

Mega Man X4 Final Stage Walkthrough

by Zero IX

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MEGA MAN X4 FINAL STAGE WALKTHROUGH FOR X AND ZERO

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WALKTHROUGH FOR X:

Here is a walkthrough for the Space Port and Final Weapon stages for X. I will cover strategies for all situations, however, this walkthrough is meant specifically for X with his standard blue armor, and no Heart, Sub, Weapon, or EX Tanks. Ready?

Space Port:

The beginning of this stage is not hard. Those playing as X with no armor or tanks will face a few minor difficulties, but nothing hard. This stage is short, anyway. When you see the door that will take you to the boss, stop and climb the left wall. There is an energy capsule in a hidden location up there, just to let you know. Then, face the Colonel!

The Colonel is easy. As soon as the battle begins, release a charged shot, then climb the left wall to avoid his next attack, in which he will "throw" three slashes from his beam sabre, which won't even touch you if you are on the wall.

After he attacks with those slashes, he will warp out. He will warp in front of you, or behind you. Either way, just stay on the wall to avoid him. Stay, on the wall, for he may repeat this manuever, or he may warp to the center of the room, shout "Energy Breaker!" (this is your cue to hit him with a charged X Buster shot then quickly scramble up the nearest wall), and slam his beam sabre into the ground, shooting multiple rays of energy through the ground, which will rise and hit you on the wall, if you don't jump between the two rays closest to you (this is your cue to jump between the two rays closest to you). Either way dodge his attack, then he will dash to a corner of the room (for some reason he cannot harm you by dashing). Hit him with a charged X Buster shot, then climb the wall. Colonel will "throw" another three slashes, then warp out, then warp in and attack with his beam sabre. He will then

continue with his pattern. Hit him with a charged X Buster shot whenever you get the chance. When he loses half his energy, he will now attack with a new move before he he "throws" three slashes. He will jump in the air while shouting "Ground Surge!" (hit him with a charged X Buster shot as he lands then quickly climb the nearest wall). He will create a small purple surge which grows as it moves towards you. If you're on the wall, it will miss you completely. Defeat the Colonel.

Final Weapon: Stage 1

I highly recommend you have the Plasma Arm Upgrade and fill any Sub or Weapon Tanks in your possession before coming here. If you are using X in his standard blue armor, well, good luck to ye . . .

The opening of this stage is easy. If you have the Ultimate Armor, Nova Strike through the missile launching mechs to easily destroy them. Otherwise, jump over their missiles and hit them with charged X Buster shots to dispatch of them. You will soon reach Double, who will reveal his true self as the Jello Man (don't ask me why his name is "Jello Man;" Capcom named him, not I. :p).

If you have the Ultimate Armor, you can easily destroy the Jello Man. If he attacks, attacking with Nova Strike will allow you blast through his attacks unharmed. Hit him with Nova Strike whenever you get the chance and you will easily dispose of him. Otherwise . . .

As soon as the battle begins, hit him with a fully charged X Buster shot. The X Buster is by far the best weapon with which to fight him with. The Double Cyclone will damage him more than any other weapon except the Nova Strike, but hitting him with it will cause him to release small robotic units which hover above you and repeatedly fire lasers at you; it will also cause him to throw a shuriken at you, which bounces about the room. If you do this, use the Rising Fire to destroy the robotic units, and simply hit the shuriken with the X Buster. However, this strategy is not effective, as you will have to dodge the Jello Man as you clear out the units and shurikens. If you do use Double Cyclone, be sure to charge it up.

Using your X Buster works much better. The Jello Man does not have an exact set of attacks, but he has a random pattern. When the battle begins, after you hit him with a fully charged X Buster shot, wait a second. Remember, throughout this battle, after you fire your charged X Buster shot, begin charging another. Also, you must hit him with charged X Buster shots to damage him. Anyway, if he shouts "Destroy!", he will throw a large orb of energy at you. It homes in on where you were standing when he throws it. You should be standing right in front of him. Quickly dash as close to the left wall as possible. If the Jello Man throws another orb, simply climb the wall to avoid it. However, if he shouts "Shiva Flash!", he'll dash up, down, and the direction he was originally facing with his sabre extended. To dodge, climb the wall as fast as you can. He may attack with Shiva Flash without throwing any orbs, or he may attack without throwing a second orb. You should be at the highest point of the wall when he executes Shiva Flash- when he does forward, he'll hit the wall underneath you, then drop to the ground. As he does, Air Dash off the wall if you have the Fourth Armor. If you have only the standard blue armor, dash jump off the wall, then hit him with the charged shot.

If you have the Fourth Armor, you should be using the Plasma Arm Upgrade. If you are using the Stock Arm Upgrade, you will have to fire, wait until the Jello Man's momentary invulnerability ends, then fire again; however, the aftermath of a plasma shot will last long enough to deal more damage, even after the Jello Man's invulnerability ends.

In any case, after you hit him with your charged shot (if you have

the Plasma Arm Upgrade, hit him when he touches the ground, so he will have more of a chance of being damaged by the resultant plasma). He will then throw an orb of energy, followed by either another orb or a Shiva Flash attack, or he will simply attack with the Shiva Flash. Always stand in front of the Jello Man, if he begins to Shiva Flash, dash over to the opposite wall and climb it to the top. If he throws an orb, dash in the opposite direction. If he throws another orb, climb the wall to avoid, then hit him when he finishes Shiva Flash, hit him with a charged shot, and repeat the pattern. When you take half his energy, after attacking with Shiva Flash, IF he begins to rise into the air shouting "Rhazuken!", dash over to the wall opposite the Jello Man. The Jello Man will then fire a huge slash-shaped ray. Dash under it (it is too high to avoid it by climbing the wall), then quickly climb the wall, because he will always fire another ray. However, the second ray will always be too low to dash under, so climb the wall to avoid it. The Jello Man will then proceed with his random pattern. If you are fast, you will be able to easily defeat him.

If you and the Jello Man are both dangerously low on energy, finish him with the Nova Strike, if you have the Fourth Armor.

Now continue with the stage. As X, always go down when you see the drop-off leading to the lower part of the stage. If you are using the Ultimate or Fourth Armor, this area is not hard at all. However, figuring out how to get through this area without any special armor was challenging. However, as always, good triumphed over evil, and I found a successful way to pass through this area as X with only the standard blue armor. First, dash jump from platform to platform, destroying the small flying mechs that attack. If you are good with the Aiming Laser, use it to lock on to all the attacking mechs (they attack in sets of two or three) simultaneously, and quickly fire. Otherwise, the X Buster will work (if you have the Ultimate Armor, Nova Strike to get past the mechs). You will shortly reach a larger missile launching mech. Run into him, then dash through him as X's shields give you a moment of invulnerability. Otherwise, you will take more damage trying to destroy him. Now, this is the hard part. You are on a ledge above the platform we want to get to. However, the ledge you are on is far longer than the platform underneath it. If you have the Ultimate Armor, you can easily Nova Strike onto the platform. If you have the Fourth Armor, you must get on the thin edge of the ledge you are on, and slide down. When you fall off, hold to the right, then quickly Air Dash or hover to the platform.

If you have neither armors, change weapons so the Rising Fire is active, then slide down the thin edge of the ledge, hold to the right for an instant, then repeatedly attack with the Rising Fire while holding to the right. Because X pauses while attacking with the Rising Fire, even in mid-air, you should be able to reach the platform we want to get to. Remember, this must all be timed perfectly.

But we're not through yet! Now, you have to get from the platform you are on to another platform to the right- however, the ledge you were just on is larger than your platform, making the jump slightly challenging. If you have the Ultimate Armor, Nova Strike across to the other platform. If you have the Fourth Armor, slide almost to the bottom of the thin right-facing edge of the platform you are on, jump then Air Dash over to the platform to the right.

Get ready for some more fun if you do not have any armor. Make sure the Rising Fire is active, then slide almost to the bottom of the thin right-facing edge of the platform you are on, then dash jump off, and attack with the Rising Fire and you should make it to the other side.

Sound hard? It is. This is a very tricky section, so be careful.

Don't be suprised if you lose quite a bit of lives trying these little stunts.

Once you reach the platform, you will find an Eagle riding armor. Or in this case, flying armor. Dash jump with the armor and hover in mid-air while charging your cannon. You can hover for as long as you want; the armor will never stop. Use your charged shots to blast the enemies, then bail out, dash jump across a few more platforms and face the General.

As soon as this battle begins, climb the left wall so that you are level with the General's head. Hit it with a charged X Buster shot and begin charging another. If General floats across the room towards you, hit his head with a charged X Buster shot, then he will begin rising. If you have the Ultimate Armor, slide down the wall until you are next to his head, then Nova Strike to hit his head. Dash across the room, and climb the right wall. Hit his head with a charged shot as he comes towards you, then Nova Strike his head as he rises and climb the left wall again. If you have the Fourth Armor, Air Dash off the wall, dash across the room, climb the right wall, and hit his head with a charged shot as he floats toward you. Then Air Dash over him, dash across the room, and climb the left wall once again. If you have no armor, simply slide down until you are level with his head, and hit it with a charged X Buster shot. Then hit his head with another charged X Buster shot as he floats back to the right side of the room. If he fires off his arms and begins to attack with laser shots fired from his wrists, drop to the ground and dash back and forth to dodge them, then climb back up the left wall when he's through. If you follow this strategy, when he floats underneath you, he will sometimes mindlessly fire lasers from his chest. Slide down until you are level with his head, hit it with a charged shot, then climb up the wall, and repeat. He will soon be defeated.

On to . . .

Final Weapon: Stage 2

Make sure you have 9 lives, 2 full sub tanks, and a full weapon tank before proceeding. Unless you are X with no armors or tanks.

To start, dash jump over the spike beds, and drop down the hole to face the 8 bosses again.

On the left side of the room, from the top down, the teleportation pads lead to Web Spider, Cyber Peacock, Jet Stingray, and Split Mushroom. On the right side, again from the top down, the pads lead to Magma Dragoon, Storm Owl, Frost Walrus, and Slash Beast.

I prefer this order- Slash Beast, Frost Walrus, Web Spider, Cyber Peacock, Split Mushroom, Jet Stingray, Storm Owl, and Magma Dragoon, Following my order . . .

Go to Slash Beast. To defeat Slash Beast, hit him with the Ground Hunter. He will pause for a second, then dash across the battle arena. Dash jump or hover over him (if you are on the wall when he hits it, his impact will jar you lose and cause you to fall onto him; so do not climb the walls), then hit him with the Ground Hunter. He will dash across the room again. If you are too slow to hit him, he may fire the Twin Slasher at you. One slash will move diagonally upwards, while the other moves straight. Dash underneath the lower one. If he jumps instead of attacking, he will either jump to the other side of the arena, or he will jump over you, then stop in mid-air and try to drop on you. Dash underneath him to avoid both of these attacks. As he lands, turn and fire the Ground Hunter. Repeat until he is defeated.

Go to Frost Walrus. Frost Walrus is huge, but his intelligence leaves something to be desired. Hit him with Rising Fire (you'll have to get right under his chin to hit him). Then, he'll slowly slide toward you. Dash to the other side of the room, climb up the wall, then dash jump off the wall and over Frost Walrus. Hit Frost Walrus again with Rising Fire. After he loses half his energy, instead of sliding, he will now summon a large icicle, which spreads out into six smaller icicles when it hits the ground. Stand close to the wall opposite Frost Walrus, and this attack won't even touch you. Dash over to Frost Walrus and hit him with Rising Fire or Ryuenjin. Repeat until he is defeated.

Go to Web Spider. If you have the Ultimate Armor, Nova Strike continually to pass through his attacks and damage him. If not . . .

Web Spider has only one attack right now. He'll lower himself down from the treetops on a strand of web. He'll hang in midair at varying heights- either close to the treetops, close to the ground, or half way down. His position in the room, as well as his height, are random. Then, he'll launch a small blue homing electric web at you, then quickly scamper back into the treetops. The web may seem difficult to dodge, but it is actually easy. However, you can avoid having to dodge the web at all if you hit the strand of web he is hanging from with the Twin Slasher- if you do, Web Spider will drop to the ground, causing heavy damage to himself. Continue this so he has no chance of attacking, at least for now.

However, if Web Spider does manage to fire an electric web, you can easily dodge.

If Web Spider is near the treetops, stand to below him to slightly to the left or right. When he fires the web, wait a until the web is close to you, then dash in the OPPOSITE direction you are standing underneath him. By this, I mean if you were standing to his left, you dash to the right before the web hits you, and vice versa. And remember, you don't have to wait until the web is just about to hit you. Wait until its close, but not that close. Anyway, when you dash, the web will curve toward you. Depending on your timing it will either come toward you low to the ground, at the same height as X's chest, or it will come at roughly the same height as X's head. If it is one of the former two, jump or dash jump over it. If it is coming toward X's head, dash over to the wall nearest you and dash jump off the wall over the web. Dodge all webs this way, but when Web Spider is near the middle of the room, when the web curves toward you when you dash, if you dash at the right time, the web's curve will take it off the bottom of the screen. When he's low to the ground, hit the strand of web holding him up before he has a chance to attack.

If you are playing as X with no armor or tanks, try your very hardest not to mess up avoiding the web; it only takes a few hits from the webs to kill you.

After you've taken half his energy, he'll change tactics. Now, he'll quickly spin an electrical web in the middle of the battle arena (it will not damage you, however). He is invulnerable as he spins the web. When he's through, he'll begin to scuttle about on the web in random directions. Now you can hit him.

He has two attacks. Sometimes, he'll stop and fire more webs at you, or he'll stop and release multiple small, mechanical spiders from a hatch in his back.

If he fires a web from a height point, dash under it, then jump or dash jump over it. If he fires it from a low point, jump or dash jump over it. To avoid the mechanical spiders, jump over them.

Stay as far from Web Spider as possible. Charge the Twin Slasher. If he releases the small mechanical spiders, then fire as the spiders hit the ground. You will destroy the spiders and deal damage to Web

Spider. If he fires more webs, hit him with a charged shot from the Twin Slasher as you dodge his attack. Finish him off.

Go to Cyber Peacock. Cyber Peacock has a few attacks. He will warp out, then warp in right where you are standing, damaging you. Then, he'll either warp away to repeat the attack, or he'll spread out his tail feathers for a short ranged attack. Randomly, he'll warp in, floating near the middle of the room, then a cross hair will appear on you. Cyber Peacock will then proceed to fire feather-like homing missiles that are very difficult to avoid.

To avoid Cyber Peacock's warps, simply walk back and forth after he warps out, and he'll warp in close behind you. Quickly attack with Soul Body- make sure you are close enough for the Soul Body to hit him. Cyber Peacock will fade away. Be sure hit Cyber Peacock when he is about to attack with homing missiles- these are difficult to avoid, and can inflict a great amount of damage.

However, you only get 8 uses of the Soul Body, so you will most likely run out of energy for the weapon before Cyber Peacock is defeated. However, if, after you hit Cyber Peacock, when he begins to warp in, keep walking in the direction you were going, then, turn and hit Cyber Peacock with previously fired Soul Body (you have to move fast, because the Soul Body will dissipating). If you run out of weapon energy, Cyber Peacock should be close to defeat. Switch to the X Buster and make do with fully charged shots.

Go to Split Mushroom. At first, Split Mushroom will jump on a wall, and begin using spawning flashing images of himself which drop to the ground, and remain there until six clones are spawned. Split Mushroom will then drop to the ground, then all the clones will rush you.

Split Mushroom will jump onto the left wall. Before he can do anything, jump and fire the Lightning Web. Split Mushroom will drop to the ground, shocked, then he will jump to the opposite wall. Hit him again with the Lightning Web, and he will repeat the pattern. Continue with this until he is defeated.

Go to Jet Stingray. As the battle begins, quickly dash underneath him. If he pauses, jump and attack with Frost Tower. He'll freeze, then dash straight up, off-screen. He'll return on-screen hovering above you. Jump and attack with Frost Tower. He will dash straight up off-screen, again. He will return on-screen hovering above you. Repeat the pattern until he is defeated. However, if he dashes across the room, after you dash underneath him, he will miss you completely. Get to the opposite side, as he'll return from his dash there. As he is returning, jump and attack with Frost Tower. Repeat the pattern above.

Go to Storm Owl. Storm Owl will begin by flying off-screen. To defeat Storm Owl, simply target him with the Aiming Laser when he comes on-screen and fire. He'll fly off-screen. Hit him with again with the Aiming Laser when he comes on-screen and repeat until he dies. Give him no chance to attack.

Go to Magma Dragoon. This battle is very easy. Hit Magma Dragoon with Double Tornado. Magma Dragoon will jump to the other side of the battle arena. Dash over there and hit him with Double Tornado again. He'll jump to the other side. Hit him with Double Tornado, and repeat the pattern until he dies.

Now, teleport to Sigma . . .

Sigma attacks by warping out, then warping in right above you. Before he can attack, attack with the Rising Fire. Again, he will warp out, then warp in right above you. Hit him with Ryuenjin again. Now, quickly climb to the top of the nearest wall. Sigma will appear on the opposite side off the arena, then dash across, swinging his scythe. Drop from the wall when he warps out, and repeat the pattern. When he reveals his true form, make sure you are to his right.

Sigma will jump up to the center of the arena, float there, and throw his scythe in a circular fashion across the room. Dash under him when he jumps to avoid. Jump and hit him with a charged X Buster shot as he throws his scythe. Then, he'll drop from the air as he catches his scythe. Hit him with a X Buster shot as he lands. Now, get as close as possible to the left wall. Sigma will jump, hang in mid-air, and throw his scythe, this time he throws it at you. If you are as close to the left wall as possible when he throws it, it will cut into the wall just above your head (you won't even have to dodge it), and energy will emit from it, making it impossible to climb the left wall without taking damage. Sigma will then drop (hit him as he lands with another charged X Buster shot). Then Sigma will jump into the right side of the arena (carefully Air Dash, hover, or dash jump over him and climb the wall!). Sigma will fire lasers from his eyes across the entire arena, but will not hit you if you are on the right wall. When he finishes he'll jump up into the air. Jump of the wall and hit him with a charged X Buster shot as he falls, then charge and hit him with another as he jumps. He will jump into the air and throw his scythe. Repeat the pattern. If by some strange twist of fate, the scythe, when he throws it at you, cuts into the ground instead of the wall, electric beams will shoot across the ground, so climb the walls. Sigma will then fire 4, very difficult to dodge boomerangs. Do your best, but you will most likely take major damage. After you defeat him, the ground will explode, and you will fall to a larger arena. Go forward, and get the energy item. You should have full health.

There are 5 parts to the final boss. Red, blue, and yellow floating heads, Sigma's large head, and Sigma holding with a gun. Unlike Sigma's head or Sigma with a gun, the colored heads won't hurt you if you touch them.

The parts follow this pattern of attack- the red, blue, or yellow head attacks (which one attacks is random), Sigma's head attacks, the red, blue, or yellow head attacks, then Sigma with a gun attacks. They repeat this pattern throughout battle.

If the red head attacks at any time during battle, the blue and yellow heads will appear near the right wall. The red head will spit fireballs at you in a wave-like formation. Wait until the first wave of flames is dangerously close, then climb the heads. The first and second wave will miss, wait until the third wave is near, then drop from the heads to avoid the third and fourth wave.

If the blue head attacks at any time during battle, it will blow a steady stream of freezing vapor from its mouth as it slowly moves left. Climb up the red and yellow head that appear along the left wall. Easiest to dodge.

If the yellow head attacks at any time during battle, the red and blue heads will appear in the left and right lower corners of the arena. The yellow head will fire electric beams at you, which split when they hit the ground or wall. Start on one side of the arena, and make your way to the other side. Very difficult to avoid. To dodge, start on one side of the arena. Dash across so you are nearly to the other side to dodge the first two beams (if you dash shortly after the yellow head fires the first beam). Now, stand a short distance away from the head opposite to the one you dashed away from. Uou'll have to move fast, because split from the electric beams will be coming close, as well as

the third beam. Jump atop the head, then quickly Air Dash or dash jump over the third beam, then dash across the the other side of the room to dodge the remaining beams. With a little practice, you can easily get this right.

To start the battle, avoid the red, blue, or yellow head's attack. Then, Sigma's head will appear in the lower left corner of the arena. Whenever it appears, always stand near the right wall, but not too close. Sigma's head has 2 attacks, each it does randomly. If spikes appear along the right wall, quickly begin dashing to the left, as Sigma's head will begin to exhale, pushing you towards the spikes. As you dash, let loose as many charged X Buster shots as possible. As soon as Sigma's head stops blowing, dash close and hit it at least twice with the Ground Hunter before it disappears (the spikes on the right wall disappear with it). However, if Sigma's head begins sucking in debris, rapidly fire the X Buster in between the blue and red head to protect yourself from the debris, then, when Sigma's head stops sucking in debris, jump on the red head and climb the right wall to the top to avoid the debris (don't try to hit Sigma's head if he does this attack).

Regardless of which attack Sigma's head does, avoid the red, blue, or yellow head's attack. Then, Sigma with a gun will appear on the right wall. As soon as it appears, charge you X-Buster. Then it will attack with one of two attacks. If Sigma calls out "The end!" then quickly climb the heads that appear to your left, as he fires a ray from his gun that shoots across the ground, hit his head with the charged X Buster shot. If he does not, stand under his gun and hit the spiked red head with the charged X Buster shot and as many rapid fire shots until it is destroyed, then climb onto the lower head to the left and Air Dash or dash jump off while attacking with the Soul Body and hit the head as many times as possible before he disappears. If you run out of energy for the Soul Body, do not bother to destroy the red head; stand on the lower head to the left and attack with charged X Buster shots while avoiding his laser.

Repeat this pattern, and dodge the colored heads attacks as outlined above.

Sigma's head may take a while to destroy. However, don't hit it with any other weapon but the X Buster and Ground Hunter; as other weapons don't damage it.

You will probably have to use your sub tanks during this battle. After you beat this guy, you beat the game. Only the most determined will be able to defeat him as X with no armor or tanks . . . If it seems hard, practice. Practice battling Sigma an hour or two day for a couple weeks and you'll OWN him. :)

WALKTHROUGH FOR ZERO:

Okay, now Zero. I'm assuming you know, and remember, each of Zero's techniques and their names. I wrote this specifically for Zero with no Heart, Sub, Weapon, or EX Tanks, but I did cover everything else.

Space Port:

The beginning of this stage is not hard. This stage is short too. When you see the door that will take you to the boss, stop and climb the left wall. There is an energy capsule in a hidden location up there, just to let you know. Then, face the Colonel!

The Colonel is easy. As soon as the battle begins, release a charged shot, then climb the left wall to avoid his next attack, in which he will "throw" three slashes from his beam sabre, which won't even touch you if you are on the wall.

After he attacks with those slashes, he will warp out. He will warp in front of you, or behind you. Either way, jump and Kuenbu, then

execute Hyoretsuuzan. You will hit him as he warps in underneath you. He may repeat this maneuver, or he may warp to the center of the room, shout "Energy Breaker!", and slam his beam sabre into the ground, shooting multiple rays of energy through the ground, which will rise and hit you on the wall, if you don't jump between the two rays closest to you. Either way dodge his attack, then he will dash to a corner of the room (he cannot harm you while dashing). Hit him with a few Z Sabre slashes, then climb the wall. Colonel will "throw" another three slashes, then warp out, then warp in and attack with his beam sabre. He will then continue with his pattern. Hit him with your Z Sabre whenever you get the chance. When he loses half his energy, he will now attack with a new move before he "throws" three slashes. He will jump in the air while shouting "Ground Surge!" (you should now quickly climb the nearest wall). He will create a small purple surge which grows as it moves towards you. If you are on either wall, it will miss you completely. Defeat the Colonel.

Final Weapon: Stage 1

If you do not want to take a hit from the missile launching mechs, Kuuenbu over the missiles the fire, and Kuuenzan to destroy them. Soon you come to Iris.

During the first part of the battle, Iris (in her armor, or course) will slowly hover towards you (don't climb up a wall or she'll corner you, as she can hover across the entire arena). Meet her in the middle of the battle arena and use Ryuenjin. Here's where a little complication is. Every time you hit her, two small bombs will be released from her Armor (don't hit here with attacks that hit multiple times such as Kuuenzan or Raijingeiki, or you'll generate more bombs than you can avoid). Dash to the left, away from Iris, to your corner of the room. Iris will fly right, back to her corner, and prepare to fire a laser. As soon as she starts flying back, Kuuenzan the bombs as they home in on you. Then jump and Hienkyaku over to the left wall before Iris fires the laser! When Iris stops firing the laser, she'll hover towards you again . . . Repeat the pattern. You'll notice that Iris does not take any damage whatsoever when you hit her. That will soon change.

After you repeat the above pattern a few times, a large purple gem will appear above Iris. Now, DO NOT HIT IRIS. It will cause more bombs to appear, and she won't take damage. Instead, your target is the purple gem.

Again, Iris will slowly hover towards you. However, this time, she won't follow you all the way to the end of the arena. Stand as close to the left wall as possible, and Iris will retreat to the right side of the room to fire that laser. This time, the purple gem will get directly below you and fire a laser, so you can no longer climb the walls to avoid this attack. Or can you? stand near the middle of the room as Iris prepares to fire the laser, then jump and Hienkyaku over to the left wall just as she fires the laser. The laser from the purple gem will also miss. As soon as Iris stops firing her laser, drop to the ground and hit the purple gem with a triple slash combo and again with Ryuenjin (if you are quick enough) as it returns to its position above Iris. Iris will then slowly float toward you. Repeat the pattern until Iris is defeated.

Continue through the stage. When the path branches out, continue going right (do not go down). Kuuenbu over the spiked walls, and you'll soon reach the General.

The battle with the General is long but easy. Stay on the wall left wall. If he fires off his fists, drop to the ground and avoid the

laser shots he fires from his wrists (dash back and forth- easy enough), then climb back onto the wall. Wait until he floats across the room towards you. Climb to the top the left wall, then slide down until you are just above the General's head, and attack him with the sabre. Quickly Hienkyaku over the General, dash across the room, and climb the right wall. As he comes towards you, slide down and hit him again with your sabre, then Hienkyaku over General and dash across the room and climb up the left wall. When he begins to fire rays from his chest, climb the wall opposite to him to avoid, or, if he is under, you slide down and hit him with the sabre, climb up, slide down, hit him again, and repeat until he floats over to the other side of the room. This can take a while, but be patient, and you will easily defeat him.

Final Weapon: Stage 2

Make sure you have 9 lives, 2 full sub tanks, and a full weapon tank before proceeding. Unless you are using Zero with no tanks.

To start, Kuenbu over the spike beds, and drop down the hole to face the 8 bosses again.

On the left side of the room, from the top down, the teleportation pads lead to Web Spider, Cyber Peacock, Jet Stingray, and Split Mushroom. On the right side, again from the top down, the pads lead to Magma Dragoon, Storm Owl, Frost Walrus, and Slash Beast.

I prefer this order- Magma Dragoon, Frost Walrus, Web Spider, Split Mushroom, Jet Stingray, Cyber Peacock, Slash Beast, and Storm Owl.

There are two strategies for Magma Dragoon. For the first, follow Magma Dragoon around the arena and . . .

When he is in the corner or near the middle of the room, he'll either jump to the center or corner of the room, attack with Hadouken, rain down fireballs, (if you are close to him) attack with Shoryuken, summon a large fireball and throw it at you, or breathe a huge stream of fire which covers the entire arena. If he jumps to the center of the room, be sure to hit him with a triple slash combo when as he lands (quickly dash away before he can attack).

If he shouts "Hadoo-ken!!" he'll fire a short, fast-moving stream of fire towards you. It can go low or high, and is always followed by another stream going high if the first went low, or low if the first went high. Jump over the low stream and dash under the high stream (very difficult. To this gives you problems, see the below strategy). Right after the attack finishes, dash close to Magma Dragoon, jump, and Kuenzan (Z-Sabre button in mid-air) to damage him, then quickly dash away. If he spews fireballs into the air, they will soon rain down across the arena. Quickly attack him with Raijingekei as many times as possible before this attack ends. You will probably take a hit from a fireball, though). If you are close to him as you slash at any time (or if you are on a wall and he is close), he'll execute Shoryuken, the flaming Dragon Punch, so dash away if he begins to shout "Shoryuu-ken!!", and hit him with Raijingekei when he lands. When a large ball of fire appears above him and he points skyward, ignore it and hit him with Raijingekei. This fireball will only be a problem if you are on a wall (it will cause the magma below the wall to spurt up). If he sucks in his breath, he's about to breath fire. Dash jump or Kuenbu behind him (don't fall into the magma). You can stand there without taking damage, even though it appears there is no room. As you drop behind him, execute Kuenzan to damage him, then attack with Raijingekei. As his attack ends, hit him with a triple slash combo if you can. If you are too far way to get behind him before he does this attack, jump over the magma and wall jump up the wall to avoid the huge stream of fire he breathes, which goes across the entire arena. Always dash under him when he is in mid-

jump, as he will execute a fast, downward kick when you are underneath him (he will yell "Danchien!"). Hit him with Raijingekei whenever he rains down fireballs (you should hit him more than once), summons the large fireball, and when he is breathing fire (be sure to hit him from behind). Hit him with Kuuenzan as he finishes Hadouken or Shoryuken.

When you hit him with Raijingekei, be careful, as once you execute Raijingekei you will not be able to stop the attack, leaving yourself vulnerable. Magma Dragoon has a high tendency to attack with Hadouken right after you attack with Raijingekei. Try to stay near the edge of the arena. That way you can avoid most of his attacks.

That is basically what I said before. Another strategy, also by me, is to, when the battle begins, dash away and climb the left wall (unless Magma Dragoon summons a fireball, breathes fire, or rains down fireballs; in any of those cases, go ahead and hit him with Raijingekei). Seconds after you climb the wall, he will execute Danchien and appear on-screen. He will then proceed to attack with Hadoken, then Shoryuken. If you are on the highest point of the wall, he will miss with both attacks. Now, Kuuenbu over him as he executes Shoryuken (Make sure you do not land too close to him). You should be facing left and he is facing right. Hit him with Raijingekei. Now, he should begin to attack as Raijingekei finishes. Now, he can either attack, or jump away. If he crouches down to execute Hadouken, Kuuenbu over him and back onto the wall. If he executes Shoryuken, dash under him and onto the wall. If he jumps dash underneath him. If he does anything else, you know what to do. Continue this until he dies. Unfortunately, he doesn't always follow this pattern (though he usually does). When he is off-screen, he will sometimes breathe fire, execute a string of Hadoukens, rain down fireballs, or summon a fireball. However, if you are on a wall, none of these moves will hit you, except his fireball (it will fall into the magma and cause it to rise up; hitting you if you are on the wall). You'll have to jump off the wall. He will execute Shoryuken and appear on-screen. Kuuenzan him, then dash back up the wall before he can execute Hadouken.

Now go to Frost Walrus. Hit him with Ryuenjin. He will be pushed against the right wall. Then, he will slowly slide toward you. Quickly climb the opposite wall, then Hienkyaku off the wall and over Frost Walrus. Hit Frost Walrus again with Ryuenjin, and repeat. After he loses half his energy, instead of sliding, he will now summon a large icicle, which spreads out into six smaller icicles when it hits the ground. Stand close to the wall opposite Frost Walrus, and this attack won't even touch you. Dash over to Frost Walrus and hit him with Rising Fire or Ryuenjin. Repeat until he is defeated.

Go to Web Spider. Web Spider has only one attack right now. He'll lower himself down from the treetops on a strand of web. He'll hang in midair at varying heights- either close to the treetops, close to the ground, or half way down. His position in the room, as well as his height, are random. Then, he'll launch a small blue homing electric web at you, then quickly scamper back into the treetops. The web may seem difficult to dodge, but it is possible. Here's how.

If Web Spider is near the treetops, Kuuenbu up to him and with Kuuenzan. Then, stand to below him to slightly to the left or right. When he fires the web, wait until the web is close to you, then dash in the OPPOSITE direction you are standing underneath him. By this, I mean if you were standing to his left, you dash to the right before the web hits you, and vice versa. And remember, you don't have to wait until the web is just about to hit you. Wait until its close, but not that close. Anyway, when you dash, the web will curve toward you. Depending on your timing it will either come toward you low to the ground, at the

same height as Zero's chest, or it will come at roughly the same height as Zero's head. If it is on of the former two, Kuuenbu over it. If it is coming toward Zero's head, dash over to the wall nearest you and dash jump off the wall over the web. Dodge all webs this way, but when Web Spider is near the middle of the room, when the web curves toward you when you dash, if you dash at the right time, the web's curve will take it off the bottom of the screen (you can get in two hits this way. Hit Web Spider before he fires the web, then, after it goes off-screen, dash jump to hit him again as he scurries back up his web). When he's low to the ground, when you dash underneath him, the web will, again, go off-screen (you can hit him again with Kuuenzan). Try your hardest not to mess up avoiding the web; it only takes a few hits from the webs to take alot of your life.

After you've taken half his energy, he'll change tactics. Now, he'll quickly spin an electrical web in the middle of the battle arena (it will not damage you, however). He is invulnerable as he spins the web. When he's through, he'll begin to scuttle about on the web in random directions. Now you can hit him.

He has two attacks. Sometimes, he'll stop and fire more webs at you, or he'll stop and release multiple small, mechanical spiders from a hatch in his back.

If he fires a web from a height point, dash under it, then Kuuenbu over it as it curves toward you. If he fires it from a low point, jump or dash jump over it. To avoid the mechanical spiders, execute Shippuga to destroy them all. You'll have to move in close to Web Spider to hit him. Kuuenzan him when he is at a high point on his web, and hit him with Shippuga when he is at a lower point. When he pauses, if the hatch on his back opens, hit him with Kuuenzan if he is high (I always knew he was doping something O_o), or, if he is low enough, hit him with Shippuga, then Kuuenbu over the small mechanical spiders. However, if he is about to fire a web when he pauses, Kuuenbu over the web.

When executing Kuuenzan, pressing the directional button opposite to the way you were facing when you executed Kuuenzan will cause Zero to spin in the opposite direction, which will allow you to hit Web Spider an extra time.

Now onto Split Mushroom. To start, Split Mushroom will jump on a wall, and begin creating flashing images of himself which drop to the ground, and remain there until six clones are created. Split Mushroom will then drop to the ground, then all the clones will rush you. To defeat him, stand in front of the clones as Split Mushroom creates them. Once he creates the third clone, execute Raijingeiki. It will vaporize the three clones. Wait until Split Mushroom creates the sixth clone, then execute Raijingeiki before it touches the ground. If timed correctly, Split Mushroom (as well as the sixth clone) will drop onto the Raijingeiki. Split Mushroom will then jump onto the other wall, and begin making more clones. Repeat the pattern until Split Mushroom is dead. If you miss Split Mushroom, he'll jump into the center of the room and make a copy of himself. Now, you'll have to hit Split Mushroom (while avoiding the copy) three times with Raijingeiki to get him to return to creating clones. Simple.

Go to Jet Stingray. This is easy or impossibly hard. First, to avoid his most annoying attack, dash underneath him. If he dashes across the arena, he'll miss you. Quickly dash to the other side of the so you're underneath him. He'll miss you again if he dashes. Repeat.

To damage him, when he pauses before he fires small strinrays, Kuuenbu up so that you are just underneath him, and execute Hyoretsuzan to freeze him (how does he float in mid-air???). Reamain underneath him, as he will dash across arena as the ice breaks. Dash underneath him as

he comes down on the opposite side. When he begins to fire Stingrays, repeat. After he has lost half his energy, he will also dash vertically up and down to hit you. Dash back and forth to avoid him. He will also lower himself into the water and begin to pull you towards him. Come down on him with Hyoretsuzan.

Now go to Cyber Peacock (known as Cyber PeacOck on GameFAQs). Cyber Peacock has a few attacks. He will warp out, then warp in right where you are standing, damaging you. Then, he'll either warp away to repeat the attack, or he'll spread out his tail feathers for a short ranged attack. Randomly, he'll warp in, floating near the middle of the room, then a cross hair will appear on you. Cyber Peacock will then proceed to fire feather-like homing missiles that are very difficult to avoid. To avoid Cyber Peacock when he warps, walk back and forth after he warps out, and he'll warp in close behind you. Turn and attack with Ryuenjin. Cyber Peacock will fade away. Also, be sure hit Cyber Peacock when he is about to attack with homing missiles. Easy.

Go to Slash Beast. Slash Beast really isn't hard. When he jumps he will either jump across the entire arena, or he'll stop above you and try to stomp on you. Either way, dash under him. When he pauses, he will either dash across the room and back, or attack with Twin Slasher. Either way, jump. You'll jump between the slashes if he executes Twin Slasher, and you'll jump over him if he dashes (if he dashed, Kuuenbu so you will avoid him when he dashes back). Hit him with Kuuenzan as jumps, and slash him with a triple slash combo as he lands. Whenever he finishes attacking with Twin Slasher or dashing, attack him with a triple slash combo. You should be able to finish Slash Beast off fairly quickly.

Go to Storm Owl. Storm Owl will start by flying off-screen. To defeat Storm Owl as Zero, when Storm Owl comes on-screen, dash over there so that you are right in front of him. Immediately execute Rakuuhouha. If Storm Owl is close to you when you do this, he'll take more damage than if you hit him while he was farther away. Repeat this until your weapons energy for Rakuuhouha runs out (you only can only Giga Attack 4 times. However, if you take damage, the weapon energy for your Giga Attack will slightly increase, so if you have energy to spare, run into Storm Owl a few times to recharge Rakuuhouha). By now, Storm Owl will have very little energy left. Attack Storm Owl with Kuuenzan and Ryuenjin until he dies. Or use your weapons tank to refill Rakuuhouha.

Now, teleport to Sigma. Watch the anime cutscene, then get ready to face Sigma.

Sigma attacks by warping out, then warping in right above you. Before he can attack, execute Ryuenjin. Again, he will warp out, then warp in right above you. Hit him with Ryuenjin again. Now, quickly climb to the top of the nearest wall. Sigma will appear on the opposite side off the arena, then dash across, swinging his scythe. Drop from the wall when he warps out, and repeat the pattern. When he reveals his true form, make sure you are to his right.

Sigma will jump up to the center of the arena, float there, and throw his scythe in a circular fashion across the room. Dash under him before he throws it to avoid. Then, he'll drop from the air as he catches his scythe. Meet him in mid-air with Kuuenzan, then hit him with a triple slash combo. Now, get as close as possible to the left wall. Sigma will jump hang in mid-air, and throw his scythe, this time he

throws it at you. If you are as close to the left wall as possible when he throws it, it will cut into the wall just above your head (you won't even have to dodge it), and energy will emit from it, making it impossible to climb the left wall without taking damage. Sigma will then drop (meet him as he falls and hit him with Kuuenzan). Then Sigma will jump into the right side of the arena (Kuuenbu over him and climb the wall!). Sigma will fire lasers from his eyes across the entire arena, but will not hit you if you are on the right wall. When he finishes he'll jump up into the air. Jump of the wall and hit him with Kuuenzan as he falls, then hit him with a triple slash combo. He will jump into the air and throw his scythe. Repeat the pattern. If by some strange twist of fate the scythe, when he throws it at you, cuts into the ground instead of the wall, electric beams will shoot across the ground, so climb the walls. Sigma will then fire 4, very difficult to dodge boomerangs. Do your best, but you will most likely take major damage. After you defeat him, the ground will explode, and you will fall to a larger arena. Go forward, and get the energy item. You should have full health.

There is 5 parts to this boss. Red, blue, and yellow floating heads, Sigma's large head, and Sigma holding with a gun. Unlike Sigma's head or Sigma with a gun, the colored heads won't hurt you if you touch them.

The parts follow this pattern of attack- red, blue, or yellow head attacks (which one attacks is random), Sigma's head attacks, red, blue, or yellow head attacks, then Sigma with a gun attacks. They repeat this pattern throughout battle.

If the red head attacks at any time during battle, the blue and yellow heads will appear near the right wall. The red head will spit fireballs at you in a wave-like formation. Climb the heads and the first wave will miss, then drop from the heads to avoid the second, dash under the third, and finally, dash jump off the heads to avoid the fourth.

If the blue head attacks at any time during battle, it will blow a steady stream of freezing vapor from its mouth as it slowly moves left. Climb up the red and yellow head that appear along the left wall. Easiest to dodge.

If the yellow head attacks at any time during battle, the red and blue heads will appear in the left and right lower corners of the arena. The yellow head will fire electric beams at you, which split when they hit the ground or wall. Start on one side of the arena, and make your way to the other side. Very difficult to avoid. To dodge, start on one side of the arena. Dash across so you are nearly to the other side to dodge the first two beams (if you dash shortly after the yellow head fires the first beam). Now, stand a short distance away from the head opposite to the one you dashed away from. You'll have to move fast, because split from the electric beams will be coming close, as well as the third beam. Jump atop the head, then quickly Heinkyaku over the third beam, then dash across the the other side of the room to dodge the remaining beams.

To start the battle, avoid the red, blue, or yellow head's attack. Then, Sigma's head will appear in the lower left corner of the arena. Whenever it appears, always stand near the right wall, but not too close. Sigma's head has 2 attacks, each it does randomly. If spikes appear along the right wall, quickly begin dashing to the left, as Sigma's head will begin to exhale, pushing you towards the spikes. As soon as Sigma's head stops blowing, dash and hit it with Shippuuga, then hit it as many times as possible with Kuuenzan before it disappears (the spikes on the right wall disappear with it). However, if Sigma's head begins sucking in debris, Shippuuga in between the blue and red head (don't dash to far, as the blue and red heads will have spikes on their left side) to protect yourself from the debris, then, when Sigma's head

stops sucking in debris, Kuuenbu over the red head and climb the right wall to the top to avoid the debris (don't try to hit Sigma's head if he does this attack).

Regardless of which attack Sigma's head does, avoid the red, blue, or yellow head's attack. Then, Sigma with a gun will appear on the right wall. As soon as it appears, hit its head with Ryuenjin (if you are too close, you'll hit his body and take damage). Then it will attack with one of two attacks. If Sigma calls out "The end!" then quickly climb the heads that appear to your left, as he fires a ray from his gun that shoots across the ground. If he doesn't, stand under his gun and destroy the spiked red head with Raijingeiki, then hit his head with Ryuenjin as many times as possible before he disappears.

Repeat this pattern, and dodge the colored heads attacks as outlined above. Sigma and his gun will be destroyed first. Then the attack pattern is red, blue, or yellow head attacks, Sigma's head attacks, and repeat.

Sigma's head may take a while to destroy. However, don't hit it with Raijingeiki, Ryuenjin, or Hyoretsuzan, as those attacks don't damage it as much as Kuenzan or Z-Sabre slashes.

You will probably have to use your sub tanks (I only had to use one sub tank the first time I beat him) during this battle. After you beat this guy, you beat the game. Yee and ha.

Beating this as Zero without any tanks is difficult (although not as hard as accomplishing the same with X), but possible. You'll get it eventually . . .

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