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1)	About Mega Man Zero	MMNZ1
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Publisher: Capcom

Developer: Capcom

System: Gameboy Advance

Released: September 10th 2002

Length: 5-10 hours total including time it takes to finish a level after dying.

Genre: Platform/ Action

2)	Story	MMNZ2
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The game starts out with Ciel, a resistance fighter, trying to resurrect the legendary Zero, her last hope. He is her last hope to stop the evil tyrant X, who is killing innocent repleids. Zero agrees to help out and you take on his role, going on various missions trying to destroy X's evil minions from things like blowing up the factory and taking over the base, while uncovering small pieces of what is really going on. Has Zero's old friend X really changed so much since he last saw him a century ago? There's only one way to find out...

As you go through missions, X's minions will become more and more powerful. The last of your missions will have you encounter Fefnir, Phantom, Harpuna, and Leviathan, X's top minions known as the guardians. They will do anything to help out their master. They have the strongest attacks and the most HP out of all his minions. Beneath the guardians are their henchman, whom I will not name (mostly because I don't remember their names and they are weird) and below that are a few smaller repleids, like machines.

X's evil base is located in Neo Arcadia, the city where the humans exiled Ciel and her repleids from. Ciel, feeling strangely responsible for his actions, decided that she had to stop X. She formed a small alliance, the rag tag group of repleids that you meet in the beginning of the game.

3)	Characters	MMNZ3
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Zero- The legendary reploid from 100 years ago serves as the main character in this game. His main weapon is a saber, which can slash devastating blows at enemies. He cannot remember anything about his past at first though and may never.

Ciel- The main resistance fighter. She gives up her loyal cyber elf to resurrect the legendary Zero to save the world and to destroy the evil that she created in Neo Arcadia.

X- Has your dear old friend X really turned into a mad villain? Can this be true, there is only one way to find out and that's by going to Neo Arcadia and stopping whoever this evil tyrant is!

The Guardian's- These four are X's strongest and most loyal assistants. These four will do basically anything for their master and are so strong they are virtually invincible to most fighters, can Zero destroy these reploids? It's up to you!

X's Reploids- Other than the guardians X also has other minions. These minions are not as strong and not quite as loyal but still follow their master's orders.

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4) Cyber Elves MMNZ4
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/ About Cyber Elves / / Brief Overview of Cyber Elves /
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Cyber elves are new to the Mega Man games, small creatures that are used as items and power-ups. As you can guess, they play a major role in this game and make it very difficult to beat without them. A cyber elf can give Zero a permanent ability change, destroy enemies, change level data, and more. There are over 70 cyber elves in the game, split between 3 types: Nurse, Animal, and Hacker. You can only use them once, but there almost always more than one of each "power"

Nurse Elves are probably the most helpful elves. Their abilities include: healing, sub-tanks (refillable item that holds spare energy you pick up), raising maximum health, and more.

Animal Elves are only useful in a few situations but are pretty good. Their abilities mostly focus on enemies and do things like attacking them and making you stronger against them.

Hacker Elves change the data of the game. They lower your score for the rest of the game so it's a risk to use them but they can give you some awesome advantages like no spikes.

/ Cyber Elf Locations / / In Mission Format /
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Mission One Cyber Elves:

- 1) In a container at the very left of the level. Shoot it with your buster to reveal the cyber elf (the container is kind of hidden, and can only be opened with when dashing and shooting).
- 2) From destroying a spider nest or spider it produces (can anyone clarify?)
- 3) From solidier with electrifying torch near the middle of the level
- 4) Near the end where you collapse there is an area where you can jump on the top. Dash against the wall and leap from the wall onto the side of the gap where you should dash against the wall upward. The cyber elf is in a container on the left side.

In-between Missions Cyber Elves:

- 1) Go to the very bottom and give the lying down guy 250 crystals if you don't have 250 then give them to him at a later time.
- 2) After giving the guy 250 crystals follow the now opened path. It leads to a door, go through the door and at the end of the room is a cyber elf container, smash it open and get the elf inside.

Mission Two Cyber Elves:

- 1) By the ladder at the beginning of the level. One of the spikey wheels drops it.
- 2) At the beginning of the first hill a solidier drop it.
- 3) At the top of the hill jump off and slash the elf container that's hanging in mid air. Climb back up the hill and jump off again to get the elf.
- 4) After climbing up the stairs at the end of the level you'll see a cyber elf container and a free life on the side. Come back later with the charge Z-saber ability and slash there. The saber will crack the container. Head downward and wait for the cyber elf circle to come down.
- 5) At the end of the level slash the spiky tower thing. A cyber elf will come out after you disable it for a few seconds by slashing it.

In-between Missions Cyber Elves:

- 1) Go to the bottom LEFT area of the base and listen to the old guy's story.

Mission Destroy The Train Cyber Elves:

- 1) From motorcycle enemy
- 2) From defeating fake mini boss
- 3) Jump up on onto and go up the wall before the mini boss and there is a cyber elf container
- 4) From punching enemy or airship on the train (clarify?)
- 5) From flying solidier guy on the train
- 6) From enemy that throws a spiky circular metal thing at you on the train
- 7) From defeating the real boss

Mission Find the Shuttle Cyber Elves:

- 1) From snake enemy by tank
- 2) From bird enemy
- 3) On top of huge cliffs (in container)
- 4) From trap enemy (underneath huge cliffs)
- 5) From the boss

Mission Retrieve Data Cyber Elves:

- 1) From exploding red ball
- 2) From "sky shooter" enemy

- 3) From Boss
- 4) After the mission ends you can come back to a newly opened area. A cyber elf container is lying on the top, you have to make a really hard jump to get to it though.

Mission Occupy Factory Elves:

- 1) From Flying thing with Shield
- 2) Go to the beginning of the factory and there is some enemies that shoot bullets. Kill them, one of them has the elf.
- 3) In Air Vent Shortcut
- 4) From Spider Type Enemy
- 5) Above the place where you jump to the Second Platform
- 6) Above the ladder after the Platform ride
- 7) In a secret passage in a wall on the ladder that you climb up to get to the boss

O No The Base is Being Attacked! Elves:

- 1) From a flying thing that the Mechaloid shoots out
- 2) LET IT EAT PARTWAY THROUGH THE ORANGE/YELLOW BUILDING!!! You know, the one you had to jump off of to get Mippie. there's a shaft under the building, but it's closed off at the moment (there's a Continue on it, too). Once that's uncovered kill the boss ASAP. When you go back, the shaft will now be open- jump down it and look for a room on the right with the last SubTank Elf. The shaft goes all the way down to the Subway area from the Train mission.
- 3) From Defeating the Boss

Mission Find Hidden Base Elves:

- 1) Where you fall down to the Hidden Base go to the left and there is a passage which will lead you to the elf
- 2) From destroying a turtle type enemy
- 3) By the computer room latter there is a pipe, jump down it into a passage that leads to an elf.

Mission Rescue Colbar Elves:

- 1) To the left of where you start the mission
- 2) From destroying a flying soldier
- 3) There will be two falling platforms in a row somewhere, after them there is a cyber elf below the next platform
- 4) Underneath another platform nearby
- 5) From defeating the Boss

Mission Duel in the Desert Elves:

- 1) From Camel Enemy
- 2) From Tank Enemy
- 3) From defeating the Boss

Mission Protect Factory Elves:

- 1) From defeating the Boss
- 2) From a wolf enemy

Mission Stop the Hacking Elves:

- 1) From a squid enemy
- 2) From a fish enemy
- 3) At left portion of the under-water portion of the level, slide down the cliff and it will be there
- 4) Above the first submarine is a metal extension thing. Jump onto it and climb it up to get the elf
- 5) In the Computer Room
- 6) In the Computer Room

Weakness: Z-Saber

This is the first boss, don't expect them to get much easier. As soon as the fight begins, switch your attack controls (press start and press R) so you only have to press R to use your secondary weapon instead of holding it and pressing A, this will make things much easier for the entire game. To avoid his lower laser, jump against the wall and stay at the top. To avoid his upper laser, stay close to him. His head is his weak spot, so don't waste anytime shooting anywhere else. An effective way to hit it is get about half way up on the wall then jump off and shoot, it will be a direct hit. After he takes enough damage, you will get the Z saber. One slash of it with R will destroy him! If you had trouble with this mission then this game may not be for you...

/ Mission 2 / / This Mission Has No Name /
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Immediately begin by heading right killing the wheel enemies as you go. The third one you kill will drop a cyber elf. Soon soldiers and wheels will attack you, continue destroying them as you go. Jump over the spikes and head up the hill killing soldiers, one of them will drop a cyber elf. When you get to the top slash the flying soldier with the saber. At the top dash off and slash the cyber elf container, climb back up and get the mid-air cyber elf. Soon, you will see towers that shoot at you. Slash the towers with your saber to temporarily disable them. Jump over the spikes and continue on killing wheel enemies, soldiers, and disabling towers. After a few seconds you'll reach stairs. Climb them destroy a soldier, climb more destroy the soldier, continue doing this until you reach the top. Dash down destroying soldiers until you reach the bottom. At the bottom dash on killing enemies until you reach a tower. Disable this tower, collect the cyber elf and head to the boss.

WARNING! BOSS FIGHT: AZTEC FALCON

Weakness: None

The next boss is a bird creature and is pretty darn hard, as far as bosses in this game go. When he switches sides, jump off the wall and slash him, then get on the other wall and continue avoiding the fire. When he lands on the ground, jump down and start slashing away. By now you should have the double slash, which will help destroy this bird. You can defeat it quickly that way, but you will take some severe damage, if you don't want the risk of dying, do the other way of dodging fire and slashing when he switches sides. Either way, Keep in mind that you only have so much time before the bellow reprod is crushed. Don't take too long or you'll have fail. After the battle grab the thunder chip and leave through the door.

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/ Mission 3 / / Destroy the Train /  
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Begin out the mission by dashing past the stairs and getting the energy crystals. After getting the energy crystals head down the stair's/ladder and head left, ignoring directions. You'll see a gap between the platforms, slide down it and receive your prize of an extra life and climb back up the wall. Now head right, as told killing the killing the flying enemy. Now your faced with a jump, don't worry it's not too hard, jump across an continue on. A couple more flying enemies will

attack you on the next platform, after destroying them, jump to the next platform. On this platform there are three types of enemies, the flying ones, a type of motorcycle enemy and what I like to call "sky shooters" (enemies on the ceiling that shoot). The Z-saber is the most effective way to destroy these guys, after killing all the enemies on the platform head on.

You should notice an electrical rope blocking your jump to the next platform. These ropes can be destroyed with the Z-saber, so jump and slash in mid-air, destroying the rope, making your landing safe. Immediately jump to the next platform; destroy the flying enemy and the sky shooter then jump to the next one. Your next jump will look a lot then it is being of the moving rope, use the same strategy as above, it isn't any harder really. On the next platform a motorcycle enemy will attack you, kill it and receive the cyber elf. Destroy the rope with the jumping slash and continue on. Kill the enemies on this platform and head on to the fake boss. This mini boss is easy, basically watch out for the ball and chain and when it's shield goes away slash it up with the saber. When it's destroyed, grab the cyber elf and continue on to the train. The train is basic, hop from car to car destroying enemies as you go until you reach the end, at the end slide down and enter the boss chamber. Despite from the couple cyber elves from enemies, there is nothing really to do here. Underneath the second car is a life re-filler if you need it.

WARNING! BOSS FIGHT: TRAIN ENGINE

Weakness: None

This thing is all looks! In between fire shoots, slash it with the saber and after it shoots the huge fire shot it will start lifting up platforms. This is the only hard thing about this boss, If you find the platform your on being lifted up quickly dash off, remember there is a time limit for this boss though. One last thing, it shoots out mini fire blasts too, they aren't that powerful, but they can hurt you. If you are scared to use the Z-Saber because of low life then you can use your blaster from a far, but it isn't as effective.

/ Mission 4 / / Find the Shuttle /
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Start out heading left. Slash the snake enemies that come up. One of them might drop a cyber elf. Continue on killing the bird and more snake enemies. Soon you'll reach a sort of hill, on your way back up watch out for the sandtrap. Soon you will see another hill, this time sand is moving, destroy the machine at the bottom to stop the sand (watch out for sandtraps). Next up you'll see a bunch of giant cliffs, climb up to the top get the cyber elf and jump off continuing on. A few more birds and snakes will attack you, as you continue on. Soon you will see a sand storm machine, destroy it and the next one, then head to the boss.

WARNING! BOSS FIGHT: ANUBIS

Weakness: Fire (don't need it though)

Charge up your saber and strike him when possible, while taking out the creatures he summons. When he goes in the sand, giant spikes will come up. You can see them briefly before they go up, leaving you a chance to get out of the way. If you don't make it out, jump on the side, climb up, and hop over. Just keep on slashing him with the Z-saber when



possible and soon his two life bars will be gone. After Anubis collect the cyber elf and head on to the soldier. After talking to him, grab the extra life and energy on the plane and head the slow journey back. There is nothing new here, just slowly walk back to base protecting the injured soldier while killing enemies.

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/ Mission 5 / / Retrieve Data /  
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Start out heading left then begin to dash up the wall. Sneak past the first spinning electrifier, jump across the wall and sneak past the other one. When you reach the top watch out for the moving red balls, if you make contact they will explode. Destroy them with your buster and move on left. There will be another electrifier, dash under it, kill the enemy nearby and dash under the next one. Continue on avoiding yet another electrifier then destroying the nearby enemy. Pretty much all there is for the rest of this portion of the level is a flat stretch, there will be some electrifiers first, then it will thin out to just being enemies to kill until you reach the boss.

WARNING! BOSS FIGHT: GANESHARIFF
Weakness: Electric Element

Very easy boss with the element, no really skill evolved. His weak spot is his head. By now you should have the brown charge up on your Z saber allowing you to do massive damage to him. When he swings from the top stay at the backside until he's coming back for the last time and quickly dash out of the way. When he turns into a ball jump over him, you'll probably take damage the first because it's fairly hard to do. When he creates a shield with his hands just chill. Whenever he's doing nothing slash him with a fully charged Z SABER! Also, when he's punching you can shoot a charged blaster shot at his head making him take some damage and stopping the attack. After you beat him, you'll have to escape and head back to base; this is all about dashing. Keep on dashing and you'll win this. The doors will close on you though so slash them with the Z saber when they do that, there is no enemies though which is a major plus, you should earn the nickname speedster after this mission.

/ Inbetween Missions / / Getting a New Weapon /
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Find the engineer and he'll give you a new weapon quick is pretty good. He is located at the very bottom of the base in a house type thing.

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/ Mission 6 / / Occupy Factory /  
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Lots of hard jumping here. The Censors are pretty much in avoidable except for the first few. The first one can be easily passed and the second one leaves a huge gap for you. When your on the second floor do your best to avoid them but it's pretty hard, you can still win if you get hit, just slash open the path blocker and dash as fast as you can out. When you get to the part where you stand on the platforms you can easily avoid the shockers by standing on the front. The second switch off is a little difficult. Destroy the two spiders and ride down until your just about dead and another one will pop up, jump on it and

continue on.

WARNING! BOSS FIGHT: ROBOT DRAGON HEAD

Weakness: None

Pretty easy boss. When it's eye opens up (it's weak spot quickly slash it with an all the way charged up Z saber then dash to the other side to avoid it's attacks. It has a variety of attacks, but none are really that hard to dodge, simply go to the other side ^_^ . After you beat it collect the Fire Element and leave.

/ O No! The Base is Being Attacked! / / /

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WARNING! BOSS FIGHT: GIANT MECHALOID

Weakness: None

This boss is VERY EASY! It's first spot to attack is this cone that comes out every once in a while. When it comes out quickly slash it up with your Z saber until it's gone. You next spot to attack are a little lid that lets enemies out at you, slash it up with your Z saber until it's gone too. The last spot to attack is top portion. Charge up your Z saber and attack the very top until it's destroyed! Hurray you beat the really easy boss and the base is saved!

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/ Inbetween Missions / / Getting a New Weapon /

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Go back to the weapon dude and get another weapon!

/ Mission 7 / / Find Hidden Base /

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NOTE: Make sure to skip the mission Rescue Colbar and go to Find Hidden Base.

Navigate through the desert until you get to the quicksand machine destroy it and a secret base will be revealed. Go down and before you have Ciel take away the lasers go over and get the cyber elf. After you've got the cyber elf head down the path and watch out for the spikes. Continue over as far as you can until there is a ground of spikes, notice the dirt icicles up on top, shoot them with your blaster and they will fall down creating a path. Follow the iced up path until you get to the base then rescue the seven people. Watch out for guards, they set off the alarm witch puts red bars over the cells for a short period of time.

WARNING! BOSS FIGHT: BLIZZACK

Weakness: Fire

Six fully charged Z-Baser blasts would take him out with the fire element. He isn't that tough but he can freeze you and slow you down with his attacks. Basically dodge all his attacks while charging up your Z saber and when he jumps near you slash him. He does have a quite annoying attack though where he creates a wind storm, jump onto a wall and climb up to avoid it.



rod. If you follow this plan, you can beat him easy!

(Note if you don't have a high level triple rod then you can use the Z-saber, the only change you should do is use the gun for the four image attack)

If you thought phantom was hard give up on this mission because the level is even harder. The objective is to destroy the eight bombs which doesn't seem that hard, but it is.

Bomb One: By the elevator on the down indent in the wall.

Bomb Two: First side indent in the elevator ride, on the right wall.

Bomb three: on the left wall in the third indent of the elevator ride.

Bomb Four: After the first two zappers after the first platform switch of the platform ride, it's on a little L shaped indent.

Bomb Five: Right after you switch platforms for the second time jump back and there is a bomb.

Bomb Six: You'll see a place on the platform ride toward the end where there is two walls that open up to a little area, go down the area and there is a bomb.

Bomb Seven: Where there is an area to go up and areas to go down after the platform ride go up and there will be the bomb.

Bomb Eight: By where the boss chamber used to be, right after the ladder on the wall.

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/ Mission 11 /      / Stop the Hacking /  
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Ya! It's the last mission! Or is it? Anyway, follow the path down to where the ice was, but now it's water! No biggie, in water jumping is easy so the spikes are no problem. Watch out for boats though, they can squish you, it's an ugly site. Get to as far as you can and jump on the boat watch out for missiles and go as far as you can, when you reach the end jump off and land on another boat. Go across the boat and onto the ladder to the base they have. Now your in the base. After Ciel unlocks the door go up the door and left then up the first ladder then right, through the trick ending and onto the hacking room. Destroy the six computers, get the supplies and head back to base.

WARNING! BOSS FIGHT: LEVIATHAN

Weakness: Fire

Easy boss with the fire element, any attack she does can be interrupted by a fully charged Z saber attack and they all can be dodged. If she does the pointy ice flake attack then destroy them before they come down so you can get a good hit on her. If she throws her weird thing at you jump over it, she is pretty easy for a guardian...

/ O No! The Base is Being Attacked! / / /
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punches, squeezes you and splits up and bounces around. Avoid his punches and squeeze attempts and when he splits up slash the one that has a weird looking thing inside of it, also keep on moving during this attack or you'll get trampled

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/ Neo Arcadia Mission Core /      / Last Neo Arcada Mission /  
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This is basically a boss revisit with a little in between action, no point of a walkthrough except to tell where the boss are.

Boss Room 1:

Anubis Bizzack
Herculious Ganeshariff

Boss Room 2:

Harpuna Fefnir
Phantom Leviathan

Note: When Phantom is defeated he self-destructs, watch out for it, It is avoidable

WARNING: FINAL BOSS FIGHT!

Preparation:

2 sub tanks if you have them or 2 recovery cyber elves

FORM #1: PIRATE X

This guy is easy, equip no element because he changes it along with his attacks. To beat him try to stay on another screen from him so he'll use this dash attack which is easy to interrupt and slash. He only has 2 bars of life and his attacks aren't that lethal.

FORM #2: PIRATE X ANGEL

Weakness: Ice Element? (not too sure on that)

Wow! Ultimate cheapness! This boss isn't that hard, but sure is cheap! Make sure to heal when necessary. His first attack is some restrain ring thing, make sure not to go off the platform when he's doing this attack, it will be the death of you, dash away from this attack. His second attack is a laser shots, it's pretty hard to avoid, and the only way is to jump on one of the side floating things. His last attack is a beam of fire across the platform, immediately jump on the moving things on the side when he does this attack. The only way to attack him is to go on one of the side things and jump and slash or shoot.

/ Dragoon Rijito Writes In / / Pirate X Angel Strategy /
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I found that using your triple rod on the last form of x is very easy. What you do is stay on the middle platform to start out and wait for the rings to fly by..then just jump up and stab him..and continue this jump and stab until he lights up the platform with fire..then just jump over to one of hte floating ledges..and play the sliding game until the fire disappears then jump back onto the platform and jump stab up again at him

There are 4 weapons and 4 elements in Mega Man Zero, each of them unique:

/ Weapon: Z Gun/Buster / / My Second Favorite Weapon /

This is a long ranged rifle type thing. As you pass levels with it, it gains power and shot quickness, it max's out after four levels. It is your primary weapon in the game and the weapon you start out with.

- Damage Listings:
Uncharged: 1
Uncharged dashing: 1.5
Blue Charge: 3
Yellow Charge: 6

/ Weapon: Z-Saber / / My Favorite Weapon /

You get the Z-saber at the end of your first mission from an unknown source. It goes up 7 levels and is your strongest weapon that you find you using the most. As you go up levels with it, it increases in attack speed, attack strength and attack variety.

- Damage Listings:
Uncharged: 4
Uncharged dashing: 5
Yellow Charge: 8
Jumping Slash: 4
Jumping Spin Slash (any additional hit): 2 per hit

/ Weapon: Triple Rod / / My Third Favorite Weapon /

The Resistance engineer makes this weapon for you. It can attack in the most directions and has a pretty long range when fully upgraded. It's upgrades increase, attack strength, attack range and attack speed. This is a good weapon for fighting hard to reach high enemies. You may get this after the retrieve data mission.

- Damage Listings:
Uncharged: 4
Second extension: 3
Third extension: 2
Down-Thrust while airborne: 3
Yellow Charge: 2 per hit

/ Weapon: Shield Boomerang / / My Least Favorite Weapon /

This weapon is pretty much useless for taking out enemies but is very effective as a shield when trying to blaze through missions without killing enemies. It has 2 levels focusing on length of distance when shot out, but as I said it's pretty much useless as an attack force. You may get this after you fight the giant mechaloid.

Damage Listings:

Reflected Shot: 0.5

Damage Charged: 8 damage

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/ Elements / / Elements can help you do more or less damage /  
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Non-Elemental: Damage is never reduced or increased

Electric: Stuns enemies for a short period

Fire: Catches enemies on fire for a short period

Ice: Freezes enemies for a short period

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7) Secrets/ Hints MMNZ7

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/ My Fantastic Super Tips / / Tips that I came up with :P /  
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- After You've beat the first mission go back to the area and go to a spider web, do not destroy the web, only the spiders, If you do this for a few minutes you'll have a ton of crystals
- If you beat the game there will be a screen that pops up telling you how to get hard mode
- After you've beat the game you can replay the game on the same file with all the cyber elves you've used/collected
- If you collect all the cyber elves in hard mode without using one you unlock Jackson mode
- If you beat Jackson mode (which is easy) you unlock ultimate mode
- After you've beat the "retrieve data" mission you cannot do the spider trick but there is another area to get alot of crystals. Go down the ladder where your not supposed to go in the second mission and dash over and you'll see a 16 crystals thing grab it and dash back to where the ground changes (about halfway to the ladder) and then go back, repeat this to get alot of crystals.
- Talk to the base people after every mission, It will help out.

/ User Submissions / / Sent in by Link500063 and Wolveshardt /
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- To get a lot of crystals first go to the energy room and pick up the 16 crystals then save. After you save hit start+select+a+b at the same time and you will go to the title screen load our file and go get the





Infinite Crystals

f35e7df4

713a3f28

All Cyber Elves

bd9319a1

43cfb07a

f7f9ee8a

2a20ae2c

d7753f0c

4e9a8c14

3fe12eae

7eb217cd

5c6a475c

ac3e30bb

Not much... but hopefully that will satisfy a few of you people.

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9) Legal Stuff MMNZ9

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This guide may only belong to:

[www.Warp2Games.com](http://www.Warp2Games.com)

[www.cheatcc.com](http://www.cheatcc.com)

[www.gamefaqs.com](http://www.gamefaqs.com)

[www.ign.com](http://www.ign.com)

[www.cheats.de](http://www.cheats.de)

[www.neoseeker.com](http://www.neoseeker.com)

[www.gamespot.com](http://www.gamespot.com)

[www.gametalk.com](http://www.gametalk.com)

Zero Unit's site (dunno URL)

If you wish to comment or help out E-mail me at [PikminWarrior@aol.com](mailto:PikminWarrior@aol.com)

Special Thanks to:

CJAYC for an awesome site and posting this FAQ (ditto for other sites)

Capcom for creating this game

Nintendo for creating the GBA

Neoenigma for the weapon damages

Various FAQ writers who gave me advice

Nintendo Power for letting me know about this game

Network Science's ASCII Generator for the ASCII Art

You for reading this FAQ

SpellDragon for some random info

|V|ech for being my 1337 "bud"

the stupid foo for GameShark codes

ZoopSoul for the FotD (I won on 9/15/03!)

MasterZero99 for the 3rd Place in 10/7/03's FotD

Blackbelt Bobman for Cyber Elf information after I lost the game

Me for uhhhhh.... writing this sucky FAQ :P

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