

# Mega Man X4 FAQ/Walkthrough

by Warhawk

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| Mega Man X4 FAQ / Walkthrough |
| by: Stephen "Warhawk" Harris |
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| In Memory of Cat Todd |
| 1985 - 2014 |
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PlayStation controls

[MMX4 3.1]

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Mega Man X

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Control ~~~~~	Function ~~~~~
Square	Fire X-Buster / Special Weapon
X	Jump
Triangle	Fire X-Buster / Special Weapon
Circle	Dash
Circle then X	Dash Jump
L1	Change Weapon
L2	No Use
R1	Change Weapon
R2	Giga Attack*
Start	Opens Weapon / Item Menu
Select	Quit Menu when in Weapon / Item Menu

Zero

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| Control<br>~~~~~ | Function<br>~~~~~                    |
|------------------|--------------------------------------|
| Square           | Z-Saber                              |
| X                | Jump                                 |
| X then X         | Double Jump*                         |
| Triangle         | Z-Saber                              |
| Circle           | Dash                                 |
| Circle then X    | Dash Jump                            |
| L1               | No Use                               |
| L2               | No Use                               |
| R1               | No Use                               |
| R2               | No Use                               |
| Start            | Opens Weapon / Item Menu             |
| Select           | Quit Menu when in Weapon / Item Menu |

\*: Not available from start

Saturn controls

[MMX4 3.2]

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Mega Man X

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| Control<br>~~~~~ | Function<br>~~~~~         |
|------------------|---------------------------|
| B                | Jump                      |
| C                | X-Buster / Special Weapon |
| A                | X-Buster / Special Weapon |
| ?**              | Dash                      |
| L Button         | Change Weapon             |
| R Button         | Change Weapon             |

|       |                  |
|-------|------------------|
| Up    | Move Up ladder   |
| Down  | Move Down ladder |
| Left  | Move "X" Left    |
| Right | Move "X" Right   |

\*\* : If anyone knows the remaining button please contact  
and proper credit will be given

Zero  
????

| Control  | Function         |
|----------|------------------|
| ???????  | ???????          |
| B        | Jump             |
| C        | Z-Saber          |
| B, B     | Double Jump*     |
| ?**      | Dash             |
| L Button | Change Weapon    |
| R Button | Change Weapon    |
| Up       | Move Up ladder   |
| Down     | Move Down ladder |
| Left     | Move "X" Left    |
| Right    | Move "X" Right   |

\*: Not available from start  
\*\* : If anyone knows the remaining button please contact  
and proper credit will be given

PC controls  
[MMX4 3.3]  
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Mega Man X  
??????????

Keyboard controls  
??????????

| Control      | Function                    |
|--------------|-----------------------------|
| ???????      | ???????                     |
| Up Arrow     | Move Character Up           |
| Down Arrow   | Move Character Down         |
| Left Arrow   | Move Character Left         |
| Right Arrow  | Move Character Right        |
| C key        | Attack / Confirm / X-Buster |
| X / Esc. key | Jump / Cancel               |
| Z key        | Dash                        |
| Z then X     | Dash Jump                   |
| F key        | Giga Attack*                |
| V key        | X-Buster                    |
| A key        | Weapon Select               |
| S key        | Weapon Select               |
| Enter        | Start                       |
| Tab          | Select                      |



|       |               |
|-------|---------------|
| X key | Giga Attack*  |
| Y key | Z-Saber       |
| L key | Weapon Select |
| R key | Weapon Select |
| Start | Start         |
| Macro | Select        |

Both  
 ヲ

Keyboard  
 ヲ

| Control | Function                                          |
|---------|---------------------------------------------------|
| Control | Function                                          |
| F4      | Switch between "Window" and "Full Screen"         |
| F5      | Select Resolution                                 |
| F6      | Select Display Colors [16 bit recommended]        |
| F7      | Select Display Size                               |
| F9      | Stop Title Screen, Exit Game [F9 at title screen] |

\*: Not available from start

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|                                     4. Walkthrough                               |
|                                     [MMX4 4]                                       |
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Part One: Mega Man X Walkthrough [MMX4 4.X]  
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Prologue: Sky Lagoon [MMX4 4.XP]  
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Items: None  
 Weapons Acquired: None  
 Armor Upgrades: None  
 Boss: Eregion

Cast of Enemies  
 ヲ  
 Hover Gunner  
 Knot Beret  
 Mad Bull 97  
 Trap Blast

Area 1: Sky Lagoon  
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The first part of the Sky Lagoon is pretty much straight forward. You have to make it through this section without many enemies to deal with. There is only one problem is that you have an optional Sub-Boss to worry about, but you don't have to worry about him at this moment if you don't feel the need to. If you decide not to fight it, keep on going until you come to a wall that stands in your way and the only way past it is by shooting at it until it's destroyed. Once you have done that the boss will leave for now and you have to make your way through the rest of this part, though at the same time it seems as though the Sky Lagoon is taking some kind of damage. Make your way through some hoarde of enemies until you reach the vault doors, and upon

entering the second one you'll encounter "Magma Dragoon" who informs you that the Maverick had just taken out the power generator. Which means the Sky Lagoon is falling to it's doom and time to get out of there as fast as possible.

Sub-Boss: Eregion [Optional]

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Sub-Boss: Eregion

HP: 48

Alligance: None

Attacks: 5 [Ground Punch], 5 [Ground Slam], 4 [Energy Ball]

Weakness: None

If you chose to fight the Dragon the best way to get him out of the area is when he slams one of its hands on the ground and perfect time to take some shots at it. Keep up this strategy until his energy is depleted and takes a retreat.

Area 2: Sky Lagoon

~~~~~

Upon teleporting to the next area, and seeing how much destruction the Sky Lagoon, caused to the area along with any civilization that was here. Upon going through the area you have to be careful of some areas where the ceiling or ground can either come crashing down or even cave in so be on your guard at all times. The best part is that you'll only have to worry about two types of enemies between here and the end of the level. Although some areas are blocked and the only way through is by destroying them in order to get through. This section shouldn't be too hard to get through and once you do it's time to finally face that dragon from the first area. Only this time it's for the final time, just you and him.

+-----+  
| Boss Fight: Eregion |  
+-----+

Boss: Eregion

HP: 48

Alligance: None

Attacks: 3 [Contact], 3 [Energy Ball], 3 [Energy Ball Stream], 5 [charge],  
5 [Wing Swipe]

Weakness: None

The first boss fight of the game. He's rather simple to defeat but you have to be careful of his flying as well as the shooting energy orbs. Although the energy orbs are fired in two ways rapid or by individual shots though both can be dodged good if you can calculate where they're going to be going. Best strategy is to try to go with charged shots and fire at the head of it, and it should be easy to get by this "Maverick". Upon defeating him, someone calling himself "Colonel" will come in, although he refuses to disarm to head back to Hunter Base with you. After the conversation you'll teleport back to Hunter Base only to fight eight Reploids but just how many are from Repliforce.

Chapter One: Jungle [MMX4 4.X1]

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"He protects the secret weapon of the jungle."

Items: Life Up

Weapon Aquired: Lightning Web  
Armor Upgrade: Leg Parts  
Boss: Web Spider

#### Cast of Enemies

????????????????

Blast Raster  
Kill Fisher  
King Poseidon  
Kyunbyunn  
Mega Nest  
Metal Gabyoall  
Obiiru  
Spider Core

#### Area 1: Jungle

????????????????

From the start of the stage drop down and continue heading through as there'll be four Kill Fishers along with a King Poseidon to deal with before having to drop down again into another area. As you drop down there'll be Blast Raster on the right side of the cliff down but watch out for the Metal Gabyoall as you drop down. Once you reach a cliff where you see an opening for like a cave walk on in and you'll be able to obtain the armor upgrade for the legs.

"This battle should never have happened. X...Why must Reploids fight amongst each other? Why do these peace keepers persist in fighting each other? This must be some kind of mistake. X, enter this capsule. Equip with this to discover the truth. Equip with this boot module and jump twice in the air to hover. You can move either left or right and will remain airbourne for a few moments. It is effective for negotiating through higher and more dangerous terrain. Stop this tragic war as soon as possible X."

Go in and get the armor upgrade but unlike the X games before there isn't any demonstration to show how it'll work for you. Exit out of the cavern and drop down the hole into another cavern. Make your way to the right. Watch out for the King Poseidon up ahead and the Blaster Raster after that before jumping over the pit. Once up there'll be another King Poseidon to deal with then a Kill Fisher and a Wall Blaster. Making your way through as there'll be only these ones to deal with and only an occasional Metal Gabyoall along the way. When you make your way through so far you'll have to use the logs that come down via waterfall to get to the next platform and once again there'll be another log section to deal with before the next platform to get to the ladder.

Make your way up the ladder as you'll only be dealing King Poseidons and Blaster Rasters on your way up. Once that you make your way up you'll come across what looks like a dead end with King Poseidons. Do what you have to do to break the wall while trying to keep the King Poseidons from doing any damage to you. Once you break it, any King Poseidons will be destroyed automatically.

#### Area 2: Jungle

????????????????

The start of the second are of the stage as it shouldn't be too hard to get through this section of the stage leading up to Web Spider. As you start off there'll be some Obiiru from the start that'll try to attack along with a Blaster Raster. After that there'll be a few Spider Cores after the Blaster



Raster as well as another Blaster Raster and a Obiiru as you try to get under some tree brush. Make your way through and drop down when you get to the edge as there'll be some Blaster Rasters on the ceiling with some Kyunbyunn before making your way to another ledge to drop down. Once down you'll have to make your way through a few Mega Nests along the way before coming to an area where you can either use the ladder or drop down. When deciding to drop down watch for Blaster Rasters that'll be in the way. Upon making your way down all that you'll have to worry about are Obiiru and Spider Core as well as one Mega Nest before you make your way to Web Spider.

Along the way you should see some spots that look like they could be destroyed but you'll need to have Magma Dragoon destroyed before you can come back to do that. The reason being is that the one near where you have to zigzag past Spider Core is where you'll find the Life Up in this stage. When you zigzag past that there'll be two more Spider Core after you make your way past the Mega Nest to make your way to fight the spider.

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+-----+
| Boss Fight: Web Spider |
+-----+
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Boss: Web Spider

HP: 48

Attacks: 6 [Contact], 3 [Web String], 4 + 4 [Lightning Web], 4 [mini spider]

Alligance: Repliforce

Weakness: Twin Slasher

When it comes to fighting Web Spider, you have to be careful of the webs that he'll shoot towards you. The reason being is that if you get stuck in one of them it'll drain your energy down making it impossible to break free. Having a good strategy to dodge those but if you think all you have to do is dodge those as well as little mech spiders that he shoots out is all you have to do, think again.

Once his health gets around yellow or "caution" he'll climb up into the trees then come back down to spin a web and move around on it. Think of something like with the "Bospider" from the first "X" game, but instead of poles it's a web this time around. Although he'll keep at the same two attacks once he's in this position and keep dodging the webs along with blasting the spiders if you can. That can be tough to do if you're new to the game, but it can be easy to read his attack pattern and then go in for the finish. Once defeated like in typical Mega Man fashion, you'll acquire Web Spider's weapon "Lightning Web".

Chapter Two: Bio Laboratory [MMX4 4X.2]

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"He occupies the laboratory and will attack anyone who visits there."

Items: Life Up

Weapon Aquired: Soul Body

Armor Upgrade: None

Boss: Split Mushroom

Cast of Enemies

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Batton Bone B81

Blast Raster

Death Guardian

Dejira  
Guardian  
Hover Gunner  
Spiky Mk-II  
Tentoroid  
Tentoroid BS  
Tentoroid RS  
Togerics

#### Area 1: Bio Laboratory

~~~~~

When starting the stage you'll be in area of stairs and it may seem like it's just an endless as you make your way through. As you make your way through due to not having to worry about any way of dying in this area unless you take too much damage before you can make your way out of this portion of the area. Make your way through but you'll have to deal with Death Guardians, Batton Bone B81, and Dejira before you make it to a teleporter. Use it to get to the next part of the stage. Next area you'll have to watch out for the Dejira as they'll try to come at you when trying to get over one of the pits. Also watch out for the Blast Rasters in the area but it'll be towards the end of the section when you have to watch out for two Dejiras.

Next section you'll have to watch out for the Tentoroid RS along with Togerics in this area as you make your way up. The farther you make your way up have to watch that you don't get on the walls due to spikes and when you see more you'll have to be careful when you get to a point where you'll deal with the Tentoroid BS. These are the black ones that cannot be destroyed and have to try to get up to the next area before they have a chance to break through the wall to do any damage to you. After that it'll be back to Tentoroid RS and Togerics to make your way up to the top and finally to the left. When you do get there get ready to face the sub boss of the stage, the Tentoroid.

Sub-Boss: Tentoroid  
HP: 32  
Attack(s):  
Weakness: Frost Tower

The tentoroid isn't much of a fight but the best strategy against it is to go over to the far right when the fight starts that way he'll break through the floor there. While Frost Tower may be a good choice to use against it although normal charged shots will do just fine against it. As long as you have it destroy each of the floor one by one it shouldn't take too long to take it on down. Once that you defeat it it'll be time to go to the left to enter the second area of the stage.

#### Area 2: Bio Laboratory

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Area 2 starts off similar to Area 1 and will be dealing with different enemies this time around ranging from Spiky Mk-II, Hover Gunner, and Death Guardian. Do what you can to get through the swarm of enemies in this area to get to a teleporter to get to the next section of the area. Once there you'll see a Life Up in this area and if you want to get it you have to be quick enough when the Tentoroid BS to destroy the ceiling then quickly wall jump up to claim it. Alternatively you can wait for it to fall and dash jump over so they can fall trying to hit you and use Lightning Web to wall climb to obtain it. Rest of the section will be the same and have to be quick as you can to get through it. Once through the doorway to the next section

you'll be on a elevator on your way up to the top so you can fight Split Mushroom.

On the way up you'll have to deal with Togerics but watch out where they come out of the wall. Some may come out where you have to be in one spot then quickly dash to avoid getting any damage or killed. There'll be a few Hover Gunners around but also keep an eye out for platforms that could kill you if you are under them before you get out from under them. Once you clear the platforms there'll be a few more Togerics to worry about and it should be smooth sailing on your way to the Mushroom.

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+-----+
| Boss Fight: Split Mushroom |
+-----+
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Boss: Split Mushroom

HP: 48

Alligance: Unknown

Attacks: 5 [Contact], 6 [Soul Body], 5 [Contact, Fake], 9 [Dive],  
6 [Poison Gas]

Weakness: Lightning Web

If you have played Mega Man 3, you'll notice that Split Mushroom is similar to Gemini Man due to being able to make a clone of himself though he'll have the ability to make up to six clones of him. The real one is the only one that can have damage done to him and the clones will be cancelled out if you do either enough damage to him or use the proper weapon on him such as Lightning Web. If using Lightning Web, the fight won't be too difficult as he'll just go to the other side after getting hit. If not using Lightning Web that'll be when you'll get the clones in trying to make the fight a little more challenging for you. His attack pattern isn't too difficult to learn.

Chapter Three: Cyberspace [MMX4 4.X3]

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"He lives in Cyperspace and wants to destroy the network system."

Items: Life Up, Energy Tank

Weapon Aquired: Aiming Laser

Armor Upgrade: Head Part

Boss: Cyber Peacock

Cast of Enemies

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Hover Gunner

Miru Toraeru

Protecton

Spike Marl

TriScan

Area 1: Cyberspace

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The first area of this level can be tricky due to the fact that you have to get through three areas as fast as you can. Each of the three areas that you get tested on you'll be ranked by the time that it's done. The reason being is once you get not far from where you start you'll be getting timed on how fast you can get through the section, but beware the first test has a few

yellow orbs that you have to try dodging. If you want to try to get the best rank for this first section you must try to get to the teleporter before you see "HURRY UP!" finishes flashing. The first section equip Soul Body if you have defeated Split Mushroom at this point before coming here to help out against Miru Toraeru but have to watch out for the TriScan enemies for the most part throughout the test sections of Area 1. First test you have to dash but watch out for the Miru Toraeru as there'll be lot of them to watch out for including having to wall jump then dash jump over them. If you get through before the HURRY UP and you'll obtain the Life Up from the stage as long as you earned Rank S.

Now comes time for the second test to work your way through and getting through this one you will receive another item of interest. This one can be tricky with the Miru Toraeru that you'll run into in this part. After initiating the next one you'll see three rows that you can go on, head onto the middle one then quickly drop down in the first drop you can and quickly back up to the middle. There'll be a Miru Toraeru that you can use Soul Body on to destroy it then drop down in case the Soul Body don't last long enough to destroy the next Miru Toraeru. Drop down in the second to last drop use the Soul Body to destroy the Miru Toraeru and head to the end to finish up this test of the area. If you have earned Rank S again this time around you'll get one of two sub tanks in the game.

Now the third and final test that you'll have to do in this area and where you can get the armor upgrade in the stage assuming you can be quick enough to get the S rank in this one. This is the tricky one to get the S rank on if you're new to the game or if you aren't that good in a game like this. The only area when you may need to use the Soul Body for sure to try to get through some of the tricky parts of the stage. There'll be a couple of the Miru Toraeru along with the TriScan to deal with and I wouldn't be too worried about the Miru Toraeru at this point. The first one you can just dash jump over but the next one you can use the Soul Body or get on the wall to the left to do a dash jump over it. Head on through but watch out for the TriScan and Spike Marl until you come to where you have to go side to side but there'll be lot of Miru Toraeru around. Do a dash jump to the one on the left to get up there then dash jump to the right and back to the left but bring out the Soul Body to take care of Miru Toraeru [x2] then back to the right. Watch out for the Spike Marl. You want to Dash jump to the left then right using Soul Body when needed to deal with Miru Toraeru to reach the top without getting inside Miru Toraeru.

As you make it to the top, make your way through and using Soul Body to get rid of more Miru Toraeru and the TriScan, and Spike Marl. When you get to the last Miru Toraeru dash jump above it and either wall climb up to the top or climb the ladder. When up head to the right then head on through and to hope that you can get the S rank to get the armor piece.

"I'm giving you a new head module, X. This module will improve your special weapons abilities. It should reduce your special weapon energy requirements to near zero. You may now use your special weapons as often as you want."

Get in to claim it and walk out to get ready for Area 2 of the stage.

## Area 2: Cyberspace

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Area 2 of the stage you won't have to worry about any of the test like sections of Area 1. The only enemies that you'll have to watch out for are TriScan, Hover Gunner, Spike Marl and Protection. For the most part Protection

you'll be able to move yourself but with an area or two that you may have to watch for the continuous fall of Protection. As you start the area, there'll be a switch that you'll need to step on to reverse the screen so that the Protection drops so you can advance but watch out for the TriScan as you make your way to another switch. After that switch watch out for the Hover Gunner that'll come through a portal, make your way past it then onto another switch but watch out for another Hover Gunner. Get past this Hover Gunner then watch out for the falling Protection to drop down and continue on. There'll be a couple Spike Marl's that'll come through a portal as you make your way through, flip the switch and there'll be a TriScan with a switch above it.

Get on the switch to drop the Protection through a purple like barrier then drop down but be careful for the part up ahead cause you'll need to time it right to walk on the switch to use the Protection to fall on a purple barrier again. The second as well as the last one you need to wait a couple to a few seconds before stepping on it. After that fall down to enter another barrier like in Area 1, and once you do head on in through the boss gate to face Cyber Peacock.

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+-----+
| Boss Fight: Cyber Peacock |
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Boss: Cyber Peacock

HP: 48

Alligance: Unknown

Attacks: 6 [Contact], 9 [Feather Beams], 6 [Cyber Rise], 5 [Contact, Aiming],  
6 [Aiming Laser], 6 [Aiming Laser, Explosion]

Weakness: Soul Body

This fight can either go two ways for you. There's the easy way, and there's a hard way. Which way will you choose by the time you fight Cyber Peacock. If you haven't defeated Split Mushroom by the time you come to this fight it's going to be one of the toughest battles you'll come across in this game. If you haven't by now and using the X-Buster, you'll have to go about not only dodging the missiles that he fires at you that are aimed to come after you but when he uses his feathers as an attack. At this rate you may need an Energy Tank with some energy it in case you may need some extra energy to fight him with the X-Buster. If you can figure out his attack pattern rather quick this way you shouldn't have too much of a problem getting by him by using that strategy.

On the other hand if you have already have Split Mushroom destroyed and have Soul Body ready for use, then this battle is rather easy to get through without much of a problem. All you have to do with Soul Body is deploy it and let it hit Cyber Peacock then he'll disappear like if it was eradicating a virus. Although hitting him with Soul Body is easy if he's on the ground but if he happens to be hovering in the air, there are two ways you can deploy it on him. Either one, jump then quickly deploy it at him or two deploy it then quickly jump at him before he can launch an attack at you. Upon his defeat you'll aquire "Aiming Laser".

Chapter Four: Air Force [MMX4 4.X4]

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"He left with a space fortress to conquer the air."

Items: Life Up

Weapon Aquired: Double Cyclone

Armor Upgrade: Arm

Boss: Storm Owl

Cast of Enemies

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Generaid Core

Beam Cannon

Giga Death

Metal Hawk

Plasma Cannon

Walk Shooter

Area 1: Air Force

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At the start of the stage make your way through and there'll be a couple of Metal Hawks to deal with but the first one is probably the only one to really worry about. The second one you can avoid but you can destroy it if you want to. Once past it make your way to the ride armor and get into it if you want to get through reducing any damage done to you throughout part of the stage. Make your way forward as you'll deal with a couple Plasma Cannons and a Giga Death not far after the second Plasma Cannon. Afterwards as you make your way through there'll be some Walk Shooters that'll come at you but they can be easily avoided. As you get to ships that look like they're from Independence Day you want to get to the first one quickly by dash jumping to grab the Life Up but after you do there'll be a Metal Hawk to deal with.

Next part of the area you'll have to deal with mostly Plasma Cannons and Walk Shooters but you'll need to charge up the ride armor's cannon to get past the the Plasma Cannons faster if you haven't found out about this earlier. After that there'll be another Giga Death as well as other Walk Shooters to get past. Once through them there'll be two more of those airships in the sky and when you get past them there'll be one more Metal Hawk to deal with before you can advance to Area 2.

Area 2: Air Force

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There isn't much to Area 2 of the stage as the only enemies for the most part that you have to worry about are the Beam Cannons. You'll need to do a charged shot to break through the wall to get to the first one and when you do be prepared to fire again at the next one. When you get to the ledge where it looks like you have no way be sure to clear the two Beam Cannons then you should have a platform that'll come to you that you can jump on. When you jump on it and wait until you see a wall of spikes that you can jump over to the next section. When you do you can use a Lightning Web but you have to time it perfect where you see a gap that goes up and use it to wall climb up to the capsule. There you'll have a chance to get one of two arm upgrades depending on which version you want to take.

Arm Upgrade #1

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"You can charge up to four blasts at a time with this arm module. It takes a while to charge, but you can fire a charged shot at any time you so wish with it. This part is interchangeable. Enter the capsule, X."

Arm Upgrade #2

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"With this arm part you can fire the Plasma Shot which is effective against stronger enemies. If the shot hits the opponent, plasma is generated which

will cause additional damage to the enemy. This arm module is interchangeable. Enter this capsule to change parts."

When you have decided which one you want to go with head back down but when you do you'll want to do a midair dash to get over to where you'll need to go and enter the boss gate but it won't be against Storm Owl just yet. You'll square off against Generaid Core and there'll be Beam Cannons in there for its defense.

Sub Boss: Generaid Core  
HP: 48  
Attack(s): Lightning Web

Facing off against the sub boss while it is weak against Lightning Web but don't really think that one would want to waste time trying to use against it with the Beam Cannons around. If you have the Plasma Shot arm module you can use it against the Beam Cannons but against the Generaid Core when it's open to shoot at it. When you do the plasma will help do a little extra damage to it. This isn't 雅 hard to figure out what to do here as it seems to be easy to defeat. Once that you defeat it you'll be able to advance and make your way up to face off against Storm Owl.

Boss: Storm Owl  
HP: 48  
Attack(s): 6 [Contact], 9 [Slam], 6 [Cyclone Ball], 6 [Spread Shot],  
6 [Homing Cyclone], 9 [Tornado], 6 [Desperation Wind]  
Weakness: Aiming Laser

As you square off against Storm Owl and you have Aiming Laser you'll need to watch where Storm Owl will be coming from so you can properly aim the laser at him to target and fire on him. Keeping up with this strategy shouldn't be too hard but have to be careful that if you miss there'll be a chance he'll be able to get one of his attacks in mostly with the Cyclone Ball that you'll have to worry about if you miss. Although when you get his health down to a certain point is when he'll go about bringing in the Desperation Wind attack to try to do any damage to you. During the fight if he's up in the air don't try to get too close to you or he'll grab ahold of you and slam you into the ground so watch out when that happens. It shouldn't be too difficult to target him and fire at him then he should go down without much hassle.

#### Chapter Five: Memorial Hall [MMX4 4.X5]

~~~~~

Boss: Colonel  
HP: 48  
Attack(s): 6 [Contact], 9 [Sword Slash], 6 [Slash Wave]  
Weakness: Frost Tower

If you have been following the walkthrough up to this point you'll know that you won't have the weapon that'll make the fight against Colonel easier to do. The fight won't start right away as you'll have to head right a little ways before you can go about fighting against him. As the fight begins and as you try doing charged shots at Colonel you'll see that they don't really do much damage to him. Although you'll need to keep an eye on his attack pattern so you can try to stay one step ahead of him and avoid any of his attacks when he does them. As long as you do that you shouldn't have too much difficulty in getting past him but it may be good if you have that sub tank filled a good

amount to all the way just in case you need some extra health during the fight. Although with what I said about not having the right weapon to help make the fight easier, this may feel like one of the tougher fights that you'll do in the entire game. Once you defeat him he'll make a retreat until the next time you two will meet.

#### Chapter Six: Volcano [MMX4 4.X6]

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"He betrayed the Irregular Hunters and hid himself inside a volcano."

Items: Life Up

Weapon Acquired: Rising Fire

Armor Upgrade: Body

Boss: Magma Dragoon

#### Cast of Enemies

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Batton Bone B81

Giga Death

Metall D2

Prominence

Raiden

Spiky Mk-2

#### Area 1: Volcano

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At the start of the stage you'll need to go about dashing to stay ahead of a lava ball but watch out for the Spiky Mk-2 on the way down until you come to the pit area. As you make your way through you have to watch out for the balls that either go up or down in the pits and time it so you can get past it. When across watch out for the Batton Bone B81, Prominence, and Metall D2 as you make your way to a couple of pits as one of them will have a lava ball in it. There'll be another pit or two along the way but there'll be Prominence, Batton Bone B81 and Giga Death before jumping a pit with two lava balls. Dash your way up but watch out for the lava balls that'll be coming down and to avoid get up to wall climb as they work their way past you. Might have to wall climb one more time before you can continue but watch for the falling balls and make your way to the wall to blast a way through it to head to Area 2.

#### Area 2: Volcano

~~~~~

The start of Area 2 can be a little difficult if you're not careful as you'll need to jump or either dash jump to the next one but watch out for the lava balls that'll be going up or down. Once that you make it through it and start heading up watch out for the Raiden enemy as this isn't going to be the first one that you'll be running into. When you get to the top make your way a little then go for a dash jump but time it right to get over there to claim the Life Up from this stage. After obtaining the Life Up and making your way through but watch out for the lava balls as well as Giga Death. When you get to a point where it starts going down there'll be a ledge that you can dash jump to but you won't be able to go far and you'll need to come back when Slash Beast is defeated before you can go in there.

When you start making your way down there'll be ride armor just like what the Raiden enemies have. Get in it and start making your way down and then across but watch out for Prominence as well as Raiden as you make it across. As you get to a point where you can start going up you can take that way or



you can use the ride armor if you still have it to go below to destroy the blocks to get to Magma Dragoon faster. And yes you can use the armor to do damage to him.

Boss: Magma Dragoon

HP: 48

Attack(s): 4 [Contact], 6 [Hadouken], 8 [Shouryuken], 6 [Enkoukyaku],  
9 [Fire Breath], 4 [Large Fireball], 9 [Lava Pillar],  
4 [Sky Fireball]

Weakness: Double Cyclone

If you have the ride armor and how much damage it obtained prior to entering the fight area against Magma Dragoon you should be able to get a good amount of damage done to him. At the start of the fight he'll be doing the Hadouken and Shouryuken at you but the Hadouken can be avoided if you know when he'll do it to get behind him to do damage to him. If you should see him throw a fireball to one side you want to follow him to the other side due to the Fire Breath that will follow not long afterwards. Before he has a chance to do that if you're still in the ride armor is to be behind him in the lava to do damage to him if not you want to wall climb until it stops. If you're lucky enough you should get him down half way using the ride armor and when the armor takes enough damage to where it blows up then it'll be time to bring out the Double Cyclone to finish the battle. Once you equip the weapon it shouldn't be too much hassle to finish him off only if the weapon misses or you fire it too soon after shooting it the previous time. Keep hitting him with the Double Cyclone and he should finish him in no time.

\*\*NOTE:\*\*

Now you can go back to Web Spider's stage to claim the Life Up in Area 2.

Chapter Seven: Snow Base [MMX4 4.X7]

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"He protects the secret weapon which lies inside the snow base."

Items: Life Up, Sub Tank, EX Tank

Weapons Acquired: Frost Shield

Armor Upgrades: None

Boss: Frost Walrus

Cast of Enemies

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Eyazard

E-AT

Fly Gunner

Ice Wing

Knot Beret S

Metall D2

Yukidarubon

Area 1: Snow Base

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At the start of the stage and if you played any of the previous X games to this game you should recognize the one frozen in the background. You'll have two choices at the beginning of the stage, one you can wall climb up then upon getting to the top dash jump over to the right. Taking that way you'll have Yukidarubon and E-AT up there as well as enemy capsules that you can get to fill up the sub tanks but if you're coming here after defeating Magma Dragoon you'll want to head to the right instead. Make your way through but watch out

for the E-AT and Yukidarubon before coming to snow formed ledges, drop down as there'll be a E-AT down there. Work your way up the platform; get out the Rising Fire to under part of the ceiling to melt it to claim the Life Up. Once obtained continue in the direction and head down to deal with another E-AT then to the next part where another E-AT is. Time it right with the snow platforms to get up to the top and continue on.

When you get up to the top head on through but watch out as there'll be Yukidarubon but also spikes that you have to jump over. Past that you'll get on a snow slide over spikes but there'll be Knot Beret S that'll be on it as well. They are easily avoidable but if you need to you can destroy them but not necessary to do that. There'll be other platforms to go about going on getting to the next area. Once that you get to the end of one where you get on the wall. Above the area there'll be an EX Tank that you can get and like in Storm Owl's stage you'll need to use Lighting Web to shoot out then wall climb to obtain it. Once you do head back down to take another snow slide down and when you get to the bottom drop down as there'll be a Yukidarubons and E-AT to get past. After that there'll be some ice platforms that are coming up, drop down and watch how they are to determine where to go as you'll need to try to get to the right for a place to go in. As you find it head in and you'll square off with the sub boss of the stage, Eyzard.

Sub-Boss: Eyzard  
HP: 48  
Attack(s): Unknown  
Weakness: Rising Fire

Facing this sub boss isn't too difficult as the only way you can damage it is when the red eye is exposed. It's main weakness is Rising Fire and each time for the most part when you hit it with Rising Fire it'll close up as it goes up only to come back down so move around so you don't get damaged. After that you can get more damage in on it with the move as the ice will come off as it will get ice back on it to do another move. When it does watch out where it goes so you can get under it to get a hit in, although it shouldn't be too much longer before the fight will be over. Once defeated time to move on to Area 2.

#### Area 2: Snow Base

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The second area of Snow Base and different compared to Area 1 as this area seems to be inside compared to the first area that was outside. One of the things you'll notice is the blocks of ice that you'll be able to destroy and feels like you'll be doing it a lot for the first part of the area. As you make your way through the first part you'll deal with Metall D2 and Fly Gunner. When you get to some ice blocks to head down, do so and there'll be more Metall D2 along with Fly Gunners but you want to try to try to go on the ice blocks at the top so only destroy certain ones to walk on them. As you do you should deal with only Metall D2 and Fly Gunner to get through with more ice blocks and as you do you should see a weapon tank that's in ice. Destroy the ice block that it's in to obtain it although to some degree it's pretty much useless having the helmet and at the same time it isn't just in case you supercharge any of the weapons.

After you get it head to the right as there'll be more Fly Gunners and Metall D2 but as you start getting a little farther in you'll come across a Ice Wing that if you let it go all the way will freeze everything including enemies. Best thing to do is to try to know when one comes in and destroy it before it has a chance to do so. There should only a few of those between now and the boss gate for Frost Walrus. After getting through there'll be some pits

before reaching the boss gate to square off against the walrus.

Boss: Frost Walrus

HP: 48

Attack(s): 6 [Contact], 6 [Slide], 6 [Body Slam], 6 [Icicle], 9 [Frost Tower],  
6 [Ice Shard]

Weakness: Rising Fire

Frost Walrus may look like a tough one to beat but his attacks shouldn't be too hard to avoid if you know his attack pattern. Usually his first move is to come towards you but when you hit him with Rising Fire he'll try doing a slide but you'll want to wall climb and jump over it when he gets close. As this may be the only things he'll probably be doing with it until you'll damage him more when he'll doing the Frost Tower move that when broken will break down to Ice Shards. Although during the Frost Tower you may be able to get in a hit or two during it but afterwards have to wait until you can get more hits in. Keep on doing what you doing and you should have this fight to the end and bring down the big walrus.

Chapter Eight: Marine Base [MMX4 4.X8]

~~~~~

"He destroyed the city and escape to the sea."

Items: Life Up, Sub Tank

Weapons Aquired: Ground Hunter

Armor Upgrades: None

Boss: Jet Stingray

Cast of Enemies

~~~~~

Hornet

Hover Gunner

Land Chaser Rider

Area 1: Marine Base

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Bear with me with this stage due to this stage being different compared to the others thus far in the game as you use the land chaser for the majority of the stage. For the most part the only enemies that you have to worry about are Hornet, Hover Gunner, and Land Chaser riders. As there's no big stratgey other than trying to get used to the lay of the level but watch out for the bombs as well that you'll come across but you'll need to shoot at the Land Chaser riders. At the third pit don't jump let the Land Chaser go to the bottom to claim the Life Up then jump back up. By the time the fifth pit comes along and you have to jump there'll be some barriers that you'll have to shoot to break but watch out not long afterwards cause the floor will try to explode forcing you to go under. By the time you get to the eighth or ninth pit when you jump you'll have to jump up to destroy more barriers but make sure that you don't die as you do so you can advance to Area 2.

Area 2: Marine Base

~~~~~

Area 2 is pretty much the same as Area 1 but you don't have to worry about any pits just have to worry about not jumping in time and going down a life by not getting over an obstacle. Just like the last area just need to learn where to jump and where not to jump. One of the things you'll need to watch out for is Jet Stingray will attempt to come in to do damage to you in this area. When it comes time for the first good drop is when Jet Stingray will

come in and you can do a dash to get him out for now but he'll be back again. Just around the time for the third jump roughly is when he'll come back in and do the same again when you can to get him out and this time he'll stay out until the boss fight. The first jump after the area with the crates you want to jump on the platform but quickly jump again but time it right for a dash jump with the Land Chaser to get the Sub Tank from this stage and when you land on the next platform and quickly do a jump to land on solid ground. Now it's time to head to face off against Jet Stingray.

Boss: Jet Stingray

HP: 48

Attack(s): 6 [Contact], 6 [Dive], 6 [Ground Hunter, blue], 0 [Jet Fan],  
6 [Ground Hunter, red], 9 [Super Dive]

Weakness: Frost Tower

Fighting against Jet Stingray can be easy or difficult depending on how well you can fight him. If you have the Frost Tower time it right to freeze him to stop any attacks but there'll be a good chance he'll be sending in the Ground Hunters in but at first they'll be blue. Although after a certain amount of damage done to him he'll send out red ones but whenever you do damage to him watch out for the Super Dive as he'll do that after each attack. He'll occasionally come in the water to try doing damage to you so watch out for when he does that. As long as you time it right he'll be down in no time and still try getting a few moves in.

Chapter Nine: Supply Base [MMX4 4.X9]

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"He defends the military train to protect the supply of goods."

Items: Life Up

Weapon Aquired: Twin Slasher

Armor Upgrade: None

Boss: Slash Beast

Cast of Enemies

~~~~~

DG-42L

Bat Bone B81

Knot Beret B

Knot Beret G

Metall D2

Plasma Cannon

Raiden

Area 1: Military Train

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At the start of the stage there'll be some crates that you can destroy as you make your way through and there'll be some Metall D2 along with a Plasma Cannon to deal with. Continue on as there'll be more Metall D2 to deal with as you carry on before the game stops as a Knot Beret B comes to a halt as a bomb lands on the train connector as you'll have to get over to the next part of the train. On this one there'll be Bat Bone B81 and Metall D2 before you get to another area where the Knot Beret B comes in to destroy the connector. Once that it happens and won't happen again for a while. When you make your way through there'll be Bat Bone B81, Metall D2, Plasma Cannon, and Knot Beret B to deal with for a few trains or so before another Knot Beret B comes to destroy the connector and when you make your way across it'll be time to face the sub boss of the stage, the DG-42L

Sub Boss: DG-42L  
HP: 48  
Attack(s): Spike Impaler  
Weakness: Frost Tower

This isn't too hard to do against this boss. As long as you have the arm part you should be able to do a good amount of damage if you have the one with the Plasma Shot. Charge up then fire as it should do a good amount of damage to it and stopping any chance of being hit by any of the spike impaler. Should only take around two or three good charged shots with the Plasma Shot to finish this battle and onward to Area 2.

#### Area 2: Military Train

~~~~~

First part of Area 2 will consist of Metall D2 and Knot Beret B until you come to a connector with a Raiden. Make your way past it as there'll be a couple more Knot Beret in the way but watch out by the time you get to the next connector as a Raiden will come out of nowhere with an attack. Dispose of it quickly as the next train will have both Knot Berets as you make your way to the ride armor. The first train that's after that the brown one can be destroyed by the ride armor. As the rest of the way goes for the train you'll be dealing with Metall D2, Bat Bone B81, Knot Beret B and a couple of Raiden. You'll know when you come to the end of this train as you'll be forced to get out of the ride armor and up on the engine. Get a little ways as the game takes over as the train will come to a stop and will have to get over a few platforms but without dealing with some of both Knot Berets along with the Bat Bone B81. As you get to the next train hop on it to continue on. You won't have to worry about dealing with many enemies on this train as there's a few Knot Beret B and a couple Plasma Cannons as you get to the area where you'll face Slash Beast.

Boss: Slash Beast  
HP: 48  
Attack(s): 6 [Contact], 7 [Stomp], 6 [Twin Slasher], 0 [Roar], 9 [Dash],  
0 [Guard], 9 [Wall Smash]  
Weakness: Ground Hunter

Fighting Slash Beast there are two moves that you'll have to watch out for when and if he's able to do them and that's Twin Slasher along with the Dash as he'll quickly go from one side to the other. Using Ground Hunter will help reduce most of the moves but still may be able to get the Dash move in as you use his weakness against him. For the most part the only moves he'll probably get in are the two that I had mentioned but be careful in case he does any of the other moves on you. One of the things you'll want to do against Beast is watch his attack pattern to see what's going to happen next so you can be one step ahead of him particularly if you want to use the Buster only against him. Although using Ground Hunter you may only see two moves out of him and should be able to get him down within not much problem.

\*\*NOTE:\*\* Now you can go back to Magma Dragoon's stage to claim the body upgrade.

#### Chapter Ten: Space Port [MMX4 4.10]

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Items: None  
Weapon Acquired: None

Armor Upgrade: None

Boss: Colonel

Cast of Enemies

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Guardian

Knot Beret B

Knot Beret G

Spiky Mk-2

When starting this stage you'll encounter some enemies but you'll be seeing the Knot Berets the most in this stage. Early on when you come to the first couple of pits there'll be two platforms to get on and with Knot Berets on them and go for the any on the bottom one. The second pit area you'll have to be careful with getting on each platform with a Knot Beret around as you carefully get to each one while trying to make sure that there's no enemy around to knock you off. Once through make your way as there'll be another Knot Beret to deal with and before you have a chance to drop down there'll be a couple Guardians. Wait for them to start heading back then drop down to destroy them to make your way forward but without having to deal with Spiky Mk-2. As you make your way through as there'll be nothing but Spiky Mk-2 and when you come to the end go to the bottom platform using a weapon like Rising Fire to destroy the enemy above then go up to where it was to continue on.

When you make your way across and in the next building as you make your way up some ladders as there'll be Spiky Mk-2 along with Knot Berets along the way. Keep on heading up until you come to the boss gate to face off against the Colonel for the second time.

Boss: Colonel

HP: 48

Attack(s): 6 [Contact], 9 [Sword Slash], 7 [Slash Wave],  
6 [Ground Lightning Orb], 9 [Rising Lightning Bolt],  
9 [Energy Wave]

Weakness: Frost Tower

Time to face off against Colonel again and this time you'll have it a little easier than before if following the pattern of the walkthrough. This time around you'll have the Frost Tower which will make the battle easier for you to do. Although this time around he has a couple new moves that you'll have to watch out for even when using the Frost Tower. Like before you'll have to be careful when he disappears and reappears but be prepared for when he does that. The main is when he does the Lightning moves as they can be unavoidable and whatnot. Keep to this strategy and you should take him down for the count.

Chapter Eleven: Final Weapon, Part One [MMX4 4.X11]

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Items: None

Weapon Aquired: None

Armor Upgrade: None

Boss: General

Cast of Enemies

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Beam Cannon

Giga Death

Guardian

Hover Gunner  
Walk Shooter

The moment the stage starts the only enemies that you'll deal with are Beam Cannons and Giga Death but it won't be long before you reach a boss gate but it's not that short of a stage so don't worry. As you go in to face off with the sub boss who is none other than Double.

Sub Boss: Double

HP: 48

Attack(s): 6 [Contact], 6 [Spinning Energy Disc], 9 [Kiba Flash],  
9 [Kiba Flash Lunge], 9 [Giant Energy Wave], 4 [Spinning Robot],  
3 [Mini Robot, Contact], 4 [Mini-Robot, Projectile]

Weakness: Double Cyclone

As we find out Double's true identity as we now have to face off against the one that was only posing to be a Rookie Hunter. Double is probably one of the toughest ones you may experience in the game but watch out for the Kiba Flash attacks. Also he'll go up in the air then come down towards you so be prepared for that attack. The one attack I'd be worried about being thrown at you is the Giant Energy Wave as he'll send two or three of those at you, so try to end the fight as quickly as you can before he does any attacks like that. The Kiba Flash attacks shouldn't be too difficult to avoid if thrown at you when you can easily get over them. Stick to this and he'll go down for the count.

Now that the fight with Double is out of the way and time to continue on with the first part of the Final Weapon. Make your way forward and before you can drop down there'll be a guardian below but there'll be another one when you drop down again. After that drop down again and head to the ladder and climb up it. Once you do there'll be a pit and this one you can go down if you wish to take an alternate route if you wish but not necessary. I'd suggest that you go straight ahead and through the boss gate but you'll have a ways to go before you get to the next one. Once you go through it there'll be some spikes to get around and use Lightning Web to help get over and down. Once through there'll be a Giga Death. Make your way through as there'll be other Giga Deaths along with some Hover Gunners along the way. Also watch out for those ships that you see in Storm Owl's stage that look like they're from Independence Day. After the second or third one there'll be Walker Shooters and two more Hover Gunners before you enter the boss gate. Enter and drop down to enter once again another boss gate.

Boss: General

HP: 48

Attack(s): 9 [Contact], 6 [Fist Thruster], 6 [Ring Shot], 9 [Flame Stomp],  
3 [Energy Beam]

Weakness: Twin Slasher

When you get a look at the General and the first thing you'll think is "How do I defeat him?" and the answer is simple, wait for the Fist Thruster move. Be sure to be on the ground so you can get on the top one and equip the Twin Slasher but wait until you get close to fire. Although watch out for the Ring Shot move as the fists start going back towards him. You also want to watch out if he comes towards you as you want to wall climb to dash over him when he gets close but if you do so on the ground watch out for the Flame Stomp. The Energy Beam may come around the time he does the Fist Thruster

but not every time that he does that move. His attack pattern shouldn't be too hard to get down and getting past him shouldn't be too hard to bring him down for the time being.

#### Chapter Twelve: Final Weapon, Part Two [MMX4 4.X12]

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Items: None  
Weapon Aquired: None  
Armor Upgrade: None  
Boss: Sigma

#### Cast of Enemies

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Web Spider  
Cyber Peacock  
Storm Owl  
Magma Dragoon  
Jet Stingray  
Split Mushroom  
Slash Beast  
Frost Walrus

This isn't too hard of a stage as you don't have any enemies to worry about otherthan fighting the eight Mavericks again just like in other Mega Man games. There'll be a couple spike pits that you'll have to worry about and shouldn't be too far before having to fall down to face the eight Mavericks.

|          |        |        |         |
|----------|--------|--------|---------|
| Spider   | Health | Weapon | Dragoon |
| Peacock  |        | Sigma  | Owl     |
| Stingray |        |        | Walrus  |
| Mushroom |        | Beast  |         |

Facing against the Mavericks again shouldn't be a problem as long as you keep to how you fought them before although with Web Spider you'll have the weapon to defeat him this time around that'll make the fight a little easier for you. After defeating them a new teleporter will appear and you'll be able to go against you know who that don't know how to stay down for the count. Before you have a chance to enter the boss gate he'll appear and after he disappears you can head in to face off against him once again.

Boss: Sigma [1st Form]  
HP: 48  
Attack(s): 4 [Contact], 6 [Energy Ball], 9 [Scythe Dash]  
Weakness: Rising Fire

Sigma's first form is rather easy to deal with all you have to do is hit him with Rising Fire but after two hits he'll do the Scythe Dash but watch where he'll pop up and dash over to that side so he don't do any damage to you. This is the same process that you'll be doing throughout the whole first form battle and should be over in no time.



Boss: Sigma [2nd Form]

HP: 48

Attack(s): 4 [Contact], 9 [Contact, Scythe], 9 [Scythe Spin],  
6 [Scythe Discharge], 6 [Shoulder Blade], 9 [Eye Laser Beams]

Weakness: Lightning Web

Second form is a little more of a challenge to do as you'll need to watch out where the Scythe is thrown during the fight and will use the Eye Laser Beam at certain points after the Scythe is thrown. Also when the Scythe is thrown and depending on where it lands it'll send out there'll be electrical charges sent out on the wall or ground so watch out for that move. As mentioned this form is weak against the Lightning Web and should help dispose of this form of Sigma faster. While can be a little difficult to learn his pattern but should be able to get him down and when it does the fight is not done yet and one more form to do. Only one thing his final form is in two parts.

Boss: Sigma [3rd Form]

HP: 48 [Cyborg], 48 [Slime]

Attack(s): Cyborg - 9 [Contact], 9 [Laser Ray], 9 [Laser Beam]  
Slime - 9 [Contact], 9 [Chomp], 6 [Shrapnel], 24 [Spike Wall]  
Mini Bodies - 9 [Head Spikes], 6 [Red Head Flames],  
9 [Blue Head Ice Mist], 6 [Yellow Head Electric Ball]

Weakness: Soul Body [Cyborg], Ground Hunter [Slime]

Now comes somewhat the difficult Sigma form as there'll be two versions and both have their own HP bar so you'll have double the trouble. The Cyborg form you'll have to watch out for the Laser Ray and the Laser Beam but it'll depend if there's a Mini Body to get on top of to do damage to this one. Once that it disappears the Mini Bodies will appear and it's hard to know which one will do any attacking before the Slime form comes in. When that one comes in watch out for the Chomp which will suck you followed by the Spike Wall but it may just do the Spike Wall move only. The Cyborg is weak against Soul Body and the other is weak against Ground Hunter. Each one will only appear for so long and only a small amount of time to try doing any damage to either for. Time when you can do the attacks and if possible. Keep your eyes open during this fight and you will bring him down. Once that you beat him walk over to the boss gate and there'll be a way to bring an end to the weapon.

## Part Two: Zero Walkthrough [MMX4 4.Z]

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Prologue: Sky Lagoon [MMX4 4.ZP]

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Items: None

Weapons Aquired: None

Armor Upgrades: None

Boss: Eregion

Cast of Enemies

~~~~~

Hover Gunner

Knot Beret

Mad Bull 97

Trap Blast

Area 1: Sky Lagoon

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The first part of the Sky Lagoon is pretty much straight forward. You have to make it through this section without many enemies to deal with. There is only one problem is that you have an optional Sub-Boss to worry about, but you don't have to worry about him at this moment if you don't feel the need to. If you decide not to fight it, keep on going until you come to a wall that stands in your way and the only way past it is by shooting at it until it's destroyed. Once you have done that the boss will leave for now and you have to make your way through the rest of this part, though at the same time it seems as though the Sky Lagoon is taking some kind of damage. Make your way through some hoarde of enemies until you reach the vault doors, and upon entering the second one you'll encounter "Magma Dragoon" who informs you that the Maverick had just taken out the power generator. Which means the Sky Lagoon is falling to it's doom and time to get out of there as fast as possible.

Sub-Boss: Eregion [Optional]

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Sub-Boss: Eregion

HP: 48

Alligance: None

Attacks: 5 [Ground Punch], 5 [Ground Slam], 4 [Energy Ball]

Weakness: None

If you chose to fight the Dragon the best way to get him out of the area is when he slams one of its hands on the ground and perfect time to take some shots at it. Keep up this strategy until his energy is depleted and takes a retreat.

Area 2: Sky Lagoon

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Upon teleporting to the next area, and seeing how much destruction the Sky Lagoon, caused to the area along with any civilization that was here. Upon going through the area you have to be careful of some areas where the ceiling or ground can either come crashing down or even cave in so be on your guard at all times. The best part is that you'll only have to worry about two types of enemies between here and the end of the level. Although some areas are blocked and the only way through is by destroying them in order to get through. This section shouldn't be too hard to get through and once you do it's time to finally face that dragon from the first area. Only this time it's for the final time, just you and him.

+-----+  
| Boss Fight: Eregion |  
+-----+

Boss: Eregion

HP: 48

Alligance: None

Attacks: 3 [Contact], 3 [Energy Ball], 3 [Energy Ball Stream], 5 [charge],  
5 [Wing Swipe]

Weakness: None

The first boss fight of the game. He's rather simple to defeat but you have to be careful of his flying as well as the shooting energy orbs. Although the energy orbs are fired in two ways rapid or by individual shots though both can be dodged good if you can calculate where they're going to be going. When fighting against Eregion go for the head to do any damage to him. Upon

defeating him, someone calling himself "Colonel" will come in, although he refuses to disarm to head back to Hunter Base with you. After the conversation you'll teleport back to Hunter Base only to fight eight Reploids but just how many are from Repliforce.

## Chapter One: Jungle [MMX4 4.Z1]

~~~~~

"He protects the secret weapon of the jungle."

Items: Life Up

Technique Learned: Raijingeiki

Armor Upgrade: None

Boss: Web Spider

### Cast of Enemies

~~~~~

Blast Raster

Kill Fisher

King Poseidon

Kyunbyunn

Mega Nest

Metal Gabyoall

Obiiru

Spider Core

### Area 1: Jungle

~~~~~

From the start of the stage drop down and continue heading through as there'll be four Kill Fishers along with a King Poseidon to deal with before having to drop down again into another area. As you drop down there'll be Blast Raster on the right side of the cliff down but watch out for the Metal Gabyoall as you drop down. Make your way to the right. Watch out for the King Poseidon up ahead and the Blaster Raster after that before jumping over the pit. Once up there'll be another King Poseidon to deal with then a Kill Fisher and a Wall Blaster. Making your way through as there'll be only these ones to deal with and only an occasional Metal Gabyoall along the way. When you make your way through so far you'll have to use the logs that come down via waterfall to get to the next platform and once again there'll be another log section to deal with before the next platform to get to the ladder.

Make your way up the ladder as you'll only be dealing King Poseidons and Blaster Rasters on your way up. Once that you make your way up you'll come across what looks like a dead end with King Poseidons. Do what you have to do to break the wall while trying to keep the King Poseidons from doing any damage to you. Once you break it, any King Poseidons will be destroyed automatically.

### Area 2: Jungle

~~~~~

The start of the second are of the stage as it shouldn't be too hard to get through this section of the stage leading up to Web Spider. As you start off there'll be some Obiiru from the start that'll try to attack along with a Blaster Raster. After that there'll be a few Spider Cores after the Blaster Raster as well as another Blaster Raster and a Obiiru as you try to get under some tree brush. Make your way through and drop down when you get to the edge as there'll be some Blaster Rasters on the ceiling with some Kyunbyunn before making your way to another ledge to drop down. Once down you'll have to make your way through a few Mega Nests along the way before coming to an area where

you can either use the ladder or drop down. When deciding to drop down watch for Blaster Rasters that'll be in the way. Upon making your way down all that you'll have to worry about are Obiiru and Spider Core as well as one Mega Nest before you make your way to Web Spider.

Along the way you should see some spots that look like they could be destroyed but you'll need to have Magma Dragoon destroyed before you can come back to do that. The reason being is that the one near where you have to zigzag past Spider Core is where you'll find the Life Up in this stage. When you zigzag past that there'll be two more Spider Core after you make your way past the Mega Nest to make your way to fight the spider.

```
+-----+
| Boss Fight: Web Spider |
+-----+
```

Boss: Web Spider

HP: 48

Attacks: 6 [Contact], 3 [Web String], 4 + 4 [Lightning Web], 4 [mini spider]

Alligance: Repliforce

Weakness: Shippuuda

When it comes to fighting Web Spider, you have to be careful of the webs that he'll shoot towards you. The reason being is that if you get stuck in one of them it'll drain your energy down making it impossible to break free. Having a good strategy to dodge those but if you think all you have to do is dodge those as well as little mech spiders that he shoots out is all you have to do, think again.

Once his health gets around yellow or "caution" he'll climb up into the trees then come back down to spin a web and move around on it. Think of something like with the "Bospider" from the first "X" game, but instead of poles it's a web this time around. Although he'll keep at the same two attacks once he's in this position and keep dodging the webs along with blasting the spiders if you can. That can be tough to do if you're new to the game, but it can be easy to read his attack pattern and then go in for the finish. Although when fighting him even with the weakness technique just try using the normal Z Saber.

Chapter Two: Bio Laboratory [MMX4 4.Z2]

~~~~~

"He occupies the laboratory and will attack anyone who visits there."

Items: Life Up

Technique Learned: Kuenbu

Armor Upgrade: None

Boss: Split Mushroom

Cast of Enemies

~~~~~

Batton Bone B81

Blast Raster

Death Guardian

Dejira

Guardian

Hover Gunner

Spiky Mk-II

Tentoroid

Tentoroid BS  
Tentoroid RS  
Togerics

#### Area 1: Bio Laboratory

~~~~~

When starting the stage you'll be in area of stairs and it may seem like it's just an endless as you make your way through. As you make your way through due to not having to worry about any way of dying in this area unless you take too much damage before you can make your way out of this portion of the area. Make your way through but you'll have to deal with Death Guardians, Batton Bone B81, and Dejira before you make it to a teleporter. Use it to get to the next part of the stage. Next area you'll have to watch out for the Dejira as they'll try to come at you when trying to get over one of the pits. Also watch out for the Blast Rasters in the area but it'll be towards the end of the section when you have to watch out for two Dejiras.

Next section you'll have to watch out for the Tentoroid RS along with Togerics in this area as you make your way up. The farther you make your way up have to watch that you don't get on the walls due to spikes and when you see more you'll have to be careful when you get to a point where you'll deal with the Tentoroid BS. These are the black ones that cannot be destroyed and have to try to get up to the next area before they have a chance to break through the wall to do any damage to you. After that it'll be back to Tentoroid RS and Togerics to make your way up to the top and finally to the left. When you do get there get ready to face the sub boss of the stage, the Tentoroid.

Sub-Boss: Tentoroid

HP: 32

Attack(s): None

Weakness: Raijingeiki

The tentoroid isn't much of a fight but the best strategy against it is to go over to the far right when the fight starts that way he'll break through the floor there. When he breaks through use the Raijingeiki to do damage to it. As long as you have it destroy each of the floor one by one it shouldn't take too long to take it on down. Once that you defeat it it'll be time to go to the left to enter the second area of the stage.

#### Area 2: Bio Laboratory

~~~~~

Area 2 starts off similar to Area 1 and will be dealing with different enemies this time around ranging from Spiky Mk-II, Hover Gunner, and Death Guardian. Do what you can to get through the swarm of enemies in this area to get to a teleporter to get to the next section of the area. Once there you'll see a Life Up in this area and if you want to get it you have to be quick enough when the Tentoroid BS to destroy the ceiling then quickly wall jump up to claim it. Alternatively you can wait for it to fall and dash jump over so they can fall trying to hit you and use Lightning Web to wall climb to obtain it. Rest of the section will be the same and have to be quick as you can to get through it. Once through the doorway to the next section you'll be on a elevator on your way up to the top so you can fight Split Mushroom.

On the way up you'll have to deal with Togerics but watch out where they come out of the wall. Some may come out where you have to be in one spot then quickly dash to avoid getting any damage or killed. There'll be a few Hover Gunners around but also keep an eye out for platforms that could kill you if

you are under them before you get out from under them. Once you clear the platforms there'll be a few more Togerics to worry about and it should be smooth sailing on your way to the Mushroom.

```
+-----+
| Boss Fight: Split Mushroom |
+-----+
```

Boss: Split Mushroom

HP: 48

Alligance: Unknown

Attacks: 5 [Contact], 6 [Soul Body], 5 [Contact, Fake], 9 [Dive],  
6 [Poison Gas]

Weakness: Raijingeiki

If you have played Mega Man 3, you'll notice that Split Mushroom is similar to Gemini Man due to being able to make a clone of himself though he'll have the ability to make up to six clones of him. The real one is the only one that can have damage done to him and the clones will be cancelled out if you do either enough damage to him or use the proper weapon on him such as Lightning Web. If using Lightning Web, the fight won't be too difficult as he'll just go to the other side after getting hit. If not using Raijingeiki that'll be when you'll get the clones in trying to make the fight a little more challenging for you. His attack pattern isn't too difficult to learn.

Chapter Three: Supply Base [MMX4 4.Z3]

~~~~~

"He defends the military train to protect the supply of goods."

Items: Life Up

Technique Learned: Shippuuga

Armor Upgrade: None

Boss: Slash Beast

Cast of Enemies

~~~~~

DG-42L

Bat Bone B81

Knot Beret B

Knot Beret G

Metall D2

Plasma Cannon

Raiden

Area 1: Military Train

~~~~~

At the start of the stage there'll be some crates that you can destroy as you make your way through and there'll be some Metall D2 along with a Plasma Cannon to deal with. Continue on as there'll be more Metall D2 to deal with as you carry on before the game stops as a Knot Beret B comes to a halt as a bomb lands on the train connector as you'll have to get over to the next part of the train. On this one there'll be Bat Bone B81 and Metall D2 before you get to another area where the Knot Beret B comes in to destroy the connector. Once that it happens and won't happen again for a while. When you make your way through there'll be Bat Bone B81, Metall D2, Plasma Cannon, and Knot Beret B to deal with for a few trains or so before another Knot Beret B comes to destroy the connector and when you make your way across it'll be time to face the sub boss of the stage, the DG-42L

Sub Boss: DG-42L  
HP: 48  
Attack(s): Spike Impaler  
Weakness: Frost Tower

This isn't too hard to do against this boss. As long as you have the arm part you should be able to do a good amount of damage if you have the one with the Plasma Shot. Charge up then fire as it should do a good amount of damage to it and stopping any chance of being hit by any of the spike impaler. Should only take around two or three good charged shots with the Plasma Shot to finish this battle and onward to Area 2.

#### Area 2: Military Train

~~~~~

First part of Area 2 will consist of Metall D2 and Knot Beret B until you come to a connector with a Raiden. Make your way past it as there'll be a couple more Knot Beret in the way but watch out by the time you get to the next connector as a Raiden will come out of nowhere with an attack. Dispose of it quickly as the next train will have both Knot Berets as you make your way to the ride armor. The first train that's after that the brown one can be destroyed by the ride armor. As the rest of the way goes for the train you'll be dealing with Metall D2, Bat Bone B81, Knot Beret B and a couple of Raiden. You'll know when you come to the end of this train as you'll be forced to get out of the ride armor and up on the engine. Get a little ways as the game takes over as the train will come to a stop and will have to get over a few platforms but without dealing with some of both Knot Berets along with the Bat Bone B81. As you get to the next train hop on it to continue on. You won't have to worry about dealing with many enemies on this train as there's a few Knot Beret B and a couple Plasma Cannons as you get to the area where you'll face Slash Beast.

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+-----+  
| Boss Fight: Slash Beast |  
+-----+
```

Boss: Slash Beast  
HP: 48  
Attack(s): 6 [Contact], 7 [Stomp], 6 [Twin Slasher], 0 [Roar], 9 [Dash],  
0 [Guard], 9 [Wall Smash]  
Weakness: Raijengeki

Fighting Slash Beast there are two moves that you'll have to watch out for when and if he's able to do them and that's Twin Slasher along with the Dash as he'll quickly go from one side to the other. Using Ground Hunter will help reduce most of the moves but still may be able to get the Dash move in as you use his weakness against him. For the most part the only moves he'll probably get in are the two that I had mentioned but be careful in case he does any of the other moves on you. One of the things you'll want to do against Beast is watch his attack pattern to see what's going to happen next so you can be one step ahead of him particularly if you want to use the Buster only against him. Although using Ground Hunter you may only see two moves out of him and should be able to get him down within not much problem.

#### Chapter Four: Volcano [MMX4 4.Z4]

~~~~~

"He betrayed the Irregular Hunters and hid himself inside a volcano."

Items: Life Up  
Technique Learned: Ryuenjin  
Armor Upgrade: None  
Boss: Magma Dragoon

#### Cast of Enemies

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Batton Bone B81

Giga Death

Metall D2

Prominence

Raiden

Spiky Mk-2

#### Area 1: Volcano

????????????????

At the start of the stage you'll need to go about dashing to stay ahead of a lava ball but watch out for the Spiky Mk-2 on the way down until you come to the pit area. As you make your way through you have to watch out for the balls that either go up or down in the pits and time it so you can get past it. When across watch out for the Batton Bone B81, Prominence, and Metall D2 as you make your way to a couple of pits as one of them will have a lava ball in it. There'll be another pit or two along the way but there'll be Prominence, Batton Bone B81 and Giga Death before jumping a pit with two lava balls. Dash your way up but watch out for the lava balls that'll be coming down and to avoid get up to wall climb as they work their way past you. Might have to wall climb one more time before you can continue but watch for the falling balls and make your way to the wall to make your way through it to head to Area 2.

#### Area 2: Volcano

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The start of Area 2 can be a little difficult if you're not careful as you'll need to jump or either dash jump to the next one but watch out for the lava balls that'll be going up or down. Once that you make it through it and start heading up watch out for the Raiden enemy as this isn't going to be the first one that you'll be running into. When you get to the top make your way a little then go for a dash jump but time it right to get over there to claim the Life Up from this stage. After obtaining the Life Up and making your way through but watch out for the lavaballs as well as Giga Death.

When you start making your way down there'll be ride armor just like what the Raiden enemies have. Get in it and start making your way down and then across but watch out for Prominence as well as Raiden as you make it across. As you get to a point where you can start going up you can take that way or you can use the ride armor if you still have it to go below to destroy the blocks to get to Magma Dragoon faster. And yes you can use the armor to do damage to him.

Boss: Magma Dragoon

HP: 48

Attack(s): 4 [Contact], 6 [Hadouken], 8 [Shouryuken], 6 [Enkoukyaku],  
9 [Fire Breath], 4 [Large Fireball], 9 [Lava Pillar],  
4 [Sky Fireball]

Weakness: Raijingeiki

If you have the ride armor and how much damage it obtained prior to entering



the fight area against Magma Dragoon you should be able to get a good amount of damage done to him. At the start of the fight he'll be doing the Hadouken and Shouryuken at you but the Hadouken can be avoided if you know when he'll do it to get behind him to do damage to him. If you should see him throw a fireball to one side you want to follow him to the other side due to the Fire Breath that will follow not long afterwards. Before he has a chance to do that if you're still in the ride armor is to be behind him in the lava to do damage to him if not you want to wall climb until it stops. If you're lucky enough you should get him down half way using the ride armor and when the armor takes enough damage to where it blows up then it'll be time to bring out the Raijingeiki to finish the battle. Once you start using this technique it shouldn't be too much hassle to finish him off only if you miss or use it too soon. Keep hitting him with Raijingeiki and he should be down in no time.

**\*\*NOTE:\*\***

Now you can go back to Web Spider's stage to claim the Life Up in Area 2.

#### Chapter Five: Cyberspace [MMX4 4.Z5]

~~~~~

"He lives in Cyberspace and wants to destroy the network system."

Items: Life Up, Energy Tank  
Technique Learned: Rakuhouha  
Armor Upgrade: None  
Boss: Cyber Peacock

#### Cast of Enemies

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Hover Gunner  
Miru Toraeru  
Protecton  
Spike Marl  
TriScan

#### Area 1: Cyberspace

~~~~~

The first area of this level can be tricky due to the fact that you have to get through three areas as fast as you can. Each of the three areas that you get tested on you'll be ranked by the time that it's done. The reason being is once you get not far from where you start you'll be getting timed on how fast you can get through the section, but beware the first test has a few yellow orbs that you have to try dodging. If you want to try to get the best rank for this first section you must try to get to the teleporter before you see "HURRY UP!" finishes flashing. The first section equip Soul Body if you have defeated Split Mushroom at this point before coming here to help out against Miru Toraeru but have to watch out for the TriScan enemies for the most part throughout the test sections of Area 1. First test you have to dash but watch out for the Miru Toraeru as there'll be lot of them to watch out for including having to wall jump then dash jump over them. If you get through before the HURRY UP and you'll obtain the Life Up from the stage as long as you earned Rank S.

Now comes time for the second test to work your way through and getting through this one you will receive another item of interest. This one can be tricky with the Miru Toraeru that you'll run into in this part. After initiating the next one you'll see three rows that you can go on, head onto the middle one then quickly drop down in the first drop you can and quickly back up to the middle. There'll be a Miru Toraeru that you can use Soul Body

on to destroy it then drop down in case the Soul Body don't last long enough to destroy the next Miru Toraeru. Drop down in the second to last drop use the Soul Body to destroy the Miru Toraeru and head to the end to finish up this test of the area. If you have earned Rank S again this time around you'll get one of two sub tanks in the game.

Now the third and final test that you'll have to do in this area and where you can get the armor upgrade in the stage assuming you can be quick enough to get the S rank in this one. This is the tricky one to get the S rank on if you're new to the game or if you aren't that good in a game like this. The only area when you may need to use the Soul Body for sure to try to get through some of the tricky parts of the stage. There'll be a couple of the Miru Toraeru along with the TriScan to deal with and I wouldn't be too worried about the Miru Toraeru at this point. The first one you can just dash jump over but the next one you can use the Soul Body or get on the wall to the left to do a dash jump over it. Head on through but watch out for the TriScan and Spike Marl until you come to where you have to go side to side but there'll be lot of Miru Toraeru around. Do a dash jump to the one on the left to get up there then dash jump to the right and back to the left but bring out the Soul Body to take care of Miru Toraeru [x2] then back to the right. Watch out for the Spike Marl. You want to Dash jump to the left then right using Soul Body when needed to deal with Miru Toraeru to reach the top without getting inside Miru Toraeru.

As you make it to the top, make your way through and using Soul Body to get rid of more Miru Toraeru and the TriScan, and Spike Marl. When you get to the last Miru Toraeru dash jump above it and either wall climb up to the top or climb the ladder. It won't matter if you get a S rank or not as there will not be anything to obtain in it. Head on through no matter what rank to get to Area 2.

#### Area 2: Cyberspace

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Area 2 of the stage you won't have to worry about any of the test like sections of Area 1. The only enemies that you'll have to watch out for are TriScan, Hover Gunner, Spike Marl and Protection. For the most part Protection you'll be able to move yourself but with an area or two that you may have to watch for the continuous fall of Protection. As you start the area, there'll be a switch that you'll need to step on to reverse the screen so that the Protection drops so you can advance but watch out for the TriScan as you make your way to another switch. After that switch watch out for the Hover Gunner that'll come through a portal, make your way past it then onto another switch but watch out for another Hover Gunner. Get past this Hover Gunner then watch out for the falling Protection to drop down and continue on. There'll be a couple Spike Marl's that'll come through a portal as you make your way through, flip the switch and there'll be a TriScan with a switch above it.

Get on the switch to drop the Protection through a purple like barrier then drop down but be careful for the part up ahead cause you'll need to time it right to walk on the switch to use the Protection to fall on a purple barrier again. The second as well as the last one you need to wait a couple to a few seconds before stepping on it. After that fall down to enter another barrier like in Area 1, and once you do head on in through the boss gate to face Cyber Peacock.

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+-----+
| Boss Fight: Cyber Peacock |
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Boss: Cyber Peacock

HP: 48

Alligance: Unknown

Attacks: 6 [Contact], 9 [Feather Beams], 6 [Cyber Rise], 5 [Contact, Aiming],  
6 [Aiming Laser], 6 [Aiming Laser, Explosion]

Weakness: Ryuenjin

This fight can either go two ways for you. There's the easy way, and there's a hard way. Which way will you choose by the time you fight Cyber Peacock. If you haven't defeated Split Mushroom by the time you come to this fight it's going to be one of the toughest battles you'll come across in this game. If you haven't by now and using the Saber, you'll have to go about not only dodging the missiles that he fires at you that are aimed to come after you but when he uses his feathers as an attack. At this rate you may need an Energy Tank with some energy it in case you may need some extra energy to fight him with the Saber. If you can figure out his attack pattern rather quick this way you shouldn't have too much of a problem getting by him by using that strategy.

On the other hand if you have already have Magma Dragoon destroyed and have Ryuenjin ready for use, then this battle is rather easy to get through without much of a problem. All you have to do with Ryuenjin is use it and let it hit Cyber Peacock then he'll disappear like if it was eradicating a virus. Although hitting him with Ryuenjin is easy if he's on the ground but if he happens to be hovering in the air, there are two ways you can deploy it on him. Either one, jump then quickly deploy it at him or two deploy it then quickly jump at him before he can launch an attack at you.

Chapter Six: Snow Base [MMX4 4.Z6]

~~~~~

"He protects the secret weapon which lies inside the snow base."

Items: Life Up, Sub Tank, EX Tank

Technique Learned: Hyouretsuzan

Armor Upgrades: None

Boss: Frost Walrus

Cast of Enemies

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Eyzard

E-AT

Fly Gunner

Ice Wing

Knot Beret S

Metall D2

Yukidarubon

Area 1: Snow Base

~~~~~

At the start of the stage and if you played any of the previous X games to this game you should recognize the one frozen in the background. You'll have two choices at the beginning of the stage, one you can wall climb up then upon getting to the top dash jump over to the right. Taking that way you'll have Yukidarubon and E-AT up there as well as enery capsules that you can get to fill up the sub tanks but if you're coming here after defeating Magma Dragoon you'll want to head to the right instead. Make your way through but watch out for the E-AT and Yukidarubon before coming to snow formed ledges, drop down as there'll be a E-AT down there. Work your way up the platform; get out the Rising Fire to under part of the ceiling to melt it to claim the Life Up. Once obtained continue in the direction and head down to deal with another

E-AT then to the next part where another E-AT is. Time it right with the snow platforms to get up to the top and continue on.

When you get up to the top head on through but watch out as there'll be Yukidarubon but also spikes that you have to jump over. Past that you'll get on a snow slide over spikes but there'll be Knot Beret S that'll be on it as well. They are easily avoidable but if you need to you can destroy them but not necessary to do that. There'll be other platforms to go about going on getting to the next area. Once that you get to the end of one where you get on the wall. Above the area there'll be an EX Tank that you can get it by double jumping. Once you do head back down to take another snow slide down and when you get to the bottom drop down as there'll be a Yukidarubons and E-AT to get past. After that there'll be some ice platforms that are coming up, drop down and watch how they are to determine where to go as you'll need to try to get to the right for a place to go in. As you find it head in and you'll square off with the sub boss of the stage, Eyzard.

Sub-Boss: Eyzard  
HP: 48  
Attack(s): Unknown  
Weakness: Ryuenjin

Facing this sub boss isn't too difficult as the only way you can damage it is when the red eye is exposed. It's main weakness is Rising Fire and each time for the most part when you hit it with Ryuenjin it'll close up as it goes up only to come back down so move around so you don't get damaged. After that you can get more damage in on it with the move as the ice will come off as it will get ice back on it to do another move. When it does watch out where it goes so you can get under it to get a hit in, although it shouldn't be too much longer before the fight will be over. Once defeated time to move on to Area 2.

Area 2: Snow Base  
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The second area of Snow Base and different compared to Area 1 as this area seems to be inside compared to the first area that was outside. One of the things you'll notice is the blocks of ice that you'll be able to destroy and feels like you'll be doing it a lot for the first part of the area. As you make your way through the first part you'll deal with Metall D2 and Fly Gunner. When you get to some ice blocks to head down, do so and there'll be more Metall D2 along with Fly Gunners but you want to try to try to go on the ice blocks at the top so only destroy certain ones to walk on them. As you do you should deal with only Metall D2 and Fly Gunner to get through with more ice blocks and as you do you should see a weapon tank that's in ice. Destroy the ice block that it's in to obtain it although to some degree it's pretty much useless having the helmet and at the same time it isn't just in case you supercharge any of the weapons.

After you get it head to the right as there'll be more Fly Gunners and Metall D2 but as you start getting a little farther in you'll come across a Ice Wing that if you let it go all the way will freeze everything including enemies. Best thing to do is to try to know when one comes in and destroy it before it has a chance to do so. There should only a few of those between now and the boss gate for Frost Walrus. After getting through there'll be some pits before reaching the boss gate to square off against the walrus.

Boss: Frost Walrus

HP: 48

Attack(s): 6 [Contact], 6 [Slide], 6 [Body Slam], 6 [Icicle), 9 [Frost Tower],  
6 [Ice Shard]

Weakness: Ryuenjin

Frost Walrus may look like a tough one to beat but his attacks shouldn't be too hard to avoid if you know his attack pattern. Usually his first move is to come towards you but when you hit him with Ryuengin he'll try doing a slide but you'll want to wall climb and jump over it when he gets close. As this may be the only things he'll probably be doing with it until you'll damage him more when he'll doing the Frost Tower move that when broken will break down to Ice Shards. Although during the Frost Tower you may be able to get in a hit or two during it but afterwards have to wait until you can get more hits in. Keep on doing what you doing and you should have this fight to the end and bring down the big walrus.

Chapter Seven: Marine Base [MMX4 4.Z7]

~~~~~

"He destroyed the city and escape to the sea."

Items: Life Up, Sub Tank

Technique Learned: Hienkyaku

Armor Upgrades: None

Boss: Jet Stingray

Cast of Enemies

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Hornet

Hover Gunner

Land Chaser Rider

Area 1: Marine Base

~~~~~

Bear with me with this stage due to this stage being different compared to the others thus far in the game as you use the land chaser for the majority of the stage. For the most part the only enemies that you have to worry about are Hornet, Hover Gunner, and Land Chaser riders. As there's no big stratgey other than trying to get used to the lay of the level but watch out for the bombs as well that you'll come across but you'll need to shoot at the Land Chaser riders. At the third pit don't jump let the Land Chaser go to the bottom to claim the Life Up then jump back up. By the time the fifth pit comes along and you have to jump there'll be some barriers that you'll have to shoot to break but watch out not long afterwards cause the floor will try to explode forcing you to go under. By the time you get to the eighth or ninth pit when you jump you'll have to jump up to destroy more barriers but make sure that you don't die as you do so you can advance to Area 2.

Area 2: Marine Base

~~~~~

Area 2 is pretty much the same as Area 1 but you don't have to worry about any pits just have to worry about not jumping in time and going down a life by not getting over an obstacle. Just like the last area just need to learn where to jump and where not to jump. One of the things you'll need to watch out for is Jet Stingray will attempt to come in to do damage to you in this area. When it comes time for the first good drop is when Jet Stingray will come in and you can do a dash to get him out for now but he'll be back again.

Just around the time for the third jump roughly is when he'll come back in and do the same again when you can to get him out and this time he'll stay out until the boss fight. The first jump after the area with the crates you want to jump on the platform but quickly jump again but time it right for a dash jump with the Land Chaser to get the Sub Tank from this stage and when you land on the next platform and quickly do a jump to land on solid ground. Now it's time to head to face off against Jet Stingray.

```
+-----+
| Boss Fight: Jet Stingray |
+-----+
```

Boss: Jet Stingray

HP: 48

Attack(s): 6 [Contact], 6 [Dive], 6 [Ground Hunter, blue], 0 [Jet Fan],  
6 [Ground Hunter, red], 9 [Super Dive]

Weakness: Hyouretsuzan

Fighting against Jet Stingray can be easy or difficult depending on how well you can fight him. If you have the Hyouretsuzan time it right to freeze him to stop any attacks but there'll be a good chance he'll be sending in the Ground Hunters in but at first they'll be blue. Although after a certain amount of damage done to him he'll send out red ones but whenever you do damage to him watch out for the Super Dive as he'll do that after each attack. He'll occasionally come in the water to try doing damage to you so watch out for when he does that. As long as you time it right he'll be down in no time and still try getting a few moves in.

Chapter Eight: Air Force [MMX4 4.Z8]

~~~~~

"He left with a space fortress to conquer the air."

Items: Life Up

Technique Learned: Tenkuuha

Armor Upgrade: None

Boss: Storm Owl

Cast of Enemies

~~~~~

Generaid Core

Beam Cannon

Giga Death

Metal Hawk

Plasma Cannon

Walk Shooter

Area 1: Air Force

~~~~~

At the start of the stage make your way through and there'll be a couple of Metal Hawks to deal with but the first one is probably the only one to really worry about. The second one you can avoid but you can destroy it if you want to. Once past it make your way to the ride armor and get into it if you want to get through reducing any damage done to you throughout part of the stage. Make your way forward as you'll deal with a couple Plasma Cannons and a Giga Death not far after the second Plasma Cannon. Afterwards as you make your way through there'll be some Walk Shooters that'll come at you but they can be easily avoided. As you get to ships that look like they're from Independence

Day you want to get to the first one quickly by dash jumping to grab the Life Up but after you do there'll be a Metal Hawk to deal with.

Next part of the area you'll have to deal with mostly Plasma Cannons and Walk Shooters but you'll need to charge up the ride armor's cannon to get past the the Plasma Cannons faster if you haven't found out about this earlier. After that there'll be another Giga Death as well as other Walk Shooters to get past. Once through them there'll be two more of those airships in the sky and when you get past them there'll be one more Metal Hawk to deal with before you can advance to Area 2.

#### Area 2: Air Force

~~~~~

There isn't much to Area 2 of the stage as the only enemies for the most part that you have to worry about are the Beam Cannons. You'll need to do a charged shot to break through the wall to get to the first one and when you do be prepared to fire again at the next one. When you get to the ledge where it looks like you have no way be sure to clear the two Beam Cannons then you should have a platform that'll come to you that you can jump on. When you jump on it and wait until you see a wall of spikes that you can jump over to the next section. You'll square off against Generaid Core and there'll be Beam Cannons in there for its defense.

#### Sub Boss: Generaid Core

HP: 48

Attack(s): Lightning Web

Facing off against the sub boss while it is weak against Lightning Web but don't really think that one would want to waste time trying to use against it with the Beam Cannons around. If you have the Plasma Shot arm module you can use it against the Beam Cannons but against the Generaid Core when it's open to shoot at it. When you do the plasma will help do a little extra damage to it. This isn't hard to figure out what to do here as it seems to be easy to defeat. Once that you defeat it you'll be able to advance and make your way up to face off against Storm Owl.

```
+-----+
| Boss Fight: Storm Owl |
+-----+
```

#### Boss: Storm Owl

HP: 48

Attack(s): 6 [Contact], 9 [Slam], 6 [Cyclone Ball], 6 [Spread Shot],  
6 [Homing Cyclone], 9 [Tornado], 6 [Desperation Wind]

Weakness: Aiming Laser

As you square off against Storm Owl and you have Rakuhouha you'll need to watch where Storm Owl will be coming from so you can do what you can to do some damage to him.. Keeping up with this strategy shouldn't be too hard but have to be careful that if you miss there'll be a chance he'll be able to get one of his attacks in mostly with the Cyclone Ball that you'll have to worry about if you miss. Although when you get his health down to a certain point is when he'll go about bringing in the Desperation Wind attack to try to do any damage to you. During the fight if he's up in the air don't try to get to get too close to you or he'll grab ahold of you and slam you into the ground so watch out when that happens. It shouldn't be too difficult to target him and fire at him then he should go down without much hassle.

Chapter Nine: Space Port [MMX4 4.Z9]

~~~~~

Items: None  
Weapon Aquired: None  
Armor Upgrade: None  
Boss: Colonel

Cast of Enemies

~~~~~

Guardian  
Knot Beret B  
Knot Beret G  
Spiky Mk-2

When starting this stage you'll encounter some enemies but you'll be seeing the Knot Berets the most in this stage. Early on when you come to the first couple of pits there'll be two platforms to get on and with Knot Berets on them and go for the any on the bottom one. The second pit area you'll have to be careful with getting on each platform with a Knot Beret around as you carefully get to each one while trying to make sure that there's no enemy around to knock you off. Once through make your way as there'll be another Knot Beret to deal with and before you have a chance to drop down there'll be a couple Guardians. Wait for them to start heading back then drop down to destroy them to make your way forward but without having to deal with Spiky Mk-2. As you make your way through as there'll be nothing but Spiky Mk-2 and when you come to the end go to the bottom platform using a weapon like Rising Fire to destroy the enemy above then go up to where it was to continue on.

When you make your way across and in the next building as you make your way up some ladders as there'll be Spiky Mk-2 along with Knot Berets along the way. Keep on heading up until you come to the boss gate to face off against the Colonel.

+-----+  
| Boss Fight: Colonel |  
+-----+

Boss: Colonel  
HP: 48  
Attack(s): 6 [Contact], 9 [Sword Slash], 7 [Slash Wave],  
6 [Ground Lightning Orb], 9 [Rising Lightning Bolt],  
9 [Energy Wave]  
Weakness: Hyouretsuzan

Time to face off against Colonel again and this time you'll have it a little easier than before if following the pattern of the walkthrough. This time around you'll have the Frost Tower which will make the battle easier for you to do. Although this time around he has a couple new moves that you'll have to watch out for even when using the Hyouretsuzan. As you fought against him as X be careful when he disappears and reappears but be prepared for when he does that. The main is when he does the Lightning moves as they can be unavoidable and whatnot. Keep to this strategy and you should take him down for the count.

Chapter Ten: Final Weapon, Part One [MMX4 4.Z10]

~~~~~

Items: None



Weapon Aquired: None  
Armor Upgrade: None  
Boss: General

#### Cast of Enemies

????????????????

Beam Cannon  
Giga Death  
Guardian  
Hover Gunner  
Walk Shooter

The moment the stage starts the only enemies that you'll deal with are Beam Cannons and Giga Death but it won't be long before you reach a boss gate but it's not that short of a stage so don't worry. As you go in to face off with the sub boss who is none other than Double.

Sub Boss: Iris

HP: 48

Attack(s): 4 [Contact, Battle Body], 4 [Contact, Power Source],  
4 [Mini Robot], 8 [Dark Beam]

Weakness: Ryuenjin

From the start of the battle you can't do any damage to Iris in the battle body until the power source [the purple thing] comes out of her and that's when you can start doing any damage. Although you want to make sure that you can destory the Mini Robots that come out each time you hit Iris. Also want to watch out for the Dark Beam attack from the power source as well as the battle body during the fight after it gets released. As shown above the technique to best use against the power source is Ryuenjin and try to time your attack well to do damage against it. As long as you destroy the Mini Robots and dodge the Dark Beam when you know its coming this battle shouldn't be too difficult.

Now that the fight with Iris is out of the way and time to continue on with the first part of the Final Weapon. Make your way forward and before you can drop down there'll be a guardian below but there'll be another one when you drop down again. After that drop down again and head to the ladder and climb up it. Once you do there'll be a pit and this one you can go down if you wish to take an alternate route if you wish but not necessary. I'd suggest that you go straight ahead and through the boss gate but you'll have a ways to go before you get to the next one. Once you go through it there'll be some spikes to get around and use Lightning Web to help get over and down. Once through there'll be a Giga Death. Make your way through as there'll be other Giga Deaths along with some Hover Gunnners along the way. Also watch out for those ships that you see in Storm Owl's stage that look like they're from Independence Day. After the second or third one there'll be Walker Shooters and two more Hover Gunnners before you enter the boss gate. Enter and drop down to enter once again another boss gate.

```
+-----+  
| Boss Fight: General |  
+-----+
```

Boss: General

HP: 48

Attack(s): 9 [Contact], 6 [Fist Thruster], 6 [Ring Shot], 9 [Flame Stomp],  
3 [Energy Beam]

Weakness: Z-Saber [Kuuenzan]

When you get a look at the General and the first thing you'll think is "How do I defeat him?" and the answer is simple, wait for the Fist Thruster move. Be sure to be on the ground so you can get on the top one and equip the Z-Saber [Kuuenzan] but wait until you get close to do anything. Although watch out for the Ring Shot move as the fists start going back towards him. You also want to watch out if he comes towards you as you want to wall climb to dash over him when he gets close but if you do so on the ground watch out for the Flame Stomp. The Energy Beam may come around the time he does the Fist Thruster but not every time that he does that move. His attack pattern shouldn't be too hard to get down and getting past him shouldn't be too hard to bring him down for the time being.

#### Chapter Eleven: Final Weapon, Part Two [MMX4 4.Z11]

~~~~~

Items: None

Technique Learned: None

Armor Upgrade: None

Boss: Sigma

#### Cast of Enemies

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Web Spider

Cyber Peacock

Storm Owl

Magma Dragoon

Jet Stingray

Split Mushroom

Slash Beast

Frost Walrus

This isn't too hard of a stage as you don't have any enemies to worry about other than fighting the eight Mavericks again just like in other Mega Man games. There'll be a couple spike pits that you'll have to worry about and shouldn't be too far before having to fall down to face the eight Mavericks.

Spider	Health	Weapon	Dragoon
Peacock		Sigma	Owl
Stingray			Walrus
Mushroom		Beast	

Facing against the Mavericks again shouldn't be a problem as long as you keep to how you fought them before although with Web Spider you'll have the weapon to defeat him this time around that'll make the fight a little easier for you. After defeating them a new teleporter will appear and you'll be able to go against you know who that don't know how to stay down for the count. Before you have a chance to enter the boss gate he'll appear and after he disappears you can head in to face off against him once again.

+-----+  
| Boss Fight: Sigma |  
+-----+

Boss: Sigma [1st Form]

HP: 48

Attack(s): 4 [Contact], 6 [Energy Ball], 9 [Scythe Dash]

Weakness: Ryuenjin

Sigma's first form is rather easy to deal with all you have to do is hit him with Ryuenjin but after two hits he'll do the Scythe Dash but watch where he'll pop up and dash over to that side so he don't do any damage to you. This is the same process that you'll be doing throughout the whole first form battle and should be over in no time.

Boss: Sigma [2nd Form]

HP: 48

Attack(s): 4 [Contact], 9 [Contact, Scythe], 9 [Scythe Spin],  
6 [Scythe Discharge], 6 [Shoulder Blade], 9 [Eye Laser Beams]

Weakness: Rakuhouha

Second form is a little more of a challenge to do as you'll need to watch out where the Scythe is thrown during the fight and will use the Eye Laser Beam at certain points after the Scythe is thrown. Also when the Scythe is thrown and depending on where it lands it'll send out there'll be electrical charges sent out on the wall or ground so watch out for that move. As mentioned this form is weak against the Rakuhouha and should help dispose of this form of Sigma faster. While can be a little difficult to learn his pattern but should be able to get him down and when it does the fight is not done yet and one more form to do. Only one thing his final form is in two parts.

Boss: Sigma [3rd Form]

HP: 48 [Cyborg], 48 [Slime]

Attack(s): Cyborg - 9 [Contact], 9 [Laser Ray], 9 [Laser Beam]  
Slime - 9 [Contact], 9 [Chomp], 6 [Shrapnel], 24 [Spike Wall]  
Mini Bodies - 9 [Head Spikes], 6 [Red Head Flames],  
9 [Blue Head Ice Mist], 6 [Yellow Head Electric Ball]

Weakness: Ryuenjin [Cyborg], Shippuuga [Slime]

Now comes somewhat the difficult Sigma form as there'll be two versions and both have their own HP bar so you'll have double the trouble. The Cyborg form you'll have to watch out for the Laser Ray and the Laser Beam but it'll depend if there's a Mini Body to get on top of to do damage to this one. Once that it disappears the Mini Bodies will appear and it's hard to know which one will do any attacking before the Slime form comes in. When that one comes in watch out for the Chomp which will suck you followed by the Spike Wall but it may just do the Spike Wall move only. The Cyborg is weak against Ryuenjin and the other is weak against Shippuuga. Each one will only appear for so long and only a small amount of time to try doing any damage to either for. Time when you can do the attacks and if possible. Keep your eyes open during this fight and you will bring him down. Once that you beat him walk over to the boss gate and there'll be a way to bring an end to the weapon.

Part One: Life Up Locations [MMX4 5.1]

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Jungle [Web Spider]

????????????????????????????????????

Location: Area 2

Armor Needed: None

Weapon Needed: Rising Fire / Ryuenjin

In the second area in area of Spider Core and in the trunk of second one that can be burned by Rising Fire with X or Ryuenjin with Zero.

Cyberspace [Cyber Peacock]

????????????????????????????????????

Location: Area 1

Armor Needed: None

Weapon Needed: None

In the first area during the tests. Earn the S rank in the first test and there it is.

Air Force [Storm Owl]

????????????????????????????????????

Location: Area 1

Armor Needed: None

Weapon Needed: None

Located in the first area and should be on top of platform under the first airship that'll destroy the platform.

Volcano [Magma Dragoon]

????????????????????????????????????

Location: Area 2

Armor Needed: None

Weapon Needed: Lightning Web [optional]

On ledge that comes out after the first Raiden enemy encounter. Get to the top then dash jump to the left to get it. Alternately use the Lightning Web with X or use double jump with Zero.

Marine Base [Jet Stingray]

????????????????????????????????????

Location: Area 1

Armor Needed: None

Weapon Needed: None

After the third pit drop down to claim it. Easy as pie.

Bio Laboratory [Split Mushroom]

????????????????????????????????????

Location: Area 2

Armor Needed: None

Weapon Needed: Lightning Web [optional]

In Area 2 in the room after the long stairway and when the wall comes down due to the Tentorid BS brings the ceiling down. Quickly try wall climbing or use the Lightning Web to get up there. Double jump with Zero.

Supply Train [Slash Beast]

~~~~~

Location: Area 2

Armor Needed: None

Weapon Needed: None

Can be found on or in when destroying the second brown train car after obtaining the ride armor.

Snow Base [Frost Walrus]

~~~~~

Location: Area 1

Armor Needed: None

Weapon Needed: Rising Fire / Ryuenjin

When you have to go down the ice ladder then back up one, then use the Rising Fire / Ryuenjin to obtain the Life Up.

Part Two: Weapons / Boss Weakness [MMX4 5.2]

~~~~~

| Maverick       | ----> | Weakness [X]    | ----> | Weapon Get [X] | ----> | Shots  |
|----------------|-------|-----------------|-------|----------------|-------|--------|
| ~~~~~          |       | ~~~~~           |       | ~~~~~          |       | ~~~~~  |
| Web Spider     |       | Twin Slasher    |       | Lightning Web  |       | 48 / 4 |
| Cyber Peacock  |       | Soul Body       |       | Aiming Laser   |       | 48 / 4 |
| Storm Owl      |       | Aiming Laser    |       | Double Cyclone |       | 48 / 4 |
| Magma Dragoon  |       | Double Cyclone  |       | Rising Fire    |       | 16 / 4 |
| Jet Stingray   |       | Frost Tower     |       | Ground Hunter  |       | 48 / 8 |
| Split Mushroom |       | Lightning Web   |       | Soul Body      |       | 8 / 4  |
| Slash Beast    |       | Ground Hunter   |       | Twin Slasher   |       | 48 / 8 |
| Frost Walrus   |       | Rising Fire     |       | Frost Tower    |       | 16 / 4 |
| Colonol        |       | Frost Tower     |       | -----          |       | -----  |
| Double         |       | Double Cyclone  |       | -----          |       | -----  |
| General        |       | Twin Slasher    |       | -----          |       | -----  |
| Sigma [1st]    |       | Rising Fire /   |       | -----          |       | -----  |
|                |       | Lightning Web   |       | -----          |       | -----  |
| Sigma [2nd]    |       | Ground Hunter / |       | -----          |       | -----  |
|                |       | Soul Body       |       | -----          |       | -----  |

| Maverick       | ----> | Weakness [Z] | ----> | Weapon Get [Z] | ----> | Perform       |
|----------------|-------|--------------|-------|----------------|-------|---------------|
| ~~~~~          |       | ~~~~~        |       | ~~~~~          |       | ~~~~~         |
| Web Spider     |       | Shippuuga    |       | Raijingeiki    |       | Triangle      |
| Cyber Peacock  |       | Ryuenjin     |       | Rakuhouha      |       | R2            |
| Storm Owl      |       | Rakuhouha    |       | Tenkuuha       |       | Square        |
| Magma Dragoon  |       | Raijingeiki  |       | Ryuenji        |       | Up + Square   |
| Jet Stingray   |       | Hyouretsuzan |       | Hienkyaku      |       | Circle        |
| Split Mushroom |       | Raijingeiki  |       | Kuuenbuu       |       | X, X          |
| Slash Beast    |       | Kuuenzan     |       | Shippuuga      |       | Circle + Tri. |
| Frost Walrus   |       | Ryuenjin     |       | Hyouretsuzan   |       | Down + Square |
| Colonol        |       | Hyouretsuzan |       | -----          |       | -----         |
| Iris           |       | Ryuenjim     |       | -----          |       | -----         |
| General        |       | Kuuenzan     |       | -----          |       | -----         |

|             |               |       |       |
|-------------|---------------|-------|-------|
| Sigma [1st] | Raijingeiki / | ----- | ----- |
|             | Kuuzanzan     |       |       |
| Sigma [2nd] | Kuuzanzan     | ----- | ----- |

Key

???

00 / 00

Normal / Charged

### Part Three: Armor Upgrades [X only] [MMX4 5.3]

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#### Jungle [Web Spider]

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Location: Area 1

Weapon Needed: None

Armor Part: Legs

During the first drop off with the Blast Rasters. When landing on a ledge there'll be a hole in the wall to walk in to get it.

"This battle should never have happened. X...Why must Reploids fight amongst each other? Why do these peace keepers persist in fighting each other? This must be some kind of mistake. X, enter this capsule. Equip with this to discover the truth. Equip with this boot module and jump twice in the air to hover. You can move either left or right and will remain airbourne for a few moments. It is effective for negotiating through higher and more dangerous terrain. Stop this tragic war as soon as possible X."

#### Cyberspace [Cyber Peacock]

????????????????????????????????

Location: Area 1

Weapon Needed: None

Armor Part: Helmet

Get an S rank in the third test.

"I'm giving you a new head module, X. This module will improve your special weapons abilities. It should reduce your special weapon energy requirements to near zero. You may now use your special weapons as often as you want."

#### Air Force [Storm Owl]

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Location: Area 2

Weapon Needed: Lightning Web

Armor Part: Arms

Use Lightning Web at wall of Spikes to climb to top before fighting the sub boss.

### Arm Upgrade #1

????????????????????

"You can charge up to four blasts at a time with this arm module. It takes a while to charge, but you can fire a charged shot at any time you so wish with it. This part is interchangeable. Enter the capsule, X."

#### Arm Upgrade #2

~~~~~

"With this arm part you can fire the Plasma Shot which is effective against stronger enemies. If the shot hits the opponent, plasma is generated which will cause additional damage to the enemy. This arm module is interchangeable. Enter this capsule to change parts."

#### Volcano [Magma Dragoon]

~~~~~

Location: Area 2

Weapon Needed: Twin Slasher

Armor Part: Body

Before getting ride armor at drop of ledge, do a dash jump and once there supercharge the Twin Slasher.

"Equip this new body module, X. This body part absorbs damage inflicted by enemies and will gradually accumulate within. When it is filled to capacity with energy you can execute the invincible Nova Strike. However, a single use will consume all your energy stores, so use it only to pull through tight situations."

#### Part Four: Tank Locations [MMX4 5.4]

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#### Cyberspace [Cyber Peacock]

~~~~~

Location: Area 1

Weapon Needed: None

Type: Energy

Get S rank in second test.

#### Marine Base [Jet Stingray]

~~~~~

Location: Area 2

Weapon Needed: None

Type: Energy

Towards the end of the second encounter with Jet Stingray after destroying a crate then perform a dash jump through some crates to obtain it. Time it right to get it.

#### Snow Base [Frost Walrus]

~~~~~

Location: Area 1

Weapon Needed: Lightning Web / Kuenbu

Type: EX

At the slope wall climb and use Lightning Web [X] to wall climb or Kuenbu [Z].

