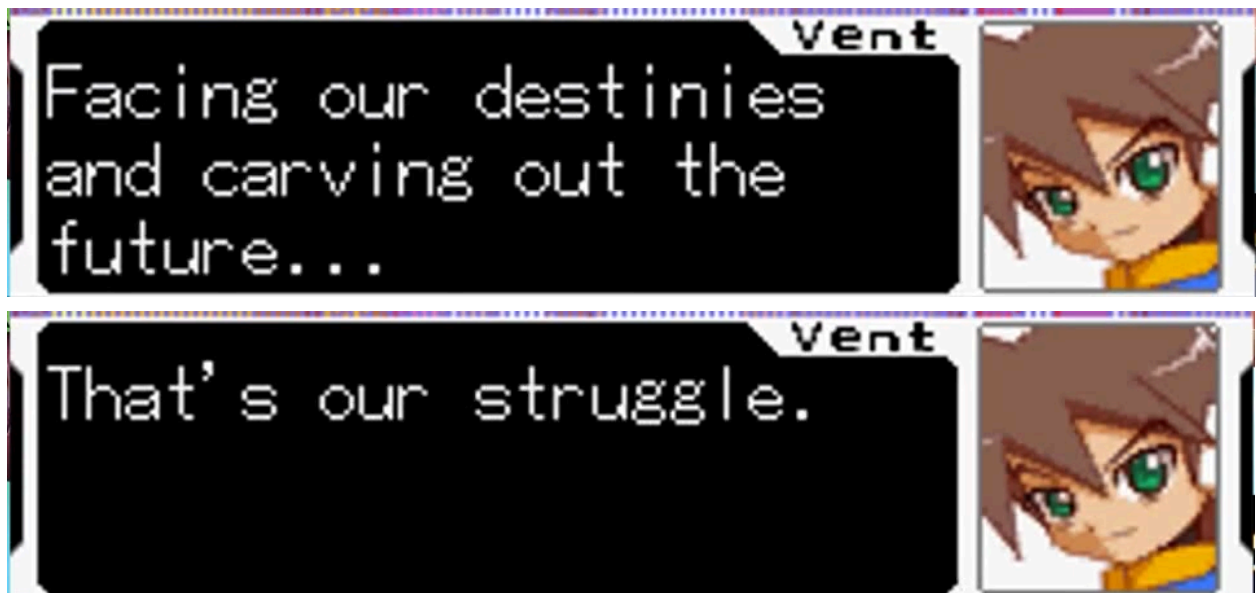


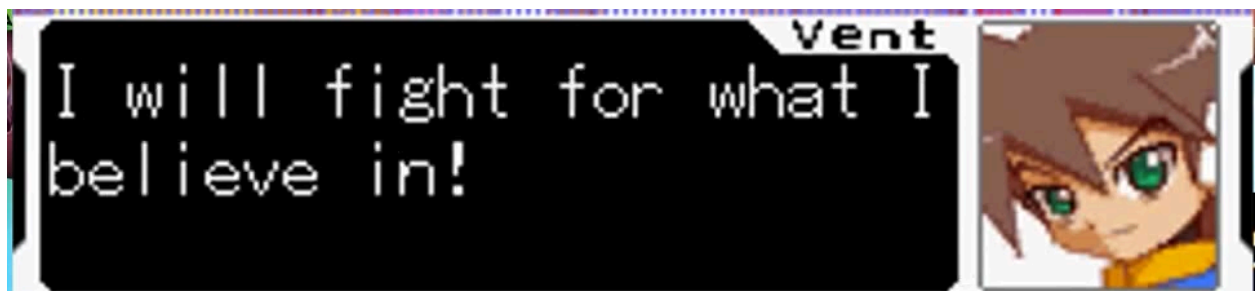
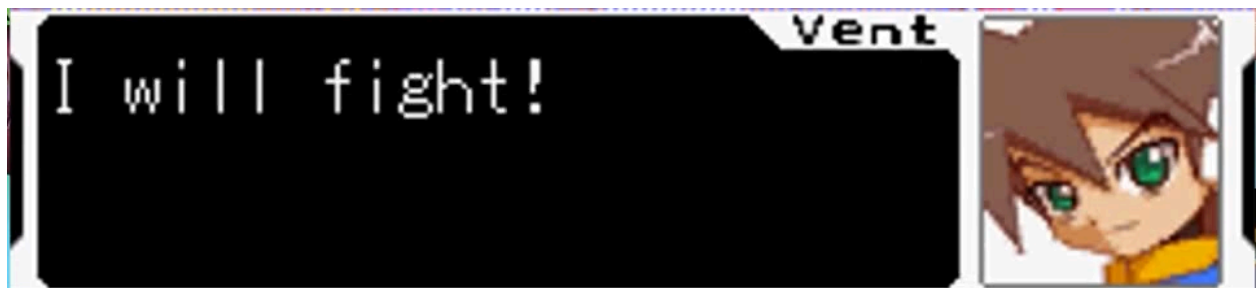
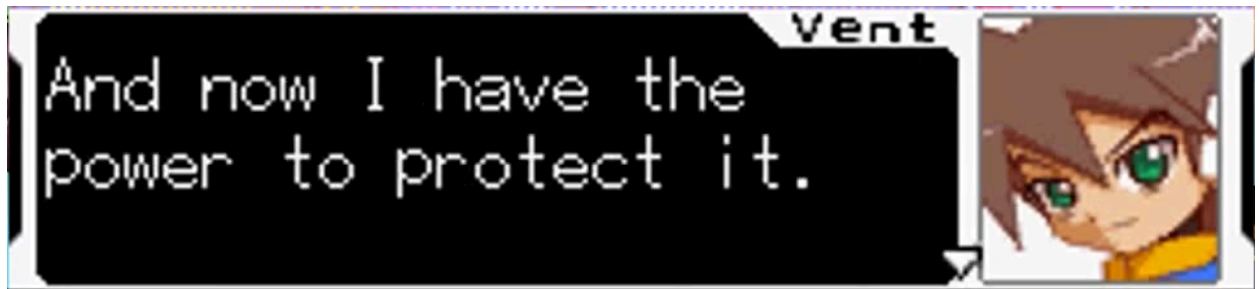
Vent

I will protect all of
them!



- Giro basically says , then Vent lands back on the Highway.
- After that, Model X and Z pretty much repeat Giro's words of wisdom, but with a little bit more extra lines.
- Vent's final line in his story:





That's the end for Mega Man ZX and Mega Man ZX. But this comparison isn't over yet.