

Mega Man Zero Rank Requirement Guide

by Desert Gunstar

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Mega Man Zero series for the Game Boy Advance
Rank Requirements

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1. Introduction
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The Mega Man Zero series is well-known for its infamous ranking system, which awards points based on how well the player performs on a given stage. Many categories are taken into consideration, including Mission Success, Clear Time, Enemies Killed, Damage Received, Lives Lost and Elves Used. Getting a high rank in the first Mega Man Zero game was more or less just for show, save for obtaining an elf in a locked room. But the later games introduced EX Skills, which required the player to have at least an A ranking. S rank is still somewhat of a badge to show off, but some bonuses for the later games require an S rank in order to unlock them.

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2. General Requirements
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Your current rank will be determined by your average rank points obtained through the game. MMZ1 and 2 display your stage points at the end of the stage, while MMZ3 and 4 show both the stage and average points obtained.

Your average will give you the respective rank:

- S - 96 to 100
- A - 86 to 95
- B - 76 to 85
- C - 66 to 75
- D - 56 to 65
- E - 46 to 55
- F - 45 and under

Rank points are obtained through the following criteria:

Mission Success - 20 points

The points for this category depends on the level and if it has any special tasks to fulfill, but otherwise it's an easy 20 points. In MMZ3, any time you enter Cyber space, 5 points will be deducted.

Clear Time - 20 points

Every level has a specific time limit that you must reach in order to get the full 20 points. If you don't finish the level in time, the amount of points you receive will be reduced. See below for level specific clear time limits.

Enemy - 15 points

Every level has a specific kill count that you must hit in order to be awarded the full rank points. Generally, you should be able to hit this limit simply by killing everything you encounter in the stage. See below for level specific kill counts.

Damage - 15 points (MMZ1-MMZ3), 20 points (MMZ4)

By avoiding damage, you are given a relative amount of points. Each game has a different range of damage you can take. This is the most difficult category to get a good score, perhaps the only one that may ultimately decide whether one gets an S rank or not. You have to get at least 11 points (16 for MMZ4) to have a shot at getting the minimum 96 points for an S rank.

Retry - 15 points

Not dying yields the full 15 points. You probably shouldn't die anyway, because you will have taken too much damage, your kill count will be set back, and you would waste time making up lost ground.

Elf - 15 points (MMZ1-MMZ3), 0- points (MMZ4)

Avoiding the use of Cyber Elves is 15 points, except for MMZ4 which is a negative score. Permanent effect elves will always detract points, even if not initially used in a level. MMZ3 Satellite elves do not affect score. In MMZ4, you get a penalty if your elf level is greater than your max capacity level.

Weather - 10 points (MMZ4)

In MMZ4 only, completing the stage with the "correct" weather effect will give you the full 10 points, otherwise you get nothing. When you are selecting a level, if you have the weather set correctly, the operator will suggest that you change the weather in order to have an easier time with the mission. Effectively, you have to play the more difficult version of the level.

Chen Guojun's MMZ3 guide has detailed formulae for the amount of points you can receive. Although it's not exactly essential information, it's there if you want the nitty gritty. Search for "Mission Results".

3. Level Specific Criteria

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Listed below are the individual Clear Time goals, Enemy Kill Count goals and any Mission Objectives to complete (if applicable) in order to get the full points from that category.

I have also included the bosses beside the level name in order to help you find the level you may be looking up.

===== 3a. Mega Man Zero 1/MMZ1 =====

General Notes:

-For Mission Success, there are only 2 stages to note: the first one and one of the very first missions that are available to select when you reach that point. These 2 have NPCs which you must escort. If they take any damage, your Mission Success score will be reduced.

-For any level, you have a limit of 15 points of damage that you can receive. This gets you 11 rank points in total, for a possible 96 points as long as you max out the rest of the requirements. That matches to 1 point less than a full life bar.

Intro Stage - Golem

Mission Notes: don't let Ciel take damage

Clear Time Limit: 1:20

Enemies Killed: 55

Disposal Factory - Aztec Falcon

Mission Notes: n/a

Clear Time Limit: 2:30

Enemies Killed: 37

Retrieve Data - Maha Ganeshariff

Mission Notes: n/a

Clear Time Limit: 3:20

Enemies Killed: 19

Find Shuttle - Anubis Necromanceress the 3rd

Mission Notes: don't let the wounded soldier take damage

Clear Time Limit: 5:00

Enemies Killed: 46

Destroy Train - Pantheon Core

Mission Notes: n/a

Clear Time Limit: 2:30

Enemies Killed: 19

Occupy Factory - Guard Orotic

Mission Notes: n/a

Clear Time Limit: 3:00

Enemies Killed: 23

Mechaniloid Attacks the HQ - Hittide Hottide

Mission Notes: n/a
Clear Time Limit: 2:00
Enemies Killed: 28

Find Hidden Base - Blizzack Staggroff

Mission Notes: n/a
Clear Time Limit: 4:16
Enemies Killed: 37

Duel in Desert - Fefnir

Mission Notes: n/a
Clear Time Limit: 4:16
Enemies Killed: 91

Rescue Colbor - Harpuia

Mission Notes: n/a
Clear Time Limit: 2:30
Enemies Killed: 15

Protect Factory - Phantom

Mission Notes: n/a
Clear Time Limit: 3:20
Enemies Killed: 28

Stop the Hacking - Leviathan

Mission Notes: n/a
Clear Time Limit: 4:30
Enemies Killed: 46

Evacuation - Hanumachine

Mission Notes: n/a
Clear Time Limit: 2:00
Enemies Killed: 23

Neo Arcadia Shrine - Herculous Anchortus

Mission Notes: n/a
Clear Time Limit: 6:40
Enemies Killed: 37

Neo Arcadia Tower - Rainbow Devil

Mission Notes: n/a
Clear Time Limit: 2:30
Enemies Killed: 19

Neo Arcadia Core - Copy X

Mission Notes: n/a
Clear Time Limit: 10:00
Enemies Killed: 28

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3b. Mega Man Zero 2/MMZ2
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General Notes:

-2 of the first selectable missions have tasks to complete, so make sure not to overlook them. Also, in the stage where Ciel accompanies you, make sure she doesn't take any damage at all. The Shield Boomerang works wonders here.

-You have a limit of 25 points of damage that you can receive before completely failing the requirement for an S rank, 10 more compared to MMZ1.

Intro Stage - Scorpion

Mission Notes: n/a
Clear Time Limit: 2:10
Enemies Killed: 37

Forest of Dysis - Hyleg Ourobockle

Mission Notes: rescue the 4 soldiers
Clear Time Limit: 4:00
Enemies Killed: 37

Computer Zone - Poler Kamrous

Mission Notes: destroy the 4 computers
Clear Time Limit: 4:30
Enemies Killed: 37

Power Room - Phoenix Magnion

Mission Notes: n/a
Clear Time Limit: 6:40
Enemies Killed: 51

Train of Neo Arcadia - Panter Flauclaws

Mission Notes: n/a
Clear Time Limit: 2:50
Enemies Killed: 64

Look for Elpizo - Elemental Golems

Mission Notes: n/a
Clear Time Limit: 2:20
Enemies Killed: 28

Disarm the Bomb - Kuwagust Anchus

Mission Notes: don't let Ciel take damage
Clear Time Limit: 6:40
Enemies Killed: 110

Forest of Notus - Burble Hekelot

Mission Notes: n/a

Clear Time Limit: 4:10
Enemies Killed: 41

Computer Zone 2 - Fairy Leviathan

Mission Notes: n/a
Clear Time Limit: 3:00
Enemies Killed: 41

Crystal Caves - Sage Harpuia

Mission Notes: n/a
Clear Time Limit: 4:00
Enemies Killed: 37

Shuttle Factory - Fighting Fefnir

Mission Notes: n/a
Clear Time Limit: 3:30
Enemies Killed: 23

Pursue Elpizo Again - Rainbow Devil mk 2

Mission Notes: n/a
Clear Time Limit: 2:10
Enemies Killed: 28

Tower of Flame - Fefnir Armed Phenomenon

Mission Notes: n/a
Clear Time Limit: 2:40
Enemies Killed: 37

Tower of Ice - Leviathan Armed Phenomenon

Mission Notes: n/a
Clear Time Limit: 3:00
Enemies Killed: 28

Tower of Wind - Harpuia Armed Phenomenon

Mission Notes: n/a
Clear Time Limit: 3:50
Enemies Killed: 37

Neo Arcadia - Elpizo

Mission Notes: n/a
Clear Time Limit: 8:40
Enemies Killed: 23

3c. Mega Man Zero 3/MMZ3

General Notes:

-30 is the damage limit for 11 rank points, which is twice the number of MMZ1 and 5 more than MMZ2. That's nearly 2 full life bars with no upgrades!

-Entering Cyberspace will automatically deduct 5 points from Mission Success, so don't do it! The exception to this is on the 2nd last stage, where you have to do so in order to get to Phantom. However, you MUST defeat him in order to negate the 5 point penalty. Otherwise, avoid Cyberspace as usual and you can revisit the stage to beat him later if you want.

Intro Stage - Omega

Mission Notes: n/a
Clear Time Limit: 2:10
Enemies Killed: 19

Aegis Volcano Base - Blazin' Flizard

Mission Notes: n/a
Clear Time Limit: 3:40
Enemies Killed: 37

Oceanic Highway Ruins - Childre Inarabitta

Mission Notes: step on the 4 buttons underwater before Childre destroys them
Clear Time Limit: 3:40
Enemies Killed: 23

Weapons Refitting Factory - Devilbat Schilt

Mission Notes: destroy the 4 cameras on the ceiling
Clear Time Limit: 3:30
Enemies Killed: 46

Old Residential - Deathtanz Mantisk

Mission Notes: n/a
Clear Time Limit: 4:00
Enemies Killed: 37

Area Z 3079 - Crea and Prea

Mission Notes: n/a
Clear Time Limit: 3:20
Enemies Killed: 41

Twilight Desert - Anubis Necromancess V

Mission Notes: n/a
Clear Time Limit: 3:20
Enemies Killed: 46

Forest of Anatre - Hanumachine R

Mission Notes: n/a
Clear Time Limit: 3:00
Enemies Killed: 28

Frontline Ice Base - Blizzack Staggroff R

Mission Notes: n/a
Clear Time Limit: 3:20
Enemies Killed: 41

Area X-2 - Copy X Mark II

Mission Notes: n/a
Clear Time Limit: 3:40
Enemies Killed: 32

Energy Facility - Cubit Foxtar

Mission Notes: n/a
Clear Time Limit: 5:40
Enemies Killed: 37

Snowy Plains - Glacier Le Cactank

Mission Notes: n/a
Clear Time Limit: 3:00
Enemies Killed: 28

Sunken Library - Volteel Biblio

Mission Notes: when looking for the 4 pieces of data, for every wrong door you enter, you lose 2 Mission points
Clear Time Limit: 4:20
Enemies Killed: 23

Giant Elevator - Tretista Kolverian

Mission Notes: n/a
Clear Time Limit: 5:00
Enemies Killed: 73

Sub Arcadia - Crea and Prea rematch

Mission Notes: if you enter Cyber space, you will NOT lose Mission Success points IF YOU DEFEAT Phantom!
Clear Time Limit: 4:10
Enemies Killed: 37

Return to the Awakening - Omega Zero

Mission Notes: n/a
Clear Time Limit: 11:40
Enemies Killed: 32

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3d. Mega Man Zero 4/MMZ4
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General Notes:

-With the addition of the weather and the new elf system, the number of rank points obtained in each category is slightly different than the previous games. The changes lie in damage points (now 20 instead of 15), elves (instead of getting any points, you receive a penalty if you go over your capacity level) and the new weather grade (10 points).

-To get weather points, set the weather so you play the normal version of the stage. If set correctly, before you start a mission, the Operator will make a suggestion to change the weather in order to make the stage easier.

-With your elf, for every point over the maximum capacity, you will suffer a negative rank point. If you need a boost that one of the higher skills provides then feel free to do so and try to fulfill the other categories as best as possible.

-Despite more rank points being assigned to the damage received grade, the amount of damage you can receive before outright failing the S rank requirement is 30, the same as MMZ3.

Intro Stage - Sub Core

Mission Notes: n/a
Clear Time Limit: 1:40
Enemies Killed: 19

Area Zero - Carnage 0

Mission Notes: n/a
Clear Time Limit: 2:20
Enemies Killed: 28

Hanging Gardens - Pegasolta Eclair

Mission Notes: destroy the 5 acid rain generators
Clear Time Limit: 3:40
Enemies Killed: 28

Artificial Sun - Sol Titanion

Mission Notes: destroy the 4 heat generators
Clear Time Limit: 3:40
Enemies Killed: 28

Underground Forest - Noble Mandrago

Mission Notes: n/a
Clear Time Limit: 3:10
Enemies Killed: 23

Particle Beam - Heat Genblem

Mission Notes: n/a
Clear Time Limit: 3:10
Enemies Killed: 23

Area Zero Invasion - Craft

Mission Notes: extinguish the 10 flames with the water gun
Clear Time Limit: 2:50
Enemies Killed: 23

The Prison - The Giant

Mission Notes: note that this is a 2-part level, both parts are totalled together in the end for your final result
Clear Time Limit: 3:00
Enemies Killed: 32

Magnetic Zone - Mino Magnus

Mission Notes: n/a
Clear Time Limit: 3:20
Enemies Killed: 32

Hibernation Chamber - Fenri Lunaedge

Mission Notes: n/a
Clear Time Limit: 3:30
Enemies Killed: 41

Deep Sea - Tech Kraken

Mission Notes: n/a
Clear Time Limit: 3:20
Enemies Killed: 19

Living City - Popla Cocapetri

Mission Notes: n/a
Clear Time Limit: 3:30
Enemies Killed: 23

Ragnarok Control Room - Craft rematch

Mission Notes: n/a
Clear Time Limit: 3:00
Enemies Killed: 23

Teleporter Base - Random Bandam

Mission Notes: n/a
Clear Time Limit: 6:00
Enemies Killed: 41

Teleporter Circuit - Cyball

Mission Notes: n/a
Clear Time Limit: 4:10
Enemies Killed: 37

Ragnarok Core - Weil

Mission Notes: n/a
Clear Time Limit: 11:20
Enemies Killed: 32

I guess that's it.

Do you have any questions? Would you rather dash into a wall of spikes rather than make whatever little sense that this document may contain? Fire your charged buster e-mails to desertgunstar@hotmail.com if you have any questions or comments.

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