

Mega Man Legends Weapon Enhancement Guide

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Megaman Legends Weapon Enhancement Guide

For usage with Megaman Legends on the PSX (not sure if compatible with N64 version or not)

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Please only e-mail me information in regards to this guide, if you can't find a weapon, look at the item FAQ, and it will tell you where to get each item.

This is a FAQ I wrote in regards to all the other information in the other guides that say stuff like "the active buster is the best gun, but it costs an arm and a leg to fully upgrade it" well, I was bored, so I decided to figure out exactly how much Zenny it will cost to upgrade it and all the rest of the other secondary weapons in this game.

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Ok! So lets get on with the FAQ!

1. Version History

7/22/02

Version 1

This is my first ever FAQ! Wish me luck!

7/29/02

Version 1.1

Updated the missing Drill arm information, and I haven't got called on any spelling errors or anything, so I guess this is final until I get any e-mails about this or anything.

7/31/02

Version 1.2

This time, all I did was add a url to which this faq can be found. All he had to do was ask, and so I let him use it, AND he has a cool as...

cool site that you should check out! it is very well done, and he should receive some congratz! so Good Job on the site dude!

I have found that there wasn't a FAQ written for just the weapon Enhancement costs or anything like it, and so I was bored and decided to finally contribute to the legendary site that I have been using for the past 2 years! So no more boring you, on with the FAQ!!!!

Now this is how it will work: I have written out the name of the weapon, a brief description and usage, (IMO) and I have even drawn out a little table showing how long the bars are. And the bar filled with the XXXX's; is how full it initially is when you get the weapon. The empty space with a number in it represents how full the gauge will become with that upgrade. And after I tell you how much it costs to upgrade each level of the weapon. And after all that, I will tell you the cost to enhance the weapon fully and I will tell you how many shots you get from each level the energy can be at. And the) is included in how far the bar will increase to. Simple enough?

2. Normal Arm

This is the Weapon you start the game out with. Seemingly, you should be able to upgrade at least the damage, I mean, couldn't Roll put on some spikes on your foot or something?

You cannot enhance any feature of this weapon.

Attack :XXX)
Energy :XXXXXXXXXXXXXXXXXXXXXXXXXX)
Range :)
Rapid :XXXXXXX)
Special :XXX)
Total cost to upgrade: Nothing!
Infinity shots (although your legs could certainly get tired after a while)

3. Machine Buster

This is a gun that is useful for the water battle with the pirates in my opinion. Well, at least that is where I best used it. It is a simple gun, and not very useful, except if you have a bunch of Zenny burning a hole in your metal pocket.

You can enhance every aspect of this weapon.

Attack :XXX) 2) 3) 2 = 3,400 3 = 10,000
Energy :XXXXXXXX) 2) 3) 4) 2 = 3,000 3 = 8,000 4 = 12,000
Range :XXXXX)2) 2 = 2,600
Rapid :XXXXXXXX) 2) 3) 2 = 5,000 3 = 10,000
Special :XXXXXXX) 2) 3) 2 = 1,200 3 = 2,000
Each upgrade to special increases the spread of the shots.
Total cost to upgrade: 67,200 Zenny.
Level 1: 128 shots level 2: 192 level 3: 288 level 4: 400

4. Powered Buster

This is a pretty useful weapon, because you can snipe with it, which I know some people like to do, but this weapon fires too slow and the bullet itself moves too slow. They should have let you increase the special to increase the speed the bullet flies at.

You can enhance ATK, ENG, and RNG

Attack :XXXXXXX) 2) 3) 2 = 3,500. 3 = 11,000

Energy :XXX) 2) 2 = 5,000
Range :XXXXXXX) 2) 3) 4) 2 = 1,600. 3 = 3,200. 4 = 6,400
Rapid :XXX)
Special :XXX)
Total cost to upgrade: 29,700 Zenny
Level 1: 16 level 2: 32.

5. Drill Arm

This is a useful tool, but not that great as a weapon. It is ok, but generally speaking, the only Reaverbots you want close enough to you to attack with this kinda weapon, you would like the next shot to knock it to the ground!

You can enhance ATK, and ENG

Attack :XXXXXXX) 2) 3) 2 = 3,000. 3 = 8,000
Energy :XXXXX) 2) 3) 2 = 5,000. 3 = 12,000
Range :)
Rapid :XXXXXXX)
Special :XXX)
Total cost to upgrade: 28,000
Level 1: 1,800 level 2: 3,600 Level 3: Infinity

6. Grenade Arm

This is a good weapon... for decoration. It is your hand basically, except that you also can toss weak grenades around corners and get a Reaverbot that could have taken like 4 shots from your buster anyway.

You can enhance ATK, ENG, RNG, and RPD

Attack :XXXXX) 2) 2 = 6,500
Energy :XXXXX)2)3)4) 2 = 1,200 3 = 4,000 4 = 8,000
Range :XXXXX)2)3) 2 = 1,400 3 = 5,000
Rapid :XXXXXXX)2)3) 2 = 2,000 3 = 3,000
Special :XXX)
Total cost to upgrade: 31,100 Zenny
Level 1: 24 level 2: 32 level 3: 40 level 4: 48

7. Spread Buster

Ahh yes, this gun.

You can enhance ATK, ENG, RNG, and SPC

Attack :XXXXXXXXXXXXX) 2) 3) 2 = 45,000 3 = 89,000
Energy :XXX)2)3) 2 = 18,000 3 = 30,000
Range :X)2) 2 = 12,000
Rapid :XXX)
Special :XXXXXXX) 2) 3) 2 = 20,000 3 = 35,000
Each upgrade provides 2 more bombs then last. Level 1: 3 2:5 3:7
Total cost to upgrade: 249,000 Zenny
Level 1: 16 level 2: 24 level 3: 32

8. Vacuum Arm

This is my personal favorite weapon. I mainly use my buster anyways, and this just makes my life a lot easier then having to run around a whole bunch picking up small refractor shards, and I can loot them all while fighting other Reaverbots. In fact, I take it off only to put on Shining Laser, just because by the time I have it, I don't have a use for money anymore.

You can enhance ENG, RNG, and SPC

Attack :)

Energy :XXXXXXX) 2) 2 = 1,000

Range :XXXXX) 2) 3) 2 = 500 3 = 1,000

Rapid :XXXXXXX)

Special :XXXXXXX) 2) 3) 4) 2 = 500 3 = 2,500 4 = 5,000

Total cost to upgrade: 10,500 Zenny

Level 1: 1,800 level 2: Infinity

9. Active Buster

Oh ya. I finally get to this gun. I started upgrading each gun, and when I ran out of money, _I started with 1,130,000 roughly_ I reseted the Playstation and continued on with either that gun, or the next one. But this gun took me 3 resets for just it. So ya it is awesome. And it is both an Arm and a Leg. And half a nose, if you want special also upgraded.

You can enhance everything

Attack :XXXXXXX)2) 3) 4) 2 = 30,000 3 = 85,000 4 = 200,000

Energy :XXXXX) 2) 3) 4) 2 = 5,000 3 = 35,000 4 = 990,000

Range :XXXXX)2) 3) 4) 2 = 20,000 3 = 60,000 4 = 100,000

Rapid :XXXXXXXXX) 2) 3) 4) 2 = 8,000 3 = 28,000 4 = 84,000

Special :XXXXXXX) 2) 3) 4) 2 = 5,000 3 = 30,000 4 = 60,000

Total cost to upgrade: 1,760,000 Zenny

Level 1: 32 level 2: 56 level 3: 96 level 4: Infinity

10. Blade Arm

Yet another seemingly useless special weapon, it looks kinda cool, but in general, the thought of having an energy sword is a lot better then actually having it.

You can enhance ATK, ENG, and RNG

Attack :XXXXXXXXX) 2) 3) 2 = 4,000 3 = 8,000

Energy :XXXXX)2)3) 2 = 1,000 3 = 2,000

Range :)2)3)4) 2 = 3,000 3 = 8,000 4 = 12,000

Rapid :XXX)

Special :XXX)

Total cost to upgrade: 38,000 Zenny

Level 1: 32 level 2: 64 level 3: 128

11. Grand Grenade

This is only useful if you decide to skip or just plain not get the powered buster. Either one, you need to finish the game getting one of them, and I think that that is best use for either of these two weapons.

You can enhance ATK, ENG, and RNG

Attack :XXXXXXXXX) 2) 2 = 100,000

Energy :X)2) 3) 2 = 50,000 3 = 150,000

Range :XXX)2)3) 2 = 14,000 3 = 30,000

Rapid :XXX)

Special :XXX)

Total cost to upgrade: 344,000 Zenny

Level 1: 8 level 2: 16 level 3: 32

12. Splash Mine

Ahh the first special weapon you get besides your lame kick. It is ok, and maybe even good for the upgrade to power; you can easily use this until you beat the Digging Robot the pirates build. Then after that you get the Vacuum Arm, which easily replaces this in my book.

You can enhance ATK and ENG

Attack :XXXXX) 2) 2 = 3,000
Energy :XXX)2)3) 2 = 800 3 = 1,600
Range :)
Rapid :XXXXXXX)
Special :XXX)
Total cost to upgrade: 5,400 Zenny
Level 1: 24 level 2: 32 level 3: 48

13. Shield Arm

This Arm is fun to use. But the only problem is, keyword there is fun. I like to play around and act like the shooter Reaverbots in the Main Gate. You know, take a couple steps forward, shoot, then put up shield for 5 minutes.

You can enhance ENG and SPC

Attack :)
Energy :XXX)2)3) 4) 2 = 12,000 3 = 24,000 4 = 36,000
Range :)
Rapid :XXXXXXX)
Special :XXXXXXX) 2) 2 = 20,000
Size of shield
Total cost to upgrade: 92,000 Zenny
Level 1: 300 level 2: 450 level 3: 600 level 4: 1,200

14. Shining Laser

The only true replacement for the Vacuum Arm, IMO, because it might only cost a right arm (yuk yuk) but it is well worth it, and because you can slice Megaman Juno in a couple seconds easily. And it also comes in handy against the giant Robot the pirates build in the Old City.

You can enhance ATK, ENG, and RNG

Attack :XXXXXXX) 2) 3) 4) 2 = 50,000 3 = 100,000 4 = 250,000
Energy :XXX) 2) 3) 4) 2 = 50,000 3 = 100,000 4 = 200,000
Range :XXXXX)2)3) 2 = 25,000 3 = 60,000
Rapid :XXXXXXX)
Special :XXX)
Total cost to upgrade: 835,000 Zenny
Level 1: 600 level 2: 1,000 level 3: 1,800 level 4: Infinity

15. Disclaimer

ok! So this is it! I finally finished this FAQ! I hope you enjoyed reading it, because I spent many many hours getting all that Zenny and to write it down twice, and leaving the support car to check and see how many shots you got per level of energy upgrade you got, and etc. etc. it took a while, but I did it, and so I hope this has helped you out.

And of coarse this is the typical legal stuff:

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