

DIRECTIVE: MAVERICK HUNTER
CAIN LABS

From: Dr. Cain
To: All Science Personnel

DIRECTIVE: REPLIFORCE document secured 2 programs:
MH-v3 (MAVERICK HUNTER v3).....Established: Mavericks, virus contained
RF-v3 (REPLIFORCE v3).....New: Program to match MH-v3 success

REPLIFORCE v3 program initiated January 1.

REPLIFORCE v3 Directives:
Compensate for Sigma and Doppler program failures
Uphold Reploid Sciences: Research & Development
Maximize Reploid efficiency
Increase troop response time for MH-v3
Prevent further Maverick action

REPLIFORCE v3 Evaluation: June 1
MAVERICK HUNTER v3 unites respond too late
Maverick action building at alarming rate
Maverick riot destroys major cities, causes destruction throughout region
REPLIFORCE v3 proven ineffective and potentially dangerous

DIRECTIVE: MH-v4 (MAVERICK HUNTER v4)
Devise alternative to REPLIFORCE program
Establish MAVERICK HUNTER v4 with combo v3 units #0 and #17
Respond to Maverick riot without delay

#17 UNIT LEADER: MEGA MAN X.....#0 UNIT LEADER: ZERO

END DIRECTIVE

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== 3) CONTROLS ==
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This section describes the basic controls.

- D-Pad -> (Left/Right) Move Mega Man X/Zero
(Up/Down) Climb ladder
- Circle -> Dash
- X -> Jump
- Square/Triangle -> Fire weapon
(Hold) Charge X. Buster
- L1 -> Switch weapon
- R1 -> Switch weapon
- R2 -> Activate Giga Attack
- Start -> Bring up menu

enemies!

Raijingeiki

Received From: Web Spider

Execute this lightning attack with the Special Move button (Triangle by default). Aside from Rakuhouha, this is really Zero's only attack that has a decent range to it. One important fact to remember is that there is a delay before Zero actually unleashes the lightning!

Ryuenjin

Received From: Magma Dragoon

The Ryuenjin technique is very similar to X's Rising Fire weapon. Zero flies into the air with a flaming sword at his side. And, just like Rising Fire, you can burn certain objects with it.

Hyouretsuzan

Received From: Frost Walrus

Jump into the air, and press Down + Special Move button to freeze Zero's Z-Saber into a giant icicle. This ability is best suited for ambushing foes from high above.

Kuenbu

Received From: Split Mushroom

This technique has two parts. If you press the attack button while in the air, Zero flips and unsheaths his sword, creating a circular attack. Kuenbu also enables Zero to double jump, if you time it right.

Hienkyaku

Received From: Jet Stingray

Hienkyaku is nothing too special. It allows Zero to do an air dash.

Tenkuuha

Received From: Storm Owl

Aside from changing Zero's Z-Saber to a purple tone, Tenkuuha aids Zero by allowing him to cut through energy shots used by enemies. That may not sound too useful, but it is quite a help!

Shippuuga

Received From: Slash Beast

Heart Tank.

Cyber Space

Requirements: None (Soul Body/Kuuenbu helps, though!)

Achieve a S rank in the first "race" in the stage (as X). For Zero, do it in the second race.

Air Force

Requirements: None

It's hard to miss this one! It's found directly under the first flying saucer that fires the almighty red beam of destruction.

Volcano

Requirements: None

Near the start of Area 2, you will find an enemy in a robot ride armor. The Heart Tank is found northwest of that enemy on a ledge. Do a dash jump off the ledge above the robot ride armor to reach it.

Marine Base

Requirements: None

This one is easy to find, but more difficult to actually collect. It's in the first area of the stage on a lower platform. The key to getting it is to let the bike ride off the ledge instead of jumping.

Biolaboratory

Requirements: Lightning Web/Kuuenbu

The Heart Tank is found right after you step on the teleporter in Area 2. Let the drillers demolish the section you start on. As X, fire the Lightning Web and use it to wall kick up to the tank. With Zero, use the Kuuenbu's double jump to leap up to the ledge.

Military Train

Requirements: None

Once you hop into the robot ride armor, you will see the Heart Tank on top one of the train cars.

Snow Base

Requirements: Rising Fire/Ryuenjin

Hop up after defeating the second ice gorilla bot you encounter. You should

Web.

Cyber Peacock

Weakness: Soul Body
Receive: Aiming Laser

Cyber Peacock's main attack is to constantly teleport in and out of his lair. When he teleports in and you happen to be very close to him, he extends his "plasma feathers." They have a great attack range and WILL put quite a dent in your life meter. Fortunately, if you are not close to him, Cyber Peacock will simply teleport out again...

Cyber Peacock's other attack is just as annoying! He launches missile after missile that home in on X. These weapons are quick and can turn on a dime, so unless you dash like crazy, they are guaranteed to smack around.

Using Soul Body makes this a quick and dirty fight. Remember that the replica only exists for a few short moments, so try to hit Cyber Peacock as best as you can! You may be able to hit him twice with one replica!

Storm Owl

Weakness: Aiming Laser
Receive: Double Cyclone

Storm Owl's ability to fly doesn't help him much here, as your Aiming Laser lets you attack him from nearly any angle. Storm Owl flies on and off the screen frequently; just blast him with the laser as soon as he pops out again.

Most of this Maverick's abilities are long-range. The only one you really need to watch out for is when Storm Owl dives down, attempts to grab X off the ground, and then smashes him to the floor. The whirlwinds are another lethal hazard. Watch the ground under X's feet to check to find out if the tornados are about to shoot up out of the floor.

Colonel

Weakness: X. Buster

Beating Colonel requires some lightning fast reflexes! He phases out of the room, reappears in front of X, and slashes with his sword. Time your jumps precisely so that you will be in the air as Colonel is attacking.

Typically after Colonel completes his sword bit, he maneuvers over to a side of the room and launches wave after wave of projectiles. Fortunately for X, his jumps are high enough to dodge the attacks. This is the best time to attack! Charge up the X. Buster, and let loose with some charged rounds. Assuming you're on the ball, you can score two hits!

Magma Dragoon

Weakness: Double Cyclone
Receive: Rising Fire

Thanks to the convenient placement of the robot ride armor earlier in the

stage, this fight can be quite easy! If you are careful when operating the mech, you can actually take it inside Dragoon's lair, and battle him with it. I have been able to knock off at least half of his life before my armor self-destructed.

Even without the armored mech, Double Cyclone still works fine against Magma Dragoon. Keep in mind that the shots will travel upward after being fired.

Magma Dragoon's abilities are mainly long-range flame attacks, including an imitation of Ryu's signature Hadouken move. Obviously, try to stay a distance away from the Maverick. If you used the previously mentioned robot ride armor, this battle is a breeze.

Frost Walrus

Weakness: Rising Fire
Receive: Frost Tower

This 10-ton beastie takes up half of the room! But, to go along with his enormous size, Frost Walrus walks at a very slow pace. Rising Fire is the most effective weapon here; however, because the flame flies straight up, you MUST get up close and personal in order to score a hit.

After Frost Walrus is scorched by Rising Fire, he dashes across the room. Simply wall kick up, and hover over him (you DO have the leg upgrade by now, right?). Rinse and repeat.

Upon reaching his "critical" status, Frost Walrus switches to a new attack of forming a frigid chunk of ice that splits upon impact with the ground. Getting past this attack is easy: dash over to a wall, and stay there until the ice is done splitting.

Jet Stingray

Weakness: Frost Tower
Receive: Ground Hunter

At the outset of the fight, Jet Stingray possesses two different attacks. He either sharply dives at X, or he deploys several Ground Hunters that travel along the sea floor. The latter can be easily avoided by hovering. Unfortunately, however, there's no real indication which power he will use, so you MUST be careful when attacking with Frost Tower!

As with the previous Mavericks, Jet Stingray gains a new ability when he loses most of his energy, and this ability is a simple vacuum technique. A hit from Frost Tower will interrupt this attack.

Slash Beast

Weakness: Ground Hunter
Receive: Twin Slasher

There's really not much to Slash Beast... This boss mainly hops around the train car and does a few kicks in the air. The only move you need to pay attention to is when Slash Beast's claws glow red, and then he dashes into a wall. If you happen to be on that wall when he collides with it, you are going to fall and take a hit.

For each time you smack Slash Beast with Ground Hunter, he executes his dash maneuver. Once he's done, shoot him again, and repeat...

Colonel

Weakness: Frost Tower

This rematch against Colonel is essentially the same as when you fought him for the first time. The only new attack here is a lightning move where Colonel summons lightning from the ground. Pay attention to X's location so you can move him out of harm's way.

Whenever Colonel is in a stationary position, hover over him, and drop the Frost Tower on top of him. By doing that, you should be able to score a couple hits with one use.

Double

Weakness: Double Cyclone

What a surprise! Double is a double agent! Lovely pun!

Anywho, Double's primary attack involves dashing in X's direction with his weapon drawn, and take note that there is a short delay between each dash. Double may also deploy a stationary spinning blade somewhere in the room. Simply don't touch it, and you will be fine...

Double Cyclone seems to be the most effective weapon against Double. Each time you hit him, some extra bots may pop out and attempt to harm X. In this situation, a charged X. Buster shot should suffice in eliminating these annoyances, so you might find it easier to just stick with the X. Buster throughout the entire battle. Use whichever weapon you find to be best for you.

General

Weakness: Twin Slasher

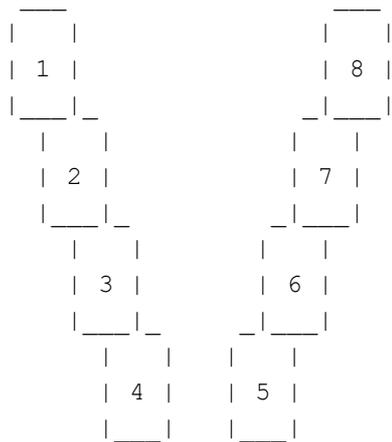
This Texan-sized tin can is much easier to deal with as X compared to poor Zero, due to X's long range attack ability. General's weakpoint is his tiny, little head. Twin Slasher does the most damage, and to make it even easier for you, you can fire the Twin Slasher whilst on the ground and still hit him! That angle is a huge help here!

When General floats up slightly, he can do one of two things...

If General flies upward, he detaches his two fists, and they will travel back and forth across the screen, while he tries to shoot you. I find it to best to wait until the fists are on their way back to him, and then proceed to climb up the fists. With the Twin Slasher in hand, you should be able to harm General by firing from the bottom fist.

If General drops down slightly, he simply flies across the room to the other wall. Wall kick up into the corner before he gets there, and continuously fire the Twin Slasher at his head.

Teleporter Room



1. Web Spider
2. Cyber Peacock
3. Jet Stingray
4. Split Mushroom
5. Slash Beast
6. Frost Walrus
7. Storm Owl
8. Magma Dragoon

Grim Reaper Sigma

Weakness: Rising Fire

Absolute pushover! As soon as "Grim Reaper" Sigma appears above X's head, use Rising Fire to toast his cloak. Do it again when he teleports back into the room. However, now when he reappears, Sigma draws out his scythe and drags it across the screen. To avoid this attack, wall kick up into a corner, and hover above Sigma when he flies towards you. Attack with Rising Fire when he comes back, and repeat...

Sigma

Weakness: Lightning Web

Although more difficult than his previous form, Sigma is certainly not impossible. Sigma floats into the center of the screen and tosses his scythe around the room. Wall kick into a corner, and jump over the scythe, if necessary. The next time he throws it, the weapon sticks to wherever it hits and deploys electric shocks. The key here is to make sure the scythe is caught on a wall (which can be done by being on a wall when it is thrown).

As the scythe is doing its thing, Sigma goes Superman and attacks with laser vision on the ground. You must hover at precisely the last second, stay perfectly still, and hope you hover long enough to dodge the lasers. Fire Lightning Web whenever you have the chance. That should not be too hard, considering how often Sigma stays in a fixed position.

Sigma FINAL

Instead of one final boss, you have to deal with three. The forms appear in the order listed here, and they will repeat this pattern.

Colored Heads: Each head appears using a different attack. It doesn't really matter if you destroy any of them, as they regenerate on their next appearance.

The blue head ejects an icy mist along the ground. Wall kick on the two heads on the left, and hop on top of the blue one until the attack is complete.

The first portion of the battle involves Web Spider climbing down from the ceiling and launching a Lightning Web that attempts to home in on Zero. Fortunately, their slow speed makes it simply to evade them; just dash, jump, and do whatever it takes! Slash Web Spider with the Z-Saber as soon as he shimies down, and then dash off to avoid the incoming web attack.

After losing roughly 2/3 of his energy bar, Web Spider shifts attack patterns by setting a giant electric web. Don't worry, as you can safely touch it without taking damage! The Maverick may deploy tiny spider bots. Aside from that, Web Spider sticks to throwing his web around the room. It's best to attack AFTER he tosses a web. If you decide to stay in melee range, you will be exposed to taking a hit (or hits) from a Lightning Web.

Split Mushroom

Weakness: Rajingeki
Receive: Kuuenbu

Yes. Mushroom. The oh-so-evil-and-diabolical 'SHROOM OF DOOM!

Split Mushroom starts off the battle by jumping up a wall and creating psychedelic, seizure-inducing clones of himself. You can easily remove them with Zero's Rajingeki technique. Dispel the clones as they are being made, and hit Split Mushroom with your lightning attack once he lands on the ground. Note that there is a delay between when you press the attack button and when the attack is actually executed!

Eventually, Split may decide to spew out purple powder across the screen and mimic Gemini Man from Mega Man 3 by forcing you to deal with two Split Mushrooms. The one that runs faster is the real boss. If you need help deciding which is the real Split, wall kick your way up into a corner, and watch the duo run around the room.

Magma Dragoon

Weakness: Raijingeki
Receive: Ryuenjin

Thanks to the convenient placement of the robot ride armor earlier in the stage, this fight can be quite easy! If you are careful when operating the mech, you can actually take it inside Dragoon's lair, and battle him with it. I have been able to knock off at least half of his life before my armor self-destructed.

Magma Dragoon's abilities are mainly long-range flame attacks, including an imitation of Ryu's signature Hadouken move. Unfortunately for Zero, you will need to approach Magma Dragoon in order to attack with the Raijingeki technique. Try to do so between his fire wave moves. Depending on how much life you can deplete off of Dragoon's meter with the robot ride armor, this battle can be won quickly.

Frost Walrus

Weakness: Ryuenjin
Receive: Hyouretsuzan

This 10-ton beastie takes up half of the room! But, to go along with his enormous size, Frost Walrus walks at a very slow pace. Obviously, the fiery Ryuenjin technique is most effective here. Like in X's case, you MUST get close to Frost Walrus so your attack will actually connect.

After Frost Walrus is scorched by Ryuenjin, he dashes across the room. Simply wall kick up, and use the Kuenbu's double jump to pass over the mechanized animal.

Upon reaching his "critical" status, Frost Walrus switches to a new attack of forming a frigid chunk of ice that splits upon impact with the ground. Getting past this attack is easy: dash over to a wall, and stay there until the ice is done splitting.

Jet Stingray

Weakness: Hyouretsuzan
Receive: Hienkyaku

At the outset of the fight, Jet Stingray possesses two different attacks. He either sharply dives at Zero, or he deploys several Ground Hunters that travel along the sea floor. Chop them up with your Z-Saber as quickly as you can. Unfortunately, however, there's no real indication which power he will use... Double jump into the air with Kuenbu, and freeze the robot with Hyouretsuzan. Watch your jump so you do not collide with a Ground Hunter!

As with the previous Mavericks, Jet Stingray gains a new ability when he loses most of his energy, and this ability is a simple vacuum technique. Whenever you notice Jet Stingray falling into the water, freeze him before he is given the chance to attack!

Cyber Peacock

Weakness: Ryuenjin
Receive: Rakuhouha

Cyber Peacock's main attack is to constantly teleport in and out of his lair. When he teleports in and you happen to be very close to him, he extends his "plasma feathers." They have a great attack range and WILL put quite a dent in your life meter. Fortunately, if you are not close to him, Cyber Peacock usually teleports out again...

Cyber Peacock's other attack is just as annoying! He launches missile after missile that home in on Zero. These weapons are quick and can turn on a dime, so don't be careless! Burn the bird with the Ryuenjin move before he starts firing his missiles.

Storm Owl

Weakness: Rakuhouha
Receive: Tenkuuha

Although Rakuhouha is Storm Owl's weakness, you will not be able to make much use out of it since you are only given up to four shots at one time. So, I would recommend sticking to normal Z-Saber attacks and Kuenbu when battling the bird. Unleash the Rakuhouha technique when only you feel it is absolutely necessary.

Most of this Maverick's abilities are long-range. The only one you really need to watch out for is when Storm Owl dives down, attempts to grab Zero off the ground, and then smashes him to the floor. The whirlwinds are another lethal hazard. Watch the ground under Zero's feet to check to find out if the tornados are about to shoot up out of the floor.

Slash Beast

Weakness: Raijingeiki
Receive: Shippuuga

There's really not much to Slash Beast... This boss mainly hops around the train car and does a few kicks in the air. The only move you need to pay attention to is when Slash Beast's claws glow red, and then he dashes into a wall. If you happen to be on that wall when he collides with it, you are going to fall and take a hit.

Slash Beast's constant running around the train car doesn't aid you much when trying to damage him with Raijingeiki. The best time to use the move is right after he lands on the ground (after he does one of his jumps). Once the lightning attack connects, try to dash away from Slash Beast as soon as you are allowed to.

Colonel

Weakness: Hyouretsuzan

This fight against Colonel is essentially the same as when you fight him with X. He teleports in and out of the room and attempts to slash at Zero with his own sword. Colonel may travel to a side of the room and proceed to launch of series of wave attacks. The Kuenbu's double jump function comes in handy here. Whenever Colonel charges his sword with electricity, watch the ground to see where the electricity will exit and move accordingly.

Although there is no clear cut technique that works the best, the Hyouretsuzan attack seems to do slightly more damage, but it might just be me. Double jump over Colonel, and slam him with this ice maneuver. Due to Zero's limited range to attack, this fight will not be extremely easy. If Hyouretsuzan doesn't work well for you, try out the other techniques, and discover which work best for you.

Iris

Weakness: Ryuenjin

Iris isn't too happy about what Zero did to her brother, so she decides to kick his can with a cute, purple mech...

Iris frantically deploys mine that slowly home in on Zero. Attack in the air with Kuenbu to eliminate them. And watch out for her laser cannon! When she starts to charge up, wall kick up into a corner to stay out of the blast.

After hitting her mech several times, a purple crystal pops out and floats around the room. Torch it with Ryuenjin when you have the chance. Also, during this time, when Iris uses her laser attack, the crystal also vertically shoots a second laser in an attempt to annoy you.

General

Weakness: Z-Saber

This Texan-sized tin can is not vulnerable to any of Zero's techniques, so you need plenty of luck and skill for this fight. The only "weakpoint" on him is his tiny head. Hopefully, by now, you have energy in your E-Tanks, so use those to your advantage.

When General floats up slightly, he can do one of two things...

If General flies upward, he detaches his two fists, and they will travel back and forth across the screen, while he tries to shoot you. I find it to best to wait until the fists are on their way back to him, and then proceed to climb up the fists. Next, use Kuenbu on the head. Remember NOT to touch the jets of the fists, as they will harm you!

If General drops down slightly, he simply flies across the room to the other wall. Wall kick up into the corner before he gets there. Now, carefully slide down the wall, swing your Z-Saber at his head, and then quickly wall kick back up. Repeat this, if possible.

Teleporter Room

1	8	
2	7	1. Web Spider
3	6	2. Cyber Peacock
4	5	3. Jet Stingray
		4. Split Mushroom
		5. Slash Beast
		6. Frost Walrus
		7. Storm Owl
		8. Magma Dragoon

Grim Reaper Sigma

Weakness: Ryuenjin

Absolute pushover! As soon as "Grim Reaper" Sigma appears above Zero's head, execute Ryuenjin to toast his cloak. Do it again when he teleports back into the room. However, now when he reappears, Sigma draws out his scythe and drags it across the screen. To avoid this attack, wall kick up into a corner, and stay there until Sigma leaves. Burn Sigma with Ryuenjin when he comes into view, and repeat...

Sigma

Weakness: Kuenbu

Although more difficult than his previous form, Sigma is certainly not impossible. Sigma floats into the center of the screen and tosses his scythe

around the room. Wall kick into a corner, and jump over the scythe, if necessary. The next time he throws it, the weapon sticks to wherever it hits and deploys electric shocks. The key here is to make sure the scythe is caught on a wall (which can be done by being on a wall when it is thrown).

As the scythe is doing its thing, Sigma goes Superman and attacks with laser vision on the ground. Stay above Sigma's head with wall kicking to evade the lasers. Then the entire cycle repeats itself. Attack with Kuuenbu as often as possible; that's really it..

Sigma FINAL

Instead of one final boss, you have to deal with three. The forms appear in the order listed here, and they will repeat this pattern.

Colored Heads: Each head appears using a different attack. It doesn't really matter if you destroy any of them, as they regenerate on their next appearance.

The blue head ejects an icy mist along the ground. Wall kick on the two heads on the left, and hop on top of the blue one until the attack is complete.

The red head spews out several fireballs at once. It's best to run up to it, and burn it with Ryuenjin before it has the chance to damage you.

The yellow head is the most difficult of the three. It uses electric charges that split upon contact with the ground. Again, try Ryuenjin. However, chances are you will take a hit by doing so.

Cyborg Sigma: I would recommend staying towards the right wall before he appears. Cyborg Sigma possesses two different techniques. One involves him inhaling a myriad of junk parts. When this happens, stay between the red and blue heads. Hop on top of the red one as soon as Sigma starts to exhale all of the junk. Jump when necessary.

The second attack is an Air Man-esque whirlwind. Spike jut out of the right wall, so stay away from those! Keep on dashin', and once the wind stops, move in, and perform a combo or two with the Z-Saber.

Ray Gun Sigma: Again, this form has two attacks. One is when Sigma fires the ray gun wherever Zero happens to be. You can jump on the heads to your left for help. If you want to attack, use Ryuenjin on the red head to destroy it, and then you are free to hit Sigma as much as possible.

The other attack is easily identified, as Sigma says "The end!" before it happens. A laser fires from the gun, unleashing explosions along the ground. Note that you only take damage if you are on the floor. Touching the tiny laser beam does not harm you! Sigma teleports out of the room once the explosions are done.

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-- 7) GAMESHARK CODES --

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This section contains codes used for the GameShark cheating device.

80141928 0100 -- Invincible

80172204 0002 -- Infinite lives

3014196F 00FF -- Have all enhancement parts

D0166C08 0080 -- Death touch

8013BF2C 0000

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-- 8) CREDITS --
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This section is here to recognize those who have contributed to this FAQ.

GameShark.com - For the GameShark codes.

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-- 9) CONTACT / LEGAL INFORMATION --
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E-mail Information

E-mail Address: metroidmoolives[at]hotmail[dot]com

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--End of Transmission

