

Mega Man X4 Boss FAQ

by MnM

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Mega Man X 4 Boss FAQ

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====Revision update [rvis] ====

7/24/06 Zero boss guide started
7/25/06 Zero Boss Guide finished
7/27/06 X boss guide started
8/3/06 X boss guide finished

====Intro [itro] ====

Well to be honest I had a VERY hard time w/ the final boss form of Sigma, so I spent plenty of time nearly perfecting the bosses and sigma forms. Yes the game has been out for years, but I'm playing on the newly released 'MegaMan X collection' on the PS2. My way is not the best for ALL players, but I hope that it helps w/ everyone's playing experience. I have been a fan since the NES days, and loved when the X series arrived. My "style" for writing may not be for everyone, but if you think something could use a little "ammending" lemme know. Also I will not be using the attacks 'official' name, but if your familer with the attacks, you'll know what I'm talking about. And yes that is my FIRST EVER text graphic (the title). I'm sure it's lame compared to others, but you gotta start somewhere.

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====Contact Info [ctif] ====

I will only accept emails that are related to MY GUIDE, not telling me to do another guide, or add this level in or anything like that. Keep 'em short and sweet, if any are 'sour' they may just be deleted, and don't feel offended if I don't respond back to you, I may just not have the time. If it meets the 'criteria' listed above email me here----> [wendinmikey@yahoo\(dot\)com](mailto:wendinmikey@yahoo.com)
This FAQ should only be found on www.gamefaqs.com or www.supercheats.com.

====Boss Guide====

I will list the order in a normal playthru that you 'should' encounter them, as according to what I found best/easiest.

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X [x4_bg]
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Playthru-- Web Spider >> Split Mushroom >> Cyber Peacock >> Storm Owl >>
Magma Dragoon >> Frost Walrus >> Jet Stingray >> Slash Beast

Final Stage-- At this point it really doesn't matter, I started at the bottom

and just went to the closest transporter from there, getting some life at the top if needed. Now that you have all of their weaknesses, do them in whatever order you wish.

Comments: I suggest getting X's upgrades (like always) they help things tremendously in the "weapon energy" dept. Since finding them can take some real time and effort, I'm only going to list what stage the upgrade capsules are on.

+++Web Spider [x4_ws] +++

--Playthru-- Your first boss. A little tough since you have nothing, so your health is somewhat low and no weakness or weapon upgrades. However, it's still pretty easy. He'll drop the the top, usually not low enough to hit u w/ his body if ur on the floor, he'll pause a second and then let a electric web go that will float ur way. You can jump and get a slash in before it fires a web. Two ways to doge these webs: 1) if ur on the left side of it when it fires one, dash to the right side, underneath the web and it will miss, just don't let it get too close, and 2) climb a wall, and jump over it towards the middle and it should miss. Those are easily dodged either way, just be wary of the timing of ur jumps, if u ARE caught in one, dash, jump, attack and move to get free, it will damage u while holding u in place. Once it has lost about half of it's life, it will come down in the middle of the screen and make a 4-wide web space to crawl all over. at this point he stops disappearing (yay!) but attacks more, and has a new attack (boo...sorta). now u have to be more careful not to run into it. it will still let out electric webs that can hold u in place, u have less of an area to move around in, but still pretty easily dodged. It's new attack: it will stop like it's going to let out a web, but it's "back/butt/whatever that thing is" will open and throw 4 mini-spiders up and onto the floor. they will land, and pause for a second, hopfully you're 'charged up', if so then let it out and take out all 4 spiders. If you missed any tho they will either run left or right, and up the walls till the disappear. You'll be busy dodging and trying to get attacks in, just keep your buster charged up and let it out when there's an opening. If you're charged up before he comes out of the tree, you CAN hit him twice. Once before he shoots out the web/mini-spiders and once just before he retreats. Once he is half way down on his life, just watch out for when he pauses and lets out the web/mini-spiders, because you have no double jump and need to use the walls.

+++Split Mushroom [x4_sm] +++

--Playthru-- Good news: you have his weakness with web shot. Bad news: you don't have the weapon subtank, and you may need it. But with that being said, it's still not that bad at all. Your web shot is his weakness and if you're very quick, you can make this fight very easy and fast. He will jump to midway up the wall and let off 6 clones of himself, you can jump on the opposite wall, jump to the middle of the room, and let out a web shot. If done quickly enough it will hit him before he lets off a clone. If not dodge the clone(s) that he's made. He'll then drop the the floor and flip to the other side of the room and jump up and start the same thing. If he happen to get out the 6 clones and he's not hit imediatly, then he'll jump to the top center of the room and make a copy of himself. If that happens, just follow the 'solid' one (the 'copy' will be semi-transparent till it lands) and hit him with a web shot, they will then flip and switch sides (you don't need to jump or do anything, they'll jump over you). Just do hit him 2 more times and he'll go back to making clones of himself. If you do run out of web shot energy, just charge up your buster and lay into him before he can get those copies off. Unless you're really bad at hitting him with web shot, you should only have to hit him a couple of times with the buster.

+++Cyber Peacock [x4_cp] +++

--Playthru-- This guy sux. He's weak to soul body, the new attack from split mushroom. But almost guaranteed you'll run out of weapon energy too soon. It's tough but you can beat him with ONLY soul body. When you use the attack, it makes a "mirror" or "shadow" of you that disrupts Cyber Peacocks 'data' and forces him to disappear again. The key here is you need to hit him twice per 'shadow'. Unlike other attacks, the shadow does not go away when it hits a target (or at least Cyber Peacock for that matter). He will either appear on the left or right sides of the room, about midway up and launch an aimed laser at you. You can jump and hit him with a soul body easily here, which will make him disappear. Now for the most of the battle he will try to appear on your space, or just in front of you and let out an attack. He will either appear with his 'feathers' spread out 180 degrees (which is a 'stabbing' attack that has pretty good distance because of where he appears) or with this 'feathers' spread up and downward (if he does this, he'll jump up and have a beam in the gaps of his 'feathers' with a short distance, but it can still hit if you are too close). The key here is to keep dash back and forth, but don't change directions unless you just hit him or he just disappeared. It's tricky but if you can hit him with soul body quickly, and then before it goes away hit him again, this will make you be able to use just the special attack. Just keep in mind that you need to keep "double hitting" him or you will run out. If you do run out of weapon energy, keep your distance, charge up, and let off attacks when it's clear.

+++Storm Owl [x4_so] +++

--Playthru-- The hardest thing about this fight will be your use of the newly acquired laser beam attack you got from Cyber Peacock. It can seem very awkward at first but you will get used to it. When you have it equipped pressing up or down will move the "crosshairs" up and down, this way you can move left and right like normal. You can only fire a laser when an enemy/target is in the crosshairs, so wait till the old Owl gets close. He doesn't move TOO fast so predicting about where he'll be and firing the laser is pretty simple. It does a very good amount of damage and is very easy to hit. For once, don't worry about your weapon energy (after this fight I barely had 1/3 less than a filled bar). When he is hit he'll flash black and white stripes and fly off. He'll re-enter the room at one of the 4 corners. You can move a little to make hitting him a little easier and faster. You may get hit a couple of times, but unless you're nearly dead before this battle, it shouldn't be too hard. Here are his attacks listed, just in case you need it.

1) he will stand or hover in one of the 4 corners of the room and let out 4 green orbs, one at a time, they seem to go to random locations but after they all get there he will take off across the screen and leave, but once he starts moving so do the orbs, they will come after you. very tough to dodge, and they're invincible, just do ur best. If you can get him in your "sights" try to let off an attack, if it's blocked by one of the orbs it'll do you no good, but it's worth a shot, you just may get it thru and help move things along.

2) he will stand on the left or right side and make 3 tornados appear around, and on, you. You can see them forming below you before they actually hit, so you can dodge out of the way pretty easily. If you pre-aim and then dash to avoid the attack, you can easily counter attack quite effectively.

3) he'll fly in on the left or right and fly slowly to the other side of the screen, usually go back and forth if u don't attack. if you jump, he'll swoop

down and grab you, then slam u into the ground, then he'll fly off. You can reach him with the laser without jumping, so as he goes back and forth just nail him with the attack to make him fly off.

++++Magma Dragoon [x4_md] ++++

--Playthru-- Unlike Zero, you now have the only weakness for Magma Dragoon: wind slash (from that Owl guy). That attack alone makes him a cinch! The attack will go out from your sides, and begin to angle upwards. When you first start just hit him with wind slash, don't worry if you're hit, soon you won't worry about that. Once he's hit he'll jump to the edge of the platform and try to launch an attack, simply walk a couple of feet over and hit him again. Continue walking back and forth hitting him when he lands and he'll go down in no time. If you have the buster upgrade you can charge an attack that will go directly left and right of you, without going upwards, but truly it doesn't do more damage.

++++Frost Walrus [x4_fw] ++++

--Playthru-- ****note**** There's an easy heart tank early on in this stage, but you can only get it when you have the fire uppercut, which now you do. Just make sure to take the lower path at the beginning of the level and you will come across it. ****end note****

Can be a little tricky but not hard. Keep in mind that you can practically walk and stand under his chin and not get hurt. Since your new move (fire uppercut) is his weakness that is something you should keep in mind. So therefore you CAN hit him very easily with the move without getting hurt. For the first part of his life bar he will get hit, which burns off his icy teeth and other things, and then slide back to the wall behind him, at first that's pretty far, but then it should only be a few feet. Then he will slowly slide forward across the room in a VERY poor attempt to hurt you. Just climb on the wall he is sliding towards and wait till he gets close. Keep in mind that his BODY, not his hand, will hit the wall, so just time you're dash-jump right and you'll easily avoid him. remember landing on hands will not hurt you. Now for the second half of his life bar. Once you hit him with the flaming uppercut he will still slide back to the wall, but will now stand up (you can't hit him at this point yet) and blow cold air out to make a giant icicle. It will fall to the ground and shatter into smaller icicles that go outward. All you need to do is go to the other wall and wait for the icicles to fall in front of you harmlessly. Then just walk over and hit him again, and walk back to the wall. Yes it's that easy. If you're having a problem with the icicles, you can find a spot in between them where you are safe so you don't have to make it back to the wall.

++++Jet Stingray [x4_js] ++++

--Playthru-- Weakness: Ice shield, which you just so conveniently got from that big walrus guy. This may be a little tricky to get on the "rythm" but you should still not have TOO many problems with this. The most tricky and damaging part in this battle is getting him on the 'routine'. He will usually hover down to the opposite side of the room when you begin the battle. From here he'll do two things, either quickly swoop down across the floor and come up, or pause and let out mini-stingrays that go along the water, hit the wall and go down following the wall and floor. Once he's let out 4 of them he'll swoop across

the floor. You're best idea is to wait to see what he does. If he swoops just dash-jump over it and get back on the left side of the room. Once you see him coming down jump. At the peak of your jump use the ice shield. That will freeze him and he'll bolt off upwards. Just stay on this side he won't change sides. Continue jumping a hitting and he'll go down pretty soon. I will list his attacks and how to counter/dodge them.

1) room swoop. he will hover for just a second above water and then swoop down and across the room. if your on the opposite end of the room from him you can either try to land the ice shield on him or dash-jump over him.

2) blue mini-rays. he will hover at water level and let out 4 mini-rays that will go across the water, down the wall, and across the floor. Once the 4 are out, he'll do a room swoop. You can hit them all with a charged shot and beat them, but watch out for the big boss.

3) red mini-rays. same as blue ones but they will not wait for the wall before they come down, they will come down whenever they get above you. so it's very hard to dash under them. he will still room swoop after the 4th one of these as well. Use the same technique as the blue ones here, but they're harder to hit.

4) vertical dash. he usually does this very late (ie: low on life), if he does it at all. I only saw him use this attack as Zero, not as X. He will dash (like after he breaks the ice) downward, and then almost immediatly, upward. just dash from one side to the other, try not to "back track" over your own dashes to quickly or he may be rising right behind you. IF you get this attack, just work on dodge it, don't try to counter it's too sparatic and difficult, you'll just be wasting weapon energy.

++++Slash Beast [x4_sb] ++++

--Playthu-- Weakness: ground shot. yes you just got it from Jet Stingray.....starting to see a pattern here? Yay, I hoped so. The only hit you should recieve is possibly at the begining. If he opens up the fight with his "double slash" attack then you may get hit, if he does his usually "growl" then you should be more than fine. Equip your ground shot and let one out. The shot will float slowly to the ground and move pretty quick. Be prepared after you let out a shot and it hits him, here's why: as soon as he's hit, he'll pause for a second (like with most bosses when hit with weakness) then do his dash slash attack (he will lift his hand, and it will have a purple-ish "star" flashing.), but he'll only go to the other side of the room, no back and forth action when he does this (if he does his 'dash slash' attack without being provoked, it's a back and forth attack). It's very easy to dodge, jump, and either hover or dash over him. Now's a really good time to turn around and let out ANOTHER attack. He'll dash, you'll dodge, and eventually, he'll die....err explode. INCREDIBLY easy.

++++Colonel [x4_cl] ++++

Note This fight was done with only 6 heart tanks and no subtanks *end note*

Pretty easy, but no weakness, just like most of the final bosses here. With that being said, I'll list his attacks and how to dodge and/or counter them. Most of this battle will be spent on the wall.

1) invis-a-slash: he'll have disappeared from somewhere, and reappears infront of you, where ever you are and slash imediatly. After a few of these you can get the timing down VERY easily. Unfortuanly X's jump isn't quite high enough to avoid the hit, so either stand a few feet from the left wall and time

it so you dash away from him as he appears, or climb up the left wall and stay at least a quarter of the way up the wall. After this he'll usually invic-dash to the far right for his next attack. If your quick, and very quick at that, you can get a clean charged up hit on him before he dashes away.

2) invic-dash: usually after the invis-a-slash, he'll dash to the far right (or left, basically AWAY from you). While he does this he's completely invincible. So don't waste a charged up shot now.

3) hi-low slash: he usually does this the whole screen away. The first slash is hi, second one is low (hence the name). First one is too high to jump over, so use the wall to climb up. I don't recomend dashes under it because the second one is low and dashes to it can be hard. So just climb the wall till he disappears and does another attack. The only way to counter this one is to hit him JUST BEFORE he starts the attack. If you do it too early he'll just block the attack and no damage to him. If you wait to long you'll get hit by the slashes. So try to time it that he gets hit right when he starts to slash.

4) floor bolt: he'll appear in the middle of the room and hold his sword up and charge electricty. It will then travel into the floor, which can hurt you, and then shot upwards. Easy to dodge, and your favorite attack to counter. As soon as he sticks his sword up, nail him with a charged shot. Now climb the wall, and wait for the electric balls to form on the floor. They won't be there long, but long enough for you to see where they're gunna go (they do this the exact same way each time too). Now just jump from the wall and hover in between where the electric is coming up. Once it passes go back and climb on the wall. He likes to do the invis-a-slash after this attack.

5) jump slash: he'll start to do this after about 1/2 his life is gone. He doesn't do it often, but be wary of it. He'll slash like his other slash attack but will jump about 3/4 up the wall, this attack also lets off a pink slash that goes out. You should be on the wall so you may never even know this attack happened.

This can be a long battle because you have to time your attacks and dodge almost all of his. But just keep dodging and he'll go down.

****note**** Don't give up if you come into this fight with very little life. I entered and won this battle with only 2 bars of health. Just a statement, i'm not bragging ****end note****

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+++Double [x4_dl] +++

Note This fight was done with only 6 heart tanks and no subtanks ***end note***

Another no weakness battle, but his pattern is pretty simple and you'll beat this faster than the Colonel. Once again I'll list his attacks and what to do to dodge/counter.

1) "danger": he says that before he launches a spinning blade-thing at you. It will stop for a little bit when it get to you and it's too big to simply jump above it. Best thing is to jump to wall, and over it so you can let a charged shot out.

2) swoop-sweep: he'll jump and hang on the wall next to him, then 'swoop' to about the midway point on the floor, pause, and then 'sweep' to whichever side you're on. just dash away from him when he swoops, and then hover above him, or close to him and he'll 'sweep' under you. Once he does that, just let out a charged shot.

3) huge slashes: he will let out a huge slash that moves kinda slow, but covers 3.5/4 of the screen, vertically. Dash under the first one, then head to the wall and quickly climb it and stay in the very top corner to dodge the next one.

Once you get his pattern and attacks down, it'll go even quicker, just make sure to dodge above all things, because he does give you quite the opportunity to hit him.

++++General [x4_gn] +++++

Note This fight was done with only 6 heart tanks and no subtanks **end note*

Not that bad at all with X. I found his most common attack to be the "hand launch". He'll let out his hands, that separate from his body and cruise back and forth, left and right, while blue orbs fire from his arm sockets that his hands were in. Unless the hands smash you against the wall or you touch the blue flame coming out of the back of them, they don't hurt. So mostly you need to dogde the blue orbs. They will launch at you, so don't stay in the exact spot for too long, and don't too quickly back to a place that you were just at. Just charge up your buster shot and let it rip where his tiny head is. You probably won't actually SEE his head, but you should know about where it's at. You'll also know when you hit it by the flashing of his body and lowering of his life gauge :D. He may also come over to the left side of the room and shift up and down, and may even launch a laser attack. You should be completely safe from any attack he does on that side by just staying in the top left corner. After a little bit, he'll go down, quite an easy boss for so late in the game.

++General Tips for Final Battle [x4_gt] ++

OK now is the infamous "fight all 8 bosses and final boss" stage. Now is the last chance, and a good time, to get the missing armor pieces, heart tanks, and/or subtanks you've been missing. It's possible you'll need them all except the weapon tank (if you get the head upgrade). Make sure to go fill up your subtanks and lives at the Snow Base stage (Frost Walrus). Honestly some of you might take 8 or more lives to do this (like me BEFORE my MMx break). Others may be able to do it on your very first shot (like me AFTER my MMx break). If you feel yourself getting to "stuck" and just plain frustrated, I suggest taking a break, maybe playing a different type game for a few hours, or a day or so, then come back and slaughter Sigma, trust me it can work that way. Last note, I will not be covering the Bosses the second time around, really if you need to see how to beat them, look above, there's really no change in stragey this time around, and it's possibly easier because you have everyone's weakness.

++++Reaper Sigma [x4_rs] +++++

Very easy, make sure to NOT LOSE health with this first of four forms. He'll appear above you, just use 'fire uppercut' and it'll burn him and he'll disappear again. He'll reappear and do that one more time. Once he disappears for the second time you have two choices on how to dodge his next attack. The attack is: he will appear on the opposite side of the room from you, up high, and slash across the room with his sicle. It's too low to dash under, but with your leg upgrade you can hover above it and under him to dodge it all. Or the other option: once he disappears go to any side of the room and climb up the wall. Wait near the top and as soon as he slashes jump, and air dash over him and fall to the ground. Whichever way you dodged it, just wait on the ground for him to start appearing again. This is actually easier than it sounds. Trust me.

++++Sigma [x4_sg] +++++

You don't have to get too close to him, which will help this fight. Since this second out of four forms has so many attacks and they HAVE to be countered I will list them and how to counter them.

1) boom-a-sicle - He'll jump, pause, then throw the sicle to whatever wall he's facing, it will go out, down the wall, under him, and slightly behind him and then back to his grasp. You can hit him 2-3 times here. First when he jumps, second after you dash under him and jump and hit his foot, third just as the sicle comes back to him.

2) sicle combo - this attack will vary on difficulty all depending on where the sicle lands, and where it lands is up to you. He'll jump and pause a second like in boom-a-sicle, but this time the sicle will go out and stab into whatever surface it lands in. You WANT this to be in one of the walls, trust me. He'll do this attack after the boom-a-sicle so you'll know it's coming. Climb on a wall and wait till he's NEARLY thrown the sicle (timing can be hard to get down), then jump up and over it, but land in front of sigma on the ground. The sicle will stab into the wall and make electricity shoot along the whole wall, don't touch it. Sigma will now land and jump back into the corner. Once he does that, you need to dash jump, or jump then hover at the highest point and go over to the wall behind sigma. Do this quickly because sigma lets out some old fashion evil laser eyes along the ground (thus the only safe place is in the air, where you can't be long enough, and on that back wall). Once here just wait for him to finish, he'll jump to the center of the room and retrieve his sicle. You can also hit him a few times: right after he lands from throwing the sicle to the wall; before he starts the laser eye attack, but once he's in the corner; as he jumps back to get the sicle; and finally, when he lands from getting the sicle.

Remember to let out a charged shot AFTER he stops blinking from the hit before. Otherwise it really doesn't count. I will now list his attack pattern if you don't do what I said for his second attack (sicle combo), basically you DON'T WANT THIS AT ALL COSTS. It's better to take a hit and have the sicle stuck in the wall, then to dodge it and have it stab in the ground.

3) sicle combo (bad version) - just listing this because it can happen, but I don't know any good way to avoid massive damage. If this does happen, just work on dodging, and forget attacking, I won't even list how to counter, just how to dodge. The sicle is now in the ground and so you can't land there, so you have the two walls and sigma in the middle near the ground. He'll now let out 4 real boom-a-rangs (this is like 'Outback Sigma' I guess lol), they'll float above him for a second then start, one by one, to come at you. Once they get to where you are, or were, they'll stop till all four have done this. Like any good boom-a-rang all four will come BACK at you to your new location. But this time not stopping and going off screen. This all doesn't sound THAT bad, but you have to try to dodge them while staying on the wall, in the air, and dodging sigma's big self too. Oh and don't forget you can't touch the ground. If this attack happens you WILL get hit, and it WON'T be fun.

Once the second form is done get fall down the floor and walk to the life capsule and Alien Sigma will appear, next 2 forms up now....

++++Alien/Head Sigma [x4_as] +++++

OK the FINAL HUGE FORM of sigma. Since he has so many parts and so many attacks I'll just list them and how to dodge/counter the attacks. Also, there's Alien Sigma, Head Sigma, and 3 colored robot heads, I'll cover all 3 'forms' in the order they appear.

Alien Sigma: his head is the part you must hit, if you played (or read his boss guide) as Zero, it's a different strategy here. He'll be in the top right corner of the room. He's got 2 attacks.

1) "The end": he'll say it before he attacks to clue you in. It's a small laser that goes from wall to wall, only along the floor and once it disappears from his gun, the floor has a small explosion. just stay up on the floating heads on the left and let out a charged shot, you'll only get one here.

2) multi shot: this time he'll stick around for a while. the yellow and blue heads kinda form a 'stair', just stand on the blue head and jump and let out a charged shot. once you get the timing of it down, you can make him shoot above you while you stand charging, then jump and hit him again, he'll just keep shooting above you (sucker). if that doesn't happen, or work out that well, just work on dodging the laser beam, it'll make a long triangle coming out of the gun, so the closer you are to the gun, the easier it is to dodge...in a sense. With this attack, you should get quite a few shots off.

If he does the second attack quite a bit, you'll defeat this form before the other. Also don't stay on the ground too much, as soon as he appears on screen just climb up the heads on the left side, either they'll help you dodge the only attack or help set up your multi-hit session. either way it's the way to go.

Colored heads: ok 3 heads in the set, and you CAN destroy them, but it does you very little good because on the next "cycle" they all come back to life, so to speak. here they are in no particular order:

Red head: it will appear on the left side and follow you vertically only, he will spew 4 sets of 4 fireballs. the yellow and blue heads are on the right. when u see him appear, or the blue and yellow appear, just stay on the ground until the first set gets close, then climb the heads on the right and get to the very top corner. the first 2 sets should pass below you quite easily. then drop down to the ground just behind the 2nd set. this will make the last 2 sets pass over you without worry.

Blue head: possibly the easiest of the 3. it appears on the right side, red and yellow on the left, and spews ice frost to the ground. the key is to jump on top of his head. either double jump, or dash-jump off the red and yellow heads. just stand on top of him till they all disappear. just be careful not to fall onto any frost that hasn't disappeared yet.

Yellow head: they hardest of the 3, but still able to dodge it all. this one will appear on the top, center of the room, red in the bottom left corner, blue: the bottom right corner. it now begins to launch electric spheres toward you, and when they hit a surface, you guessed it, they send out electric waves along the floor or wall. here's what to do: stand in the middle and as the first sphere comes at you, dash-jump to the left or right, landing on top of the head, then jump and cling once to the wall, and jump over the next sphere coming at you and you should be falling just in front of the next-to-last sphere. the last one will/should go towards the head or wall where u just came from and can either be dodged by standing still, or simply clinging onto the opposite wall as now his attack would have stopped, and they begin to disappear. this can be tricky, but it's very possible to do this one w/o damage as well.

Head Sigma: No more x-buster here, whip out your "ground hunter" attack (you know, the one from Jet Stingray). Now it's kinda tricky how you have to hit him, but it's semi-easy. you need to jump and let it fall and hit him in the face area, if it hits him from running along the ground it's no damage, and if it's too high/far back no damage again. He's in the far left corner of the room, try to be in the far right corner of the room (just not touching the wall) before he fully appears. There's a 'visual' precursor for each attack, I'll also list them. Now here are his attacks:

1) suck in: red head appears in the far right corner and the blue one in the middle of the room, they'll both have spikes on the left side of them. as soon as the appear, he'll suck you and debris in his mouth. Stand on the right of the blue head and just attack the debris flying from the right, it's hard to dodge this attack, and hard to hit him too. Once the 'sucking' is done, jump and dash to the top of the red head and climb, quickly, to the top right corner. Stay here to avoid all the debris. It's pointless to try to attack as the ground hunter will hit either the blue head or debris try to get to sigma. This attack is all about dodging.

2) blow out: NOW is when you can attack. Someone said if you dash toward sigma when he appears he'll do this attack, I found he did the attack more often if I was standing very close to the right wall. All the heads will appear on the roof, and a wall of 'insta-death' spikes will appear all along the right wall. As soon as you see this, dash toward him and jump and let off a hunter. Then proceed to dash you heart away so you don't get blown into the spikes. You may not be able to get off a clean shot while he's blowing, but once he's done he'll pause for a few seconds which will give you a chance to hit him once or twice more.

If you can avoid the debris when he does the 'suck in' attack, you should be pretty good. Make sure you have quite a few lives left and USE THEM! Don't go using your sub tanks too early. "But there's full life tanks before I fight Sigma!" Yes there are, but if you didn't notice, you will now, that they're only good to fill up your CURRENT life bar, NOT your sub tanks. It will only fill an amount equal to a large life capsule in your sub tank, so you will feel ROYALLY giped. So use your lives. If you feel the battle is going pretty good and you have the attack patterns down quite well then use a sub tank. My personal advice, only use a sub tank when 1 of the final forms of Sigma is dead (or VERY VERY close to being dead. And don't use one sub tank, if you use one, then commit to the whole battle and use your second one when needed. If this is your first time, don't get frustrated, just use a few lives and then a sub tank, trust me you'll save a lot of time. I really can't stress this point enough.

tkrausse says:

I just discovered a useful tactic for Sigma's final form that you may want to include. When he does the head on the ground, always stay toward the right wall. If he starts to blow, follow what your guide says, and Ground Hunter him. However, if he decides to suck, being by the right wall should put you on the opposite side of the Blue head from him. Now, if you have the Plasma shot arm upgrade (not the multishot, but the plasma shot), you can shoot charged blasts through the head, and into his mouth. The plasma has the added bonus of destroying most of the debris that he spits back at you, making that section much easier. You might still take some damage, but probably less than I did trying to dodge...

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Zero: [z4_bg]
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Playthru-- Web Spider >> Split Mushroom >> Magma Dragoon >> Cyber Peacock >> Storm Owl >> Frost Walrus >> Jet Stingray >> Slash Beast

Final Stage-- There really is no order at this point. You have all the abilities you can get. Just go randomly or make some weird pattern, it won't

really matter. The biggest difference is that you should have all the sub-tanks and heart tanks so that'll help. Other than that, no real difference.

Comments: Yes I have Magma Dragoon listed before Cyber Peacock for Zero and not for X because Cyber Peacock's weakness is Rising Flame Sword for Zero and Soul Body for X.

+++Web Spider [z4_ws] +++

--Playthru-- Since u have no enhancements yet, this can be a little slower, and trickier, but still esstially pretty simple. He'll drop the the top, usually not low enough to hit u w/ his body if ur on the floor, he'll pause a second and then let a electric web go that will float ur way. You can jump and get a slash in before it fires a web. Two ways to doge these webs: 1) if ur on the left side of it when it fires one, dash to the right side, underneath the web and it will miss, just don't let it get too close, and 2) climb a wall, and jump over it towards the middle and it should miss. Those are easily dodged either way, just be wary of the timing of ur jumps, if u ARE caught in one, dash, jump, attack and move to get free, it will damage u while holding u in place. Once it has lost about half of it's life, it will come down in the middle of the screen and make a 4-wide web space to crawl all over. at this point he stops disappearing (yay!) but attacks more, and has a new attack (boo...sorta). now u have to be more careful not to run into it. it will still let out electric webs that can hold u in place, u have less of an area to move around in, but still pretty easily dodged. It's new attack: it will stop like it's going to let out a web, but it's "back/butt/whatever that thing is" will open and throw 4 mini-spiders up and onto the floor. they will land, and pause for a second, now's ur chance to bash 'em, and then will either run left or right, and up the walls till the disappear. Slightly tedious battle, but dodge those attacks and hit when there's an opening and u'll be good.

--Final stage-- Nothing much changes here, but his 'weakness' is your 'dash-slash' attack. Unfortunately there's no real use trying to use it as he stays too high to attack him with it anyways. He's still easy tho.

+++Split Mushroom [z4_sm] +++

--Playthru-- Weakess is naturally ur new electric thrust attack. there's two ways to do this, and i will explain both and why. if you get the timing down you can defeat him without taking a single hit. he will jump up to a wall and let off about 6 copies of himself, once all six hit the ground they take off in different directions and will hurt. the key is once the 5 once drops let off ur electic thrust, the sixth one will fall on it so don't worry about it. it u timed it right, ur saber will return as Split Mushroom drops to the ground. that's the plan. he'll now jump to the top of the center of the room and after a few seconds, SPLITS! (yes, hence his name) Now one will be slightly transparent as it falls to the ground, that's the fake one, don't hit that one. the other one, that was solid as he came to the ground, is the real him. now simply turn to him and hit w/ ur electric thrust. it will stun him for a second and then the two will jump and switch sides, just keep ur eye on the real one, and hit him again once he lands. they'll switch sides one more time and then the copy will disappear and he will start the "cloning" process all over again. simply lather, rinse, repeat as desired. yes it's that easy. if u do get hit, it's ok, it's very easy to get into the "timing" of things and finish him off w/o any more damage.

--Final Stage-- This time around it's pretty much the same, but w/ ur double jump and upgraded attack you can get him some hits when he first starts to make

the clones, and also a hit or two in when he jumps to the very top and makes a copy. essentially follow the first guide above ^^ and you'll be done even sooner w/ these new little tips. again, a very easy 'no damage' battle.

++++Magma Dragoon [z4_md] +++++

--Playthru-- In my opinion the hardest boss (aside from final sigma) in the game for zero. that's not to say it's not possible to beat him w/ minimal damage. he has no real weakness, ur new jumping attack will help w/ all battles in the future but it's no one's "real" weakness. the key to this battle is dodging his attacks, that's what i will explain, you will have to fight him to get the feel on how to run everything and do it all in battle. he doesn't have THAT many attacks, but he exacutes them pretty quickly. I'll list them there w/ stratagies for each attack.

1) the "hadoopken" (a la Ryu and Ken), he will fire a high (head level) fire ball, or a low (ground level) fireball. he will also alternate between the two and can do up to 3 of them (just keep in mind that he won't repeat one of the same level back to back. so if he fires one high, the next will be low, or he may do another attack, but he will not do another high one RIGHT AFTER a high one, same goes for a low fireball). he usually did this while i was on the wall, and normally only did 2 of them, so once the first is done, jump and land right after the 2nd is launched and lay into him.

2) fire jumping upcut (a la Ryu and Ken, again). he'll go a little forward as he goes up, so u can dash underneath him. careful as he will come back down rather fast. Lay into him w/ a combo as he comes down, or hit the jumping attack.

3) lava fire. he will make a large ball above him and hurl it into the opposite side of the screen, it'll make the lava rise up so you cannot hang on the wall w/o some damage, plus the risk of falling into the lava and dying. in other words, avoide it like the plague. not much to do here, but if u can hit him while he holds the ball above him, do it, because he will pause for a second, leaving a big opening for a combo or so.

4) firey jump kick. he will jump upwards and then comes down at an angle w/ a flaming jump kick. you can dash underneath it, but that can be hard, or dash away from him. caution, this is a very quick attack. if u can see it coming jump attack him or hit a combo as he lands, carful to not be too close or u'll get hit.

5) fire breath. this is a long attack, but u'll see it coming a mile away. he goes to the edge of the platform and faces the opposite side. then he flashes red and opens his mouth. at this point go climb the wall that he's facing toward and scale it upwards. wait till u can see him again, he has the tendency to do this attack back to back, so be careful. a great counter attack for this is jumping behind him. you can jump on the wall behind him and attack or stand on the ledge behind him. there looks like there's no room, but you can actually stand there w/o being hurt. so do that and lay a combo or 2 into him. Last note, watch the small lava pits, that spells instant death. Also just keep dogding and attacking, just make sure to do the jump attack or 3 hit combo, don't wanna waste ur hits.

--Final Level-- This time around it's easier to get behind him, hang on the wall and wail on him. The more hits you can get on him being on the wall, the easier this battle will be.

This FAQ should only be found on www.gamefaqs.com or www.supercheats.com.

++++Cyber Peacock [z4_cp] +++++

--Playthru-- Well u just got his weakness from Magma Dragoon: rising fire attack. This is another possible "no damage" battle. He will teleport everywhere on the screen, but there's an easy pattern to it. he will pause a second (while invisible) and appear at ur location, so as to damage you. but if you dash while he is invisible he'll likely appear behind you. the tricky part here is u need to turn around and hit him w/ the rising fire attack quickly before he lets off his attack. his 2 attacks when on the ground are: 1) feathers spread out in a 180 degree shape: the feathers will then stab outward, but will only hit if ur close enough, and because of the speed of this attack, you usually are. 2) feathers spread upward and downward: he will jump into the air and disappear again. pretty simple to dodge those attacks, but it can be tricky to turn and hit him w/ rising fire. the other chance you have to hit him is when he appears on the either side of the room, by the wall about midway up in the air. this is a VERY easy time to hit him w/ the rising fire attack.

NOTE everytime he is hit w/ rising fire, it will "disrupt" him and cause him to stop what he's doing and disappear again. *end note*

--Final Stage-- None of your upgrades/abilites help here because it's mostly reaction anyways.

+++Storm Owl [z4_so] +++

--Playthru-- Use newly aquired weakness: giga attack. This is really the only "good" use of this new attack. There is a downside to it tho, there's only 4 attacks to a full bar, the good side is that when u take damage it fills up some. So as u guessed it, this cannot be a "no damage" boss battle, but close to it. If you hit him w/ anything but giga attack, he'll get a green 'sheild' around him, and tends to counter attack when u do this w/ green orbs. try to let him get close, or dash to him before using the giga attack, it should take 5-6 attacks to beat him but be careful because those green orbs can block the giga attack from hitting him. his attacks and ur counter attacks to them are as follows:

1) he will stand or hover in one of the 4 corners of the room and let out 4 green orbs, one at a time, they seem to go to random locations but after they all get there he will take off across the screen and leave, but once he starts moving so do the orbs, they will come after you. very tough to dodge, and they're invincible, just do ur best. do NOT giga attack now, u'll usually waste it, and there's no need to try.

2) he will stand on the left or right side and make 3 tornados appear around, and on, you. you can see them forming below you before they actually hit, so you can dodge out of the way pretty easily. this is a pretty good time to hit him w/ a giga attack, just make sure to be near him.

3) he'll fly in on the left or right and fly slowly to the other side of the screen, usually go back and forth if u don't attack. if you jump, or use rising fire on him now, he'll swoop down and grab you, then slam u into the ground, then he'll fly off. this is a good time to use the giga attack. in fact this is the most times i use it, because he's moving, and when he moves he doesn't attack.

When you hit him w/ the giga attack he flashes black and white patterns and then flies off. this is stop any attack he has going and also makes him fly off so he doesn't do any attack till he flies back.

--Final Stage-- Naturally not much has changed, same tactic as before but now you should have the weapon tank, so you actually do this with minimal damage.

++++Frost Walrus [z4_fw] +++++

--Playthru-- Weakness: rising fire (naturally). pretty simple fight here as the rising fire will make him lose his "ice teeth" and toss him to the ground. but once he is on the ground (kinda looks like he's crouching) he'll slowly slide across the room at you till he hits the wall. it's not too fast to dodge, but he's so big and long you need to time ur jump. just hang on the wall and wait for him to nearly hit it, then dash-jump off of it and land on his other side. he'll then stand up, 're-freeze' himself and begin walking at you again. as soon as he starts to move once his teeth are back, use rising fire again. lather, rinse, and repeat till he has half life.

Once at half life he begins a new attack pattern, he will now (after you 'fire' him) blow freezing cold air and form a large icicle, it will drop in front of him and shatter into smaller icicles, but these ones will nearly cover the screen. you can either dash to the other side of the room to avoid them, or just jump attack to easily destroy them. then dash back to him and use rising fire again. rinse, lather, repeat until he bits the ice (as opposed to 'dust'). Once again a very possible "no damage" battle.

--Final Stage-- Not much has changed but you may avoid his dashing attack easier w/ the air dash move.

++++Jet Stingray [z4_js] +++++

--Playthru-- Weakness: Ice stab. Once you know how to fight him, it's simple and quick, but getting there can be a little tricky. First off know that there is a "sweet spot" it's right up against the wall, both sides of the room. the thing that makes it sweet is you can hit him w/ ice stab even before he lets off any attack. the key is to be on the same side as him. now when u first start the battle he usually slowly hovers down to water level and then jets under and over across the room, coming upard when he get to the other side. it's easy to try to hit him when he does this, but just focus on getting to the sweet spot first. when he does that swoop across the room, he'll come down from the side he flew towards. go to that side of the room before he comes down. make sure ur pressed up against the wall and when u see him coming down double jump and ice stab him. it will freeze him for a second, then he'll break it and fly upwards. he ususally comes back down on the same side, so simply repeat until he's done. if you do it well enough he won't ever get an attack off. since that IS tricky i'll list his attacks and how to counter them.

1) room swoop. he will hover for just a second above water and then swoop down and across the room. if ur on the opposite end of the room from him, you can time it and ice stab him mid-flight, just don't be over him when he breaks the ice or he'll hurt u.

2) blue mini-rays. he will hover at water level and let out 4 mini-rays that will go across the water, down the wall, and across the floor. a jumping attack will defeat them easily. but as soon as he lets out the 4th one he does a room swoop. so watch out.

3) red mini-rays. same as blue ones but they will not wait for the wall before they come down, they will come down whenever they get above you. so you cannot dash underneath them. he will still room swoop after the 4th one of these as well.

4) vertical dash. he usually does this very late (ie: low on life), if he does it at all. if you flowed my first stratagey you may never know he has this attack. he will dash (like after he breaks the ice) downward, and then almost immediatly, upward. just dash from one side to the other, try not to "back track" over ur own dashes to quickly or he may be rising right behind you. don't try to ice stab him here either, it's nearly impossible.

--Final Stage-- once again not much change, you should be used to ur double jump and attacking more now, so that may make the "sweet spot" stratagey easier. Just to let you know, once i found out how to do that 'sweet spot' it became a "no damage" battle for me. just be quick in hitting him, try to hit him high above the water, and you'll have no problem.

++++Slash Beast [z4_sb] +++++

--Playthru-- no real weakness. this battle CAN be a "no damage" one, but that's more dependent on him, not you. Since there is no real weakness i'll list his attacks, and how you counter them.

1) growl. or what i like to call his "bark". >_< He will simply stand and bark at you, doing nothing more. it's not a set up, or precursor to any move, it's just there, possbily because the developers wanted him to sound....well stupid. while he does this just lay into him, best bet is either jumping attacks or 3 hit combos.

2) air slash. it's 2 green slashes, medium size, that go across the room. one i horizontal at about head level, the other is at an angle upward diagnally. He reminds me of Guile in street fighter w/ the flash kick move. it's done VERY quickly, and since zero is so close when attacking it's very hard to avoid this move. you cannot dash underneath it, and u have to double jump over it, just be careful not to jump too high and hit the 2nd one. this is the attack that will determine if you get "no damage" or not.

3) slash dash. he will lift his hand, and it will have a purple-ish "star" flashing. then he will dash to one wall, pause, then dash to the other wall all while slashing low to the ground w/ that flashing hand. it's very easy to dodge, just dash-jump/jump dash over him; or cling to a wall and wait for him to finish. if you're quick enough you can sneak in a few hits while he's dashing.

4) claw jump. he will jump to right above you, and then slash downward w/ his claws. quite easy to dodge really, often times he'll do this twice in a row. another attack easily dodge and countered. He will also jump to the far end of the room, this can also be confused as the "claw jump" if ur standing near the edges. What makes this a possible "no damage" battle is all dependent on HIM not YOU. his air slash is VERY hard to dodge if you're on the offensive, and as zero, u usually are. you should be able to dodge all of the other attacks w/ very little difficulty. Overall not a hard battle tho.

--Final Stage-- not much has changed, you only have all heart tanks and subtanks now (or should have them) but nothing really to help w/ the battle. Just hit him hard, and fast and you may be able to beat him before he uses the air slash much.

++++General Tips for the final stage [z4_gt] +++++

This tip is for before the 'Final Stage' meaning the bosses again too. If you're having massive trouble beating the Final Sigma form heed this advise: go to Snowy Base and fill all your subtanks and get all 9 lives up. Don't use any subtanks until you're on the last form of Sigma. If you're having trouble timing things or just getting the 'feel' of some things, use some of those lives before you use a subtank. The "full energy" capsule before Reaper Sigma will NOT fill up a subtank (not sure if that's a glitch or the way it's supposed to be). So ONLY use a subtank if you're on your last life or pretty certain you will beat him.

++++Reaper Sigma [z4_rs] +++++

simple. a very easy "no damage" battle. just stand there, and when he appears use rising fire. he'll do that twice, once you hit him for the second time go climb a wall, any wall at all. he will appear on the oppsite side of you and slash across the room w/ his sicle. now just jump-dash/dash-jump over him as he crosses the room. **note** if you HAPPEN to be on the ground when he slashes, you can jump over the flashing sicle and thru the bar of it. that can be risky, and it's easy to climb the wall, so i don't advise it. **end note** Do that about 4 times (a pair each time) and he'll go down.

++++Sigma [z4_sg] +++++

This is a tough/tricky battle but can be easy w/ good timing. Try your best to not use a subtank, it'll be highly needed for the final battle. He will start by jumping and throwing his sicle like a boomarang, it will go to the wall, come down and slightly below and behind him, then return. you can get a jumping attack in before he throws it, and usually before it returns, but it's important to dodge above all. he will then turn to whatever side you are on and jump again, this time the sickle will get lodged into the wall or floor, it all depends on where you are. he throws the sickle this time at you, so if ur on the ground it will go there, if ur in the air or on the wall there's a good chance it will go there. the trick is to be slightly high in the air when he's ready to throw, best thing to do is hang on the wall and when u see him throw it jump over it onto the floor, but land in front of Sigma. Here's why: if it lodges into the wall it will send out electric waves along that side, and sigma will jump to the opposite corner and begin to shoot out lasers from his eyes along the ground. the key here is to jump over sigma and slide down the wall and when ur low enough slash him. don't worry there's room to slash and then jump back up along the wall and slash again. you won't take a single hit doing this, unless u jumped too low getting to the wall. once he's done w/ the lasers he will jump back to the center of the room, get his sickle and repeat. not too bad eh? if the sickle gets lodged into the floor, however, this is going to be ROUGH. Sigma will land on the floor and let out 4 boomarangs (they really look like they're from the land down under too) they will hover above sigma for a second and then, one by one, come towards you. they will go towards you and stop, until they are all out. then they will come at you AGAIN, this time not stopping, but disappearing. you can receive quite a bit of damage if this happens. just dash, jump, do whatever you can to avoid the 'rangs. while ur jumping around, you can take a few hits at sigma. that's really all there is to it. make sure to get the sickle lodged in the wall and it will be MUCH easier, and possibly a "no damage" battle. :D Good luck.

++++Alien/Head Sigma [z4_as] +++++

Hardest battle of the game. there is no weaknesses to speak of, only tactics. This is a 2 part boss, that means 2 life gauges to empty. very long and difficult. it's BEST to have both subtanks for this battle. Yay! you get a energy pill before this battle starts, just a comalation prize really. Since there's actually 5 parts to this boss i'll list them, their attacks, and tactics below. keep in mind that the colored heads can be "beaten" but will regenerate like they were never beaten in the first place. Here is the overall pattern: colored head --> sigma head --> colored head --> alien sigma --> back to colored head. when Sigma head or Alien Sigma is beaten, the pattern is shorter (i'll use sigma head for the example): colored head --> sigma head -->

back to colored head. Ok now i'll break down their patterns:

Red head: it will appear on the left side and follow you vertically only, he will spew 4 sets of 4 fireballs. the yellow and blue heads are on the right. when u see him appear, or the blue and yellow appear, just stay on the ground until the first set gets close, then climp the heads on the right and get to the very top corner. the first to sets should pass below you quite easily. then drop down to the ground just behind the 2nd set. this will make the last 2 sets pass over you without worry.

Blue head: possibly the easiest of the 3. it appears on the right side, red and yellow on the left, and spews ice frost to the ground. the key is to jump on top of his head. either double jump, or dash-jump off the red and yellow heads. just stand on top of him till they all disapper. just becareful not to fall onto any frost that hasn't disappeared yet.

Yellow head: they hardest of the 3, but still able to dodge it all. this one will appear on the top, center of the room, red in the bottom left corner, blue: the bottom right corner. it now begins to launch electric spheres toward you, and when they hit a surface, you guessed it, they send out electric waves along the floor or wall. here's what to do: stand in the middle and as the first sphere comes at you, dash-jump to the left or right, landing on top of the head, then jump and cling once to the wall, and jump over the next sphere coming at you and you should be falling just in front of the next-to-last sphere. the last one will/should go towards the head or wall where u just came from and can either be dodged by standing still, or simply clinging onto the opposite wall as now his attacked would have stopped, and they begin to disappear. this can be tricky, but it's very possible to do this one w/o damage as well.

Alien Sigma: i list this one first b/c it's eaiser than the final form. when you see/know he's coming jump and cling to the top left wall (on the yellow head when it comes out from the wall) and wait to see which of the 2 attacks he does.

1) he will appear for a second, and then the 3 heads will come in, the blue and yellow on the left and red on the bottom right. if the blue and yellow form a flat wall, he'll say "the end!" and shoot a laser beam along the whole ground. just jump and cling to the top corner on the left, on the yellow head. he will disappear after this, which leaves no real chance to hit him.

2) this one the blue head will be closer than the yellow head toward the middle. making a raised platform. this will be the "open a can of fire fury" on him time. now he'll let out a triangular shaped laser out of his gun. all you need to do to avoid this stand JUST under the gun to the right of the laser beam. now let out ur rising fire attack. it should hit, and possibly destroy the red head, which has spikes sticking out so don't get too close. near the top of ur jump u'll start nailing the head area, which is the only area that can be harmed. land, move back to the left some (under the gun) and let it off again. in one round of this you should be able to get about 1/3 of his life off. in other words, 3 times of seeing this pattern, and he's done.

Sigma Head: Now for the REAL hard stuff. here's a pre-stratagey, when he appears, and before the heads do, you should be on the right side of the room, and dash toward him. that CAN make him use attack #1, which is GOOD for 2 reasons: you won't get damaged, and you can damage him. the 2nd attack is basically the opposite of that.

1) the wall on the right will turn into spikes and the blue and yellow heads will drop down and hang on the ceiling while the red head will be in the top left corner of the room. now almost as soon as the heads appear, he'll start blowing wind, really powerful wind that if you continue to dash you won't

get too far, but you won't really be pushed back either. the key here is to continue to dash and stay close to his head and use ur dash slash attack. hit dash and near the end of it's "dashing" hit triangle (or w/e you set ur 'special attack button' to) and hit him. you should be able to hit about 3 of those. then he'll stop blowing but not disappear yet. this is ur chance to open up a 3 hit combo or jumping attack. if ur quick u can nail 2 jumping attacks before he disappears again. remember while he's flashing from damage, he won't take any more damage till he's done flashing so ur electric saber thrust totally sucks.

2) this is the attack you DON'T want. he will begin to suck in debris and you. the backfire to dash at him is that he could do this attack and you'll get stuck in his mouth. so the debris WILL damage at this point. as he starts to suck things in, the red head will pop up on the bottom right corner w/ spikes sticking out of the left side of it. and the blue head will pop up in the middle of the room, on the bottom, just left from the red head, w/ spikes on it's left side. you can easily use the blue head for protection for being sucked in, but the hard part is destroying all the debris flying at you. once he's done sucking he will pause for a QUICK second, u can use this time to double jump on the red head and climb to the top of the right wall. if you stay in the top right corner no debris will hit you, but be careful jumpin up there, it's easy to get hit by the red head's spikes. this attack is also bad because you have to worry so much about being hit, that you simply can't damage him. trying to destroy all the debris that is coming at you is insanly hard, just jump to the corner like i said and wait for the next round to try to get him to do the first attack.

If you can avoid the debris when he does the 'suck in' attack, you should be pretty good. Make sure you have quite a few lives left and USE THEM! Don't go using your sub tanks too early. "But there's full life tanks before I fight Sigma!" Yes there are, but if you didn't notice, you will now, that they're only good to fill up your CURRENT life bar, NOT your sub tanks. It will only fill an amount equal to a large life capsule in your sub tank, so you will feel ROYALLY giped. So use your lives. If you feel the battle is going pretty good and you have the attack patterns down quite well then use a sub tank. My personal advice, only use a sub tank when 1 of the final forms of Sigma is dead (or VERY VERY close to being dead. And don't use one sub tank, if you use one, then commit to the whole battle and use your second one when needed. If this is your first time, don't get frustrated, just use a few lives and then a sub tank, trust me you'll save a lot of time. I really can't stress this point enough.

====Secrets [scts]====

Zero's Black Armor (confirmed)--at character select screen hold R1, press Right 6 times, release R1, hold in O, and press start.

Ultimate Armor for X (unconfirmed)--at character select screen press O twice, left 6 times, hold L1 and R2 till you start the first level (press start to begin). Then once you beat the intro level, go to the Jungle stage and find the leg upgrade to give you the full armor.

Easy Sub tank refill and extra lives--Once you have the Double Jump or Air dash (possibly done w/ just a wall-dash), go to Snowy Base stage, right at the start of the level either take the left wall up and jump over to the right wall, OR double jump to the right wall and take that up. there's a mini path up there w/ a couple of small snowmen baddies, and a big ape baddie, along w/ several energy tanks, a few weapon tanks, and a 1-up. once you clear that area (and the boss) don't jump down, just exit the level and rinse, lather and repeat as nessicary.

====Final Thoughts [flth] ====

I saw there was no boss guide for X4, and I just got the MegaManX collection, so I thought I'd help out. This is also my first walkthru, so don't nit-pick TOO much. Please contact me if there is a glaring problem and I will fix it, but if it's something that can easily be overlooked, don't worry about it. I'd be REALLY nice to get positive feedback, so please if you liked this and found it helpful, lemme know. Hopefully you can enjoy the X series like I did/do. I look to do a few more in the future, hope ya'll enjoyed the ride! Laterz.

====Thanks/Credits [crds] ====

First off Big thanks to my Lord and Savior Jesus and God for the blessings and provisions on a daily basis, and for someone having the sweet imagination to make this game. Secondly thanks to Capcom for this AWESOME series that is "fresh-con-delta".

Thx to tkrausse for another helpful method to beat the final 'head' sigma. I havn't verified it yet, but it seems that it should work.

ANOMY, has a FULL guide that's very helpful.

Also all credit and copyright to capcom and their likeness, games, characters and companies invloved.

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