

Mega Man Zero Boss FAQ

by zidanet129

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by Zidanet_129

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1. Prologue (^1)

So, here's my first 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!

Just a note that some of the bosses were NOT named in the game, so I named them myself.

Please

don't argue with me, as the names are not stated in the game anyway.

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 ways of defeating Aztec Falcon, you can type in "³" and then look for Aztec Falcon.

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

In the "Attacks" /part of every Boss, I'll include an attack or two that is called the "S/A

Attack". These attacks only appear if Zero has a Rank of A or S.

Now, enjoy.

2. Boss List (^2)

The following is a complete list of the Bosses, including the Guardians and their Inferiors.

Thanks to Boco47 for the list!

By the way, some of the elements are made up by me, based on the boss's Weaknesses against certain Elements.

Highest in Command: X Omega / Copy X

Thunder Elemental Guardian: Harpuia

Inferiors:

Aztec Falcon

Hercullious Anchortus

Fire Elemental Guardian: Fenfir

Inferiors:

Necromances Anubistepp III / Anubis Necromances III

Water Elemental Guardian: Leviathan

Inferiors:

Bizzack Staggroff

Non-Elemental Guardian: Phantom

Inferiors:

Hanumashin

Individually-acting Bosses:

Panthen Core

OctaDragon Eye

Maha Ganeshariff

Twin Statues

Slasher Clownbug (easily enough to see that I made this up)

Rainbow Devil

3. Intro Stage (^3)

Location: Underground Laboratory

Boss: Golem

HP: 1 Bar

Weakness: Z-Saber (1-Hit KO)

Strong Against: None

Difficulty: Very Easy

Attacks:

Attack 1: Low Eye Beam: Golem will fire an eye beam on that sweeps across the ground. Cling to the wall to avoid it.

Attack 2: High Eye Beam: Same as Down Eye Beam, but fires upwards onto the ceilings. Stand as close to Golem as possible (without hurting yourself, of course) because.....

Attack 3: Stone Drop: I really hope you had seen this coming. 5 Rock Cubes will drop randomly following the High Eye Beam. (Thanks to NeoHub for correcting me here) You can jump onto the highest Blocks and pelt Golem as much as possible, but I would suggest destroying them as soon as possible because.....

Attack 4: Charge: Again, an attack that'll follow a previous one. Golem will charge at you, in attempt of crushing you (huge loss of HP if you got hit). Just cling onto the left wall to avoid it. any Rock Cubes left undestroyed will be crushed when Golem does this attack.

S/A Attack: None. (Since you can only be a Rank F Hunter at this time)

Overall Strategy: Not very much against this boss, since your Z-Buster won't hurt him very much.

Just avoid his attacks and cling onto the left wall to shoot his head (its only weakness). After

a while a Mysterious Voice appears and Zero will receive his Z-Saber. After getting this Weapon,

jump to the left wall, Dash-jump towards the Golem and slash it in the head to destroy it (no

matter how much HP it still had left).

4. The Guardians' Inferiors (^4)

Thees guys are the Inferiors sent by the Four Guardians of the Final Boss of this game. Although

they're just Inferiors, their battle abilities is still pretty much for Zero to handle. Take them

on carefully.

(P.S.: It's not necessary to beat the bosses after Aztec Falcon in the order I listed them, but

if you use my method you can level up your Z-Saber and Z-Buster anytime you want in the Underground Laboratory until you've beaten Maha Ganisheriff.)

Mission 1: Dispose of the Desposal Center

Location: Reploid Desposal Center

Boss: Aztec Falcon

HP: 1 Bar

Weakness: None

Strong Against: None

Difficulty: Easy

Spoils: Thunder Chip

Attacks:

Attack 1: Charge: It's not really an attack, but if you fail to evade this (which I doubted if you're slow enough to do this) you'll lose some HP.

Attack 2: Tri-Spark Arrow: Usually after the Charge attack, Aztec Falcon would jump in the air

and fire three Spark Arrows that would fan out. Stay on the opposite part of the screen to

avoid
being hit.

Attack 3: Spark Punch: Aztec Falcon will drop to the center of the battle field and punch the ground, sending several sparks both ways. They would climb the wall upon contact, so watch out for them.

Attack 4: Spark Arrow: Funny that this one comes out so late. Anyway, Aztec Falcon will stand on the ground and fire Spark Arrows that would linger on the wall for a while after hitting it. He'll do this a lot when you're on the wall opposite of him, so stay on the wall until all of them disappeared.

Attack 5: Electromagnet: Aztec Falcon will open his claw and use it as an EM to attract Zero to him. Think it's not a big deal? Well.....

Attack 6: Crush: Yup. If you actually got caught by Aztec Falcon during his EM attack, he'll grab you, lift you up high, and hold you below him when he suddenly drops quickly from high in the sky into the floor. Just a note that this HURTS!!

S/A Attack: None. (At least I haven't seen any yet)

Overall Strategy: It is suggested that you play with your Z-Saber in the Underground Laboratory until you've got the Fast Charging Ability before you even set foot into this mission. With the Charged Saber Aztec Falcon is a joke. All you have to do is to charge up your Z-Saber, avoid Aztec Falcon's attacks until you see a gap between his attacks, get close and slash away. Don't worry about the Time Limit, as it won't affect you very much unless you just keep avoiding his attacks and don't attack him for once. Destroy him to save the Reploids under the grinders (which mysteriously disappear after the destruction of Aztec Falcon), and Ciel will hint you to get the Thunder Chip, an Item that'll enable you to do Thunder-Elemental Charged Attacks.

Mission 2: Stop the Train

Location: Subway

Boss: Panthen Core

HP: 3 Bars

Weakness: Thunder

Strong Against: None

Difficulty: Easy

Spoils: Cyber-elf: Totten

Attacks:

Attack 1: S.Fire Burst: Panthen Core fires a short burst of flame in front of it. Don't get too close when it uses this attack.

Attack 2: L.Fire Burst: Ok, the charging time and animations are the same as S.Fire Burst, but this one covers most of the screen. Stand by the left wall to avoid getting hit.

Attack 3: Trap Floor: The truly annoying one. Panthen Core will lift the floors below Zero to try to crush him to the ceiling. Useless? Let's hear you say that when you discover that there are SPIKES on the ceiling. They cannot be naturalized by Totten's Power (assuming you're playing Easy Mode), and touching them will kill you instantly.

Attack 4: Moving Close: Panthen Core will slowly approach Zero, decreasing the size of the battlefield. It makes avoiding its attacks a bit tougher.

S/A Attack: Trapped Flame: Now this one is not as annoying as Trap Floor, but it hurts. A LOT. Panthen Core will start launching S.Fire Burst while lifting the two panels beside Zero up (thus trapping him in that tiny little space). If Panthen Core gets too close, Zero can only wait to be roasted. But then, this Attack doesn't come out unless Panthen Core's HP is down to the last gauge, so you can just Charge up your Z-Saber and slash away and hope you'll kill it before it burns you out.

Overall Strategies: Great, a non-moving boss. This makes things about 100 times easier. Simply charge up your Thunder Z-Saber and slash his head. Just a side note that he usually charges his Fire Bursts for about a second or two THEN launch them, so slash away when it's not Bursting Flame. If you see the ceiling above you opened and revealed spikes, IMMEDIATELY Dash away from the panel you're standing on, as it'll rise and try to crush you. For defeating this boss, you get Totten, the Cyber-elf.

Mission 3: Occupy the Warehouse

Location: Factory

Boss: OctaDragon Eye

HP: 2 Bars

Weakness: None

Strong Against: None

Difficulty: Moderate-Easy

Spoils: Fire Chip

Attacks:

Attack 1: Yellow DragonHead: Happens when the yellow sticks are in the horizontal position when it started to use DragonHead attacks. The right head will suddenly charge at you (as far as it could reach), then there comes the left one. After this, the heads change back to the Sticks and its body will spin by 45 degrees for the next DragonHead attack to come.

Attack 2: Red DragonHead: Happens when the red sticks are in the horizontal position when it started to use DragonHead attacks. The right head will fire fire at you (Range= Panthen Core's S.Fire Burst), then there comes the left one. After this, the heads change back to the Sticks and its body will spin by 45 degrees for the next DragonHead attack to come. Get burnt by the fire would cost you some HP.

Attack 3: Green DragonHead: Happens when the green sticks are in the horizontal position when it started to use DragonHead attacks. The right head will fire Electric Balls downwards, diagonally downwards and to the front, then there comes the left one. After this, the heads change back to the Sticks and its body will spin by 45 degrees for the next DragonHead attack to come. Getting hit by the Electric Balls hurts pretty much.

Attack 4: Blue DragonHead: Happens when the blue sticks are in the horizontal position when it started to use DragonHead attacks. The right head will spit mist at you, then there comes the left one. After this, the heads change back to the Sticks and its body will spin by 45 degrees for the next DragonHead attack to come. If you touch the mist, you'll get frozen and must struggle for your freedom.

Attack 5: Repair: Literally, not quite an attack. Happens when the empty space of the Heads/Sticks that you broke (yes, they ARE breakable when they reach out to attack you!) faced the ceiling. A robot arm will reach down and put a new Stick on the empty space, making it functional again.

S/A Attack: Quick Fire: This one doesn't happen to me very often..... Anyway, before OctaDragon Eye use this attack, there will be sparks flashing around its body (it IS considered as a body isn't it?). After a few seconds, it will open its eyes to shoot out 10+ Light Pellets. They can be reflected with the Boomerang Shield, if you have it already.

Overall Strategies: Basically, this boss is an easy one, compared to the other ones. Its only vulnerable point is its eye, which wouldn't open up unless it's attacking. When it move close to you, dash under it. This will make it get into "Attack Mode", and its eye will open.

Beware though, as its heads (the ones on the horizontal position) will come out to attack. The best way of defeating it is using your Z-Saber, preferably with the Charging Ability. Just charge up and wait for it to open its eye. When it does, slash away. It should fall pretty quickly. For defeating it, you get the Fire Chip, an Item that enables you to make your Charged Attacks Fire-Elemental.

Mission 4: Find the Shuttle

Location: Desert

Boss: Necromances Anubistepp III (Anubis)

HP: 2 Bars

Weakness: Fire

Strong Against: Thunder

Difficulty: Moderate

Spoils: Cyber-elf: M-Oria

Attacks:

Attack 1: Staff Roll: Anubis drops his Staff and moves off the screen. The Staff will keep rolling on the ground until Anubis appears on the other side of the screen. The Staff will then roll on the ground until it reached below Anubis, where it return to Anubis. Touching the Staff when it's still rolling will hurt you. Not very much, but do it a few times and you'll have to use a Retry.

Attack 2: Rolling Staff: Don't get this confused with Staff Roll. This one is almost the same as Staff Roll, but instead of rolling on the ground, it'll just fly to the other side of the screen and fly back into Anubis's hand.

Attack 3: Spike-Pillar Summon: After you hit Anubis twice (or for enough damage dealt), he'll transform into sand (Ooh, "The Mummy Returns") and drop into the sand under him. You'll see smoke appearing on two random spots on the ground: Don't stay in between them or on them. After a short while two Pillars with Spikes on top of them will appear from where the smoke appeared. If you happen to get caught in between them, don't panic. Wall-Jump on one of them to get out of the impact. If you don't escape, you'll get crushed in between the Pillars and get hurt. If you see two Pillars appearing on the two edges on the Battle Field, Anubis will appear on the left edge of the screen after the Pillars sink back into the ground.

Attack 4: Zombie Summon: This one usually comes right after the Spike-Pillar Summon. Anubis will

summon Zombies (usually a group of 2 each time) that comes after you. By getting caught by them, you lose HP constantly as long as they're on you, plus you'll not be able to move and is free for attacks. They can be destroyed with one hit from a Fire-Elemental Charged Saber.

S/A Attack: None.

Overall Strategies: Anubis will appear on the left side of the screen. Equip your Fire Chip and Z-Saber (of course with the ability to Charge). Charge up before you reach Anubis. When the fight starts, Dash-jump towards Anubis and launch your Charged Saber. With the Fire Chip, he'll get hurt pretty badly (about 1/4 to 1/3 of his HP bar taken away in one hit). He'll do the Staff Roll Attack while appearing on the top-right hand corner of the screen. Move onto the sand hill, turn, jump, slash him with the Charged Saber. He'll disappear. Now, get ready to avoid a few pairs of Spike-Pillars. After a while, he'll appear on the top-left corner if you're at the bottom-right corner, and vice versa. He'll start to use the Zombie Summons. Don't panic. Charge up your Z-Saber and wait for the aura around him to disappear. IMMEDIATELY Dash-jump towards him. Time it right to release the Charged Saber. If timed perfectly (not very hard), you can hit Anubis, PLUS send the two Zombies he summoned back to where they belonged to. The process will repeat twice. Just keep using the strategy and he'll go down within no time. For defeating him, you'll receive M-Oria, a Cyber-elf. Now get ready for escorting the damaged Reploid back to the base.

Mission 5: Retrieve Data

Location: Underground Laboratory

Boss: Maha Ganeshariff (Ganesh)

HP: 2 Bars

Weakness: Thunder

Strong Against: None (?)

Spoils: Cyber-elf: Itecle

Difficulty: Moderate

Attacks:

Attack 1: Rolling Slam: Ganesh will start to roll and charge at you. On his way he'll drop bombs behind him. Touching them will reduce your HP. When he slammed into the wall he'll fly back a bit and return into his original position. (Blizzard Man from Megaman 6, anyone?)

Attack 2: Mad Slap: Ganesh holds out his arm and push forward while doing the pushing action

over and over. Seriously, this one is VERY easy to evade. Very funny sight, but the damage is NOT funny.

Attack 3: Pendulum Swing: Pretty annoying at first, but after a while you can always dodge this without a problem. Ganesh swings like a pendulum for a few times, and when it reached the right edge of the monitor he'll drop down and return to his original position. Stand in the bottom-right corner to avoid getting hit. However, when you see the chain connecting him to the top of the screen break off, IMMEDIATELY dash to the left so you won't get hit.

S/A Attack: Fang Boomerang: Ganesh fires his fangs and use them as BOOMERANGS, means they'll return to him. To make them more annoying, they do NOT return at the same altitude they come at Zero. Jump or dash to evade them, based on whether they're going high or low. Do NOT dash under one that comes after Zero on its way back. It will most likely hit Zero once Zero stands up.

Overall Strategies: Equip your Thunder Chip and the Z-Saber with Charge Ability before entering this battle. Just charge up your Z-Saber to full level and wait for him to stop. When he stops, launch the Charged Saber RIGHT IN FRONT OF HIM. The top of the Slashwave will hit his head, paralyzing him with electricity. Do not, I repeat, DO NOT attempt to hit him when he's doing the Mad Slap. You might get close enough to him to slash him, but it'll cost about as much HP he lost for you to attack him during his attack. (Side note: If your Z-Saber have 5+ Stars [which means you can Charge it up quickly], you can just stand in front of him, Charge up, Jump and slash at thim, then IMMEDIATELY press B button to start charging up again. When Ganesh recovers, jump and slash again to paralyze him again. This should keep him in the paralyzed state most of the time throughout the battle, thus giving you an easy Boss Battle.) After the battle, recover Itecle the Cyber-Elf and get ready to GET THE HELL OUT OF HERE!!

(Side note: Sometime around now you might encounter the Mecha Tank. See the section below for its infomation.)

Mission 6: Stop the Hacking

Location: Hidden Base

Boss: Blizzack Staggeroff

HP: 2 Bars

Weakness: Fire

Strong Against: Ice

Spoils: Ice Chip

Attacks:

Attack 1: Icicle Shot: Staggeroff will shoot his horn out to attack Zero. They go in a parabola so just don't stay too close to him when he uses this attack.

Attack 2: Jump: Well, not quite an attack, but touching the boss costs you HP, you know. Staggeroff will jump up and try to land on Zero. Keep moving and avoid staying on the wall when he uses this attack.

Attack 3: Ice Ball: Always following the Jump attack. Staggeroff will throw an Ice Ball before he land. If it hits Zero, Zero will get damaged, but won't get frozen. If it didn't hit Zero, it will create an Ice Trap on the ground. By touching it, Zero gets frozen and become immobile for a few seconds.

Attack 4: Blizzard: Reminds me of Blizzard Buffalo from Megaman X3. Staggeroff shoots an ice beam that pushes Zero away from him. There are lots of Ice Crystals in the Beam, and they'll stick on Zero to slow his movements down. Have about 10 of them on Zero will make Zero totally immobile. They will slowly drop off as time passes by, but it's EXTREMELY dangerous to get slowed down.

S/A Attack: Icicle Blizzard: Kinda like the Blizzard Attack, but this one doesn't have the Ice Crystals in them. Instead, it has many Icicles that would damage you upon contact and cannot be broken. Evade it the same way you did for avoiding Blizzard.

Overall Strategies: First of all, Blizzack Staggeroff is VERY weak against Flame Attacks, so use Charged Saber with Flame Chip against him. He'll usually start with Icicle attack, so don't try to hurry over to hit him since it'll cost you some HP loss. The battlefield is huge, so use it well for your advantage: Dash around as often as possible. Do not, I repeat, do NOT get frozen or let the Ice Crystals attach on you, or Staggeroff is likely to fall on you, dealing massive amount of damage. Dash around and look for where he's going to land, stand beside it (Side note: Do NOT stand in the direction that he'll jump from. When he's landing it's very likely that he'll hit you) and wait for him to land. Before he could launch the next attack, slash him with the Charged Flame Saber to deal some decent damage. After that, Dash around and avoid his attacks again. Eventually you'll defeat him and receive your last Elemental Chip, the Ice Chip.

5. The Guardians (^5)

These guys (and a girl or two, depends on what you think of Harpuia :P) are the Guardians of the Final Boss of this game. Most of the bosses you defeat before are just these guys' inferiors, so now you know how tough and annoying these guys can get. Their S/A Attacks always start with Summoning a Golden Aura, and they're invincible as long as the Aura exists (about 3 seconds or so).

Mission 7: Rescue Colbor

Location: Subway Remains

Boss: Harpuia

HP: 3 Bars

Weakness: Ice

Strong Against: Thunder (?)

Difficulty: Moderate-Hard

Spoils: Cyber-elf: Beedle

Attacks:

Attack 1: Slash Wave: Harpuia dashes upwards and use the Light Daggers in his hands to make a long Slash Wave that goes at 45 degrees downward. If you're far away enough from him you can simply jump to dodge it. If Harpuia is pretty close to Zero (say in the middle of the screen), dash to avoid getting hit.

Attack 2: Mini-Bomb: Harpuia stops his actions, stays in the sky and launches about 2-3 little floating Bombs that move around and charge at Zero. I'm personally not quite sure about this attack, since I always hit Harpuia with the Ice Charged Saber and thus freezing him. After he recovers, he'll ALWAYS use.....

Attack 3: Slash Wave Combo: Harpuia makes a combo of 3 Slash Waves that chase after Zero then a Slash Wave like Attack #1's. Stay from Harpuia to avoid getting hit: Jump to evade the first one, and the second one will come affter Zero when he's in the air. Stay where you are to avoid the second one. The third one must be evaded by jumping. As for the last one, see Attack 1 for ways of evading it.

Attack 4: Submission (Pokemon reference): Ugh. If you see Harpuia gliding down without making the Slash Waves, try your best get away from him. If you get caught, Harpuia will grab you, glide to

high sky, and crush you down towards the ground. Hurts pretty much.

S/A Attack: Lightning Tornado: Harpuia charges up an Aura. After it disappeared, Harpuia will create a Lightning Tornado and use it to hurt you. He will have two Lightnings standby on both sides of the screen while a Tornado to push Zero around onto the Lightnings. This really hurts and I have yet to figure out an effective way of evading it. I would say Dashing towards the opposite direction of the Tornado is the best way to get out of its way.

Overall Strategies: Harpuia is pretty annoying compared to the bosses you defeated before. He usually starts with either Submission or Slash Wave. Avoid getting hit, dash-jump, then slash away with Charged Ice Z-Saber. Remember, once he got hit, he'll counter with a Slash Wave Combo. After that, he MIGHT start using Mini-Buster to attack you. Nice chance to strike him again. His Lightning Tornado Attack should come when his HP is low, so watch out. After you defeat him, you'll get the Cyber-elf Beedle and he'll teleport away.

For Players who thinks using the Z-Saber is a waste of time and a risk of life, here's another way of beating him: Charge up your Ice Buster and shoot him with it. He'll start using the Slash Wave Combo after he landed. While you move away from him, Charge up again and dodge his first two Slash Waves. Your Buster should be fully-charged by now. Shoot it right away and he'll be frozen and start to do the Triple Slash Combo all over again. Repeat this until he's nailed.

Mission 8: Dual at Desert

Location: Desert

Boss: Fenfir

HP: 3 bars

Weakness: Thunder

Strong Against: Fire (?)

Difficulty: Moderate

Spoils: Cyber-elf: Turbo

Attacks:

Attack 1: Aura: Fenfir summons a little Aura that surrounds him. With this Aura summoned, the Attack that he uses next will be powered up to an annoying level. The enhanced version of each attack are described after the normal version.

Attack 2: Fire Shots: Fires little Fire Balls that looks sorta like Zero's Charged Flame Z-Buster.

Either jump or dash to avoid them, depends on where you're standing when it approaches. If an Aura

was launched before this attack, the Fireballs will be MUCH larger and stronger.

Attack 3: Ground Slam: Fenfir charges up, jumps a little and slams the ground, causing a Shockwave

to appear and dash forward for a short distance. if it's at the peak of the sand hills, stay away

from it. Only jump over it when it's lower than you or at the same level as you. When powered up

with the Aura, the Shockwave will be about twice as high and twice as wide as the unpowered up

version.

Attack 4: Capture: Fenfir will then dash for a short distance in attempt of capturing Zero. Stay

away from him to avoid getting caught. If he actually catches Zero.....

Attack 5: Blast: Fenfir will raise Zero above his head and blast Zero high into the sky with a

strong blast from his Flame Buster. Getting hit by this REALLY hurts, and Zero will get damaged as

the moment the fire bursts out from Fenfir's Fire Buster. If he powered up this Attack with the

Aura, you might want to use a Sub Tank or a Cyber-elf before he jumps up to catch on Zero and

crushes him back down onto the ground.

S/A Attack: Meteor Rain: Fenfir summons a Golden Aura to power himself up. After the Aura's gone,

Fenfir will send about 20 BIG Fireballs into the sky, which then RANDOMLY fall down. To make the

matters worse, the Fireballs will linger for a brief second after hitting the ground.

Trying your

best to Dash-jump through the gaps in between the Fireballs is the only wa to avoid getting hit.

This has GOT to be the most annoying S/A Attack in this game.....

Overall Strategies: Fenfir, compared with the other Guardians, is pretty slow. All you have to do

is to avoid getting hit or getting caught. Stay at a distance from Fenfir and occasionally get

close to him and launch Thunder Charged Saber to deal some nice damage. When you see an Aura

glowing around him, stay from him because the Aura is a sign of him charging up to attack. Anyway,

stay from him when you see any of his attacks coming. If he charges at you before you can react,

just launch the Thunder Charged Saber. That'll stop him in his tracks. However, make sure you get

out of his way RIGHT AFTER launching your Charged Saber.

Mission 9: Protect the Warehouse

Location: Warehouse/Factory

Boss: Phantom

HP: 3 Bars

Weakness: None

Strong Against: None

Difficulty: Hard

Spoils: Cyber-elf: Hofmarda

Attacks:

Attack 1: Charge: Not quite an attack, but it hurts to get touched by him, plus this attack is usually followed with.....

Attack 2: Dash Slash: Yeah, I know it's annoying. Phantom takes out his Katana and slashes Zero like how Zero does his Normal Dash Slash. Getting hit costs some 4~5 HP, so avoid getting hit. Phantom can be stopped in his track if he gets hit on his way, but he'll keep Charging and Slashing after recovering from the hit, so get out of his way right after hitting him.

Attack 3: Shuriken: One of the most-frequently-used attack of Phantom's. He throws his Shuriken across the battlefield. When the Shuriken reached the end of the battlefield it'll return upwards and Phantom will jump onto it. Do not ever get below him while he's on the Shuriken, since he'll throw spikes to reduce your HP.

Attack 4: Copy Bodies: Here we go. The must-have attack for Ninjas. Phantom jumps to the middle of the battlefield and creates 3 copies. Phantom himself the the brighter one, while the other three are just X-Droids in disguise. They'll stay in place for a while, then teleport to different spots. They'll always keep the same distance between them though. If you happen to stand beside the real Phantom when they teleport in, he might use Dash Slash at you. If you managed to keep away from him for about 3 to 4 teleports, he'll then make the Copies disappear and use.....

Attack 5: Shuriken Throw: Yup, following the jump is a Shuriken Throw that is pretty tricky to avoid. Phantom throws a Shuriken at Zero, which divides and shoot out at 4 directions when it hit the wall or floor. Jump to avoid getting hit.

Attack 6: Katana Stab: Ugh. another annoying attack. This attack comes after Shuriken Attack when the Shuriken reached the highest point in the battlefield, or when you destroy the Fake Copies of Phantom during the Copy Bodies Attack. Phantom takes out his Katana and stabs onto Zero from above him. Usually followed by Dash Slash, so watch out.

S/A Attack: Shadow: Phantom charges up and an Aura around him absorbs the light around.

The background disappears and so does Phantom. However, he's just hiding in the background to try to attack you in the dark. He'll shoot 3 Shuriken Pieces at you, which fans out, so do your best to avoid getting hit. You can actually hit him when he's in the background, but since he's invisible, it's pretty hard to get him. The key is to avoid the FIRST Shuriken Piece and hit where it came from (but not from straight below, since the falling Phantom WILL deal damage to Zero upon contact).

Overall Strategies: Phantom is probably one of the the most annoying Bosses in this whole game.

He usually starts the battle with Dash Slash or jumping around in attempt of running into you. Do your best to avoid getting hit and hit him with your Charged Saber. He has no Elemental Weaknesses, so it wouldn't matter which Elemental Chip you use. Remember, your Charged Saber's Shockwave can stop Phantom when he's charging at you, BUT it's still possible that he just Dash Slash you before you can Charge up again. Do not try to shorten this battle, as Phantom is pretty good at evading your attacks. Take your time to reduce his HP slowly and he'll eventually go down. After his defeat, Phantom will admit that he underestimated you, but now you have a Cyber-elf, Hofmarda, that he left behind, along with the 8 Bombs he left behind to collect!

(As Kai the Destructor (hellcat9000@yahoo.com) pointed out, Phantom HATES the Triple Rod. If your Triple rod has the Ability of Triple Attack, use it on Phantom when he's charging at Zero and that'll stop him in his tracks and each hit will deal about 3~4 Damage.)

Mission 10: Stop Hacking

Location: Secret Base

Boss: Leviathan

HP: 3 Bars

Weakness: Fire

Strong Against: Ice (?)

(Isn't it pretty weird that Fire Attacks still work in water?)

Difficulty: Moderate-Hard

Spoils: Cyber-elf: Bomgu

Attacks:

Attack 1: Spear Shot: Leviathan fires three projectiles created by her Poseidon's Spear that drops down to the ground. Pretty easy to avoid.

Attack 2: Ice Balls: Leviathan swims up in a track in a form of an S, leaving Spikey Ice

Balls
behind her tracks. If you touch these Ice Balls your HP get reduced. After a while
Leviathan
will yell something and they'll start to fall down. One hit with the Z-Saber and the Ice
Balls
that got hit will shatter. You CAN stop Leviathan in her track by hitting her with the
Fire Saber
while she's moving around leaving Ice Balls behind.

Attack 3: Ice Shield: Leviathan creates a shield made with Spikey Ice Balls that blocks
any
attack that comes from in front of her. The shield will then be thrown down to attack
Zero, and
it CAN'T be destroyed like the Ice Balls. Jump to avoid getting hit.

S/A Attack: Ice Dragon: Ok, so this attack might make the Meteor Rain look better.
Leviathan will
launch an Ice Dragon from her Spear. This Ice Dragon will chase after you, without being
able to
be destroyed by any of your attacks (at least that's what I've realized).

Overall Strategies: Wow, now that's one cute Guardian with deadly attacks. If you're
quick,
Leviathan can do absolutely nothing before you make her leave, except for maybe a few Ice
Balls.
Get close to her with your Flame Z-Saber fully charged, unleash the attack, and dash under
her
when she's swimming around. As soon as she recovers from the hit (in other words, when she
poses
to get ready for the next attack), your Flame Z-Saber should be fully charged again. Hit
her
again without any hesitation. If you can manage to repeat this process, Leviathan won't
stand a
chance against Zero. If she actually got a chance to attack, try your best to slash her
with the
Charged Flame Z-Saber before her attacks hit you. Pay attention to the Spiked Floors and
try not
to fall onto them. They DO kill you instantly.

6. Resistance Base Bosses (^6)

These bosses appear at a certain time during the game, and they're pretty strong for
Zero's
abilities to handle at the points of the game that they appear. Handle them with caution
and
this FAQ!

R.Base Boss Mission 1: Stop the Giant Mechalonoid!

Location: Reploid Dispsal Center

Boss: Giant Mechalonoid (Mecha Tank)

HP: ???

Weakness: None

Strong Against: None

Difficulty: Moderate Easy

Spoils: Cyber-elf: Stoccto

Attacks:

Attack 1: Land Mine: Mecha Tank's head will shrink in, then shoot out 3 landmines on its way back out. They can be destroyed, but be careful not to get hit, as getting hit by them hurts pretty much.

Attack 2: Bat Release: Mecha Tank's front top lid opens to let out 3 Bats that chase after you. Killing them could end up giving you HP Recoveries, Energy Crystals, Continues (the Z-Signs), and even a Cyber-Elf (don't miss it!)

Attack 3: Parabomb: Mecha Tanks's back top lid opens to shoot out 3 Parabombs that goes off the screen and return down shortly. Destroy them as soon as possible because they could block your way of hitting Mecha Tank.

S/A Attack: X-Droid: After the Tank's basically destroyed, an X-Droid would pop out from where the Bats appear previously. He'll shoot Zero with a Machine Gun, but he can be killed easily.

Overall Strategy: Mecha Tanks' HP Bar does NOT present in the battle, but you can just slash it blindly while avoiding its attacks. It has three parts to be destroyed: The front tip of the tank that releases the Landmines, the front top lid that releases the Bats, and the back top lid that releases Parabombs. When you enter the battle, charge up your attacks and just slash at its tip. The slashes will eventually destroy the Mecha Tank's tip, leaving it no way to attack you directly. The next focus should be the front top lid. Again, charge up your Z-Saber, get as close to the Mecha Tank as possible, and slash away. If you're close enough to the Tank, the Slash Wave should hit BOTH lids, dealing damages to both. If you really can't manage to hit the back top lid with your Charged Saber, take out the front top lid and then use the Charged Buster to destroy the back top lid (as the damage dealt by the Normal Buster Shots is JUST pathetic.) Destroy this enemy as soon as possible if you hadn't gotten the Cyber-elves in this area. If you're very sure you've received those two, let it dig through the wall until it dug through a THICK wall where a Z-Sign was hidden. By defeating it, you get Stoccto the Cyber-elf and the next set of Missions will be revealed.

R.Base Boss Mission 2: Protect the Resistance Base!

Location: Inside the R.Base

Boss: Hanunashin

HP: 2 Bars (?)

Weakness: Thunder

Strong Against: Fire

Difficulty: Moderate-Hard

Spoils: Cyber-elf: Senite

Attacks:

Attack 1: Release Monkey: Hanuashin will release three little monkeys that will catch on you and explode to hurt you. Either use the Z-Saber or Z-Buster to destroy them before they have a chance to catch on you.

Attack 2: Fire Meteor: Hanunashin will transform into a meteor-like Fireball and ram around in the room. Try your best to stay in the the gaps of his attacks. Don't bother hitting him now: He won't get hurt when he's using Fire Meteor.

S/A Attack: Club Smash: Hanunashin takes ou the huge club he showed Zero when preparing the Battle and makes it VERY long (twice as long as that monkey. But then, he's pretty short.....) and jumps towards you while smashing down, hoping you'll get caught in the smash. Avoid getting hit. (Note: this boss was yet another reference to Sun-Goku (sp?) in the Chinese Novel "A Journey to the West". That club, as mentioned in the story, is converted to be about 51600 kg or 5.16 tons. GOT to be a pain to get hit eh?)

Overall strategy: Remember, by destroying enough of his little Monkeys, Sticken, a Cyber-elf, will appear. Just watch out for his attacks and slash him with Thunder-Elemental Charged Saber. He'll go down in no time if you can manage to dodge most of his attacks.

7. Neo Arcadia Shrine (^7)

The following bosses will appear in Neo-Arcadia Shrine and try to stop you. Make them regret even thinking of stopping you!

Neo-Arcadia Shrine Boss 1

Location: Neo-Arcadia Shrine 2nd Floor

Boss: Twin Dragon

HP: ???

Weakness: None

Strong Against: None

Difficulty: Very Easy

Spoils: Cyber-elf: Beefive

Attacks:

Attack 1: (Funny, the ONLY one.....) Bullet Shot: Shoots normal shots that hurt you minorly.

S/A Attacks: None

Overall Strategy: This battle is pretty straight forward. Just stand there and wait for them to appear, then slash away with either Charged Saber or Charged Rod. They'll go down in no time, but make sure you dodge their attacks, and also NEVER, EVER fall down from the platforms you're standing on unless Totten the Hacker Cyber-elf is activate. (Side note: Totten neutralizes the Spikes forever.) Now you know why you're not allowed to fall down don't you? Anyway, by defeating them, you'll get Beefive, a Cyber-elf, and you're now able to get through the door into the next area.

Neo-Arcadia Shrine Boss 2

Location: Neo-Arcadia Shrine 3rd Floor

Boss: Slasher Clownbug (Sorry, I ran out of ideas on naming Mavericks.....)

HP: 2 Bars

Weakness: Thunder

Strong Against: Fire (?)

Spoils: Cyber-elf: Cloctch

Attacks:

Attack 1: Blade Throw: Slasher Clownbug will throw his swords at you. They'll linger there for a while then return to him. Even getting touched by them would hurt.

Attack 2: Top Spin: I tried my best to avoid using terms from other games, but I can't help on this one. It'll spin like a top and sweep across the whole battle field. You can either stay on the wall to avoid this or just charge up your Thunder-Elemental Z-Saber and slash him when he's close

enough.

S/A Attack: None.

Overall Strategies: This boss seems annoying, but in fact it's almost as easy as the previous boss.

Avoid its Blade Throw by clinging on the wall and follow the Blades back to it then slash away. Do

it a few times it'll start doing the Top Spin attack. Avoid the first impact if you can't charge

up your Z-saber within such a short time. Just slash away with the fully charged Z-saber when it's

close enough to you. Defeating it gives you Cloctch, a Cyber-elf, and the access to the next area.

Neo-Arcadia Shrine Final Boss

Location: Neo-Arcadia Shrine Top Floor

Boss: Hercullious Anchortus

HP: 2 Bars

Weakness: Ice

Strong Against: Thunder

Difficulty: Moderate

Spoils: Cyber-Elf: Beehoney

Attacks:

Attack 1: Thunder Ball: Anchortus will release 4 to 5 Thunder Balls that goes in a straight line.

Anchortus will just fire them at you, so move around to avoid getting hit.

Attack 2: Charge: Anchortus will Charge in your direction head-first. Getting hit REALLY hurts, so

Wall-Dash-Jump over him to avoid getting hit.

Attack 3: Spark Chain: Anchortus will jump, fire Spark Chains that attaches onto the wall, then

pull itself into the wall with the Chains. Avoid touching the Chains as they will hurt you.

Attack 4: Mega Spark: Anchortus fires a big Spark Ball that moves very slowly. Watch out for it,

since it moves in a slow speed but hurts a LOT.

S/A Attack: Anchortus jumps into the dead center of the screen and reaches out all his appendages.

They will start shooting out Energy Pellets towards Zero. These Energy Pellets can be easily

reflected with Shield Boomerang or avoided (or be taken advantage of with the Cyber-elves that

absorbs the Bullets' Energy). You can still slash Anchortus while he's doing this attack, but

you'll most likely touch some parts of him and get damaged.

Overall Strategies: I would suggest using Triple Rod AND Z-Saber for this battle. Equip the Ice Chip and get ready for an easy fight. When you enter the battle, Anchortus might shoot Thunder Balls at you. Avoid being hit and try to find a chance to slash him. In fact, the Thunder Balls are the only attack that you should worry about dodging. The other attacks, although damage a lot, doesn't even stand a chance if you evade them quickly. Set your Z-Saber as the Main Weapon, while the Triple Rod as the Sub Weapon. Use Attack Mode C, of which you can switch between Weapons by a tap on the R Button. If Anchortus is in the center of the Battlefield, slash him with Charged Saber. If he's close by the walls, get next to him and nail him with the Charged Triple Rod. The damages dealt by the Triple Rod's Charged version add up to be more than the damage dealt by the Z-Saber, but it only works when the enemy cannot move away from you. Just nail him down with the strategies provided and he'll go down in no time, leaving you a Cyber-elf, Beehoney.

8. Neo Arcadia Tower (^8)

This is the second area of Neo-Arcadia, in which you'll take elevators to reach the top. Be sure to save some HP and Nurse Cyber-elves, because the boss is tough!

Neo-Arcadia Tower Boss

Location: Top of Neo-Arcadia Tower

Boss: Rainbow Devil (or what Zero called "Oversized Slug :P")

HP: 2 Bars

Weakness: None

Strong Against: None

Difficulty: Hard

Spoils: Cyber-elf: M-orolli

Attacks:

Attack 1: Spread Shot: Rainbow Devil will use its own body to launch attacks by shooting out some small fragments of itself all over the room (Eww.....). Zero will get damaged by touching them.

They'll stay in place for a few moments before moving back into where the head is to reform the Devil itself.

Attack 2: Spinning : Sorta annoying. Rainbow Devil will get close to Zero and just stop his actions

by him. Mash the D-Pad to get loose.

Attack 3: Weird Head: The most frequent and annoying attack. Rainbow Devil will transform into a head and start bouncing around the room. It'll spread into two and keep bouncing around when it got hit by Zero or after bouncing around for a while. The head will stay in one of the divided heads while the other one just wouldn't take any damage. After a while they'll spread into 4 and bounce around (Told ya it's annoying!) They'll merge together back into the form of the Rainbow Devil after a while.

S/A Attack: Punch: Oww. This attack's range and appearance scored the lowest on my scale, but it could deal some nice damage to Zero. Rainbow Devil just, well, Punches in front of him. Get out of the way and do NOT try to hit it while he's Punching. The Punch WILL block Zero's Attacks.

Overall strategies: Ok, so this boss is annoying alright, just like the previous Devils. Just get onto the top of the opposite wall when it does the Spread Shot attack, and stay away from him so he wouldn't use the Spinning attack. When it launches the Weird Head attack, avoid getting hit AT ALL COSTS (don't forget that running into a boss hurts the most) while slashing away with the Charged Saber. Do not, I repeat, do NOT use anything but the Z-Saber, especially the Charged Triple Rod (which can hit only once for a pathetic damage) and the Charged Buster (same as the Charged Triple Rod. Shield Boomerang will do you no good in this fight, since you'll need to dash around a LOT and the Shield disables your Dashing Abilities when held. Destroy it and it'll sink back into the floor (Eww, again), leaving M-orolli, a Cyber-elf, behind. Retrieve it and get prepared for the next battle!

9. Neo Arcadia Core (^9)

Good job reaching the last stage! You're just a few steps away from beating the game, so pack some Recovery Cyber-elves and get ready for the Final Trial!

Neo-Arcadia Core Boss Group 1

Location: Neo-Arcadia Core Trial Room 1

Bosses: (In the order of Top-left, Top-right, Bottom-left, Bottom-right) Necromances Anubistepp III, Bizzack Staggroff, Hercullious Anchortus, Maha Ganishariff. (Grr, I was expecting Aztec Falcon here, but oh well. He's too weak to present here anyway.)

For all Boss strategies please refer to their corresponding Missions.

Neo-Arcadia Core Boss Group 2

Location: Neo-Arcadia Core Trial Room 2

Bosses: (In the order of Top-left, Top-right, Bottom-left, Bottom-right) Harpuia, Fefnir, Phantom, Leviathan.

For all Boss strategies please refer to their corresponding Missions.

Neo-Arcadia Core Final Bosses

Location: Neo-Arcadia Core Final Room

Boss: Megaman X Copy / Omega X, Angel X

Megaman X Copy / Omega X

HP: 2 Bars

Weakness: None

Strong Against: None

Difficulty: Very Hard

Spoils: None

Attacks:

Attack 1: Element Transform: X changes his armor's colors into the corresponding Element (Blue for Normal, Light Blue for Ice, Red for Fire and Green for Thunder)

Attack 2: Slide Kick: X sorta does a slide like Original Megaman's, but this one can hurt Zero. Just get out of the way by Dash-jumping and you'll be fine.

Attack 3: Flying Dash: Sorta like Slide Kick, but this one is executed in the air. X will change his altitude as Zero moves up and down, so just stay in place until X is really close (about 4 cm) then jump up to the wall to evade it.

Attack 4: Charge: X will start having thos "Charge Bubbles" going on around him. The Charge can be broken if you make him flinch by delivering a hard hit, but if he successfully charges up, Zero might be in some trouble, since Charging up can evolve the next 4 Attacks into VERY strong versions.

Attack 5: Triple Shot: Only used with Normal Element. X will either jump up and shoot 3 shots at an angle of 45 degrees downwards, or just shoot them while standing on the ground. Very

easy to evade.

Attack 6: Fire Wave: Only used with Fire Element. X fires a Fire Wave that kinda resembles the Silver Tomahawk Weapon from MM6 (goes down a bit then raises up). Jump over it or Dash under it depend on its altitude.

Attack 7: Ice Shot: Only used with Ice Element. X fires an Ice Ball like Blizzack Staggeroff's. This one doesn't make Ice Crystals on the floor (whew), BUT it spreads out when it hits the wall or the floor. Keep dashing around to avoid getting hit.

Attack 8: Thunder Spark: Only used with Thunder Element. X fires two Spark Balls like Hercullious Anchortus's. They move slowly so watch closely while tryin your bset to avoid them. They'll follow your altitude as well.

Attack 9: Color Shot: Only used with Normal Element Charged up. X will fire a BIG Normal Shot that has soe colorful energy balls revolving around it. Getting hit by this WILL hurt.

Attack 10: ????: Only used with Fire Element Charged up. To tell the truth, I have never seen this one before. If someone saw this before, please tell me about it.

Attack 11: Ice Tornado: Only used with Ice Element Charged up. X will fire a Storm Tornado (MMX reference) that's Ice-Elemental. Stay on the wall until this passed.

Attack 12: Wave Spark: Only used with Thunder Element Charged up. X will fire a Thunder Wave that moves on the ground slowly but deadly. Deash-jump over it.

S/A Attack: Aura Recovery: Nooooooo!!! A Recovering move!!! Just when you think you've lowered Copy X's HP down to about 1/3 of the last gauge, he just Summons this huge blue Aura that covered about 2.5 cm on either sides of him, making him totally immune to all Zero's Attacks (and touching the Aura will hurt Zero). While being protected by his Aura, Copy X REGENERATES his HP by one full gauge. Thank God he uses this only once per Battle.

Overall Strategies: Ok, after the cliched Copy Bosses Battle, here goes the final boss..... X Copy. I dunno about you guys but I DID see this coming and it's not so surprising. Anyway, X starts the Battle by summoning his cool Battle Suit that can change his Elements anytime. The Elements he chose wouldn't let you do more damage with the Weakness Element, but they tell you what kind of special attack he will use. I had listed all the attacks and ways of evading them, so just keep moving around to avoid getting hit while charging up your Z-Saber and slash him when you get a chance. This is not a really long fight, but the next one is REALLY long if your controlling skill

isn't

that good. After being defeated by Zero, X Copy transforms into Angel X.....

Angel X

HP: 2 Bars

Weakness: Ice

Strong Against: Thunder, Fire (totally Immune against Fire)

Difficulty: Very Hard

Spoils: None (well, does the Ending of the game count?)

Attacks:

Attack 1: Paralyzer Rings: Angel X fires three rings upwards and they'll drop down on Zero later.

Keep moving around to avoid getting hit, since they can temporarily paralyze you and make you unable to avoid the next few attacks. The number of rings will increase as Angel X's HP gets reduced.

Attack 2: Laser Beam: Fires around 20 Laser Beams from his arms that fans out the direction Zero is in. Don't let them hit you while you're on the Spike Pillars or you'll definitely gonna drop into the hole below and it's Retry time.

Attack 3: Fire Floor: Ouchness. Angel X will fire a Laser Beam that sweeps across the floor, igniting the whole floor and let them burn for a while. Touching the fire will cost you at least 6 HP so cling on the Spike Pillars to avoid being hit. (Is it just me or this attack look like the one from X4's Final Sigma?)

S/A Attack: Ring-Pillar Combo: Great. Just great. I ran out of ideas of crating Attack Names.

ahem Anyway, this attack follows a very devilish laugh from Angel X. Then the pillars sides disappear and they keep appearing and disappearing while trying to pin Zero down to the floor with the spikes they have on their bottom. To make the matter worse, Angel X will keep sending the Paralyzer Rings in attempt of stopping Zero on his track so the pillars can impale him. All you can do is to Dash around on the limited space while trying to avoid getting caught by the Pillars and the Rings. NEVER EVER think of clinging onto the walls to try to avoid the Pillars, as the Rings will just catch you and bring you down to the hell. TERRIBLY ANNOYING ATTACK
alright.

Overall Strategies: Angel X sorta reminds me of Sigma's Final form from Megaman X.....

ahem Ok, this is the Final Battle, so don't take it easy. Equip your Ice Chip, as he's weak against

the Ice Attacks. When the battle starts, two Pillars drop from the ceiling and crush a HUGE part of the room. These Pillars will have spikes on top and bottom of them, so just cling to the side of them. Don't let Angel X hit you while you're clinging on the Pillars, because they'll knock you down into the pits below and it's a good-bye for Zero. His head is its only weak point, and Charged Saber (Anytime you can level-up your weapons) or Boomerang Shield (Hard Mode and other ones) works the best on him. Remember that when he's using the Paralyzer Rings he couldn't get hurt. Avoid getting hit and slash away by jumping off the Spike Pillars and releasing your Charged Attacks. However, don't get too close as touching him hurts you as well. Don't bother saving your Cyber-elves (if you still have any of them left from the Copy X Battle) since you won't need them anymore. After defeating Angel X, it's Ending time! Congratulations, you just beated the game!

Here's an optional way of beating Angel X for the people that can't manage to control Zero to perform several tasks at once (although I really wonder how you could possible make it up to this opint with such skills :P). Just set the Triple Rod as your Primary Weapon and do your best to not to get hit. Whenever Angel X isn't attacking, go below him, jump up and poke upwards. That should dela some little damage. This way is slower but it's better for players with bad controlling skills.

10. Version Updates (^10)

- V 2.0 (June 23, 2003): Completed S/A Attacks for all the bosses. Added Difficulty Ratings for every boss in the game. Guide completed.
- V 1.6 (January 6, 2003): Added S/A Attacks for some bosses. Corrected Angel X's Weaknesses and stuff. The missing S/A Attacks will be added in the next Update.
- V 1.5 (January 2, 2003): Added easier ways of beating Harpuia and Angel X. Whoever Came up with those ideas please claim your credits by sending me an e-mail.
- V 1.4 (October 9, 2002): Corrected up some minor problems in the Golem Section, thanks to NeoHub's help.
- V 1.3 (October 6, 2002): Corrected up some major problems in the Index System. Reformatted some parts of the FAQ.
- V 1.0 (October 5, 2002): Finished up the whole FAQ. Grammatical problems and other problems will be fixed shortly.

V 0.1 (September 16, 2002): Started the FAQ, added most of the bosses, plus the Legal Stuff. Credits

and newer versions will be posted after a while.

11. Legal Stuff & Credits (^11)

This FAQ is Copyrighted to Zidanet_129.

To contact me for flames/complaints/compliments/suggestions, please e-mail me at zidanet_129@hotmail.com

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