

Mega Man Zero FAQ/Walkthrough

by ZeroHiei

Updated on Oct 2, 2002

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====Sites====

Blast the legal crap thing, just ask me if you want any info from my FAQ on your site. =P

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Version History ---
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Version X.X 2/10/02 - Woah, has it been this long? O_o Any, refurbishing of whole FAQ, changed LOTS of stuff for English version.

Version 2.6 19/7/02 - Betcha you were anticipating meh to update this =D

Stuck on translating kanji from ID-AS. Gah. Added very minimal things...

Version 2.5 23/6/02 - I finally finished my exams *weeps in gratitude*

Ah well, time to continue the FAQ writing ;)

I finished collecting the elves, but I'll yet have to write up their locations *ugh*. Added a rumor busting section. Took out Reader Contributions due to too many already-known "secrets" from floods of emails. Also started FAQ on Initial D: Another Story. Help if you want, but it's gonna be a long time before I finish it.

Version 2.4 20/5/02 - Finally finished Chem exams. I suffered.

Version 2.3 18/5/02 - Added bosses. Corrected more stuff. How far can I go?

Version 2.2 17/5/02 - I can finally relax... only Math, German, Chem and Physics to go until I can really slack off. Whew. Added some bosses and corrected more stuff.

Version 2.1 12/5/02 - Finally got my PC turned on... you know how hard this is in the middle of my study period? X_X Corrected spelling & grammar, added some stuff...

Version 2.0 6/5/02 - Jesus, tomorrow I got a Bio 1 & 2 exam and I'm writing a FAQ for ungrateful people. >_> <_< >_> =P Elves updated... slightly. Added combos. Mwahahahaha.

Version 1.9 4/5/02 - I lied. =P Corrected some stuff but like I said, elves list will be due for June 21st... Mwahahahaha

Version 1.8 2/5/02 - I finally remembered to keep a history X_X On to the elves!

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I - INTRODUCTION
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I.1 - Ranting

Well, time for me to rant =D This game is one of the most anticipated (and somewhat hated) game of the year by Rockman/Megaman fans. It can be considered a continuation from the X series and no doubt we will hear from it again (Rockman Zero II and so on). Of course, according to X6's ending and Rockman Zero's storylines, Zero will not appear in X7, unless Capcom decides to screw it up further. But I digress.

The art and graphics are well done (but not what you would call spectacular, mind you) and the music suits the atmosphere (usually). The bosses are hard-ish and have improved life spans (3 life bars), but they usually have a life expectancy of less than 3 minutes. The new weapons make Zero as good as X back then, if not better (although the gun is, admittedly, a bit X-Busterish). The levels themselves are easy to scale, but your first time through will probably attract swearing. Missions are essentially going through the same level with different objectives. Some of them are basically search and destroy and others search and rescue. The most infuriating ones are always the alternates with lots of bottomless pits and endless jumps with lots of spikes to spare. If it was just any normal RM game, it can be called slightly hard, but with the mission-cannot-be-done-again-once-you-run-out-of-lives system, it can become annoying and very irritating as your aim is to complete all the missions (elves contained in every level). The Cyber Elf help system is helpful (for lack of a better adjective), but most of the time you'll probably be using the healing elves only.

I.2 - Storyline

Time for your history lessons, boys and girls =)

Rockman Zero is situated in a hundred years after Zero had sealed himself in a sleep capsule (see Rockman X6, Zero ending). You play the role of Zero and defend a group called the Resistance. The whole of the game takes place in the Resistance's base and just slightly outwards. You will collect two weapons apart from the two you start with, i.e. the Z-Saber and the BusterShot (so it's not an exciting name, but what the hell), the TripleRod and the ShieldBoomerang. There are 8 'real' bosses that you have to defeat. The others are more like mini ones, but some of them can pack quite a punch.

Story - Translated from Japanese manual

Since the beginning of Repliroids being turned maverick by the Sigma Virus, there had been an 'Irregular War'. After a legendary battle that

shall be remembered for all ages, the hero 'Rockman X' was not seen again, and the world progressed towards recuperation.

The Utopia on earth was constructed, called "Neo Arcadia". One was always wearing a smile in there. But the government was afraid of repliroids turning irregular. They started arresting and destroying repliroids without checking, terrorist activities that struck fear into repliroids.

The lucky ones who escaped hid in the half-destroyed old city, and lived on remaining energy crystals. There was a scientist, a girl called 'Ciel'. Repliroids produced things invented by Ciel, and the government branded these repliroids with the dirty name of Irregulars.

The hand of the government was drawing near. It chased all the way to the repliroids. It wanted them to die. Ciel escaped to where a repliroid called 'Zero' lay...

Now begins the legend...

I.3 - Characters

Here are the characters that appear in RMZ [translated from manual] -

Zero - The protagonist of the game. Ciel found the legendary repliroid after a hundred years of sleep. Once an irregular hunter, he now fights for peace and his lost memories...

Ciel - A brilliant scientist, she researches on the new energy. She doesn't care who she is with and lives with repliroids in the ruins of the old city.

Resistance [Friends] - These repliroids live in the resistance base with Ciel.

Guardians of master X- Repliroids who invade the base. Top fighters who challenge Zero. Their presence is a mystery to Zero...

? - This mysterious cyber elf helps Zero when he is in danger.

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II - BASICS
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II.1 - Controls

D-Pad - Left & Right - Zero movement
 - Up & Down - Elevator movement
 - Up - Talk [when close to target]

A - Menu confirm, Jump
B - Menu cancel, Attack
R - Sub weapon
L - Dash

II.2 - Action

Attack

Shot - Press to attack

Sword - Press to swing that green blade.

Triple Rod - Press to stab/swing

Shield Boomerang - Press to guard/reflect/throw

Movement

Jump - Your greatest skill to master - the JUMP. We say jump, you say how high?

Dash - Yet another one to master. Dashing correctly saves you time and life and your ass.

Wall climbing - Kick up the wall. In every single X game there is, so no reason why it's not here.

Dash jump/Dash climb - These two are practically used 20 or so times per level. You NEED them for the best ranks and staying alive. PRACTICE!

II.3 - Talking to Ciel

HOW TO TALK TO CIEL - I've seen so many posts on the Msg Boards about "How to talk to Ciel?" that it's not even funny anymore. READ THIS!

- 1.) Step in front of her
- 2.) Walk to the other side of the ladder, about the same distance away as she is
- 3.) Press UP

You'd be surprised at the number of people who don't know how to do this... *sigh*

Your basic way of saving and selecting missions is talking to Ciel. I'm assuming you are smart enough to press the A button to select something... =)

Ciel chatbox - Mission - Displays missions
- Data - Save - Load - Don't Save
- Chat

II.4 - Attack Mode

A

B - Attack with Main Weapon

R+B - Attack with Subweapon

B - Choose this one! It allows you to charge/use the weapons independently.

B - Main

R - Sub

C

B - Current selected Weapon [Press R to switch in between]

R - Switch weapon [only chosen ones]

II.5 - Ranking System

The ranking system will give you a rank as you progress through the game, depending on your actions. The highest (I think) is S, but looking back at the X games, I think maybe PA, GA, etc are in there somewhere. Maybe if you get 100 points consecutively for all the missions ^_^ . If you get a low rank, everybody treats you like a fool. Get a good rank and even enemies approach you with caution.

Sub Ranking - Codename

Codenames are given to you judging your performance. Example - Going through a stage under 2 minutes will more than probably earn you Speedster, and killing lots of enemies will probably give you Destroyer/Slayer.

II.6 - TranceServer

The tranceserver is the ultimate way of transport (apart from dashing) and is the only place that lets you download and grow elves.

Area Switch - Lets you teleport to another area you have visited
Elf Download - Download elves into your elf slots
Elf Growth - Grow your elves

Areas are only available after you have used the tranceserver there, so remember to visit the place first! Elf growth lets you use Energy Crystals to grow them. Certain elves have different amounts to be fed, and the more they need the more valuable they are, so collect more ECs!

II.7 - Elements

The game boasts of another new element - Elements [ha, bad pun]

Elements collected [as displayed] - Thunder - Fire - Ice

To use the elements, equip the chip and charge a weapon to orange/red status. Release it and you have a charge attack with elemental damage.

Generally, Thunder is the best against enemies that move around and Fire against structures. Don't ask me why. Ice seems to freeze everything and has the power of, well, somewhere in between Thunder and Fire >_>

The Guardians each have an underling. Their weaknesses are of course shared, with the exception of Anubistepp and Farbuniel.

Strong against -

As conventional gaming would have it, the Es are scrambled to give a weird game of stone paper scissors.

Fire is strong against Ice

[note it is also strong against Anubistepp, who is theoretically Fire-resistant and what puzzles me is that Anubistepps' master, Fabuniel [Fire] is weak against Thunder instead [?!?!?!?!]]

Ice against Thunder

Thunder against Fire

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III - WALKTHROUGH
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Remember - Missions with numbers [1,2,3] cannot be retired from, and are 'Must-do' missions! ABCs can be retired from, but advised against.

Mission 1 - Bust Out

When you gain control of Zero, be sure to switch your attack mode to B. It is imperative Ciel is NOT hurt. Spider webbing is fine, but don't let her fall too behind or the reappearing enemies will damage her. The boss is a wimp. Bust up his head with the Buster (bad pun) and he'll stop taking damage at about 3/4. ? will throw you your Z-Saber, so pick it up and slash jumbo on his head. Amazing how one slash takes him out =)

Mission 2 - Scrap Rescue

This stage is pretty easy. Just be sure to watch out for dropping balls of spikes and you'll do fine. The boss is wimpish if you know what to do. Unfortunately, you have a time limit. Destroy the bastard and collect the Thunder Chip. This concludes the first two 'Must-do' missions.

Mission A - Stop the Train

This mission starts you off in the subway. There is a life to the left bottomless pit between the two pillars of rail. Hanging cables can be cut down. The bats that fly around are of no danger, so just use a jump-slash to cut them in half. Turrets and those wheelies are slightly annoying, but are easy to take out. The mini-boss is a sort of steam tower that has a core at the bottom. Like all conventional mini-bosses, this one reveals it's weak point when using an attack. There's a much simpler way though - simply jump slash the top and it will bounce back, revealing the core. Combo the core and repeat. Should take no more than 20 seconds. Once you arrive on the train, be sure to visit the second car's interior for a full-health capsule. Mission will be complete after you kill the boss. [Unlock Mission D G]

Mission B - Find Missing Repliroid

This mission is a barren featureless desert except for some ruins of some buildings. There's not much to say here, except that at the top of some of the crumbling buildings there's an elf. You can only do this once, so reset if you fail and try again. After you find the repliroid, remember to wait for him to catch up, or you will have to find him again. [Unlock Mission E F]

Mission C - Lost Data Retrieval

This mission is suggested attempted last, because it will cut off a great training place and EC gathering source. Basically, you have to go all the way back to where you started the game and defeat a boss. Remember to get the elves FIRST!!! Once you have defeated the boss, you

have to escape the place. Gates can be slashed apart and you'll have a mission complete once you drop down that long pit.

Mission D - Cobor Team Rescue

You are to find the remains of the Cobol Team and rescue survivors. The highways are slightly perilous and the platforms may take some time for you to adjust to. All in all, not very hard, but it does take a skilled hand. Defeating the boss will give you mission complete.

Mission E - Find Hidden Base

You are to find 7 hostages in the base and get them out of there by any means. Defeating the boss will give you mission complete and the Ice Chip. [Unlock Mission I]

Mission F - Defend Base

You have to fight your way through hordes of assorted enemies and destroy the dropship. You can't, but defeating the boss will give you mission complete.

Mission G - Factory Takeover

In this mission all you need to do is get through either the top or bottom route. Bottom route requires you not to be detected by sensors, so I advise top route, because it gives a life too. Hit the button to make the elevator go up/down. The wood transporters are slightly annoying to get through, but once you get the hang of it, it becomes quite enjoyable and you can start exploring. Electricity things CAN be destroyed =) Defeating the boss will give you mission complete and the Flame Chip. [Unlock Mission H]

Mission H - Factory Defense/Scouting?

In this mission you have to defuse 8 bombs. One of them is before the elevator, one on the upper-right wall when you use the elevator and one on the bottom-left wall. While you are using the wood transporters, you will find a bomb to the right of the life and a bomb where the three energy capsules were. Climb up the ladder and progress to the left. There is one where the full life capsule was and one to the very far left.

Mission I - Stop the Hacking

This mission is actually pretty fun to do. It is underwater and sort of like Metal Shark Player's stage from X6, where you have to avoid getting crushed by the scrap crusher. Your aim is to destroy the main computers. I know many of you can't find the computers, so here -

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[ 2/F {}{}{} {} [] Mission objective ]
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[]
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Key -

[] - Gate

|| - Ladder

{ } - Pipes that block your view

Remember that you can always comeback to collect the elves, so just destroy the Computers and get the hell outta there!

Mission ends after you get out of there and destroy the boss waiting for you back where you found two ledges and lots of spikes. [in the water]

Mission 3 - Halt!

You start off chasing after a chunk of metal 5 times bigger than you. Fun. Slash off the back and jump-slash the middle part where the bats come out. Equip the buster and fire charged shots at it's front (red-metal casing). If you need a life, wait until it gets to the point where it has to dig through the orange building and start firing at the casing. By the time you finish blowing it up, there will be an extra life waiting for you on a metal girder. Just remember to get the life first, or mission will be completed without you getting it. this will also trigger the girder to collapse after mission complete and you can slide down the right wall to get an elf when you revisit the area.

Note that the fifth batch of bats the machine loads out contains an elf, so WAIT FOR IT! If it appears before then, just take it and destroy the machine =P

After the missions are complete/retired, mission 4 will be unlocked.

Mission 4 - Base Invasion

You start off in the data room. The resistance base is being invaded. What do you do? Slack off =). Head down to the bottom level first and enter the room. Take out the three robots and talk to the reloid. The power will be back online. Next, head up into the energy room. Along the way, you'll notice a white rabbit on the floor >=((previously carried by that girl reloid). Take out the monkey king-wannabe in the energy room with your newfound wrath. [Unlock Mission 5]

Mission 5 - Neo Arcadia Invasion

I like the English version of X's speech - "Terminate with extreme prejudice..." =D

Follow X to the server and trancelocate yourself to Neo Arcadia's temple. This stage would be pretty annoying if it wasn't for the fact that you can look at this guide =)

You will progress to the very right and find yourself on a stationary platform. Z-Saber the platform. The platform will be activated and start moving. There are two elves that can be released on the temple roof

using the same method. Take out that critter flying around first though, or it will bug you.

Using the triple rod to 'bounce' your way onto the flying turrets and all the way to the right can give you access the second roof & elf. (See the No Mercy combo for some tips)

Later, you'll see gray blocks appearing and shooting at you. They cannot be wall-climbed, which makes getting up MUCH harder. You jump on them one by one to progress, and any mistakes you make can get you killed. You must take the first two of one set of blocks before shortcutting the others. For the first and second set, jump on to the second block and dash-jump to the left. You'll barely make it to a white climbable platform. There's another set of blocks and a ladder. To the left is a moving platform. Jump on to the third appearing block and dash jump all the way to the left onto the inactivated platform. You can activate it, but you can't tell when you should dash-jump left. Here's a method - count to 4, stretching the counts until they match the platform's forward-back motions. Then activate it again, count to two using the same speed and dash-jump to the left, where there will be a roof and an elf. Use whatever means you want to back get up to the third set and dash jump to the right to finish the stage.

[Unlock Mission 6]

Mission 6 - Up the Tower

There is no safe way to get past the spikes, so you have to rely on instincts. Just remember - the part of a wall without spikes is a good part of the wall to cling to. Electric boxes rotate clockwise, so time yourself and jump up. They can be wall-climbed; so don't worry about slipping off. [Unlock Mission 7]

Mission 7 - Showdown

You have to fight all eight bosses again, but you should have gotten all the elemental chips, so they are all dead easy. When you reach the top or bottom route decisions, try the top. It gives you a spare life, full energy and saves time. Defeat the copy of X and complete the game.

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IV - BOSSES
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IV.1 - Boss Introduction

The bosses are annoying (understatement, that) but will probably be defeated by you first time round, unless you are below average =P

Key - [TT] - Temporary translation
 [DG] - Dangerous boss (to most gamers)
 [CE] - Drops a Cyber Elf
 [FK] - One of the Guardians of master X
 [FU] - One of the four underlings
 [DC] - Drops an elemental Chip

Golem - 1 life bar

Attacks - Green Beam
 - Blocks falling

- Charge

Get - Z-Saber

This is a joke. Just stay on the ground until he shoots a beam, then climb the wall and let him have a charged shot in the face. Rinse, lather, repeat. Jump-slash him after getting the Z-Saber. Fun thing to do - you *can* hurt Ciel. Shooting her with the Buster will severely damage your rank, but who cares? =P

AztecFalcon [FU][DC][DG] - 1 life bar

Time Limit - 2 minutes

Attacks - Trident (Spread) Beam Shooter
- Quadruple Beam Shooter
- Charging
- Ground Spark (x4)

Get - Thunder Chip

This guy won't pose much of a problem if you stick to this pattern:

Climb up wall and stay there. When he charges over, jump over him, turn back and slash him. Dash over to the other wall. If he shoots four ground sparks, jump onto the ground after they reach the wall and get ready to jump over Falcon. If he uses the 4-Shooter (stand, squat, stand, squat), jump back onto the wall and let him have it with a charged buster shot. If he charges towards you, jump over him, turn back and slash. Jump to the opposite wall and repeat.

Train Core [CE] - 3 life bars

Attacks - Flame Shot
- Floor & Spikes
- Move & Spikes & Flame *

Seriously, if you need help on this, you need help. Charged saber him with Thunder all the time. Flame shots consist of 2 small flames and 1 long flame. If he moves towards you, quickly shift your position so that you are not crushed. Two pillars will rise under you, leaving only two spots free. Stay on either and don't move until it's finished moving. When he pillar slams you onto the spikes, dash. Your dash counts as squatting, so you can actually travel in the space between the pillar and the spike. Watch out though.

Maha Ganesherriff [FU][DG][CE] - 2 life bars

Attacks - Ball Swing
- Roll
- Sumo Hand
- Axe throw *

Get - Triple Rod

This guy is big and he's annoying. For the ball swing, count his oscillations. Once he has done the swing motion 2 times, get ready to dash under him. The roll can be avoided by a well-timed jump. The sumo

hand is pretty pathetic. Just keep out of his way and let him have it with a charged slash when he's finished. Weak against Thunder.

After you finish him off, remember to immediately visit Cerveau for your Triple Rod and after another mission, Shield Boomerang.

Blizzard Staggereauf [FU][DC] - 2 life bars

Attacks - Jump + Ice Ball ([X3]IceSpikes effect)
- Push-back + Ice Weights
- Ice Spikes x4
- Push-back + Icicles *

Get - Ice Chip

He is somewhat annoying, but frankly, piece of cake with or without the fire chip. The jump is easily avoided by climbing the wall or dashing under and the ice ball becomes something like the ice spikes from X3 when it contacts a surface. Can be sabered. When he releases that cannon-thing, climb the wall to avoid being clung onto by ice particles that will slow you down. The ice spikes shouldn't pose a problem if you jump properly.

Anubistepp Necromances III [CE][FU] - 2 life bars

Attacks - Move + Rod spin
- Resurrect RetroBots
- Pillar Raise
- Rod 'Round-Screen-Spinning-Thingy' *

Easy easy easy. Fire chip will completely take away the challenge =)
Simply slash him, run to the other side, slash him when he appears and climb the pillars when they smash. The retros can be taken out with anything, although I usually go for Anubis with a jump-charged and then waiting for him at the other end.

Hanumachine [CE][FU] - 2 life bars

Attacks - Rod Extension
- Monkey thingies
- Fireballs [x3]
- Fireball

Damned monkey. I hate the damned monkey. It's always the damned monkey. This guy can annoy the hell out of you with his incessive screeching. He can be a real pain unless you keep calm. His rod can be avoided by wall climbing or staying some distance away, fireballs by NOT jumping but by walking away, his whole-body flame ball attack by staying in a corner. The monkies he spews out can be destroyed by a Buster shot. The fifth monkey is an elf, so remember to wait. I just hate this guy because he's a bad ripoff of the chinese Monkey King and his screeching relly gets on my nerves.

HelaCrystals Anchortus [CE][FI] - 2 life bars

Attacks - Thunder Shots [3 to 5]
- Tackle

- Thunder Chains + Tackle

Weak against ice, a good Charged Wrath with the triple rod can take him out very, very quickly indeed. All of his attacks can be avoided by wall-climbing and then dash-jumping away. For maximum entertainment, use the shield boomerang infinite and watch him get knocked away as he tries to ram into you.

Fafnir [CE][FK] - 3 life bars

Attacks - Flame Shot [1, 2, or 3]

- Flame Wave
- Grab
- Charge up [Powered versions of above]
- Flameshot Barrage *

This guy's attacks can be a pain to avoid if he uses the 3-shooter. Anyway, he can be defeated by Thunder and once he is hurt, he will charge up and do a power-upped version of one of the attacks above. The big flame *can* be 3 shots. Sorry if anybody died because of me =P

Phantom [FK] - 3 life bars

Attacks - Shuriken Throw + Ride + Blade Drop

- Shuriken Throw + Four Way Split
- Dash & Slash
- Copy [x4]
- Dark Shroud + Dagger Throw *

This guy is pathetic. Jump over most of his attacks and charged saber him. his x4 copy is pretty easy to see through (colorful, flashing one). He has no elemental weakness. If he use the shroud thing, stick to the right hand corner and 'sweep' the screen with Buster shots. After you hit him four times the shroud will disappear. This is by far the safest strategy in the darkness, until you get the boomerang.

Leviathan [FK][CE] - 3 life bars

Attacks - Spear Throw

- Tackle
- Ice Mine Laying
- Ice Ring

She's a female. So what? Pound the robotic crap outta her with a charged flame saber. Spear throws can easily be avoided by jumping around and her tackle is only used when you hurt her. The mines can be slashed and the ice ring canceled by attacking her with a shock attack, ie elemental based. Remember you are fighting in water, so use your sudden gain in jump & manoeverability.

Harpuaia [FK] - 3 life bars

Attacks - Four-Slasher

- Grab + Powerbomb
- Wide Slash
- Light Bulb (???)

- Torando + Two Lightbulbs *

This one is weak against ice, so use that chip. Most of the attacks are easy to avoid (dash or jump), but avoiding his/her/its four slasher can only be with this pattern - jump, stay, jump, jump. His/her/its light bulbs are annoying in combination with the four-slasher, so take them out. Better yet, shock him/her/it before they even come out.

Please, PLEASE don't ask me whether he/she/it is a he, she or it. I really have no idea and I'm bloody well not about to comment O_o

Blue-green Devil - 3 life bars

Attacks - Blobs x8
- Slide + Grab
- Bounce
- Punch (?)

Unlike devils previously featured in MM, this one can change it's shape and grab you. It also punches (uhh, I think so... I only faced this attack once) and throws blobs around the room. All of these can be avoided by climbing your neighbourhood-friendly wall. His bouncing can be easily avoided by staying on the ground and walking. Take this opportunity to give him a few charged sabers. No real strategy is needed, except perhaps hitting it in the head (duh).

X Copy [BOSS 1] - 2 life bars

Attacks [Normal] - Elemental Change
- 3 shooter [45 degrees]
- Charge [X-Buster]

[Fire] - Flamethrower
- Napalm Crush
- Elemental Change

[Aqua] - Shotgun Ice [X1 nostalgia! Ice Penguin]
- IceStorm Toranado [X1 again! Storm Eagle]
- Elemental Change

[Thunder]- Electric 'Blob's
- Elemental Change

[All] - Charge-Dash

Use non-elemental charge attacks.

This guy is piece of custard if you know what to do. Otherwise he's inedible. All his attacks can be avoided with a bit of skill and wall jumping [lots of jumping]. His chargeing-dash is his weakness. He traces your altitude, but can only go UP but cannot go DOWN. Charge your saber and give him hit in the face and then dash-jump to the other wall. He will follow with a charge-dash. Jump up the wall and lure him, then fall down and wait for him at the bottom. Your saber [however weak] should already be charged and giving him a nasty shock.

X Copy [BOSS 2] - 2 life bars

- Attacks - Laser Beam
- Ground Flame
- Bind
- Bind + Pole smashing *

NON-ELEMENTAL ATTACKS!!

This arse is nigh-impossible to get a S Rank against. He will start off with Bind, so shake yourself loose, since it doesn't hurt it's OK to get trapped [unless you are right over the hole]. His flames can be avoided by climbing the spiked pillars and the lasers by luring him to fire a one spot and then dashing away. Your best bet is to charge up the Saber, then letting loose by climbing the pillar and jumping off, then releasing it when you are around the height of the head and just short of the arm. A good trick is to mug the walls of the platform you are on when he does the attacks other than Bind. If he executes Bind, quickly jump back up or you will die horribly (twisting and turning into the pit X_X).

Note that if you are Rank A or S, the Guardians and Copy X will charge up (red flame surrounding them) and use a powerful version of their projectile attacks when they are low on energy. *Note - or not at all. They are completely capable of using it at full health, but rarely*

All bosses have an attack that *will* annoy you at A or S rank. These attacks are marked by a *.

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V - CYBER ELVES

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Note that all names are crude translations from the katakana and I have not tried all of them out yet.

There are 3 main categories for elves -

Nurse Elves - These heal you or provide stuff like sub tanks and life

Battle Elves - These change physical properties or help you attack

Hacking Elves - These change stages around and are generally useless, unless you really can't get the hang of the game

??? - Unidentified elves

XXX - Block (no elf)

Names -

Nurses -

Napi Winky Mipi
Napi Winky Mipi
Repi Winky Lipi
Repi Moliku Caku Lipi
Alif Kozuku Motoura Samaku Bilif
Shlif Hapiton Newton Delif
Elif Hapiton Newton Flif
Teierra Miuara Rohera
Gulif Loveton Navton Halif
Ilif Loveton Navton Julif

Energy x2 - Winky (Factory, in box beside life, T-shaped pillar)

Life gain - Name ends with "pi", ie Napi

Full heal - "Ku"

Heal for small amount - "Lif"

Subtanks - "Ton"

Heal for half bar - "Ra"

Battlers -

Turbo Manan Yuki
Turbo Manan Yuki
Keririn Manan Ganbafa
Keririn Ganbafa

Barskai Bartack XXX Bardeian Bartros
Barfry Peta Bonga Pich Barpecker
XXX Bongu XXX Bonpa XXX
Beesas Peez Bonpu Pete Beedoru
Beenet Beehany XXX Beefaibu Beeboyce

Increase defense x2 - Manan

Neglify recoil from enemy attacks - Turbo

Help by attacking - "Bee"

Absorb enemy shots - "Bar"

Hackers -

Irknight Totar Careknight
Irknight Totar Careknight
Hammergo Totar Hammerda
Hammergo XXXXX Hammerda

Stokyu Clocka Derukuru Metoralu
Stochu Clota Derutemu Metoria
Stot Croch Derutoru Metoruku
Stopi Clopa Derubon Metorecca
Stoto Clop Derurun Meteoroli

Spikes Barrier - Totar

Stop time - "Clo"

Enemies drop items - "Deru"

Time passes much more slowly - "Sto"

Enemies are turned into Metools - "Meto" (Funny, this one)

Take away 1 bar of boss life - "Hammer"

Take away all enemies (but not bosses) - "Knight"

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VI - ENEMIES [UNDER CONSTRUCTION]

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VII - TECHNIQUES, WEAPONS, ITEMS, CHIPS

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Weapons - These are, in short, the elements of any Rockman game.
The skills or levels can only be increased by continuous usage and actually hitting an enemy. If you have an elemental chip equipped, the charged version (orange) will be an elemental attack.

Buster - Your very first weapon. Also the weakest. Long Range.

Level 1 - 3 bullets

Level 2 - 4 bullets

Level 3 - Charge available

Level 4 - Charge time decrease by 50%

Z-Saber - Given to you by ?. Most powerful when charged. Most versatile, short range. 7 levels [recommended leveling up order]

Level 1 - 1 slash

Level X - 2-hit combo

Level X - 3-hit combo

Level X - Charge available

Level X - Jump-slash becomes spin cut when B is held in air (Ryuuken)

Level X - Charge time decreased by 50%

Level X - Dash-cut becomes dash-spin cut (press down when dashing + attack)

I've realized the order of level up DOESN'T MATTER. If you practice your jump slash more than the ground combos, you can GET THE SPIN SLASH FIRST. Vice versa applies. But note that 2 hits comes before 3 hits, decrease in charge time after charge available...

Triple Rod - Given to you by the guy in the generator room. Medium range but attack power mediocre. Charged version is a helicopter-spin. Note that the extensions can only be done on the ground.

Level 1 - 1 stab

Level 2 - 2-hit extension stab

Level 3 - 3-hit extension stab

Level 4 - Charge available

Level 5 - Charge time decreased by 50%

ShieldBoomerang - Given to you by the guy in the generator room. Long range.

Level 1 2 3 - Range of throw (No real difference, IMO)

Techniques - Also known as combos. Simple ones are always the best, but can you pull off some of these? Note that these are made under the assumption that you have MASTERED all of the weapons and are using attack mode B.

Make your own and send them in! Just make sure they are able to connect properly with cancel and damage-addition.

ZeroHiei Recommended combos for - Normal Enemies

Z-Saber only

Ryuuken-Extra - Jump, Ryuuken (with initial slash). Land, B, B, B.

Dash-Jump-Slash - Dash B, Jump, Ryuuken, land, B, B, B.

Charged Wrath - Charge saber, jump release. Land, B, B, B, Dash B.

Note that CW is great with elemental chips and that the last dash B is optional, since most enemies would be dead by then =D

Triple Rod only

No Mercy - Jump, position yourself on top of enemy (directly), down B and HOLD. Try to land on the enemy again after bouncing up. This can

actually be made into an infinite combo for really tough enemies. Fun to do, too. And powerful.

Charged Wrath - Charge TR, release 5mm in front of enemy. B, B, B.

Buster only

Multiple Shot - B, B, B, B, B, B, B, etc. You get the idea.

Charged Wrath - Charge Buster, Release, B, B, B, B, B, B, etc.

Combinations of Z-Saber, TR and Buster

ZS [sub] & TR [main]

Death - Charged ZS, jump & release. R, R, B, B, B, Dash R, B, B, B.

Ryuuken-DX - Jump, Ryuuken, R, R, B, B, Dash R, B, B, B.

No Mercy-Cover up - Use No Mercy until when the enemy moves JUST out of where you can reach, Ryuuken-DX.

No Mercy-Charged Wrath - Charge up ZS, No Mercy, when enemy is moving away, release ZS, BBB or RRR, Dash R.

Buster [sub] & TR [main] or ZS [main]

I don't really have to explain this, right...? Use your imagination!

ZeroHiei Recommendations for bosses -

I like this section. I do.

Against FIs [except Elephant]

Triple Rod [main] & ZS [sub]

Corner Rape - Charged TR [whichever element], CORNER, release directly in front, B, B, R, R, R, Dash R.

OR

Charged ZS, CORNER, release in air, R, R, B, B, B, Dash R. Much higher chance of hitting.

Little tips - The dashing-spinning-saber can be done forever if you continuously hold Down + tap B. This will cause you to roll forever until you drop from any height or get hit by indestructible projectiles/enemies.

Shield Boomerang can be made to spin around you if you charge it up, jump and release, walk a few steps forward (or get up a small height,

such as stairs) and DON'T move. It will spin around you and you can rest a while (get a snack, look up at the TV, sorta thing) even if you are facing hordes of enemies =D

*Note that the combo below is for Hard Mode only. In Normal and Ultimate, it is much harder to pull off (thanks to Kojima-san for pointing this out).

I was just getting pissed in Hard Mode trying to keep my precious S rank against Blizzard Staggy and look what I found =DDDD

This combo so sweeeet. It can practically rival the slash-slash-dash-slash-slash-dash-and so on from Megaman X 4-6

Killer Combo -

B - Z-Saber
R - Triple Rod
Attack mode B

Simple- face the boss and this is the sweet part - it doesn't matter where you are or where he is.

Get up close, B, R, B, R, B, R, B, R, B, R and I think you get the idea. This baby can be chained so fast the boss life just DROPS. I can take off 1.5 bars if he's somewhere, but this baby can KILL HIM OFF in less than 5 seconds if he is up against the wall. You are liable to get hurt though, so weigh your values of getting hurt and wasting time.

Items -

Items are described here -

[Z] - Life-up [1]

[x] - Small energy crystal [4]

[0] - Large energy crystal [16]

{o} - Energy capsule [4]

<[0]> - Big Energy capsule [6]

[[=o=]] - Full Energy Capsule [Full]

[X] - Elemental Chip [X represents element]

O +++ - Cyber Elf [Fine, so it doesn't look like a CE. Shut up.]

Pinkish Red Circles - Nurse Elves
Green Circles - Battle Elves
Blue Circles - Hacker Elves

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VIII - SECRETS, TIPS, THINGS THAT BUG ME & YOU, ETC [MISC]
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Secrets -

Nothing to say here for now.

Jackson - Collect every single elf without using them and grow them all into End Status. Beat the game then save it and continue it as a NG+. Grow Jackson till he's done and use ALL OF THE ELVES. Now beat the game AGAIN (!) and you'll get a message at the end telling you to press R at new game for (!) Ultimate Mode =)

Hard Mode - Hold L at new game and press start after beating Normal.

Ultimate Mode - Collect Jackson, use all of the elves, beat the game again and press R at NewGame

Tips -

Things that bug me -

Status-changing elves [such as Winky] get counted permanently. The worst record for a negative score via elves is -100. It is injustice X_X I actually achieved a perfect score by scoring -15 during this save and got an E rank. You have no idea how proud I felt >_>

Zero was created by Wily from scratch as seen from Forte's ending in Rockman - Power Battles 2. Reploids are replicates/androids [repliroids] of the original Rockman X [Doctor Light invention]. They call Zero a repliroid. Capcom really screws up big time.

Repliroids bleed! So do the enemies! I just wonder if they use red fuel in the future!

Rumor busting -

First of all, Copy X is NOT called Omega (not until I see solid proof from CAPCOM. Words of the public mean nothing to me). Secondly, X is NOT dead, not that robots ever "lived". He is simply tired of fighting Mavericks and "maybe" coming out of retirement (say, Rockman Zero 2?). Thirdly, Ciel is not Wily, Cain or Lights' reincarnate, despite whatever you may think. She took X's blueprints and reproduced a Copy X when X "retired". Now, I very much doubt there will be a decent plot for this new series (1, Megaman had a plot so bad Street Fighter looks like Beethoven's symphonies; 2, MMX simply sucked at storyline [not even plot]), and it will be no surprise if Ciel's new invention turns against her. Again.

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IX - CREDITS
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Myself - For writing this FAQ [busterwing@hotmail.com]

CJayC - For some great boards and the site GameFAQs [www.gamefaqs.com]

Everybody else - =)

CAPCOM JAPAN - For such a great game [www.capcom.com]

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