

Mega Man Legends 2 Special Weapons Guide

by Depthcharge

Updated to v0.97 on May 6, 2003

```
 / | / || _\|  _  | / _ | / | / | / _ | ^\ | |
 / | / || | _ | | _ | / / | | / | / | / / | | / \ | |
 / / | / || _\| | | _ | / / _ | | / / | / | | / / _ | | / ^\ | |
 / / | _ / | || | _ | | _ \ \ / _  | / / | _ / | | / _  | / / \ \ | |
 / / | _ | | | | _ \ | | / / | | / / | | / / | | / / | | \ \ | |
```

```
 / / | _\|  _  | | _ \  ^\ | | / _ \ / _  \
 / / | | _ | | _ | | | _  / \ | | / / | | / / _
 / / | _\| | | _ | | _ \ / ^\ \ | | / / | | / _
 / / _ | | _ | | _ \ \ | | _ / / \ \ | | / _ / / _
 / _  | | _ \ | | | | \ / \ \ | | / / | | / /
```

```
 / _  |
 / _  |
 / / _ |
 / / _ |
```

Special Weapons

CONTENTS

-
1. Introduction
 - a) Copyright
 - b) Version
 2. Some words
 3. Special Weapons
 - a) Map
 - b) List Of Weapons
 - c) Places-Weapons
 4. A Question
 5. Special Thanks

INTRODUCTION

Hi, I'm Depthcharge. This is the first time I write FAQs. Since I'm a Chinese, if there are any grammar mistakes or spelling errors, please email me. If you have any QUESTIONS ABOUT SPECIAL WEAPONS, feel free to email me. Actually, this is not a mml2 walkthrough, it is a FAQ that helps you to find the special weapons in mml2, so if you need a walkthrough, then you may find it at "www.gamefaqs.com".

If you have any questions, plz do not send any mails to me because I could not reply you. Check the forum instead. Thankz.

a) Copyright

This document is copyright to Depthcharge, you MUSTN'T sell it, publish it in any magazine or put it on a CD for sale. If you want to contribute this FAQ please let me know (by emailing me). This FAQ is for private use and can be found at "www.gamefaqs.com", "www.neoseeker.com" and "GameAdvice.com".

b)Version

Version:0.97

History:0.8 First!

- 0.9 Add Crusher!!!
- 0.95 Add Some Stuff!
- 0.96 Add a new site!
- 0.97 Add some answer!
- 1.0 Final! Last update

Start doing at 7-12-2000

*NOTE:If there aren't any major mistakes or changes, I wouldn't update it.

SOME WORDS

OK, when you talk to Roll in the flutter, she will give a few choices, they are :Development Room, Move, Never Mind and Talk To Roll(Sometimes only). "Move" means you fly the flutter to places, "Never Mind" is same as quit. If you choose "Development Room", she will give you another 3 choices, they are: Development, Change Weapon and Improve Weapon. As the name suggests, the "Improve Weapon" choice let you pay some money to improve your special weapon, to make it more powerful. In mml2, the rules of the world is not the same as the classic megaman games. You can only equip 1 special weapon(choose yourself) and a lifter(it's a must), so you need to choose your weapon wisely. To choose your special weapon, select the "Change Weapon" choice. When you need to combine the things you have found, choose "Development" instead.

SPECIAL WEAPONS

Finally, to the main point, there are 14 weapons I HAVE FOUND IN MML2, another told by a few people. Maybe there are more than these or you know more, please email me,thanks. In mml2, special weapons are made by the combination of 2 things you have collected, and the materials that each special weapons needed is set. Then, talk to Roll in the flutter and choose "Development Room" and choose "Development" again to combine the materials you have found. For an example , the materials that Ground Crawler needed are Rusted Mine and Bowling Ball, and they can be found at certain place.

a)Map

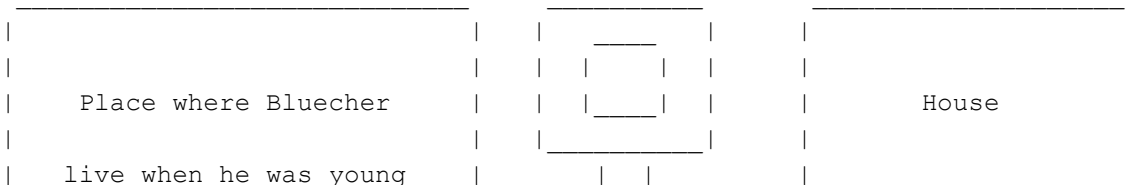
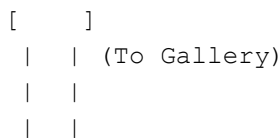
Since some of the items are tricky to find, especially the "Green Eye", a lot of my friends are complaining about it, they definitely have overlooked it. So, I have drawn some maps to guide you. Maybe the maps are not exactly the same, and I'm sorry for that.

BASIC SYMBOLS:

- X:The Item
- []:Door

MAP 1:Calinca, Yonsyonke City

MATERIALS CAN BE FOUND:Radar Notes(Mechanic Notes 1), Broken Vacuum(in a house)




```

|-----|-----|----|-----|----|-----|-----|
|              D:Data|         |      |      |      |      |      |      |      |
[ ]Elevator      (D) |         |      |      |      |      |      |      |
|-----|-----|----|-----|----|-----|-----|
|         |         |         |         |         |         |         |
|         |         |         |         |         |         |         |
|         |         |         |         |         |         |         |
|         |         |         |         |         |         |         |
|         |         |         |         |         |         |         |
|         |         |         |         |         |         |         |
|         |         |         |         |         |         |         |
|         |         |         |         |         |         |         |
|         |         |         |         |         |         |         |

```

b) List Of Weapons

1. CRUSHER

MATERIALS-
Soft Ball
Taser

PLACE-

Soft Ball: Saul Kada Island, Saul Kada Ruins, Floor B1. In a crate.

Taser: Saul Kada Island, Kimotoma City, Ruin Gate (where you fight Tiesel).

This thing is tricky, I know it by the information given by some people (If you want to know who they are, please read "SPECIAL THANKS" Section. OK, you need 2 things in order to get Taser. First, you need to get a Reaverbot claw from the owner of Calinca Junk Shop. (You need to enter the Junk Shop through the back door, see MAP 1)

Second, you need to be bad! (Funny?) In order to get bad, kick the pig in Calbania Island continuously until the pig and you are very dark. (Dark Megaman?)

After that, talk to a guy hidden behind a pillar in Saul Kada Ruin Gate and give him the Reaverboot Claw. (You can't give him if you are not bad enough) Then, he will sell you some "good stuff", that are Reaverbot Eye (100,000 Z) and Taser (10,000 Z).

COST TO IMPROVE-

Attack : oooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)
90000 Z 90000 Z 270000 Z
Energy : oooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)
67500 Z 85500 Z 103500 Z
Range : oo|(Can't be improved)
0 Z
Rapid : oo|(Can't be improved)
0 Z
Special: oooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)
90000 Z 720000 Z 2700000 Z

DESCRIPTION-

A powerful weapon.

COMMENTS-

You throw a ball like thingy at a short range and the ball creates an energy that blast off enemies. Its range is very short and very slow. You may need to use it to blast off strong and do not move enemy (Is there any???) In short, it's a useless weapon. Just plain cool.

2. BUSTER CANNON

MATERIALS-

Thick Pipe

Artillery Notes (Mechanic Notes 2)

PLACE-

Thick Pipe: Manda Island, Manda Ruins, Floor B2. In a crate, see MAP 4.

Artillery Notes: Manda Island, Pokte Caverns, Floor B1. In a crate.

COST TO IMPROVE-

Attack :ooooooooooooo|ooooooooooooooo|ooooooooooooooo| (MAX)

30000 Z 50000 Z 500000 Z

Energy :ooooooooooooo|ooooooooooooooo|ooooooooooooooo| (MAX)

30000 Z 60000 Z 120000 Z

Range :ooooooooooooo|ooooooooooooooo|ooooooooooooooo| (MAX)

Rapid :oo|(Can't be improved)

0 Z

Special:oo|(Can't be improved)

0 Z

DESCRIPTION-

Good firepower and range, but cannot be fired while moving.

COMMENTS-

Actually, you don't need this weapon, Hyper Shell replaces it.

3. HYPER SHELL

MATERIALS-

Firecracker

Rusty Bazooka

PLACE-

Firecracker: Nino Island, Ruminoa City, Master's Room. After the Parabola Gun

is used to defeat Glyde, talk to a man (John) beside Guild

Master and he will give it to you.

Rusty Bazooka: Calbania, Kito Caverns, Floor B1. In a crate.

COST TO IMPROVE-

Attack :ooooooooooooo|ooooooooooooooo|ooooooooooooooo| (MAX)

54000 Z 90000 Z 180000 Z

Energy :ooooooooooooo|ooooooooooooooo|ooooooooooooooo| (MAX)

27000 Z 54000 Z 108000 Z

Range :ooooooooooooo|ooooooooooooooo|ooooooooooooooo| (MAX)

22500 Z 67500 Z 108000 Z

Rapid :oo|(Can't be improved)

0 Z

Special:ooooooooooooo|ooooooooooooooo|ooooooooooooooo| (MAX)

9000 Z 45000 Z 90000 Z

DESCRIPTION-

Spreads damage over a large area, but cannot be fired while moving.

COMMENTS-

Useful at the middle of the game and nearly end of the game, worth for improvements (I mean improve the weapon!).

4. HOMING MISSILE

MATERIALS-

Radar Notes (Mechanic Notes 1)

Bottle Rocket

PLACE-

Radar Notes: Calinca, Yonsyonke City. In a bin, see MAP 1.

Bottle Rocket: Sulphur-Bottom, Junk Shop. Buy it for 1000 Zenny.

COST TO IMPROVE-

Attack :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)

10000 Z 120000 Z 1000000 Z

Energy :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo| (INFINITE)

15000 Z 30000 Z 500000 Z

Range :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)

5000 Z 30000 Z 60000 Z

Rapid :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)

10000 Z 30000 Z 100000 Z

Special:oooooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)

10000 Z 30000 Z 1000000

DESCRIPTION-

Fire missiles that track their target.

COMMENTS-

My second favourite weapon, since it is fast and if you upgrade its energy to full, it is infinite! Useful at the beginning of the game, worth for some upgrades.

5. GROUND CRAWLER

MATERIALS-

Rusted Mine

Bowling Ball

PLACE-

Rusted Mine: Manda Island, Manda Ruins, Floor B1. In a crate.

Bowling Ball: Manda Island, Pokte Village. In a bin behind a house, see MAP 3

COST TO IMPROVE-

Attack :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)

2000 Z 4000 Z 6000 Z

Energy :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)

3000 Z 5000 Z 7000 Z

Range :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)

1000 Z 1500 Z 2000 Z

Rapid :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)

1500 Z 2500 Z 3500 Z

Special:oooooooooooooooo|oooooooooooooooo|oooooooooooooooo| (MAX)

5000 Z 7500 Z 18000 Z

DESCRIPTION-

Rolls along the ground until it touches an enemy, then explodes.

COMMENTS-

You cannot sure that when this buggy will explode! Useless weapon, don't care about it.

6. VACUUM ARM

MATERIALS-

Broken Motor
Broken Vacuum

PLACE-

Broken Motor:Flutter, Storage. You can only go to the storage after mission 1 and pay certain amounts of zenny(sorry that I have forgotten how much you need to pay) to Roll in order to repair it. Then, after some time you can enter the storage. It's in a big crate.
Broken Vacuum:Calinca, Yonsyonke City, Interior. Inside a cupboard in a house, see MAP 1.

COST TO IMPROVE-

Attack :oo|(Can't be improved)
0 Z
Energy :ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(INFINITE)
1000 Z 10000 Z 100000 Z
Range :ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(MAX)
1000 Z 2000 Z 4000 Z
Rapid :oo|(Can't be improved)
0 Z
Special:ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(MAX)
1000 Z 2000 Z 5000 Z

DESCRIPTION-

Useful for picking up refractors and energy cubes.

COMMENTS-

Useful when you are short of money, energy, etc, because it sucks the things you need rapidly. But useless when you are rich... Not really worth for improvements.

7. REFLECTOR ARM

MATERIALS-

Super Ball
Bomb Schematic

PLACE-

Super Ball:Sulphur-Bottom, Junk Shop. Buy it after the second key was found, for 500 Zenny.
Bomb Schematic:Manda Island, Pokte Caverns, Floor B1. In a crate.

COST TO IMPROVE-

Attack :ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(MAX)
4500 Z 6300 Z 31500 Z
Energy :ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(MAX)
3600 Z 4950 Z 6300 Z
Range :ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(MAX)
1800 Z 2700 Z 4500 Z
Rapid :ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(MAX)
2700 Z 4050 Z 5400 Z
Special:oo|(Can't be improved)
0 Z

DESCRIPTION-

Rebounds and explodes if bounced off wall.

COMMENTS-

Man! This weapon sucks! Forget about it!

8. SHIELD ARM

MATERIALS-

Shield Generator
Shielding Notes(Mechanic Notes 5)

PLACE-

Shield Generator:Calinca, Calinca Ruins, Floor B3. Need to release the Red
Barrier in order to get to the crate where Shield Generator
is in.

Shielding Notes:Saul Kada Island, Saul Kada Ruins, Floor B3. In a crate.

COST TO IMPROVE-

Attack :oo|(Can't be improved)
0 Z

Energy :ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(INFINITE)
10800 Z 13500 Z 16200 Z

Range :oo|(Can't be improved)
0 Z

Rapid :oo|(Can't be improved)
0 Z

Special:oo|(Can't be improved)
0 Z

DESCRIPTION-

Creates a protective shield.

COMMENTS-

What do you choose when you have only one choice on special weapons?
Sure we will choose some reliable, durable and powerful weapons. In
short, it is useless.

9. BLADE ARM

MATERIALS-

Zetsabre
Blade Beam Notes(Mechanic Notes 4)

PLACE-

Zetsabre:Manda Island, Pokte Village, Mayor's Home. First, answer the 10
questions correctly given by the mayor. Then, she will offer you
either you buy the weapon(Zetsabre) for 2,000,000 Zenny or answer
100 questions correctly in a row given by her, it's your choice!

Blade Beam Notes:Saul Kada Island, Saul Kada Ruins, Floor B3. In a crate.

COST TO IMPROVE-

Attack :ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(MAX)
90000 Z 270000 Z 450000 Z

Energy :ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(INFINITE)
9000 Z 45000 Z 180000 Z

Range :ooooooooooooo|ooooooooooooooo|ooooooooooooooo|(MAX)
45000 Z 180000 Z 540000 Z

Rapid :oo|(Can't be improved)
0 Z

Special:oo|(Can't be improved)
0 Z

DESCRIPTION-

Creates an energy blade.

COMMENTS-

Man, it's my favourite weapon and I love the style of this weapon, just like the Z-Sabre in classic megaman games, and I'm a fan of Zero, too! But it's not that useful since its short range. If you have A LOT OF MONEY, upgrade it for fun... Hahaha!

10.SHINING LASER

MATERIALS-

Laser Manual
Green Eye

PLACE-

Laser Manual:Calinca, Calinca Ruins, Floor B1. In a crate.
Green Eye:Elysium, Shuttle Bay. In a crate at your right, see MAP 5.

COST TO IMPROVE-

Attack	:ooooooooooooo ooooooooooooo ooooooooooooo (MAX)
	45000 Z 450000 Z 4500000 Z
Energy	:ooooooooooooo ooooooooooooo ooooooooooooo (INFINITE)
	90000 Z 900000 Z 9000000 Z
Range	:ooooooooooooo ooooooooooooo ooooooooooooo (MAX)
	90000 Z 450000 Z 900000 Z
Rapid	:oo (Can't be improved)
	0 Z
Special	:oo (Can't be improved)
	0 Z

DESCRIPTION-

Fires high powered laser beams.

COMMENTS-

This weapon is horribly powerful if it is fully improved. Very useful at finishing the last 4 guardians again and Sera(Boss). But it is so expensive to upgrade, so save your money up at the beginning of the game if you want an easy ending. The disadvantage is that you cannot fire while walking.

11.MACHINE GUN ARM

MATERIALS-

Broken Model Gun
Long Barrel

PLACE-

Broken Model Gun:Calinca, Abandoned Mone, Floor B1. In a crate.
Long Barrel:Sulphur-Bottom, Junk Shop. Buy it for 1000 Zenny.

COST TO IMPROVE-

Attack	:ooooooooooooo ooooooooooooo ooooooooooooo (MAX)
	3000 Z 30000 Z 100000 Z
Energy	:ooooooooooooo ooooooooooooo ooooooooooooo (MAX)
	5000 Z 15000 Z 25000 Z
Range	:ooooooooooooo ooooooooooooo ooooooooooooo (MAX)
	1000 Z 5000 Z 10000 Z
Rapid	:ooooooooooooo ooooooooooooo ooooooooooooo (MAX)
	2000 Z 20000 Z 50000 Z
Special	:oo

DESCRIPTION-

Has a high rate of fire.

COMMENTS-

Weak, but super useful when protecting the Parabola Gun(One of the missions in Nino), don't need much improvements, and it charges fast like HELL!

12.SPREAD BUSTER

MATERIALS-

Sower
Spread Fire Notes(Mechanic Notes 3)

PLACE-

Sower:Nino Island, Nino Ruins, Floor B4(The ruins that can be filled with water). In a crate.
Spread Fire Notes:Nino Island, Nino Ruins, Floor B2(The ruins that can be filled with water). Need to dill a wall in order to reach the crate where the note is situated.

COST TO IMPROVE-

Attack :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo|(MAX)
9000 Z 18000 Z 27000 Z
Energy :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo|(MAX)
9000 Z 13500 Z 16200 Z
Range :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo|(MAX)
5850 Z 7200 Z 9000 Z
Rapid :oooooooooooooooo|oooooooooooooooo|oooooooooooooooo|(MAX)
4500 Z 6750 Z 8100 Z
Special:ooo|(MAX)
90000 Z

DESCRIPTION-

Fires multiple explosives simultaneously.

COMMENTS-

Use your X-Buster instead of this weapon, don't bother it.

13.AQUA BLASTER

MATERIALS-

Nothing.

PLACE-

You will have it automatically at the beginning of the game.

COST TO IMPROVE-

Attack :oo|(Can't be improved)
0 Z
Energy :ooo|(INFINITE, Don't need
0 Z to be improved)
Range :oo|(Can't be improved)
0 Z
Rapid :oo|(Can't be improved)
0 Z
Special:oo|(Can't be improved)
0 Z

DESCRIPTION-

Used for stopping fires, not suitable for combat.

COMMENTS-

You only need this to stop fires, other than that, it is useless.

14.HUNTER SEEKER

MATERIALS-

Sensor
Autofire Notes (Mechanic Notes 6)

PLACE-

Sensor:Saul Kada Island, Kimotoma Caverns, Floor B1. In a LEAKING WALL, not a crate.
Autofire Notes:Saul Kada Island, Kimotoma Caverns, Floor B1. In a crate.

COST TO IMPROVE-

Attack	:ooooooooooooooooo ooooooooooooooooo ooooooooooooooooo (MAX)
	9000 Z 13500 Z 27000 Z
Energy	:ooooooooooooooooo ooooooooooooooooo ooooooooooooooooo (MAX)
	9000 Z 18000 Z 27000 Z
Range	:oo (Can't be improved)
	0 Z
Rapid	:oo (Can't be improved)
	0 Z
Special	:ooooooooooooooooo ooooooooooooooooo ooooooooooooooooo (MAX)
	9000 Z 90000 Z 450000 Z

DESCRIPTION-

Independent weapon that closes in on target while firing regularly.

COMMENTS-

This weapon ain't that useful, but it is very cool. You shoot some thingy and when you aim an enemy, it will shoot it for you. Upgrade it if you are rich.

15.DRILL ARM

MATERIALS-

Broken Drill
Heavy Duty Gear

PLACE-

Broken Drill:Manda Island, Pokte Village. It's in a pot right beside Mayor's House.
Heavy Duty Gear:Sulphur-Bottom, Flying Ship Dock. In a crate, see MAP 2.

COST TO IMPROVE-

Attack	:ooooooooooooooooo ooooooooooooooooo ooooooooooooooooo (MAX)
	1000 Z 2000 Z 3000 Z
Energy	:ooooooooooooooooo ooooooooooooooooo ooooooooooooooooo (MAX)
	1000 Z 1500 Z 2000 Z
Range	:oo
	0 Z
Rapid	:oo
	0 Z
Special	:oo
	0 Z

DESCRIPTION-

Can be used to destroy certain types of walls.

COMMENTS-

Basically, you just need it to drill some walls, so you don't really need to improve it, save your money up.

Finally, the list ends here, I think there are all the weapons in mml2, but if you find out some, please email me in order to make this faqs more complete.

c)Places-Weapons

I made this section just for your convenience.

JUNK SHOP:

- i) Bottle Rocket
- ii) Long Barrel
- iii)Super Ball

FLUTTER:

- i)Broken Motor

SULPHUR-BOTTOM:

- i)Heavy Duty Gear

CALINCA:

- i) Radar Notes
- ii) Broken Vacuum
- iii)Broken Model Gun
- iv) Shield Generator(After the ruins is opened)
- v) Laser Manual(After the ruins is opened)

MANDA ISLAND:

- i) Thick Pipe
- ii) Artillery Notes
- iii)Rusted Mine
- iv) Bowling Ball
- v) Bomb Schematic
- vi) Zetsabre
- vii)Broken Drill

CALBANIA:

- i)Rusty Bazooka

NINO ISLAND:

- i) Fire Cracker
- ii) Sower
- iii)Spread Fire

SAUL KADA ISLAND:

- i) Shielding Notes
- ii) Blade Beam Notes
- iii)Sensor
- iv) Autofire Notes
- v) Taser

ELYSIUM:

- i)Green Eye

2 QUESTIONS

1. A few buddies email me and ask me this question:

Which is the most powerful weapon in mml2?

Personally, I think that Shining Laser is the most powerful weapon, since its attack can be very high. But the problem is, you get it only nearly end of the game, so if the question is "which is the most useful weapon in mml2?", I think is Hyper Shell(No doubt, I use it most of the time)

Well, what do you think? Email me your opinion so that we can share it(Maybe I will post it for my next update!Who knows?)

(By NEMESISMWC22@aol.com)

The most USEFUL weapon, I think is the Homing Missile. Its homing ability w/ good attack is excelent for a starting weapon, allowing you to shoot inaccurately and still hit your target.

NEMESIS

(By AMKNIGHTEAGLE@aol.com)

Hello I read your FAQ in my opinion I believe the blade arm is the most best weapon. The Shining Laser is powerful but you cant move when firing it and its expensive to upgrade and the homing missile is crap this compared to the one MM Legends 1 but I think the blade arm is good because its cheap to upgrade(somewhat) and its infinite and pretty much the best close range weapon you could ask for (next to the drill arm) but then again I like getting in the enemies face.

AMKNIGHTEAGLE

2. How do you change it back to normal megaman after you get bad?

Just go to donate some money to the priest in a church in Calinca and you can change it back to normal megaman.

3. How to get Upgrades(By "Jose Luis Garcia" <ixoye@alaskalife.net>)

"Might I suggest that you post a message about how to get upgrades? In the Pokte caverns (the ruin, not the subgate) there is a massive golden bird thingy that does nothing but charge you if you get close. If you have a good buster, you can blow it away like THAT! Anyway, everytime you go into the caverns, you will either see a shielder, a frog, or a treasure chest. These are the three different sets of enemies, and you can only get the bird if you see the treasure chest, which is a mimic chest; it has nothing but explosive bombs which can kill you if you aren't careful.

Once you enter the ruins, be sure you see the treasure chest before going forward. Go through the door behind the chest and you will be in a large room with two corridors. The left corridor is guarded by two shielders and a small pack of suiciders. On the right, there sit nothing more than a pair of shielders. Go to the right corridor (just jump over the shielders) and follow it till you come to a door. On the other side of this door are four frog bots. Dispose of them, and leave the chest alone, as it is a mimic chest. To the right is a corridor. Go down it, and make a left. There is a hole in the wall with some zenny, but this is nothing more than nickels and dimes. Turn around and go straight, towards the door. There is another corridor to the left; take it. You will come to a door, which is the entrance to the golden bird bot. Kill it by standing back, as you will be too far away for it to attack. Once it is dead, collect your 6,000 (if you're playing on easy), 8,000 (if on normal), or 26,000 (if on hard or very hard). Turn around and exit the room. Wait! Don't leave the ruins! Go BACK into the room and the bird will be there again! Blow that sucker away like a dirty piece of birch bark! Repeat this process over and over until you have enough zenny. By the way, HAVE SOME PATIENCE! I did this for fifteen minutes on normal, and I got 500,000 zenny! Imagine if I had done this for two hours! BWAHAHAHAHAHAHAHAHAHAHA!!!!!!! sorry."

zerglurker2000

4. How to get zenny in an easier way?

(By NEMESISMWC22@aol.com)

A good way to make money in MegaMan Legends 2, is to travel to Yosyonke City , go into the 4th ruins. travel way down into the level that is make of snow hills. just run around in there with the vacuum arm and blast away ever cluster of Zakobons that you come across. Collect the refractors and you will gain tens of thousands of zenny in no time.

NEMESIS

(By Krauner@aol.com)

I'm not sure if you still care to know but I found a good Money making venture in MML2.... You know those large monsters in Elysium that spit out the flaming Zakobons... Well there so happens to be a room with four of those 'Money Makers' if you park in the center of the room and auto target the ZakoBons with your Vacuum Arm equipped you make 10,000 per time you activate your vacuum arm.... (It helps to have it juiced up all the way.) It doesn't matter if they catch you on fire because each one gives you health. I was on S Difficulty when I did this but its worth it I made a million in about 15 minutes this way....

Krauner

5. How to defeat the Claymore in an easier way?

(By fallenangel9558@yahoo.com)

To easily defeat Claymore (large armored guy) use the drill arm. He pretty much stands still and shoots so if you can dodge his bullets you can get in close and drill him, and it almost instantly kills him. The second time you fight him it take a moment but it's still a short sweet battle!
The drill also works for getting the sheild guys to drop their sheild and other enemies are vunerable too. Those little crawling guys that look like big robot ticks will flip over at first and the drill kills them quickly.

Justin Bailey

ADD ON

Well, first of all, this section is 100% made by NEMESIS, the reason i add this section so that ya guys can have more info on weapons, one word, THANKZ NEMESIS!!

Aqua Blaster

Used for stopping fires; not suitable for combat.

Attack : N/A

Energy : Infinite

Range : N/A

Rapid : N/A

Special : N/A

Recharge: Superior

Bio: A weapon which is only useful for putting out fires. This includes being able to deminish the flame barrier around you if you get attacked by a flame based Reaverbot.

Buster Cannon

Good firepower and range, but cannot be fired while moving.

Attack : Great Firepower

Energy : 44 4 Per Charge

Range : Excellent Range

Rapid : Moderate Rapid

Special : N/A

Recharge: Moderate

Bio: The enhanced cannon form of the Buster Gun, this weapon fires large plasma

round with armor piercing capabilities. It fires extremely long range, hypervelocity bullets. This weapon also comes with a bit of a homing ability so that the shots can "curve" into their targets.

Crusher

A powerful weapon.

Attack : Superior Firepower

Energy : 21 1 Per Charge

Range : N/A

Rapid : Extremely Low Rapid

Special : Makes Energy Sphere Last Longer

Recharge: Very Poor

Bio: An incredibly powerful weapon. When you throw the sphere, once it hits a target a massive electrical sphere forms, destroying everything inside. The electrical sphere can last dozens of seconds.

Drill Arm

Can be used to destroy certain types of walls.

Attack : Moderate Firepower

Energy : 660 66 Per Charge

Range : None

Rapid : N/A, Constant

Special : N/A

Recharge: Great Recharge

Bio: A weapon which can be used to drill through walls inside of the Ruins. Also can be used as a weapon for enemies, but isn't advised as you have no range.

Homing Missile

Fires missiles that track their target.

Attack : Great Firepower

Energy : Infinite 8 Per Charge

Range : Excellent Range

Rapid : Moderately High Rapid

Special : Increases Homing Abilities

Recharge: Very Poor

Bio: A great and highly effective weapon which fires homing missiles which can track its targets very effectively. Although it can fire a few very powerful missiles at once, it takes quite a while for it to completely recharge, but this makes an excellent weapon as you don't have to be very accurate.

Ground Crawler

Rolls along the ground until it touches an enemy, then explodes.

Attack : High Attack Power

Energy : 88 8 Per Charge

Range : Great Range

Rapid : Excellent Rapid

Special : Increases Tracking Abilities

Recharge: Very Poor

Bio: Shoots explosive units which travel along the ground until they find their target, then explode.

Hunter Seeker

Independent weapon that closes in on target while firing regularly.

Attack : Moderate, Excellent When Directed Into Target

Energy : 41 One Per Charge

Range : N/A

Rapid : Extremely Low Rapid

Special : Increases Life Span

Recharge: Very Poor

Bio: Fires independent units which, when you lock-on to a target, will begin

firing plasma bullets of their own. They have a limited life span and self-destruct when the span has reached its maximum. Its self-destruct capabilities have excellent attack power and, when a unit touches a target, cause massive amounts of damage.

Hyper Shell

Spreads damage over a large area, but cannot be fired while moving.

Attack : Excellent Firepower

Energy : 41 1 Per Charge

Range : Excellent Range

Rapid : Low Rapid

Special : Increases Explosive Spread

Recharge: Fast

Bio: A highly explosive weapon. When it hits its target, it causes multiple, massive explosions which spread over a large range. Although the bullet itself is very slow, it has long range and armor piercing rounds with a powerful punch.

Lifter

Can be used to pick up various objects.

Attack : N/A

Energy : N/A

Range : N/A

Rapid : N/A

Special : N/A

Recharge: N/A

Bio: This only allows MegaMan to pick up various objects and throw them, including certain Reaverbots.

Machine Gun Arm

Has a high rate of fire.

Attack : Fair

Energy : 326 9 Per Charge

Range : Moderate

Rapid : Excellent Rapid

Special : N/A

Recharge: Extremely High Recharge

Bio: A fair, rapid fire weapon. Although it lacks in firepower, it can make up for with its high-speed firing abilities.

Reflector Arm

Rebounds and explodes if bounced off a wall.

Attack : Moderately high

Energy : 233 9 Per Charge

Range : High Range

Rapid : Excellent Rapid

Special : N/A

Recharge: Moderately High

Bio: A weapon which fires metallic spheres which can rebound off of walls repeatedly allowing them to hit stray targets.

Shield Arm

Creates a protective shield.

Attack : N/A

Energy : Infinite Constant

Range : N/A

Rapid : N/A

Special : N/A

Recharge: High Recharge Rate

Bio: A weapon that creates a defensive shield around the user. Can be protective against enemy contact and certain types of enemy bullets.

Shining Laser

Fires high-powered laser beams.

Attack : Superior Firepower

Energy : Infinite

Range : Moderate Range

Rapid : N/A, Constant

Special : N/A

Recharge: Excellent

Bio: A superior weapon which can cut down any enemies. Able to penetrate multiple enemies at once, the Shining Laser is the most powerful weapon, even more than a match for any bosses you encounter.

Spread Buster

Fires multiple explosives.

Attack : High Firepower per each shot, Excellent for all

Energy : 131 3 Per Charge

Range : Moderately High

Rapid : High Rapid

Special : Increases Spread

Recharge: Extremely Fast

Bio: A gun which can fire up to 5 energy rounds at once, allowing for a wide firing range. If up close while firing, you can inflict large amounts of damage to the target.

Vacuum Arm

Used for picking up Refractors and Energy Cubes.

Attack : N/A

Energy : Infinite

Range : Excellent Range

Rapid : N/A, Constant

Special : Increases Suction Speed

Recharge: Excellent

Bio: This lets you collect scattered refractor shards really easily. It can't be used as a weapon, but is really helpful for raising your Zenny Account.

Blade Arm

Creates an energy blade.

Attack : Great Attack Power

Energy : Infinite

Range : Low Range

Rapid : Moderately High Rapid

Special : N/A

Recharge: Excellent Recharge

Bio: A laser sword able to be used in various types of combat. Combo attacks can be used as it has a lengthy laserblade.

----- SPECIAL THANKS -----

There are a few things I want to thank for:

- 1.Thank my parents for buying me the PS
- 2.Thank my parents for buying me the mml2 CD
- 3.Thank my parents for buying me this computer in order to write this FAQ
- 4.Thank GameFAQS.com for giving me a chance
- 5.Thank Capcom who made this nice game
- 6.Thank God that I successfully finish the FAQ
- 7.Specially thank NEMESIS for the section he give me. Thankz man!
- 8.Thank these few people for taser:
 - a)Edison Franklin<edisonfranklin@hotmail.com>

