

NOTE: You need the Arm Parts (X-Buster upgrade) from Wheel Gator's level to be able to charge boss weapons.

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X-Buster
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X's default weapon. Works in every situation and is pretty fast overall.

[Regular]

Three egg-shaped pellets can be shot horizontally at once.

[Charged]

If charged for a brief moment, a comet-looking emerald beam is shot. Goes through weak enemies, but packs virtually the same punch as the regular pellet. If charged until X summons yellow energy, a stronger Hadoken-looking blast is fired instead. Deals additional damage to enemies and bosses.

[Upgrade]

Upon finding the X-Buster upgrade in Wheel Gator's tank, X will be able to charge his weapon into a higher level. The purple-ish stored energy unleashes dual blasts when released. The first blast is similar to the normal charged shot, while the second one adds small blue fireballs (resembling the pink wavy beam in X1) that deal extra damage to anything they touch. Given how the second blast ignores invincibility frames, you'll shave off five or six health units from bosses in a single attack if both shots are combined. You don't need to release both shots at once -- the second one is stored for as long as you judge necessary.

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Strike Chain
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- Former Owner: Wire Sponge
- Colors: Light Purple/White
- Effective Against: Wheel Gator, Sigma Virus
- Consumption: 0.5/0.5

[Regular]

A short-ranged grappling hook is fired. Only the tip of the chain inflicts damage. It can be used to collect out-of-reach items more easily; additionally, if the weapon destroys an enemy and the bot drops an item, the chain will automatically bring the item to X on its way back. It also enhances X's mobility, pulling him close to any wall with little effort.

[Charged]

Larger and stronger version of the normal grappling hook. Same mechanics apply.

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Spin Wheel
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- Former Owner: Wheel Gator
- Colors: Green/Light Purple
- Effective Against: Magna Quartz, Old Robot (body) and Chop Register mini-bosses; Bubble Crab
- Consumption: 1/3

[Regular]

A metallic spiked wheel drops to the floor and rolls forward, causing major trouble for a few seconds. The Spin Wheel hits targets continuously until they're obliterated or until the rather short time limit expires. It can also be used to cut through specific tiles and blocks, creating passages that lead to items.

[Charged]

The wheel explodes into acidic particles that fly straight across the screen in all eight main directions. You may charge the weapon while a regular Spin Wheel is on-screen, but you must wait until it's gone to release the charged shot.

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Bubble Splash

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- Former Owner: Bubble Crab
- Colors: Yellow/Light Pink
- Effective Against: Old Robot (Paraloid S-38 parasite) mini-boss; Flame Stag, Violen
- Consumption: 1/*

[Regular]

A stream of bubbles that travel in an upward arc. This weapon is pressure-sensitive, indicating that both speed and the amount of bubbles to be shot respond differently to tapping or holding down the button and X's movements. Each bubble inflicts damage separately. When underwater, bubbles will ascend much higher and faster.

[Charged]

X casts a bubble shield that stays on and *drains weapon energy until the ammunition bar is empty. Bubbles spin around X and damage anything they touch, though he'll remain susceptible to attacks whenever a part of his body is unprotected. Underwater, jumps will be much higher while the shield is active.

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Speed Burner

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- Former Owner: Flame Stag
- Colors: Red/Light Blue
- Effective Against: Raider Killer mini-boss; Morph Moth, Serges, Zero
- Consumption: 1/3

[Regular]

X fires two rapid flaming torpedoes at the same time. Standing on a plain surface and shooting will leave a subtle fire trail behind, Back to the Future-style. If the weapon is used while in a pool of water, only the torpedoes are seen and the flame effect is gone.

[Charged]

X surrounds himself with fire and dashes forward, damaging anything

he touches. This move has an interesting mobility add-on: aside from allowing an air dash without the Leg Parts, the charged Speed Burner resets the air dash counter. So, it's possible to air dash three times consecutively by jumping and boosting forward normally, then using the charged attack and air dashing normally again. Because of the fire, X is completely invulnerable while performing this move and may pass through enemies, lava and right over spikes. Naturally, the invulnerability does not apply while X is underwater, since there'll be no fire protecting his body.

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Silk Shot

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- Former Owner: Morph Moth
- Colors: Orange/Light Green
- Effective Against: Old Robot (body and parasite) and Chop Register mini-bosses; Magna Centipede, Serges
- Consumption: 1/2

[Regular]

Using debris or prominent objects in the environment, the Silk Shot launches a small mass of junk that hits the floor and explodes into four minor projectiles that travel diagonally. There is a catch, however: depending on which area X stands at the moment he decides to use the Silk Shot, the actual type of material to be sucked and tossed by his weapon will vary, ditto for overall effectiveness.

- Buildings, concrete: Junk
- Stone, sandy environments: Rock
- Weather Control: Leaf
- Energen Crystal: Crystal
- Silk Shot Chambers: Nothing (!)

[Charged]

A larger and more aggressive mass of junk is shot, and the explosion sends out projectiles in extra directions. Same mechanics apply, with a welcome exception: scattered throughout the game are Silk Shot-sensitive chambers. You'll notice that the Silk Shot isn't able to suck any kind of solid material in these rooms, therefore literally shooting out air. Charging the weapon is the answer: an insane number of health or weapon energy refills will be sucked out of nowhere and into the room. With this technique, you might have four completely charged Sub-Tanks in a matter of seconds. Visit Chapter VII (Areas) for detailed locations.

- Desert Base: large health power-ups
- Deep-Sea Base: large health power-ups
- Energen Crystal: large weapon energy

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Magnet Mine

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- Former Owner: Magna Centipede
- Colors: Dark Gray/Yellow
- Effective Against: Chop Register mini-boss; Crystal Snail, Agile
- Consumption: 1/3

[Regular]

X shoots a tiny red mine, which navigates slowly and horizontally. You may control its y-axis and play stealthily by pressing up or down. Upon colliding with a wall, an object or another mine, it'll cling and explode after a couple of seconds. Any foe that touches the mine or its explosion will be mildly damaged.

[Charged]

This is gorgeous. An equally tiny magnetic well is released and functions almost exactly like the regular mine. Still, there are two properties that render this charged attack unique: first, it cannot be destroyed. If an enemy moves horizontally in the same direction as the well, the latter will inflict multiple hits. Second, the well constantly draws enemy projectiles and certain background elements and grows around five times its normal size when enough objects have been pulled into it. The result is a massive-looking black hole simulation that eradicates anything that dares to cross its path.

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Crystal Hunter
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- Former Owner: Crystal Snail
- Colors: Light Blue/Light Purple
- Effective Against: Overdrive Ostrich
- Consumption: 1/2

[Regular]

Sends out a funny round goop that crystallizes a few lesser enemies. You may use them as platforms to reach high ledges or to get past spike corridors safely. Furthermore, your dash is capable of destroying both the crystal and the now encased enemy, and doing so will always net you a weapon energy capsule. Below is a list of enemies that may be frozen with the Crystal Hunter.

- Scriver
- Batton Bone type G
- Paraloid V-1/R-5
- Tiranos
- Barrier Attacker
- Disk Boy 08
- Crash Roader
- Overdrive Ostrich

[Charged]

X borrows Crystal Snail's desperation move to slow down action for a short period. Though unconfirmed, it is believed that he'll move slightly faster than his enemies. Nothing special.

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Sonic Slicer
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- Former Owner: Overdrive Ostrich
- Colors: Dark Purple/Orange
- Effective Against: Old Robot (Paraloid S-38 parasite) and Sea-Canthller mini-bosses; Wire Sponge, Serges, Neo Sigma
- Consumption: 0.5/2

[Regular]

Up to four crescent-shaped sonic boomerangs are fired in a timid upward arc. Will bounce when they touch walls.

[Charged]

Fires a group of crescent blades vertically. When they reach the

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[Mecha-Arm]

Reploid Factory
X-Hunter Base #1

HP: N/A

A mechanical arm. Picks up X and drops him over dangerous terrain or pits. Can't be destroyed, can't deal any damage by itself.

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[Slidame]

Reploid Factory
X-Hunter Base #1

HP: 1

Chubby mechaniloid with incredible strength. It'll race X to the top of a shaft, then stretch out its arms and pull both walls together. Needless to say, winning the race and getting rid of the enemy is the wise choice.

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[Croak Hopper]

Weather Control

HP: 4

Frog daddy and son. Hops to move from one place to the other, attacks by opening daddy's mouth and shooting out three slow green orbs. Will occasionally launch the frog son like a bomb. In high temperatures, they agonize for a few seconds and die.

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[Sole Solar L/M]

Weather Control

HP: 3

Camouflage mechaniloid snipers supported by metal poles. Can attack with lasers or missiles, charged with solar energy. During rainy weather or in extremely low temperatures, they hide beneath ground level. They can also be used as platforms.

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[Sky Farmer]

Weather Control

HP: 2

They quickly fly into the screen and drop one out of two capsules, depending on the current weather. The capsules will shatter and generate either Rightods or Sabotteins. When their work is done, Sky Farmers swoop down to damage X and fly away.

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[Rightod/Sabottein]

Weather Control

HP: 1 (Rightod); 2 (Sabottein)

Rightods appear from shattered blue capsules, dropped by Sky Farmers during rainy weather. They'll attach themselves to X's head and prevent him from performing high jumps. They will attempt to cast a thunder, which can be attracted and channelized by their lightning rod taillike appendages. If the thunderbolt hits Rightod, it'll die, but X will get hurt. When the temperature is normal or high, Sky Farmers will drop green capsules that birth Sabotteins, weak cactus vines that disappear after a few seconds.

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[Hanged Reploid]

Robot Junkyard

HP: 1 (hanging); 3 (floor)

What looks like a suicidal Reploid is actually patiently waiting for a clear attack opportunity. When X approaches a Hanging Reploid, a red light will indicate its cautious state. If he runs past it, it'll release itself from the laser noose and jump after him. This enemy has a considerable number of hit targets while it's hanging: a direct shot to the head will instantly kill it, dropping the inanimate body to the floor; shooting the laser rope will cause it to fall and chase X; shooting any other part of its body will leave the head hanging and trigger an acid attack when X gets closer. If a Hanged Reploid ends up alive on safe ground, its defense will increase a bit. Finally, much like X, the height of their jumps is directly influenced by the junkyard's magnetic disposers.

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[Garakuta Robot]

Robot Junkyard

X-Hunter Base #2

X-Hunter Base #3

HP: 8

This one's hilarious. It's a bunch of enemies from the first game recycled into a single clumsy robot: Dig Labour, Spiky, Gulpfer and [of course] a Metool on its shoulder. As you damage it, those improvised body parts will be destroyed: the hats (miner's and Metool's), then the heads (miner's and Metool's), then the core. If you take too long to finish it, however, the enemy will magnetically attract new body parts and restore an amount of health.

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[Paraloid S-38/V-1/R-5]

Robot Junkyard

X-Hunter Base #3

HP: 12 (S-38); 2 (V-1/R-5)

Parasite mechaniloids. Think Alien facehuggers. They latch onto healthy organisms and control their movements. Type S-38s are durable pink Paraloids that usually choose Old Robots as hosts, appearing exclusively at the Robot Junkyard. The other two types are weaker and green-colored: V-1 Paraloids will hug X's head and plug their tails on his spinal cord equivalent, controlling his abilities. As a result, X will jump, fire or dash involuntarily. Multiple V-1s might control X simultaneously. Winged R-5 Paraloids are inexplicably hostile and only try to collide with a threat.

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[Beetron]

Volcanic Zone

HP: 16

Kamikaze beetle that rams the volcano's outer walls. If X is found right in front of the enemy, it'll charge and hit the rocks. This mechaniloid can be lured into hitting weaker portions of the wall, destroying them and creating new tunnels for X. Part of a Beetron's carapace may be used as a platform.

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[Barite Lastar]

Volcanic Zone

Central Computer

HP: 2

Deep-Sea Base

X-Hunter Base #1

X-Hunter Base #2

Spider-like foes. They mark a potentially strategic position on a wall and shoot three weak projectiles in fixed directions.

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[Morgun]

Volcanic Zone

HP: 1

Strange-looking mechaniloids that float down a volcano shaft, setting gas canister leaks on fire. As a secondary form of attack, they'll use their flaming tails to send two fireballs at mirrored angles.

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[Blecker]

Central Computer

HP: 6

Central Computer's security system readies harmful machines disguised as background blocks to attack trespassers. Bleckers will be activated if yellow spotlights perceive X, proceeding to down the target with electric orbs. Whenever Bleckers are found inactive, X may scale their sides like regular walls.

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[Barrier Attacker]

Central Computer

X-Hunter Base #1

HP: 1

X-Hunter Base #3

Patrolling hallways in a dull path, Barrier Attackers will raise a blue shield to protect themselves from weak shots. A fully charged blast or some of X's weapons will disable the shield and stop the enemy until the barrier is raised once more. Their backs are always vulnerable.

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[Installer]

Central Computer

HP: N/A (gray); 7 (purple)

Lifeless crates that line or pile together to block Central Computer's corridors. Purple variations can be destroyed.

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[Crash Roder] Desert Base
X-Hunter Base #1

HP: 3

Wheeled warthogs. They simply drive until they hit a wall (and act surprised!), then turn around and repeat the process.

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[Road Riders] Desert Base

HP: 3

Roam the open desert with Ride Chasers. Will use a thin cannon to throw weak time bombs. They also [stupidly] crash into walls.

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[Batton Bone type G] Deep-Sea Base
Energen Crystal
X-Hunter Base #1
X-Hunter Base #2
X-Hunter Base #3

HP: 1

Beloved series trademark bats. Chase X, fly back to the nearest ceiling, rest, repeat.

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[Fishern] Deep-Sea Base
X-Hunter Base #2

HP: 1

Fish mechaniloids that travel horizontally, ascending or descending preset water levels to damage X.

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[Jelly Seeker] Deep-Sea Base

HP: 2

Jellyfish motivated by the slim possibility of electrifying X to death.

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[Tubamail-S] Dinosaur Tank
X-Hunter Base #3

HP: 2

These jetpacked bird mechaniloids are indefinitely launched out of a generator. They rise until X is at their direct sight, then jet horizontally. If X deals enough damage, they'll continue to move

forward as they explode in a fancy animation.

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[Tubamail Generater]

Dinosaur Tank
X-Hunter Base #3

HP: 8

Generator that launches Tubamail-S.

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[Tiranos]

Dinosaur Tank
X-Hunter Base #3

HP: 4

Small triceratops tank. Shoots out three arrow-shaped bullets consecutively.

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[Disk Boy 08]

Robot Junkyard
Dinosaur Tank
X-Hunter Base #3

HP: 6

Joe's substitute in X2 throws a spiky red disc. He still holds a shield, and still jumps for no apparent reason. This time, however, you may temporarily disable his shield with some of your weapons.

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[Aclanda]

Weather Control
Desert Base
X-Hunter Base #1

HP: 16 (body); 8 (tail)

Large, immobile scorpion. Shoots fast single or triple lasers from its claws. Its tail is a weak spot that can be destroyed separately; it'll swing and spit out small bombs if X doesn't take care of it.

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[Ride loid-G]

Dinosaur Tank

HP: 1 (lone); 16 (riding)

Ride Armor mimic. While in control of the EG-2, the enemy will use violent punches and dashes to get rid of X. If X approaches without a Ride Armor of his own, the enemy will be standing next to the vehicle. In that scenario, should X jump into the Ride Armor before the enemy does, he'll be able to use it freely and Ride loid-G will resort to a pitiful buster imitation to try and hopefully turn the tables.

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[Refleczer]

Energen Crystal

HP: 2

Pseudo-organic mechanism engulfed in a protective crystal layer. Its shots will reflect at a 90° angle when touching walls and objects.

[Aerial Strike]

A high jump followed by a quick downward charge. Old Robot stops for a brief moment in the air before attacking, just enough to allow dashing under the enemy and away from any trouble.

[Garbage]

Old Robot shoots a number of slow-moving junk parts from its chest opening. Those projectiles' final direction also vary according to the magnetic disposer.

[Desperate Parasite]

Paraloid will hop around when Old Robot's body has been destroyed. This is the sole chance you're given to defeat the mini-boss for good. After a while, it'll stop in the air and quickly dive into the trash pool, rising with another Old Robot to attack X.

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Chop Register
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- Found At: Central Computer
- Fights: 1
- Recommended Weapon: Spin Wheel, Silk Shot, Magnet Mine, Giga Crush
- Weak Spot: Base

HP: 30

Chop Register is a sword made of demonstrative C4 polygons. What makes it challenging, even in comparison with some bosses, is how hard it is to hit the blue weak spot, since the green blade absorbs damage and the sword points at you 50% of the time.

Using the Magnet Mine, you can get away with hitting the blade and hurting the whole sword. If you don't have it - likely possibility -, try a fully charged Silk Shot. For optimal results, get as close as you can after dodging one of its two attacks.

[Pendulum Taunt]

Chop Register swings like a child who has no idea about swordplay, taunting and approaching X after five seconds or so. Then, it'll end the move with a circle-ranged swipe or the infamous touché. Hope for the swipe, as it makes counter-attacking easier.

[Dizzy Stinger]

Several loops precede Chop Register's horizontal stinger. If X is found above or beneath the sword's current level, it'll rise or descend while spinning, until both attacker and victim are aligned. Not difficult to dodge, as long as you jump or scale a wall just before the sword performs its final move. Given this move's predictability and the long vulnerability time at the end, it's best to keep your strongest weapons ready and charged.

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Raider Killer
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- Found At: Central Computer
- Fights: 1
- Recommended Weapon: Speed Burner

- Weak Spot: N/A

HP: 32

With defensive capabilities rivaling those of a fully-upgraded X, Raider Killer is also the most interactive mini-boss in the game. The enemy itself is pretty simple, in fact; it's the condition in which the battle starts that determines its uniqueness.

At the gigantic room with falling blocks and X blueprints, three lock-on reticles will target intruders for a fair treatment shortly after. That system actually feeds Raider Killer, who will promptly study the newly acquired data and adapt its moves before the long fight. Think of it as a multi-difficulty battle, where the enemy gains a new attack each time you get caught by a reticle. The mini-boss will always start at Level 1. Note that Raider Killer might and will use lower level moves on higher levels.

Level 1: Green

[Fireball]

Easily avoidable ground-level blast.

[Laser Shower]

Raider Killer will perform a high leap across the arena. At the peak of its jump, it'll shoot three lasers. The middle shot is released in a straight vertical line, while the others are angled and reach the ground relatively far from the central one. Because of that, it's recommended to position X under Raider Killer and then dash between the middle laser and one of the other two. Both the attack and the dodging process happen much faster than the sound of it.

Level 2: Blue

[Hi-Low Fireball]

The first upgrade available will make Raider's main attack a bit less predictable. Instead of firing solely at ground level, the robot might also send high shots. X will be forced to dash under the fireballs or time his jumps over them. Make sure to keep your distance and it won't be an issue.

Level 3: Magenta

[Lunge]

The second upgrade available will make Raider's secondary attack a bit less predictable. When the enemy decides to jump and attack from another spot, it may choose between using the high jump with triple laser shots or a new short lunge, which forces X to be closer in order to avoid the move. Dash under it.

Level 4: Purple

[Homing Shield]

If those new moves weren't enough to limit X's offensive capabilities, Raider Killer still has one last card under its sleeve. Our strangely bearded enemy will cast a pink shield that moves toward its adversary. You may destroy the shield (which comes with whopping 4 HP) or jump past it with good timing.

Try a Level 4 X-Buster fight without upgrades. ;) It's great fun.

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Sea-Canthller
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- Found At: Deep-Sea Base
- Fights: 1 (Optional)
- Recommended Weapon: Sonic Slicer, Giga Crush
- Weak Spot: Mouth, Eye, Fins (5), Searchlight Core

HP: 4 (mouth) 10 (pectoral fin)
 4 (eye/preoperculum) 14 (searchlight core)
 8 (soft dorsal fin) 24 (er... orifice fin)
 10 (spinous dorsal fin) 40 (caudal fin)

A very, very stubborn fish you don't want to mess with unless you have recommended weaponry. Sea-Canthller opens a red shutter in the beginning of the level and moves steadily until it docks near the end of the area. If you stay ahead, it'll pick up speed; if you stay behind, it'll travel slowly.

This is not a mandatory fight, meaning that you may ignore the enemy and finish the stage without getting punished. Nevertheless, Sea-Canthller must be destroyed if you need full access to the Deep-Sea Base X-Hunter room, so it's wise to learn about this mini-boss' particularities.

First of all, damage. As you've probably noticed by the scary amount of separate weak points, Sea-Canthller is, quite simply, the strongest enemy in the game as far as sheer defense goes. Mathematician apprentices and hasty worriers, take it easy: you don't have to deal 114 points worth of damage to sink the fish. You don't even need half of it. Sea-Canthller's demise requires destroying any six of its eight weak spots. Still, even though you may choose the weakest points and go nuts, its caudal fin is sadistically big and often protects other parts of its body.

It must be said: this is all a bunch of unnecessary technicality when you can just use a Giga Crush and get it over with. A fully charged Sonic Slicer might also do the job, but the attack must be launched precisely underneath the fish. If the Slicer doesn't destroy six weak spots, it'll probably destroy five. Shoot a couple of extra boomerangs and celebrate your victory. If you don't have either of those powers, adopt a careful approach and take out the body parts that launch its three attacks.

[Mines]

Mouth. It'll spit out slow mines.

[X-Seeking Missiles]

Spinous dorsal fin. Three missiles will chase X for a few seconds and explode. They can be destroyed.

[Obtuse Laser]

Searchlight core. Sends out a sweeping laser when X is perceived by the searchlight. Jump as high as you can when it's coming.

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Magna Quartz
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- Found At: Energen Crystal
- Fights: 1
- Recommended Weapon: Spin Wheel

videos. CF-0 received faaaabulous facelift and a stylish blue paintjob in Mega Man Zero 4.

First things first: there's no need to panic over the dude's size, and you don't even need a towel here. Most of CF-0's body can't hurt X, with only his fists and feet as potential dangers. The head is the weak spot.

[Jump Stomp Or Something]

The concept behind this attack is a little hard to swallow since it's only mildly effective while X is at ground level.

[The Most Boring Punch Ever]

He'll try to hit you with his spiked fist. It's a very shy punch, as if he's trying to dust off some old box. No big deal.

[Lazy E. Honda]

Three slow consecutive punches with the same arm.

He's a weak fellow. Be careful with his fists and feet, and always stay on a platform where the head is visible. Charge your shot and follow the universal #1 rule of an outbreak: aim for the head.

=====
Wire Sponge
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- Found At: Weather Control, X-Hunter Base #4
- Weakness: Sonic Slicer
- Reward: Strike Chain

First model of a notorious line of Mavericks with unfitting design that plagues and/or entertains the series since X2. Other members include Split Mushroom, Tornado Tonion and Optic Sunflower.

[Silly Ceiling Sealing]

Wire Sponge will use his vine chain to pull himself up to the ceiling, where he may try to...

[Dude Just Cut That Nail Already]

... throw a few harmless tiny spheres in your direction. They will stick to the walls and floor, and a short spiky vine will grow instantly. You may destroy them with two regular shots, but it might be more convenient to just trick Wire Sponge into throwing them on the wall.

[Use Protection]

So common that it might as well be considered a fighting stance. Basically, Wire Sponge will spin his vine chain real fast and you won't be able to cut through without the Sonic Slicer.

[Strike Chain]

His version of the WEAPON you eventually GET is a lengthy horizontal extension/thrust of his vine chain. If the grapple tip touches a wall, Wire Sponge will pull himself that way.

[Desperate: Steaming Pickle]

Oooh, he's really pissed! Pissed enough to get a new haircut and make some weird cactus pose. Sponge will cast some lightning bolts, period during which he's invulnerable. The bolts will land on random spots of the boss arena, so just dash around and hope for the best.

With the Sonic Slicer you only have to worry about aiming right, since the weapon will bounce off walls and even cut through the vine shield. If you have the X-Buster Parts, stand close to Wire Sponge and release a charged Sonic Slicer shot to hit him twice.

It's actually possible to defeat him without ever seeing his desperation move. You need your regular X-Buster and the dash trick. As he lifts himself up with the ceiling grapple, having about 30% or less health, give 'im four or five dash-powered shots and he should die before the game can trigger his desperate attack. Visit Chapter X (Secrets & Tidbits) for more information.

If you deal the killing blow with the Sonic Slicer, it'll cut the boss in half before the explosion.

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Morph Moth

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- Found At: Robot Junkyard, X-Hunter Base #4
- Weakness: Speed Burner
- Reward: Silk Shot

When you finally open the second gate to Morph Moth, you'll face a rather underwhelming robotic cocoon that vomits trash. Nowhere close to the menacing winged dude in the mugshot, right? Oh well. La dee doo.

[Motion Sickness]

The cocoon will swing like a pendulum, supported by the silk line. All that drunken dancing can't be good for anyone, and it shows just as the boss starts puking out garbage, literally. There is no apparent pattern to this, although they don't travel fast enough to bother.

[Serious Disorder That Affects Teenagers With Low Self-Esteem]

After vomiting, the eyed cocoon will feel like eating stuff all over again. The problem is that the guy has zero manners, so to us this scenario looks like a cocoon furiously looking for a precious item in a trash can. It'll cross the room from side to side, throwing garbage at various angles. Climb either wall to be safe.

[Circle Back To Square One]

The cocoon will get back to the silk routine with a sweep projectile attack. I can't tell if it's shooting or drawing in, but I like to think it's sucking the junk in because it's coherent with Silk Shot. The thin line of trash will rotate around the cocoon clockwise, forcing X to climb the wall and air dash or dash-jump to the other side.

Prepare your Speed Burner and burn the thing speedily.

The charged Magnet Mine actually sucks all the garbage in, just like what it does in the junkyard. It's not especially accurate and you don't need anything like this at all, but it can be amusing.

[Desperate: Morph Moth]

WOOT! This boss is unique in that his desperation move is actually his Maverick form. Now that's more like it! So scary, I'll call him Morth.

[Magic Dust]

Morth will fly side to side dropping slow shiny things. There is often a gap between the shots, so look for it and stay put.

[Pretty Random Attack For An Insect]

This is a laser beam that Morth shoots out of his hands. He will try to aim at X, but it's a general direction at best.

Same weakness. The charged Speed Burner does wonders, but you shouldn't have trouble dealing with him normally. Keep the fight on the ground, never mind the extra space. Note: getting hit by Morth hurts real bad.

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Flame Stag
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- Found At: Volcanic Zone, X-Hunter Base #4
- Weakness: Bubble Splash
- Reward: Speed Burner

Mandatory fire boss. His antlers are made of fire, much like Fire Man's slick toupée.

[88 MPH]

Flame Stag likes to charge at you with a powerful dash, where he's entirely covered with fire and leaves a scorching trail on the floor. If he hits X with this move, he will perform...

[... The Malfunctioning Piledriver]

The boss will carry X all the way to the top of the room and then drop him violently, dealing considerable damage.

[This Here Is No Etecoon, Samus]

Wall jumping is Flame Stag's specialty. Pay attention to the pattern as he touches left and right walls so you'll know when to dash or jump away from trouble, just like the first Sigma form in X1.

[88 MPH Vertical]

This is why you shouldn't rely on walls too much. Flame Stag can dash along the wall and punch you in the FACE.

[Speed Burner]

Stag's version burns out of his fists. The two fireballs will travel in a low and a high angle, then crawl along floor and walls.

[Desperate: Feeling Blue]

His flames turn blue. No real gameplay influence, it's just the threat. At the revenge fight, he'll be blue from the start.

Bubble Splash traps Flame Stag in a loop. He'll always try to recover with Speed Burner, and you can hit him again before he's done with the move.

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Magna Centipede
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- Found At: Central Computer, X-Hunter Base #4
- Weakness: Silk Shot
- Reward: Magnet Mine

And the award for coolest Mega Man X boss goes to... a crippled centipede? Yes! Even Metal Shark Player likes him.

[A Love Story About Tail Segments]

They split up, then they chase each other around X, then they make up. Sometimes it's a threesome. Get out of their way as soon as they stop on their tracks and decide to get back together. Trust me, you don't want physical contact with these guys. Just read the next item to find out why.

[STD]

Contrary to my belief as a child, Magna Centipede's name is not a typoed MagMA Centipede. Magna stands for magnetic, a force the Maverick is more than comfortable with. He will draw X near his tail, then sting his robo butt. Effects vary and stack up if you let him violate you more than once: no charge ability, no dash, low jump. This attack is very tricky to avoid without Silk Shot or air dashing.

[Gravity Who?]

Magna Centipede might take the fight upstairs. Not on a higher floor, on the ceiling. X is not affected by this, but it can be disorienting.

[Shuriken Shower]

Three magnetic shurikens that ever so slightly home in on X.

[The Slow-Mo Ninja]

Magna will dissolve and then reappear in one of the four corners of the room. X cannot damage him while the animation plays.

Much like Armored Armadillo's weakness in X1, the first Silk Shot hit will destroy Magna's main feature, his tail, preventing him from stinging X. Unless you want a challenge - and this is one of the hardest outside of fortress bosses -, make sure he eats junk.

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Overdrive Ostrich

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- Found At: Desert Base, X-Hunter Base #4
- Weakness: Crystal Hunter
- Reward: Sonic Slicer

Overdrive Ostrich sure runs with style. The fight takes place in an open area, as opposed to the claustrophobic one-screen rooms of Mega Man fame. Expect a lot of dodging.

[Run, Ostrich, Run]

A very intimidating running strike. He runs with his head low, kinda like a bull. Dash-jump over and hit him when he steps on the brakes.

[Run, Ostrich, R-- Wait, What?]

Overdrive Ostrich actually has two different running styles. This second one is a bit more, um... unique. He will hop and skip just high enough to allow dashing under him.

[Sonic Slicer]

Sucky boomerang that might just fly by without you even noticing. Your version is better. Thank Capcom.

[Sonic Slicer Charged]

This one is a whole other story. Overdrive Ostrich will jump and then launch a bunch of boomerangs that rain down at great speed. There will always be one boomerang exactly above X, so you can't stand still.

[Do A Background Check]

One of the first attacks in the series that involve... a background. The boss will dash past dunes until he's directly behind X's sprite, then he'll jump and try to stomp our hero. It doesn't matter where in the background he and X line up, because he will always catch up when he drops back. Sharp timing for a quick escape.

When the Crystal Hunter hits Overdrive Ostrich, he'll freeze in place and then usually counter with a Sonic Slicer shower. You may counter his counter by hitting him just before he sends the attack. Also, you can hit him twice in one round if you land another shot a few frames after his blue damage filter starts blinking. Easier done than said.

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Bubble Crab

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- Found At: Deep-Sea Base, X-Hunter Base #4
- Weakness: Spin Wheel
- Reward: Bubble Splash

"Very well. If we can't make you into metrosexuals, then we will make you into Crab People!"

[A Shield Of Bubbles, Why Not]

This is more like a pre-attack. Bubble Crab will put on his futuristic bubble vest which is totally in fashion, darling, then he will use any other attack of his repertoire. Spin Wheel tears it a new 'un.

[Bubble Splash]

Crab's version of Bubble Splash is just one shot, a circular circle of circular bubbles. Your version is better. Thank Capcom.

[Little Enemy Crab]

Like any father, Bubble Crab sends his newborn babies to do his work. They float inside small bubbles and hang out on the surface until X shoots or touches the bubble. This causes the little crab to rush in your direction.

[Little Bouncy Enemy Crab]

The crabs will bounce around aimlessly. He can summon a ton of these.

[Hey Flame Stag, Your Antlers Suck]

Jump over Bubble Crab and you'll trigger his secret energy horn-like attack. This is your best friend. You can manipulate Bubble Crab in any situation if you have decent timing. When he jumps, he's vulnerable and you'll be on the ground already, so you have a lot of time to cook some kani-kama.

[Wet-Dry World]

Remember in Super Mario 64 that awesome area where you could control the water level yourself? Yeah, you can't do that here, but the boss can.

Forget the charged weakness. Drop a normal Spin Wheel directly above Bubble Crab and you'll have a good chance of stunning him with a powerful

4-hit combo. More bang for your buck.

The revenge fight arena is decorated with spikes on the ceiling. Just be careful not to jump too high.

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Wheel Gator

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- Found At: Dinosaur Tank, X-Hunter Base #4
- Weakness: Strike Chain
- Reward: Spin Wheel

Wheel Gator does his meditation in a room filled with some kind of engine oil. This is an annoying fight because it's one of those situations where you have to wait for the boss to do something before you can attack, over and over and over. Fortunately, there are ways to exploit his vulnerable on-screen time.

[He Will Dive And Lurk Under The Engine Oil]
That's pretty much it.

[Submerged Attack: Spin Wheel]
Gator's version of the Spin Wheel is a wall crawler. He will shoot one far from X, which can be avoided by staying high on the opposite wall, then another one closer, which you will have to avoid by jumping away. Immediately after the second Spin Wheel, the boss will use the next submerged attack, so try to get back to the wall as soon as possible.

[Submerged Attack: Eat Me]
This is how Wheel Gator jumps back to surface. If you get caught, he will drain your health bar a little. Sometimes he likes to surprise X with a sudden jump if you're at range, so make sure our hero is high and hugging a wall while Wheel Gator takes a swim.

[Spin Wheel Surface Redux]
Now you know where the Spin Wheel comes from. Wheel Gator will activate his shoulder weapon and a couple of Spin Wheels will bounce around until they touch a wall, then they will crawl as usual. Time their arc motion and stay on the floor, or climb the wall and try to jump over them.

[Burp]
A strange move where Gator will charge up energy and then shoot a few predictable pellets in several directions. You can't hit him with regular shots while this lasts, but the charged X-Buster still works.

[Drill Man Would Be Proud]
I have trouble filing this under desperate because I have seen him use it early on several times. Gator will jump and spin his way to the opposite wall, drilling a hole conveniently shaped like spikes. Don't worry too much, they're not "Mega Man" lethal.

Wheel Gator's weakness is a pain in the ass, because he will dive every single time after you hit him. However, you have a very small open window just a couple of frames before he fully recovers from a Strike Chain hit. Shoot again and repeat the process until he's dead. Getting the timing right takes some practice, but it's by far the fastest and most effective way of dealing with him.

If you can't or don't want to use that trick, it's recommended to avoid the Strike Chain and use the the dual blast upgrade for the X-Buster.

For some obscure reason, finishing off Wheel Gator with a charged Strike Chain makes him drop an item pickup before he explodes. *shrug*

=====
Crystal Snail
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- Found At: Energen Crystal, X-Hunter Base #4
- Weakness: Magnet Mine
- Reward: Crystal Hunter

Worse than a regular snail is a snail with God complex. Crystal Snail believes the world should slow down to his pace. Can you believe this guy?

[Shell Missile]

His main attack. Crystal Snail will hide under his shell, hover, spin a few times and then charge in your direction. He might repeat the process a couple of times, then land.

[Crystal Hunter]

Three blobs of something that encase X upon contact. Mash all buttons to get out as fast as possible.

[This Is Why Shells Exist]

Shoot Crystal Snail enough times on the ground and he'll hide under his shell for a brief moment. I'm pretty sure I've seen him use this move as a taunt of sorts.

[Desperate: Lucy In The Sky With Crystals]

Poor Crystal Snail can't reach you, so he'll spin really fast in the air (faster than usual) and then command the world to slow down with his antennae. This can get tricky if he follows the attack with the Crystal Hunter. He may use this before 30% health, but he will use it a lot more often as he realizes he's about to bite the dust.

[Desperate: At Times Of Crisis, Jump And Dash]

This type of desperate attack is exclusive to Crystal Snail. When the boss is out of his shell, he will try getting it back by all means necessary. Alas, his only moves here are dumb jumps and a slow dash.

The Magnet Mine is a must. See, when you hit Crystal Snail with one, it will stun him, forcing him out of the shell and consequently out of control. He will then try to rescue his portable home via desperate jumps and dashing. The catch is that you're also equipped with these moves, and you can interact with the carapace yourself! When you hit it with a dash, it'll bounce around. You may juggle the thing with headbutts and make Crystal Snail go crazy as you hit him with more Magnet Mines. Haha!

At the second fight, it's possible to "destroy" the carapace with a Shoryuken. Hit Crystal Snail with a Magnet Mine, then quickly switch to the X-Buster and Shoryuken him during the stun animation. If you're successful, the carapace will disappear and Crystal Snail will jump and dash around aimlessly.

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Violen

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- Found At: Various
- Weakness: Bubble Splash
- Reward: N/A

Violent like his name almost spells. It also almost spells violin, but I think I'm going with violent here. With his insanely huge ball and chain, he will redefine cheapness in 2D boss fights.

[Ball And Chain: Arc]

Now why isn't he a Maverick so we could have this weapon? It's a gorgeous attack, to those who don't get crushed by it anyway. The first pattern is a series of arcs that narrow down progressively. Since you know it gets closer to the boss, it's the easiest to dodge.

[Ball And Chain: Bounce]

Not sure we can call this a pattern, but hey. This attack is the bane of everything. Still standing, Violen will launch the spiked ball randomly across the room. Sometimes it looks like a homing attack, sometimes it looks like it follows decent physics, but in the end this is just one big shenanigan.

[Energy Rain]

At points during the fight, Violen might choose another attack spot in the room. At the peak of his jump, there's a good chance he will shoot a crapload of energy orbs down in a splash pattern. The first shot tells you where to go to avoid the rest.

[Energy Shotgun]

Same as the splash shower above, but on the ground. You have enough time to jump behind him and counter.

If you have the X-Buster Parts, charge the Bubble Splash and just stand close to him, trading hits. If your defense is low, then use the regular Bubble Splash shot or your trusty X-Buster from a distance.

This is the hardest battle in the game if you're going naked and without upgrades. Dying after three random hits is not fun.

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Serges

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- Found At: Various
- Weakness: Speed Burner
- Reward: N/A

He looks Russian, and more importantly his name sounds Russian. So he's really cool. Serges uses a hover platform to move.

[Cape of Doom]

The cape he tosses at the start of the fight actually hurts. You have to pretty much throw yourself on it to get hurt before it disappears, but it's a nice touch.

[Quite A Dumb Mine Field Since You Can See The Freaking Mines]

Serges may place up to five mines on scripted bits of the floor. You can destroy them with a charged shot or Speed Burner's fire trail. Try to get rid of the mines as soon as they appear. You don't want any

explosion cluster in this fight.

[Why Robots Can't Perform In The Olympics]

A somersault that scatters evil rays all over the place in a clock pattern. Like Violen's energy rain, the idea is to dodge the first shot and then take shelter near it. The problem here is that you must jump past Serges if you want to clear the rest of the move, so quickly step on his hover platform then jump to the other side while he's in the air.

[Hover Shield]

His hover platform will frequently cast a shield to block your shots. The shield is erratic and most of the time you can bypass it by aiming at the tip of Serges' hat.

You have probably noticed from his move list that this fight is one big display of acrobatics. If your defense is well handled, you can ignore the somersault attack and trade hits, since he's mostly vulnerable while performing that.

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Agile

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- Found At: Various
- Weakness: Magnet Mine
- Reward: N/A

Agile like his name spells rather obviously. Fast fight.

[Shoryuken With A Catch]

From a distance, Agile will perform a Shoryuken-esque move that ends with a big, dangerous beam. He will shoot the beam based on X's height in the room. Even if you're on the floor it's possible to avoid this, by dashing under it, but then he'll figure his other move will cause more trouble.

[His Other Move]

Agile will chop chop chop from one side of the room to the other, likely from a far spot to where X stands. This move is darn fast and he tends to repeat it if you get hit. Avoid it by not staying on the ground too much.

This fight is odd in that it can go from one of the hardest to one of the easiest in seconds. As long as you realize that you are in full control of Agile's actions, there's no way to fail here. Hug the wall opposite of Agile, as high as possible, then wait for his saber beam. Drop down, shoot, climb the wall back up and repeat until he's dead.

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Violen 2

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- Found At: X-Hunter Base #1
- Weakness: Bubble Splash
- Reward: N/A

This fight is exactly like the first, with the exception of...

[Disappearing Blocks]

Yes, Violen may summon disappearing blocks of Mega Man fame. Thankfully, no endless pits or spikes are involved. They act as old fashioned obstacles, mainly. The ball and chain will not get through them, and both X and Violen can use 'em as platforms or to protect themselves from incoming attacks.

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Serges 2

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- Found At: X-Hunter Base #2
- Weakness: Giga Crush, Silk Shot (cannons); Speed Burner, Sonic Slicer
- Reward: N/A

Still too lazy to walk, Serges turns to another machine to do his dirty business. Who is the mad scientist guy we know that prefers to operate huge machines to deal with the protagonist in Mega Man games? This gives me ideas...

I kid, I kid!

This fight consists of two parts: on the first, Serges will use four cannons, and on the second he will try to end X with spread shots. The floor is decorated with deadly spikes and you have to manage annoying floating platforms. X cannot damage Serges until all four cannons are destroyed.

[Top Cannon: Bouncy Orb]

An energy orb that bounces back as high as the cannon that shoots it.

[Second Cannon: Frisbee]

Really, a frisbee.

[Third Cannon: Homing Orb]

Slow and not very durable, but combined with the constant jumping from one platform to the next, it's not exactly a treat.

[Bottom Cannon: Laser]

Standard laser shot. It's kinda sudden. Jump away as soon as you sense that Serges will stop here.

[No Cannon: Spread Shot]

After you destroy the front part of the machine, Serges will resort to concentrated spread bullets that alternate between X- and plus-shaped patterns when they explode.

If you have Giga Crush, the first part of the fight is a piece of cake. Unleash to destroy all four cannons. If you don't, try one or two Silk Shots per cannon. Serges will always use the cannon directly in front of X to attack. Pick the move you're most comfortable with dodging and hit the cannons as you dodge it.

When you destroy a cannon, the machine will get a little closer. When all four cannons are offed, the machine will have destroyed a couple of floating platforms. You may stand on that front tip sticking out of the machine if you're seasick. From down here, charged Sonic Slicers make short work of Serges. Speed Burner still helps, but you must be on the floating platforms for better results.

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Agile 2

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- Found At: X-Hunter Base #3
- Weakness: Magnet Mine
- Reward: N/A

He's in a... he operates this... he... ah, screw it. Here's Agile and that's his complex spike maker thingy.

[The... This, uh... This...]

This THING that ate Agile's head has the power to create spiky obstacles that hurt a lot. They're not lethal, but it might be a good idea to watch out for the gap between both sides (just follow Agile) to walk out safely. As these spiky tiles pile up, the floor underneath X will change. The trick is to anticipate which dominant side will get the bigger spiky obstacle and jump to the other side.

[A Spark Of Hope]

Along with the spikes, Agile will send two spark crawlers down the walls.

[Backstage FX]

A group of missiles launched from somewhere behind the action. The big scary one getting closer is the only one you should be careful with.

Got Shoryuken? One-hit kill.

No Shoryuken? Use Magnet Mine. Don't forget that the mine can be directed manually by pressing up and down. If you're lucky, the charged shot might hit the boss multiple times.

No Magnet Mine? Climb up the wall and try to land a hit when there's no spiky menace coming. Sounds impossible, but there's a certain rhythm to it and you'll get it in no time.

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Zero

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- Found At: X-Hunter Base #5 aka Central Computer
- Weakness: Speed Burner
- Reward: N/A

Can't blame you if you didn't get all Zero Parts back from the X-Hunters. This is a fast paced, meaningful battle against who eventually became the star of the series. In my runs, I actually avoid collecting Zero's Parts just so I can fight him later. Great music, too.

See the beam saber? I've heard people claim that Zero's trademark weapon is not the one Sigma used in X1, but the idea is just too cool to waste!

[Ground Zero]

Zero will punch the floor and a bunch of cracked tiles will rise. The best way to avoid this is by hugging a wall high and dash-jumping or air dashing to the other side. You'll barely clear it. Notice that the computer in the back is also destroyed with this move.

[The Artist Formerly Known As Sigma Saber]

Zero uses the now Z-Saber to help him cross the room quickly and to

finish a 3-shot combo started by his Z-Buster. He will shoot two yellow blasts similar to X's, then crown his work with a green beam sent from the Z-Saber. It's a ground move, so any wall will do.

[Oh Zero You Tease]

When X is close, Zero will shoot a clumsy emerald pellet instead of his triple combo to trick X.

[Block]

Zero can block your attacks, and will do quite frequently, in fact. This will force you to hit him while he attacks or recovers from an attack.

Much like the first encounter with Agile, this is a fight that might cause you to break your controller in anger and then regret it a few seconds later. The secret is to make him follow your lead.

Climb a wall, wait for him to dash closer, then dash-jump or air dash to the other side. He will punch the floor and you will avoid the earthquake before he's done with the move. Turn around, shoot, rush back to the closest wall and repeat the process.

Speed Burner should be your weapon of choice. The cool thing about the Burner here is that you can use the charged version to dash through Zero as he tries to dash through you himself. Looks great.

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Neo Sigma

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- Found At: X-Hunter Base #5 aka Central Computer
- Weakness: Sonic Slicer
- Reward: N/A

Abandoning his saber for a double set of Wolverine claws (bad move, Sigg, bad move), Sigma's first form borrows some from his original Maverick Hunter days.

[Wolverine Claw]

Sigma plays squash with X. You will bounce like a rubber ball if you get hit by Sigma's claw swipe. He will use this pretty much every time you get close.

[Teleport Dive]

Humanoid Sigma still loves walls. Whenever he jumps and kicks the wall, stay on the floor and wait. He will teleport directly above X and dive. Dashing is good enough, but try to go as far as you can or he'll use the claw as he lands.

[Sweet Tooth For Shock]

In a rare concern with easter-eggy continuity (or just a ridiculously huge coincidence), Capcom arranged this Sigma fight as a spiritual sequel to X and Sigma's first encounter in X1. Neo Sigma will summon five Electric Spark shots that zap in your way, one at a time. Electric Spark was Sigma's first form's weakness in X1.

[Desperate: Electric Spark Charged]

And his desperate move is the charged version of Electric Spark, down to X's main armor color flashing before the shot. Sigma will send a lightning pillar using his claws. This attack is telegraphed about

features that make multiple trips worthwhile. From something as simple as a passage of time to action packed high-speed slopes, they offer more than enough to entertain the player while providing decent challenge.

This is not meant to be a walkthrough. It's a compilation of features and interesting info found in X2's levels.

NOTE: I'm not listing X-Hunter Arena locations here, since they're much closer to the X-Hunter predicament than areas themselves as far as gameplay goes. Refer to Chapter IX (The X-Hunter Affair) for detailed information.

_____/ Basic stat sheet _____

- Power-Ups: Major items and upgrades available in the place.
- Mini-Boss: Mini-bosses located in the area.
- Silk Shot: Interaction effects you'll find for the Silk Shot.

[Feature]

Description of a particular detail, event or feature in the area. Features listed won't appear in any other level. _____/

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Replid Factory

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X2's intro level is a major production line of a giant Replid factory. No power-ups here.

[Henry Ford Lives]

Oh, the hoorayness. Witness a Scrambler's birth from scratch. Each station displays a distinct step in the fast process (mass-produced is an understatement! O_O), and the enemy is taken to the next one by a powerful magnetic laser device. The best part? You can actually ride the device yourself. Be careful not to let the Mecha-Arm violate your robotic pride.

[Scriber Parts and... Health?]

Scribers and their cute screwdriver noses can be spotted rushing below ground level through a transportation tube. Wait a few seconds and get lucky to watch as the automatic belt carries health power-ups and takes them nowhere. Sadly, we can't have 'em, but it's still exciting.

[CF-0... 1... 2...]

You can see many unfinished models of the boss you're about to face, at the background, shortly before the laughable fight.

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Weather Control

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What looks like a giant futuristic greenhouse has the purpose of studying Replid behavior and reaction to extreme temperatures. It also has many artificial trees, in a clear "Go ahead and burn them while you're there, we can make new ones out of metal in the future!" message. The charm is being able to control weather ourselves.

- Power-Ups: Heart, Sub-Tank
- Mini-Boss: N/A
- Silk Shot: Leaf

[Weather Cristal, Not 'Crystal']

With an 'i', unfortunately. Weather Cristals allow the player to alter current weather for a brief moment with one out of four weapons. You may use a Weather Cristal as many times as you need, but it'll shatter with enough damage. Some enemies display unique patterns in particular temperatures. Check out Chapter IV for details.

- Strike Chain: Normal (yellow)
- Bubble Splash: Rainy (green)
- Speed Burner: Sunny (red)
- Crystal Hunter: Freezing (gray)

=====
Robot Junkyard
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Robot cemetery/limbo. Very nostalgic level.

- Power-Ups: Heart, Body Part
- Mini-Boss: Old Robot (x2)
- Silk Shot: Junk

[Magna Junk]

The actual facility is responsible for sorting and sending junk to recycling. Since those massive disposers are magnetic, X is also susceptible to forced ups and downs. Depending on the direction the machine points at, your [and enemies'] jumps will be much higher or much lower. Because so many junk blocks travel at the background, you may use the charged Magnet Mine for an amusing black hole effect that wipes out anything in your path.

[Old Friends!]

Take a closer look at the background and you'll find a number of dead robots from the first Mega Man X title. The bee mini-boss found in the highway intro stage is used as a floor tile, the mini-boss from Sting Chameleon's level appears in piles of junk and Metools are everywhere. Garakuta Robot is also made out of X1 enemies.

=====
Volcanic Zone
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Feel like racing a volcano? With a pumped musical track (reminds me of Deep Purple's "Burn", fittingly), this is the kind of place where taking your time is not recommended. Get ready for a colossal eruption, suicidal robots, melting pillars, gas canisters and lava, lots of lava. This stage is often praised for the absence of bottomless pits and one-hit kills.

- Power-Ups: Heart, Sub-Tank
- Mini-Boss: N/A
- Silk Shot: Rock

[Selfless Insect]

The kamikaze Beetron is nice enough to help X make ledges and invade volcanos. If a Beetron disappears, scroll back and it'll show up again, as long as it wasn't killed before. We should face more minions

like this.

[Fahrenheit 21XX]

Books? In the future, we burn robots alive! Thankfully, X is equipped with the ability to climb walls and dash-jump. As the volcano decides to vomit the unwelcome being inhabiting its stomach, X is caught and forced out of the magma shaft in what feels like a couple of seconds. This section received a well-deserved homage in the anime intro from the PS1/Saturn version of Mega Man X3.

[Lava and the Polite Columns]

You won't die in a single touch from the abundant lava in Volcanic Zone, but those weaker pillars scattered around the second half will do their best to invite X for a hot bath.

[Don't Hit the Gas]

Take out Morguns before they set gas canisters on fire. Unfortunately, we can't set them on fire ourselves to get back at the enemies, though it'd be kinda pointless to revisit the area just for that.

=====
Central Computer
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The very nexus of Mega Man X2. Armed with an intricate security system, Central Computer is a base level designed for careful exploration and to make you run like hell at the same time. You'll interact *a lot* with the environment here, though the point is actually to avoid that.

- Power-Ups: Heart, Sub-Tank
- Mini-Boss: Chop Register, Raider Killer
- Silk Shot: Junk

[*The* Central Computer?]

X arrives in the reunion place where the X-Hunters were planning his demise. Apparently, that's not the Central Computer from the title, so you'll have to take a look around. In Mega Man Zero, one of the desert mission objectives consists of destroying six computers that look exactly like the one seen here.

[No Fame]

The star of the series must avoid the spotlights if he wants future recognition. In Central Computer's first section, yellow tracers will activate Bleckers, which deattach themselves from the ceiling to poke X with their annoying orbs. Not only that, certain fake tiles will fall and reveal bottomless pits. Play stealthily and you're fine.

[Installer Parade]

Shooters didn't work, but crushers might. You must think fast here in order to stay clear from gray Installers and destroy the purple ones. Study the patterns. The last Installer is an ally.

[Solid Rain]

Soon after the first mini-boss, you'll find a much-too-protected shaft leading down. Spotlights and a few enemies are there to greet X. The following room has a couple of giant monitors that display X in his naked blueprint form. Aside from those, you'll quickly notice that a number of blocks fall from the heavens for no apparent reason. Each spotlight you touch in the previous shaft will increase the speed at which the blocks fall. And that's when you realize that the reason

they fall is quite simple: to literally block your path, slowing you down for the *real* treat (or threat?) there.

[Reticle Informant]

Raider Killer sends a cunning reticle to study X's data. If the falling blocks slow you down and you get caught by the alarm, chances are you're giving ol' Raider some new moves.

[Last Minute]

Central Computer is the last area you'll visit in X2. Things you haven't collected on your first trip won't disappear. Extra minutia: if you choose Central Computer at the stage select screen instead of the final insignia, the place will still be arranged for the final events.

[Don't Die, My Darling]

Lose a life at one of the final battles and you'll be forced to do the whole first half of Central Computer all over again. Ouch indeed.

=====
Desert Base
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A fast-paced desert-themed level with the one single optional Ride Chaser in the series.

- Power-Ups: Heart, Foot Parts
- Mini-Boss: N/A
- Silk Shot: Junk, Rock, Chamber

[Ride Chaser]

Desert Base's main attraction is the hoverbike seen in X2's intro sequence. Unlike future versions of the Ride Chaser, X2's Cheval works a lot like regular Ride Armors, in that you're not forced to use them, may leave 'em behind at any time and may turn left or right as you wish. The whole level was designed for a pleasant Cheval ride, with strategically placed ramps and platforms. Ride Chasers reappear if you go back to one of their initial points and you can literally take it to the boss gate if you have skill. Check out the Ride Chaser garage at the background where the first one is found.

[Silk Shot Chamber]

To the left of the giant levitating bridge is a tunnel with several Spin Wheel blocks. Clear the path and you'll reach... a dead end? Arm X with the Silk Shot, make sure you have the Arm Parts (X-Buster upgrade) and charge up. Tons of free health power-ups in just a few seconds.

[Multi-Layered Background]

The open desert section contains hundreds of dunes in the background. They move/scroll on multiple layers and speed depends on how distant they are, creating a nice 3D-esque effect. Never used again in 16-bit MMX titles.

[The Perfect Sandstorm]

One of Capcom's mysterious efforts, the sandstorm machine can be destroyed by crashing it with the Ride Chaser. Aside from a sandstorm filter vanishing, no other consequence is known. You may also destroy it with the Shoryuken.

[It's No Rocket Science]

There is no second boss gate in Desert Base. Instead, X hops on a rocket and rapidfires as it takes off. You'll land in the open desert, where Overdrive Ostrich awaits.

=====
Deep-Sea Base
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Underwater base preceded by an ample rocky structure and jellyfish with affection issues. Classic theme song, restless mini-boss, hiiiiigh jumps and stuff, man...

- Power-Ups: Heart, Sub-Tank
- Mini-Boss: Sea-Canthller
- Silk Shot: Junk, Rock, Chamber

[Sunset]
O_O

[Silk Shot Chamber]

Wait for the first red horizontal gate to open and slide down the left wall. You'll enter a secret room with another dead end... but this one looks kinda different. There's a familiar symbol at the background that hints at something very obvious. Arm X with the Silk Shot, make sure you have the Arm Parts (X-Buster upgrade) and charge up. Yet again, tons of free health power-ups in just a few seconds.

[Wet Arsenal]

Following the small tradition that would sadly end in the third game (though, to be fair, Mega Man & Bass and Powered Up made good use of these), some weapons react differently when used underwater. Try Bubble Splash and Speed Burner for a number of entertaining effects.

[Bubble Bath]

Deep-Sea Base's open area has several hidden rooms with health power-ups and weapon energy. Ready your charged Bubble Splash and enjoy the jumpy ride. :)

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Dinosaur Tank
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A Replid city is annihilated by a dinosaur-shaped tank of immeasurable size, and X gets to watch the whole thing in the front row. Land vehicles in motion are sort of a recurring Mega Man level theme, having also appeared in Mega Man 5, Mega Man X4, X5, Mega Man Zero, Z2, Z4...

- Power-Ups: Heart, Arm Parts
- Mini-Boss: N/A
- Silk Shot: Junk

["Night and Day..."]

Wave the sun goodbye! Wait a few minutes and the city background will slowly switch from day to night. Pretty cool effect.

[The Logic That Stands]

An armor capsule... placed one hundred years ago... on a moving tank... that wasn't even built yet. Okay, then...

[The Rabbit]

Ah, that's the stuff. No longer a discardable novelty such as the Ride Armor representing the first game, X2's is a freakin' powerhouse. With hover capabilities and a powerful charged punch, this is the kind of headless mech you wanna show your friends. You'll only get to use the EG-2 Rabbit for a brief part, but it's truly intense while it lasts.

=====
Energen Crystal
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What appears to be a mining cave. Either that or someone spent future money on a very weird decorator.

- Power-Ups: Heart, Head Part
- Mini-Boss: Magna Quartz
- Silk Shot: Crystal, Chamber

[Whee!]

Slippery slopes for your pleasure. Dash along and you'll pick up insane speed. Going the other way is a bit tricky, but possible if you have patience (and Speed Burner).

[Not a Triforce Shard]

Inside the cave, mostly on inclined surfaces, a giant piece of broken crystal will often drop from the ceiling and slide until a hole or a wall finally ruins the party. You can stand on top of 'em, and thankfully, finding them doesn't involve ghost ships or sailing.

[Cook the Rabbit]

The Rabbit is available in Energen Crystal as well, and it plays a considerably larger part in comparison with the Dinosaur Tank version. In fact, you can take the Ride Armor a bit further into the level by abusing a programming hiccup that allows X to hop on a crystal block that's just out of reach, if you manage to carefully combine hovering and certain animation frames. Doing this, you can fight Magna Quartz with the Rabbit.

[Silk Shot Chamber]

After the large mid-level pit, you'll have to deal with crystal pieces out of control. One of the convenient ladders leads to an empty room with a bunch of Battons that seem to replicate at the speed of light. Pick the Silk Shot, charge it up (again, make sure you have the Arm Parts) and you'll receive free weapon energy instantly.

=====
North Pole
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In classic Mega Man fashion, the final fortress is basically a rehash of challenging elements seen in previous areas. This time, X-Hunters took control of Santa's land.

[Separate Ways]

Levels 1 and 3 in the fortress offer alternate paths at some point for a bit of variety. The one in level 3 leads to the most powerful weapon in the game. Visit Chapter X (Secrets & Tidbits) for more info.

[Emo 1-UP]

At the second X-Hunter level, you'll reach a rather convolutive wall

- Requirement: Crystal Hunter

Right before the first indoor section there's a Disk Boy 08 playing fool next to the facility entrance. Trap him with the Crystal Hunter and use him as a stepping stone to climb the wall to the right.

[Volcanic Zone]

- Requirement: N/A
- Recommendation: Spin Wheel

Racing a volcanic eruption is the very epitome of stupidity. Add in how there's an item around and you can see the irony in trying to expand your energy at the cost of your life. Still, turns out that X is equipped well enough for the task. Seek the Bar Waying enemy and use the Spin Wheel or another powerful attack to get rid of it and claim the Heart Tank.

[Central Computer]

- Requirement: Stealth

Past the first set of alarm spotlights you'll see a narrow shaft on the ceiling with a Blecker extending the wall. You can touch the inactive Blecker and climb the wall to find the hidden room holding the Heart Tank. Note that setting off the alarm will activate the Blecker, so you must run by that first short section unnoticed. (Or just race forward and back when the alarm is over.) This Heart Tank will actually still be there if you revisit Central Computer at the end of the game without the item.

[Desert Base]

- Requirement: Ride Chaser, X-Buster Parts + Speed Burner or Strike Chain

If you manage to take the Ride Chaser all the way through the Desert Base, you may use it to collect the Heart Tank located just after the open desert section. The item is sitting at the end of a spike bed, so be sure to turn the Ride Chaser before you think you should. You can also charge up either the Speed Burner or the Strike Chain and use them along with an air dash to cross the distance without touching the floor, but it'll probably result in death when you get the Heart Tank.

[Deep-Sea Base]

- Requirement: N/A
- Recommendation: Leg Parts

Don't follow the Sea-Canthller. Instead of dropping when the first red horizontal gate is open, dash-jump to the right wall (above the red gate) and climb it. You'll see a small opening with some energy. Still hugging the right wall, blindly dash-jump or air dash to the left. Grab the Probe, let it take you up and voilà.

[Dinosaur Tank]

- Requirement: X-Buster Parts + Speed Burner or Strike Chain
- Recommendation: Nothing! :)

Halfway through the tank, after you give up the Rabbit, quite hard to miss. Usually, the game demands both the X-Buster upgrade and either the Speed Burner or the Strike Chain to reach the Heart Tank platform. Kill the Tiranos and use the bump for necessary height. However, you can use a cheaper method that doesn't require any weapons at all: tease the Tiranos by getting close to it, so that it'll shoot. Follow one of the shots until immediately before they disappear, then take a hit and quickly dash to the spike wall. Climb it and claim the item. Might take a couple of tries at first, but there's no secret. You can also lure a Ride loid-G and get hit at the top of the ladder, but it's tricky. Abuse thy invincibility.

[Energen Crystal]

- Requirement: Ride Armor, Ride Armor + Strike Chain, X-Buster Parts + Speed Burner + Giga Crush, combination of previous elements

This one can be collected in many different ways. It's located between the first and second speedy slopes seen in the area. Fall into the hole and head left. You must cross this insane pit with whatever you have at the moment.

The first method involves another Rabbit programming hiccup: take the Ride Armor to the secret area, stand relatively close to the edge (facing left), fully charge the punch and release it. The Rabbit will hover at least twice as fast when you do this, so much that you'll have enough juice to grab the Heart Tank and backtrack in one go! Tap the hover button instead of holding it down to save fuel. You may also cross the pit with the normal Ride Armor dash-jump hover (will carry you about 80% through), then jump out of the Rabbit and use the Strike Chain to cover the remaining feet.

Alternately, you can abuse the Speed Burner to cross the pit without the Rabbit, but you'll need the X-Buster upgrade and the Giga Crush as well. With this method, you can air dash five times consecutively: air dash once normally with a charged Speed Burner ready (1), release the shot (2), air dash again (3) and pause. Switch to the Giga Crush and use it. While you watch the animation, charge the weapon. Pause, switch to the Speed Burner, release the charged shot (4) and air dash again (5).

You may combine methods, too, like charging up the Strike Chain instead of the Speed Burner when using the third method, or jumping out of the Rabbit, using the Giga Crush and charging up either Speed Burner or Strike Chain for the same purpose.

(Phew.)

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Sub-Tanks
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You may store life energy in Sub-Tanks to refill X's health at any time. Sub-Tanks will only register stored energy when your actual health bar is full.

[Weather Control]

- Requirement: N/A

Inside the first base with the Probes, take the highest path available and dash-jump to clear the gaps. The Sub-Tank is sitting at the end of that highest set of platforms. You can also cross the room in any way you want and then grab the Sub-Tank from the other end.

[Volcanic Zone]

- Requirement: Beetrone, X-Buster Parts + Speed Burner or Strike Chain

First Beetrone encounter, just let him take you way up. Jump to the left, right before you both hit the "roof", and grab the Tank. If you wish to spare the poor insect, use a charged Strike Chain or a triple air dash combo with the Speed Burner from a high spot to grab the ledge.

[Central Computer]

- Requirement: Installer, X-Buster Parts + Speed Burner

Before the first mini-boss room there's a very suspicious hole on the ceiling. Cheat the last Installer attack (the one with six blocks; dash-jump or air dash before all six are down), then stop behind the Installer that you can see in position above. As soon as it drops, jump on top of it and ride it 'til it sinks. A dash-jump is enough to grab the right wall of the suspicious hole. You may also use the wonderful triple Speed Burner air dash (though two should be enough) from one of the bumps there if you miss the Installer. Like the Heart Tank located in Central Computer, the Sub-Tank will be there if you visit the final area of the game without the item.

[Deep-Sea Base]

- Requirement: X-Buster Parts + Bubble Splash

- Recommendation: Inclination glitch

Huge underwater open section, big stony ground with a hidden alcove underneath (you can see a refill shining there). The stone has a slight inclination at the top, to the left. Charge up the Bubble Splash and jump to grab the left wall. Climb it, then hop on the water surface to your right, until you clear the ledge. Turn around and jump to get the Sub-Tank. Note that you can hop on the water surface indefinitely, so take your time and keep jumping until you're confident about moving forward.

Still, obviously, you'd need to revisit the area in order to use this method (Bubble Splash and all), so there's a small trick to save you some painful backtracking. Reach the big stone and notice the slight inclination I mentioned before. Now run to the left and, as soon as X starts descending (or as soon as he's standing on the inclination while running), jump straight up. You'll see that his jump will be much higher than usual. Grab the left wall and repeat the rest of the process to collect the Sub-Tank. This might take a few tries, but it's totally worth the trouble.

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Armor Parts
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Stylish series staple. Given how important they are to the Mega Man X mythos, it was kinda surprising to find out that they're fully optional

here, especially since two Parts were mandatory in X1. Another unique detail is how this is the only game out of the first three that allows you to collect any Armor Parts you want, how many you want and in any order you wish.

Note that collecting all four Armor Parts halves ammo consumption.

[Body Part]

Overall defense is doubled and the Giga Crush becomes available.

- Location: Robot Junkyard
- Requirement: Spin Wheel

At the first indoor section, not far at all, a small part of the floor can be destroyed with the Spin Wheel. It's two blocks wide, right before an odd bump that'll force you to climb past it. You may use the I. Tracer if you're having trouble finding the spot.

[Leg Parts]

Ability to air dash.

- Location: Desert Base
- Requirement: Spin Wheel

Final base, after the spike bed with the Heart Tank, behind a very distinguishable wall made of Spin Wheel blocks.

[Arm/X-Buster Parts]

May charge boss weapons, may use the fully charged double X-Buster. X will also climb ladders faster.

- Location: Dinosaur Tank
- Requirement: Leg Parts, Strike Chain

Before the first Switch-type Elevator (to the right of a Tiranos enemy) there's a funny opening above with the left wall of that opening being sort of... stretched. Hug the wall on the far right, jump and air dash to grab the left wall of the small opening. Alternately, the Strike Chain might help you grab the left wall if you don't want to use the air dash. Just make sure you launch the chain at the start of your jump, and not as you fall.

In fact, you can grab the wall with a very well timed dash-jump from the far right wall, but I don't personally recommend it since you'll depend on a really annoying clipping exploit. The idea is to dash-jump off the far right wall in a way that makes X start his jump from the very first pixel of the wall instead of six or seven pixels "within". That's interestingly just enough to reach the opening. Jump once as if you were climbing the wall, but as you hit the wall again, immediately dash-jump to the left before X is "in" the wall. Much easier said than done, of course.

[Head Part]

The I. Tracer becomes available.

- Location: Energen Crystal

one of the eight optional X-Hunter Arenas, each of 'em located somewhere in one of the eight Maverick levels. They're normally hidden or demand accomplishing a task to become available.

[Weather Control]

- Requirement: N/A

In the giant lift section. Instead of hopping on one of the elevators, dash to the other side and slide down the wall. You'll see a large health power-up and the entrance gate.

[Robot Junkyard]

- Requirement: N/A
- Recommendation: Leg Parts, X-Buster Parts + Speed Burner

Soon after you deal with the first Old Robot mini-boss, you'll stumble upon a ladder on the floor. Climb down, take out the first Disk Boy 08 you see and use your imagination to grab the ledge. You don't need any equipment, though using Leg Parts or a charged Speed Burner will make things much easier.

[Volcanic Zone]

- Requirement: Lure a Beetron

When you find the second wave of Beetrons, lure one of 'em into crushing the highest thin wall. Exit to the right.

[Central Computer]

- Requirement: N/A
- Recommendation: Stealth

A vertical passage leads to the enormous room with the falling blocks in Magna Centipede's area. If X is tracked by a spotlight, it'll cause the falling blocks to drop faster. You can imagine the horror if every spotlight manages to target X. Should one of the blocks fall right in front of the X-Hunter Arena entrance gate, you won't be able to enter.

[Desert Base]

- Requirement: Spin Wheel

Behind the first Aclanda scorpion. Use the Spin Wheel to break through the rocks.

[Deep-Sea Base]

- Requirement: Destroy the Sea-Canthller before it docks

The room is located at the Sea-Canthller's docking spot. Don't enter the base that leads to Bubble Crab; dash-jump to the left wall and follow the path until you find the room. If you still can't find it, follow the Sea-Canthller but make sure you destroy it before it docks. If the X-Hunter is there, a red door locks the room and the battle starts. The door on the upper-right corner of the room will open when the X-Hunter is defeated.

Shoryuken

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It couldn't have been any different. X1 had the Hadoken, so X2 followed the trend with the Shoryuken. Fear not, for getting it isn't as tedious as the equally overpowered fireball in the first game. To be able to use the Street Fighter trademark, you must have:

- 4 Sub-Tanks (they do not have to be full)
- 4 Armor Parts
- 8 Hearts (X's health bar will be 4 units larger than the ammo bar)
- Full health bar

At the third X-Hunter Base level, you'll eventually reach a branching point, with a menacing spiked wall to the right. The low path takes you to the end of the level normally, and is much easier, but the high path has our secret reward. First of all, lure a Batton Bone type-G and use the Crystal Hunter to freeze it. Hop to the new platform, grab the ladder, climb it up.

Take care of the Disk Boy 08 and either freeze the Batton Bone or kill it. Air dash or dash-jump your way past the spiky floor, arm the Silk Shot and kill both Garakuta Robots. Make sure you have full health (use one of your Sub-Tanks if you don't) and proceed. Switch to the Speed Burner and charge it. This is the tricky spot. You have to air dash and stop just before you kiss the rightmost spike wall, then face left and release the Speed Burner before X bites the dust to make the 1-UP ledge. It's not easy to do, and you'll probably retry many, many times until you get the hang of it. Once you do, however, it's cake. Conveniently enough, you'll restart right at the branching point and there's a 1-UP near Disk Boy 08, so retrying isn't a big deal at all.

If you succeed, slide down the left wall until you enter a hidden room. If all requirements have been fulfilled, you'll see a capsule. Dr. Light will shout some hilarious nonsense and grant you the Shoryuken. It comes with extra height and neat-looking flames a la Ken. No kiddy "Shoryuken!" voice, though, which is a bummer.

Forward, down, down-forward + attack in a single, smooth move. Like Street Fighter games, the command takes some getting used to, but deals unbelievable damage. Most enemies and bosses will die in a single hit, and it destroys several things it shouldn't (Spin Wheel blocks, crystal blocks, Ride Armor wall at the Dinosaur Tank, sandstorm machine).

You need full health to use this power.

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Zero in my Soup

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Finish the game without collecting any Armor Parts and Zero will appear during the Cast scene, more specifically just as the screen transition happens. It's very brief, but kinda cool as a reward. Good to know that developers thought of these challenges back then.

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Five Consecutive Air Dashes

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Also known as Let's Break Speed Burner. Air dash once normally with a

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Choose one or more:

- Games get old and I need that extra incentive to keep the flame lit.
- I need those bragging rights. Gimme!
- It's the hardest thing I can do in this game.
- Other: _____

Do it! Do it!

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The Rules

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1. No Heart Tanks. This means you'll have only 16 health units.
2. No Sub-Tanks. This means you'll have only 16 miserable health units.
3. No Armor Parts. This means you cannot cut damage in half or air dash or fire the uber dual shot or Giga Crush or... *sigh*
4. No Zero Parts. You have to fight Zero at the end of the game. Doesn't sound all that complex until you realize there are two more bosses after that, with no health pickups between.
5. Boss weapons are your call. Honestly, I've completed this challenge both with and without special weapons, and the difference is not that huge with the exception of two fights. If you want the ultimate badass title, ignore the boss weapons, but don't feel bad if you follow all but this rule. Even because Mega Man games without weapons lose much of their appeal.

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The Heads-Up

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Just a little perspective:

1. Violent 2 is the cheapest guy ever. You will hate him.
2. You must go through some of Central Computer plus the final bosses in one life. There is no boss gate or any other check point.
3. Fortress, as usual, must be conquered in one sitting.
4. You will need extreme luck in one or two situations.
5. You will probably need extreme luck in four or five situations.

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The Hints

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- You should always have 9 lives before you enter a hard battle. There are easy 1-UPS at the beginning of Weather Control, Robot Junkyard and Deep-Sea Base. Collect, escape, repeat.
- If you're going without weapons, master the dash shot. You won't always have time to charge your buster and then shoot. By using this technique

