

Mega Man Zero Weapon FAQ

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Megaman Zero Weapon & Elemental Chips Guide

by Zidanet_129

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1. Prologue (^1)

So, here's my second FAQ ever!

Well, I dunno what people usually put here, so I'll leave it as it is. Just give me any suggestions at zidanet_129@hotmail.com!

To find the part you need help with, hit Ctrl + F to open the "Find..." Window, and type in "^x" and replace the "x" with the desired number of topic that you need help with. For example, to find info about the Z-Buster, you can type in "^3" and then look for the information there. Also, there are several minor parts in this FAQ that are marked with a question mark. They are still unconfirmed, but most of this FAQ is pretty accurate, at least I believe. :P

Now, enjoy.

2. Weapon & Elemental Chips List (^2)

The following is a complete list of the Weapons and their highest levels, and Elemental Chips.

Weapons:

Z-Buster: ****

Z-Saber: *****

Triple Rod: *****

Shield Boomerang: ***

Elemental Chips:

Thunder Chip

Fire Chip

Ice Chip

The Weapons

Well, no action games can go without Weapons. There are a total of 4 Weapons in this game, and all of them have different attributes. Use them well to get you through the whole game!

3. Z-Buster (^3)

Short Description:

Z-Buster is the only Weapon Zero had when Ciel used Passy to resurrect him. This Weapon has the advantage of long-distance attacks, but its weak Attack Power averaged its advantage down. This weapon can shoot 3 Energy Pellets in a row, but when Levelled up it could shoot more. No matter how you like it, before you acquire your second Weapon, the Z-Buster is your only choice in the selection of Weapons.

Time of Acquiring: Beginning of Intro Stage, initially Equipped

Basic Damages:

Normal Shot: 1

Normal Shot while Dashing: 1.5

First Level Charged Shot: 3

Second Level Charged Shot: 6

Levels:

Level 1: Basic Attack: Can shoot 3 Energy Pellets in a row. After the Golem Battle, Zero will be able to Charge the Z-Buster up to Lv.1 Charged Shot.

Level 2: Speed Shot Enhancement: This Enhancement enables the Z-Buster to shoot 4 Energy Pellets in a row, instead of 3. This Enhancement is easier to acquire if you use Quick Shots a lot.

Level 3: Charge Shot Enhancement: This Enhancement enables Zero to Charge up the Z-Buster to do a Lv.2 Charged Shot, which is about 4 times as strong as the Normal Energy Pellets. This Enhancement is easier to acquire by using lots of Charged Shots.

Level MAX: Charge Shot Enhancement: This Enhancement doesn't increase the Level of the Charged Shots, but it increases the speed of the Z-Buster being charged up. This is the Final Level of the Z-Buster.

4. Z-Saber (^4)

Short Description: The traditional Weapon for Zero since Megaman X2. In this game, Zero can finally do slashes while Walking or Dashing! Also, since this Weapon had followed Zero for 6 games before this one, it seems like Capcom finally agreed to give it the Ability of being Charged!

Time of Acquiring: During the Battle against Golem

Basic Damages:

Normal Slash: 4

Dash Slash: 5

Fully Charged Slash: 8

Normal Air-Slash: 4

Enhanced Air-Slash/Rolling Slash: 2 per hit

Levels:

Level 1: Basic Attack: Pretty useful already. Zero can swing the Z-Saber while standing, walking, jumping, dashing, on ladders..... You can say that it's useable in almost any situation!

Level 2: Quick Slash Enhancement: With this Enhancement, Zero can perform a 2-Hit Combo with the Z-Saber. This Second Slash is in fact the slash that can reach the farthest below Zero.

Level 3: Quick Slash Enhancement: Another Quick Slash Enhancement. Now Zero can finally perform his traditional Triple-Slash Combo! This Third Slash's range is farther than the previous two, so it can hit the enemies farther in front of Zero. Also, before Zero slashes this Third Slash, he raises his Z-Saber over his head, so when the Slash is performed, even the enemies BEHIND Zero gets hit too!

Level 4: Charge Enhancement: Finally, the Z-Saber is Chargable! With the Z-Saber charged up, Zero can perform the Charged Saber attack that hurts about twice as much as normal Saber Slashes! This attack will also create a Shockwave that blasts up from the Saber's tip. Any enemy got hit by the ShockWave takes as much damage as the ones hit directly with the Saber itself!

Level 5: Charge Enhancement: Again, a Charge Enhancement that makes the time it takes to Charge up the Weapon shorter than before.

Level 6: Jump-Slash Enhancement: And you think the Fifth Level is the Max Level eh? This Enhancement will allow Zero to use the Jump-Slash so-called Kuuzen, which makes Zero being able to perform Spinning Slashes while he's still in air! This Attack can be executed as long as Zero is in the air, and more hits cause more damage! Also, in case if you find this Attack more useless than the Normal Jump-Slashes, you can still execute the Normal Jump-Slashes by holding Down on the D-Pad while Slashing in the Air.

Level MAX: Dash-Slash Enhancement: Whew, finally the last Level. This Enhancement allows Zero to perform the Rolling Slashes while dashing. To do so, simply hold Down on the D-Pad before launching the Dash-Slash. If Down on D-Pad is not held when executing the Dash-Slash, the Normal Dash-Slash will be executed, instead of the Rolling Slash.

5. Triple Rod (^5)

Short Description: One of the Secondary Weapons that was originally stored in Zero's Memory. It can attack all 8 directions, and when properly Levelled up it can deal a massive amount of damage within one hit! Master this Weapon to your advantage!

Time of Acquiring: After the destruction of Maha Ganeshieriff in "Retrieve Data" Mission, talk to Servo/Cerveau (I need the correct spelling here) in

the small building in the lowest level of the Resistance Base to get it.

Basic Damages:

First Stab: 4
Second Stab: 3
Third Stab: 2
Downward Thrust while Airborne: 3
Charged Attack: 2 per hit

Levels:

Level 1: Basic Attack: Zero can stab any one of the 8 directions (straight downwards can only work when Zero is in the air) once.

Level 2: Distance Enhancement: With this Enhancement, Zero, while standing on the ground, can now stab twice at any direction. Mash the B button for this Enhancement to take effect and make Zero's Triple Rod "grow" to hit enemies farther away. Note that the Downward Stab CAN'T extend.

Level 3: Distance Enhancement: With this Enhancement, Zero, while standing on the ground, can now stab thrice at any direction. Mash the B button for this Enhancement to take effect and make Zero's Triple Rod "grow" twice to hit enemies farther away.

Level 4: Charge Enhancement: Zero can now charge up the Triple Rod for a powerful, multi-hit Spinning slash. This attack, when executed on the ground, will actually make Zero stand in a place, but if you jump and use this attack, Zero can still move around when he's still in the air.

Level 5: Charge Enhancement: Another Charge Enhancement that shortens the Charge Time.

6. Shield Boomerang (^6)

Short Description: Boomerang Shileld is another Weapon originally stored in Zero's Memory when he was resurrected by Ciel. This Weapon can be held up to block those little yellow flying Bullets shot by enemies and also can be thrown out as a boomerang when fully Charged up!

Time of Acquiring: After beating a Mission after acquiring the Triple Rod. Talk to Servo/Cerveau to get it.

Basic Damages:

Reflected Shots: 0.5
Thrown: 8

Level 1: Basic Attack: As noted in the Introduction of this section, the Boomarang Shield can be Charged up while held up to block enemy fires. When fully charged up, Zero can throw the Shield for a distance of 1/2 screen far and it'll return from the top (when thrown when Zero's on the ground) or from the bottom (when thrown when Zero's in the air).

Level 2: Distance Enhancement: Increases the distance of the throw to about 5/8 of the whole screen.

Level 3: Distance Enhancement: Increases the distance of the throw to about 3/4 of the whole screen.

(Quick way to level up: Go to the Reploid Disposal Center, find a Purple, regenerating tower. Charge up this weapon and wait for it to get to the highest point. Now stand about 1 to 2 cm away from the tower, jump and let go of your Shield Boomerang. If done right, the Shield Boomerang should revolve around Zero and destroy the Regenerating Tower over and over again. Now put your GBA down and go do whatever. Come back after a while and you should have a Lv.MAX Shield Boomerang.)

7. Elemental Chips (^7)

The Elemental Chips add Elemental Damages to the Charged Weapons. The Weapons will NOT be affected (or have Elements) by Elemental Chips unless they're Charged up. There are 3 Elemental Chips in this game.

Thudner Chip

Acquire: This Chip is acquired by defeating Aztec Falcon in the Repoloid Disposal Center in the first Mission.

Effect: Adds Thunder Element to the Chraged Weapons. When enemies got hit by this Element, they gets paralyzed for a while but cannot be damaged while paralyzed.

Fire Chip

Acquire: This Chip is acquired by defeating the Octadragon Eye (See my Boss FAQ for the Boss Names) in the "Occupy Factory" Mission.

Effect: Adds Fire Element to the Charged Weapons. When enemies got hit by this Element, they will get burnt by the fire for a while. They slowly lose HP while being burnt, but they don't get paralyzed.

Ice Chip

Acquire: This Chip is acquired by defeating Blizzack Staggeroff in the "Find Secret Base" Mission.

Effect: Adds Ice Element to the Charged Weapons. When enemies for hit by this Element, they got frozen and is still vulnerable to Zero's attacks while frozen.

8. Version Updates (^8)

V 1.5 (November 3, 2003): Added quick way of levelling up Shield Boomerang. Enjoy!

V 1.4 (January 12, 2003): Added damages for each Weapon. (Thanks to Neo Enigma for this information!)

V 1.2 (January 6, 2003): Fixed some problems. Added Time of Acquiring for Shield Boomerang (Thanks to billy blanks for pointing this problem out!).

V 1.0 (January 1, 2003): Completed the Guide. The problems in this guide will be fixed later.

9. Legal Stuff & Credits (^9)

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Special Thanks to:

billy blanks (headphone187@yahoo.com) for pointing out what I've missed in the Shield Boomerang section!

Neo Enigma on GFAQs MMZero Message Board for supporting the Damages dealt by each Weapon!

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