

Mega Man X4 Zero FAQ

by X

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Mega Man X4 FAQ (Zero Only)

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Story: To increase the efforts of the Maverick Hunters, a new army of repleids has been formed named the Repliforce. Unfortunately, the Repliforce doesn't seem to be quite as efficient as the Maverick Hunters and are eventually termed dangerous. Zero begins having dreams of an old professor that he doesn't recognize, and of his past events which don't make sense to him.

Zero's controls:

O - Dash

X - Jump

Wall Jump (Performed by touching a wall and then pressing the button, and you will climb the wall, able to be done multiple times by pressing the button again when you touch the wall again)

Dash Jump - Performed by hitting the Dash button and the Jump button quickly after it. This will let you jump much farther than a regular jump. Dash jumps are signified by red trails behind Zero.

Square - Z-Saber. Zero can slash at any time, while on a ladder, wall, on the ground or in the air. While standing on the ground, hit the button three times quickly for Zero to perform a combo attack with better range and more damage.

Triangle - Zero will use this to perform his techniques, which will be explained later.

R2 - Activate Fallen Phoenix Crush. See later.

Start - Opens the Status Screen. Here, the game is paused, and you will be able to view which abilities you have earned, absorb a Sub-Tank, or exit the level.

Basic Things for Beginners:

- Unlike previous X games, Zero lacks a ranged buster attack. He only has access to his Z-Saber in this game. Fortunately, it does seem to be more powerful than X's buster, therefore the lack of range is compensated slightly with power.

- You can select the Escape feature from the subscreen when you return to a level in which you have already defeated the Maverick there. Selecting Escape will cause you to teleport out of the level, and return you to the Maverick selection screen after being asked to save the game or not.

- There are five main different power ups you will see on the ground: White and Yellow Capsules - These will refill X's energy meter. There are small, medium, and full sizes. Obviously, large ones will refill more life than small ones.

Blue and Red Capsules - These will refill only the Fallen Phoenix Crush weapon (see later).

Extra Lives - These look like Zero's helmet, and are glowing. They will give you an extra chance to play the game. You can have a maximum of

nine.

- Bosses will be invincible temporarily after hitting them. You will see them flashing white during this period, so any attacks used at this time will be wasted. Once the white flash dissipates, you may freely attack the boss again.

SPECIAL NOTE: Unlike X, Zero earns techniques from Mavericks rather than weapons. All of these can be performed unlimited times, except for the Fallen Phoenix Crush. These techniques are in Japanese in the game, however, and I find it difficult to remember which is which, since many have similar sounds or start with the same letter. Therefore, I have used translations found on the site Mega Man XZ: The Maverick Hunters, found at <http://mmxz.zophar.net> When I list what Zero earns from defeating a Maverick, I do list the original name given in the game, but after that I list the translation and I use that for the rest of the guide, rather than the given name.

Level 1: Sky Lagoon

Nothing much to say here, just continue through, hitting enemies as they come. When the Maverick life meter appears to the right, don't bother fighting it, just destroy the doors blocking your way, and avoid his claws. After you finish this level, then you will fight it anyway.

BOSS: DRAGON REPLOID

Despite its size, this boss is not incredibly hard. Its attacks don't do very much damage, so just jump up and slash in the air at him. It won't take long for you to win.

Once you claim victory, you will see the Colonel and learn more story line. Now you will proceed to the Maverick selection screen. I suggest you start with Frost Walrus.

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(Note that the above X's and * refer to where the boss is located at on the selection screen.)

Fans of the X series might notice the frozen reloid right there as Blizzard Buffalo from X3. Anyway, just go through this stage like any other, up until you reach the ice paths in the air. These don't last forever, and they are over spikes, so travel over them quickly. When you are at the section with a lot of ice blocks that can be destroyed with your saber, which also contain enemies, be sure to destroy them all, as one of them contains the WEAPON SUB-TANK.

WEAPON SUB-TANK - This Sub-Tank refills any weapon energy that is missing, but first you must manually fill it up by taking weapon energy capsules when you don't have any weapon energy to refill. This isn't really any use for Zero, since only his Fallen Phoenix Crush uses energy, and that can be refilled three different ways without this tank, but you may want to use it later on.

Eventually you will run into a mini-boss. Fans of the series will notice the frozen reloid Chill Penguin in the room you fight it in. The mini-boss may take a little practice, you can only hit it when the

eye is open. Basically, just slash it when you can, and dodge it when it hovers or drops icicles. Soon you should reach the boss room.

BOSS: FROST WALRUS

Frost Walrus is one of the biggest Mavericks ever fought in an X game. Don't let the size fool you, however, if he truly were hard, I never would have sent you after him first. His attacks include:

- Frost Walrus will beat his hands together then slide along the ground after you. You'll have to climb up the wall he's headed for then dash jump off it, otherwise he'll knock you off.
- Frost Walrus will begin blowing cold air, and will cause a huge icicle to drop down near him. This should be simple to avoid, however, since it will be in sight before it drops. However, once it lands, it will shatter sending out spiked icicles. Get in between them, then destroy them as you walk.

Basically, get close to him, and slash at him in the air. When he claps his hands together, then dash to the wall he's headed, climb up, and dash off. When he does the icicle attack, you can use it to your advantage to get in many hits. He'll go down quickly.

TECHNIQUE: HYURETSUZAN (Translation: ICE STAB)

Use this technique by being in the air and pressing Down + Triangle. Zero will drop towards the ground with an icy saber.

Jet Stingray is actually weak to the Ice Stab, but you will need another ability first for an easier fight. Therefore, I recommend you go to Web Spider next.

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There's really nothing I can really say out of the ordinary in this stage. There's nothing you can get yet, and there's no mini-boss either. So, merely proceed through. If you find the empty wooden room near the beginning, don't expect anything, it's merely a spot for one of X's capsules, which Zero can't get in this game. When you reach the second area, some webs will block your way with electricity. To block that out, destroy both robots that they deploy. Soon you should reach the boss door.

BOSS: WEB SPIDER

Web Spider doesn't actually have a clear weakness in this game, so you're up to using your Z-Saber to defeat him. His attacks:

- Web Spider will open the fight by dropping into the room, then deploying an energy web that traces you. When he initially drops, jump and slash him. To dodge the web, let it almost hit you, then jump and move slightly in the opposite direction. It should pass over you, but if you're having trouble, try using a wall jump to avoid it. If you're lucky you can get in three hits on Web Spider before he goes back up.
- After losing a little over half his health, Web Spider will drop into the center of the screen and create a huge web that he will stay on for the rest of the fight. This web cannot harm you, and you

should merely keep attacking him. Be careful though, as he can easily move into you and hit you. He will still perform the energy web attack, so dodge it the same way. He will also use a new attack of dropping out small spiders, but they can easily be destroyed.

My strategies are listed above, so just keep it up and he'll go down.

TECHNIQUE: RAIJINGEKI (Translation: THUNDER GOD ATTACK)

Use this ability by standing on the ground and simply hitting Triangle. Zero will pause for a second then slash out his Z-Saber electrified.

Next you should face Split Mushroom.

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This will be one of the more difficult levels to complete, but doesn't call for much of an explanation. There is a mini-boss in this stage, an enemy that is below the ground you stand on. When it is going back and forth doing this, use the Ice Stab to hit it from above. When it jumps up, move onto another platform and then hit it with the combo. You should defeat it with only two platforms missing.

When you come to the second area, you will see a Heart Tank above you. When the drills destroy part of the area, wall jump off it on top of it, then the drill will come down and miss you. Jump up and grab the HEART TANK.

HEART TANK - There are eight of these in the game, one per each stage. When you take one, Zero permanently gets two extra points of life to his meter.

Finish the stage and face the boss.

BOSS: SPLIT MUSHROOM

This maverick was a little tough at first, but I find him easier now. His attacks:

- Split Mushroom will begin the fight by sticking to a wall and creating energy clones of himself. Climb up the other wall and stay at the top. Count six clones, then start sliding down to avoid them. You can't avoid all of them by doing this though, so jump around to avoid the rest of them.

- After the energy clone attack, Mushroom will be in the top center of the room, spinning. Climb up a wall and hit him so that he'll be flashing. He'll then clone himself, but hopefully you'll have hit him late enough so that you can see which one was still flashing. That is the real one. Stand in the middle and hit the real one with the Thunder God Attack. Turn around and do it again, then again when they switch places. Then they'll come back together and start over.

These two attacks alternate, so just continue the strategy I said and it won't take long.

TECHNIQUE: KUUNBU (Translation: SKY WALTZ)

This technique isn't actually a damage inflicting ability. Instead, it

allows Zero to do a double jump, by jumping in the air. Additionally, from now on when you slash in the air, Zero will do a slice completely around his sprite, instead of just in front of him.

Now that you have the Sky Waltz, proceed on to Jet Stingray's level.

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For this level, you will be on a Land Chaser the entire time, which is a jet-powered bike. While on the bike, you may still jump, and you may also fire, or dash to cause damage with a blade. You cannot, however, stop moving on it. Shoot down any other cyclists in front of you, but jump and dash over any mines. At some point in the stage, you will see a HEART TANK below you. To get it, you must drop down from the ledge before it, instead of jumping. If you miss it the first time, come back here after beating Jet Stingray or dying to retrieve it.

In the second area, Jet Stingray himself will be attacking, so make sure you don't lose your bike. Shoot down any enemies he creates and try to attack him when you can, so long as you don't trap yourself. When you see a small platform floating in the air with nothing else around it, jump onto it, jump off, then dash to cut through some walls and earn the first LIFE SUB-TANK. Again, if you miss, come back after defeating Jet Stingray or dying.

LIFE SUB-TANK - Like in the previous X games, you can fill this up by taking life energy when you are at full health, then using it will refill your life energy. Use it only when necessary as it takes time to refill.

Continue through the stage and at the end you will lose the bike, and find a full health capsule. Then you will reach the boss.

BOSS: JET STINGRAY

Jet Stingray is a little more difficult than the previous fights. When the fight starts, stay to the left, or else he might come down on you. His attacks:

- Jet Stingray will hover above the water, and release small stingrays. Double jump up, then use the Ice Stab to freeze him (be careful not to actually hit him yourself though). Destroy any stingrays he let out.
- Jet Stingray, after being hit once, will then glide down through the water, then jump back up. Jump over him and try to hit him with the Ice Stab if you can. He will also do this if you are too close to him when he comes down into view.
- Once weaker, he will release red stingrays instead, which come straight down. Hit him sooner to avoid these, then destroy them like regular.
- Also once he is weaker, Jet Stingray will yell then leap out of view. Get all the way to the right and he will miss you when he comes down. Wait a second or two, then dash to the left and hopefully he will miss you when he comes back up.

Follow these strategies, and if you got any energy in the sub-tank, use it if necessary.

TECHNIQUE: HIENKYAKU (Translation: FLYING JUMP)

This is a non-damaging technique. Instead of a regular attack, this is an air dash for Zero. It is exactly the same as the one X gets from Dr. Light's leg capsule in the game. Perform it by jumping then hitting the dash button in the air. Note that you cannot double jump if you have air dashed, and vice versa.

After defeating Jet Stingray, Colonel will send you a message telling you to come to Memorial Hall. Although while playing as X you actually have to fight him here, Iris will intervene and stop the fight, so nothing major happens here besides story line.

Next you should go after Slash Beast.

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This stage is entirely on trains, meaning a constantly moving background. There are a lot of enemies, but none of them are too major, up until when you find the Ridden Robot Walker. Use the walker to get through the stage at this point. There will be a HEART TANK at some point in plain sight, nothing is required to get it. There is also a mini-boss in this stage. When it starts, avoid whatever spike it shoots out, then go right next to where the other spikes are and just combo them. The bottom two will be destroyed quickly, and use the Sky Waltz to destroy the one above you.

BOSS: SLASH BEAST

Slash Beast is one of the two most difficult mavericks in the game, and it doesn't help that he doesn't have a weakness from Zero's techniques. Therefore, you'll have to resort to using the Sky Waltz and combo to defeat him. His attacks:

- Slash Beast will jump into the air, then try to come down onto you. This is easily avoided by dashing, then use the Sky Waltz.
- Slash Beast will pull back his claw, then release two Twin Slasher beams. Try to double jump to go through the two, then Sky Waltz him.
- When Slash Beast pulls out a pink claw, double jump as he'll slash across the floor, then do it again. Once he stops, use the combo on him.

Use a sub-tank if you need to, I did my first time through. Try to get in a hit with the Sky Waltz whenever possible, it does more damage than a normal strike.

TECHNIQUE: SHIPPUUGA (Translation: HURRICANE FANG)

This technique is a little difficult to use. To perform it, start dashing then hit Triangle. This causes Zero to stop dashing and he performs a pink slash. However, this doesn't do any special damage to any maverick, so you won't have to bother using it.

The next maverick to face is Magma Dragoon.

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Magma Dragoon's stage is, as you would probably expect, filled with fire based attacks and lava. When the large fireballs come after you, double jump to the wall above you and stay up there until they pass. When you have to start ascending and they do this again, then use a double jump or an air dash to reach the highest ledge, for up there you will find a HEART TANK. Naturally, when the balls are passing up and down the screen, just dash jump to the next platform. Later on, when you get the Ridden Robot Walker, try not to damage it too much. When it comes to the part where it looks like you have to abandon it, instead walk into the lava and destroy the blocks. Continue on and you will be able to fight Magma Dragoon while using the armor.

BOSS: MAGMA DRAGOON

Magma Dragoon is quite possibly the most difficult maverick in the game. Attacks:

- Magma Dragoon will shoot out small bursts of fire. You'll probably take a hit from this, but use the Thunder God Attack and he'll stop.
- Magma Dragoon will jump up into the air and then kick at you while surrounded with flames. Dash to avoid this, then strike him with the Thunder God Attack.
- Magma Dragoon will pause for a second with his mouth open, then breathe fire all across the ground, causing massive damage. Double jump over his head then land on the small amount of space you have right behind him. Hit him with the Thunder God Attack at this time, it's pretty much a free hit.

While using the armor, just keep hitting him and don't worry about getting hit, it's pretty much unavoidable. Once he destroys the armor, hopefully you'll have gotten him down to about half health so you can have an easier time finishing him off with the Thunder God Attack.

TECHNIQUE: RYUENJIN (Translation: DRAGON FLAME BLADE)

This technique is performed by pressing Up + Triangle while standing on the ground. Zero will jump up while his saber is surrounded by fire.

Now that you have the Dragon Flame Blade, return to Frost Walrus' stage. Take the lower path (just stay on the ground) and you should see a Heart Tank above you, blocked by an ice block. Use the Dragon Flame Blade to destroy the ice block and get the HEART TANK. Keep going through the stage and when you reach the part with the ice paths that shatter, keep going on them until you reach the rightmost wall. Jump up the wall and you'll see a tank sitting on a ledge. Use your double jump to get the EX TANK.

EX TANK - This tank is a new factor in the game. Once you have it, whenever you continue or load up your game, Zero will start with four extra lives instead of the standard two.

Escape the level and then return to Web Spider's stage. Go through until you reach the second area with the webs that fire lasers and enemies. You can destroy the brown blocks in the center of the walkways using the Dragon Flame Blade. The second one contains a HEART TANK.

Escape out that level and now go to Cyber Peacock's stage.

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Cyber Peacock's first half of the stage is unique. You are timed and must get through faster than acceptable to earn the items of this stage. Once you see the box around Zero, you are on the clock. Go as fast as possible. Every time you see the word Hurry Up, and then a down-pointing arrow, you lose a rank. If that never happens, you get S, which will give you the item. If you do it once, you don't get the item, but you get an A allowing you to proceed. If you get lower, you have to redo the section. The first section is relatively easy, but it doesn't matter, all it gives you is an extra life. The second section is harder, avoid the yellow orbs (you can destroy them with the Sky Waltz), and dash under the blue enemies. Getting an S on the second section gives you the HEART TANK for this level. The third section is harder. Utilize your double jump instead of wasting time with the ladders. Getting an S on this section gives you the second and last LIFE SUB-TANK.

Finish the rest of the stage and you will reach Cyber Peacock.

BOSS: CYBER PEACOCK

Although difficult without the Dragon Flame Blade, he becomes one of the easier mavericks in the game with it. Attacks:

- Cyber Peacock will disappear. You should dash around at this time, since he can reappear on top of you. When he does this, if you don't act fast enough, he will fire out his feathers which cause a lot of damage. Hitting him with the Dragon Flame Blade causes him to disappear however.
- Cyber Peacock will reappear in the air. Hit him quickly here, as in the air he will lock onto you and fire out missiles.

Every time you hit him with the Dragon Flame Blade, he simply disappears, so keep it up and it won't take long or much health to defeat him.

TECHNIQUE: RAKUHOUHA (Translation: FALLEN PHOENIX CRUSH)

Once Zero has this ability, a second energy meter appears to the right of his health meter. When you press R2 now (while on the ground), Zero says, "Get ready," and then slams the ground releasing energy that shoots out, pretty much hitting anything on screen. You can only fire this four times with a full meter, but the meter is refilled by taking weapon energy, life energy (refills both meters), taking hits, or using the Weapon Sub-Tank.

Now on to the final Maverick, Storm Owl.

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This stage is in the air, but there are plenty of places to stay on ground here anyway. Platforms that shoot at you must be quickly destroyed. There is an Eagle Robot Walker here, which allows you to hover forever and has chargeable heat-seeking lasers, but don't take it with you. Instead, keep going through. When you see the HEART TANK, dash jump over and take it as fast as you can, otherwise a huge laser will destroy the platform, as well as your opportunity to take it.

That's why you can't take the Eagle armor here, it won't fit through. There is also a mini-boss later on here. The red eye at the right is the weak point. Use the Sky Waltz on it whenever it is open, or try the Dragon Flame Blade, and destroy the laser robots that drop down immediately. Soon afterward you will face the final maverick.

BOSS: STORM OWL

Storm Owl is a little more difficult because his weakness is the only move requiring energy. Attacks:

- Storm Owl will drop down and try to grab you. When he gets close, activate the Fallen Phoenix Crush (the closer he is, the more damage it does).
- Storm Owl will fire out green energy spheres. You'll have to keep moving to dodge them, and you can hit him while he's doing this.
- Storm Owl will stand in a corner and fire out three yellow beams. Hit him with the Sky Waltz to damage him at this time, because either he'll be at the top and the Fallen Phoenix Crush will be practically wasted, or you won't be able to be on the ground to use it.

He shouldn't take too long to defeat, since if he is as close as possible, the Fallen Phoenix Crush does as much damage to him as it takes to fire off the weapon. If you run out, use the Weapon Sub-Tank to refill it (you really don't need it again), or just resort to the Sky Waltz.

TECHNIQUE: TENKUUHA (Translation: SKY COMMAND)

This technique doesn't actually have anything to do with the air. Once you have this, the Z-Saber turns purple, and can destroy certain enemy energy shots (but not all). It also makes the Z-Saber slightly stronger.

You should now have everything in the game. Check your save screen to make sure you have eight Heart Tanks, two Life Sub-Tanks, one Weapon Sub-Tank, and one EX Tank. If not, go back to the proper stages and find them. Since all eight mavericks are now gone, the final stages are open.

FINAL WEAPON STAGE 1:

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Nothing special in this stage really. At the end before the boss door, however, jump up the left wall and you will find hidden life energy. Proceed through the door and you will face Colonel.

BOSS: COLONEL

Colonel is a little difficult to face. When the fight starts, wait a few seconds, then dash because he will reappear right on top of you. Attacks:

- Colonel will disappear. Dash around, then he will reappear. Try to get in a hit with the Sky Waltz, then jump up a wall when he goes near a wall, since he will shoot out green energy at you.

- Colonel will have lightning strike his saber, then will send it out. Jump when he does this (try to hit him in the process). Look for a gap in the lighting and stand there on the ground (close to Colonel if you can), and try to combo him.

- Colonel will go to a wall, then perform a large pink energy attack. Like the green energy, merely jump up a wall to avoid it.

Also, if you want, you can try hitting him with the Ice Stab, it's really his weakness, but only do it when you think you can get in a clear hit without being hit back. Remember you need to put in a little distance between yourself and him to do it. After you win, you'll go to the next stage.

FINAL WEAPON STAGE 2:

In the middle of this stage is a boss door. Iris is in there, enraged at you having killed her brother, she will activate a crystal giving her a suit of armor.

BOSS: IRIS

Go over to her and begin using the Sky Waltz on the suit. You can't actually hurt her now, and you'll notice every time you hit her, mines come out. Don't worry though, one hit of the Sky Waltz destroy these, so keep hitting her. Soon the crystal will come out, which is the weak point. Keep hitting the crystal, and try to avoid her armor, otherwise more mines just come out. When she goes near the ground, she is about to fire a large laser beam. Wait until she actually does this (but not so long that it hits you), then jump up the wall. The crystal will try to match your position until it is actually fired, so this is to fake it out and avoid the attack. It shouldn't take very long to defeat Iris. Once you do so, you will see story line, then you will continue on with the game (it's still the same stage).

At the end of this stage, you will face General.

BOSS: GENERAL

Although Frost Walrus may be one of the largest Mavericks, General is one of the largest bosses. The weak point of General is his head.

Attacks:

- General will float up, then go across the screen. If he is low enough, dash under him, then double jump up and use the Sky Waltz on his head, but don't get too close or else he will hit you. If he is too low, however, jump up and wall and double jump over his head, again trying to hit him on the way over.

- General will float in the air, and fire both his fists at you. Stand on the top one, and double jump while on it to avoid his energy blasts. Once you get close enough, hit him with the Sky Waltz (again, be sure not to get very close)

- General will again float, but instead will fire out six beams of energy. You'll have to try to double jump between the two sets.

Once you defeat him, you'll proceed on to the final stage. If your sub-tanks aren't full, however, then return to Frost Walrus's stage and take the top path in the beginning to take all the energy capsules to refill them. Repeat this until both are full.

FINAL WEAPON STAGE 3: Soon after the beginning, you will notice that

you will have to refight every Maverick. Here is the layout of the capsules containing them:

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

Start off with someone hard like Magma Dragoon or Slash Beast, then pick someone easier like Cyber Peacock after that to keep your energy balanced. You can refill part of your energy with the capsule on the top platform after every fight. Above all, do not use your sub-tanks.

Once you beat all of them again, take the gold capsule and then you will find Sigma in a cloak with a scythe. Here you will see story line, then you will enter the final battles.

BOSS: SIGMA FORM 1

This form is the easier as you might expect. Wait in the center of the screen when it starts. When Sigma appears, activate the Dragon Flame Blade immediately, otherwise he'll send balls of energy after you. He'll disappear immediately. Do this again. After the second time of hitting him, go to one of the walls (either one will do), then stay at the top. When Sigma slashes across the screen, then jump off screen and air dash or double jump over him. Then repeat the process of hitting him twice then wall climbing. He'll go down after cutting across the screen only four times, and you shouldn't take any damage.

BOSS: SIGMA FORM 2

Now he will remove his cloak and face you in a different way. Sigma will be constantly visible during this fight. His attacks include:

- Sigma will start off the fight by levitating in the center of the screen. Use the Sky Waltz right off the bat, then go in the direction of his back quickly, because he'll send his scythe in the other direction. Stay near the right wall as it comes back.
- After that attack, get on one of the walls, then quickly drop off, as Sigma will throw his scythe at it, causing energy to coat the wall. Obviously, stay off it. Then, Sigma will jump over near the other wall. At this time, double jump over his head onto the wall he's near, as he will fire lasers from his eyes that will cover the entire floor.
- If you weren't near the wall on that last attack, Sigma will instead throw his scythe on the floor, and the energy will run along the floor. He will also throw our four boomerangs which home in on you, which you must dodge similar to Split Mushroom's energy clones. Sigma will still do his eye lasers if he does this.

The two attacks cycle, so just dodge them like I said, try not to let him throw the scythe to the floor, and hit him with the Sky Waltz when possible. Unlike other X games, Sigma has a third form in this game, so try not to use your sub-tanks or lose very much health.

BOSS: SIGMA'S FINAL FORM

This is a unique fight, as there are five parts to Sigma here, yet only two can be damaged, and each have their own separate energy bar, and both must be depleted to win. The five parts include a red head, a blue

head, a yellow head, a huge somewhat uncompleted head in the lower left corner, and a small headed figure carrying a large gun in the top right corner. Sigma begins by taunting as usual, then he will let you grab the energy near him. If you have full or close to it, wait until you lose enough health that it would refill until you take it (it won't disappear). The battle cycles from a random red, blue, or yellow head attack, the head in the lower left corner, another random colored head attack, and then the large gun figure, and the cycle repeats from there. The colored heads can be destroyed, but they will come back on their next turn, so don't go out of your way to do that unless I otherwise tell you. I will list separate attacks for each:

Red Head - This head is second easiest to dodge. It will appear in the lower left corner while the yellow and blue are near the right wall. When it appears, climb up to the top of the other heads, as it will blow fireballs near you. After the second set comes past you, drop down and the third and fourth should miss you.

Blue Head - This head is easiest to dodge. It will blow icy air onto the floor. Simply double jump and land on the head (don't try to attack it, you'll land on the icy air and take damage). It will disappear with you on top, unharmed.

Yellow Head - The hardest head to avoid. It shoots energy balls across the screen which hit the floor and send energy along it, the same kind Sigma used in his second form. Do your best to stay out of the way of the balls, use your air dash, whatever it takes, and use the heads in the left and right lower hand corners to your advantage to avoid the floor energy.

Gun Sigma - You saw this one when the fight started. It has two possible attacks. As soon as it appears, double jump up and use the Sky Waltz on the head. You can pass through the gun, but don't go underneath the head or you'll take damage. If Sigma says, "The End!", climb up the two heads to your left, as Sigma will shoot the entire floor with a laser. (Despite his threat, it's not an instant death, nor does it do too much damage, but why take any at all?) If he just keeps shooting, destroy the red head and keep on jumping up to use the Sky Waltz.

Uncompleted Head - This is the harder of the damage taking portions to destroy. It also has two possible attacks. When it first appears, it is immune to any attack. Stand near it nonetheless, constantly using the combo, because eventually it will open its mouth and take damage from it. Now it will perform one of two attacks. The easier one consists of blowing you towards spikes on the right wall. To avoid this, continually dash, but this means you can't really attack him. You can try using the Hurricane Fang if you get close enough, but your primary goal is to avoid hitting the spikes. The other attack will involve him sucking in air, trapping you and causing a good amount of damage to you. But, once he lets go, you can perform the combo many times and quickly get his life bar down. I haven't really found a better way to get this part's energy down or avoid the attack.

The entire strategy is listed above. All else I can tell you is use a sub-tank once you take a hit after Zero says, "It's not over yet!" Although this will be a long fight, none of his attacks do a massive amount of damage really. A little practice is all that's really needed to win using Zero.

This FAQ is by me, X. Have any comments, questions, have better strategies than mine, have something I missed, find a typo? Feel free to E-mail me zero3052001@yahoo.com My only limitations to this are I will not respond to any E-mails that are rude, contain excessive cussing, or anything like that.

As for those of you that would like to use this FAQ on their site, you must ask my permission first using the E-mail above. I will most likely give you my permission, I just need to know where it's headed to send updates. My only limitation to this is that I insist you not change anything of my original work.

As with my usual policy, if you wish to know the ending to either path ahead of time, I will be happy to give it to you if you simply E-mail me. I do this because often times I have read guides and ended up accidentally reading story or endings I wanted to find for myself, despite spoiler warnings because I missed them in the guide.

This FAQ is Copyright 2002 by X. Thank you to all those that took the time to read it.

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