

Mega Man Zero FAQ/Walkthrough

by LiquidCross

Updated to v1.2 on Oct 28, 2002

MEGA MAN ZERO for Game Boy Advance FAQ

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The latest version of this FAQ can always be found at GameFAQs.com.

v1.2 - October 29, 2002

Version History:

v1.2 - Updated a TON of Cyber Elves (finished the list!), and a few more movie references.

v1.1 - Updated information on the Z-Saber, Cyber Elves, some notes, and fixed some general errors.

v1.0 - Alright! The FAQ's ready to go!!!

As with many FAQs, this document contains SPOILERS! Do NOT read further if you don't want to ruin the plot of the game!

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1. GAME INFO

After sealing himself away for 102 years (see Zero's ending to Mega Man X6 on PSX), Zero awakens to a world ruled by the evil Neo Arcadia government. He fights to survive, and he may just run into some old friends along the way...

At long last, a Mega Man action game comes to the GBA! (The Mega Man Battle

Network games were excellent, but they were RPGs.) And instead of being consigned to a secondary role, our pal Zero is the protagonist! How cool is that?

This game is TOUGH! Be prepared to get REALLY pissed off at some of the levels and bosses. Plus, you only get ONE life! If you die, you've got retries, but if it's during the actual mission, you've got to start that mission all over again! If you die during a boss fight, you'll start right before their chamber.

2. CHARACTERS

ZERO - Our hero. He awakens with severe amnesia and loss of many of his skills, in a world where Reploids are hunted down and executed. You know damn well he won't stand for that!

CIEL - A human scientist sympathetic to the Reploid cause who located Zero. She helps out the Reploid Resistance, and assigns missions to Zero.

CYBER-ELVES - Sentient beings comprised of pure data that can be activated in battle. They "die" after use.

X - Zero's best friend in his former life. The drones of Neo Arcadia look suspiciously like him...could X be behind all of this?

3. CONTROLS

These are defaults; they can be changed via the Options menu.

D-pad: Movement; tap Forward twice to dash

B: Fire

A: Jump

L: Dash

R+B: Slash with Z-Saber

Start: Pause/Weapons menu

Select: n/a

4. ZERO'S EQUIPMENT

Weapons & Skills:

NOTE: Level 1 of any weapon is the default that you start with. Using a weapon continually will allow it to level up. One of the easiest ways to do this is to go to the Trans Server in the Resistance Base, and visit old levels repeatedly. Just run around and kill enemies to your heart's content! Apparently, based on how you use the weapon will determine what skills you get in what order. I've just listed the skills in the order that I got them.

Z-Saber (7 levels):

Level 1 - A fairly standard beam saber.

Level 2 - Double-slash.

Level 3 - Triple-slash.

Level 4 - Spin-slash while jumping.

Level 5 - Charge slash.

Level 6 - Charge faster.

Level 7 - Rolling slash along the ground. Hold Down, press L and use your saber.

Z-Buster (4 levels):

Level 1 - A pistol that can fire 3 shots in succession.

Level 2 - Fire 4 shots at once, rather than 3.

Level 3 - Charge shots.

Level 4 - Charge faster.

Triple Rod (5 levels):

Level 1 - A force pike with a small energy blade on the tip.

Level 2 - Double-stab.

Level 3 - Triple stab.

Level 4 - You can charge the rod, and do a spin attack.

Level 5 - Charge faster.

Shield Boomerang (3 levels):

Level 1 - A spinning shield that can reflect enemy fire. Charge it up to throw it!

Level 2 - Medium-range attack.

Level 3 - Long-range attack.

Element Chips:

These take effect when using a charged weapon.

Thunder Chip - Can short-circuit some enemies, freezing them in place.

Fire Chip - Can set some enemies ablaze.

Ice Chip - Can freeze some enemies.

Items:

Cyber Elves - See full "Cyber Elves" section below.

Energy Crystals - Collect these to feed your Cyber Elves.

Sub Tanks - Energy tanks that can be refilled by picking up energy powerups while your life meter is full. Using a sub tank will refill your life energy.

Escape Unit - This allows you to escape from a mission if it gets too rough. The downside is that you'll still get a "Mission Failed" rating. You'll get it from Ciel.

Retry - Essentially the same thing as an extra life. It's a little "Z" icon that will give you an extra continue.

5. MISSIONS

This game is a slight departure from Mega Man games in the past. Rather than choosing a boss, then going through their level, you pick and choose missions that Ciel assigns to you. Talk to her in the Data room to choose a mission (or save your game, etc). Often, you'll revisit past stages, but with different objectives.

Underground Lab (1st mission) - Rescue Ciel! A fairly straightforward stage, where you blast every enemy in sight. At the end, you'll face a Golem. Halfway through the battle, you'll get your Z-Saber, which will destroy the Golem in one hit!

Disposal Center (2nd mission) - Fight your way through crappy weather, and meet up with Aztec Falcon.

Occupy Factory - If the Resistance can take control of this factory, they'll be set on resources for a while. The Double Dragon is waiting for you at the end.

Protect Factory - The Resistance captured the factory with your help, but Neo Arcadia wants it back! As soon as you enter the level, you'll face Phantom. After defeating him, you'll bolt through the level, defusing 8 timebombs.

Destroy Train - A powerful Cyber Elf was kidnapped aboard a military train, and it's your job to get it back. This mission starts in a warehouse, and ends aboard the speeding train itself. The Pantheon Core awaits at the end.

Find Shuttle - A team of Reploids crashed into the desert, and it's your job to find them. This level reminds me of Overdrive Ostrich's level from MMX2. Anyways, work your way to the left, and eventually you'll face Anubis Necromanceress the Third.

Recover Data - You'll return to the First Mission area in order to retrieve data that the Resistance had no time to recover. Maha Ganeshariff is the boss here, but once he's gone, he'll activate the self-destruct sequence, so RUN!

Rescue Colbor - Some Resistance members are stuck in a level very similar to Storm Eagle's stage in MMX. Harpuia's hanging out at the end.

Defend Resistance Base - You'll chase a Mechaniloid through the Disposal Center. Make sure you destroy it before it gets to the base! (This mission happens immediately after the "Find Shuttle" mission.)

Duel in the Desert - You'll fight your way through a battalion of the Neo Arcadia military, and meet up with Fefnir at the end.

Find the Hidden Base - Back to the desert again! This time, after you destroy one of the sand traps, you'll find a hole leading deep underground. You've got 7 Resistance soldiers to rescue, and a showdown with Blizzack Stagroff as well.

Stop the Hacking - Remember that hidden base in the desert? Get back there. You'll travel underwater, destroy a Neo Arcadia computer system, then duel with Leviathan.

Base Invasion - When you've finished all the regular missions, the Resistance Base will be overrun with Neo Arcadia Soldiers. Head to the Energy room and destroy Hanumachine.

Neo Arcadia Shrine - The first line of defense. Work your way through this ancient-looking temple, and fight off Herculous Anchortus at the end.

Neo Arcadia Tower - This level's a real pain in the ass. There's spikes EVERYWHERE. Be patient, and stay on the conveyor platforms, and you should be okay. The Rainbow Devil awaits at the top.

Neo Arcadia Core - Almost there! The level itself is easy, full of X-Drones that you can waste for powerups. Halfway through, you'll go through 4 doors that lead to Anubis, Maha, Herculous, and Blizzack. Later, you'll go through 4

doors again, facing off against X's four Generals. Finally, you meet up with X himself...

6. RANKING

(Coming soon - I haven't quite figured out how Ranking works yet.)

7. WEAKNESS CHART

Boss	Weakness	Item Gained
Anubis Necromance III	Fire	Cyber Elf (?)
Aztec Falcon	Z-Saber	Thunder Chip
Blizzack Stagroff	Fire	Ice Chip
Double Dragon	Z-Saber	Fire Chip
Fefnir	Thunder	Cyber Elf (Turbo)
Golem	Z-Saber	Z-Saber
Hanumachine	Thunder	Cyber Elf (?)
Harpua	Ice	Cyber Elf (?)
Herculious Anchortus	Ice	Cyber Elf (Beehoney)
Leviathan	Fire	Cyber Elf (Bomgu)
Maha Ganeshariff	Thunder	Cyber Elf (Itecle)
Mechaniloid	Z-Saber	Cyber Elf (?)
Pantheon Core	Z-Buster	Cyber Elf (Totten)
Phantom	Triple Rod	Cyber Elf (Hafmarda)
Rainbow Devil	Z-Saber	?
X	Z-Saber	n/a
Angelic X	Z-Saber	n/a

8. BOSS INFORMATION

NOTE: If I'm unsure of the official name of some of the bosses, I made something up for simplicity's sake, or used a rough Japanese translation. Also, some bosses have multilayered health bars! You'll need to drain a boss' energy multiple times or more to destroy them! Bosses marked with an asterisk (*) are the four Generals that serve X.

Anubis Necromance III - This guy will toss his spear at you, and also hide in the sand. When he raises stone pillars, make sure you are NOT stuck between them! Get out of their way in a hurry, or you risk getting crushed. Avoid Anubis' zombies, too. He's vulnerable to fire attacks.

Aztec Falcon - The Z-Saber works wonders on him. Stick to the wall as much as you can, dropping down to slash him when he's not attacking. This battle is timed, but just be patient, and you shouldn't have a problem wiping him out before the clock runs out. Defeat him to earn the Thunder Chip.

Blizzack Stagroff - Blizzack in the hizzouse! ...okay, that was bad. But I couldn't resist. Anyways, he's not too hard. Equip the Fire Chip, and use your charged saber to burn him. He'll jump around a lot, and try to freeze you in place. He'll also fire an ice beam that will push you back, but not damage you. The Ice Chip is your reward.

Double Dragon - This boss battle will take time and patience, but it's really not too hard. The DD has four different attacks: the two dragon heads will snap at you; the heads will breathe fire; the heads will shoot lightning balls; the heads will breathe ice clouds that will freeze you in place. A good strategy is

this: as soon as the "eye" opens before the ice attack, slash it, dodge the ice, and repeat. Afterwards, just taunt the heads into coming out, then get as far away as possible. You can attack the heads, but it won't do any damage. You might slice them off, but they'll eventually grow back. Destroy the Double Dragon to earn the Fire Chip.

Fefnir* - Use the Thunder Chip and Z-Saber on this joker. He'll fire plasma shots at you, or strike the ground to cause a shockwave. Sometimes he'll power up, grab you, and toss you into the air. When you land, dash outta the way, because you know he's coming right after you. Charged Z-Saber slashes do lots of damage, so you should be rid of him quickly.

Golem - He'll zap you with lasers from his eyes, and cause blocks to fall from the ceiling. Blast him in the head. After all the blocks have fallen, get up on the wall; the Golem will rush at you. Just sap away about half of his energy...you'll get your Z-Saber back from a mysterious source. The saber will destroy the Golem with a single slash!

Hanumachine - A monkeybot. Yep, you read that right. Use the Thunder Chip and Z-Saber to remove him. He'll fire-dash at you, or send out little monkeys to hold you down. He'll also bounce around the room. Dash out of his way, and slash him into oblivion.

Harpuaia* - This guy has some sick-looking blades on his arms. He'll attack you with crescent slashes as well as dash attacks. The bastard can fly, too, which always makes things more fun. He's vulnerable to ice attacks, though. Use your Z-Saber along with the Ice Chip to sting him.

Herculious Anchortus - Some weird beetle-looking thing that you're going to stomp the hell out of. Use your Ice Chip and Z-Saber. He'll dash at you, and also send out two electrical bolts. He's slow enough to avoid, and this battle will be over before you know it.

Leviathan* - You'll fight this chick underwater. She tells you not to hold back because she's a woman...but fear not, she's really easy. Use the Fire Chip and your saber to remove her. She'll fire out arrows that track you, but they're easy enough to dodge. When she charges up, she'll send out ice crystals, which are easily disposed of with a slash. Just dodge her attacks and slash away.

Maha Ganeshariff - He's really not so tough, especially if you use the Thunder Chip. Defeating him will earn you a Cyber Elf, and the weapon data for the Triple Rod (talk to Cerveau in the Engineering room).

Mechaniloid - This boss is quite easy. Use your Z-Saber to take out the port on the back (the one that drops mines). After it's gone, use the saber again to take out the port right above it (this one spits out hover drones). Finally, use charged shots from your Z-Buster to take out the port on the very top (the one that fires out parachute bombs). You shouldn't have any difficulty.

Pantheon Core - Aim for the center. Stay to the left to avoid the flame jets, but move quickly--the X-Drone in the center will try to smash you between the floor and ceiling!

Phantom* - A NINJA! Really, he is. But if you've got the Triple Rod (especially if you've leveled it up), he's a joke. Stab him repeatedly whenever he's on the ground. When he's on the far left or right of the screen, he'll often toss a shuriken at you. Jump over it, then dash outta the way, because Phantom will use it as a floating platform to throw darts at you. He'll also split himself into four parts; the real Phantom is the one that's slightly lighter than the others. You can still stab him at this point. Dash around a lot, because he'll

often drop an X-Drone on you, then dash attack you.

Rainbow Devil - Jeez, these things just never go away. Luckily, this one's not too difficult. Stick to the walls, and charge-slash the bastard whenever he gets near you. He'll often send out little blobs along the floor that reform into the main mass (just like Mercury in Mega Man V for GB), or he'll turn into a flying skull. Just dodge him and finish him off.

X - Guess who! Yep...Zero's old pal X has gone pure evil. But not like you'd think...this guy's just a cheap copy! Anyways, his armor can switch elements on the fly, so be prepared to be attacked with Fire, Ice, and Thunder! Just try to stay away from him, and hit him with a charged slash between his attacks.

Angelic X - In classic Mega Man tradition, the final boss has a second form. And, of course, even though he's only got 3 attacks, they do sick amounts of damage. Luckily, they're all preceded by a sound effect. First, he'll drop rings on you that'll hold you in place (you'll hear 3 or 4 echo sounds together). Stand still, then dash away when you see them. Make sure you're NOT on one of the side platforms when you hear the sound! Those rings will drag you right into the pit. His second attack is to fire a spread laser. When you hear the sound, jump on one of the side platforms, and the lasers should miss you. After he fires, jump off and charge-slash him in the head. His finally (and most damaging) attack is that he'll fire a little laser at the floor, then the floor will catch fire! The laser won't hurt you, but once you see it, get your ass onto one of the platforms! As Angelic X's life gets lower, his attacks will speed up, so be wary! Repeat your attack strategy, use your Elves and Sub-Tanks, and you'll finally destroy the imposter.

9. CYBER ELVES

There's a TON of these little helpers in the game...about 70, to be exact. I have yet to find them all (if you can help complete this list, PLEASE see the "Contact Info" section below!). You get them from defeating certain enemies, bosses, or just finding them hidden in various levels. To use one, you need to get on a Trans Server and download it. You can have up to 3 at a time. To use an Elf, select it on your Weapons screen during battle. Once you use an Elf, however, they're gone! Some elves' icons are much larger than others...you'll have to "raise" the Elf first...just feed it Energy Crystals (the "Feed Elf" option on the Trans Server) until it's ready for use. These have a permanent effect on Zero, and are marked with an asterisk (*). Elves with the largest icons need to be fed twice, so be sure to have a lot of energy crystals saved up!

Cyber Elves are broken up into 3 types: Nurse, Animal, and Hacker. Nurse help recover life; Animal affects your abilities; Hacker alters data, environmental factors, etc.

Nurse Type:

Areff - Recovers some life energy.
Bireff - Recovers some life energy.
Coswick - Refills your life energy completely.
Dereff - Recovers some life energy.
Ereff - Recovers some life energy.
Fureff - Recovers some life energy.
Gireff - Recovers some life energy.
Greff - Recovers some life energy.
Hapitan* - Becomes a Sub Tank.
Hareff - Recovers some life energy.

Ireff - Recovers some life energy.
Keick - Refills your life energy completely.
Lippie* - Increases your life gauge.
Lubtan* - Becomes a Sub Tank.
Mippie* - Increases your life gauge.
Morick - Refills your life energy completely.
Motolar - Converts damage into life energy.
Muelar - Converts damage into life energy.
Nebitan* - Becomes a Sub Tank.
Nutan* - Becomes a Sub Tank.
Nuppie* - Increases your life gauge.
Reppie - Increases your life gauge.
Rohealar - Converts damage into life energy.
Sireff - Recovers some life energy.
Somack - Refills your life energy completely.
Tielar - Converts damage into life energy.
Winkie* - Doubles your vitality.

Animal Type:

Beedle - Backs you up with cover fire.
Beefive - Backs you up with cover fire.
Beehoney - Backs you up with cover fire.
Beenet - Backs you up with cover fire.
Beesus - Backs you up with cover fire.
Beevoice - Backs you up with cover fire.
Birdain - Saves you from falling into a bottomless pit.
Birfly - Saves you from falling into a bottomless pit.
Birrair - Saves you from falling into a bottomless pit.
Birsky - Saves you from falling into a bottomless pit.
Birtack - Saves you from falling into a bottomless pit.
Birtross - Saves you from falling into a bottomless pit.
Bomga - Bombs an enemy.
Bomgu - Bombs an enemy.
Bompa - Bombs an enemy.
Bompu - Bombs an enemy.
Buffer - Saves you from falling into a bottomless pit.
Gibber* - Gives you additional climbing speed.
Ribbid* - You'll slide down walls slower.
Shelter* - Decreases damage you take from enemies.
Sticken - Stuns an enemy.
Sticker - Stuns an enemy.
Stickle - Stuns an enemy.
Stickon - Stuns an enemy.
Turbo* - Increases your speed.

Hacker Type:

Clocka - Slows time.
Clocpooh - Slows time.
Clotch - Slows time.
Eenite - Destroys some enemies.
Hafmarda - Cuts boss life energy.
Hafmargo - Cuts boss life energy.
Itecle - Makes enemies drop items.
Itemon - Makes enemies drop items.
Itepon - Makes enemies drop items.
Iteron - Makes enemies drop items.
Itettle - Makes enemies drop items.
Kenite - Destroys some enemies.

M-orekka - Changes enemies into Metools.
M-oria - Changes enemies into Metools.
M-orolli - Changes enemies into Metools.
M-orque - Changes enemies into Metools.
Stocchu - Stuns enemy.
Stoccue - Stuns enemy.
Stocpie - Stuns enemy.
Stochpoh - Stuns enemy.
Stocto - Stuns enemy.
Sutoppi - Stuns enemy.
Totten* - Extra shields.

Jackson* - Invulnerability. Hold Jump until Zero starts to change color. This has the same effect as the charged version of Sting Chameleon's weapon from MMX. You'll be invincible for a short period of time, but you won't be able to fire or get items.

10. ENDING

Angelic X explodes with a fury, obliterating the Neo Arcadia base. Zero narrowly escapes. As he lies unconscious in the desert, the spark of the real X speaks to Zero briefly about how he had to fight Mavericks alone for 100 years, and how it almost seemed pointless after so much time. He asks Zero to fight on while he rests in peace, and Zero agrees. A horde of X-Drones shows up, but Zero knows what he has to do.

11. SECRETS/UNLOCKABLES

- Beat the game to unlock Hard Mode. You'll have all your previous upgrades and Elves, except for Element Chips, the Escape Unit, and weapons.
- How do you get Jackson? I haven't done it myself, but GLN tells me that you have to collect all of the Cyber Elves, upgrade all of them, and beat the game on Hard Mode with a ranking of "A" or higher.

12. NOTES

- There's a bunch of movie references in this game. The US Capcom team must love 'Star Wars' (but then again...who doesn't?). There's an obvious SW reference after the first mission where you rescue Ciel. Zero doesn't remember who he is, and Ciel tells him that he's suffering from "hibernation sickness." If he wasn't able to see from the get-go, I would've wondered if his eyesight will return in time...anyway, there's 'Blade Runner' references in here, too. Neo Arcadia doesn't eradicate Reploids...they "retire" them. Maybe Rick Deckard works for Neo Arcadia? Finally, the classic war film 'Apocalypse Now' is referenced twice. Once, when a soldier complains of "the horror...the horror." Second, when Zero is told to "terminate with extreme prejudice" the corrupt copy of X!
- Is it just me, or do Cyber-Elves seem a LOT like the Navis from the Mega Man Battle Network games? Sure, they're used in real life rather than in the Net, but they have generally the same effects. Plus, if you've beaten MMBN2 (SPOILER ALERT!), you know that NetMafia Gospel was trying to breach the barrier between the digital world and the real world. Maybe they succeeded in some limited capacity? The real X seems to have gone the sentient data route, as well...
- The blood and gore from the Japanese version of the game was removed in order for the game to get an "E" rating from the ESRB. Also, the dialogue was apparently "toned down" to be less violent. Some fans have complained, but I don't see it as much of a big deal. The game itself is still intact.

- Ciel's interruptions during levels can get rather annoying. Her text will appear on the bottom of the screen, while you're still trying to pay attention to fighting whatever's on the screen! More often than not, you'll completely miss her message. Staying alive is generally more important.
- X's four Generals are all named after mythological creatures. Fefnir was a Norse fire dragon, Leviathan was a Biblical sea monster, Harpuia was a mate of Poseidon, and Phantom was...a phantom.
- Maha Ganeshariff was named after the Hindu god Ganesh, who often took the form of an elephant.
- Return to previous stages to continually nab Energy Crystals, life, and level up your weapons.

13. CREDITS

- A Mega Man action game on the GBA? And it's a challenge? And it's got ZERO?! What more could you ask for?! Thanks, Capcom!!!
- Thanks to Aaron Shotwell for help with Zero's saber.
- Thanks to Manx O'Mega for clarification on a few boss names and leveling up weapons.
- Thanks to Evan Levino for more movie references.
- Thanks to GLN for info on Jackson, and for helping me complete my Cyber Elf list.

14. CONTACT INFO

This FAQ is a constant work-in-progress. In fact, I'm well aware that I'm missing pieces. Know something I don't? Found a secret you're dying to share? Let me know! I'll credit you in future versions of this FAQ. Just email me: [cross\(at\)liquidcross\(dot\)com](mailto:cross@liquidcross.com). Be sure to place "Mega Man Zero" in the subject line. Thanks!

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