

Mega Man X4 FAQ/Walkthrough

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Updated on Nov 9, 2009

MEGAMAN X4

Strategy Guide by BlizzardHedgehog

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I. INTRODUCTION

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Hello readers, and welcome to my first published strategy guide! This awesome guide will help you to gather all the items, nail those bosses to the walls, learn awesome strategies, and looking good doing it all the while. You've probably referred to this as a source of help if you're stuck, or maybe you're just bored and have nothing better to do than to read an epic guy's strategy guide. Or both. If you need this for a general guide, use the table of contents and Ctrl + F to find what you need. If you're looking for something specific, then take a look at Sections VI and VII. In any case, and without further ado, on with the guide!

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II. CONTROLS

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Playstation/Playstation 2 Configuration

D-Pad	Move
X	Jump/Advance Dialogue
Square	Fire X-Buster/Swing Z-Saber/Use X's Special Weapons
Triangle	Fire X-Buster/Use Technique*
O	Dash**
L1/L2	Switch Weapons (X Only)
L2	Giga Attack/Rakuhouha***

Gamecube Configuration

Control Stick	Move
A	Jump/Advance Dialogue
B	Fire X-Buster/Swing Z-Saber/Use X's Special Weapons
Y	Fire X-Buster/Use Technique*
X	Dash**
L/R	Switch Weapons (X Only)
Z	Giga Attack/Rakuhouha***

- * Normally must be combined with other inputs
- ** D-Pad twice in facing direction also works
- *** Weapon must be acquired first

The button layout can also be changed in the options menu.

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III. ITEMS

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Items, items, everywhere. Gotta collect em' all!

Energy Replenishment Items (Microscopic Capsules/Lava Lamps)

These items replenish your character's health. Small replenishers and large replenishers only differ in size. Full replenishers resemble a lava lamp.

Weapon Replenishment Items (Purple-Striped Orbs)

These items replenish your weapons energy. The bigger the orb, the more energy is replenished.

1-Ups (X's/Zero's Helmets)

These items will give you a 1-Up. Surely a knowledgeable gamer like you knows what that means, because I am NOT explaining.

Heart Tanks (Heart-shaped Canisters)

These will extend your maximum health by a few increments. Make sure to hunt them all down before fighting the boss.

Energy Tanks (Square-shaped packs w/ an E on the front)

This will store extra health that you pick up. Use it to refill your health bar.

Weapon Tank (Orange Sphere w/ a W on the front)

Works similar to the Energy Tanks, but stores weapon energy instead.

Armor Capsules (Blue-and-green pods with red nodes)

These give X armor upgrades. More detailed information can be found in the levels they are found in (Ctrl + F is a lifesaver).

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IV. X'S WEAPONS/ZERO'S TECHNIQUES

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X has always had expendable weapons since the beginning, but Zero's bringing in expendable techniques to the game this time around. Which one do you choose? Well, whichever one you think is more epic. (I'm a Zero fan myself, but I willingly admit that X is better)

A. LIGHTNING WEB/RAIJINGEKI (acquired from Web Spider)

X Lightning Web fires an electric spiderweb that will stay where it's deployed for a while.

Zero (Triangle) or (Y) on the ground

Raijingekeki will extend a stream of lightning out of Zero's Z-Buster, damaging anything in it's way.

NOTE: Raijingekeki means Thunder God Strike in English.

B. SOUL BODY/KUENBU (acquired from Split Mushroom)

X Soul Body creates a multicolored clone of X that imitates his every action.

Zero (Square) or (B) in midair

Kuenbu will give Zero a double jump and a spinning aerial slash.

NOTE: Kuenbu means Sky Waltz in English.

C. AIMING LASER/RAKUHOHA (acquired from Cyber Peacock)

X Aiming Laser displays an aiming sight with which you can control the path of the laser that you fire.

Zero (L2) or (Z) on the ground

Rakuhouha sends energy spheres outwards in all directions, causing heavy damage.

NOTE: Rakuhouha means Fallen Phoenix Crush in English.

D. DOUBLE CYCLONE/TENKUUHA (acquired from Storm Owl)

X Double Cyclone sends two ascending spheres of wind energy out to either side of X.

Zero Automatic

Tenkuuha gives Zero a glorious purple Z-Saber, a nice contrast from the green one. It can destroy enemy bullets with a slash.

NOTE: Tenkuuha means Sky Command in English.

E. RISING FIRE/RYUENJIN (acquired from Magma Dragoon)

X Rising Fire sends a single flaming burst directly upwards.

Zero (Up + Triangle) or (Up + Y) on the ground

Ryuenjin creates an ascending fire blade, good for aerial enemies.

NOTE: Ryuenjin means Dragon Flame Blade in English.

F. FROST TOWER/HYOURETSUZAN (acquired from Frost Walrus)

X Frost Tower creates a heavy chunk of ice where X is.

Zero (Down + Triangle) or (Down + Y) in midair

Hyouretsuzan creates a large icicle in the air, which is forcefully brought down by Zero.

NOTE: Hyouretsuzan means Ice Stab in English.

G. GROUND HUNTER/HIENKYAKU (acquired from Jet Stingray)

X Ground Hunter deploys a miniature stingray that searches along the ground for enemies and destroys them.

Zero (O) or (X) in midair
Hienkyaku gives Zero the ability to perform the Air Dash.
NOTE: Hienkyaku means Air Walk in English.

H. TWIN SLASHER/SHIPPUUGA (acquired from Slash Beast)
X Twin Slasher sends out two shredding waves at 45 degree angles.
Zero (O followed by Triangle) or (X followed by Y)
Shippuuga allows Zero to perform a powerful dash slash, which can then become a combo.

NOTE: I forgot what Shippuuga meant in English :/ Oh well. If you're reading this, then you have the world at your fingertips (Internet, duh).

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V. STAGE-BY-STAGE GUIDE

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Now to get down to the meat and potatoes of this whole guide! I have the levels listed by recommended order, that is, the order in which the weapon you get in B will help you defeat the boss in C, and C's weapon will help you beat boss D, and so on. Heart Tanks, Armor Capsules, and other goodies are mentioned along the way, but for a quick reference, just use Section VI of this guide.

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A. SKY LAGOON

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Guide for X

+++ PART 1

After the opening cinema which you shouldn't worry too much about as it is not truly significant to the plot, X will receive an alert from the Maverick Hunter HQ telling him about a Maverick attack on the peaceful midair city of Sky Lagoon. X will rush to the scene (without any armor, no less. guess HQ doesn't recycle X's armor) and you'll take control. Move past the first wave cautiously, as the dragonflies have a tendency to fly out of nowhere and strike you. Use charged shots to take care of the Repliforce cronies. Get to the wall and --HOLY CRAP IT'S A DRAGON!!!-- don't worry about it. Just blast through the wall with repeated fire and it will come down. Continue doing this and disregard the dragon, or if you want to pull a Chuck Norris you can defeat him here and now. Wait until he sends his fist flying up through the ground, then hit it with a charge shot. Repeat this until he's dead, or just keep going and blasting down walls. After bringing down the relatively larger wall, watch out for those spiked bulldozers. Hurt. Continue until you reach a boss door and enter it. Maverick Hunter Dragoon of the 14th Unit will be standing in front of the reactor (foreshadowing, anyone?) and will tell you to leave, then practices what he preached. X, knowing the Sky Lagoon will come crashing into the city below, warps out and investigates the ruins of the city.

+++ PART 2

X will arrive in the ruined city and marvel at the damage done (not in the good way). Afterwards, you'll gain control. Keep moving through and BE CAREFUL of the falling rocks. They are lethal with a capital L. Continue progressing through and you'll eventually reach a crevice in the ground. Collect the lava lamp and the 1-Up, then wall jump out of there like an insane chimpanzee. After making it out, head left and you'll fight your first REAL boss.

+++ BOSS: DRAGON MECHANILOID

Remember this dude back from Sky Lagoon Part 1? He's back, and he's the easiest boss in the game. He'll start out on the right side of the screen, but when he flies off he will reappear on the left side. Charged shots help to speed this battle up tremendously. Just avoid what few projectiles he throws at you (which

is nowhere near enough to kill you anyways) and continue to release charge shots until he's dead. If you failed this boss battle, then turn the game off and go bake yourself a failure cake, because a 5-year old can do this (no joke, 4 years ago my little brother tried playing it and he beat this boss [but only this one, unfortunately]).

After the battle, the Colonel of Repliforce will arrive and address himself. When X asks him questions, Colonel will get all defensive and say he was only here to save his sister. X asks him to disarm and return with X to HQ, but Colonel stubbornly refuses, and Repliforce is thus labeled as Maverick.

Guide for Zero

+++ PART 1

After the opening cinema which you shouldn't worry too much about as it is not truly significant to the plot, Zero will receive an alert from the Maverick Hunter HQ telling him about a Maverick attack on the peaceful midair city of Sky Lagoon. Zero will rush to the scene and you'll take control. Move past the first wave cautiously, as the dragonflies have a tendency to fly out of nowhere and strike you. Eliminate anything in your way with that Z-Saber. Get to the wall and --HOLY CRAP IT'S A DRAGON!!!-- don't worry about it. Just slash through the wall with repeated hits and it will come down. Continue doing this and disregard the dragon, or if you want to pull a Chuck Norris you can defeat him here and now. Wait until he sends his fist flying up through the ground, then hit it with a saber combo. Repeat this until he's dead, or just keep going and slashing down walls.

After bringing down the relatively larger wall, watch out for those spiked bulldozers. Hurt. Continue until you reach a boss door and enter it. Maverick Hunter Dragoon of the 14th Unit will be standing in front of the reactor (foreshadowing, anyone?) and will tell you to leave, then practices what he preached. Zero, knowing the Sky Lagoon will come crashing into the city below, warps out and investigates the ruins of the city.

+++ PART 2

Zero will arrive in the ruined city and marvel at the damage done (not in the good way). Afterwards, you'll gain control. Keep moving through and BE CAREFUL of the falling rocks. They are lethal with a capital L. Continue progressing through and you'll eventually reach a crevice in the ground. Collect the lava lamp and the 1-Up, then wall jump out of there like an insane chimpanzee. After making it out, head left and you'll fight your first REAL boss.

+++ BOSS: DRAGON MECHANILOID

Remember this dude back from Sky Lagoon Part 1? He's back, and he's the easiest boss in the game. He'll start out on the right side of the screen, but when he flies off he will reappear on the left side. Aerial slashes are the only way. Just avoid what few projectiles he throws at you (which is nowhere near enough to kill you anyways) and continue to hack away until he's dead. If you failed this boss battle, then turn the game off and go bake yourself a failure pie, because even my grandma can beat this battle (once again, no joke. 4 years ago [once again, only this one]).

After the battle, the Colonel of Repliforce will arrive and address himself. When Zero asks him questions, Colonel will get all defensive and say he was only here to save his sister. Zero asks him to disarm and return with Zero to HQ, but Colonel stubbornly refuses, and Repliforce is thus labeled as Maverick.

After saving, a cinema will play where the Repliforce General will tell all of the Repliforce troops about the fact that they have been labeled as Mavericks by the government, and Repliforce will rally. Zero will see Iris, Colonel's sister

who's life he saved, around the base. She will keep trying to convince Zero and Colonel to stop fighting as the game progresses.

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B. JUNGLE

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Guide for X

+++ PART 1

Welcome to the Jungle! We got fun and games! Start heading right and follow the water path. Take out any enemies along your way. Once you get to the part where you must descend vertically, decline with caution, as enemies lie in wait. When you get to the part where there is a chasm in which the level continues to your right and a mini-waterfall to your left, jump through the mini-waterfall and you will find the Leg Armor Upgrade. This will enable to air-dash and use your hovering capabilities. Fall down the chasm.

Continue heading to your right until you encounter multiple logs falling down a waterfall. Your new hover power ought to work splendidly here. After clambering across another log-ridden waterfall and climbing up to the door to the next area (use the ladder to your advantage against the enemies), destroy the door and move on.

+++ PART 2

Continue right and above all, keep moving. Worms and bees will keep springing out of the canopy to ambush you, but if you keep moving you'll be fine. When you get to the part with the bee hives, destroy the beehive first, then the bees. As you continue past that area, the worms will start jumping out of nowhere again. Be careful. If you possess the Rising Fire, then you can burn that cylindrical purple growth to find a Heart Tank. Go further, avoid the bees and pick up the lava lamp as you head into the purple door. Web Spider is just ahead.

+++ BOSS: WEB SPIDER

This boss is relatively easy compared to the other seven. Defeat of this boss ensures an easy road ahead, so if you fail at first, then I beg you to try, try again. He'll normally drop in and out of the jungle canopy. Watch the leaves to see if they rustle. If they do, then that's where he will come down from. At first he will only drop down and fire Lightning Web at you (careful: it does home in), but when you get him down to about 3/5 health, then he will create a huge net and crawl across it, using derivatives of Lightning Web and spawning mini-spiders. Be cautious and finish him off to receive the Lightning Web. By the way, notice that weapon in the background. If you've played Megaman X5, you'll know what that is.

Guide for Zero

+++ PART 1

Welcome to the Jungle! We got fun and games! Start heading right and follow the water path. Take out any enemies along your way. Once you get to the part where you must descend vertically, decline with caution, as enemies lie in wait. Fall down the chasm that leads to the next part of the level.

Continue heading to your right until you encounter multiple logs falling down a waterfall. Double jumps and air-dashes ought to work splendidly here (assuming you have them). After clambering across another log-ridden waterfall and climbing up to the door to the next area (use the ladder to your advantage against the enemies), destroy the door and move on.

+++ PART 2

Continue right and above all, keep moving. Worms and bees will keep springing out of the canopy to ambush you, but if you keep moving you'll be fine. When you get to the part with the bee hives, destroy the beehive first, then the bees. As you continue past that area, the worms will start jumping out of nowhere again. Be careful. If you possess the Ryuenjin, then you can burn that cylindrical purple growth to find a Heart Tank. Go further, avoid the bees and pick up the lava lamp as you head into the purple door. Web Spider is just ahead.

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C. BIO LABORATORY

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Guide for X

+++ PART 1

Climb up the stairway. Shouldn't be too hard. Clear your way through the next section. Again, not too hard. Keep going through the level until -SNAP!- the floor closes shut! Take the left path up: it is much easier. Clamber up the platforms, ascend the ladder, and mind the spikes. Keep going up until the floor shuts again, and BE CAREFUL OF THOSE DRILLS! They are fatal if you come in contact with them. Use your quick wits and good judgment to make it past the three sets of drills. After making it to the top, go left until you see a cluster of army-green platforms. Prepare for a mini-boss.

+++ MINI-BOSS: SPIKE MASTER

Stay on a platform, charging up your shot, then as he extends his spikes, move out of the way and go to town with your X-Buster. Repeat the process, and hopefully you won't run out of platforms. Otherwise you'll have to put all of your trust into those hover-equipped legs of yours (not recommended). After defeating him, proceed left.

+++ PART 2

Climb up the stairway again, but be more cautious this time around, as there will be spike balls coming from the ceiling. And lots of them. Rise to the top, use the teleporter, and be still. Do not attempt to get that Heart Tank until you feel pumped. Use the debris from the drill's rampage as it's falling for a foothold to use to jump to where the Heart Tank is. After performing that ninja-tastic stunt, continue to make your way through the crumbling ruins, and avoid the drills. Hint: If you can find a safe foothold, your air-dash can do the rest for you.

As the elevator lifts you up, avoid the stuff that could kill you (spikes, rubble, etc.) and make nimble dashes to help you through. After the elevator part's all done with, pick up the health and weapon replenishments, climb up the wall and prepare to face the most trippin' boss in the history of Megaman X.

+++ BOSS: SPLIT MUSHROOM

People often wonder what this dude is on. But, then again, he's a mushroom, so

what did you expect? First he'll start by using Soul-Body to make four or five clones of himself. Dodge those hyperactive clones. After the Soul clones fly off, Split Mushroom will...split in half (get it? Split Mushroom splits in half!). He and his clone will start flying around, making weird noises, creating fungal spores, spinning in circles, you name it, they're doin' it. Use Lightning Web on the true Split Mushroom and he won't be so hyper. Continue to use Lightning Web afterwards and the battle will be won, and so will Soul Body.

Guide for Zero

+++ PART 1

Climb up the stairway. Shouldn't be too hard. Clear your way through the next section. Again, not too hard. Keep going through the level until -SNAP!- the floor closes shut! Take the left path up: it is much easier. Clamber up the platforms, ascend the ladder, and mind the spikes. Keep going up until the floor shuts again, and BE CAREFUL OF THOSE DRILLS! They are fatal if you come in contact with them. Use your quick wits and good judgment to make it past the three sets of drills. After making it to the top, go left until you see a cluster of army-green platforms. Prepare for a mini-boss.

+++ MINI-BOSS: SPIKE MASTER

Stay on a platform, charging up your shot, then as he extends his spikes, move out of the way and 3-hit combo his butt with the Z-Saber. Repeat the process, and hopefully you won't run out of platforms. Otherwise you'll have to put all of your trust into whatever aerial abilities you have (not recommended). After defeating him, proceed left.

+++ PART 2

Climb up the stairway again, but be more cautious this time around, as there will be spike balls coming from the ceiling. And lots of them. Rise to the top, use the teleporter, and be still. Do not attempt to get that Heart Tank until you feel pumped. Use the debris from the drill's rampage as it's falling for a foothold to use to jump to where the Heart Tank is. After performing that ninja-tastic stunt, continue to make your way through the crumbling ruins, and avoid the drills. Hint: If you can find a safe foothold, your air-dash can do the rest for you (assuming you have it).

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D. CYBER SPACE
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Guide for X

+++ PART 1

This seems to bring me back for some reason, perhaps back to when my best friend and I played Megaman Battle Network when we were still in 5th grade, Ah, the memories...but THIS IS NOW!! Part 1 is comprised of a few "races" where you must make it to the goal as quickly as possible, and you will be ranked on your performance. If you get Rank S, you'll get a nice prize, like a Heart Tank or Energy Tank. But if you do poorly, you must repeat the race over and over again.

The first race is relatively short. Just traverse the basic terrain, and if those golden orbs are getting in your way, use Soul Body to knock them out. Rank S will reward you with a Heart Tank.

The second race is a little harder, obviously. Take any of the three paths you want, but I recommend taking the middle and merging into the low path. Remember to use Soul Body! Rank S on the second race will reward you with an Energy Tank.

The third race is much harder. If you have the Weapon Tank, use it to refill Soul Body before beginning the third race. You're going to need at least 4 Soul Body clones to help you through this. Use Soul Body and hyper-fast wall-jumps to make it up the series of platforms riddled with golden orbs, then break through the final two waves of golden orbs to reach the finish. Rank S on the third race will reward you with the Helmet capsule, so if you rank down to A on the third race, kill yourself and try again. The helmet is important because it lets you use your special weapons as much as you want, which is very good because X4 probably has the lowest counted energies of each special weapon in the history of Megaman X. Fortunately, with this, you won't need to worry about that, and unless you like charging up your weapons, you shouldn't ever need to worry about running out of ammo.

+++ PART 2

Now it's time to get back to classic Megaman X platforming...sort of. Those funky orange modules on the ground turn the world upside down, so use them and those heavy purple balls to solve the so-called "puzzles". You'll keep doing this for awhile, so get used to it. Continue to make it through the level until you go into a portal. The purple door is just to your right; prepare your Soul Body.

+++ BOSS: CYBER PEACOCK

You know, it's funny. In the Keiji Inafune interview, I remember someone saying that taking a peacock and making him look cybernetic and robotic was cool. I couldn't agree more, but unfortunately, this dude is both cool and hard, and while he may not be on acid like Split Mushroom, he can still cyber-teleport all around the place

When the battle first starts, he'll open with a bunch of teleporting moves. He'll normally teleport to your exact location, if not right next to you, so remember to dash to the other side of the arena when he's doing that. He uses attacks such as a rising jump and an action where he extends his feathers and they become blades. Use Soul Body and ram into him with your clone to do some notable damage; you can permanently maintain your Soul Body by constantly pressing the attack button. After doing that for a while, he'll jump in the air and use aimed projectiles to try to hit you. These things are a pain to dodge, so just keep using Soul Body and you will disrupt his transmissions and send him teleporting somewhere else. With your new helmet upgrade, you won't need to worry about expending weapon energy at all. Just spam him with Soul Body until he dies. After plucking his feathers, you'll earn the Aiming Laser for your hard work.

Guide for Zero

+++ PART 1

This seems to bring me back for some reason, perhaps back to when my best friend and I played Megaman Battle Network when we were still in 5th grade, Ah, the memories...but THIS IS NOW!! Part 1 is comprised of a few "races" where you must make it to the goal as quickly as possible, and you will be ranked on your performance. If you get Rank S, you'll get a nice prize, like a Heart Tank or Energy Tank. But if you do poorly, you must repeat the race over and over again.

The first race is relatively short. Just traverse the basic terrain, and if those golden orbs are getting in your way, use Kuenubu slash to knock them out. Rank S will reward you with a Heart Tank (I think. It may have been an energy tank).

The second race is a little harder, obviously. Take any of the three paths you want, but I recommend taking the middle and merging into the low path. Remember to use Kuenubu! Rank S on the second race will reward you with an Energy Tank.

The third race is much harder. Use Kuenubu and hyper-fast wall-jumps and double jumps to make it up the series of platforms riddled with golden orbs, then break through the final two waves of golden orbs to reach the finish. Rank S on the third race will reward you with nothing, but getting Rank S does make you look awesome in front of your friends.

+++ PART 2

Now it's time to get back to classic Megaman X platforming...sort of. Those funky orange modules on the ground turn the world upside down, so use them and those heavy purple balls to solve the so-called "puzzles". You'll keep doing this for awhile, so get used to it. Continue to make it through the level until you go into a portal. The purple door is just to your right; prepare yourself

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When the battle first starts, he'll open with a bunch of teleporting moves. He'll normally teleport to your exact location, if not right next to you, so remember to dash to the other side of the arena when he's doing that. He uses attacks such as a rising jump and an action where he extends his feathers and they become blades. Use Kuenubu to do some notable damage; you can stay practically invincible if you stay in the air and dance on the attack button. After doing that for a while, he'll jump in the air and use aimed projectiles to try to hit you. These things are a pain to dodge, so just keep using Kuenubu and you will disrupt his transmissions and send him teleporting somewhere else. Just spam him with Kuenubu until he dies. After plucking his feathers, you'll earn the Rakuhouha for your hard work

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E. AIR FORCE
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Guide for X

+++ PART 1

Go right and use the blue platforms to jump over to the next area, or you can just pull an Arnold Shwarggeneiger and destroy them too. Hop in the Eagle Ride Armor and take flight, and remember to use charged shots when in this ride armor; standard shots are useless compared to the power, accuracy, and versatility of the charge shot. You can also air-dash and hover *forever* in this armor. Destroy the cannons and get to the ladder, then abandon your Eagle

Ride Armor. Run, or dash, or whatever, REALLY QUICKLY, and jump and scale the walls to get the Heart Tank before the first UFO blasts the platform that it's resting on to bits. A dash jump will work nicely. Continue on to the right and obliterate the cannons and those annoying Mechaniloids, then make it QUICKLY past the next two UFO's. This will land you a spot in Part 2.

+++ PART 2

Storm the gates and blast down the walls, destroying the laser robots while doing so. A platform should come by to help you across the spikes. Use an air-dash or your hover ability to make it up and over that spike wall. To get the Arm Parts Armor Capsule, use the Lightning Web to wall-jump up the spike path (the Lightning Web creates a temporary wall for you to jump on) and you will see two armor capsules for Arm Parts. One enables you to fire destructive plasma bolts as charged shots (left capsule) and the other will let you fire charged shots as fast as regular shots. Choose which one you want (I recommend plasma bolts) and go back down. Head through the purple door and prepare yourself for a mini-boss.

MINI-BOSS: WALL-MOUNTED LASER MODULE

As always, charge shots work best, but you are welcome to spam normal shots. Two laser robots will appear every time the module opens, so if there is a laser robot in the middle, wait. If there is a laser robot down low, then use your hover function to soar over it, or just blast it to bits if there is another laser blocking your way. Take care of any laser robots that may harm you first, then shoot the red module on the wall. Be patient, as this will require more time than normal for a mini-boss. When you're done, continue forward.

Climb up the ladders, picking up the lava lamp as you go along, and head left at the top of the pathway to face the overweight boss.

+++ BOSS: STORM OWL

This dude needs to lay off the pasta. I'm surprised he can stay airborne for long. The Aiming Laser is the perfect Achilles' Heel for this flying fatso. Remember to AIM the laser or it may not work. He'll normally just fly around, trying to swoop down on you. Place the reticle on him and show him who his daddy is with the attack button. When he fires orange bullets from his fingers in a 3-way spread, find a good place to dodge them all. When he starts spreading wind spheres all over the stage, stay on your toes and do your best to avoid them, because they will all come flying at you at once. He rarely uses his tornado move, but if he does, dash away from it repeatedly until you can break the tornado's grip. Careful precision with the Aiming Laser and the death of Storm Owl will reward you with the Double Cyclone. GLITCH: As a boss is exploding, you can still move your aiming reticle around.

Guide for Zero

+++ PART 1

Go right and use the blue platforms to jump over to the next area, or you can just pull an Arnold Shwarggeneiger and destroy them too. Hop in the Eagle Ride Armor and take flight, and remember to use charged shots when in this ride armor; standard shots are useless compared to the power, accuracy, and versatility of the charge shot. You can also air-dash and hover *forever* in this armor. Destroy the cannons and get to the ladder, then abandon your Eagle Ride Armor. Run, or dash, or whatever, REALLY QUICKLY, and jump and scale the walls to get the Heart Tank before the first UFO blasts the platform that it's resting on to bits. A dash jump or double jump will work nicely. Continue on to the right and obliterate the cannons and those annoying Mechaniloids, then make it QUICKLY past the next two UFO's. This will land you a spot in Part 2.

+++ PART 2

Storm the gates and blast down the walls, destroying the laser robots while doing so. A platform should come by to help you across the spikes. Use an air-dash or double jump to make it up and over that spike wall. Head through the purple door and prepare yourself for a mini-boss.

MINI-BOSS: WALL-MOUNTED LASER MODULE

With Kuuenbu, this will be a breeze. Two laser robots will appear every time the module opens, so if there is a laser robot in the middle, wait. If there is a laser robot down low, double jump and stay attached to the wall. Take care of any laser robots that may harm you first, then shoot the red module on the wall. When you're done, continue forward.

Climb up the ladders, picking up the lava lamp as you go along, and head left at the top of the pathway to face the overweight boss.

+++ BOSS: STORM OWL

This dude needs to lay off the pasta. I'm surprised he can stay airborne for long. The Rakuhouha is the perfect Achilles' Heel for this flying fatso. Remember to AIM your burst, or we'll have a lot of stray fire. He'll normally just fly around, trying to swoop down on you. Show him who his daddy is with the Giga Attack button. When he fires orange bullets from his fingers in a 3-way spread, find a good place to dodge them all. When he starts spreading wind spheres all over the stage, stay on your toes and do your best to avoid them, because they will all come flying at you at once. He rarely uses his tornado move, but if he does, dash away from it repeatedly until you can break the tornado's grip. Careful timing with the Rakuhouha and the death of Storm Owl will reward you with the upgraded Z-Saber: the Tenkuuha.

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F. MEMORIAL HALL
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Guide for X

+++ BOSS: COLONEL

After defeating four bosses, Colonel will challenge you to a battle at Memorial Hall. X says he won't run away this time, so he accepts the challenge. When he gets to Memorial Hall, you will take over. Head right and Colonel will appear. After a little chitchat, Colonel will come out of nowhere and start striking you. He has a few basic attacks: a sword wave, which can be easily dodged by hovering, a warp slash, where he will disappear and reappear near you and take a slash at you. Stay airborne while he disappears to avoid any damage he may have done. Only the X-Buster works, so don't try anything else. You'd be wasting your time. After fighting with Colonel, he will commend you on your skill, but then he will run away.

Guide for Zero

+++ BOSS: COLONEL

After defeating four bosses, Colonel will challenge you to a battle at Memorial Hall. Despite the pleas of Iris, Zero readily accepts the challenge. When he gets to Memorial Hall, you will take over. Head right and Colonel will appear. After a little chitchat, Colonel will come out of nowhere and start striking you. He has a few basic attacks: a sword wave, which can be easily dodged by hovering, and a warp slash, where he will disappear and reappear near you and take a slash at you. Stay airborne while he disappears to avoid any damage he may have done. Only the Z-Saber, maybe Kuuenbu, work, so don't try anything else. You'd be wasting your time. After fighting with Colonel, he will commend you on your skill, but then he will run away.

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Guide for X

+++ PART 1

Magma Dragoon is a traitor!? No way! I never would have guessed by the fact that he was in the reactor room as Sky Lagoon was falling to the ground! Could he have been sabotaging it!? Naw... anyways, go to the right until the screen starts shaking, then dash like a madman to make it to higher ground, or you'll be taking some heavy hits from the magma boulders rolling down the incline behind you. When you get to the columns of rock, cautiously jump from one to another, timing your jumps to avoid the falling magma boulders.

After that's over and done with, fire will start leaping out of the ground. To traverse this area safely, get close to it, then as soon as it releases a fireburst, run until you are at the bisector of the fire's arc, that is, just below where the fire reaches it's maximum height in the air. After it releases fire one more time, then run again until you are away from it. Continue doing this, destroying the Mettaurs as you go. When the screen starts shaking again, time your hovers to avoid the magma boulders that start rolling down the incline at your right. Continue doing this until you reach the door, and beware of falling magma boulders.

+++ PART 2

Clamber across the platforms, dodging the rising magma boulders as you do so. When you reach the part where there is a military Reploid in Raiden Ride Armor, destroy him, then get to the highest ground available. Dash jump over to your left to find a Heart Tank. Dash jump over to your right (you may need the help of the Ride Armor) to find a solid rock wall, which you can destroy using a charged Twin Slasher attack. Behind there is the Armor Capsule for the Body Parts. This will decrease the amount of damage taken from enemy attacks.

Hop in the Raiden Ride Armor and time your jumps to make it across the lava pits. When you reach the part where you think you have to abandon the Ride Armor, don't do it. Hop in the lava and destroy those solid rocks. Hop up onto the platform and you'll finally get to fight the traitor.

+++ BOSS: MAGMA DRAGOON

After Magma Dragoon appears out of the fire and reveals that it was he who destroyed the Sky Lagoon, you will fight him. Since you *hopefully* brought the Raiden Ride Armor, you can start doing damage to him without worrying about your health. Use dash punches and aerial slashes, as those work best. When he destroys your Ride Armor, whip out the Double Cyclone and get to work. Be extremely careful around this dude, as he is the most powerful Maverick yet, and what's more, he'll be using classic Street Fighter techniques such as Hadouken and Shoryuken. Use careful hovering and evasion techniques, and when he fires his magma beam, stay up on the walls.

After defeating him, he will reveal that all he ever wanted to do was fight X, and "he" gave him the chance to do it; by being a Maverick (I wonder who "he" could be). You will then get the Rising Fire for your noble efforts.

Guide for Zero

+++ PART 1

Magma Dragoon is a traitor!? No way! I never would have guessed by the fact that he was in the reactor room as Sky Lagoon was falling to the ground! Could he have been sabotaging it!? Naw... anyways, go to the right until the screen starts shaking, then dash like a madman to make it to higher ground, or you'll be taking some heavy hits from the magma boulders rolling down the incline

behind you. When you get to the columns of rock, cautiously jump from one to another, timing your jumps to avoid the falling magma boulders.

After that's over and done with, fire will start leaping out of the ground. To traverse this area safely, get close to it, then as soon as it releases a fireburst, run until you are at the bisector of the fire's arc, that is, just below where the fire reaches it's maximum height in the air. After it releases fire one more time, then run again until you are away from it. Continue doing this, destroying the Mettaurs as you go. When the screen starts shaking again, time your jumps to avoid the magma boulders that start rolling down the incline at your right. Continue doing this until you reach the door, and beware of falling magma boulders.

+++ PART 2

Clamber across the platforms, dodging the rising magma boulders as you do so. When you reach the part where there is a military Reploid in Raiden Ride Armor, destroy him, then get to the highest ground available. Dash jump over to your left to find a Heart Tank.

Hop in the Raiden Ride Armor and time your jumps to make it across the lava pits. When you reach the part where you think you have to abandon the Ride Armor, don't do it. Hop in the lava and destroy those solid rocks. Hop up onto the platform and you'll finally get to fight the traitor.

+++ BOSS: MAGMA DRAGON

After Magma Dragoon appears out of the fire and reveals that it was he who destroyed the Sky Lagoon, you will fight him. Since you *hopefully* brought the Raiden Ride Armor, you can start doing damage to him without worrying about your health. Use dash punches and aerial slashes, as those work best. When he destroys your Ride Armor, whip try closing in on him from behind and using basic three-hit combos. Be extremely careful around this dude, as he is the most powerful Maverick yet, and what's more, he'll be using classic Street Fighter techniques such as Hadouken and Shoryuken. Use careful hovering and evasion techniques, and when he fires his magma beam, stay up on the walls.

After defeating him, he will reveal that all he ever wanted to do was fight Zero, and "he" gave him the chance to do it; by being a Maverick (I wonder who "he" could be). You will then learn the Ryuenjin for your noble efforts.

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H. SNOW BASE
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Guide for X

+++ PART 1

As the stage begins, look behind you. To anyone who's played Megaman X3, you should know who that is. You can go up if you want, but it's more practical (and more beneficial) to go right. Once you get to the room after the two disappearing/reappearing ice platforms, use Rising Fire to melt the ice plate directly above you and you'll get a Heart Tank. Go right, then climb up on those disappearing/reappearing ice platforms. Collect the 1-Up to your left, then head right. This will save you a lot of trouble.

Slide down the ice paths, and use a bit of dashing to get a head start for when the ice paths start disappearing. At the end, pick up the lava lamp, then head down, right, then down again to make it to a sequence of ice platforms that continue to rise. Analyze the patterns in which they rise, then make your way down, trying not to get crushed in the process. Head right and then through the purple door to encounter a familiar foe...

+++ MINI-BOSS: ICE CLAW MECH

Remember this enemy from Megaman X3? He's back, and he's not just an average enemy anymore. Equip Rising Fire and keep using it to damage the mini-boss and destroy those icicles on the ceiling, which would otherwise come crashing down on you. Repeat this until he's dead.

+++ PART 2

Keep going through, destroying the ice blocks as you go. Beware, as sometimes the ice blocks will contain enemies or bombs that can hurt you. Keep going until you get to the area with a TON of ice blocks. Carve a path through to the top-right, and you will eventually see the Weapon Tank encased in ice. Get it, then continue until you run into a weird-looking bird. Kill it before it freezes everything on the entire screen, including the walls and floor. You'll run into about three more of these; just keep carving through them. You will eventually reach a purple door. Get the obvious weapon ready.

+++ BOSS: FROST WALRUS

Another fatty in this game, woohoo. Any rumors that the X-Buster is this dude's weakness weapon is a BIG FAT LIE. I think it should be pretty obvious that the Rising Fire is any ice enemy's downfall. Basically, wait until he charges at the wall, air-dash over him, close in, and use Rising Fire. He'll be blown back from the shock, but he may try charging at you again. Be prepared just in case. Also keep an eye out for that attack where he spreads miniature Frost Towers all over the stage. After enough Rising Fire blasts, he'll melt, and you'll get the Frost Tower.

Guide for Zero

+++ PART 1

As the stage begins, look behind you. To anyone who's played Megaman X3, you should know who that is. You can go up if you want, but it's more practical (and more beneficial) to go right. Once you get to the room after the two disappearing/reappearing ice platforms, use Ryuenjin to melt the ice plate directly above you and you'll get a Heart Tank. Go right, then climb up on those disappearing/reappearing ice platforms. Collect the 1-Up to your left, then head right. This will save you a lot of trouble.

Slide down the ice paths, and use a bit of dashing to get a head start for when the ice paths start disappearing. At the end, pick up the lava lamp, then head down, right, then down again to make it to a sequence of ice platforms that continue to rise. Analyze the patterns in which they rise, then make your way down, trying not to get crushed in the process. Head right and then through the purple door to encounter a familiar foe...

+++ MINI-BOSS: ICE CLAW MECH

Remember this enemy from Megaman X3? He's back, and he's not just an average enemy anymore. Prepare Ryuenjin and keep using it to damage the mini-boss and destroy those icicles on the ceiling, which would otherwise come crashing down on you. Repeat this until he's dead.

+++ PART 2

Keep going through, destroying the ice blocks as you go. Beware, as sometimes the ice blocks will contain enemies or bombs that can hurt you. Keep going until you get to the area with a TON of ice blocks. Carve a path through to the top-right, and you will eventually see the Weapon Tank encased in ice. Get it, then continue until you run into a weird-looking bird. Kill it before it freezes everything on the entire screen, including the walls and floor. You'll run into about three more of these; just keep carving through them. You will eventually reach a purple door. Get the obvious weapon ready.

+++ BOSS: FROST WALRUS

Another fatty in this game, woohoo. Any rumors that the Z-Saber is this dude's weakness weapon is a BIG FAT LIE. I think it should be pretty obvious that the Ryuenjin is any ice enemy's downfall. Basically, wait until he charges at the wall, double jump over him, close in, and use Ryuenjin. He'll be blown back from the shock, but he may try charging at you again. Be prepared just in case. Also keep an eye out for that attack where he spreads miniature Frost Towers all over the stage. After enough Ryuenjin strokes, he'll melt, and you'll get the Hyouretsuzan.

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I. MARINE BASE

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Guide for X

+++ PART 1

I don't really have a whole lot of advice to give here, as 90% of this level is your skill with the Ride Chaser speedbike. Just keep blasting any enemies that come your way, jump and dash when necessary, and don't run into too many bombs. You can grab the Heart Tank about midway through, in the part just before the destructible brown walls. Don't jump when you think you should jump in order to get it. Use the right combination of dashes and blasts to destroy the doors, and endure the self-destructing platforms. Unfortunately, that's all the advice I can offer.

+++ PART 2

Again, not a whole lot of advice to offer here. When Jet Stingray appears with those gold Ground Hunters appearing around him, dash into him to ward him off, and he will no longer be a nuisance. Keep going until you reach the part where Jet Stingray appears a second time and tries to shower you with blue Ground Hunters. Grin and bear it, and try to blow through the gold boxes in spite of his annoyance. Climb up to the ramp, jump onto the platform after the ramp, then dash to blast through three gold boxes and get an Energy Tank. Soon after, you should hit land and X will jump off of the Ride Chaser, letting it crash. Pick up the lava lamp and head through the purple door to face the most annoying boss of this game.

+++ BOSS: JET STINGRAY

He's relatively easy, but he's annoying, so whatever. In any case, equip Frost Tower and wait until he releases his Ground Hunters. After he releases his Ground Hunters, he'll swoop down in an effort to hit you, so as soon as he's done releasing his Ground Hunters, plant a Frost Tower in the middle of the stage. He will swoop in and hit the Frost Tower. Take note that after he receives a certain amount of damage his Ground Hunters will go from blue to red. Red ones are more accurate than blue ones because they will locate your X axis position, and then your Y axis position, then dive bomb straight down at you, whereas blue ones follow a strict, predetermined, square-like course. Repeat Frost Tower planting until he's dead. You will get his Ground Hunters for showing your diligence.

Guide for Zero

+++ PART 1

I don't really have a whole lot of advice to give here, as 90% of this level is your skill with the Ride Chaser speedbike. Just keep blasting any enemies that come your way, jump and dash when necessary, and don't run into too many bombs. You can grab the Heart Tank about midway through, in the part just before the destructible brown walls. Don't jump when you think you should jump in order to get it. Use the right combination of dashes and blasts to destroy the doors, and endure the self-destructing platforms. Unfortunately, that's all the advice I

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+++ BOSS: JET STINGRAY

He's relatively easy, but he's annoying, so whatever. In any case, jump up and slightly above him, then use Hyouretsuzan. Take note that after he receives a certain amount of damage his Ground Hunters will go from blue to red. Red ones are more accurate than blue ones because they will locate your X axis position, and then your Y axis position, then dive bomb straight down at you, whereas blue ones follow a strict, predetermined, square-like course. Repeat Hyouretsuzan stabbing until he's dead. You will learn the Hienkyaku for showing off your ninja skills.

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J. MILITARY TRAIN

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Guide for X

+++ PART 1

You can destroy the brown boxes, but not the blue ones. Go to the right, and keep going until a Repliforce crony will come out of nowhere and grenade the suspension device holding the two traincars together. He will then kill himself, idiot. Dash jump to the next traincar and run it's course. Keep doing this and taking each enemy as they come until you reach the fourth traincar. A fifth traincar will come from behind the fourth traincar after the third one has been destroyed. This fifth traincar, however, is ready to rumble.

+++ MINI-BOSS: ARMED TRAINCAR

This guy is pretty simple, really. just avoid the spike shafts it sends at you and counter with charge shots. Repeat until it is destroyed.

+++ PART 2

Continue progressing through the level until you reach the Raiden Ride Armor. Hop in and use it's weapons to destroy the blue boxes and the traincars. You'll find a Heart Tank inside one of said traincars. Keep going until you reach the head traincar, then the train will stop. Hop off and beware of the Repliforce cronies coming from behind. When you get on another train, keep going until you reach a plain traincar carrying nothing. Suspicious? Nah.

+++ BOSS: SLASH BEAST

As you arrive at the plain traincar, boxes will pile up on either side, and Slash Beast will run alongside the train, then jump up ONTO it. That's crazy. Anyways, the battle will soon begin. Equip Ground Hunter and get up onto the walls. Stay there, and when you see an opening in his crazy attack patterns, fire one. He'll be blown back and ticked off, so expect him to come after you, trying to tear you to shreds. Just get back up onto the walls. Repeat this, dodging his Twin Slasher attacks as you destroy him. Once he is annihilated, you will get the Twin Slasher.

Guide for Zero

+++ PART 1

You can destroy the brown boxes, but not the blue ones. Go to the right, and keep going until a Repliforce crony will come out of nowhere and grenade the suspension device holding the two traincars together. He will then kill himself, idiot. Dash jump to the next traincar and run it's course. Keep doing this and taking each enemy as they come until you reach the fourth traincar. A fifth traincar will come from behind the fourth traincar after the third one has been destroyed. This fifth traincar, however, is ready to rumble.

+++ MINI-BOSS: ARMED TRAINCAR

This guy is pretty simple, really. just avoid the spike shafts it sends at you and counter with Kuuenbu and three-hit combos. Repeat until it is destroyed.

+++ PART 2

Continue progressing through the level until you reach the Raiden Ride Armor. Hop in and use it's weapons to destroy the blue boxes and the traincars. You'll find a Heart Tank inside one of said traincars. Keep going until you reach the head traincar, then the train will stop. Hop off and beware of the Repliforce cronies coming from behind. When you get on another train, keep going until you reach a plain traincar carrying nothing. Suspicious? Nah.

+++ BOSS: SLASH BEAST

As you arrive at the plain traincar, boxes will pile up on either side, and Slash Beast will run alongside the train, then jump up ONTO it. That's crazy. Anyways, the battle will soon begin. Since Hienkyaku has no offensive properties whatsoever, stay on the walls until he is calm enough for you to attack him without losing a limb. He'll be coming after you often, so just get back up onto the walls. Repeat this, dodging his Twin Slasher attacks as you destroy him. Once he is annihilated, you will learn the Shippuuga.

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K. SPACE PORT

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Guide for X

+++ PART 1

Hopefully, by now you should be fully outfitted with all the armor, got all the health upgrades, and all of the energy and weapon tanks. This level should be nothing new, and there's no huge new thing to speak of, so just traverse the level until you get to the purple door. Enter and you will fight this dude...again.

+++ BOSS: COLONEL

This guy is now more Chuck Norris-like than ever. The battle will be somewhat identical, except for the fact that his defensive power has improved, and he's learned a few new attacks. In addition to sword waves and lightning-fast slashes, he will also be throwing a new lightning-summoning attack at you. Find slits in the ground where the lightning does not strike to dodge it. He'll also be using a sword tsunami: a huge sword wave taking up half of the screen. Wall-jump to avoid it. After many, many charge shots, and maybe a Nova Strike or two, he'll succumb to your awesome might, tell you Repliforce's plans, and die.

Guide for Zero

+++ PART 1

Hopefully, by now you should have gotten all the health upgrades and all of the energy and weapon tanks. This level should be nothing new, and there's no huge new thing to speak of, so just traverse the level until you get to the purple door. Enter and you will fight this dude...again.

+++ BOSS: COLONEL

This guy is now more Chuck Norris-like than ever. The battle will be somewhat identical, except for the fact that his defensive power has improved, and he's learned a few new attacks. In addition to sword waves and lightning-fast slashes, he will also be throwing a new lightning-summoning attack at you. Find slits in the ground where the lightning does not strike to dodge it. He'll also be using a sword tsunami: a huge sword wave taking up half of the screen. Wall-jump to avoid it. After many, many three-hit combos, and maybe a special technique or two, he'll succumb to your awesome might, tell you Repliforce's plans, and die.

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L. FINAL WEAPON
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Guide for X

+++ PHASE 1

After a cinema showing Double's true form (and his intentions) you will take control, and you will be in Final Weapon, the device Repliforce is planning to use to destroy the Earth. Once again, more basic stuff. Keep going until you reach the purple door.

+++ BOSS: DOUBLE

You've probably imagined yourself beating the crap out of Double, right? Well here's your chance, but he won't be the fat goofball you see him as. He'll transform into an evil killing machine, and the battle will commence. He'll start jumping around like crazy, shouting gibberish, trying to kill you. Use charge shots as often as you can. His patterns basically follow the form of A) jump up and touch the ceiling B) touch down and touch the ground C) charge at your current location. Use an air-dash to outwit him. As his health decreases, he may temporarily break the flow and use a couple of attacks like firing blue spheres of energy, but he'll pick it right back up eventually, so other than that you should be fine.

+++ PHASE 2

After killing Double, follow the path, climb down the ladders, defeat what enemies there are, then you will be given a choice between two paths: one to the right and one below you. I highly recommend the one below, but either one is fine. After traversing the challenges in each (Lightning Web comes in handy for the upper path), pick up the lava lamp and open the purple door. The two branched paths will now meet back again, so open the next purple door and prepare yourself, as the coming battle will not be easy.

+++ BOSS: GENERAL

You have just stepped into the room where the General of Repliforce resides. After declaring the true goals of Repliforce, and stressing independence, he will destroy the chair he's sitting in and fight you. This battle is extremely easy. Just get on the opposite side of the room that he is on and spam plasma bolts. You'll chip away at his health bit by bit at a safe distance. You won't even need to use an Energy Tank. After defeating General, the entire Final Weapon will begin to shake. General says that someone else must be controlling it. X then goes deeper into the Final Weapon.

+++ PHASE 3

As is customary with all Megaman games, you will fight all eight of the Maverick bosses once again. For their weakness weapons, refer to Subsections B-J. The setup is like this:

Cyber Peacock
Jet Stingray
Split Mushroom

Storm Owl
Frost Walrus
Slash Beast

Once you've defeated all eight, step into the green teleporter to get to the next area.

+++ PHASE 4

Perform all of about four dashes, and you'll meet Sigma, who is dressed up as the Grim Reaper, which is somewhat fitting, as he has come back from the dead, for like, the third time. That looks like a nasty energy scythe, and Sigma will tell you his plan all along, to have Repliforce and Maverick Hunter HQ fighting each other so that he could buy time and build the Final Weapon. Enter through the purple doors, and prepare for the fight of your life...

+++ BOSS: REAPER SIGMA

This guy should be relatively easy. Only Rising Fire will harm him, but that's fine, because you have infinite ammunition. He will always appear directly above you, so when he appears, just press the attack button. Every third appearance he makes, he will do this attack where he sweeps his scythe across the entire arena. To avoid it, climb the wall and hover there until he disappears again. Keep doing this and you will eventually burn the Grim Reaper's robe off.

+++ BOSS: SIGMA

Now it's time to kill this dude, for like, the fourth time. He will grab the energy scythe again, and he'll be much harder. First he'll jump and throw it around himself, then catch it again. Then he will throw it at you and it will land in either the wall behind you or the floor, and start transmitting harmful electric energy through the wall/floor. Then he will do one of two things depending on where the scythe landed: If the scythe landed in the wall, then he will shoot lasers from his eyes and cover the ground. If it landed in the floor, he will send four homing boomerangs out at you. Hope that it lands in the wall, and do what you can to ensure that, because the boomerangs are a pain in the butt to dodge. Charge shots and Lightning Web both work well, so do your best to destroy him! When you do, he will explode, but is he truly ever dead?

+++ BOSS: SIGMA'S TRUE FORM

Sigma's just gone crazy. This is what happens when you try to kill someone more than once! As far as I know, only your X-Buster will work, so use those charge shots like you've never used them before! There are two versions of Sigma, a robot with a gun and a giant head, each appearing in the top-right and bottom-left corners of the room, respectively. First one will appear, then three elemental heads of fire, ice, and thunder will launch an attack at you, then the other will appear, then the three elemental heads attack, then the first appears again. This process repeats until he dies. For the robot version, get on the other side of the room and use charge shots. Beware if he fires his gun. For the head version, stay alert, as he may suck junk into his mouth, or he may spit it back out, or he may blow a whirlwind and try to send you flying into the spikes. Try to use charge shots here, too. This battle will take a while, but when you finally do defeat him, you will have beaten the game!

Now, Sigma is dead, or at least we hope he is. 50 bucks says he'll come back to life somehow. General says he will stop the Final Weapon from colliding with Earth, using his own body to save the lives of billions. X flies back to Earth in a shuttle, and Zero contacts him to see if he's OK. X says the mission went fine, but he worries if he's going to turn Maverick or not, and if he does, he wants Zero to take care of him. Zero thinks this is all crazy talk, so he just tells him good job and get back to HQ. X can enjoy peace for the time being.

THE END

Guide for Zero

+++ PHASE 1

You will take control, and you will be in Final Weapon, the device Repliforce is planning to use to destroy the Earth. Once again, more basic stuff. Keep going until you reach the purple door.

+++ BOSS: IRIS

It's hard to believe that such an innocent-looking young girl is capable of releasing so much destruction! When you arrive in the room, she will be holding a purple crystal. Zero and Iris will then talk for a bit, as Zero asks her why she is doing this, and she says it is to get all the fighting to stop. Ironic, but then she will use the crystal to become what looks like an evil Ride Armor-type of thing. She will be firing tons of projectiles that you would expect would be installed in a Ride Armor. Use Kuenbu and Ryuenjin to attack her, and when the crystal emerges, unleash a wave of destruction on it, before it disappears. Keep attacking the crystal until she is defeated.

A tragic cutscene will play where Zero will pick Iris up and hold her in his arms, telling her to hang in there and not die. But Iris dies anyways, after expending what energy she had on sorrowful words. Zero will be extremely angry and yell, then in his rage go after the General.

+++ PHASE 2

After defeating Iris, follow the path, climb down the ladders, defeat what enemies there are, then you will be given a choice between two paths: one to the right and one below you. I highly recommend the one above, but either one is fine. After traversing the challenges in each (Kuenbu comes in handy for the upper path), pick up the lava lamp and open the purple door. The two branched paths will now meet back again, so open the next purple door and prepare yourself, as the coming battle will not be easy.

+++ BOSS: GENERAL

You have just stepped into the room where the General of Repliforce resides. After declaring the true goals of Repliforce, and stressing independence, he will destroy the chair he's sitting in and fight you. This battle is extremely difficult. Use Kuenbu and Hienkyaku as well as wall-jumps to get up to his elevation and attack him. When he fires his fists off, annoying projectiles will be sent your way. Keep persisting and you'll get him eventually. After defeating General, the entire Final Weapon will begin to shake. General says that someone else must be controlling it. Zero then goes deeper into the Final Weapon.

+++ PHASE 3

As is customary with all Megaman games, you will fight all eight of the Maverick bosses once again. For their weakness weapons, refer to Subsections B-J. The setup is like this:

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

Once you've defeated all eight, step into the green teleporter to get to the next area.

+++ PHASE 4

Perform all of about four dashes, and you'll meet Sigma, who is dressed up as the Grim Reaper, which is somewhat fitting, as he has come back from the dead, for like, the third time. That looks like a nasty energy scythe, and Sigma will

tell you his plan all along, as well as open some old wounds about Zero's past (leads to a cutscene). He wanted to have Repliforce and Maverick Hunter HQ fighting each other so that he could buy time and build the Final Weapon. Enter through the purple doors, and prepare for the fight of your life...

+++ BOSS: REAPER SIGMA

This guy should be relatively easy. Only Ryuenjin will harm him, but that's fine, because techniques are limitless. He will always appear directly above you, so when he appears, just press the attack button. Every third appearance he makes, he will do this attack where he sweeps his scythe across the entire arena. To avoid it, climb the wall and hover there until he disappears again. Keep doing this and you will eventually burn the Grim Reaper's robe off.

+++ BOSS: SIGMA

Now it's time to kill this dude, for like, the fourth time. He will grab the energy scythe again, and he'll be much harder. First he'll jump and throw it around himself, then catch it again. Then he will throw it at you and it will land in either the wall behind you or the floor, and start transmitting harmful electric energy through the wall/floor. Then he will do one of two things depending on where the scythe landed: If the scythe landed in the wall, then he will shoot lasers from his eyes and cover the ground. If it landed in the floor, he will send four homing boomerangs out at you. Hope that it lands in the wall, and do what you can to ensure that, because the boomerangs are a pain in the butt to dodge. Kuuenbu and Raijingeiki both work well, so do your best to destroy him! When you do, he will explode, but is he truly ever dead? A whole appears in the ground where you stand.

+++ BOSS: SIGMA'S TRUE FORM

Sigma's just gone crazy. This is what happens when you try to kill someone more than once! As far as I know, only your Z-Saber and Kuuenbu will work, so use that Z-Saber like you've never used it before! There are two versions of Sigma, a robot with a gun and a giant head, each appearing in the top-right and bottom-left corners of the room, respectively. First one will appear, then three elemental heads of fire, ice, and thunder will launch an attack at you, then the other will appear, then the three elemental heads attack, then the first appears again. This process repeats until he dies. For the robot version, get near him and use Kuuenbu. Beware if he fires his gun. For the head version, stay alert, as he may suck junk into his mouth, or he may spit it back out, or he may blow a whirlwind and try to send you flying into the spikes. Try to use three-hit combos. This battle will take a while, but when you finally do defeat him, you will have beaten the game!

Now, Sigma is dead, or at least we hope he is. 50 bucks says he'll come back to life somehow. General says he will stop the Final Weapon from colliding with Earth, using his own body to save the lives of billions. Zero flies back to Earth in a shuttle, and as he's flying home, he thinks about all that's happened. Zero can enjoy relative peace for the time being.

THE END

But wait! There's more!

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VI. ITEM LOCATIONS
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I wish I could include some wise proverb about how "all good things in life come eventually" right here, but I'm too lazy at the moment. So instead, just enjoy

the locations of all these goodies without a proverb.

A. HEART TANKS

1. In Web Spider's stage, near the part with the electric spiderwebs, use Rising Fire/Ryuenjin on the purple growth to burn it away and reveal a Heart Tank.
2. In Cyber Peacock's stage, achieve Rank S on Race 1/Race 2 to find a Heart Tank in the prize room.
3. In Storm Owl's stage, get to the first UFO and quickly board the platform to get the Heart Tank.
4. In Magma Dragoon's stage, where you destroy the first Raiden Ride Armor enemy, dash jump to the left to find a Heart Tank.
5. In Jet Stingray's stage, don't jump at the part where you see the Heart Tank to descend and get it.
6. In Split Mushroom's stage, get to the part with the drill platforms and use Air Dash, Kuuenbu, Hienkyaku, or other aerial techniques to get the Heart Tank.
7. In Slash Beast's stage, get in the Raiden Ride Armor and destroy the traincars to reveal a Heart Tank.
8. In Frost Walrus's stage, use Rising Fire/Ryuenjin on the ceiling where there is a Heart Tank sitting on top of an ice plate.

B. ENERGY TANKS

1. In Cyber Peacock's stage, achieve Rank S on Race 1/Race 2 to find an Energy Tank in the prize room.
2. In Jet Stingray's stage, use the Ride Chaser's dash function to blast through the gold boxes and get the Energy Tank.

C. WEAPON TANK

1. In Frost Walrus's stage, break through the tons of ice cubes to find the Weapon Tank encased in a block of ice.

D. ARMOR CAPSULES

1. In Web Spider's stage, jump through the first waterfall at the right to find the Leg Parts capsule.
2. In Cyber Peacock's stage, achieve Rank S on the third race to find the Helmet Parts capsule.
3. In Storm Owl's stage, use Lightning Web to create a temporary wall so that you can jump up the spike path and get one of the two Arms Parts capsule.
4. In Magma Dragoon's stage, use a charged Twin Slasher attack on the solid rock wall to reveal the Body Parts capsule.

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VII. HINTS, TIPS, AND CHEATS

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Now of course, this strategy guide wouldn't be the same without this kind of stuff.

+ ZERO'S COMBO MECHANICS

Surely you get tired of pulling out the same old three-hit saber combo, right? Let's mix it up a bit. Here are some tips about his unique fighting mechanics you may not have known about.

-Slash once or twice, then turn the opposite direction quickly to slash again in the opposite direction.

-After Shippuuga is executed, you can follow it with anything. I personally like doing Shippuuga + Ryuenjin + Hyouretsuzan.

-Continuous Ryuenjin + Hyouretsuzan combinations are good for wiping out large amounts of enemies.

-If an enemy troubles you, jump behind him and use Raijingeiki. In fact, Raijingeiki can stun most enemies that it does not defeat.

-After double jumping then wall jumping, you can jump again.

+ AIR DASH VS. HOVERING

Air-dashes have been around since Megaman X2, but hovering is an all-new mechanic. Can't decide which one to use?

Use air-dashes if:

-You want to avoid a fight.

-You want to get behind an enemy.

-You want to buy enough time to charge up your shot.

Use hovering if:

-You want to engage in aerial combat.

-You want to avoid a ground-crawling enemy.

-You want to move cautiously around dangerous terrain.

+ BOSS TROUBLE?

Don't panic. Don't have a heart attack. Don't get diabetes. Don't die. Don't sweat it. Here's some useful self-ask questions and hints on how to discover a boss's strategy. When you discover all of his attack patterns and methods, then you can plan for and/or expect any and all contingencies.

-Remain absolutely still. What does he do?

-Find good places to attack from and experiment with different positions and methods of attack.

-What is his reaction to his weakness weapon? Observe and plan a way to escape.

-Does he change his tactics as his health goes down? How can you avoid these new attacks?

-Can you use an aerial technique to evade his attacks and get the advantage? Or is it better to remain ground-bound?

-Decide on a good time to use your Giga Attack. Should you open or close a battle with it, or should you wait until a certain point in time?

+ AWESOME ARMORS

As X, two armors will be available to you: the Force Armor (Fourth Armor) and the Ultimate Armor. I know what you're thinking: ULTIMATE ARMOR!! HOLY CRAP TELL ME HOW TO GET IT PLZ!!! Well shut up and look below. You'll know you input the code correctly if you hear a sound and if X's body has a purple tint. To acquire the armor itself, go to the location of the first capsule in Web Spider's stage to obtain the weapon of mass destruction. Ultimate Armor X expends no energy while using special weapons, unless they are charged up. The Ultimate Armor also has access to the legendary Nova Strike (L2 or Z). Makes the game a breeze.

At Character Select, input:

PSX/PS2 O, O, Left, Left, Left, Left, Left, Left, Left, Hold L1 + R2 until game begins

Gamecube X, X, Left, Left, Left, Left, Left, Left, Left, Hold L + Z until game begins

Zero also has an additional form available to him. To acquire the epic-looking Black Zero form, look below. You'll hear a sound if you input it correctly.

Black Zero not only looks awesome, but also has the abilities of Tenkuuha in that you can destroy enemy bullets, and the form also provides you with a shock

buffer that reduces damage and prevents Zero from being blown back by the impact of an attack. In addition, his attack power is given a slight boost, but nothing to speak of really.

At Character Select, input:

PSX/PS2 O, O, Right, Right, Right, Right, Right, Right, Hold L1 + R2 until game begins

Gamecube X, X, Right, Right, Right, Right, Right, Right, Hold L + Z until game begins

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VIII. LEGAL INFORMATION

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Right now, I will only permit the following sites to host my strategy guide:

www.neoseeker.com

All sites other than those mentioned above will face the wrath of the legal administration. Any citation or excerpt from this guide must be accredited to the author, which in this case is me. In any case, I hope you enjoyed using my first strategy guide, and you can look forward to some more strategy guides coming from me in the future, in games such as:

- Alien Hominid
- Mario Party 7
- Mario Party 8
- Mortal Kombat Deception
- Fire Emblem: Radiant Dawn
- The Conduit

And until next time, I bid you adieu!