

Mega Man X2 FAQ/Walkthrough

by BluPhoenix

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Mega Man X Series:
Mega Man X2
FAQ/Walkthrough
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***** IMPORTANT NOTE *****

I am NOT responsible for any spoilers that you come across in this guide. While I only put necessary information in, there may still be elements that you consider spoilers. Read at your own risk. You have been warned.

::hist
-- Version History --

[05/13/09] 1.1 Did some minor reformatting.
[11/08/08] 1.0 First version, complete

::tbcn
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-- Walkthrough --

-- First Stage

- Watch out for the electric trash heaps you'll begin to encounter after you take the first drop.
- The claw shortly after the first drop won't damage you itself and is hard to avoid. Let it grab you and hold to the right so that when you're released you can hit the wall and jump up to avoid damage.
- Right after the claw, when you go up the ladder, immediately start jumping up the wall. The enemy you see fly upward will pull the walls together and kill you if you don't get to the top fast enough.

((Boss: Giant Mechanaloid))

- Use ~fully~ charged shots. A total of 4 will destroy it.
- Only shooting the head will damage it.
- The body won't hurt you. The head, arms, legs, feet and "hands" will.
- Try to stay on one side or the other. If you get in the middle, it's difficult to get out.
- Some attacks from the arm will blow you across the room.

-- Wire Sponge

- Jump up the left wall at the very beginning to find a Heart Tank.
- Whether you destroy the bulbs or leave them be doesn't seem to make a difference.
- Jumping in the rain pushes you backwards and doesn't let you jump as far forward.
- When you get to the floating platforms, get on top of the first one. Dash jump to the left and grab the wall, then jump up the wall and dash jump to the right and get on top of the metal 'platform'. Stay on this top level the entire time to find a Sub Tank.
- Be careful of the dropped enemies after the elevator. If one attaches to you then you won't be able to jump high enough, and the only way to get them off is to be struck by lightning.

((Boss: Wire Sponge))

- Use ~fully~ charged shots.
- When he spins a wire, he'll throw a wire out that almost reaches to the wall. Jump to avoid.
- If he throws a wire out without spinning it, he'll pull himself to the wall.
- If he jumps and pulls himself to the wall, he WON'T fall straight down.

- When he pulls himself up to the wall and shoots pellets down, they'll spawn into little thorns. Use half charged shots to destroy these.
- When you get him to about 1/4 of his health remaining, he'll glow red and gain the ability to shoot lighting from the ceiling in spaced intervals. Get on the other side of the room and notice the interval to dodge the ones on your side of the room.

-- Wheel Gator

- When you get to a dead end, the Ride Armor nearby will be able to break open that part of the wall.
- It's suggested that you keep the Ride Armor until you reach the ladder. Hold the jump button to hover and get across wide gaps.
- Exit the Ride Armor by holding Up before and during a jump.
- Ignore the Heart Tank above a wall of spikes, you'll get this later.
- On the second platform that goes up, keep riding past the point where you are supposed to get off to find a 1-Up at the top.
NOTE: DO NOT try to get this if you don't feel confident in your ability to get back down after obtaining it.

((Boss: Wheel Gator))

- Use the S. Chain.
- When he goes under, jump up a wall and jump off when the wheel goes up the wall. Get back on the same wall. Jump up and stay as high up as possible to avoid being grabbed. If a second wheel is shot, jump back up the wall FAST. If you don't, you'll easily be grabbed.
- If you're grabbed, simply press back and forth and the jump button repeatedly and quickly so that you won't be grabbed again once you're let go.
- If he fires wheels from above water, they'll still run up the wall, but not the ceiling, and they still fall at an angle. I haven't developed a way to avoid this yet.
- When he starts to spin and runs into the wall, he creates a spike that gives damage if you touch that part of the wall.
- It's supposedly possible to keep him above water by hitting him with the S. Chain again the very millisecond he stops flashing. This is, however, extremely hard to do.

-- Bubble Crab

- If there is an X-Hunter on this level, I advise you to game over until you there isn't one. The X-Hunters are extremely difficult to face without their weaknesses and the low amount of Heart Tanks you have at this time.
- Use the S. Wheel to break the blocks guarding the 1-Up near the beginning.
- Killing the fish mini boss isn't required, but is highly recommended.

Use charged shots.

((Boss: Bubble Crab))

- Use the S. Wheel. While it is alot slower and can only hit on ground, it can break through the bubble shield and damage at the same time.
- When he fires enemies inside orange bubbles, leave them be. They float to the top of the water and don't bother you, but shooting them releases the enemy.
- Stand close so that you can dash under when he jumps, but not so close that you can't avoid his shoulder attack or jump over him when he walks.
- His shoulder attack will pop his bubble.
- When he fires a ring of bubbles, jump over them but not too high to avoid hitting any enemies on top of the water.

-- Flame Stag

- If you encounter Serges here, I advise you to game over. Agile isn't as much of a pain, and you have Violen's weakness.
- Near the beginning, jump on top of the beetle robot and let it carry you upward. Jump off to the left at the very top and you'll find a Sub Tank here.
- As soon as you reach the part with the metal floor, start jumping up the wall REALLY fast, ignoring the 1-Up. Lava will begin to rise, and if you fall under, it won't be long before you die.
- Equip the S. Wheel before you start to race the lava, and when you get near the top, use it to kill the barrier enemy and grab the Heart Tank. Don't worry about dying, you probably won't make it out anyway.
- When you get to the top, exit to the RIGHT.
- The pillars in the lava pool sink quickly. Jump on to one and move quickly to the next.
- If you're facing an X-Hunter, after the pillars, use the beetle to break open the wall above the normal entrance to the cave. Climb up from here and enter through the door.
- The cannon like objects in the wall shoot gas. The gas doesn't hurt, however, if the enemy with a flame on its tail lets the flame touch the gas, it will light on fire. The fire DOES do damage.

((Boss: Flame Stag))

- Use the Bubble S.
- I've noticed that you can lock him in a pattern to easily kill him. If you hit him with the Bubble S. he will always use the fireballs following your hit. Just continue to hit him with the Bubble S. before he does anything else and dodge the fireballs.
- He spends most of his time jumping up and down via the walls. To avoid this, don't stay close so that you can avoid the first jump and then dash as necessary.

- When he fires a fireball, he'll fire two at a time. Stay near a wall, jump over the first one, then jump off the wall to avoid the second one, which will be higher. If you're too far away from him, you may be better off staying on the ground and possibly dashing. Note that the second fireball will run up the wall.
- Sometimes he will dash to the wall before jumping. While his flame is still red, this will only damage you. However, after the flame turns blue, he will pick you up if he dashes into you, then jump really high and slam into the ground for pretty decent damage. Use a wall to jump over these dashes.

-- Overdrive Ostrich

- You won't fight the boss for this level yet.
- Look later in the walkthrough for tips on getting through the level until the currently specified point.
- When you get out of the desert area and inside, go forward until you see a Heart Tank. You won't be able to get this now, but on the ledge below it, dash jump off of it and land on the ledge with breakable blocks. Use the S. Wheel to break these and you'll find the Leg Upgrade inside.
- At this point, you need to game over to escape the level.

-- Wheel Gator

- After you go down the ladders, before falling off the ledge, jump up the right wall. Use the Air Dash to reach the hole in the ceiling and find the Arm Upgrade inside. You have to jump up the right wall, then jump in a way that you can grab on to that middle wall between the right wall and the hole. Slide down and right when you fall off, Air Dash left and quickly jump up.
- When you get to that Heart Tank on top of the spike wall you saw last time you visited the stage, stand right on the edge of the ledge to the right, jump up, and when you're at the peak of the jump, use the Air Dash and ~CHARGED~ S. Burner to reach the Heart Tank. This will probably take many tries. It's recommended that you use the Air Dash first.
- Use the EXIT option on the weapon screen.

-- Overdrive Ostrich

- Remember that Heart Tank you saw just before the Leg Upgrade? Now you have two ways to get it. You can either ride the bike from the beginning to the Tank (you have to go back for another one after destroying the storm machine and lowering all the ramps) or you can use the Air Dash + Charged S. Burner. The bike method is more difficult but will save you a life. The dash and weapon method is easier but there's no way to escape death.
NOTE: If you don't turn the rider at the right time, you'll crash it upon hitting the wall of spikes and die.

- Game over once again.

-- Bubble Crab

- When you get to the door that the fish opens, jump over to the wall on the right(don't fall down the pit), use a charged Bubble S. and jump over to the floating platforms. Jump up to the ledge with these and claim a Heart Tank.
- When you reach the point where the rock changes colors from brown to a more blackish color, use a charged Bubble. S on top of the ledge. Jump upwards and set your position just right of the ledge with the Sub Tank on it. Jump as high as you can this time and jump again as soon as you hit the top of the water. You'll jump again and be able to kick up to the Tank.
- Use the EXIT option.

-- Morph Moth

- When you reach the point where there is junk rising from the ground, use the S. Wheel twice on the floor after you go up the first ledge. Fall down here and You'll find the Armor Upgrade.
- When you go up the really large ledges with slopes at the end of them, the very top ledge holds a 1-Up.
- When you get to the mini boss, use charged shots on the glowing center of the robot and shoot the dragonfly when it's released. If you use a double charged shot, you can kill the dragonfly the first time it's released.
- If you're fighting an X-Hunter, when you go down the ladder just after the mini boss, kill the shield enemy, then go slightly up the ladder then let go and Air Dash to the platform. This hole in the wall leads to the door.
- You'll fight the mini boss again. You should still only have to release the dragonfly once.

((Boss: Morph Moth))

- Use the S. Burner. It's up to you to charge it or not -- charged causes more damage but is harder to land a hit with and may damage you.
- When he's on the cord swinging back and forth, stay on the top of the wall and hit when possible. Staying at the top allows you to avoid the debris.
- When he falls, just stay high on a wall. You can't damage and the wall saves you from taking hits.
- When he's sitting still on the cord and junk flies in a spiral, follow the junk so you don't get hit, possibly getting a hit or two in.
- After you get him to about three fourths health left, he'll 'morph' into the moth form and fly around spraying the dust.
- Avoid touching him in his moth form! Contact damage is insane in this form for some reason, so don't use the charged S. Burner and if you have to get hit by the dust to avoid contact, do so.
- Don't stand in front of him in his moth form so that you won't get hit by the laser attack.

-- Magna Centipede

- Use the double charged shot to take care of shielded enemies. The first shot disarms the shield, the second destroys them.
- Avoid touching the yellow spotlights. Study them to find out how to avoid if needed.
- When you see the first large moving block, get it to move then stand on the end of that ledge. Charge up the S. Burner and use the Air Dash + S. Burner combo to reach the small block hanging from the ceiling. If you tripped an alarm, walk right on the ledge a little to reset it. When you get to the block, start climbing up the wall to find a Heart Tank.
- The purple large blocks can be destroyed by charged shots.
- Be quick and slow at the same time. Observe how the blocks are falling, but be quick enough to save yourself if you're about to be crushed.
- When you get to the set of six blocks falling from the ceiling in the pattern LRLLLR, with L meaning left and R meaning right, before triggering this block pattern, charge the S. Burner. After the second block falls, dash over to the other side quickly before the third block falls. Drop off the ledge and stand to the right of the lone block hanging from the ceiling. When that block falls, jump on it and when it starts to fall, dash jump and use the S. Burner to reach the ceiling and climb up for a Sub Tank. This may take a few tries.
- When you get to the mini boss, use charged shots, or more preferably, the Giga Crush. If you use charged shots you can only do damage by hitting the blue handle.
- If you're fighting an X-Hunter, after you take the long drop, start dashing and dash jumping across the next large room. You have to make it to the bottom right corner of the room before the falling blocks prevent you from reaching the door. Don't worry about taking too much damage just get there.
- When going across the large room, focus more on avoid the crosshairs than on not taking damage. If you get hit by a crosshair, the upcoming mini boss only gets harder.
- When you get to the mini boss, use charged shots. Depending on how many of the three crosshairs you got hit by it'll get stronger and harder to defeat.
- I don't understand what trips the alarm after that mini boss. Just watch out for the security cubes' shots, make sure not to get crushed or pushed off by the large blocks, and remember that some floors crumble with alarms tripped.

((Boss: Magna Centipede))

- Use the Silk S. Preferably charged, unless you can't land enough hits to kill him before you run out or die.
- After you hit him with the Silk S. once, he'll lose his tail, removing one of his possible attacks.
- When he tries to pull you into him, hold the opposite direction and try to dash. If you get it, you won't be able to charge anymore and if you get hit too many times then you can't jump as good.
- When he's on the ceiling, fire the Silk S. into the corner directly

diagonal from him and a shard will give him damage.

-- Crystal Snail

- Right after you go down the slopes, get in the Ride Armor and go back up the slope. Drop down the hole between the slopes and hold left into the ledge. Equip the S. Chain, then get a dashing start, jump, hover, and when the armor starts to fall, jump out, and use the S. Chain to grab the wall just before you die and climb up to the Heart Tank. This will probably take a lot of tries. Use the platform to go back.
- If you're fighting an X-Hunter, equip the Ride Armor and break the ice blocks at the bottom of the first big drop. Let the green falling obstacle on the next platform break the purple block preventing the armor from going further, then go back for another armor. Carry it on past where the green crystal was, then get on top of the ledge past the spikes and crystal enemy. Dash jump and hover to the left, then break the ice blocks on the left wall. Carry the armor up here, stand just to the left of the right wall then jump and exit the armor to reach a floating platform that will set the path to the door.
- At the mini boss, just keep firing charged shots at the enemy inside the crystal.
- When you see another large green crystal, hold right all the way down the slope to speed your ride up and then quickly jump up the wall to avoid being crushed.
- Right after that crystal, hold to the left wall of this pit and you'll find the path to the Helmet Upgrade (I. Tracer).
- When you see the slopes with purple crystals on them, you'll encounter another green crystal. When it starts to fall, quickly run back left and climb up the ladder.

((Boss: Crystal Snail))

- Use the Magnet M. Charged or not is your option. Charged is so slow that it's really hard to hit with, but uncharged does less damage. I prefer uncharged.
- When you hit him with the Magnet M. he will shoot out of the shell. Hit him when you're close to a wall so you can avoid getting hit by him.
- Continue to dash into his shell away from him to keep him from attacking you and just use the Magnet M. on him until he dies. I personally think it's more trouble than it's worth to keep dashing into the shell and avoid taking too much damage, but if you want to you can.
- He will spend most of his time spinning in his shell, then moving towards you. Simply use the wall if needed and run away.
- If you get hit by the bubble like projectiles he sends out, you'll be frozen until you take damage again.
- He can also slow you down for one turn of the first listed attack. It's extremely hard to dodge at this time.

-- Morph Moth

- When you see the first shielded enemy, use the Crystal H. on it and stand on top of it. Dash jump to the right and try to catch the wall. You'll find a Heart Tank on top.
- Use the EXIT option.

-- Overdrive Ostrich

- If you're fighting an X-Hunter, before you go down the first ladder, use the S. Wheel on the darker colored blocks in the middle of the large sand collection. The door is behind this path.
- After you break the storm machine, go through the rest of the path and lower all the ramps. Go back for another rider and use precise timing in the areas listed below to carry the rider all the way to the Heart Tank if you didn't get it before and want to use the rider method.
- Remember where the huge pit was, and hit the gas(dashing) right at the end of the ramp before the pit to make it across.
- You need to dash going up the incline after you get "inside" to make it up to the ledge.
- When you get to the room just before the boss, you need to stand on the ledge on the SIDE of the rocket to be taken to the boss. Not on top, not sliding on the wall of the rocket.

((Boss: Overdrive Ostrich))

- Use the UNCHARGED Crystal H.
- You can lock him in a pattern and only worry about one attack. (For this reason I'll only list the one attack.)
- When you hit him with the Crystal H. he will ALWAYS jump up in the air and use his "charged" Sonic Slicer. The projectiles will rain down from the sky. To avoid, stand under him and move slightly as needed to avoid contact damage. If only four come down, you're safe. If five come down, you'll likely be hit unless you see it fast enough to dash out of the way. Because it's impossible to tell whether 4 or 5 will come down, you just have to be lucky. Continue hitting him with the Crystal H. after he uses this attack and the pattern will be set.

-- X-Hunter Base Stage 1

- After you go across the spike pit and go up the ladder, start jumping up the wall. One of those enemies that pulls the walls together is here.
- The next ladder you go up also has an enemy like the one above.
- When you get past two scorpion enemies and see a large block under a ladder, another wall enemy will be here.
- When you get to the claw enemy thing, hold to the right to grab the wall and run past it, same for the one after it. Taking this alternate path will save you trouble.

- When you get to the platform with two ladders leading up to it, there is a wall enemy above you. Climb up the wall and start climbing fast.

((Boss: Violen - 2nd Form))

- The only thing different about this form is that he can create small blocks that will hinder movement of his wrecking ball, but also your movement. Use the charged Bubble S. again this time, running the shield into him.

-- X-Hunter Base Stage 2

- You'll have to get on specific sides of the floating platforms to get across the spikes when you reach this point.
- After you ride up the platform that has a path with burners on the wall, the spike pit afterwards doesn't have a platform. Use a dash jump and if needed S. Burner to get across.
- Release the S. Wheel in the middle of a jump to destroy the blocks on the wall after that spike pit, if you want.

((Boss: Serges - 2nd Form))

- When the battle starts, use the Giga Crush to destroy the cannons and make sure you aren't on the rightmost platform. Afterwards, jump on his big machine and use the charged Sonic Slicer. Charge, jump up, and release so that they hit him going UP, not down. You'll know what I mean when you use it.
- The shots he fires after destroying his cannons explode into four pellets going four different directions. The second, fourth, etc. shots send pellets north, south, east, and west, and the first, third, etc. shots send pellets in diagonal directions.

-- X-Hunter Base Stage 3

- The platforms rotate four directions each time you step on the button. They go left, up, right, down, left, etc.
- It takes skilled timing to maneuver the platforms perfectly. If you fall off the platform, just go back to where you found it. If it still isn't there, trace further back until the place you found it is offscreen, then go back and it should be there.
- When you get to the second platform, you can do one of two things here: maneuver it perfectly to the top and to the right, or just get high enough to where you can climb to the top and use an alternate method for what's described below.
- When you get to the top of the room with the second rotating platform, the path to the Shoryuken is to the right. The ladder is too high to reach, but you have two options. You can use the platform from earlier by skillfully getting it all the way here(yes, it's possible), or you can lure one of the bat enemies over and use the Crystal H. on it to create a stepping stone that give you range to reach the ladder.
- Note that you can only obtain the Shoryuken if you have four Sub Tanks, eight Heart Tanks, all four capsule upgrades, and when the time comes, a full

health bar. Once you're on the path, get across the spike pit by wall sliding and Air Dashing on the upside down stairs above the spikes. Here, kill the enemies coming down, then jump and use an Air Dash at the right time to get across these spikes. Now for the fun part. Equip the S. Burner and charge it. Jump and Air Dash to the right to get over the first spikes here. Now turn around and release the S. Burner to make it to the spike free wall before hitting the spikes below you. Now, use a Sub Tank if you need to and make sure you have a full health bar. Slide down the left wall until you fall into a hidden passage that contains the capsule. Directions on how to use the Shoryuken are in the Weapons section.

- If you don't get the Shoryuken, the alternate path is nothing I need to cover.
- Use dash jumping to get across the following spike pits.

((Boss: Agile - 2nd Form))

- Use the Shoryuken if you can. Be careful though, if you don't nail him, you'll most likely fall into the spike pit below. Otherwise, use the Magnet M.
- When he send the spiky platforms out from the side, they'll send spark balls down the walls and across the floor. Jump to avoid.
- When he drops the platforms, your room to dodge is under him, as that's the only place they don't fall from. If you don't get hit by them, they'll begin to stack up much like tetris. Any remaining pit is still instant death.
- Occasionally, a couple of missiles or a large bomb will appear. Just shoot these.

-- X-Hunter Base Stage 4

- Jump up the platforms and go through the capsule. Don't ask me what the significance of the broken capsule is -- I don't know or think anyone knows for sure.

((Boss: Maverick Revisits))

- The four small energy pellets at the top of the room regenerate after every boss, but they don't help very much. Useful, but not greatly.
- The boss locations are as follows:

Morph Moth	Wheel Gator
Wire Sponge	Overdrive Ostrich
Bubble Crab	Crystal Snail
Flame Stag	Magna Centipede

- After finishing this level, if you haven't already, go fill your Sub Tanks. See the Sub Tank Secret section.

-- X-Hunter Base Stage 5 -- FINAL STAGE

- This stage is an exact replica of Magna Centipede's stage up to the point where the sword mini boss was located.

((Optional Boss: Zero))

- If you collected the three Zero Parts, this battle is avoided, otherwise, you have to fight this battle.
- Stay on the wall most of the battle and use the CHARGED S. Burner, or charged shots if that's too hard.
- When he fires two charged shots and a saber beam, just stay high on the wall to avoid it.
- When he punches the ground, you'll take damage if you are on the ground, and there's also rubble that flies up and damages you. For this purpose, never stay close to Zero.
- He will also stick his saber out and dash on the floor. If you're caught by him, he'll carry you to the wall and slash at you until you run away. This causes MASSIVE damage.

((Boss: Sigma))

- Use the CHARGED S. Slicer.
- He'll spend alot of time jumping around the walls...
- If he takes a midspeed dash on the floor and tries to slash at you, you'll fly around the room if hit.
- When he fires electricity balls, try your best to dodge them and get a hit in.
- When he disappears, stand still and when he starts to reappear, dash away.
- After his health gets low, he'll fire vertical strings of electricity at you. Climb the wall to dodge and throw a hit in.

((FINAL BOSS: NEO SIGMA))

- Use the S. Chain. I don't think charged or not makes much of a difference.
- (This form is so much easier than the previous one...)
- He'll fly around the room spitting out little enemies that you can destroy for health.
- When he turns upside down and fires a beam, climb up the wall and dash over him.
- He has no life bar. Tell his health by his color. From all health to least health, the colors are Green, Light Blue, Dark Blue, Purple, Orange, Red, Dark Red.
- When he turns dark red, he'll begin to try to capture you. It doesn't hurt amazingly bad, so let him capture you and keep hitting him.
- This fight and the previous are extremely easy with two or three sub tanks.

--- CONGRATS ON FINISHING THE GAME! Enjoy the ending scene and credits.

::boss

-- Bosses ==

Because there's really no need to retype everything in a slightly different form, this section is just a collection of boss strategies copy/paste'd from the walkthrough for quick reference. The only exception are the 1st forms of the X-Hunters, because their strategies aren't covered in the walkthrough.

-- Wire Sponge

- Use ~fully~ charged shots.
- When he spins a wire, he'll throw a wire out that almost reaches to the wall. Jump to avoid.
- If he throws a wire out without spinning it, he'll pull himself to the wall.
- If he jumps and pulls himself to the wall, he WON'T fall straight down.
- When he pulls himself up to the wall and shoots pellets down, they'll spawn into little thorns. Use half charged shots to destroy these.
- When you get him to about 1/4 of his health remaining, he'll glow red and gain the ability to shoot lighting from the ceiling in spaced intervals. Get on the other side of the room and notice the interval to dodge the ones on your side of the room.

-- Wheel Gator

- Use the S. Chain.
- When he goes under, jump up a wall and jump off when the wheel goes up the wall. Get back on the same wall. Jump up and stay as high up as possible to avoid being grabbed. If a second wheel is shot, jump back up the wall FAST. If you don't, you'll easily be grabbed.
- If you're grabbed, simply press back and forth and the jump button repeatedly and quickly so that you won't be grabbed again once you're let go.
- If he fires wheels from above water, they'll still run up the wall, but not the ceiling, and they still fall at an angle. I haven't developed a way to avoid this yet.
- When he starts to spin and runs into the wall, he creates a spike that gives damage if you touch that part of the wall.
- It's supposedly possible to keep him above water by hitting him with the S. Chain again the very millisecond he stops flashing. This is, however, extremely hard to do.

-- Bubble Crab

- Use the S. Wheel. While it is alot slower and can only hit on ground, it can break through the bubble shield and damage at the same time.

- When he fires enemies inside orange bubbles, leave them be. They float to the top of the water and don't bother you, but shooting them releases the enemy.
- Stand close so that you can dash under when he jumps, but not so close that you can't avoid his shoulder attack or jump over him when he walks.
- His shoulder attack will pop his bubble.
- When he fires a ring of bubbles, jump over them but not too high to avoid hitting any enemies on top of the water.

-- Flame Stag

- Use the Bubble S.
- I've noticed that you can lock him in a pattern to easily kill him. If you hit him with the Bubble S. he will always use the fireballs following your hit. Just continue to hit him with the Bubble S. before he does anything else and dodge the fireballs.
- He spends most of his time jumping up and down via the walls. To avoid this, don't stay close so that you can avoid the first jump and then dash as necessary.
- When he fires a fireball, he'll fire two at a time. Stay near a wall, jump over the first one, then jump off the wall to avoid the second one, which will be higher. If you're too far away from him, you may be better off staying on the ground and possibly dashing. Note that the second fireball will run up the wall.
- Sometimes he will dash to the wall before jumping. While his flame is still red, this will only damage you. However, after the flame turns blue, he will pick you up if he dashes into you, then jump really high and slam you into the ground for pretty decent damage. Use a wall to jump over these dashes.

-- Morph Moth

- Use the S. Burner. It's up to you to charge it or not -- charged causes more damage but is harder to land a hit with and may damage you.
- When he's on the cord swinging back and forth, stay on the top of the wall and hit when possible. Staying at the top allows you to avoid the debris.
- When he falls, just stay high on a wall. You can't damage and the wall saves you from taking hits.
- When he's sitting still on the cord and junk flies in a spiral, follow the junk so you don't get hit, possibly getting a hit or two in.
- After you get him to about three fourths health left, he'll 'morph' into the moth form and fly around spraying the dust.
- Avoid touching him in his moth form! Contact damage is insane in this form for some reason, so don't use the charged S. Burner and if you have to get hit by the dust to avoid contact, do so.
- Don't stand in front of him in his moth form so that you won't get hit by the laser attack.

-- Magna Centipede

- Use the Silk S. Preferably charged, unless you can't land enough hits to kill him before you run out or die.
- After you hit him with the Silk S. once, he'll lose his tail, removing one of his possible attacks.
- When he tries to pull you into him, hold the opposite direction and try to dash. If you get it, you won't be able to charge anymore and if you get hit too many times then you can't jump as good.
- When he's on the ceiling, fire the Silk S. into the corner directly diagonal from him and a shard will give him damage.

-- Crystal Snail

- Use the Magnet M. Charged or not is your option. Charged is so slow that it's really hard to hit with, but uncharged does less damage. I prefer uncharged.
- When you hit him with the Magnet M. he will shoot out of the shell. Hit him when you're close to a wall so you can avoid getting hit by him.
- Continue to dash into his shell away from him to keep him from attacking you and just use the Magnet M. on him until he dies. I personally think it's more trouble than it's worth to keep dashing into the shell and avoid taking too much damage, but if you want to you can.
- He will spend most of his time spinning in his shell, then moving towards you. Simply use the wall if needed and run away.
- If you get hit by the bubble like projectiles he sends out, you'll be frozen until you take damage again.
- He can also slow you down for one turn of the first listed attack. It's extremely hard to dodge at this time.

-- Overdrive Ostrich

- Use the UNCHARGED Crystal H.
- You can lock him in a pattern and only worry about one attack. (For this reason I'll only list the one attack.)
- When you hit him with the Crystal H. he will ALWAYS jump up in the air and use his "charged" Sonic Slicer. The projectiles will rain down from the sky. To avoid, stand under him and move slightly as needed to avoid contact damage. If only four come down, you're safe. If five come down, you'll likely be hit unless you see it fast enough to dash out of the way. Because it's impossible to tell whether 4 or 5 will come down, you just have to be lucky. Continue hitting him with the Crystal H. after he uses this attack and the pattern will be set.

-- Agile - 1st Form

Agile is easily the hardest X-Hunter to face on your first try. He's actually easy, but getting his pattern down is a pain.

He'll always start off dashing towards you. At this time, I've found no way to avoid this starting attack. You can't jump high enough for an Air Dash, and you don't have time to jump up a wall. Oh well.

He has two main attacks: He'll dash at you swiping his sword, or he'll jump and fire a huge slash beam from his sword.

If he dashes, you need to be on a wall to avoid it. When he gets to your side, dash jump to the other side of the room. If you stay on the wall, he'll jump and stab you.

If he fires the beam and you're on the ground, you'll have to dash under it. If you're high on a wall, you'll be able to fall to the ground and avoid it.

Apparently, staying on a wall as much as possible is what you need to do.

Get your charged shots in (or if you have it, the Magnet M.) after you've just avoided a high beam. Drop down and fire the shot before you jump back up the wall. Spend the rest of your time dodging.

You have to be really quick to survive this battle, and even quicker to do it in the early stages. Once you learn the pattern though, it gets much easier.

-- Violen - 1st Form

Violen is a really tough X-Hunter as far as dodging goes. It's hard enough to notice what attack will be used, then you have little time to avoid.

Violen has two main attacks: He'll either throw out a blitz of energy pellets or launch his huge wrecking ball.

When the ball is thrown around the room, there's no real way to avoid it because there isn't really a pattern like path to it. Just avoid it when you can and keep firing at him. Don't be stupid though, if you're getting hit over and over, you obviously need to move.

As far as the pellets go, if he fires them on the ground, just try to jump through them or you might be able to avoid them at the top of a wall. If he fires them from the air, then you can easily avoid them by staying at the top of a wall.

Use charged shots or the Bubble S. if you can. Charged Bubble S. is even better if you already have the Arm Upgrade. Just get the shield up and run to where the shield touches him.

This can be a really hard fight without many Heart Tanks, but still possible if you're lucky.

-- Serges - 1st Form

Regardless of the fact that Serges's weakness is the Sonic Slicer, you won't have that weapon when you fight him if you followed this guide.

There's actually a trick that if you can get Serges to where he falls down and shakes for a second, you can hit him again before he jumps or his shield goes

up again, and you'll lock him in this process of falling, standing, falling, standing, and on and on. Use pellet shots for this since it doesn't matter how much damage you do and you won't waste time.

If you can't execute this glitch, you'll have to put up with causing only one or two points of damage per hit by shooting charged shots through his shield. You'll also have to avoid the mines he drops, the spikes on the side of his platform, the shots he fires while jumping, and his own body. Good luck.

-- Violen - 2nd Form

(In X-Hunter Base Stage 1)

- The only thing different about this form is that he can create small blocks that will hinder movement of his wrecking ball, but also your movement. Use the charged Bubble S. again this time, running the shield into him.

-- Serges - 2nd Form

(In X-Hunter Base Stage 2)

- When the battle starts, use the Giga Crush to destroy the cannons and make sure you aren't on the rightmost platform. Afterwards, jump on his big machine and use the charged Sonic Slicer. Charge, jump up, and release so that they hit him going UP, not down. You'll know what I mean when you use it.
- The shots he fires after destroying his cannons explode into four pellets going four different directions. The second, fourth, etc. shots send pellets north, south, east, and west, and the first, third, etc. shots send pellets in diagonal directions.

-- Agile - 2nd Form

(In X-Hunter Base Stage 3)

- Use the Shoryuken if you can. Be careful though, if you don't nail him, you'll most likely fall into the spike pit below. Otherwise, use the Magnet M.
- When he send the spiky platforms out from the side, they'll send spark balls down the walls and across the floor. Jump to avoid.
- When he drops the platforms, your room to dodge is under him, as that's the only place they don't fall from. If you don't get hit by them, they'll begin to stack up much like tetris. Any remaining pit is still instant death.
- Occasionally, a couple of missiles or a large bomb will appear. Just shoot these.

-- Zero

(In X-Hunter Base Stage 5)

- If you collected the three Zero Parts, this battle is avoided, otherwise, you have to fight this battle.

- Stay on the wall most of the battle and use the CHARGED S. Burner, or charged shots if that's too hard.
- When he fires two charged shots and a saber beam, just stay high on the wall to avoid it.
- When he punches the ground, you'll take damage if you are on the ground, and there's also rubble that flies up and damages you. For this purpose, never stay close to Zero.
- He will also stick his saber out and dash on the floor. If you're caught by him, he'll carry you to the wall and slash at you until you run away. This causes MASSIVE damage.

-- Sigma

(In X-Hunter Base Stage 5)

- Use the CHARGED S. Slicer.
- He'll spend a lot of time jumping around the walls...
- If he takes a midspeed dash on the floor and tries to slash at you, you'll fly around the room if hit.
- When he fires electricity balls, try your best to dodge them and get a hit in.
- When he disappears, stand still and when he starts to reappear, dash away.
- After his health gets low, he'll fire vertical strings of electricity at you. Climb the wall to dodge and throw a hit in.

-- Final Boss: Neo Sigma

(In X-Hunter Base Stage 5)

- Use the S. Chain. I don't think charged or not makes much of a difference.
- (This form is so much easier than the previous one...)
- He'll fly around the room spitting out little enemies that you can destroy for health.
- When he turns upside down and fires a beam, climb up the wall and dash over him.
- He has no life bar. Tell his health by his color. From all health to least health, the colors are Green, Light Blue, Dark Blue, Purple, Orange, Red, Dark Red.
- When he turns dark red, he'll begin to try to capture you. It doesn't hurt amazingly bad, so let him capture you and keep hitting him.
- This fight and the previous are extremely easy with two or three sub tanks.

:wepn
== Weapons ==

--- X-Buster

Obtained from: -

Number of bars consumed per use (Normal): -
(When Charged): -

Rating: 4

Description:

The X-Buster is X's trusty arm gun that you always have. It has unlimited use, and three different power levels. Tap the fire button to release a weak little pellet shot, hold the button until flashing blue to release a mid-charged shot, and hold until flashing orange to release a fully charged shot; each level of charge is stronger than the previous.

After you obtain the Arm Upgrade, you'll gain a fourth charge level. Hold the fire button until you flash pink. When you release the button, you'll first fire a mid-charged shot. After, you'll still be flashing pink but no longer bringing in the energy balls. Tap the fire button again to release a large shot that's much stronger than an orange charged shot.

--- S. Chain

Obtained from: Wire Sponge

Number of bars consumed per use (Normal): 4 uses per bar
(When Charged): 2 uses per bar

Rating: 2

Description:

The S. Chain is a slightly handy little weapon that can attach to walls and draw you to them. It has very little use though, being only significant in the fights with Wheel Gator and Neo Sigma, and then you get Crystal Snail's Heart Tank. When you charge it, it will extend to twice its length. When you use this weapon on an enemy, it will pull back the item dropped, but this is hardly helpful.

--- S. Wheel

Obtained from: Wheel Gator

Number of bars consumed per use (Normal): 2 uses per bar
(When Charged): 1

Rating: 3

Description:

The S. Wheel is a useful little weapon that can destroy certain blocks. It has a good number of uses throughout the game. When fired, it releases a tiny little wheel that stays in place for a second then travels across the floor. It can also run up walls. When you charge it, rather than releasing a wheel, energy needles are shot out in the eight main compass directions.

--- Bubble S.

Obtained from: Bubble Crab

Number of bars consumed per use (Normal): 2 to 5 uses per bar
(When Charged): Drain, about 1 bar every 2 seconds

Rating: 2

Description:

Like the S. Chain, it has little use. The uncharged version, which shoots out a string of bubbles, is only good for fighting Violen and Flame Stag. The charged version only has use in Bubble Crab's stage to obtain the Heart and Sub Tank. Depending on how long you hold the fire button, the uncharged shot shoots more bubbles for a longer hold. The more bubbles shot, the less uses per bar you get. When charged, you get a shield that slowly drains the energy gauge and also allows you to jump really really high underwater, and lets you jump again when you reach the water surface.

-- S. Burner

Obtained from: Flame Stag

Number of bars consumed per use (Normal): 2 uses per bar

(When Charged): 1

Rating: 5

Description:

The S. Burner is hands down the most useful weapon in the game, that helps you rack up a number of Heart Tanks and Sub Tanks, as well as the Shoryuken. When you fire it normally, it releases a ring of fire that runs off the screen. When you charge it, you'll execute a dash(that's the same whether you're on ground or in the air) while covered in flames. You have to be careful when using the charged version, because if you hit an enemy and stop when you hit without killing it, you'll take contact damage. The charged version can be put together with the Air Dash as required for many optional parts of the game.

-- Silk S.

Obtained from: Morph Moth

Number of bars consumed per use (Normal): 2 uses per bar

(When Charged): 1

Rating: 4

Description:

The Silk S. is a handy little thing. Despite its low number of uses, being used only for Magna Centipede and another use, it's earned the rating of 4 because of its ability to quickly and easily charge Sub Tanks. You can find more information on the Sub Tank trick in the Sub Tank Secret section. When you fire the Silk S. uncharged, it lets go a tiny little junk block that when hitting the wall or ground explodes into four tiny pieces traveling in the four diagonal directions. When you charge it, it will bring in eight pieces of junk from the eight main compass directions and collect into a very large piece of junk to fire. When you release it, it will release eight pieces of junk, but they aren't any bigger than before.

-- Magnet M.

Obtained from: Magna Centipede

Number of bars consumed per use (Normal): 2 uses per bar

(When Charged): 1

Rating: 1

Description:

The Magnet M. is definitely one of the worst weapons in the game. It's only uses are for Agile and Crystal Snail, and on top of that, it's not very useful. When you fire it, it's a moderately slow bomb that will stick to walls. You can control its direction by pressing Up and Down, but it moves so fast that handling it is hardly worth it. When you charge it, it gets slightly stronger at the cost of moving twice as slow if not slower and it doesn't stick to walls. Changing its direction when charged makes it move just as fast as when

you change the direction of the uncharged shot, so it isn't made up for.

-- Crystal H.

Obtained from: Crystal Snail

Number of bars consumed per use (Normal): 2 uses per bar
(When Charged): 1

Rating: 3

Description:

The Crystal H. isn't very useful, but it does lock a boss in a pattern and allow you to reach a Heart Tank, so I'll give it some credit in the rating. The uncharged version is the only useful one. It's a short ranged little shot that can freeze most non boss enemies, temporarily anyway. Dashing into a frozen enemy kills it. When you charge it, it does no damage, but slows down everything on the screen, including you. This would be slightly more useful if it didn't hurt yourself.

-- S. Slicer

Obtained from: Overdrive Ostrich

Number of bars consumed per use (Normal): 4 uses per bar
(When Charged): 1

Rating: 3

Description:

The S. Slicer has use only against Serges. It does make his second form a very easy fight, which without this weapon would be extremely hard. When fired normally, it will release two shots at once, actually. These appear together at first but slowly break apart. Despite the fact that isn't a fairly slow weapon, it can rebound off walls. When you charge it, it send four quick shots into the air just above you, and they rain down in unison, more spaced apart.

-- Giga Crush

Obtained from: Armor Upgrade

Number of bars consumed per use (Normal): All
(When Charged): -

Rating: 3

Description:

The Giga Crush is a powerful weapon that can wipe out any non boss enemy on the screen in one hit. It also makes quick use of the sword mini boss in Magna Centipede's stage. Simply fire it once and it loses all bars, but it slowly recharges itself as you go through stages.

-- Shoryuken

Obtained from: Capsule in X-Hunter Base Stage 3

Number of bars consumed per use (Normal): -
(When Charged): -

Rating: 5

Description:

The Shoryuken is extremely hard to find and extremely hard to execute. To obtain it, you need 8 Heart Tanks, 4 Sub Tanks, 4 capsule upgrades, and when time comes, a full health bar. Note that the Sub Tanks DO NOT have to be filled. Once you meet these requirements, see the walkthrough for the X-Hunter Base Stage 3 stage to see how to obtain it.

After you collect it, you have to QUICKLY press Down, Down+Right, Right, Y. You have to do it at the speed as if you were rotating a joystick, and you have to hit fire almost immediately after hitting Right. You also have to HOLD Right while you hit fire. You can also use it to the left, just use Left on the D-Pad instead of right. Once you learn how to fire the Shoryuken, all it takes is one hit to any enemy, INCLUDING BOSSES, and you have killed that enemy. The downside is, you can only fire it when you have a full health bar.

:::hart

-- Heart Tanks --

Note that these are just copy/paste'd from the walkthrough as there's really no reason to retype the same information in a slightly different form.

-- Wire Sponge

- Jump up the left wall at the very beginning to find a Heart Tank.

-- Wheel Gator

- When you get to that Heart Tank on top of the spike wall you saw last time you visited the stage, stand right on the edge of the ledge to the right, jump up, and when you're at the peak of the jump, use the Air Dash and ~CHARGED~ S. Burner to reach the Heart Tank. This will probably take many tries. It's recommended that you use the Air Dash first.

-- Bubble Crab

- When you get to the door that the fish opens, jump over to the wall on the right(don't fall down the pit), use a charged Bubble S. and jump over to the floating platforms. Jump up to the ledge with these and claim a Heart Tank.

-- Flame Stag

- Equip the S. Wheel before you start to race the lava, and when you get near the top, use it to kill the barrier enemy and grab the Heart Tank. Don't worry about dying, you probably won't make it out anyway.

--Morph Moth

- When you see the first shielded enemy, use the Crystal H. on it and stand on top of it. Dash jump to the right and try to catch the wall. You'll find a Heart Tank on top.

-- Magna Centipede

- When you see the first large moving block, get it to move then stand on the end of that ledge. Charge up the S. Burner and use the Air Dash + S. Burner combo to reach the small block hanging from the ceiling. If you tripped an alarm, walk right on the ledge a little to reset it. When you get to the block, start climbing up the wall to find a Heart Tank.

--Crystal Snail

- Right after you go down the slopes, get in the Ride Armor and go back up the slope. Drop down the hole between the slopes and hold left into the ledge. Equip the S. Chain, then get a dashing start, jump, hover, and when the armor starts to fall, jump out, and use the S. Chain to grab the wall just before you die and climb up to the Heart Tank. This will probably take alot of tries. Use the platform to go back.

-- Overdrive Ostrich

- Remember that Heart Tank you saw just before the Leg Upgrade? Now you have two ways to get it. You can either ride the bike from the beginning to the Tank(you have to go back for another one after destroying the storm machine

and lowering all the ramps) or you can use the Air Dash + Charged S. Burner. The bike method is more difficult but will save you a life. The dash and weapon method is easier but there's no way to escape death.

NOTE: If you don't turn the rider at the right time, you'll crash it upon hitting the wall of spikes and die.

::subt

-- Sub Tanks --

Note that these are just copy/paste'd from the walkthrough as there's really no reason to retype the same information in a slightly different form.

-- Wire Sponge

- When you get to the floating platforms, get on top of the first one. Dash jump to the left and grab the wall, then jump up the wall and dash jump to the right and get on top of the metal 'platform'. Stay on this top level the entire time to find a Sub Tank.

-- Bubble Crab

- When you reach the point where the rock changes colors from brown to a more blackish color, use a charged Bubble. S on top of the ledge. Jump upwards and set your position just right of the ledge with the Sub Tank on it. Jump as high as you can this time and jump again as soon as you hit the top of the water. You'll jump again and be able to kick up to the Tank.

-- Flame Stag

- Near the beginning, jump on top of the beetle robot and let it carry you upward. Jump off to the left at the very top and you'll find a Sub Tank here.

-- Magna Centipede

- When you get to the set of six blocks falling from the ceiling in the pattern LRLLLR, with L meaning left and R meaning right, before triggering this block pattern, charge the S. Burner. After the second block falls, dash over to the other side quickly before the third block falls. Drop off the ledge and stand to the right of the lone block hanging from the ceiling. When that block falls, jump on it and when it starts to fall, dash jump and use the S. Burner to reach the ceiling and climb up for a Sub Tank. This may take a few tries.

::caps

-- Capsule Upgrades --

Note that these are just copy/paste'd from the walkthrough as there's really no reason to retype the same information in a slightly different form.

-- Wheel Gator (Arm Upgrade)

- After you go down the ladders, before falling off the ledge, jump up the right wall. Use the Air Dash to reach the hole in the ceiling and find the Arm Upgrade inside. You have to jump up the right wall, then jump in a way that you can grab on to that middle wall between the right wall and the hole. Slide down and right when you fall off, Air Dash left and quickly jump up.

-- Morph Moth (Armor Upgrade)

- When you reach the point where there is junk rising from the ground, use the S. Wheel twice on the floor after you go up the first ledge. Fall down here and You'll find the Armor Upgrade.

-- Crystal Snail (Head Upgrade)

- When you see the second large green crystal, hold right all the way down the

slope to speed your ride up and then quickly jump up the wall to avoid being crushed. Right after that crystal, hold to the left wall of this pit and you'll find the path to the Helmet Upgrade (I. Tracer).

-- Overdrive Ostrich (Leg Upgrade)

- When you get out of the desert area and inside, go forward until you see a Heart Tank. You won't be able to get this now, but on the ledge below it, dash jump off of it and land on the ledge with breakable blocks. Use the S. Wheel to break these and you'll find the Leg Upgrade inside.

:::secr

-- Sub Tank Secret ==

After you've collected the Silk S. go to Bubble Crab's stage. When you reach the door that the fish mini boss opens for you, hold to the left wall of the pit. Near the top of the ledge you'll find secret room. Inside, stand in the middle and charged the Silk S. Every time you do this, the Silk S. will attract enough large energy capsules to fill one Sub Tank and a little bit of the next. Do this four times and you've filled your Sub Tanks within two minutes!

:::ufaq

-- User-Submitted FAQ ==

No one has submitted any questions yet.

:::enfo

-- Ending Informaton ==

<Credits>

Thanks to Nintendo and Capcom for creating Mega Man.

Thanks to GameFAQs and Neoseeker for hosting my guide.

Thanks to you for reading!

<Contacts>

Only contact me with the following:

- Typo alerts(I make alot of them =P)
- [Nice] Comments
- Constructive criticism(don't be mean)
- User-submitted questions for me to answer and add(I reply with the answer via return email before I update)
- Request for permission to borrow a guide element

I have the right to, and most likely will, ignore any other contact reasons.

To contact me, use any of the following methods:

- EMail: bluphoenix0129@live.com
- Call me out with an ATTN topic on the Metroid Fusion or Metroid: Zero Mission boards on GameFAQs.(This isn't advises, only use this method if you need to)

I have the right to remove contact methods if I start receiving SPAM email after submitting this.

<Closing>

Well, that's all I have left to say. Thanks again for reading my guide and I hope it helped.

Later!

..... HADOUKEN!

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