

Mega Man Zero FAQ/Walkthrough

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Megaman Zero 1

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I. INTRODUCTION

Seeing as we have FAQs for Megaman Zero 3 and Megaman Zero 4 while they where done based on the Japanese versions of the games, we might as well FAQ the first two Megaman Zero games. In this series, Zero takes the protagnist role away from any form of the Megamans. That's right, Zero is holding center court this time around and looks like he got himself a new "girlfriend" named Ciel now that Iris is dead and who knows what happened to Layer which was one-sided her way.

II. STORY

100 years have passed since the legendary reloid Zero sealed himself away in a cryostasic slumber. A lot has change during his sleep, X continued to fight until one day he up and disappeared. A young scientist named Ciel creates a copy version

of X who then gets drunk with power by having his goons kill anyone suspected of being Mavericks even the innocent. Ciel creates a Resistance Base in order to shelter these innocent replotds from harm and combat against Neo Arcadia.

III. CONTROLS

Primary Weapon: press B button

Secondary weapon: hold R button and press B button with Control A button. (can be changed to R button with Control B).

Switch weapons: If this option is chosen in the control panel with Control C, you can press R button to switch between the two weapons currently on your person.

Dash: press L button or hit forward twice

Climb ladders: Up or Down when overlapping one to grab then use up or down to climb.

Talk: press up in front of someone

Choose: press A button at any menu

Automatically decline: Press B button at any menu

Bring up the gameplay menu: Press Start button

While in gameplay menu

Choose menu: L or R button . There are two options at the bottom that tells you what menu will appear when you press L or R button .

IV. ITEMS

Life-up: comes in large or small quantities and fills your life bar depending on the size.

Energy Crystal: also comes in large or small quantities and gives you food for the Elves.

1-ups: These are shaped like Zs. They give you an extra chance to finish your mission.

Fire Chip: Once a weapon becomes chargeable it can burn enemies and it does extra damage to Ice and Water enemies.

Thunder Chip: Once a weapon becomes chargeable and stuns enemies which renders them unable to move temporarily. Does extra damage to Fire enemies.

Ice Chip: Once a weapon becomes chargeable and freezes enemies which renders them unable to move temporarily. Does extra damage to Thunder and Electric enemies.

Sub Tank - When low on energy, you can refill your energy.

Elf - equip the elves you want to use in battle and use them as you please. Use one and it is dead for the rest of the game. It also lowers the rank of a mission.

V. WEAPONS

You start off at level 1 and as you kill more enemies with a certain weapon, that weapon levels up.

Buster Shot - This is just a simple shot from Zero's gun. You can charge it up by holding B then releasing it to fire a more powerful shot after earning enough skill points.

- Level 1 - 3 shots at a time
- Level 2 - 4 shots at a time
- Level 3 - Charge Shot
- Level 4 - Quicker Charge and Full Charge Shot

Z-Saber - This is Zero's famous sword that he uses to slice through enemies. Press B multiple times to do a slashing combo. Charging the Saber will create a shockwave. Extra attacks include a dashing attack and a spinning attack if you attack while dash n jumping. It's similar to an old move from the MMX series. He starts off with one slash and earns new moves through skill points.

- Level 1 - One Swipe
- Level 2 - Two Swipe Combo
- Level 3 - Three Swipe Combo
- Level 4 - Chargeable Slash (Has a splash effect when swung)
- Level 5 - Quicker Charging Slash
- Level 6 - Air Buzzsaw Attack
- Level 7 - Dashing Buzzsaw Attack

Triple Rod - Attacks in eight directions. Leveling up extends it.

- Level 1 - One Strike
- Level 2 - Two Strikes
- Level 3 - Three Strikes
- Level 4 - Charging Strike
- Level 5 - Quicker Charging Strike

Shield Boomerang - Protects you from bullets. Charging it will toss it at enemies and will return to you.

- Level 1 - Block projectiles and normal attack
- Level 2 - Mid Range Attack
- Level 3 - Long Range Attack

VI. CYBER ELVES

~Nurse~ (NE)

Nuppie: Underground Laboratory (dash wall kick up to the opening in the ceiling)
Increase Maximum Life. Feed 750 EC

Fureff: Resistance Base. (Locate the hungry repleoid and feed him 250 EC and go the room past him.) Partial healing.

Gireff: Disposal Center (Destroy 5 X-Droids) Partial healing.

Mippie: Disposal Ceneter (After you beat the X-Droid Flyner dash off the cliff and swipe the cage on the hook and climb back up to get it.

Bireff: Destroy the Train mission (Ceiling area before fighting the Metalurk mini-boss) Partial healing.

Buffer: Destroy the Train Mission (Destroy 5 X-Droid Warriors) won't get bumped back by damage. Feed 750 EC.

Birdian: Destroy the Train mission (Destroy 5 Ravens) save from pit death.

Somack: Retrieve Data Mission (New area in upper right after escaping) Full Heal

Lubtan: Find Shuttle Mission (Area where the upper area crumbles, stay on the top and reach the elf) Sub Tank after feeding 1200 EC.

Hapitan: During the Protect the Base 1 mission, let Hittide Hottide burrow into the building and leave a 1-up behind then when you return to this area by choosing to go to Disposal Center. Drop down the pit and hold ride to get the elf from the pocket.

Nebitan: Find Hidden Base mission (slide down left wall after defeating first Quicksand Mixer). Feed 1200 EC for Sub Tank.

Dereff: Rescue Colbor mission (go left at start and enter door) Partial healing

Sireff: Rescue Colbor mission (underneath first Battle Turtle Bros.) Partial healing.

Morick: Rescue Colbor mission (under first ladder going up) Full heal.

Lippie: Desert (hidden at the top of wall to the left of transerver door) Max life increased.

Areff: Stop the Hacking mission (in the area to the left before the first sub). Partial healing.

Rohealar: Stop the Hacking mission (area above first sub). Doing damage gives you health.

Motolar: Occupy the Factory. (after finishing Carryarms and climbing the ladder, climb up the right side of the wall and slash the cage and get the elf.) Doing damage gives you health.

Reppie: Stop the Hacking mission (top left panel) Max life increased

Keick: Stop the Hacking mission (top right panel) Full healing

Tielar: Stop the Hacking mission (cell 2-01) Taking damage gives you health power-ups.

Ireff: Neo Arcadia Shrine (when you first reach the footholders, don't go all the way up but go to the footholder underneath the top) Partial healing.

Coswock: Neo Arcadia Shrine (after Tag Flyer fight, slide down the left side and hold right as you time a charged Slash to nail the cage) Full Healing.

Ereff: Neo Arcadia Shrine (pogo jump off the Gyrocannons with the Triple Rod) Partial healing.

Muelar: Neo Arcadia Shrine (during the disappearing block area, dash jump left off the last block before the top to land on a Foot Holder and dash jump left again as soon as Zero vibrates) Doing damage gives health.

Hareff: Neo Arcadia Tower (along the path of the level) Partial Healing

~Animal~ (AE)

Beevoise: Resistance Base (Ciel's Room but need A or S rank) Shoots enemies.

Gibber: Disposal Center (Destroy 5 Totem Cannons) Increase ladder climbing speed.

Birsky: Disposal Center (Destroy 5 Spikings) Pull you out of a pit if you fall in.

Buffer: Destroy the Train Mission (Destroy 5 X-Droid Warriors) won't get bumped back by damage. Feed 750 EC.

Birdian: Destroy the Train mission (Destroy 5 Ravens) save from pit death.

Beesus: Destroy the Train Mission (Destroy Metalurk) Shoots at enemies

Bomga: Retrieve Data Mission (Destroy 5 Floppers). Takes bullet shots and explodes

Sticker: Retrieve Data Mission (Destroy 5 Cielcannons) Attack and stun enemies.

Birfly: Find Shuttle Mission (Destroy 5 Condoroids) save from pit death.

Birtack: Protect Base 1 mission (Destroy 20 Gli-Eyes). Save from pit death.

Stocto: Protect Base 1 mission (Destroy Hittide Hottide) Stun minor enemies.

Shelter: Find Hidden Base mission (Destroy 3 Battle-Turtle Bros) Increase defense.

Birtross: Rescue Colbor mission (Kill 3 X-Droid Flyers). Save from pit death

Beedle: Rescue Colbor mission (Defeat Harpuia). Shoots enemies.

Turbo: Duel in Desert (Defeat Fefnir) Increase running speed

Bompa: Stop the Hacking mission (Destroy 5 Screwdrikas) Eats bullets and blows up.

Bompu: Stop the Hacking mission (Destroy 8 Shearkseals) Eats bullets and blows up.

Bomgu: Stop the Hacking mission (Defeat Leviathan) Eats bullets and blows up.

Sticken: Protect the Base 2 (kill 5 minimonkeys) Attack and stun enemies.

Beehoney: Neo Arcadia Shrine (kill Herculous Anchortus) shoots enemies.

Birrair: Neo Arcadia Tower (kill 6 Gyrocannons) Save from pit death.

~Hacker~ (HE)

Clocpah: Underground Laboratory (All the way to the left at the start). More time in Timer areas.

Stoccue: Underground Laboratory (Kill 5 Kumrortels). Stun minor enemies.

Stocchu: Underground Laboratory (Kill 5 X-Droid Guardians)

Clocpooh: Disposal Center (Have a Level 4 Z-Saber and slash it through the wall. Wait for it to come down to you) Adds more time to timer levels.

Totten: Destroy the Train mission (Destroy Pantheon Core) No spike traps.

Hafmargo: Destroy the Train mission (Destroy 3 Crush Rollers). Boss life is halved

Itemon: Destroy the Train mission (Destroy 5 Kerberos) Enemies drop items.

Itecle: Retrieve Data Mission (Beat Maha Ganeshariff) Enemies drop items.

Itettle: Find Shuttle Mission (Destroy 5 Sandsnakes). Enemies drop items.

Stocpie: Find Shuttle mission (Destrou 5 Sandjaws). Stun minor enemies

M-oria: Find Shuttle mission (Defeat Anubis Necromanceess III). All enemies are Metals.

M-orell: Find Hidden Base Mission (to left of locked door, hide behind the foreground and wall kick to it) All enemies are Metals.

Kenite: Duel in Desert Mission (Kill 2 Cameloids) No minor enemies

M-orque: Duel in Desert Mission (Kill 5 Sandcrawlers) All enemies are Metals.

Clocta: Stop the Hacking mission (cell 3-02) More time in timer levels.

Itepon: Stop the Hacking mission (cell 3-05) Enemies give items.

M-orekka: Stop the Hacking mission (cell 1-02) All enemies are Metals.

Eenite: Protect the Base 2 (kill Hanumachine) No minor enemies.

Iteron: Neo Arcadia Shrine (when you first reach the footholders, don't go all the way up but go to the footholder underneath the top) Enemies drop items.

Stocpoh: Neo Arcadia Shrine (pogo jump off the Gyrocannons with the Triple Rod) Stun minor enemies.

Cloctch: Neo Arcadia Shrine (kill Centi Ashuram) More time in timer levels.

M-orolli: Neo Arcadia Shrine (kill Bio-Devil) All enemies are Metals.

VII. MEET THE CAST

Zero: The protagonist of the series. He awakens after 100 years of frozen slumber with the help of Ciel and can't remember a thing until he does some fighting.

Ciel: She is the one who along with her elf friend awakens Zero. She will give Zero missions to go on in an attempt to combat Neo Arcadia.

X: The original X seemed to have vanished but in reality, he himself became a Cyber Elf. Eight years prior to Zero's awakening, a 6-year old Ciel managed to create a copy version of X but unfortunately he has gone bad. More on this later on in the guide.

VIII. WALKTHROUGH

a. Underground Laboratory

Enemies faced: Flopper, Kumrotel, Securipider, X-Droid, and X-Droid Guardian

The adventure begins. Start off by going all the way to the left and then shoot a hidden cage for HE: Clocpah and go back to the right. Eliminate the X-Droids you come across. Since there are only two Kumrotel sacks in the level, you need to kill one and backtrack and return so in general, you kill 4 by doing this and this and move on to the other one and kill it for HE: Stoccue. Take out any Securipider that tries to get in the way. The X-Droid Guardians appear next. Kill 5 of them to get HE: Stocchu. One of them can also be killed by shooting a Flopper when it is low. Near the end, you'll see a ledge that is too high to normally jump up to. The best way to get up there is to jump on the wall to the left of the opening and Dash Wall Kick to the bottom of the right wall in the opening and another Dash Wall Kick to the left. Kill the X-Droid Guardian and go left for to get AE: Nuppie and some elf crystals on the far left. Fall back down and fight your way to right. Ciel will fall down a cracking floor but Zero catches her. All of a sudden, a hand comes out and grabs Ciel.

Boss Fight: Golem

Attacks: Low laser, High laser + Falling Ceiling, Charge

Stick to the walls and shoot the golem in the head and only come down if it shoots a high laser. Blocks begin to fall. Watch where the rocks are crumbling to avoid taking damage. You can use the blocks for leverage temporarily before the Golem charges in. Another way to avoid the falling rocks is getting close to the Golem since the blocks only fall in three spaces. After a few shots, a mysterious being (who is really X) appears and hands you a Sword. One swipe later and the Golem is dead. Follow Ciel inside the door and enter the transporter to complete level 1.

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At the Resistance base, hopefully you have an A or S rank at the end of that last mission. This is the best opportunity to go to the area past Ciel and into her room for AE: Beevoise because it only appears if you are A or S ranked. You can also take this time to look around the base to meet the people. Once you are done exploring the base, don't talk to Ciel yet. Locate the transerver and return to the Underground Laboratory and spend some time leveling up your weapons. The next boss you will face is no joke and you need all the power you can. Try to get your Z-Sword to Level 4 so it can have the splash effect. That'll cream the next boss for sure. Once you are all powered up, return to the base. Take the elevator to the bottom and there is a hungry replotid. Feed him 250 Elf Crystals to make him move. In the room past him is NE: Fureff. Now talk to Ciel to take on the next mission.

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b. Disposal Center

Enemies: Carryarms, Contrainer, Spiking, Totem Cannon, and X-Droid, X-Droid Flyner

If you prepared yourself like we told you too, this level and the boss is easy as pie. Start off using your Z-Buster to combat the Spikings easier as well as blast the X-Droids. Kill 5 Spikings for AE: Birsky. Kill 5 X-Droids for NE: Gireff. Jump over the spikes and the rain falls. Use the third slash of the Triple Slash or a Charged Slash to kill the X-Droids going up the building. Kill the Contrainer and the X-Droid Flyner and dash off the edge and slash the cage. Climb back up and dash off again to get NE: Mippie. Destroy one Totem Cannon set and fight your way to the next ones. Let the fourth one regenerate and destroy it again to get AE: Gibber. Fight your way to the top and kill the Contrainer. Move down and use a charged slash to destroy the cage and go the bottom. Avoid the spikings and wait for HE: Clockpooh to come down to you. Dash over the spike pit to get over the X-Droid and kill it then jump over the other pit. Get past the last Totem Cannon

and proceed to the gate leading to the boss.

Boss Fight: Aztec Falcon

Attack: Dash and Grab, Electric Sparks, Laser Beams

Note: This battle is timed so if you stall too long your comrade will die when time is up.

Charge up your Saber before entering, he will dash at the start so unleash it on him to stun him. Stay on the wall to avoid the Laser Beam all the while charging your Z-Saber. When you see him dash, wall Kick over him and slash him while he recovers. He most likely won't use his third move since 4 direct hits from the charged Z-Saber will end the fight. After the fight, take the Thunder Chip and use the Transerver to end the level.

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At the Resistance Base, Ciel says there is a guy named Cerveau that has an item for you. It's the Shield Boomerang and the Triple Rod. But Cerveau doesn't have time to give them to you yet. Talk to Andrew and listen to his story to get HE: Clocka. Talk to Ciel and save and tackle one of the following missions.

-Destroy the Train

-Find the Shuttle

-Recover Data

Complete 2 missions and these new ones become available

-Occupy Factory

-Rescue Colbor

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c. Destroy the Train

Enemies Faced: Cielcannon, Crush Roller, Electric Wires, Gli-Eye, Kerberos, Metalurk, Raven, X-Droid Flyner, X-Droid Warrior

Go right for the Elf Crystals and go down the ladder. Go left first and slide down the wall for a 1-up then climb up and go right. Get past the Gli-Eyes and Kerberos as you go. Destroy 5 Kerberos for HE: Iteomon. Use bullets to kill them without taking damage. The Cielcannons are here to cause you trouble. Eventually, you will come across electrical wires. If you have the rod after completing one of the other three levels, you can do away with the wires easier. Before taking on the midboss. Wall jump up the crack in the ceiling and get NE: Metalurk. Proceed to the midboss. The midboss is Metalurk. With a charged Thunder Saber, you can hit it over and wail on it. This fight will end soon. After the fight, you get AE: Beesus proceed to get onto the train. There is a time limit. Now you got to fight through X-Droid Flyers and X-Droid Warriors in addition to Ravens. Kill 5 Ravens for AE: Birdian and 5 X-Droid Warriors for AE: Buffer. Destroy 3 Crush Rollers at the end for a HE: Hafmargo.

Boss Fight: Pantheon Core

Attack: Flamethrower, rising pistons + spikes

This fight is easy with a Thunder Chip attuned to your Z-Saber. Wait for it to shoot a flame which is small and swipe him then dash back. Rinse and repeat once. Its next flamethrower will be large so stay at the very left for it. Next, it will try to raise the pistons to spike you for instant death. Get off the piston fast.

Follow this pattern for a much easy victory. Get HE: Totten to end the level.

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d. Find the Shuttle (Desert)

Enemies faced: Condoroid, Quicksand Mixer, Sandjaws, Sandsnake, Tech Twister and X-Droid Zombie

As you can see, we did the Destroy the Train and Recover Data missions first. We suggest doing the Occupy Factory mission next before coming here because you will have a Fire Chip at your disposal once that mission is complete. You begin by going left and have your Rod or Boomerang ready and watch out for Sandsnakes popping out of the sand to ambush you. Kill 5 of them to get HE: Itettle and also watch out for Condoroids. Destroy 5 for AE: Birfly. The best way to kill the Sandjaws is to use the Triple Rod to Pogo Jump on them three times. Kill 5 of them for HE: Stocpie. Keep heading left and soon you will see columns with surfaces that crumble and fall. Stay on the top long enough to reach NE: Lubtan. Now it's a matter of surviving until you reach the first Tech Twister. The Shield Boomerang can damage it too. Use it if the Z-Saber is hard to connect with. The second Tech Twister has a few Sandjaws in the way. You can get rid of them with the Rod then take care of the Tech Twister. The boss is ahead now.

Boss Fight: Anubis Necromancess III

Attack: Staff Twirl, Sand Castle Crush, X-Droid Zombie Summon

If his staff swirl comes down and Anubis stays there, it will move towards you. If Anubis leaves the screen, it will spin in place. For the latter, charge up your Z-Saber and stay on the far side. when Anubis reappears, the staff will harmlessly fly over you as it returns to you. Otherwise, hop over the staff and hit him with a charged slash. Anubis is weak against Fire. If Anubis leaves the screen w/o any action, that means Sand Castles are coming. Two will pop out and try to close in on you. Wall jump completely over one of them because the top has spikes. This will continue for four sequences. When Anubis summons the X-Droid Zombies. Ignore them and give Anubis 2 Fire-charged Slashes to get rid of them and prepare for more Sand Castle Crushes. It's all downhill from. Onward to victory.

It's not over yet. Victory nets you HE: M-oria. Keep going left until you come across a survivor. Carefully escort him back to the beginning to end the mission.

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e. Recover Data (Underground Lab)

Enemies faced: Cielcannon, Crush Roller, Flopper, Rayblade, and Securipider

You are back at the Disposal Center and this time you are heading back to the spot where the game first began. It's no cakewalk, however, as new enemies appear. At least there are no X-Droids. The Rayblades are indestructible. Have your Thunder Chip equipped so when you hit one with a Thunder-attuned shot then some of them you can stun them. Otherwise, pay attention to the direction they spin. To get past them, maneuver along with them. If they move clockwise, slip under them or wall jump past them on the right. If they spin the other way, wall jump past them to the left or Dash jump over them. This only works if you are going up or left so reverse the procedure if going down or right. Anyway, get past the first two Rayblades and watch out for the Flopper at the top. Kill 5 Floppers for an AE: Bomba.

As you proceed, be on the look out for Securipiders, Cielcannons, and Crush Rollers. Kill 5 Cielcannons for an AE: Sticker. There is a 1-up in the area where you got NE: Mippie. When you reach the boss, definitely have a Thunder Chip.

Boss Fight: Maha Ganeshariff

Attack: Hundred Hand Slap, Roll Attack + Bombs, Tusk Boomerang and Wrecking Ball.

He is very weak against thunder. Use your charged electically attuned Z-Saber to but a hurting on his ass. Some of the moveshe does have invincibility though. When he throws his tusks, be sure to be close when he does so he won't do his Rolling Attack if you try to rush him from afar when doing the move. Speaking of the Rolling Attacks, they leave bombs behind so watch out for those. His Wrecking Ball can be tricky to dodge but most can be slid under. He will usually do his Hundred Hand Slap if you are too close. Beat him to obtain HE: Itecle. It ain't over yet, though. The place is collapsing. Run nigga run (more like dash nigga dash). The doors will close and try to block you but you can slash them away. Get through 6 doors and you are safe and the mission is over.

Return to the base first for your grade then go back to the lab and wall jump past the Rayblades and Floppers and go all the way up and to the right in a new area. There is a Cyber Elf above. Try to get in a well timed Z-Saber charged slash to destroy the cage and let NE: Somack float down to you.

Note: completing one of these missions will make the Triple Rod available to use. Completing two will make the Shield Boomerang available to use

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f. Occupy Factory (Disposal Center)

Enemies faced: Barrier Counter, Cannon Hopper, Carryarms, Flopper, Securipider, Security Camera, and Top Gabyoall.

There is a shortcut at the beginning of the level so you don't have to worry about the Security Cameras at the start of the level. Before you take the shortcut, kill 5 Barrier Counters for AE: Beenet and kill the Canon Hopper by backtracking and returning 5 times for AE: Ribbid. Go back and work your way upwards. First get past the Top Gabyoall and then get on top of the building and stay along the top while killing the Floppers from afar. Slash the vent at the top. Destroy 1 fan for a 1-up and Elf Crystal. Destroy another to get to NE: Greff. Get out of the vent and kill 5 Securipiders for AE: Stickle. lower the elevator and fall all the way down to the right or left as long as the pit is not below you. Go right and ride the Carryarms but watch out for sticks. While heading to the 3rd Carryarms, kill the Securipiders and get on then at the end of the ride, hop off the wall and do a Dash Wall Jump to the left and get on the ground, do a jumping Rod thrust downward to get NE: Winkie then return to the wall and carefully slide down to the Carryarms then Dash Jump to the ladder and climb up. Wall jump up and use a charged Saber to get NE: Motolar. Go left and get pas the lasers for waiting for a pause in them one at a time. jump to the wall left to the ladder and slide down as you hold left to enter a false wall leading to NE: Nutan. Climb to the ladder for a boss fight.

Boss Fight: Orochi-Arm Metalcore

Attacks: Bullets (between head attacks), red heads spit fire, blue heads blow ice, yellow heads shoot electricity and green heads bite.

The heads can temporarily be disabled by slashes. When the heads come out, use

this time to attack the core and get behind the head to avoid the attacks and destroy one if needed. Avoid the bullets in-between head attacks and keep up this pattern for a easy fight and the Fire Chip. Off to the Find the Shuttle mission you go.

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Once 6 levels are clear (2 mandatory and the 4 missions) then you are thrown into a mandatory mission to protect the base. Save before entering the mission.

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g. Protect the Base 1

Go left and wall kick to the opening. Once outside....

Boss Fight: Hittide Hottide

Attack: Front drills, Land Mines, Parachute Bombs, and Gli-Eye dispenser

One little piece of important advice. Never stand in front of the boss. The front drills will kill you instantly. Concentrate on the part where the land mines are dropped. This allows you to kill off the Gli-Eyes that come out. You need to kill 20 of them for AE: Birtack. After the cone is destroyed, go after the hatch which launches Parachute Bombs. Once that is destroyed. Switch to your Z-Buster and hit the top area with three Z-Buster Shots and lay off for awhile as the boss tunnels into the building. This helps open up a path leading to NE: Haptian upon returning to the level. When Ciel says that the boss has gotten through the shields then you can finish him off.

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h. Find Hidden Base (Desert)

Enemies Faced: Battle Turtle Bros., Cameloid, Condoroid, Flopper, Gli-Eye, Quick-sand Mixer, Sandsnake, Top Gabyoall, X-Droid, X-Droid Warrior.

Go left and take out the Sandsnakes and Condoroids. When you reach a Cameloid, shoot it to stop its fire stream then slash it to pieces. Destroy the Quicksand Mixer and drop down the pit. Slide down the left wall to get to NE: Nebitan. Climb out and let Ciel deactivate the trap. Slide down the wall and be conscious of the spikes and make it to safety. Get past the Gli-Eyes and Top Gabyoalls. Shoot down the Stalactites to create platforms to get across the spike pits. Soon you will get to a frozen lake. Go left and destroy 3 Battle Turtle Bros. for AE: Shelter. Climb the ladder but watch for the floppers. Climb another ladder to the right and Ciel gets ready to unlock the door but it already is. Climb up the next ladder. Go left and climb down that ladder to free the prisoner. Do the same on the right side. Go to the locked door then backtrack till the foreground blocks your view of Zero. Continuously jump up till you can wall jump upwards. This leads to HE: M-orell. Go back down and now rescue the other hostages. Go through the door in front of where the rescues were gather and enter. Have your Fire-element ready.

Boss Fight: Blizzack Staggroff

Attacks: Blizzard Attack, Snowballs, Ice Shards, Air Stomp

Avoid his stomp and Fire Slash him when he lands. Snowballs and Blizzard Attacks do no damage (if there is no ice shards in them.) They just slow you down or stop you in your tracks. Stack close to avoid the Ice Shards. Wall Kick to stay above the Blizzard Attack and not much more advice to give. Victory nets you the Ice

Chip.

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i. Rescue Colbor

Enemies faced: Battle-Turtle Bros. Raven, Top Gabyoall, X-Droid, X-Droid Flyner

Go left and enter the doorway on the ledge to get to NE: Dereff. Go back to the start and fight your way right while taking out all enemies. Watch out for floor sections that crumble and fall. Get to the second crumbling block before the first Battle Turtle Bros and fall down and jump to the right for NE: Sereff. Do a well timed Dash Jump to be able to Wall Your way up and keep going right. When you reach the first ladder that leads up, get down to the platform below it carefully for NE: Morick. Watch out for stray Battle Turtle turrets climbing back up. Kill 3 X-Droid Flyers for AE: Birtross. Fall down a litte and pull left for safety and get on the foot holder and slash it to ride across the air and on solid ground, go right to find fallen comrades.

Boss Fight: Harpuia

Attacks: Sonic Bombs, Izuna Drop

Harpuia is weak against Ice. There is a good ass pattern to defeat Harpuia. First nail him with a charged Ice Slash. He will respond with a trio of Sonic Waves: lower, upper, and lower. Leap towards him and slash him again. Rinse and repeat for an easy victory. You get AE: Beedle as a reward.

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j. Duel in Desert

Enemies Faced: Cameloid, Carryarms, Flopper, Kerbero, Sandjaws, Shellcrawler, X-Droid.

The trek leads left and you cannot backtrack. The enemies come at you endlessly until you reach the boss. Kill 2 Cameloids for HE: Kenite. kill 5 Shellcrawlers to get HE: M-orque. Fight your way to the boss which is all you have to do now.

Boss Fight: Fefnir

Attacks: Fireballs, Burrow flame attack, Toss up + Body Slam

Take your Thunder Chip out and try not to get grabbed or else you will suffer major damage and we mean major. His fireballs are easily avoided by staying on the very left of the screen and use you buster to hit him or Shield Boomerang. You get AE: Turbo to end the mission.

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Before taking on the next mission. Leave the base and head inside a door that is just outside of the Desert and enter the transporter to enter it on the list of places to transport to then get out of the place. Wall jump up the right side of the wall and attack the top of the wall to get a hidden NE: Lippie. Return to the base and take on the next mission.

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k. Stop the Hacking

Enemies faced: Cameloid, Cannon Hopper, Cielcannon, Condoroid, Flopper, Sandsnake, Screwdrika, Sharkseal, Shellcrawler, Top Gabyoall, X-Droid Guardian, and X-Droid Warrior

Back in the Desert, fight your way down to the part where the lake used to be frozen. Now the lake is liquid again. Desrtroy 5 Screwdikas for AE: Bompa and 8 Sharkseals for AE: Bompu. As you go left, do not get crushed by the rising and sinking submarines or you'll be smithereens. Before you get on the subs, jump in the area to the left and pull right to get to NE: Areff then wall jump up. Get on the first sub and watch out for the missiles. At the top of the rise, Dash Jump and quickly turn to grab the right side of the wall if you can time it right. Dash Wall Jump to the right and it leads to NE: Rohealer. One the second sub you can Wall Jump to a 1-up then eventually you will climb 2 ladders leading to the Hidden Base. Here you will find 3 NEs: Tieler in cell 2-01, Reppie in the top left computer panel, and Keick in the top right computer panel. Also you'll find 3 HEs: Clocta in cell 3-02, Itepon in cell 3-05 and M-orekka in 1-02. Also in the spot where you destry the top computer panels. The middle ones give you 1-ups each. Upon the return trip through the water, you come across a boss fight.

Boss Fight: Leviathan

Attacks: Ice Ring, Snowflakes, Spearhead Attack, Body Blow Attack.

Arm your Fire Chip. Fire beating water? What the fuck? Anyway, use your charged Slash attacks and stay close to her and slash at her to stop her in the middle of all of her attacks except the Snowflakes. She has three lifebars but Fire plus charged Z-Saber spell disaster for her. Just don't get poked by spikes. Her defeat gives you AE: Bomgu.

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1. Protect the Factory

Enemies faced: Carryarms, Cielcannon, Garm, Gli-Eye, Gyrocannon, Shellcrawler, and Top Gabyoall.

Use the Triple Rod as the main weapon and the buster as a subweapon. This time the boss fight is at the beginning.

Boss Fight: Phantom

Attacks: Dashing slash, Doppelganger + Falling slash, Shuriken splitter, Shuriken + kunai drop, Black Hole Assault.

Pahntom always starts off with a dash attack. Use the Triple Rod at level 3 at least to hit him up to three times and stop his dashing slash. He will use the doppelganger assault a lot. Touching the clones won't hurt you. But hitting the wrong one will trigger his Falling Slash. The best way to hit the right one is to see which one has more "color" and strike that one. After no more than 4 rounds of this, he will throw a shuriken from the air which you can avoid by hopping over the midpoint area to avoid the split attacks. if he winds up, then he will throw a shuriken and rife on it. Hop over the shuriken and get close to phantom and slide left to avoid the return. Phantom drops kunai knives. When he reaches the top of the ride, he'll hop down. Jab him before he attacks again. If the fight takes too long, he does a Black Hole Assault which turns the screen black and he launches kunai from nowhere. Charge you Z-Buster and keep an eye on the direction the kunai comes from and blast him to make him visible. Reminds you of the Ganon fight in Legend of Zelda, doesn't it. He will go down eventually. You get HE: Hafmarda.

Now the mission begins. If you die, you can skip the boss fight. Watch out for the Garms. use a spinning slash on them and defeat 5 of them for AE: Stickon. Go down the path where security cameras used to be (there are none now). Ciel tells you how to deactivate them. The first one is along the normal path. The next 2 are down the elevator shaft. The next 2 are along the Carryarms path. Get them carefully. If you didn't get NE: Winkie before then do it now. After number 5, past the next laser and wall jump the small pocket and get bomb #6. Slide down carefully and once you climb the ladder and get past the first two laser beams and go in the area to the uper left past the second beam. Once you go to the ladder that led to the boss of which you fought the boss last time you were in the factory. At the top of the ladder is the last bomb. Good job on passing this level.

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m. Protect the Base 2

Enemies faced: Cannon Hopper, Gli-Eye, X-Droid Guardian, X-Droid Warrior.

Go to Cerveau's lab and save him then go to the energy room to face the boss.

Boss Fight: Hanumachine

Attacks: Minimonkeys, Fireballs, Dash Attack and Fire Pong.

He reminds us of Buster Rod G from Megaman Wily Wars. Kill 5 Minimonkeys for AE: Sticken. Use Charged Thunder Slashes to kill him quickly. mIf there are a bunch of monkeys, wall jump till Hanumachine follows you up then wall jump away and slash him for serious damage. Victory gets you HE: Eenite and end of mission.

At the base, the real X cracks the security system of Neo Arcadia off to the Trans Server and the final legs of the game.

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n. Neo Arcadia Shrine

Enemies Faced: Battle-Turtle Bros., Condoroid, Crush Roller, Garm, Gyrocannon and Ray Blade

Go left to the new area then go right and fight the Garms and Condoroids then in the next section, jockey through the Rayblades which is not too hard. Fight past more Garms and Condoroids en route to a Foot Holder and ride it up. Jump left to a second Foot Holder. Hold off on riding the third to the top and get on the other Foot Holder and dash jump to the area below the top surface for AE: Ireff and HE: Iteron. Now make your way to the top this time. A miniboss fight is to the left.

Miniboss Fight: Tag Flyers

Attacks: normal shots

They have no lifebars but anyway, fight them by staying to the very left of the room and hold your shield up to reflet their shots then when one gets close to you. Charge slash him. Defeat them both for AE: Beefive.

Before dealing with the Gyrocannons next as you go up the mountain, go all the way to the left and charge you Z-Saber. Slide down the wall and when you fall, pull to the right and get in a well-timed slash to release NE: Coswick from its cage and wait for it to come to you. Go back to where the Gyrocannons are and on the first ledge, dash jump and use the Triple Rod pointed down and use the Gyrocannons as Pogo points to reach NE: Ereff and HE: Stocpoh. The next miniboss fight is at the top of the mountain.

Miniboss Fight: Centi Ashuram

Attacks: Boomerangs, Top Spin, and Leaping sword smash

She is weak to thunder. Have your Thunder Chip equipped. Wall kick to avoid the boomerangs then get a charged Thunder Slash and avoid the return trip. When she spins, that is your cue to Thunder Slash her again. Slide to get away from her leaping sword smash and smack her on the way down. Killing her gives you HE: Clotch.

If you took damage, a Life Capsule awaits you on the right. Fight past the enemies on the ground and take careful jump to reach the top amid the disappearing and reappearing Gun Blocks. You need a few blocks to make it in total. Take the first two blocks and get on the left ledge, wait for the next block and dash jump to the ledge on the left and the last blocks are one that appears above the other. The boss fight is at the top but wait just a minute before reaching the very top ledge. Dash jump to the left to land on a moving Foot Holder going right. Wait for Zero to vibrate (indicates that the Foot Holder is going back) and dash jump to the left to land near NE: Muelar. Go back and this time go to the boss.

Boss: Herculous Anchorotus

Attacks: Thunder Balls and Dual Taser

Use your Ice Chip in this fight. With that and the Z-Saber, this fight is really nothing. Just get in 6 charged Ice Slashes quickly. With a full bar, you can afford a hit or two. You get AE: Beehoney. Go to the transerver to complete the mission.

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Save then choose to take on the Neo Arcadia mission.

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o. Neo Arcadia Tower

Enemies faced: Cielcannon, Gyrocannon and X-Droid

Arm your Shield Boomerang and ride the elevator to the top as you bounce bullets back at the enemies. At the very top you have to do a series of wallkicking while avoiding the deadly spikes. You can use the footholders optionally for the first part but towards the end you'll need them. Midway you can get NE: Hareff. Destroy 6 Gyrocannons for AE: Birrair. At the end of the footholder section, you must negotiate the electric blocks. Keep an eye on the pattern the zappers are showing up to make your way to the top. Get past a few X-Droids and Cielcannons and it's boss time

Boss Fight: Bio-Devil

Attacks: Bouncing Head, Splitting

You knew you would encounter one of these during the series. They are so cliché of Megaman games. This time the Devil is made up with a X-Droid head as its weak spot. It has no elemental weakness so that leaves Electricity out of the question for extra damage like most Megaman fans would expect. Get in Charged Slash attacks when you get a chance. When its body spins, it will spit 4 sections of its body which you can wall jump to avoid. Wait for it to regroup then attack. When it turns into a bouncing head. Attacking it will split it into two then four. When it is split into three (one section is still whole, get on the wall till it regroup.

Slay the beast to get HE: M-orolli. Exit the room and Ciel is waiting for you.
Pause or talk to Ciel to see your progress and save your game.

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Move past Ciel to take on the final level

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p. Neo Arcadia Core

Enemies faced: Barrier Counter, Battle Turtle Bros. Cielcannon, Top Gabyoall,
X-Droid and X-Droid Warriors.

Get past the X-Droids and if you played Megaman before, you know what's next. Gee
and what can that be?...

Why yes it's a few of the bosses you've defeated before.

The first batch goes like this

Anubis Necormance III Blizzard Staggroff

Herculious Anchortus Maha Ganeshariff

You beat these guys before so beat them again like before.

Now fight through Cielcannons, Battle Turtle Bros. and X-Droid Warriors. Before
facing the next 4 bosses go left for a 1-up and a max-up. Return and face the
other four bosses.

Harpuia Fefnir

Phantom Leviathan

You beat these guys before but against Fefnir the strategies change since there
are no sand dudes to hide underso play a game of stand out of his way of his
dashing grab and smack him. As for Phantom, stay away from him when he dies or he
can possibly kill you as he is blowing up.

Get through the enemies and get ready for the final battles ahead.

Boss Fight: Copy X

Attacks: Fireballs, Izuna Drop, Ice shards, aerial dash, Laser balls and sliding.

He has weaknesses dependant on his color. Red is weak to Thunder since he uses
Fire, Blue is weak to Fire since he uses Ice, and Green is weak to Ice since he
uses thunder. His Slide Kick is reminiscent of the Charge Kick in Megaman 5. Try
to deplete his lifebar anyway possible because you got one more fight.

Last Boss Fight: Seraph X

Attacks: Lasers, Fire Wave, Binding Rings.

The key to the fight is to attack the head by wallkicking off the poles. Don't
bother doing so when the Binding Rins come because they can pull you down to the

pit and your death. listen for Seraph X's vocal cues for the attack he'll use.

Alinkoreo: Binding Rings (shake them loose)

Double Shot: Fire Wave (watch the direction of the laser and get off the floor)

Tokio: Laser: Get to the one side and go to the other.

With this in mind, take the chance to finish him off. Just be careful about touching the body.

Congrats you beat the game.

IX. ENEMIES

X-Droid: These are the enemies you will face throughout the whole game. In a way they are considered the generic enemy reploids.

X-Droid Guardian: They use knives instead of guns.

Securipider: Their webs do no damage but they can hold you in place to be damaged by other enemies nearby.

Flopper: Hovers up and down. Explodes when shot and the explosion damages everyone which means you and any other enemy.

Kumrotel: They spawn Hopiders.

Cannon Hopper: Shots bullets in multiple directions then hops to the upper or lower surface.

Contrainer: Creates a wind that blows in the direction it points.

Carryarms: Flies by and drops spikings. Also gives you a ride in some levels.

Spiking: They roll around and try to bowl into Zero. Shoot them to slow them down.

X-Droid Flyers: X-Droids with wings who shoot at you.

Totem Cannons: Grows to 3 levels and shoots one level at a time. They will keep on regenerating each level you destroy so destroy all 3 levels and hop past them.

Rayblade: Invincible wheels with electric wands. They spin left or right. Use evasive action to get past them.

Cielcannon: They shoot bullets at you and hang on the cieling

Crush Roller: Get too close and they will try to pound you.

Gli-Eye: Pestsful critters.

Kerberero: Looks like a rolling minibike.

Metalurk: Topples if hit hard enough. Attacks wit a spike ball and chain.

Raven: Flies by and shoots homing missile

X-Droid Warrior: Attacks with a dash punch

Electic Wire: Only th electric part can hurt you. Slash it to cut it down.

Barrier couter: They move back and forth and everytime you shoot the shield it will shoot a fireball in return

Garm: Digs that grab onto you.

Top Gabyoall: Old schoolers will remember a variation of these guys from the very first Megaman game. They are invincible and move slow. They speed up when level with Zero. Attack them to stop them temporarily.

Security Cameras: If they catch you then some consequence will occur.

Sandsnake: Pops out of the sand and spits 3 rocks

Sandjaws: Waits quietly in the sand for Zero to step on it then snaps on him.

Condoroid: Swoops in on Zero when in their sights.

Quicksand Mixer: As it turns, it draws Zero into it along the moving sand. Destroy it to stop the sand from moving.

Tech Twister: A tornado spins around it and the funnel can harm Zero. Destroy it by using a charged Z-Saber from a few feet away from it and let the splash hit it twice.

X-Droid Zombie: Moves slowly and tries to grab Zero.

Battle Turtle Bros.: Two brothers that fdire diffrenet weapons the small one on top lobs turrets and the big one below launches missiles.

Cameloid: Shoot a stream of fire. A charged Buster shot stops the stream and makes it a sitting duck.

Shellcrawler: Shoots a charged laser ball at you. Slash it twice to kill it.

Screwdrika: They seilm towards you trying to spike you.

Sharkseal: Fish that try to bite you.

X. UPDATES/HISTORY

01-24-2007: all done.

01-23-2007: We are almost done, folks.

01-22-2007: 10 missions done.

01-18-2007: Added 2 missions and more relevant info.

01-17-2007: Just getting started. Got all elves from both levels so far. Same with enemies faced.

XI. CREDITS

whoever hosting this
You for reading

