

# Mega Man X2 FAQ/Walkthrough

by Warhawk

[Donate](#)

Updated to v3.0 on Oct 2, 2014

```
o-----o
| Mega Man X2 FAQ / Walkthrough |
| by: Stephen "Warhawk" Harris |
| Covers: SNES |
| Date Created: 06.25.2013 |
| Last Updated: 07.08.2013 |
| Version: 3.0 |
o-----o
```

---

## Table of Contents

---

1. Introduction.....	[MMX2 1]
2. Contact.....	[MMX2 2]
3. Controls.....	[MMX2 3]
4. Walkthrough.....	[MMX2 4]
Prologue: Abandoned Replid Factory.....	[MMX2 4.Pr]
Chapter One: Weather Control [W. Sponge].....	[MMX2 4.01]
Chapter Two: Dinosaur Tank [W.Gator].....	[MMX2 4.02]
Chapter Three: Deep Sea Base [B. Crab].....	[MMX2 4.03]
Chapter Four: Volcanic Zone [F. Stag].....	[MMX2 4.04]
Chapter Five: Robot Junkyard [M. Moth].....	[MMX2 4.05]
Chapter Six: Central Computer [M. Centipede].....	[MMX2 4.06]
Chapter Seven: Energen Crystal [C. Snail].....	[MMX2 4.07]
Chapter Eight: Desert Base [O. Ostrich].....	[MMX2 4.08]
Chapter Nine: X-Hunter Stage 1.....	[MMX2 4.09]
Chapter Ten: X-Hunter Stage 2.....	[MMX2 4.10]
Chapter Eleven: X-Hunter Stage 3.....	[MMX2 4.11]
Chapter Twelve: X-Hunter Stage 4.....	[MMX2 4.12]
Chapter Thirteen: Central Computer [Revisited].....	[MMX2 4.13]
5. Parts / Items / Boss Weakness.....	[MMX2 5]
Part One: Life Up Locations.....	[MMX2 5.01]
Part Two: Weapons / Boss Weakness.....	[MMX2 5.02]
Part Three: Armor Upgrades.....	[MMX2 5.03]
Part Four: Tank Locations.....	[MMX2 5.04]
Part Five: Secrets.....	[MMX2 5.05]
6. Passwords.....	[MMX2 6]
7. Credits / Legal Notice.....	[MMX2 7]

---

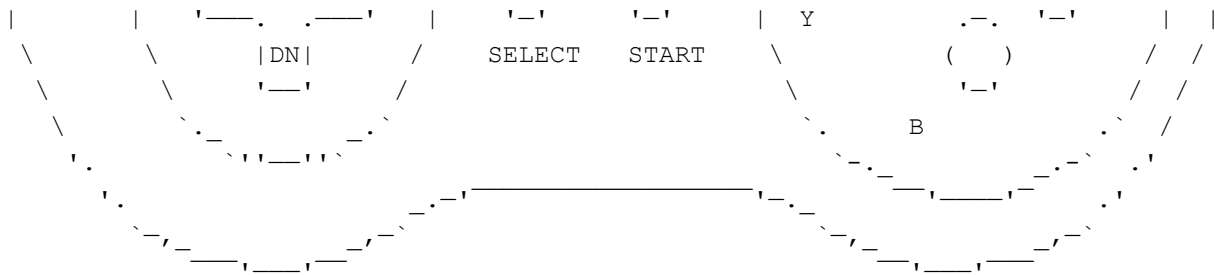
## 1. Introduction

[MMX2 1]

---

Welcome to Warhawk's Mega Man X2 guide. I do hope that this can be as good as my guide for Mega Man X and hoping that this won't have many mistakes as that did. Just as that guide I will put in my best effort into making this to be one of the best guides up for an older title. Although I'd like for all to bear in mind that this will be one of the final projects before getting my rear back into doing the guide for Mega Man Legends. If you





Control	Function
A	Dash
B	Jump
Y	X-Buster
X	No Use
L	Weapon Change
R	Weapon Change
Start	Pause Game
Select	No Use
Up	Move Up ladders
Down	Move Down ladders
Left	Move "X" Left
Right	Move "X" Right

=====  
 | 4. Walkthrough |  
 | [MMX2 4] |  
 =====

=====  
 | Mega Man X: Episode 2 |  
 | The X -Hunters |  
 =====

"It has been 6 months since the destruction of [Sigma] and little has changed. The Maverick revolt started by Sigma is over, but Mega Man X and the new generation of Maverick Hunters have yet to destroy all of Sigma's followers.

Led by information gained by Dr. Cain, Mega Man X and the rest of the hunters have tracked the last of the Mavericks to an abandoned Replid Factory. There they hope to wipe out last of the resistance. Little do they expect that real war is about to begin...

Mega Man X2 versus X-Hunters."

=====  
 | Prologue: Abandoned Replid Factory |  
 | [MMX2 4.Pr] |  
 =====

Items: None  
 Weapons Aquired: None  
 Armor Upgrades: None  
 Boss: CF-0

## Cast of Enemies

-----  
Bar Waying  
Cannon Driver  
Mecha-Arm  
Scrambler  
Scriver  
Slidame

Starting up where the start of the opening cutscene left off with X along with what is better known as "Green Biker Dude". Unfortunately for your parnter won't make it to the opening stage with you, but it shouldn't matter. You'll crash into a Cannon Driver crippling it bringing it down to a more level area for you. Before the "READY" disappears you should be able to start firing constantly at the Cannon Driver not giving it a chance to fire anything at you.

When that is done head inside into the Reploid Factory. Once in there will be a Bar Waying which can be easy or medium to get past. If you can get under it with a quick dash jump there'll be a couple scrivers before getting to another Bar Waying. That one will be able to come down before you can get under it like the last one. Destroy the Scrivers and the Bar Waying only for a few more Scrivers along with another Bar Waying. When having to drop down you'll see a Scrambler but ignore that one. Upon getting close to the bottom there'll be another Scrambler to worry about and when finally reaching the bottom. When reaching the botoom you'll have to worry about the Scrambler assembly as well as watching out for other Scramblers.

There will be a total of three Scramblers you have to worry about before making it to the end of the road and worrying about a Mecha-Arm. This has the ability to be able to grab you in any way it can. If it grabs you it'll try to toss you in with the heap of scrap. This will help provide you an opportunity to get to the post and wall climb up away from the pile of scrap below. After that you should go until you see a ladder. Climb the ladder and you'll see a Slidame. This is the only enemy in this game that can only be destroyed when reaching the top, no matter what you do. The best thing to do is to wall climb up before it has a chance to crush you by pulling the walls to a close.

You want to go as fast as you can to get to the top and try not to let the Slidame do anything to put you back down to try to lose a life in the opening stage. After dealing with the Slidame go until you see another ladder and climb it. When up go until you have no choice but to head down a pit like area. By dropping down you'll enter a boss gate to fight the first boss fight of the game, the CF-0.

Boss Fight: Gigantic Mechaniloid CF-0

HP: 32

Height: Unknown

Weight: Unknown

Power: Unknown

Speed: Unknown

Weakness: None

Attack[s]: Contact (Head) [2 HP], Contact (Arms) [2 HP], Contact (Leg) [2 HP]

The easiest boss you'll encounter in the entire game but don't let its



life under. Getting the extra life is optional but you want to get to the next part by performing a dash jump. When across there'll be one more Croak Hopper to deal with and then you'll get a [Sub] Tank for your effort in the area.

Drop down and head towards where you see the lifts going up. Now if you already have two Mavericks defeated by this point, you want to go down to get to the area where you'll have to face one of the "X-Hunters". If not then you want to head up. On the way up there'll be five Scriverers to deal with what looks like a leaping to their doom. To avoid any of them touching go for a charged shot. When you get near the top, get off the lift and into the next area. In this area there'll be a Croak Hopper to deal with then jump past a pit with spikes. When you see another Croak Hopper and a Weather Crystal be prepared to have the weather change to rain again.

When you jump past the crystal then you'll have to worry about Croak Hoppers along with Sky Farmers in the area. If what the Sky Farmers drop they'll become Rightod 1 but if you hit it and still lands on the ground then it'll become Sabottein. Not only do you have to deal with that but you'll have to watch out for the spiked pits. About halfway through this section you'll come across another Weather Crystal. After this one, this is where this stage turns a little tricky. If you use dash jump to get to the next point be sure to watch out for Sky Farmers and Sole Solars [if you had Speed Burner to use on Crystal]. Having to done that for four times, before getting into a building like area.

Once in the building climb up two ladders then you have to deal with a Scriver. Get over the hump and drop down taking care of the last Scriver of the stage but there's still the Aclanda to deal with. Around five if not six charged shots should be able to destroy it and walk in the boss gate to deal with Wire Sponge.

Boss: Wire Sponge

HP: 32

Height: 6 ft.

Weight: 212 lb.

Power: 6400 rp

Speed: 4800 rp

Weakness: Sonic Slicer, Speed Burner [alternative]

Attack[s]: Strike Chain [2 HP], Vine Seed [2 HP], Lightning 2 [HP],  
Contact [5 HP], Contact Electrified [7 HP],  
Strike Chain electrified [5 HP]

When you face Wire Sponge got to be careful of his Strike Chain as well as the Vine Seed. The Strike Chain can be used in two ways by him. One is by throwing it towards you which can vary from short to all the way over to you. The other attack being tossed up to the ceiling to pull himself up to use the Vine Seed, so be careful when that happens. If this is your first battle, it is best to try to avoid the Strike Chain by wall climbing and if he pulls himself then dash jump to get a shot at him. When he uses Vine Seed this is one attack you have to watch out for due to being able to go where you are and/or was. They can be destroyed once they have been sprouted. When he reaches low health he will turn red and use the Lightning attack. This attack is hard to know predict where it'll be due to being totally random and he will be completely invincible during this time. After this attack you can start attacking once again. By this point you shouldn't have much problem finishing him off at this point.

Items: Life Up  
Weapon Aquired: Spin Wheel  
Armor Upgrade: Arm Part  
Boss: Wheel Gator

Cast of Enemies

-----  
Cannon Driver  
Disk Boy 08  
Rideloid-G  
Tubamail-S  
Tubamail Generator  
Tiranos

```
      _ _ _  
      |_|_|_|_|  
      |_|_|_|_|_|  
_ _ _ _ _ |P|  |_|_|X|_|_|  
  |_|_|_|_|  |_|_|_|_|_| | | | |
  |_|_|_|_|_| |_|_|_|_|_|  
  |_|_|_|_| |_|_|_|_|_| |_|_|B|  
  |_|_|M|_|H|_|_|  
  |_|_|_|_|_|
```

Next one in line to defeat is going to be Wheel Gator. This has to be one of the uniquely designed stages of Mega Man X2. As you start off there's going to be a Tubamail Generator and watch out for the Tubamail-S that comes out of it. Best thing to do is to be at a point where they can't hit you and fire at the generator. Head inside to deal with a few Tiranos. Head down the ladder to deal with another one and the same goes for the next ladder that you head down. Keep going until you drop down and you see a platform to get onto. Jump or walk on it for a way to get through without having to worry about falling on the spikes. After dropping down on the second one and it comes to a wall, climb up then head for the ladder or over the edge. Watch out for two, Disc Boy 08's, and head down to the next area.

There'll be two Tiranos but one you don't have to worry about if you're not up on the upper platform. Take care of the one and drop down to the next section. Hop in the ride armor and take care of the barrier that's in your way. Once that it is destroyed, head in and drop down. When you are down there there'll be a Triano with a Rideloid-G not far after it. There'll be one more of each before you do a dash jump in the ride armor to get to the next section and one more Rideloid-G to deal with. Once you have dealt with them get out and head up the ladder. When you have gone up the ladder you'll see a Life Up but there's one small problem. Not only is it up on an area that you could wall climb but it's protected by spikes so you'll need to come back with Speed Burner as well as the Arm and Body upgrades.

At this point there's no point in trying to get it at this point if this is your second stage you're playing through after Wire Sponge. Head through and destory the Tiranos then on the lifter to head up. Watch out for the Disc Boy

08 and when you get near the top walk off the platform then on to the next one. This area can be tricky if you don't charge up to deal with the Tubamails that'll come down and fly towards you. At the end of the road there'll be a Disc Boy 08. Stay on the platform so you can defend against it. Once it's destroyed head down to the drop and on that platform for a way up.

If you let it go up if you have two Mavericks defeated to try facing the X-Hunter. If not, go to the left the first one you come to. Deal with the Disc Boy 08 and head up. It'll be safe to work your way up until you get over the top platform where you'll have to deal with a Tubamail Generator. Destroy or ignore it, it's up to you on that. When back outside there'll be two Tubamails and a Tirano to deal with. As you go about heading down you'll have to worry about the Tubamails as you head down and the Tubamail Generators as you get closer to the bottom. Once you get to where you see a way into the tank again head in there, grab the health pallet if you need it. Drop down and there'll be a Cannon Driver to deal with. Destroy it and head into the boss gate to fight Wheel Gator.

Boss: Wheel Gator

HP: 32

Height: 7 ft.

Weight: 454 lb.

Power: 9800 rp

Speed: 1800 rp

Weakness: Strike Chain

Attack[s]: Spin Wheel [2 HP], Chomp [1 HP/hit], Death Roll [3 HP],  
Damaged Wall [2 HP], Projectile Shot [2 HP]

If you going to be fighting Wheel Gator you may want to charge up the X-Buster to get a hit in first thing. Mostly due to the first thing he'll be doing is diving under the water. After getting that shot in you'll want to start wall climbing, because if you don't he'll come up out of he water for a deadly Chomp attack. As you are wall climbing watch out for the Spin Wheel he'll send up and can be hard knowing if he'll be sending one or two of them before coming out of the water. If you manage to dodge one or two Spin Wheel[s], it'll be time to watch out when he comes out of the water. When he does then it's time to attack with the Strike Chain. You should be able to get a few hits in while he's up out of the water, but watch it if he goes back into the water at any given moment.

Also you have to watch out the one move, Death Roll. The Death Roll is when he comes towards you spinning and if you're near one of the walls, wall climb then jump down to where you can get a hit in on him. Although the end result is the part of the wall he hit will be damaged. If he tries going for a Projectile Shot you won't be able to damage him with the X-Buster alone but should be able to damage him with the Strike Chain. By keeping to this, the battle should go well for you.

```
-----  
| Chapter Three: Deep Sea Base |  
|           [MMX 4.3]           |  
-----
```

Items: Life Up, [Sub] Tanke

Weapon Aquired: Bubble Splash



Armor Upgrade: None

Boss: Bubble Crab

Cast of Enemies

- 
- Barite Laster
- Bat Bone Type G
- Fishern
- Jelly Seeker
- Probe 8201-U
- Scriver
- Sea Canthlller

```

                _ _ _ _
                |X|_|_|B|
_ _ _ _
|_|_|_|_| | | |
  |_|_|H|_|
  |_|_|_|_|
  |_|_|_|_|
  |_|_|_|_|
    |_|_|_|S|_|_|_|
    |_|_|_|_|_|_|_|

```

From the start of the stage there will be four Bat Bones to deal with and a fifth that can be ignored. If having Spin Wheel and you want to get the extra life then go ahead and deal with that one in order to get it. Otherwise, drop on down in the water. By dropping down watch out for four Fisherns and you can get half of them down without a problem but be careful when you drop in this area with them. When reaching the bottom you'll have to head down to another area but without having to deal with a Sea Canthlller. Think of this as a mid-level boss but at the same time it isn't. Sea Canthlller's attacks include missiles, search light, and a laser beam if the light has been compromised. Destroying it isn't mandatory but you can go ahead and destroy it if you want to take a crack at it.

Follow it to where the gateway to lower in the Sea Base and before you get there is a good time to damage it as best as you can. As you get about half way in this part is where you'll come across the area to obtain the Life Up in this stage. Get on the wall above the gate. Perform a dash jump to try clinging on the Probe 8201-U. Work up to where you can see the Life Up, then perform dash jump to obtain it. By this time gateway has been opened, drop down but there'll be some Jelly Seekers to deal with in this section of the stage. Continuing to destroy the Sea Canthlller at this point isn't necessary but if you want to finish it off that is up to the player. If you do, you'll have to be careful with the sea floor due to the pits below to worry about. There are a few to deal with to watch out and the Jelly Seekers to make it difficult.

When you get on a platform where there's a health capsule, about early to mid of this platform is where the Energy [Sub] Tank in this stage is located. As with the Life Up you'll need to have Bubble Crab's weapon as well as the Arm upgrade to obtain it. Continue on as there'll be more Jelly Seekers with a couple to few Probe 8201-U in this area. The second Probe 8201-U that you see jump on it and wait for it to reach as high as it can before doing a dash jump. Once on the wall, wall climb to you see a gate and walk in it. If you were to go up to where the Sea Canthlller goes you can go about fighting the X-Hunter [if here] but if not go through the gate. Halfway through it, the water will drain.

As you exit out there'll be Barite Laster to deal with. After that there'll be two Scrivers to deal with then once again another Barite Laster. When heading up there'll be four Barite Lasters and two Scrivers to deal with on the way up. If you had a X-Hunter to deal with then you don't have to worry about that due to coming out to deal with just one Barite Laster. When you arrive in the last area there'll be only one, Barite Laster. That is if you fought the X-Hunter. Destroy the Barite Laster followed by a dash jump followed by wall climb to get to the boss gate. Now it is time to get ready to fight Bubble Crab.

Boss: Bubble Crab

HP: 32

Height: 6 ft.

Weight: 309 lb.

Power: 6000 rp

Speed: 4800 rp

Weakness: Spin Wheel

Attack[s]: Contact [3 HP], Bubble Shield [2 HP], Shoulder Enegy [3 HP],  
Bubble Ring [2 HP], Mini Crab [2 HP]

Similar to Launch Octopus, you'll be fighting Bubble Crab in the water. One of the most unpredictable Mavericks to deal with in the early X games, due to his unpredictable pattern. As you fight him watch out for him with trying to use a Bubble Shield to try to protect himself from obtaining damage. If you have Spin Wheel like you should by this time use it to penetrate the shield to damage him. Whenever you decide to jump over him he'll unleash Shoulder Energy but if you are quick enough you can dodge it, then quickly plant a Spin Wheel near so it can get him. If you're lucky you can get two hits in with this but most of the time it'll be just one hit you'll get. Best thing to do is to try to stay as far as you can away from him as you can then quickly strike with the Spin Wheel.

```
=====
| Chapter Four: Volcanic Zone |
|           [MMX2 4.4]         |
=====
```

Items: Life Up, [Sub] Tank

Weapons Aquire: Speed Burner

Armor Upgrade: None

Boss: Flame Stag

Cast of Enemies

-----  
Bar Waying

Barite Laster

Beetron

Morgun

```
      _ _
     |_|_|_
     |_|_|_|_|_
    _ _ |_|_| |_|_|B|
   _|_|X|_|_|
  _ _ |_|_|_|_|_|_|
```

```

|_|_|_|_|_|_|_|
_ _|H|
_|_|_|_|
|S|_|_|_|
_|_|_|_|
_ _|_|_|
_|_|_|_|

```

At the start of the stage you won't need to deal with any enemies shooting at you and whatnot. The only thing you'll need to watch out for is the Beetron, which can be useful but at the same time not so much. It can go about trying to come crashing towards you and this is a good time to hitch a ride on one. Ride this one until you come to where you can wall climb on a platform. By doing so you'll obtain the Energy [Sub] Tank from this stage. After getting it you can drop down to the bottom and take a look at the weak spot in the wall. That's a good place for the Beetron to crash itself into. Letting it do that you can enter but then you'll have a Barite Laster to deal with on the wall. Destroy it then go upwards then there'll be three more on the wall. Take care of them if you wish.

Drop down and you'll get in an area where the only way to go is up and here you better go about hauling ass. The reason being is that there'll be lava coming upwards. If you're quick enough on the way up you can get some health to help fill the tanks up but if you don't want to worry about getting caught in the lava don't do it. About around quarter to half way through you'll come across a Bar Waying that'll come down trying to prevent you from obtaining the Life Up. Destroy it quickly to obtain it and get back out as quick as you can to continue upwards. continue on your way to the top and out of there.

When finally making it out of there if you are able go to the left to claim the health capsule to either for your health or store in one of the tanks for later. Wait for the lava to go back down in the hole before thinking about going across. Make your way through until you come across some rock pillars and use these to get across this area to get into the next area. When across head up to the top one where there'll be a Beetron if there is a X-Hunter to deal with in this area. If not, then head in the middle where you'll have more rock pillars to help you get across the lava. When you have made it there you'll have to do more heading up once again.

As you make your way up there'll be tanks leaking out gas and to top it off watch out for Morguns. They look like a flying squirrel with fire at the tip of the tail. Watch out for them due to setting the gas on fire for a short period of time let alone shooting out fireballs at you. There'll be a total of six Morguns on the way up to the top. Once you reach the top then you can head to the right, enter the boss gate to fight Flame Stag.

Boss: Flame Stag

HP: 32

Height: 8 ft.

Weight: 476 lb.

Power: 3600 rp

Speed: 7000 rp

Weakness: Bubble Splash

Attack[s]: Contact [2 HP], Speed Burner (Orange Flame) [3 HP],  
Speed Burner Trail [2 HP], Wall Uppercut [3 HP], Fireball [2 HP],  
Speed Burner Slam (Blue Flame) [2 - 5 HP]



once you get it. Make your way past four Hanged Replods, by disabling the first two and destroying the other two. Jump onto the platform and equip Spin Wheel. Make your way towards the end before having to make another jump and use the Spin Wheel to delve into a mysterious area.

You'll have to use it twice to gain access then drop down. When you do, you will see a Dr. Light capsule.

"Mega Man X, enter the capsule. This enhancement will modify your body armor. With it you can absorb damage and transfer it into explosive weapon energy."

Enter the capsule and like in the first X game you will be given a demonstration on what the upgrade is all about. After the demonstration, head back up and continue on. There will be some Hanged Replods to deal with and a Garakuta Robot afterwards. Ignore the Garakuta Robot to proceed as you were. Next area has Disk Boy 08 and best thing to do is dash jump from each area but be careful of the Disk Boys. When reaching the top there'll be a couple Hanged Replods, let them fall to deal with them. Keep on and you'll come to what'll be the first Sub Boss of the stage.

Sub-Boss: Old Robot / Pararoid S-38  
Weakness: Speed Burner [Pararoid S-38]  
Attack[s]: Energy Shot

When the Pararoid S-38 breaks through the glass, it'll take control of an Old Robot. You'll want to aim for the bright circle in its chest to get the Pararoid S-38 out of the Old Robot. It should take a few charged shots to get it out and then equip Speed Burner to destroy the Pararoid S-38 before it has a chance to get in another Old Robot.

After taking care of that head out of the area but you'll then come across a Pararoid V-1. It's like the other Pararoids but just wingless. Take care of it and climb up the pipe, then there'll be a Hanged Replod at the end of it. Destroy it and drop down and head down the ladder. When heading down the ladder there'll be Disk Boys on the way down and the first one that you come to you can head in there after destroying it to face a X-Hunter [if one is there]. You'll need the Leg upgrade to get to it. If you don't have that continue on down.

Upon reaching the bottom of the ladder head on but watch out for Pararoid V-1 and Garatuka Robots in this area. Also watch out for spike like areas but they will not kill you, only damage. Make it through until you come to a ladder heading down. Once down there there'll be Pararoid V-1 [mostly] and Garatuka Robots, though there'll be more Pararoid V-1's than the latter. Make it through until you come to another ladder heading down. Head down and deal with more Pararoid V-1 before having to deal with one more, Old Robot / Pararoid S-38 sub boss fight.

Sub-Boss: Old Robot / Pararoid S-38  
Weakness: Speed Burner [Pararoid S-38]  
Attack[s]: Energy Shot

This time the Pararoid S-38 will not come out of glass but instead will come up already in the Old Robot. Like before aim for the dot in the chest to get





point in time. It will sway up and down trying to deflect shots from you but you should get some shots in before it thrusts towards you. These are the only attacks you'll have to worry about but the thrust move is the one you'll have to watch out for. Time it right to when it'll be doing it to avoid it in any way. When it starts circling watch out with this being one of the hardest times to predict when it'll thrust at you. Whatever you do keep on firing at the blue handle and it should go down in a couple of minutes of trying to aim at it.

Once it's destroyed head out and head down that pathway, but there'll be search lights in this area along with Barite Lasters and Scramblers. Be sure to be on the right so you don't trip any of the lights mostly the last one. Time it right to get further down without triggering it. The next section is tricky due to a couple Barite Lasters with a search light. The search light will be on the right, so if you manage to get to the right to avoid triggering it you should be alright. When you reach the bottom then it's a good time to make a mad dash through this section. The reason being with blocks falling down from the top and watch out for the Radar trying to analyze you.

When you reach the end, there'll be like a boss gate but that is if there's a X-Hunter in this stage. To get farther in the stage head up. Once you reach the top head in but there'll be the other sub boss of the stage.

Sub Boss: Raider Killer

HP: 32

Attack[s]: Green - Pink Energy Shots, Jump

Blue - Aimed shots

Red - Pounce

Purple - Shield like projectile around mouth

Weakness: Speed Burner

This sub boss will determine if you got scanned by the radar at all. If you didn't he'll stay green, but if you get scanned once or more he will change color and have an attack pattern depending on the color. As long as you didn't get scanned and remains green he'll just shoot Pink Shots at you and jump sometime after. With these two attacks it should be easy to dodge and get hits in on it. This shouldn't be no more than a couple minute battle at the very least.

Once you get past the Raider Killer, and enter the next area there's going to be a mandatory alarm setting off so this is going to be a little tricky to do. The main thing is to try to be fast in this section. When you see the endless pit having blocks and thinking you'll be safe, until you try crossing them. After getting past that there'll be two Bleckers to deal with, destroy them so you don't take too much damage. Cross the next blocks but watch out for the Installers in the area because they will drop down to try to make sure you don't get through. The last two areas to cross but there'll be one more Installer waiting for you and jump over it to enter the boss gate to fight Magna Centipede.

Boss: Magna Centipede

HP: 32

Height: 7 ft.

Weight: 235 lb.

Power: 2900 rp

Speed: 8880 rp

Weakness: Silk Shot





death. One way you can go about doing this is near the edge do like a dash jump in the ride armor be sure to have Strike Chain equipped. When near get out of the ride armor and when near the wall use the Strike Chain. The other way being gradually use the ride armor to keep yourself afloat to about three quarters of the way through then jump out and get over to the wall to claim it.

Once its claimed wall climb up to the ride above you to get back to where you came from. Wall climb back up to where the ride armor was that you used to get down there. As soon as you get back to where it was, there'll be another ride armor there for you to use for protection. Head to where you have to drop down but there'll be some Refleczers, three of them to be exact on the wall. Don't worry too much about them, just drop down. You'll end up going through some crystal floor and then there are some crystals that aren't penetrable by the X-Buster. The only way to destroy the crystal wall is with the ride armor and then jump out of it. Jump out of it and head out. There will be a crystal that will come towards you when you get near it and go in the crevice below to take cover. Let it destroy the crystal near the ride armor.

When you get back in the ride armor to go to where you were heading. If you get near the ladder, don't go up it unless there's still a X-Hunter still around that needs to be taken care of if you want to. Other than that heading in the direction you are going and you'll come across a Refleczer. There'll be more crystals that can be destroyed by the ride armor and a Refleczer not long afterwards. Ignore that one then take care of the crystals via the ride armor and clear them out. After doing that, get out of the ride armor and wall climb up, though there will be a Refleczer. Make your way to the top and you'll come across the only Sub Boss fight in this stage, the Magna Quartz.

Sub-Boss: Magna Quartz

HP: 20

Attack[s]: Savor Moon R

Weakness: Spin Wheel

This is an interesting sub boss in the whole game. Something that is enclosed inside a crystal, but don't let it fool you. The weapon that's most effective against it is the Spin Wheel and watch out for the Savor Moon R that does the attacking for it. As you avoid the shots by the Savor Moon, when the crystal starts cracking that means that it's getting closer to being defeated. It should take a few shots from the Spin Wheel to defeat it without much of a problem.

After the fight watch out in the area you'll be heading in. There'll be a crystal that'll come towards you after walking by it and this one can crush you if you're not careful. Make your way down there fast and up on the platform. When reaching a pit, this is another one that you want to head down and the reason being is for the Head upgrade. As you head down watch out for the Refleczers in this area, be careful they don't shoot to knock you down. Dispose of the ones you can and get to the capsule.

"Mega Man X, enter the capsule. This enhancement will modify your radar optics. It uses some energy, but with it you will be able to see objects that you could not see before. Good luck, Mega Man."

Once you got it, you will be given a demonstration on how the upgrade works

and showing how to obtain the extra life if you choose to get it. Head back out dispose of any Refleczers that you didn't get or have regenerated. Wall climb up out of the pit and in the direction you need to head. When you get back up watch out for three Bat Bone Type G, as they'll try knocking you down if not careful. Move your way around the crystals on the floor as this is a sign of another crystal that'll try crushing you. There'll be three more Bat Bone Type G before having to move your way back to get out of the way of the crystal.

As you do, there'll be Bat Bones trying to get in your way to the ladder. Get up the ladder and wait for it to bypass. If you have to dispose of the Bat Bones then head back in that direction you were heading in. There'll be a couple more Bat Bones to deal with before having to wall climb but there'll be a Refleczer to deal with there. Take care of it and head to the top but there'll be on more moving crystal to deal with but this one shouldn't cause too much of a hassle for you. Drop down far enough for it to move and quickly get back out of it. There'll be one more Refleczer but you can take care of it from behind without a problem. When that's done head to the boss gate to face Crystal Snail.

Boss: Crystal Snail

HP: 32

Height: 5 ft.

Weight: 216 lb.

Power: 6800 rp

Speed: 500 rp

Weakness: Magnet Mine

Attack[s]: Contact [4 HP], Crystal Hunter [0 HP], Shell Spin [4 HP],  
Contact (Shell Less) [4 HP], Contact (Shell) [0 HP]

Fighting Crystal Snail is fairly unique. If you are quick enough to get by him to use the Magnet Mine and to help do more damage by setting up another Magnet Mine on the wall. After being damaged by the second Magnet Mine he'll be trying to get back into his shell. If he makes it back in the shell this is when the fight can get interesting but watch out if he comes towards you in the shell. His first move when coming out of the shell is to try to slow things down but if timed right, when he drops back down use a Magnet Mine on him like before as well as placing one on the wall.

If you are lucky you should be able to get another hit or two while he's out of his shell but that can be lucky if you time it right. On the other hand when he's in the shell having to watch out for the thrust towards you so watch out for that. When he comes out that's when you need to attack by trying to stay close as you can so you can take full advantage of it. Stick to this and you should take him down without much hesitation.

```
=====
| Chapter Eight: Desert Base |
|           [MMX2 4.8]           |
=====
```

Items: Life Up

Weapon Acquired: Sonic Slicer

Armor Upgrade: Leg part

Boss: Overdrive Ostrich



Boss: Overdrive Ostrich

HP: 32

Height: 8 ft.

Weight: 335 lb.

Power: 3800 rp

Speed: 9900 rp

Weakness: Crystal Hunter

Attack[s]: Contact [4 HP], Kick Jumping [4 HP], Leap Jump [4 HP],  
Sonic Slicer [2 HP], Sonic Slicer Rain [2 HP]

This has to be one most unique entrance in X series history and the only outdoor type arena ever. This can be somewhat of a difficult battle without the Crystal Hunter if you're not careful. If you have the Crystal Hunter and use it on Ostrich it should be able to stop him for a brief moment. By using the Crystal Hunter the only attack he'll try to do is the Sonic Slicer Rain. On the other hand if you go so far to where he's out of site he'll come back like when you first got to the area then he will attempt to do another attack. Keep hitting him with the Crystal Hunter and he should go down fairly quickly. If you are using just the X-Buster then you have to watch out for his other attacks.

```
=====
| Chapter Nine: X-Hunter Stage One |
|           [MMX2 4.9]           |
=====
```

Items: None

Weapons Aquired: None

Armor Upgrades: None

Boss: Violen

Cast of Enemies

-----

Aclanda

Barrier Attacker

Barite Laster

Batton Bone G

Crash Roder

Mecha Arm

Scrambler

Scriver

Slidame

Now it is time to head on to face the X-Hunters for the first time or again depending if you had fought them to get Zero's parts back or not. Make your way through and when you approach where you have to drop down watch out for Batton Bones and a Scrambler. Let alone Scriver's by the time you reach the bottom. Ride the platform but there'll be Scriver's that'll try to knock you off the moving platform and onto the spike. When the ride comes to an end, get up on the platform and you'll run into a couple Scriver's before having to go up a ladder. There'll be one small problem. You have to deal with a Slidame and like in the opening stage at the Abandoned Replodid Factory it'll try to crush you at any cost.

This one is simple all you have to do is wall climb in a straight line all the

way up. When up take care of the Slidame if you have time to do so. Don't worry about it if you do not have time to deal with it and just proceed on with the rest of the stage. Destroy the two Barrier Attackers before having to go up another ladder and once again with another Slidame. This one is a challenge. Go to the right. Immediately wall climb as far as you can and perform a dash mid-air to the left to get to the top. Once on top there'll be a Aclanda at the end below a ladder take care of it with a Magnet Mine and climb up the ladder to see another Aclanda there. Attach a Magnet Mine under it to destroy it so you don't worry about taking damage.

Head up two more ladders and yet again another Slidame to worry about. This one will be like with the first one you dealt with in this stage just wall climb all the way up without having to deal with going to another side. Upon reaching the top head out and when you see a Mecha Arm go that route but it'll end up grabbing you. Make sure to try going that route. Afterwards there'll be a Crash Roder and when up on the top of the platform at the end you'll see another Mecha Arm. If you jump and do a mid-air dash, you should be able to bypass it but watch out for the Crash Roder afterwards.

When you have to wall climb and there'll be three Barite Lasters trying to shoot at you. After getting to the top there'll be another Barite Laster on the opposite wall on the top but there won't be any problems from that one. Now it is time to do some more wall climbing and of course there's going to be a Slidame again. You want to head up on the left side first and upon getting to a certain point quickly get over to the other side. Once you reach the top there'll be a Aclanda there, take care of it with a Magnet Mine and head through the boss gate to deal with the first X-Hunter of the area.

Boss: Violen  
HP: 32  
Height: Unknown  
Weight: Unknown  
Power: 18400 rp  
Speed: 6200 rp  
Weakness: Bubble Splash  
Attack[s]: Spiked Mace [6 HP], Projectile [2 HP]

If this is your first time fighting him, you have to watch out mostly with the Spiked Mace attack with that being his dangerous move he has in his arsenal. Not only that but in this battle there'll be platforms that he can move at will and at any time that he sees fit to move them. When using Bubble Splash against him it will do almost as much damage as a charged shot would be. If you had fought him before using Bubble Splash you would know this. Let alone if you didn't have the Arm upgrade if you fought him the first time this time you can charge up the Bubble Splash to deal more damage this time around. On the other hand if this is your first time facing him this is a good idea to do to get him out of the way much quicker. Once his health runs out he'll be destroyed once and for all.

```
-----  
| Chapter Ten: X-Hunter Stage Two |  
|           [MMX2 4.10]           |  
-----
```

Items: None  
Weapons Aquired: None

Armor Upgrades: None

Boss: Serges

Cast of Enemies

-----

Barite Laster

Bat Bone Type G

Cannon Driver

Fishern

Garauta Robot

Probe 8201-U

This stage may look easy but it's challenging stage for the second X-Hunter stage. At the same time this one is probably one of the shortest stages that you'll come across other than the Reploid Factory. Drop down into the water, watch out for the Fisherns in the area. There'll be two pits you have to get over and still got a couple Fisherns to deal with. Upon reaching the wall watch out for the Barite Lasters. Use Silk Shot to deal with the Barite Lasters as you work your way upwards. There'll be four of them to deal with on the way up and after makking your way up.

When up to the top platform there'll be two Garauta Robots that can be easily destroyed by Silk Shot. At the end of the road you'll have to go back in the water again but there'll be Barite Lasters around to deal with. Once again use Silk Shot and it should destroy the two you see. Drop down and do the same as you did prior with the other two Barite Lasters. There'll be one more Barite Laster but you can take care of it if you want before dropping in the water again.

As you drop down rest of the area should be easy but at the same time the challenging part comes in. There'll be some Probe 8201-U's over the course of the next few areas. What you want to do is dash jump and stay on it by wall climbing, but that isn't the case with the first two. You can wait for them to get ahead so far and dash jump to get under to get by them. By the time you get to the third one is one of the tricky ones to do. The reason being is you have to time it just right. Dash jump and wait to get on it and as it makes its way to the left then when it starts making its way back to the right. This is when you want to figure out when to go down and get to the corner of the area. Best thing you can do is plan for the right moment get as close as it can with leaving some space to get down then do a mid-air dash.

As you get to the corner wait for the next one to come down, but careful of the spikes on each side of the wall. When waiting for the last Probe 8201-U comes down wall climb onto it and to the top of it. There's only one catch. You have to worry about those gas tanks but this time they're on fire. So, if you go on the left side to dodge the flame then back up to get to the right to dodge the next you should be able to get to the top without a problem. Upon getting to the top there'll be some spikes on the floor with Bat Bones on the ceiling. Use Crystal Hunter to trap them in a crystal to get across this area. On the second one do a dash jump and drop down but watch out for the Cannon Driver. The Spin Wheel will do fine against it and then enter the boss gate to fight the next X-Hunter.

Boss: Serges

HP: 32

Height: Unknown

Weight: Unknown

Power: 10300 rp

Speed: 12300 rp

Weakness: Phase One - Silk Shot, Phase Two - Sonic Slicer

Attack[s]: Phase One - Contact / Cannon [4 HP], Bouncing Shot [3 HP],  
Boomerang Shot [3 HP], Homing Shot [3 HP],  
Laser Shot [3 HP]

Phase Two - Contact [4 HP], Contact (Machine) [4 HP],  
Projectile [3 HP], Little Projectile [3 HP]

-----  
Phase One  
-----

If you fought Serges the first time you'll see that this time around he's going to try packing a serious punch. On the other hand if you haven't you'll want to know what he's trying to prove here. There'll be four platforms that you can be on but once you get past Phase One there will be only two of them left. For the first phase you want to use Silk Shot due to being able to disable the cannon like area very quickly and get directly to Phase Two of this guy. Alternately if you have the Giga Crush filled up you can use this to quickly take care of it.

-----  
Phase Two  
-----

Once you have disabled the first part and you can move onto the next part of fighting Serges. Best thing you want to do is to get on the bottom of the tank and use a super charged Sonic Slicer to go a good amount of damage to him. By doing this, you should be able to get past him quick but watch out for the projectiles. When they get shot out there'll be two ways that it'll split. By splitting like in a up / down and in like a cross like a multiply. The cross one you want to watch out with it having a chance to cause damage to you. Keep up with this and he should go down easily.

=====  
| Chapter Eleven: X-Hunter Stage Three |  
| [MMX2 4.11] |  
=====

Items: Soryuken\*  
Weapons Aquired: None  
Armor Upgrades: None  
Boss: Agile

Cast of Enemies

-----  
Barrier Attacker  
Bat Bone Type G  
Cannon Driver  
Disk Boy 08  
Garakuta Robot  
Pararoid R-5  
Pararoid V-1  
Tiranos  
Tubamail Generator  
Tubamail-S



Now it is time to deal with the final X-Hunter of the game. From the start of the stage there'll be a Disk Boy 08 followed by two Bat Bones and another Disk Boy 08. Afterwards there'll be a Pararoid V-1 as well as a Disk Boy. There'll be two more Pararoid V-1's to deal with and make your way up to the ladder. Once up the ladder there'll be a moving platform you can use but there's no need to use it. Wall climb up followed by a dash jump or mid-air dash. Head up the ladder and there'll be a Tirano to deal with there. After the Tirano there'll be a drop down and a Barrier Attacker but if you don't need the health pallets then head up the ladder.

When you make it up the ladder, here comes a tricky part of the stage. What you want to do here is use the moving platform. Jump on it twice to get it to have it move you up. As you get close to it jump on it change direction jump on it on it four times to get your way up. The next one comes up quick so jump on it to head right and time it right to jump on it another three times but watch out with the Tiranos. The next area can be tricky with the platform. If you want to, wall climb until you see a Tirano and a Bat Bone. Use Crystal Hunter on the Bat Bone to put it in a crystal then use it to get to the next platform. If you go to the left wall climb and when you get up to a point do a mid-air dash to get there. There'll be a couple Bat Bones that'll try to follow you. If you let one follow you can use Crystal Hunter on it to get to the ladder and try getting a hidden item in this stage.

Head down the ladder and watch out for the Cannon Driver. After making it past the Cannon Driver but the next area got to be careful with. There'll be a couple parts with spikes on the floor so try dash jumping while trying not to land on the spikes. When down in the next area there'll be a Tubamail Generator and you can easily dash jump past it to head down the ladder. In the next area there'll be a Disk Boy 08 but lucky enough he'll have his back towards you making it easy to get up behind him to destroy him. Head in that direction with one more Tubamail Generator before you get in the area where the Alternate Route would have brought you to.

-----  
Alternate Route  
-----

Use Crystal Hunter on the Bat Bone to get up to the ladder above. When up there there'll be a Disk Boy 08 to deal with and once he's disposed wall climb up. Use the Crystal Hunter on it, and work up and dash on each to get to a platform that you can be safe on. There'll be two Garakuta Robots to deal with, quickly use Silk Shot on them to get rid of them. Do a mid-air dash to get past the spikes there. Perform a wall climb to the next platform. You want to equip Speed Burner and charge it. This is another tricky part. Do a mid-air dash and then down when past the spikes then use the charged Speed Burner to get to where the extra life is. Slide down on the left side until you get in a secret room with a capsule.

"Wow! You are so cool! I'm not worthy!!! I'm not worthy!!! Step in for a special surprise."

Step inside to get the Shoryuken. You will get a demonstration on what this move this special surprise is. After that you want to exit the room and drop down to the next area. There is only one thing: you have to be at full health to perform it.

[End Alternate Route]

Now we get in a area and there's a spiked floor along with Pararoid R-5. What you want to do here is trap it wth Crystal Hunter and this won't be the only one. There'll be four more Pararoid R-5 and one Pararoid V-1 before making it to the boss gate. Now it is time to fight Agile for the first or second time.

Boss: Agile

HP: 32

Height: Unknown

Weight: Unknown

Power: 9800 rp

Speed: 17800 rp

Weakness: Magnet Mine

Attack[s]: Contact [4 HP], Platforms [4 HP], Electric Ball [2 HP],  
Missles [6 HP]

If you had fought Agile before this fight he'll be a little easier to deal with due to having a new form. Best weapon of choice is Magnet Mine. With it you can use it to guide it up to make a hit on him but be careful of the Missiles and the falling Platforms the most during this fight. Let alone the missing part below which will end in a loss life if you're not careful. As long as you can keep up guiding a Magnet Mine up to him you shouldn't have any problem taking him down for the count. If you have the special item you got from this stage, use it once and he'll be instantly destroyed.

-----  
| Chapter Twelve: X-Hunter Stage Four |  
| [MMX2 4.12] |  
=====

Items: None

Weapons Aquired: None

Armor Upgrades: None

Boss: None

Cast of Enemies

-----

Wire Sponge

Morph Moth

Flame Stag

Magna Centipede

Overdrive Ostrich

Bubble Crab

Wheel Gator

Crystal Snail

In some way this should look familiar if you played the first Mega Man X game and beat it. That is if you made it up to the final stage. It's quite simple, just climb up to the top and head in the only working teleporter on the right. Now you're in the area where you have to face all eight Mavericks and you can choose which one you want to fight unlike in the first X game.

Morph Moth

-----

-----

Wheel Gator



ground due to a purple one will be coming your way. Next Installers you have to deal with is similar to the last set but a little different. The middle one will go in the hole, left one will go towards the center as well as the purple one that comes from the right. This next set is interesting and if you wait for the first two to drop, do a dash jump to try catching the one that will drop down after getting on to the platform. Work past it and head in to where the Chop Register was and you'll see Sigma enter. At this point you'll have to fight Zero if you weren't able to get his parts back. If you did you won't have to fight him.

Sub Boss: Zero [optional]

HP: 32

Height: Unknown

Weight: Unknown

Speed: ????

Power: ????

Weakness: Speed Burner

Attack[s]: Contact [3 HP], Buster Shot [2 HP], Charged Shot [4 HP],  
Z-Saber Slash [2 HP], Dash Smash [5 HP], Earth Gaizer Debris [2 HP]

A tough battle if you have to face Zero. He'll start off the fight with a couple charged shots at you followed by a slash from the Z-Saber. Best bet is to equip the Speed Burner during this fight. The move he starts off with watch out for that as well as the Dash Smash if you were to decide to wall climb each time to get an attack in on Zero. If you go this route you should be able to damage him to a point to where he'll regain consciousness. Once he does he'll help you take down Sigma by taking out the Main Computer. Zero then will use a Dash Smash like punch to the ground allowing you to head down to face Sigma once again.

Boss: Neo Sigma

HP: 32

Height: Unknown

Weight: Unknown

Power: 18500 rp

Speed: 18500 rp

Weakness: Sonic Slicer

Attack[s]: Contact [2 HP], Slash Smash [4 HP], Electric Orbs [4 HP],  
Plunge [2 HP], ElectricWall [6 HP]

This time around Sigma's first form you don't have to do like you did in the first game by doing wall climbing too much. He'll put up a better fight this time around and does have a few new moves in his arsenal. One in particular are the Electric Orbs that resemble something from Spark Mandrill's weapon Electric Spark. The move that you have to watch out for is the Electric Wall which deals the most damage. When you see that move wall climb as for the Electric Orbs they'll chase after you so do what you can to avoid those. The best weapon to use against Neo Sigma is the Sonic Slicer. When he goes about doing like a teleport type move watch out, because you won't know where he'll strike at.

He'll be attacking mostly at random, so be on guard for whatever moves he throws at you. If the Sonic Slicers aren't doing enough damage to your liking you may want to super charge it for more damage done to him. Keep on avoiding his attacks and use the Sonic Slicer he should go down even if he tries giving you a run in the fight in this battle. When this form is defeated be ready to

fight Sigma's true form.

Boss: Sigma Virus

HP: 64

Height: Unknown

Weight: Unknown

Power: ????

Speed: ????

Weakness: Strike Chain

Attack[s]: Contact [2 HP], Laser Beam [6 HP], Energy Orbs [4 HP],  
Viral Wrap [2 HP/hit]

The first [and only] Sigma form that does not have a life meter of any sort to show, how much damage you have done. Where there is a loss there is another way to know how much longer he has left in him. At the start of the fight he starts off as a green color. After so many strikes he'll start changing color. On the other hand watch out for the various enemies he'll drop from Fisherns, Scribes, Turbamail, andTiranos. Defeating these enemies can help give you health pallets to help get your life back up there if you need it. As the fight goes on the color should go from green to a light blue color, then to a dark blue color.

When the battle wears on and you keep hitting him, he'll then change from dark blue to like a purplish color. At this point you know he's getting a little weaker. When he gets to an orange color that's one of the last colors he'll turn before you will know he's getting low on health. The moment he changes to like a dark orange color he'll start flickering and this is the sign of him getting closer to defeat. If he gets you trapped in him this is the perfect time to really start giving it to him. After so many hits in dark orange state he should go to red and that's the final color change in this battle. At the point he changes red, there'll be only a few more strikes to hit him with and he should be down for the count.

"Joined by his friend Zero, Mega Man X gazes out over the sea.

Sigma has once again been destoryed, but X wonders if the fighting will truly end.

Was Dr. Light's dream of a world in which Reploids and humans lived together in peace merel a dream?

The price of peace is often high, X thinks to himself.

Who or what must be sacrificed for it to become reality?

And when that time comes will he be able to do it?

The future holds the answers or...."

```

=====
|                               5. Parts / Items / Boss Weakness                               |
|                               [MMX2 5]                                                    |
=====

```

Weather Control [W. Sponge]  
-----

Location: At start of stage  
Weapon Required: None  
Armor Pard Required: None

The easiest one to get to in the game. All you have to do is go to the wall to your left, climb up it and head in the space. Boom, it'll be yours for the taking.

Robot Junkyard [M. Moth]  
-----

Location: Near start of stage above Factory  
Weapon Required: Speed Burner  
Armor Pard Required: Body upgrade

After obtaining the Body Upgrade and if you have Speed Burner you want to get the Giga Crush attack back up to full. Best way for that is to destroy the body of a Hanged Reploid. Let it make four hits with you to get the gauge up to full. Head back near the entrance of the factory but it'll be tricky. The reason being is you need to use the gravitation of the area and be near the edge of where you do and don't have it. Charge up the Speed Burner jump and when you reach the ceiling use it. If you do not get far past the outside quickly use the Giga Crush to help get to the wall to get up. Head to the right to claim the Life Up.

Volcanic Zone [F. Stag]  
-----

Location: Mid-way in Lava rise area  
Weapon Required: None  
Armor Pard Required: None

In the area where the lava rises up and having to make a mad dash to the top. As you do, when you come across a Bar Waying there should be a Life Up on the other side of it. Destroy the Bar waying quickly to obtain it before the lava has a chance to consume you.

Central Computer [M. Centipede]  
-----

Location: Near start of stage  
Weapon Required: None  
Armor Pard Required: Body upgrade

To obtain the Life Up, you don't want to trip any of the lights that you encounter. You want to make sure that the Giga Crush is fully charged before attempting to get it. The fourth Blecker that you see hanging is where you'll want to use the Giga Crush to help get you up to wall climb. Get up there to obtain the Life Up.

#### Desert Base [O. Ostrich]

-----

Location: On bed of spikes after land chaser ride

Weapon Required: None

Armor Pard Required: None

Definitely one of the trickiest Life Ups to get in the entire game. If you are on the land chaser it should help get it easier but at the same time can cost you a life. Once you are in the building use the boost to help get to the bed of spikes and claim the Life Up.

#### Deep Sea Base [B. Crab]

-----

Location: During Sea Canthller encounter

Weapon Required: None

Armor Pard Required: None

After the Sea Canthller comes out of its hiding spot. When you come to the gateway to enter down, instead of going down head to the wall. Climb up to about midway to near the top then dash jump towards a Probe 8201-U. If you are able to cling onto it then get on top of it wait for it to reach its highest point and dash jump to get the Life Up.

#### Dinosaur Tank [W. Gator]

-----

Location: Up ladder after Rideloid-G fight

Weapon Required: Speed Burner

Armor Pard Required: Body upgrade [optional]

After dealing with a few Rideloid-G, head up to the ladder and you should see the Life Up on a platform with spikes on the wall. Jump on the platform not far from it and try to be near the edge of it. Supercharge the Speed Burner make a jump use it to get as close as you can. Use the Giga Crush if you need to.

#### Energen Crystal [C. Snail]

-----

Location: Near start of stage

Weapon Required: Strike Chain [if necessary]

Armor Pard Required: None

The first pit that you come to is the area where you'll find the Life Up of this stage. First off head down the second crystal slide to get into the ride armor then head back down and to the left to get on the platform. Do a dash jump in the ride armor. There are two ways of doing this. One is gradually keep pressing the dash to help get it across then jump out when you get near and hopefully cling onto the wall. The other being to dash jump and not let go of the button then jump out with Strike Chain equipped and use it at the wall to pull close to it. Climb up to the platform and claim the Life Up.

```

=====
| Part Two: Weapons / Boss Weakness |
|           [MMX2 5.2]           |
=====

```

Maverick	---->	Weapon Get	---->	Weakness
-----		-----		-----
Wire Sponge		S. Chain		S. Slicer
Morph Moth		S. Shot		S. Burner
Flame Stag		S. Burner		B. Splash
Magna Centipede		M. Mine		S. Shot
Overdrive Ostrich		S. Slicer		C. Hunter
Bubble Crab		B. Splash		S. Wheel
Wheel Gator		S. Wheel		S. Chain
Crystal Snail		C. Hunter		M. Mine
Serges* [1st]		None		None
Serges [2nd]		None		S. Shot / S. Slicer
Violen* [1st]		None		None
Violen [2nd]		None		B. Splash
Agile* [1st]		None		None
Agile [2nd]		None		M. Mine
Zero*		None		S. Burner
Sigma [1st]		None		S. Slicer
Sigma [2nd]		None		S. Chain

\*: Optional

```

=====
| Part Three: Armor Upgrade |
|           [MMX2 5.3]           |
=====

```

Robot Junkyard [M. Moth]

-----  
Location: Not far inside factory  
Weapon Required: Spin Wheel  
Armor Pard Required: None

After passing the fourth Hanged Reploid inside the factory and jumping on the first platform you come to. Before jumping to the next take out Spin Wheel and use it around the end of the platform you jumped onto. You may need to use it twice to make the path downwards. When down, head to the right to find the capsule.

"Mega Man X, enter the capsule. This enhancement will modify your body armor. With it you can absorb damage and transfer it into explosive weapon energy."

Desert Base [O. Ostrich]

-----  
Location: Not far from Life Up  
Weapon Required: Spin Wheel  
Armor Pard Required: None



To get the Leg upgrade from this stage go underneath the bed of spikes where the Life Up was. Make your way past the Aclanda, then dash jump to the the blocked off area. Equip Spin Wheel to gain access and head in to the capsule.

"Mega Man X, enter the capsule. This enhancement will modify your main drive unit. With it you will be able to dash in mid-air. Use it wisely Mega Man X."

Dinosaur Tank [W. Gator]  
-----

Location: Area after climbing down second ladder  
Weapon Required: None  
Armor Pard Required: Leg upgrade

To obtain the Arm upgrade you'll need to have Wheel Gator defeated and have already obtained the amor upgrade from the Desert Base stage. When you have done that head back to this stage, head down the second ladder you come to and you should see a opening in the ceiling. You want to wall climb to the top then get over to where you can wall climb again. Slide down then perform a mid-air dash to get to the wall to get up to claim the Arm upgrade.

"Mega Man X, enter the capsule. This enhancement will modify your X-Buster. With it you will be able to charge energy in both arms at once. This enables you to shoot a Double-Shot or to charge any weapon!

Energen Crystal [C. Snail]  
-----

Location: First pit after fighting Magna Quartz  
Weapon Required: None  
Armor Pard Required: None

After the fight with the Manga Quartz head out of the area and watch out for the crystal that'll try squishing you. The first pit you come to drop or slide down until you see an opening in the wall. There'll be Refleczers there so watch out. Take care of them and head over until you see a capsule.

"Mega Man X, enter the capusle. This enhancement will modify your radar optics. It uses some energy, but with it you will be able to see objects that you could not see before. Good luck, Mega Man."

-----  
| Part Four: Tank Locations |  
[MMX2 5.4]

Weather Control [W. Sponge]  
-----

Location: Area of Probe 8201-U  
Weapon Required: None

Armor Pard Required: None

When you arrive in the area where you see a Probe 8201-U, jump on the first one and let it rise to where you can dash jump to the left. Climb up the wall then dash jump to the right to get to the top of it. The Energy [Sub] Tank should be on the platform after the one that you are on. There'll be a couple Croak Hoppers to deal with before you are able to claim the tank.

Volcanic Zone [F. Stag]

-----  
Location: Near start of stage

Weapon Required: None

Armor Pard Required: None

From the start of the stage head to the right. When you get to a rock wall hitch a ride on the Beetron. By doing so it'll take you up and when you see a rock ledge to the left jump up and the Energy [Sub] Tank will be right there for the taking.

Central Computer [M. Centipede]

-----  
Location: Before Chop Register fight

Weapon Required: None

Armor Pard Required: Body upgrade [optional]

Before fighting the Chop Register there should be a opening in the ceiling. The best way of getting there is by using the Installer that comes down and hop on it. Perform a dash jump on the edge of it if possible to get to the ledge to climb up the wall. Climb up until you can see the opening to the left and head there to claim the Energy [Sub] Tank.

-----  
| Part Five: Secrets |  
| [MMX2 5.5] |  
=====

-----  
Alternate Route  
-----

Use Crystal Hunter on the Bat Bone to get up to the ladder above. When up there there'll be a Disk Boy 08 to deal with and once he's disposed wall climb up. Use the Crystal Hunter on it, and work up and dash on each to get to a platform that you can be safe on. There'll be two Garakuta Robots to deal with, quickly use Silk Shot on them to get rid of them. Do a mid-air dash to get past the spikes there. Perform a wall climb to the next platform. You want to equip Speed Burner and charge it. This is another tricky part. Do a mid-air dash and then down when past the spikes then use the charged Speed Burner to get to where the extra life is. Slide down on the left side until you get in a secret room with a capsule.

"Wow! You are so cool! I'm not worthy!!! I'm not worthy!!! Step in for a special surprise."

Step inside to get the Shoryuken. You will get a demonstration on what this move this special surprise is. After that you want to exit the room and drop down to the next area. There is only one thing: you have to be at full health to perform it.

```

=====
|                               6. Passwords                               |
|                               [MMX2 6]                               |
=====

```

Password	Stages Cleared	Items Obtained
-----	-----	-----
6545	R. Factory	None
6884		
3741		
4251		
6135	R. Factory - W. Gator	Life Up [3]
6885		Sub Tank [1]
3781		Armor [0]
1551		
1136	R. Factory - W. Gator -	Life Up [6]
7387	B. Crab	Sub Tank [3]
5886		Armor [4]
1246		
8242	R. Factory - W. Gator -	Life Up [6]
4163	B. Crab - Serges	Sub Tank [3]
4486		Armor [4]
5711		
6147	R. Factory - W. Gator -	Life Up [6]
8335	B. Crab - Serges - Agile	Sub Tank [3]
6486		Amor [4]
5271		
1427	R. Factory - W. Gator -	Life Up [6]
7317	B. Crab - Serges - Agile -	Sub Tank [4]
4788	Violen - F. Stag	Armor [4]
1546		
8344	R. Factory - W. Gator -	Life Up [8]
8173	B. Crab - Serges - Agile -	Sub Tank [4]
6328	Violen - F. Stag - M. Moth	Armor [4]
7651		
1466	R. Factory - W. Gator -	Life Up [8]
3317	B. Crab - Serges - Agile -	Sub Tank [4]
6588	Violen - F. Stag - M. Moth -	Armor [4]
3546	M. Centipede	
7362	R. Factory - W. Gator -	Life Up [8]
7113	B. Crab - Serges - Agile -	Sub Tank [4]
6188	Violen - F. Stag - M. Moth -	Armor [4]
3681	M. Centipede - C. Snail	

```

1466      R. Factory - W. Gator -      Life Up [8]
3327      B. Crab - Serges - Agile -    Sub Tank [4]
6488      Violen - F. Stag - M. Moth - Armor [4]
3546      M. Centipede - C. Snail -
          O. Ostrich

6474      R. Factory - W. Gator -      Life Up [8]
6347      B. Crab - Serges - Agile -    Sub Tank [4]
6728      Violen - F. Stag - M. Moth - Armor [4]
7226      M. Centipede - C. Snail -
          O. Ostrich - W. Sponge

7276      R. Factory - W. Gator -      Life Up [8]
7123      B. Crab - F. Stag - M. Moth - Sub Tank [4]
6478      M. Centipede - C. Snail -    Armor [4]
4251      O. Ostrich - W. Sponge

```

```

-----
|                                     |
|                               7. Credits / Legal Notice |
|                               [MMX2 7]                |
|                                     |
-----

```

```

=====
| Devin Morgan |
=====

```

For use of the stage layout of each of the eight Maverick stages.

```

+=====+ +=====+
| Allowed Sites | | Banned Sites |
|-----| |-----|
| GameFAQs: www.gamefaqs.com | | CheatCC: www.cheatcc.com |
| IGN: http://faqs.ign.com | | Cheats Guru: www.cheatsguru.com |
| Neoseeker: www.neoseeker.com | +=====+
+=====+

```

This document is copyrighted ©2013 Stephen "Warhawk" Harris. Any site wishing to host this walkthrough will have to e-mail me in advance to ask permission. If you post it and then e-mail me about it, I will have to ask you to remove it from the site. Plus please don't try anything stupid with this guide because if any author finds out about someone doing something with their work it is considered "copyright infringement" and is HIGHLY ILLEGAL. So, if you want to host it please come to me first and asks politely, then I'll think it over.

```

-----
End of Document. ©2013, Stephen "Warhawk" Harris.

```

This document is copyright Warhawk and hosted by VGM with permission.