

Mega Man Zero 2 Weapon/Elemental Chips Guide

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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

Oh yeah, blast me if you think the names sucked. If you have ideas for the Boss names, PLEASE e-mail me.

Now, enjoy.

2. Weapon & Elemental Chips List (^2)

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

Weapons:

Z-Buster: ***

Z-Saber: *****

Chain Rod: ***

Shield Boomerang: ***

Elemental Chips:

Thunder Chip
Fire Chip
Ice Chip

EX Skills:

Laser Shot
Blast Shot
Spark Shot
Triple Shot
Jougenshin
Tensyouzan
Rakuretsuzan
Sengatotsu
Energy Chain
Filter Shield

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 one of the two Weapons Zero had when the game began. Zero wouldn't heavily rely on this Weapon in the beginning, but there are some EX Skills that are used only with the Z-Buster and they work pretty well against enemies out of ranges of the other Weapons.

Time of Acquiring: Beginning of Intro Stage, initially Equipped as Main Weapon

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: Charge Shot Enhancement: This Enhancement enables Zero to Charge up the Z-Buster to do a Lv.2 Charged Shot, which is about 3 times as strong as the Normal Energy Pellets.

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.

EX Skills:

Laser Shot

Acquire: Defeat Hewligg Urobokkle at Level A or S.

Elemental Chips Required: None

Special Effect Chip: None

Effect: Shoots a Laser Shot that apparently pierces through enemy armors.

Triple Shot

Acquire: Defeat Polar Camubears (blast me for unable to create a decent name) at Level A or S

Elemental Chips Required: Ice Chip

Special Effect Chip: None

Effect: Fully Charge up the Z-Buster to shoot an ice shot that, when stopped by any obstacle, would burst into 3 and fan out.

Blast Shot

Acquire: Defeat Farnible/Fenfir at Level A or S

Elemental Chips Required: Fire Chip

Special Effect Chip: None

Effect: Fully Charge up the Z-Buster to shoot a fiery blast that, when stopped by any obstacle, would burst and deal multiple-hit Fire damages. Not recommended for boss fights, as they would become immune when the first blast hits them.

Spark Shot

Acquire: Defeat Panther Furacros at Level A or S

Elemental Chips Required: Thunder Chip

Special Effect Chip: None

Effect: Fully Charge up the Z-Buster to shoot a lightning ball that, when stopped by an obstacle, would divide into two and fan out vertically.

4. Z-Saber (^4)

Short Description: The traditional Weapon for Zero since Megaman X2. Like the previous game, Zero can slash while doing basically everything, and guess what, the Z-Saber is your best friend when you've acquired some nice EX Skills!

Time of Acquiring: Beginning of Intro Stage, initially Equipped as Sub Weapon

Basic Damages:

Normal Slash: 4

Dash Slash: 5

Fully Charged Slash: 8

Normal Air-Slash: 4

Enhanced Air-Slash/Rolling Slash*: 2 per hit

*: Only available with Active Form

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

EX Skills:

Kougenshin

Acquire: Defeat Halperia/Harpuia at Level A or S

Elemental Chips Required: None

Special Effect Chip: None

Effect: Press Down + B to release a slashwave that proceeds for a short range. Kinda like Saber Extend in Megaman X5 and X6, but this one can only be launched on the ground. The damage is about as much as the Z-Saber Slashes (I have yet to confirm this one).

Tensyouzan

Acquire: Defeat Phoenix Magmanon at Level A or S

Elemental Chips Required: None

Special Effect Chip: Fire Chip

Effect: Press Up + B to slash upwards while jumping up. When the Fire Chip is equipped, this attack would look sorta like Megma Dragoon's Weapon from Megaman X4.

Sengatotsu

Acquire: Defeat Kuwagust Anchortus at Level A or S

Elemental Chips Required: None

Special Effect Chip: Thunder Chip

Effect: By doing a Dash Attack with the Z-Saber, Zero will hold out his Z-Saber to do a frontal assault that looks like the Weapons acquired from Web Spider and Slash Beast in Megaman X4 combined. By equipping the Thunder Chip, the attack can stun enemies if they didn't get killed.

Rakuretsuzan

Acquire: Defeat Leviathan at Level A or S

Elemental Chips Required: None

Special Effect Chip: Ice Chip

Effect: By pressing Down + B in air, Zero would do a downward stab with his Z-Saber. It can be cancelled with other actions if my memory serves me right. With the Ice Chip equipped, this attack would become almost identical as the Wepaon acquired from Frost Walrus in Megaman X4.

5. Chain Rod (^5)

Short Description: This weapon replaces the Triple Rod from the first game, and apparently this weapon is MUCH more useful than the Triple Rod! Its attacking power is probably as weak as the Triple Rod, but with the chain part of this Weapon, Zero could grapple onto many things, including pallets, walls, big blocks and even enemies. If done right, Zero could even pull enemies or blocks close to him. By grappling onto other things, Zero can adjust the length of the chain by pressing Up or Down and use it as a swing to fly over HUGE holes or spike beds!

Time of Acquiring: After Zero wakes up in the New Resistance Base, he would have to pay a visit to Elvis. After that, go meet Servo/Cerveau in his Lab and he'll give Zero this Weapon.

Basic Damages:

Normal Attack: 4

Downward Thrust while Airborne: 3

Charged Attack: 2 per hit (4 hits in total)

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: Charge Enhancement: Zero can now charge up the Chain Rod for a powerful, multi-hit Spinning slash. This attack, when executed on the ground, will make Zero stand in place, while the airborne version of this attack would allow Zero to move around when he's still in the air.

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

EX Skills:

Energy Chain

Acquire: Defeat Burble Hekerott at Level A or S

Elemental Chips Required: None

Special Effect Chip: None

Effect: Throw the Chain Rod and hook onto any enemy that could be pulled closer to Zero. Keep holding the B button and the enemy will be stunned while the Chain slowly but steadily drains the enemy's energy and convert them to Zero's HP.

Vampire Zero. *shudders*

6. Boomerang Shield (^6)

Short Description: Boomerang Shield is another Weapon originally stored in Zero's Memory when he was resurrected by Ciel in the previous game. 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: See Chain Rod

Basic Damages:

Reflected Shots: 0.5

Thrown: 8

Level 1: Basic Attack: As noted in the Introduction of this section, the Boomerang 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.

EX Skills:

Filter Shield

Acquire: Defeat Rainbow Devil MKII at Level A or S

Elemental Chips Required: None

Special Effect Chip: None

Effect: By pulling out the Shield Boomerang RIGHT BEFORE an energy pellet hits Zero, the Shield would convert the pellet's energy into a small Energy Crystal. Neat when you need a LOT of Energy Crystals to feed your hungry Cyber-Elves.

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: Defeat Panther Furacros

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

Fire Chip

Acquire: Defeat Phoenix Magmaneon

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: Defeat Polar Camubears

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 1.0 (May 11, 2003): Completed the Guide. The problems in this guide will be fixed later.

9. Legal Stuff & Credits (^9)

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