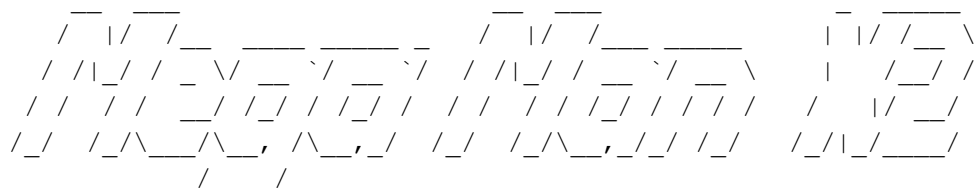


# Mega Man X2 FAQ/Walkthrough Final

by Yami Shuryou

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Introduction  
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It seems like every day is longer than the last...

After doing Mega Man X3 and the original X in 2004, I had briefly considered doing an X2 FAQ, but brushed it aside for the time being. Admittedly, I had, at the time, not felt that X2 was as great as it's predecessor or successor.

Come New Year's Eve 2005, however, I suddenly got to the urge to play it again. And when I did, I came to the stark realization that I could go through with this. And so I did. This here is the collection of much data analysis that I

have gathered over the past nine days, so use it well.

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## 1. Controls (CTRL)

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Here are the basic controls of this game. These are the default control scheme, however; you CAN change them though on the title screen.

### On-Screen

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- A - Dash, dash in mid-air
- B - Jump, jump up walls, slide down walls
- X - Nothing. Zilch. Nada.
- Y - Shoot with buster, hold down to charge shots,
- L&R - Change weapons (They are in an order though)
- Left - Move left
- Right - Move right
- Start - Menu Screen
- Select - Nothing. Zilch. Nada.
- A + B - Faster jump on walls

### Menu Screen

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- D-Pad - Scroll through weapons and Subtanks
- A - Use Subtank
- B - Nothing. Zilch. Nada.
- Y) - Nothing. Zilch. Nada.
- X - Nothing. Zilch. Nada. (Getting repetitive, huh?)
- Start - Leave screen, choose weapon, Exit button
- Select - Nothing. Zilch. Nada.

### Armor

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- B - Jump, Float
- A - Attack
- Right - Move right
- Left - Move left
- Up + B - Jump out of armor

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## 2. Weapons (WPNS)

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Crystal Hunter

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Regular: X will toss out a bubble-like substance, which, should it hit a regular enemy or Overdrive Ostrich, will freeze them. In the case of the ordinary enemies, they will stay like that for a while before unfreezing and breaking apart. At the same time, however, you can step on the ice block and use it as a support to get to high places.

Charged: Temporarily slows down time for both X and all onscreen opponents. Allows you to make moves with ferocious accuracy as opposed to the regular speed.

zzzzzzzzzzzzzzzz

Bubble Splash

zzzzzzzzzzzzzzzz

Regular: X will spurt out a number of bubbles that will move a bit in the direction that he is facing, and they will then begin to rise up by the conventions of gravity.

Charged: X will form a Bubble shield around him which is only completely vulnerable from the bottom (falling on spikes or an enemy). It will suck up weapon energy as it goes, and can only be stopped by switching weapons in the menu. Any enemies that come into contact with it from the side will, however, take damage.

zzzzzzzzzz

Silk Shot

zzzzzzzzzz

Regular: X will shoot out a piece of junk that will go a short ways, drop onto the ground, and explode on contact, splitting into four pieces that each go in a different diagonal direction.

Charged: Much like before, X will summon a much bigger piece of junk. When he shoots it, though, it will go a longer distance before finally falling on the ground and shattering.

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Spinning Wheel

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Regular: X will unleash a wheel that will fall down if not on solid ground, then will move away from X, cutting through anything and everything that is in it's path before eventually dissipating.

Charged: X will unleash a burst of energy, which will promptly explode. The eight individual shots will spread out in a hexagonal pattern.

zzzzzzzzzzzzzzzz

Sonic Slicer

zzzzzzzzzzzzzzzz

Regular: X will send out two sonic waves that will ricochet around the room until they either fade out or hit an enemy.

Charged: X will launch multiple Sonic Slicers skywards, and they will then fall down in a "Sonic Slicer Rain".

zzzzzzzzzzzzzzzz

Strike Chain

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Regular: X will send out a grappling chain that can hit enemies. When an enemy drops an item, the Strike Chain will grab that item before retracting. Furthermore, if you strike a wall with it, the Strike Chain will take you over there.

Charged: X will shoot out a BIGGER Strike Chain that does MORE damage. Bigger and better.

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Magnet Mine

zzzzzzzzzzzzzzzz

Regular: X sends out a mine straight ahead that will explode on contact. Furthermore, it can latch onto a wall, and will detonate if a foe walks into it.

Charged: X sends out a slow gravity well that will head along for a while before fading away. It also has the effects of absorbing some enemy



contain the Heart Tank.

SubTank

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Requirements: None

When you come across the surveillance cameras that pop up from the ground, continue on until you get to the fourth of them. When you do, jump on top of it, and wait for it to rise up, then Dash-Jump onto the wall to your right. Climb up, then jump off the tree onto the platform to it's right. Continue on, jump onto the next platform, then head to the far right to get a SubTank.

zzzzzzzzzzzz

Wheel Gator

zzzzzzzzzzzz

Arm Upgrade

-----

Requirements: None (Leg Upgrade recommended)

After you've gone through a slew of DinoTanks and gone down two ladders at the beginning of the level, you should notice just before going down again that there is a hole in the ceiling above you. Jump onto the right wall, climb up, and Jump off the wall, THEN Air-Dash your way to the left wall in the hole. This can be done without Air-Dash, but it's extremely and exceedingly difficult to do. After you've latched on, climb up, go to the Light capsule, and enter after talking to Light.

Heart Tank

-----

Requirements: Arm Upgrade, Speed Burner (Leg Upgrade recommended)

Go through the stage as normal until you go up the ladder from the bridge below the ship. You should see a spike bed to your left, and a Heart Tank on the ledge above. Ouch.

In any case, you'll need to walk right and get up onto the first different elevation on this floor. Now, in order to grab the Heart Tank, you need to be able to get high enough to climb up onto the ledge, but Dashing from the lower elevation will not give you enough height; as thus, you need to Dash from the higher elevation.

However, that presents another problem; the Dash won't be able to cover the distance alone. However, if you use the secondary effect of the Speed Burner, X will Dash in the direction you're facing with a fire shield, NO MATTER if you have already Dashed. As thus, what you need to do is either Dash-Jump to the left and then Speed Burner your way across the room, or else jump, Air-Dash, and then Speed Burner your way across the room.

Either way, it IS very difficult, and you may very likely die a few times before getting it. However, it is possible; all you need to remember is to start climbing as fast as you can after you finish Speed Burning across the room, or else you'll fall/drag into the spikes.

zzzzzzzzzzzz

Bubble Crab

zzzzzzzzzzzz

## SubTank

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Requirements: Bubble Splash, Arm Upgrade

Easily the hardest SubTank to get, if you don't know what you're doing.

Once the Giant Fish comes out of his hiding place at the beginning of the level, go right along the first half of the ocean floor until you come to one of the large cliffs, where the bottom part is dust and sand, with a small room containing a small energy capsule and a large weapon energy capsule, and the top part of the cliff is grey rock and has a room with a large energy capsule, and a hidden entrance.

Once you are there, charge up and activate the Bubble Splash. Jump up, and you should see the SubTank hanging on a ledge. Now, once you get back to the bottom, position yourself so that you are slightly to the right of the edge of the ledge. Jump again to the top of the water.

Now, ONCE you get to the top of the water, you have a free EXTRA Jump. X's head has to have surfaced above water before you can get this extra jump. However, when you do have it again, USE IT and grab onto the ledge, and climb up. Once you get up there, you'll be rewarded with the SubTank.

## Heart Tank

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Requirements: Bubble Splash, Arm Upgrade

Another difficult item to get. When the Giant Fish first comes out, follow him a ways until he goes to the one floor that will open up. When that happens, wait for the Giant Fish to go under, then head to the wall right of where the floor was, with your Bubble Splash charged. Use the Bubble Splash now, and climb up most of the wall.

From here now, you need to Dash-Jump up to your left. You should see some floating rockets, so try to grab the right one. It's really hard to describe where on the right wall you're supposed to jump from, but you should figure it out from trial and error. How high the rocket is at the time can also be a bit of a pain, admittedly, but is solvable by constantly redoing it.

Once you DO get on a floating rocket, wait for it to go up a bit, then jump onto the top right wall. Climbing up, you'll find the Heart Tank.

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Flame Stag

zzzzzzzzzz

## SubTank

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Requirements: None

At the start of the level, head right and climb up the volcano walls. A giant elephant-like robot will start coming down and trying to hit you. Jump onto the platform on it's back instead, and then wait for it to rise until you are able to jump onto a high wall to the left. Here, go left and grab the SubTank.

## Heart Tank

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Requirements: None (Spinning Wheel preferred)

Once you make your way into the volcano, go onto the metal platform at the bottom, which will activate the lava flow. On your way climbing up, you'll notice a Heart Tank that is being guarded by a Bar Waying. Destroy the Bar Waying, using the Spin Wheel for a quick effect, then grab the Heart Tank. Whether you make it out of there alive is a different story, but at least you've got the Heart Tank.

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Morph Moth

zzzzzzzzzz

Heart Tank

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Requirements: Crystal Hunter

Fight your way through the first three Zombies that are present in this stage, until you get to a GreenShield. Whip out the trusty Crystal Hunter, then use it the first time to knock the shield out of the GreenShield's hands. Use it a second time on him, and he'll freeze up, creating an ice block. Get on top of the ice block, then Dash-Jump onto the wall to your right. Climb up onto the ceiling, and head up to the top, and the Heart Tank will be.

Body Upgrade

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Requirements: Spinning Wheel

Take out the trio of Zombies and the single Greenshield that will plague your path for the very beginning of this level. Inside, Dash your way across until you come to the second orange bar in the foreground. When you see this, go as far right from the bar as you can without actually jumping or climbing up, then unleash the Spinning Wheel on the floor straight there. It'll carve a hole in the floor. Drop down, and go to the capsule to get your upgrade.

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Magna Centipede

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Heart Tank

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Requirements: None (Speed Burner +Arm Upgrade possibly recommended)

Once you make your way through the initial onslaught of PurBars and security spotlights, look around. You should see a grey security block hanging off the ceiling right next to a path going upwards. You should JUST be able to jump up and grab a hold on the grey security block, then climb up from there and get the Heart Tank.

If you can't get onto the security block, then head right onto the higher elevation, then turn around, and charge up your Speed Burner. Jump to the left, then let loose the Speed Burner, and you'll dash right onto the security block. Climb your way up from there.

SubTank

-----

Requirements: None (Leg + Arm Upgrade + Speed Burner recommended)

Make your way through the first set of block puzzles. At the end, you should see a single grey block hanging from the ceiling (if you were slow, though, it

won't be there). Wait for it to drop down, then jump on it before it starts moving right. Once it's right over the pit, however, Dash-Jump up to the right and onto the wall, and climb up the path going up. Up top is a SubTank.

Alternatively, if the block isn't there, stand on the ledge, not straight before the pit, but the one just before that. Charge up the Speed Burner, then Jump, Air-Dash right, and use the momentum from the Speed Burner to get yourself the rest of the way over there.

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Crystal Snail  
zzzzzzzzzzzzzzzzzzzz

Heart Tank  
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Requirements: Ride Armor

Early on, once you get into the Ride Armor, go back up the first patch of ice, and drop down the hole; don't worry, it's not a bottomless pit. Go to the left to fall onto the ledge down there. Now, face left, then move yourself as far left as you can go without actually falling down. Now, press and hold your Jab Button, then press the Jump Button. Release the jab button, and you'll fly off to the left, while hovering.

Eventually, though, you'll begin to fall down. When this happens, wait until you're about halfway down, then have X get out of the Ride Armor (Up + Jump button), while still going left. The momentum should just be enough for him to get on the far wall, so climb up and then claim what is yours; the Heart Tank.

Head Upgrade  
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Requirements: None

Shortly after you fight the mini-boss, you'll have to rush downhill against time and dodge a giant block of green ice. Once you do this, there'll be a ravine that you will need to cross. Instead of going to the other side, however, drag down the left wall. You'll find a secret path down here with a few Crycannons. Destroy them, then head inwards to find the capsule for your Head Upgrade.

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4. Workings of the Walkthrough (WOTW)  
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It has been 6 months since the destruction of (Sigma) and little has changed.

The Maverick revolt started by Sigma is over, but Mega Man X and the new generation of Maverick Hunters have yet to destroy all of Sigma's followers.

Lead by information gained by Dr. Cain, Mega Man X and the rest of the followers have tracked the last of the Mavericks to an abandoned Replid factory. There they hope to wipe out the last of the resistance.

Little do they suspect that real war is about to begin...

Mega Man X vs. X-Hunters!

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How the Walkthrough Works  
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The most recommended order of bosses in this game is this;

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

Thus, this is the order of the walkthrough that I am making. In addition, Violen, Serge, and Agile, all of whom may be encountered during the regular duration of the game, have their separate boss strategies outlined in a section after the main eight stages. Lastly, set boss strategies in a level are within the stage's walkthrough itself. In the actual boss strategies, I'll also lay out their weaknesses, and create two separate strategies; one for how to deal with them without the weapon that they are weak to, and one with (unless you are at the point in the game where you are SUPPOSED to have all eight additional weapons).

The other important thing to note is that within several of X2's levels, there are sections that split up into two possible paths that you can take. When this happens, I'll divide each path into a subsection for the level. Subsequently, when you get to the part where there lies an X-Hunter door nearby, I'll chart off the next little bit from there until you get to the exit of the X-Hunter's door; therefore, if you DO fight an X-Hunter, you know where to take off from again once you head outside by the header "X-HUNTER EXIT".

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4a. Abandoned Reploid Factory (ABRF)  
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The game will start off with X driving his Swoop Bike into an enemy Cannon Driver. Watch out for the crippled Maverick; even though you can take it out with a single charged shot, it can still deal a good amount of damage. Once you're done taking it out, head on right and you'll come across an enemy called a Bar Waying (I don't name these guys, Capcom does). It'll extend down, blocking you off until you can destroy it. You'll generally need to have quick fingers to Dash your way past before it latches on the floor, so I recommend staying and shooting at it; it's harmless in itself, being unable to cause any damage.

Continue on, and you'll encounter two small enemies called Scrivings (and because of their names, folks, and really how difficult it is to deduce an enemy from the names given in the credits, I'll be giving them my own generic names from now on aside the three already mentioned). Take them out by dodging them when they jump around, and destroy another Bar Waying. Repeat this procedure once more, taking out another pair of Scrivings and Bar Waying.

Proceed once more, and you'll run into some weird purple helicopter-like dude, who I'll just call a purple propeller from now on. Drop down a few ledges, and make sure that you avoid the junk pile at the bottom. Once on solid ground again, you'll be smack-dack on a purple propeller assembly line. Head through the first two devices, then take care of the purple propeller hovering above. Progress through another device, and take out the one hovering above, and the one on the ground still, whether it's activated or not yet.

Now that that's done, take the still right-bound path, and you'll come upon a crane. Let it grab you and deposit you to the right of it's original position, but when it releases you, sway yourself to the right and grab onto the wall. Head up so as to not fall into the junk pile. Having done that, climb up the far right wall, and go up the ladder. You'll see a Wall-Driver, whom will go up to the top and try to pull the walls together. Jump onto one of the two walls and climb your way up to the top, then wait for the Wall-Driver to close the walls completely so you don't accidentally fall down.

Once done, proceed right 'til you get to the hole in the floor. Grab the energy capsule if need be, then drop down into the giant hole. You'll fight off against the introduction boss, aka...

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Name: GIGANTIC MECHANIROID

Strategy: This is probably THE easiest boss fight in any Mega Man X game. MAOH THE GIANT from X3 is harder than GM is.

In any case, it is my prime duty to write a strategy. Gigantic Mechaniroid's main and only weakness is his head, but it can be taken out with only four charged shots, which is pretty easy. However, at the end of his arms are two spiked balls. They'll flail around, and if they hit you, will damage you and knock you in the direction it itself was headed. If you fall to the ground, the two feet that the Mechaniroid jumps up and down on may hit you.

That's all there is to fighting the Gigantic Mechaniroid, in any case. The only other part where he can damage you is by coming into contact with you with his head; furthermore, GM's head may lurch down the slightest bit when he jumps, so if you're right under his head, it may come into contact with you for a brief moment. Either way, it's ridiculously easy to defeat the Mechaniroid, so there should be no problems.

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After, a foreboding cutscene. Ooooo.

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#### 4b. Overdrive Ostrich (OVOS)

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Head down the slope at the start, and dash your way onto the pillar; you can shoot them down, but for now, just stay up on top 'til the Unicycle enemy passes, then go down from there and continue until you come upon a Scorpion. When it's waving it's tail about, you'll really need to keep an eye out, as it'll get ready to throw small bombs. Other than that, it'll shoot lasers at you out from it's eyes, but you should be able to jump over that easily.

#### X-HUNTER PATH

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Instead of going down the ladder, take out your Spin Wheel from Wheel Gator and use it on the weak rocks to your right in the wall. Once it's done it's job, go over and jump up the high ledges, and enter the door.

#### NORMAL PATH

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Once you've finished off the Scorpion, go down the ladder; the barricade you see to the right you won't be able to break through until later. Charge up two shots to take out each of the Unicyles that you happen to come upon in your downward path, until you hit the bottom floor. Continue right, and you'll get on a speeder bike.

This next part is a bit difficult to do, so I'll do my best to describe it. Use the Y button as usual to eliminate the three Unicycles that will come at you when you go uphill, but once the trio have been eliminated, hit the A button to jack up the speed BEFORE you finish going uphill. Otherwise, if you press the A button when going straight, you'll hit the wall on the other side (if you can, get your bike so that it's straight down on the top, then press A and B to dash and jump over the ravine).

On the other side, press onwards using your Speeder Bike, and eliminate the other two Speeder Bike enemies (I love Star Wars references). Once you get to one of the ledges that's already gone down, don't bother to dash or anything. You'll destroy the sand generator, albeit at the price of your bike. Head forward some more, destroying two Unicycles on your way, until you come to another ledge that is standing upright; shoot it down, then go all the way left until you find another unused Speeder Bike on a high hill.

Right now, you'll have a really difficult part to do. Once you get to the second pillar, you need to eliminate the Unicycle enemy before it. Right once you get ONTO the pillar, you need to Dash, then the slightest of seconds later press the Jump button before you get off. Failure to execute it properly will get you ALMOST up to the top of the next area, but not quite. And if you DO, you need to start shooting, as there'll be a straightward pillar up top, so make sure you press Y after you've finished hitting the A and B buttons.

You still won't be done yet once you get to the top. Take out a lone Unicycle out in the desert, and once you get into the building, watch for another Unicycle.

Sure, you'll have to eliminate it, but it's also a sign that you'll soon need to jump up again, and ONCE MORE AFTER THAT. If you complete it with success, you'll be on a bunch of spikes. Now you'll need to pull off a bunch of turning maneuvers if you want to get to the end, retrieve the HEART TANK, and go the other way without crashing your vehicle and dying, but it is OK, as you have the Heart Tank now. However, if you do continue, head back to the end, try to turn right at the edge so that your momentum will move you off the ledge. That way, you'll be headed in the direction you need.

Ignore the two Scorpions if you have your Speeder Bike (eliminate them if you don't) and turn left AND right at the edge so you don't run into the walls. Continue on, and crash your bike on the Scorpion. Go through the boss door before any harm can be done to you from the Scorpion (eliminate them if you don't have your Speeder Bike). From here on in, go inside. Stand ON the bottom half of the rocket, and wait for it to launch. You'll face off against...

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Name: OVERDRIVE OSTRICH

Power: 3800 rp

Speed: 9900 rp

BUSTER: Much of playing Overdrive Ostrich is a Dashing game. How so? He has two ways of running around on the main part of the stage. The first one will be a straightforward dash, where he'll keep himself to the ground and chase after you. You CANNOT win a Dashing game when he does this. The alternative to beating him at his own game is to Charge up the X-Buster, and when he does Dash at you, get to high ground, turn around and Jump/Dash-Jump over his head. He'll take a while to stop and turn around, giving you the chance to fire off a shot at him.

The other way that Overdrive Ostrich will run around is really awkward high jumps, where he'll literally jump a foot above you. The way to beat him here is

(as always) first charge up your Buster, then seek low ground. When Overdrive Ostrich jumps, he jumps pretty high, and if you're at lower ground than he is, it'll be really easy for you to Dash under him. He'll take the same motion of turning around at a sluggish pace, so you can shoot him once more and damage him.

Alternatively, if you try to Dash far away from Overdrive Ostrich (and sometimes even if you don't), OO will go into the background and run as a black speck across the desert. When he jumps up, start Dashing either which way; he'll try to land on you.

As for actual attacks that Overdrive Ostrich possesses, the first is where he will throw a purple ring at you (his Sonic Slicer). It's pretty small though, and since it isn't FAST or anything of the sorts, you shouldn't have too much of a problem with dodging it unless you're preoccupied elsewhere. His other (and more commonly used) attack is to jump in the air, wave his arms and legs about, and call down six Sonic Slicers that are a lot faster than the regular attack. However, there is some space in between each SS, so if you have quick eyes, you should be able to move out of the path of a Sonic Slicer into the sanctuary inbetween.

Other than that, Overdrive Ostrich isn't really too difficult of a boss. You might suffer some setbacks with his Sonic Slicers, but as he'll run at you more often than not, you should be able to whittle his life bar down until he is dead.

CRYSTAL HUNTER: Although I don't believe it's secondary effect to be very useful (since it slows down both you and Overdrive Ostrich), it has it's moments, and it doesn't cost very much weapon energy.

With that out of the way, the main effect of the Crystal Hunter is awesome, as it freezes Overdrive Ostrich in his tracks literally for a few moments. Additionally, just before he unfreezes himself, you have a span of time that you can hit him with another Crystal Hunter (although it doesn't refreeze him again). The only unfortunate side effect of this is that he will jump up and perform his Sonic Slicer rain attack, which may sometimes be hard to hit him with the Crystal Hunter again before he can start performing.

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You got Sonic Slicer!

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4c. Wire Sponge (WRSP)  
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Before I start with the walkthrough for this stage, I wish to describe the WeatherCrystal, and which weapons influence it how.

The WeatherCrystal can be encountered throughout the level. It controls the weather, but destroy it will NOT stop the weather. Instead, you must influence it's actions by hitting it with various weapons.

- Crystal Hunter - Dark & Misty
- Strike Chain - Normal
- Bubble Splash - Rainy & Windy
- Speed Burner - Bright & Sunny

Turn your Replod ass around at the start, and climb up the wall to the left.

At the top, there should be a hidden nook inside the wall. Contained within is a free HEART TANK, so don't pass this one up. Go down, then start your trek right and eliminate a SunToad with a charged shot. Continue on, and take out another SunToad. Now get up onto the platform, but don't bother destroying the WeatherCrystal; while the weather will change if you have the right weapons, the weather will merely continue on if you blast it and break it.

In any case, continue on, and you'll run into some surveillance cameras that pop up from the ground. The only way that they can do any harm is by sending out missiles, and it'll take so long that there's no way you should still be around to be damaged. Instead, jump over the tops of the first two over the ledge, and continue as normal until you get to SurvCamera #4. Get on top of this camera's head, and Dash-Jump onto the wall to your right. Climb up to the top, and eliminate a SunToad up top.

By this time, the weather should be rainy, so it'll impede you somewhat. Dash-Jump onto the next ledge, and Charge up for a shot at another SunToad. Head up to the second overhead ledge and take out a second SunToad. Your reward will be a SUBTANK, which lies right behind the SunToad. For those of you whom are new to the game, a SubTank will collect any waste energy that you grab after your life bar is itself already full, but only to an extent of storage. Proceed onwards, dashing down and to the right to find a bunch of elevators moving up.

#### X-HUNTER PATH

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Instead of going along with the elevators headed upwards from the entrance, wait until the next elevator is above you, then drop down onto the elevator at that. You should see an entrance to the right. Go inside the entrance shaft, and you'll face off against the X-Hunter.

\*Refer to Agile-Serges-Violen section for strategy

After you win, you'll have to come out the way you came in, so proceed on with the normal path.

#### NORMAL PATH

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Get onto the elevator, and move away from the center to the right side. The reason? There'll be two sets of Scrivers on either side of the elevator shaft, and they'll both jump towards the center, so try to avoid contact (you can, however, shoot them with a charged shot once they hit the center and collect the spoils). After you fight off the single Scriver, make sure you stick to the right, as the elevator will head into a spiked ceiling at the top.

Up top, you'll come to another SunToad. Continue over top of a cliff and past a spike pit, and you'll face off against one more SunToad in front of a WeatherCrystal. Head on, and you'll see a Leech Harvester come across, which will then drop an orb onto the ground that will hatch into a vine. Continue to move forward, ignoring the LH for now, and on the other side, eliminate a SunToad while dodging two more Leech Harvesters. Jump over another pit, and head through the tree trunk.

Here, you'll encounter two more Harvesters which will actually drop Leeches. What do these Leeches do? Nothing more than latch onto your head if you get too close, fudge up your jumping skills, and call upon lightning to come down in a straight line on you. In other words, you want to avoid them, so save up a Charged shot for when they begin to hatch, then let it loose on them to destroy them. Now continue on past another Weather Crystal, and you'll run into another Leech Harvester + Leech. Destroy both of them so they cannot cause you any more of an annoyance, then Dash Jump over three spike pits, ignoring the

surveillance cameras and one Leech Harvester that you'll see.

You'll come upon a bigger spike pit. Jump onto the wooden pillar in the middle, then continue your way once you make it over completely. Inside the building, climb up two ladders, then dodge the Scribe that will jump from the ledge above and head up where it came from. Having made it over, eliminate another Scribe, then destroy the Scorpion that guards the boss door. Once that's done, head through the dual set of doors to face off against...

+++++

Name: WIRE SPONGE

Power: 6400 rp

Speed: 4800 rp

BUSTER: Straight off the bat, Wire Sponge will probably swing his vine around, which will deflect anything that you can throw at him. After a while, he'll stop swinging his vine and shoot it forward a long ways before retracting it. At the start of the battle, you'll have to figure out his timing, let loose the shot just before he stops swinging the vine and sends it forward, and jump up onto the left wall and get out of harm's way, then get down and charge up for another round of vine and X-Buster.

If, later on, Wire Sponge is at the VERY END of either side of the room, however, you can just stand still at the opposite end of the room, stand still, totally be out of harm's way when Wire Sponge goes on the attack, and shoot him down. On an extra note, it should also be observed that it is not only the grappler part of Wire Sponge's vine that damages on contact; if you try to Dash over the grappler and onto the vine, and then jump back over the grappler, you WILL be damaged by the vine.

On the occasion, Wire Sponge will also extend his vine into the wall itself (providing that he is close enough; his vine will still only be able to go as far as per se the norm. Thus, if you're already out of harm's reach and Wire Sponge doesn't move, you should not be worrying about this attack). It should be noted that when this happens, his vine DOES NOT HARM ON CONTACT. Instead, you can jump over the hook, then over the subsequent Wire Sponge.

Furthermore, on the RAREST OF OCCASIONS (or if you decide to let him live for God know's how long after he begins to bring out his lightning attack), Wire Spong will either do a very short jump or about a mid-jump and do the same grappling-to-the-wall attack. When he lets go of the wall, he can either drop straight down, or kickback a bit.

In other attacks, Wire Sponge will also sometimes grab the ceiling and rise up a random amount. From his hanging point, his head will open up and he will spit out mini-vines; these do no more than harm you if you run into them, and can be taken out with a half-charged X-Buster. However, if you don't eliminate them quickly, they can be annoying. For the most part, though, it'll always be a fast side battle.

Aside from grappling side walls, however, Wire Sponge does NOT use his vine to move left or right. He does NOT swing when hanging from the ceiling. Instead, all he will take are short hops that are sufficiently high enough so as to allow you to Dash underneath him, thus avoiding contact with him.

Once you've downed Wire Sponge's life bar sufficiently enough, he'll close his eyes, begin to look constipated, and his body will turn red. Once this happens, he'll let out three or four bolts of thunder. Although you COULD ideally avoid the thunder by following the tried-and-true statement of 'lightning never strikes the same place twice' (his thunderbolts will never hit the same place twice) by going where there already was a thunderbolt in the same series of

bolts, you would be a lot safer by sticking straight next to the wall.

Eventually, Wire Sponge will fall; he shouldn't be TOO difficult if you can get the timing for his vine attacks down pat.

SONIC SLICER: While Wire Sponge's attack patterns stay the same with the Sonic Slicer, EVERYTHING changes for you. Here's how.

The most important thing to note is that the Sonic Slicer can and WILL break through Wire Sponge's vine shield. HOWEVER, there is an exception; if you go straight up to Wire Sponge and fire the Sonic Slicer at his shield, it will stop him from swinging it around, but it won't harm him at all. One of the ways to counter this is to shoot a very short ways away from him and wait for the Sonic Slicer to go and slice through his defenses. The other way is a lot trickier; Wire Sponge's shield is not an actual part of his body. Therefore, you can still harm Wire Sponge if you hit his body instead of the shield. While one COULD hit him from behind with a Sonic Slicer (Wire Sponge turns around if you jump behind him), it is possible to dash straight up to Wire Sponge, put yourself right in front of the shield, and then fire to harm. This is because the X-Buster will go through the shield, and sic the Sonic Slicer straight on Wire Sponge.

The second part is much less important, but also a bit notable if, bluntly, for whatever reason you suck at changing weapons. The vines are immune to Sonic Slicer, so if for whatever reason you can't open the menu screen and change to the regular X-Buster to eliminate them, you might want to stick with the regular X-Buster for the most part.

And that's about it.

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You got Strike Chain!

=====  
4d. Wheel Gator (WHGT)  
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Your first direction will obviously be right. You'll see a MavGen soon that will have an endless stream of Bluebirds coming out of it. As long as you stay on the lower elevation, the Bluebirds will go over your head, sail harmlessly out of the way, and allow you to shoot at the MavGen until it explodes. Once that's done, continue on inside the building, and once you climb the stairs, you'll come in contact with a DinoTank. These guys are built pretty heavily, so a full Charged shot along with some extra regular Buster fire will be required.

Once you've crossed the top floor, eliminating a trio of DinoTanks, go down the first ladder and take out another DinoTank. Repeat once more on the ground, and head right. You should see a shaft above at the end here, but don't bother getting it right now; it's utterly impossible without the Leg Upgrade, which you can get later. Instead, head down and board the MiniElev, and let yourself brush against the wall. You'll fall down onto the second MiniElev, which will take you left all the way to the end. Go up, charge a shot, and let 'er loose on the GreenShield, and follow up with some rapid Buster fire after that. With the pattern of how to defeat a GreenShield in mind, drop down and take out another one.

Now that we're finished here, continue on and drop down the hole to the left. Run to the right, taking out another pesky DinoTank, and drop down another bit, then head left to find a Ride Tank. Get in, then go and stab the block to the left to break open a hole in the wall. Go down onto the lower bridge of the

ship. You'll come into contact with another DinoTank off the bat, so take it out and progress right, where you'll fight a RideTank. A good way to beat these guys is to Dash right up to them and quickly jab them, and then follow up with another jab to finish them. With the first one out of the way, continue and you'll fight another DinoTank and RideTank. Once they've both been eliminated, float over to the other side (Jump + Hold Jump Button), and Dash-Jab into another RideTank. Kill one more DinoTank, and end off the marathon run with a fourth and last RideTank.

Having finished off your brief excursion in a Ride Tank, get out (Up + Jump Button), and head up the ladder. The Heart Tank you see to the left is yet another item that cannot be obtained until you get the Leg Upgrade. Instead, start moving right again, taking out another DinoTank before coming up to a MiniElev going up. Charge a shot up, and when you get in shooting range of the GreenShield, blast him. If you need to jump, do so, but jump right after that, because one jump will cause the MiniElev to change directions (down), so a second one is required to bring it back up.

Up top, Dash right before you meet your doom at the hands of a spike ceiling, and get on the second MiniElev. Be sure to save up some charged shots (even half-charged works), because three Bluebirds will come down from the ceilings to fly at you. At the end of the road, there'll be a GreenShield waiting for you, so make sure you Charge up another shot after the initial onslaught of Bluebirds. Once he's out of the way, go and drop down on the MiniElev.

#### X-HUNTER PATH

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Take out just one of the GreenShields, ignoring the other one. When you first see a path to exit off to the left, however, ignore it. Instead, let the MiniElev take you up to the top, where there'll be a door to your right. Get off as soon as you can, and enter to fight your X-Hunter.

#### NORMAL PATH

-----

Take out just one of the GreenShields, ignoring the other one, as he likely won't be able to hit you. When you see a path to the left, exit off the MiniElev and take it. Use the difference in elevation to defeat the GreenShield one-handedly that guards the left, then climb up the walls 'til you get up to the top. Head right over the ledge, and you'll face off another MavGen just like the one at the beginning of the level. This time, however, you won't have a difference in elevation to save you, so continuously charge up green shots and fire them until you take out the MavGen; the half-charged shots WILL be able to destroy the Bluebirds, so no sweats.

With that out of the way, Charge up, and head outside. You'll face two Bluebirds and a DinoTank right off the bat, so wait until they're all aligned up to take them out with one shot. Charge up again, and head right, where you'll face the same situation again. When they're all down for the count, drop down the side of the roof.

#### X-HUNTER EXIT

With Normal and X-Hunter paths interlinked again, head down the slope to your right, and Dash-Jump over the first two MavGens to land a bit below, with another hallway to your left. Now, UNLESS you need to get your energy levels up desperately (in which case you can just head and take out a bunch of Bluebirds), you should head left now, with a Charged shot ready. Drop down to the floor below, and immediately shoot the Cannon Driver, and start charging up. The uncrippled Cannon Driver will shoot out of two holes. The upper hole cannot harm you as long as you stay down, but the lower can. However, the



bullet from the lower hole can also be destroyed with a half-charge, meaning that you should stick to a pattern of charging up and destroying the bottom bullets, letting the rest of the blast hit the Cannon Driver. Once the Cannon Driver is done for, head through the dual set of doors to face off against...

+++++

Name: WHEEL GATOR

Power: 9800 rp

Speed: 1800 rp

BUSTER: Many people treat Wheel Gator with the most utterest of contempt, the most greatest of fears, the largest of determinations, and I can see where they do come in from.

Wheel Gator's main form of attacking is to drop underneath his pool of blood. From there, he will often unsuspectingly leap out of the waters and chomp on whatever happens to be in his territorial waters. When Wheel Gator does this, X must struggle to escape Wheel Gator's grasp ala pressing the four face buttons really fast. A, B, and Y buttons on their own CAN get you out of Gator's grasp, while the X Button (on the default control scheme, mind) is fairly useless. However, if you can mash all four buttons at once really fast (not just A, B, and Y; X must also be mashed), you can escape Wheel Gator before he goes too far on his bloodsucking-scheme, sometimes escaping with only a single bar of life fast.

However, there is a way to circumvent this; when Wheel Gator goes underwater, he will send spinning wheels up the wall. They will go up the side wall that X is on (or in the direction of X, if he is in the pool itself), and cling to the ceiling about halfway before falling. The first wheel will come from inside the pool and then go to the wall, while the second one, if any, will start STRAIGHT AT THE WALL and go up. There are two constants to note here about Wheel Gator that will help make exploiting his pattern MUCH easier;

Wheel Gator will ALWAYS ALWAYS ALWAYS chuck at least one wheel when he goes underwater.

Before Wheel Gator is able to strike, the last wheel he sent up MUST fall from the ceiling first. It does not necessarily have to have hit the blood yet, but it cannot still be hanging from the ceiling. According to my experience (aka a hell of a lot of battle data collecting, along with several years of playthroughs before this), he will NEVER strike before the wheel falls.

As such, once the wheel goes up the side wall, get down immediately, then climb up immediately; Wheel Gator will then be unable to ever chomp on you, unless you make your own personal mistakes. Furthermore, because Wheel Gator can send wheels up starting at the corner, I recommend you keep your eyes on the corners instead of on the pool. You should, after all, be able to detect one coming from the pool and still respond to it fast enough even if your eyes are on the corner.

However, these are not Wheel Gator's attacks. Every once in a while, Wheel Gator will stand upright in the water, and his shoulders will begin to glow. He will then send Spin Wheels that will bounce up and down to your side, and go up the wall and ceiling. There is a trick to this, though; there will always be a small area where X can stand, stay under the wheels when they bounce over his head, AND be out of harm's way when the wheels fall from the ceiling.

There is an exception to this, though; later on, when almost dead, the wheels can BOTH do as described in the previous paragraph, and may also stick in the side wall for a second, then pop back out in X's direction. As such, be careful when this begins to happen, as you will not have the luxury of a safe spot. You

will have to move around some more.

Wheel Gator's final attack consists of him beginning to whirl and twirl around as he moves forward in a green blur. His snout will strike the wall, which will crack. If you touch this section of the wall that has been damaged, it WILL HARM YOU, so make sure that when you jump on the walls again, you don't touch it. As for Wheel Gator himself during this attack; he is never immune to attacks. You can just jump over his blur and then attack him from behind, or even hit him from the front. A final observation is that he strikes the position where you were when he turned into a blur; thus, if you were climbing the walls, he's going to pretty much render one wall very difficult to climb, so try not to be on the walls all the time when he's above blood.

The last thing of note is that at times Wheel Gator will turn a bluish-green color, when he's getting ticked off. He is immune when his snout is open, but ONLY when his snout is open; the rest of the time that he has his bluish-green aura, he is still vulnerable to attacks.

STRIKE CHAIN: There are only two things of special note about fighting Wheel Gator with the Strike Chain.

The first thing is about his period of invulnerability when he has his snout open and his bluish-green aura. He is STILL invincible even to the Strike Chain; however, the Strike Chain will cause him to instantly snap his snout shut, so you can follow up with another use to cause him damage.

The second is that the Strike Chain can cause an awesome combo. When you hit Wheel Gator with the Strike Chain, he will flinch for a second, and usually will try to submerge once more. HOWEVER; once he gets back into face again and he's stopped turning, there is a split second where you can Strike Chain him again and it will connect. Once that field of a split second (actually more like quarter second) passes, he will already have gone down far enough to avoid the attack. The awesome thing about this? You can repeat it several times without letting him submerge so that you kill him quickly.

+++++

You got Spin Wheel!

IN-BETWEEN: With the Spin Wheel, you can grab several power-ups right now. The first (out of necessity) is the Leg Upgrade in Overdrive Ostrich's, now accessible with the Spine Wheel. With the Leg Upgrade, you can go and get the Arm Upgrade from Wheel Gator's stage. Check the Upgrades section for more details (mainly because to do so in the main walkthrough would mess things up a bit).

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4e. Bubble Crab (BCCR)  
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Love the music.

Anyways, head right once you begin along the rocks, killing off four Bat enemies. At the end, drop off the cliff and down into the water where you'll face off some Torpedo Fish. They're pretty much like the Bluebirds; they'll dash at you, but if they don't come into contact with you, will fly straight by, and can be taken down with a single regular shot. Head left from here, and drop down a small hole.

Down below, you'll see a Giant Fish exit from your left. Drop down after it, but stay back from it; fighting the Giant Fish is pretty useless and offers no

reward, except for a few bars of health if you're fighting an X-Hunter here. Instead, drop to the bottom of the sea floor, and start heading right. You'll begin to face off against some Tentacles, which are basically electric eels. Obviously, you won't want to come into contact with them, so save up some charged shots, face off against them, and head on a ways.

Once your elevation starts heading up again, go around to the right side of the second rock pile, and then drag down to find a secret entrance into the pile. Grab a hidden energy capsule, then head back out, and continue your journey. You'll have to make use of a floating rocket, so get on it as a midway point between rock ledges, then head onto the next rock ledge. Dash onto a second floating rocket, then wait for it to float up to it's highest point. Jump to your right, and climb up the wall.

#### X-HUNTER PATH

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If, by chance, you're fighting an X-Hunter, don't enter the door. Instead, drag down on the wall that you just came up on, and jump over left to a higher position on the left wall. Continue to climb up, then head right onto solid ground again. Run up right until you come to a Three-Prong that's hanging off the wall, and eliminate it. Climb up the wall. The Giant Fish is blocking your way off, but that's OK; all you have to do is just come into contact with the head, lose your three bars of health, gain temporary immunity, and use it to climb over the Giant Fish and then up onto the wall through the X-Hunter Door.

#### NORMAL PATH

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Go through the door, and the water will begin to drain out. Head through the second wall, and you'll face off against a Three-Prong. These guys shoot lasers out in three different directions, and can be pretty annoying when you're climbing walls. Eliminate it, then continue on down and right past a Scriver. Start climbin' now, and shoot a Scriver and Three-Prong. Continue on, and get on solid ground again.

Turn around and eliminate another Three-Prong, and then go up the wall, shoot the Scriver, and jump over to it's former position. Take out another Three-Prong, then set up another new position by taking out another Scriver/Three-Prong duo. Once more through the breach, and you're in free reign of the upper walls.

#### X-HUNTER EXIT

Now that you've finished up, jump over to the right wall, climb up, and head down and over the boss door. Head through the second door to take out...

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Name: BUBBLE CRAB

Power: 6000 rp

Speed: 4800 rp

BUSTER: Before I can outline Bubble Crab himself, I must tell you about his stage. His stage is part water, and during the battle, the water levels will rise up and down as the tides change. This influences the battle as, true to Capcom form, X will jump much higher when the water is up instead of when the water is down.

The first attack that Bubble Crab uses is where he spits out a whirl of Green Bubbles. Because of their very nature, they can only go as high as the water goes up, and when the water is at it's highest level, they only go about 3/4ths of the way up before finally going through the wall.

The second of Bubble Crab's attack consists of him dropping his bubble shield if he has it up, and then activating his shoulder blades so that they gain green energy pincers. If X falls on them, they'll hurt. Furthermore, Bubble Crab can jump straight up while equipped with his energy pincers. Because his pincers extend ABOVE his body, he can jump so that his body is somewhat half above water, half in the water; thus, it would be in your interest if you want to dodge his attack to jump over the water, instead of exposing yourself to Bubble Crab openly.

Another attack that Bubble Crab will use is where he will send up three bubbles that will float up at the top of the water, going along with the water levels. If X gets in the way of one of them, it will hurt. However, that's not the only problem; if you try to blast one, each bubble has a mini-Bubble Crab in them, which will fly towards X and try to explode on contact. As such, it is advisable to try and destroy these bubbles when the water level is high for two reasons; the first is that you can sink far enough so that they won't be able to follow you enough, and the second is that if you can tap the B button for the right amount of time, the height of your jump will allow you to fire a shot at a bubble, but you won't continue to rise, thus meaning the mini-Bubble Crab will never be able to attack you.

These same bubbles will, if you leave them be for a long time, break apart, and all the mini-Bubble Crabs will dash towards you at once. This brings me to Bubble Crab's last attack, which he very rarely uses. Bubble Crab will send out around five mini-Bubble Crabs that will bounce around the room until they are either destroyed or have hit you. Needless to say, you'll want to destroy them ASAP. However, they are pretty easy to destroy; regular Buster fire can destroy them, and a single charged shot could take out a group of aligned mini-BCs.

The last thing of note is Bubble Crab's shield. I'll take the time to say that trying to destroy it by Buster fire is ineffectual; it simply takes too much power to nullify it. As such, it is really recommended that if you want to take Bubble Crab out quickly, you'll want the Spin Wheel.

SPIN WHEEL: Spin Wheel is certainly an effective way to clean up the battle quickly. The weapon is able to puncture through Bubble Crab's shield, meaning you can dash right up to him and sic a Wheel on him. Better yet, since the Wheel lasts a while, if Bubble Crab stays in the same place for too long, he'll continuously get hurt by the Wheel every time his flinching stops.

Admittedly though, having the upgraded Arm Buster will help. The secondary function of the Spin Wheel will send out eight shots from X's position in a hexagonal shape. If you're using it on bubbles, everything gets destroyed. And it pierces Bubble Crab's shield as well, so you can use it to kill two birds with one stone.

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You got Bubble Splash!

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4f. Flame Stag (FKST)  
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You'll start off on a rocky ledge, so walk and jump your way right until you get to a giant volcano. You should notice that parts of the wall have fractures; ignore that for now, and climb up until you see a WarPhant that is floating up and down to your left. When it looks poised to strike, jump off and onto the WarPhant's back (yes, there's a safe spot on there). With that done, the WarPhant will begin to rise up. You should notice a ledge to the left at the top. Jump onto the ledge, head left, and you'll find the SubTank for this

stage.

Turn back right now, and then Dash-Jump to the wall you just came back from, and get to the top. In here, drop down the path into the actual volcano. Continue right and you'll face off against a trio of Three-Prongs hanging from the wall, take them out, but do NOT GO ONTO THE METAL PLATFORM. Once you do, the volcano will begin to activate. Instead, switch to your Spinning Wheel, as you'll want it for later, then dash onto the metal platform.

In your climb up, start off by getting onto the ledge to the right, then climb up the wall until you get to the ledge with the small energy capsule and large weapon energy capsule. Instead of bothering to get that, instead continue on the left wall, then switch to right, left again, and right again. You should see the Heart Tank to the left for this level. The problem is that it's guarded by a Bar Waying, and the lava is coming up. Solution? Run up the Bar Waying and hit it with a Spinning Wheel, and it'll be destroyed fast, giving you ample time to grab the Heart Tank then start climbing back up. Once you get outside at the top, either head left for the energy capsule (the lava flow will stem off), or then head right without collecting some fuel for your new SubTank from earlier.

Now that that's done, head right along the rest of the volcano. It'll be a short-lived walk as you come to a lava pool. From here on in, you'll need to Dash-Jump onto a pillar that will sink into the lava on contact, and then Dash-Jump from that pillar onto the next twice more 'til you get to the wall at the end.

#### X-HUNTER PATH

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Climb up around the wall until you spot a WarPhant coming to get you, then trick it into hitting the wall while jumping on it (if by chance the WarPhant goes inside the volcano or else hits the lower fracture in the wall, walk around a bit to get a new one). Jump on the WarPhant's back, and wait for it to rise until you see a second fracture in the wall. Jump off it's back, and trick it into destroying the second fracture.

Inside, climb up through the hole above you, and head right to enter the door.

#### NORMAL PATH

-----  
Trick the WarPhant into breaking the lower fracture in the wall, then grab the Capsules. Head right, and you'll find yet another lava pool. From pillar to pillar, there are five in all, so make your way across 'til you finally get to some solid ground again.

#### X-HUNTER EXIT

Head up until you see what look like exhaust pipes, then begin to charge up a shot. Continue on until you get to the left ledge, then wait for a Salamander to come floating down and ignite the pipe just above you (it'll be high enough so it can't harm you), then head up after the fire leaves the pipe. On the next left-ledge, wait for another Salamander, and shoot it before it can make it's way over to you.

Now head up a bit to the next right ledge, and take out the Salamander that will attack. Next left ledge, repeat the process. By now, there won't be any ledges left, but there will be one more Salamander on your journey up. When you see it, let yourself drag down the wall, and let loose when it gets in your path. From there on in, continue up the rest of the ways until you get outside.

Now that you're out here, head down to the right, and enter the first door.  
Continue on to face off against...

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Name: FLAME STAG
Power: 3600 rp
Speed: 7000 rp
BUSTER: Flame Stag is actually pretty easy once you can figure out just what
the hell you should do at all times.
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Flame Stag's stage is another one of those gimmick boss-stages. Instead of following the set norm, his is really tall. Using this, he'll often times jump on a wall, jump higher onto the other wall, back and forth in a diagonal pattern until he gets to the top, then repeat the same thing in reverse until he gets to the bottom. Additionally, he doesn't actually "flinch" when attacked with Buster Fire; that is to say, while he'll take harm and have his temporary invincibility, it won't stop what he's doing.

Because of this, he can be a bit intimidating if you're trying to send him Earth-bound with a Charged shot while you're hanging up on the walls. But that doesn't mean he's hard at all, not by a long shot. In any case...

Flame Stag has three ways of getting up on the wall. The first way is that he will do a simple jump onto the wall, often over X's head if you're in the corner. The second way is that he will Dash forth 'til he gets to the exact corner of the room, leaving behind red flames that will damage you if you fall into them. From there on in, he'll then jump around. Later on, Flame Stag will gain a blue fire instead; however, it doesn't change damage in any case, although I believe Flame Stag is able to dash a bit further than usual with his blue flames.

There is only ONE real difference between blue flame and red flames, and that is when Flame Stag is in blue-flame state, he has the power to Dash straight up at a wall corner. I dub this attack "The Rocket", because he can go up a LONG ways with it (up off the screen), so it's recommended you jump off the wall before he can hit you. The third way that he has of getting up on the wall is doing his Dash, then jumping up onto the wall like in his first way of getting on, instead of heading to the corner and then starting.

The last attack of Flame Stag's is also somewhat noteworthy. Instead of Wall-Climbing, Flame Stag will instead take a stand and throw flames at you. Whenever he does this, he will always throw flames in two different directions. The first will be on the ground, where it will then skate along the floor until it dies out or hits a target (ala X). The second direction will be through the air until it hits the wall, where it will henceforth skim upwards, taking out whomever might be in the way (also ala X). Overall, so long as you can stand away far enough, it's quite easy to win.

BUBBLE SPLASH: There are two noteworthies here about the use of the Bubble Splash. The first is that it causes a complete Flinch effect against Flame Stag; therefore, if you hit him while he's doing his dancing and prancing around the walls, he WILL fall down to the ground, keeping you safe for the while.

The second is that you can pull off an endless combo on Flame Stag. When you hit him with the Bubble Splash and keep close to him, he'll begin to throw his flames at you. You can manipulate this by sending more bubbles while he's still in flinch state, jumping over his first flame, and watching as the bubbles you just sent hit him as soon as he goes out of flinch state, and then repeat the pattern over again until he finally goes down. To do this, dash away from him

after you spray bubbles at him, wait for him to send his first flame, dash over it, spray him, then rush away while the bubbles hit him.

+++++

You got Speed Burner!

With the Speed Burner, you can now go and get the Heart Tank from Wheel Gator's stage.

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4g. Morph Moth (MHMH)

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Head right once you start, and you'll see a blue Maverick hanging above in the air. Destroy the Zombie by making sure to hit it's head, or else if only the body is destroyed, the head may spout out bullets. With that done, continue on, and you'll come upon a retinue of two more Zombies and a GreenShield. Take them out with one charged shot (and then some), then continue on until you get inside the actual building.

In here, dash past the two hanging Zombies, and wait for them to fall down before turning around and shooting them down from afar. Repeat the same thing for the next pair, and head on past the orange bar. DO NOT CLIMB OVER THE WALL! Instead, take out the Spin Wheel, and sic it on the floor. It'll destroy portions of the floor, opening a secret entrance. Head down and go activate the capsule. After Dr. Light talks, get in, and you'll receive the Gravity Crush. Basically, have the Gravity Crush equipped, and take damage with it on. It'll fill up, and when it's full, you can use it to destroy all the enemies within your range of sight.

But anyways, head back up the wall and into the main part of the stage, then continue pressing onwards. You'll have to destroy two more pairs of Zombies, so do that and proceed to fight what I call an "Alpha-X1", AX1 for short (not because of BobandGeorge, but because the AX1 is made up of several parts from X1 enemies, and Alpha can be meant as beginning, ala X1). You have to shoot it down so that first it's Metool hats are destroyed, then it's head, then it's body (or you could alternatively shoot it with a Charged blast and destroy it all at once).

Progress, and you'll come to a bunch of ledges sticking out of the wall. Jump onto the first right one, and Dash-Jump between each ledge until you get to the top-right one, then get up onto solid ground. Take out the Zombies and the AX1, (take the time to charge up a shot) then continue on until you come into a room with lots of junk parts and an exhibit glass.

MINI-BOSS

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This junk robot is only vulnerable on his torso region, so you'll want to Charge up a bunch of shots and let them loose on it until it begins to stop in one place, and then sinks. When this happens, a Pink Parasite will come out, jump around a bit, and then try to resubmerge to get into the Junk Robot. When it does this, you want to shoot it until it falls, and repeatedly destroying the Junk Robot. If you have the Arm Upgrade, you can charge up a full shot while waiting for the Pink Parasite to come out, shoot it with both shots, then charge up another regular shot that will completely take out the Pink Parasite.

While in the Junk Robot, Pink Parasite has a few attacks. The first is taking little hopes back and forth around the room, which can easily be dodged. The second attack that Junk Robot uses is where it rises up nearly all the way to the top of the screen, then slams down Earth-bound to where X is; this is also

easily dodged, so long as you can Dash out of the way. A third, more uncommon attack that usually doesn't get used unless you dilly-dally around, is where Junk Robot will go in front of X, and spit pieces of garbage out of the hole in his chest. Either way, this boss is pretty easy to defeat.

Bubble Splash also seems to work really well against both the robot and the Pink Parasite, dealing a one-hit kill to the latter.

#### END FIGHT

Continue on out the right side, and you'll face off against a regular Parasite. Make sure to avoid these guys, because if they latch onto you, they'll either make you shoot or jump on their own accord, and won't stop until you've shaken them off through lots of motion. After you make it past this first Parasite, destroy the Zombie, drop down, and head down the ladder.

#### X-HUNTER PATH

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When going down the ladder, eliminate the first GreenShield that you see to your right, then jump onto the ledge he was on. Destroy the single Zombie in the next room, then head through the door to face the X-Hunter. Afterwards, exit out the way you came.

#### NORMAL PATH

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Free-fall down once you get on the ladder (unless you want some Energy, in which case, free-fall for about one and a half seconds before grabbing a hold on the ladder again). Once on the bottom floor, head right, and take out a pesky Parasite. This here area has a bunch of (non-fatal) spikes all around, but there is a safe way to venture through here without harm; Dash Jump onto the first high platform you see at the start (the gravity in this area is slightly lower than usual, so no problems).

Once on the top, eliminate another Parasite and an AX1, then head right some more and destroy two more Parasites. Jump onto the next platform, take out a Parasite, then Dash-Jump here in an extreme-right direction. With luck, you should land at the end of this section, so go down the ladder to the room below.

Down here, start left, and take out the initial Parasite and AX1. However, charge up as high as you can, because once you continue, you'll run into two AX1s and a Parasite to boot, all close to each other. Once you have had your fun in destroying them, charge up again, and progress, slaying all the annoying Parasites that'll be in your way. At the end, head down the ladder to the next basement floor.

Back at the ranch, proceed on your way right, taking out a few Parasites that dare to intervene in your path. Charge up, and drop into the large room to have a deja vu battle against another Pink Parasite + Junk Robot combo. Don't worry though, as it's exactly like the same battle, so no new boss strategy. Once you exterminate it, continue on, and start charging your Buster up. You'll have a single corridor left, but it's a long corridor with one heck of a lot of Parasites. Four or five charged shots and a bunch of dead foes later, you'll notice a Cannon Driver on the bottom, guarding the Maverick door. Provided you don't use it wastefully in the battle ahead, using the secondary effect of the Speed Burner is what you probably want to do; it will let you Dash through the Cannon Driver without taking any damage, and you can then go through the dual doors to face off against...

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Name: MORPH MOTH

Power: 3200 rp

Speed: 8800 rp

BUSTER: Morph Moth is an interesting boss battle in itself (besides having a tall stage, much like Flame Stag before him). For the first part of the battle, you'll fight Morph Moth in a cocoon-like state in a regular confined environment, then, after you whittle him down to around half his health, he'll hatch and become the actual Morph Moth, and his room will double in length.

As a cocoon, Morph Moth will hang from the ceiling, vulnerable to most many attacks. However, it has it's own naturally ingrained techniques. The first thing that CMM can do is sway back and forth, throwing out junk and garbage after a while at either end of the arena. You CAN tell which side he is going to start throwing at first; it is the same direction that he makes his first sway, and his first sway that is actually more than half a second long. With this information in mind, you should position yourself to gain a few seconds each time he does this so that you can attack him once more than being in the wrong spot.

The second attack that Morph Moth will do is drop onto the ground, start whirring around, and then moves to the left corner, to the right corner, to the middle, then starts hanging in the middle of the screen again. Alternatively, he can go from right to left to center, and he can go from left-right/right-left twice instead of once before returning to the center. During this time, Morph Moth is nigh upon invincible, and he generates junk that will pop up off from the floor. Basically, the place where you want to be while he is doing this is high up on the wall, completely out of harm's way.

His third attack in a cocoon is easily the most disliked. A line of junk will radiate out from Morph Moth to one end of the room, and it will then rotate clockwise or counterclockwise. The most annoying part of this is how fast it is, and how annoying it is for X to dodge; basically, you have to Dash-Jump onto a wall, Dash-Jump from there to just over the cocoon, then Dash-Jump under Morph Moth and back onto the same wall again, repeating the pattern until Morph Moth stops the attack. It IS possible to interrupt this attack (by eliminating all of the junk coming out at once time), but if you miss even a single piece of garbage, the line will merely replenish itself and keep on coming.

It should also be noted that attacks number one, two, and three will always happen one after the other, in a circular pattern. ALWAYS. In any case, after you finally take out about half of Morph Moth's life bar, he'll shed his cocoon and become the real deal.

Before I start rambling on about Morph Moth's two new attacks, let me tell you this; faced with a choice between taking the brunt of an attack or coming into contact with Morph Moth himself, TAKE THE ATTACK. Both attacks do a single bar of damage to X. Morph Moth does around six. Obviously, you'll want to take the path that is more conservative of your health.

In any case, Morph Moth will for the most part fly around his arena, usually staying on the bottom half in your own sight. His first way of attacking will be where he will drop a sort of pixie dust that merely damages you, and doesn't have any side effects of paralysis. While on the bottom half, the dust will be clustered together in groups of five or six, if he's dropping it from the top half, there'll usually be space in between each part of dust.

His second attack consists of Morph Moth stopping in the air, from where he will then shoot out a laser beam in one direction that won't rebound or anything. Strangely enough, he'll do this one of two ways; he'll either just shoot the direction he's facing, or he'll look down and actually try to aim at

X. In the case of the latter, it IS admittedly somewhat difficult to dodge, as there's only a small window of time that you can Dash and Morph Moth won't be able to dodge you. Either way, though, the damage it does is a pittance, so there shouldn't be too much worry about it.

SPEED BURNER: The Speed Burner is more or less a good accomplice to have, as it gets things going much faster. However, it does NOT stop any of the Cocoon's attacks; it just burns the Cocoon for a little while, and gives it a long flinch state before you can fire the Speed Burner at it again. Nevertheless, it is still a useful weapon. One last thing to note with the Speed Burner while fighting the Cocoon is that when the Cocoon drops on the floor, there's a small amount of time that you can hit it with the Speed Burner before it completely submerges under.

When Morph Moth is in full morph, however, Speed Burner can be pretty useful. It makes him flinch and stop his attack, and if you're climbing a wall, you can use the secondary effect to Dash through him to the other side.

MAGNET MINE: If you have the Arm Upgrade and Magnet Mine, you can charge up the Magnet Mine and let it loose. It basically acts as a gravity well; therefore, it will suck up all the garbage that Morph Moth will try to throw around while in his cocoon stage.

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You got Silk Shot!

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4h. Magna Centipede (MGCN)  
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I hate this stage...you'll see why in a moment.

With that out of the way, do your usual thing and start heading right, with your buster charged up. You'll face your first Purple Barrier, which basically moves back and forth with a shield set up. In order to stop it's shield (which immobilizes the PurBar), you need to hit it with a charged shot (even a green uncharged shot will work), then continue up with some more firepower (regular X-Buster fire will work once it's sheild is down) in order to destroy it completely.

Now that you've disabled your first PurBar, continue on, taking out another two on the way. You'll quickly spot a spotlight moving left and right. This is the second reason I hate this level (the PurBars being the first); if you get caught by one, the security boxes activate, and you won't be able to get the Heart Tank for the level. But the good side is that the spotlights can't see you when you're behind any background that blocks it out.

With that in mind, wait for the first spotlight to start heading right, then follow it, using the background under the platform as a curtain, and take out the PurBar. Now continue on right, using the background as curtains for two more spotlights (the grey blocks won't fall down the pit unless you're caught by security). Continue, and you'll find a spotlight without anything to hide from that's moving fast. What to do? The spotlight hovers over two different elevations, with you starting on the left. Once it starts moving right, follow it at the speed it's going, and drop down onto the next elevation before it starts going left again and catches you.

Having evaded them all, head on just a little bit, 'til you see a gray security block hanging from the ceiling and a path right beside it. Dash Jump onto the block from the right, and head up the wall from there. Up top, you'll find the

Heart Tank for this level. Now that you have it in hand, head back down and start right again, and you'll witness a retinue of falling blocks! Stay out of the blocks' way right now and once the purple one falls down, head up and continue to see another bunch of blocks falling down. Destroy the purple block at the top.

Now, for your next bit of blocks, two greys will fall down from the ceiling. Charge up your X-Buster, then head right down the hallway, and a purple block will start coming in. Shoot it with everything you have, then Dash right before another purple block falls from above and fills up a space (if by chance you run away to the left and are blocked off because both purple blocks are there, simply fit yourself in between the first grey block and the tower from the last collection of blocks and shoot the purples).

Proceed through two more easy block puzzles, then look for the lone grey block hanging on the ceiling. Wait for it to fall down, then jump on it before it starts moving into the pit. Once it's right over the pit, but before it falls downwards into the pit, Dash-Jump to the right and up onto the high right wall on the path going upwards, then start climbing up to grab a SubTank. Alternatively, if you miss it on your first try, backtrack a bit to stand on the platform above where the grey block fell down on, and from there, Dash-Jump and use the secondary effect of the Speed Burner to make it all the way right. After you finally obtain it, drop down through the hole and then continue right.

#### MINI-BOSS

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Ah yes, perhaps the most annoying boss in the game in terms of actual ability to dodge it. Before I go into any battle data, I should note that a SINGLE hit from the Gravity Crush will completely destroy the sword.

The sword is only vulnerable on it's hilt, but the blade is able to absorb anything you throw at it. As such, you'll need attacks that might have multiple smaller bits (Bubble Splash, Sonic Slicer) so that while some parts might be absorbed, the others will successfully hit the hilt. The other weapon that might work is the Spin Wheel, if you can get it to land on the hilt perfectly and stay there for a bit (the hilt is solid, therefore, the Spin Wheel will not fall underneath it).

The thing that makes the sword annoying is that when it moves back and forth, it's often very difficult to make it through to one side without getting hit by the blade. My recommendation is that if you have to take it, then take it, as it's a lot better than getting hit when the sword does it's thrust after several seconds of moving back and forth.

Either way, after a while, the simple matter of how much health you have compared to the sword means that you should be able to defeat it with ease, even if not with much health left.

#### END FIGHT

Now that the party's over, head out the opposite way you came in, and walk along until you come to the hole in floor. From here on in it's a pretty big fall down, so once you drop down, move to the right ASAP (Use the Air-Dash if you have said Upgrade). You should fall through a couple of curtains, preventing you from being spotted, and because all the enemies are to the left, it will also keep you from getting hurt.

For the next hole, drop to the right once more. This time, however, keep yourself in the upper-right corner, and only let yourself drag down to shoot

the Three-Prong to the left. Now that it's out of the way, look for an opening between the spotlight to your left and below you, and when there is an opening, Dash-Jump to the left. Once you've successfully made it over, you can drop unharmed down to the ground.

#### X-HUNTER PATH

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In order to do this, all you simply have to do is run all the way to the right end of this giant room, while dodging the falling blocks. However, if you were detected by security cameras, they will likely be falling too fast for you to get to the door on time. If you're able to get in, then go through the dual doors to face your X-Hunter, then, after you win, come out the way you came.

#### NORMAL PATH

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Run all the way to the end, while dodging the blocks (or wait for them to all fall down, but there's a reason we don't want to do that). If you get caught by ANY of the sensors, the boss that's up ahead will be slightly upgraded for each time you get analyzed, so try not to get caught. At the end of the room, climb up the wall and head through to fight the boss.

#### MINI-BOSS

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In addition to the two main regular attacks, he also gains some more if he gets upgraded by the sensor analysis data.

Anywho, this Maverick enemy of yours has two basic attacks. The first will be where he will leap into the center of the air, and shoot out three small laser beams down below him. The middle one will be straight down, with the other two curving at 45 degree angles from the center. This is relatively easy to dodge, as you can easily Dash out of the way of the attack long before it happens, or else just stand in between any two lasers.

The second attack that he will employ is where he will take a stand, face X, and then begin shooting pink energy blasts that will skim along the floor. Since they aren't very big, you should really not have much trouble jumping over these; in fact, it's prime time for you to charge up and shoot him down while he's trying his futile attacks.

Within standards, however, he just really isn't that difficult of a boss (unless you somehow suck at avoiding sensors and get caught by all three, but that's a story for the color-coded chart that's right below this paragraph).

Blue & Black - Can now shoot his pink energy blasts both down and up.

Green & Purple - Can now take short little hops forward (although at their height, they'll be higher than X, thus giving you room to stand without coming into contact)

Green & Black & Purple - He'll shoot out a purple bubble-shaped blob that will move forward in X's direction. You can either shoot it down (four regular shots work) or you can TRY to jump onto one of the side walls, although that way is really difficult.

#### END FIGHT

Now that that's out of the way, continue on. The security alarm will ring no matter what you do, so dash over the first layer of grey blocks, which will fall down once you come near them. Two security boxes will fall down from the ceiling, so destroy them before they can cause any harm, then continue on for

three more falling floors along with a couple of grey blocks that will fall from the ceiling. At the end of the passgeway, go through the double set of doors to fulfill your orders to terminate...

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Name: MAGNA CENTIPEDE

Power: 2900 rp

Speed: 8880 rp

BUSTER: One of the fights that could REALLY use the boss's weakness, but I digress.

In any case, Magna Centipede has a very unusual way of moving around. Once you hit him once (and on the rare occasion, giving you the slimmest window of time to hit him another time), he will stop, stand straight up, and then teleport to a different part of the arena, whether it's on the floor or hanging off the ceiling. Furthermore, sometimes he'll teleport twice or more before finally deciding to stay somewhere, and all those times in between, he will be COMPLETELY immune to any type of firepower that you throw at him (thus making those who prefer to get quick hits in and retreat a bit annoyed).

Also, if you don't hit him, he'll do some moving around of his own. Suppose the floor and ceiling are each divided in two halves. Magna Centipede will only ever stand in the center of the two halves on the ceiling, and on the bottom, stand slightly oriented to the left of center in the left half, right of center in the right half on the bottom floor. There have been no exceptions I've been able to detect (unless you count him jumping back when he flinches). From his ceiling, if he does a huge jump down in a sharp curve, it means he's going to head to the other side of the ceiling. Same thing in reverse from the floor. If, however, he's going from floor to ceiling or ceiling to floor, he'll do a light somersault into the middle of the arena, then fall down/rise up to his chosen area. The last thing with this is that he will never go from left to left, or right to right.

With those out of the way, Magna Centipede's first attack is where he will use his pincer to use a gravitational/magnetic pull on X, until he grabs X by his pincer. When this happens, you won't actually be HARMED, per se, but you will look a shade darker. You will not be able to Charge up attacks for the rest of the battle, but don't worry. Magna Centipede has only one other attack. IF, however, this inability to Charge up your attacks somehow keeps on being your downfall, then you WILL want to have the Silk Shot before you come to fight this battle.

His second attack is alot more boring, and it's actually his only real attack. Magna Centipede will basically throw out three mines in the same general direction at X, and they'll get farther apart as they travel further. However, they DO have a bit of an X-detector, and will follow his direction somewhat, but not to a great degree. Even so, it's recommended that you be careful when dodging and weaving your way in between mines.

His final attack only works when he has his pincers. Magna Centipede will send out two parts of his pincers that will go to X and then start orbiting around him, and follow him around. After a bit, they'll stop. During this time, you can run right outside of them and avoid harm, as the two will connect by moving towards each other in a straight line.

SILK SHOT: First and foremost reason why you will almost REQUIRE the Silk Shot if you want to beat up Magna Centipede; the first time you use it on him, it will shear off his upper pincer. This means that he cannot once more use it to pull you to him, BUT if he has already toxicized you and prevented you from

using Charged attacks, it won't stop the effect. As such, you must use the Silk Shot fast.

The second effect of the Silk Shot is also useful (more so than the first; Charged up Silk Shots will not be quite all that useful during this fight as compared to Charged shot of enemy weaknesses in other boss fights). Because the Silk Shot will hit a solid object, and from there split into four pieces that will go into the straight diagonal directions, Magna Centipede could perch from the ceiling all he wants; all you have to do is fire the Silk Shot at the floor, and wait for one of the shards of junk to hit Magna Centipede. Furthermore, you could use this in other ways, such as hitting him when he's straight behind you.

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You got Magnet Mine!

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4i. Crystal Snail (CRSN)  
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Head right once the mission starts, and kill the two Bats hanging from the ceiling once you get onto the platform. Start running down the ice patches (don't worry about the hole; you'll right over it), until you get all the way down to the bottom and into a Ride Tank. Newly equipped with a weapon of mass destruction, head back up the first patch of ice, then drop down. It's not a bottomless pit, however; instead, move yourself to the left, and you'll fall on a small ledge.

On the other side of this long chamber is a Heart Tank, and it's rather...difficult to obtain. Here's basically the gist of it. You put your Ride Armor as far left as you can go without actually falling off, then you charge it's spike cannons off by hitting and then holding the Y button. Next, press and hold the B button, then let go of the Y button; you will Dash a very far ways left while using the hover. However, you'll quickly begin to fall; once this begins to happen, wait until you're about half way done your decline, then press Up + B (while still holding on to the Left button). X will get out of the Ride Armor and lead onto the wall at the end. Climb up quickly before you fall down, and you'll have the Heart Tank. Make your way back by using the MiniElev.

Back up top, head down the patch of ice and get another Heart Tank, then head right. Fall down the ravine, keeping out of the way of the CrysCannons. On the bottom, get out of the Armor (Up + B) after you've destroyed the two blocks of ice, then continue on. Right away, you should see a green block that will begin to tremble and fall down your way, so take cover in the small space in that slope. Once it's fallen down the pit, it'll have destroyed the ice block that prevented your Armor from going any further, so go back and get in. From here, go up two small patches of ice and a small spike pit, then destroy a CrysCannon hanging on a wall over a spike pit.

X-HUNTER PATH  
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Get onto the ledge over the wall the CrysCannon was hanging off of, and turn left. Do a Dash-Jump (A + B as the usual) and hold the B button to hover completely onto the ledge. On top, go to the left end, and jump while jabbing the ice until the first four blocks crack. Now get out of your Armor, and head up into the newly revealed chamber. Get onto the right floating rocket, then make your way over to the center, then head up to the upper-right. Jump up onto the ladder, then head to the door to face off against your X-Hunter.

Once you win, go out the second door. Out here, however, when you're going down, take the left wall; if you take the right, you'll fall into a spike pit, and we wouldn't want that, now would we ;)? You'll have to go back to get another Ride Armor, but it's worth it to make the following bit easier.

#### NORMAL PATH

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Head right and smash the two small blocks of ice, then continue and take out an annoying CrysCannon.

Now, here's how you want to arrange the ice blocks to look like;

026 (The number signifies how many blocks of ice should be in each column.

Using the second column, jump onto the small rock platform that the CrysCannon was hanging off of, then turn right. We are going to manipulate a glitch that allows us to get on top of pillar three. First off, you must Dash-Jump upwards, then hover. When your hover is ALMOST out, stop pressing the B button for the slightest of seconds, then hold it again. This manipulates a glitch that allows you to hover for a slightly longer amount of time, which will furthermore grant the ability to get up on that last block of ice. From there on in, all you have to do is jump onto the rock ledge to the right, then Dash-Jump to the top. Once up there, head right some more.

#### MINI-BOSS

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The basic gist here is that the giant crystal will send out a little spawnling, which will shoot blasts of energy that will rebound a few times before disappearing. On your own, you'll have to dodge these shots while shooting the big crystal, which will be about halfway to four-sevenths done once the crystal cracks. It's quite possible a second spawnling will join the first by the time you're done, and, if you're slow enough, a third.

However, if you're in the Ride Armor, it's a hell of a lot easier. All you have to do is just walk straight up to the giant crystal, and jab it seven times before it cracks completely. You can also shoot a Spin Wheel at the giant crystal itself, and three full rotations of the Spin Wheel should also take it out for good.

#### END FIGHT

Unfortunately, you can't go any further with the Ride Armor, so get rid of that if you have it on you still, then continue on outside. You should see a giant green cube of ice right above you; once you start moving, it's going to fall, so run a bit of the ways down, then Dash-Jump to land on the rock platform safely.

Instead of going across the ravine to the other side, however, drag down the left wall. Instead of being a bottomless pit, there'll be a side path along the side you just came from. Take care of the four annoying CrysCannons that are in the way 'til you get to the capsule. Now endure Light's talk, get your upgrade, then head back out the same way you came in, destroying a few more CrysCannons in the bargain.

Now head along to the other side of the ravine, then start heading up until you get to the green crystal block, destroying a bunch of Bats on the way. When the green ice begins to move, get your ass down the ledges until you get to the lowest ledge on this side of the ravine; the green ice will seat itself in the elevation just to your right. Now head back up until you get into rock again, then head up onto the left rock ledge to avoid the CrysCannon's fire. Once it's

rebounded off the wall and gotten out of your way, shoot the CrysCannon, then head up. Go onto the wall to your right, which will trigger the green ice to fall down. Now progress some more, destroying the last CrysCannon, then head through the double set of doors to face off against...

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Name: CRYSTAL SNAIL

Power: 6800 rp

Speed: 500 rp

BUSTER: It's interesting to note that Crystal Snail doesn't have any actual ATTACK that will hurt you; the only way he can do so is charging into you, which is pretty much what he does with the lack of substance of a real attack.

In any case, Crystal Snail is probably just slightly less annoying than Serges if you're just use your X-Buster, mainly because he has a giant shell that he will often hide in to protect him from your shots. Although you might be able to get off a fully upgraded Charge shot so that both hits damage him, he'll quickly shield himself after that; thus, the difficulty in taking him out.

On his own time, AND after you hit him, Crystal Snail will often throw three bubbles (Crystal Hunters) out in X's direction. There's about three ways that these bubbles will travel; the bottom two low with the third one high, all three limp and low, and the bottom one mid and the top two high. If you get hit by one (which can be especially difficult to dodge at point blank range), then you'll be encased in ice. Press the face buttons (except for the unused one), the D-Pad, and the L and R buttons quickly, hitting many of them at one time, and you should be able to break free fast. It's dangerous to be in there.

This is because for much of the battle, when Crystal Snail gets into his shell, he will fly into the air. From there, he will charge down Earthwards towards X, and even after you dodge him once, will often follow up with a second charge before calling it quits and popping out of his shell. And of course, it's absolutely no fun to have to go through this long battle of cat and mouse, waiting for him to pop out of his shell, so then is the perfect opportunity to sic it on him.

Crystal Snail's final attack will only be used when he's down to about a third or fourth of his health. When he jumps up, he'll spin a bit longer than usual, and then will drop straight down, out of his shell, slowing time up for X but not for himself (bullet time, if you will). This is really a bugger, since it makes it a lot more difficult for you to dodge him while in bullet time effect, and you cannot tell when it'll end.

However, Crystal Snail, like all the bosses before him, still falls prey to repetition, so it is not like it will warrant extra measures.

MAGNET MINE: I love this fight with the Magnet Mine. It basically becomes a soccer/European football match.

Right at the start of the match, fire a Magnet Mine at Crystal Snail, then turn around and fire one at your own wall. The Magnet Mine will electrocute Crystal Snail, who'll pop out of his shell to your side. Jump over him, and he'll run straight into the Magnet Mine that you just planted there.

From there, it becomes a game of kicking around Crystal Snail's shell pretty much. All you have to do is run right into the shell to knock it around, while Crystal Snail will be trying to get back into the shell, leaving himself exposed to more Magnet Mines. And if he does reclaim his shell again, then all that you merely have to do is repeat the strategy of blasting him with a Magnet Mine, planting a Mine on the wall that he's going to ram into, and then getting



out of hell's way.

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You got Crystal Hunter!

You'll get a cutscene with Dr. Cain, the whole works. Before you go, though, you might want to get all the remaining upgrades that you can get, so check the Upgrades section.

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#### 4i. X-Hunter Strategies (XHST)

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Name: VIOLEN  
Power: 18400 rp  
Speed: 6200 rp

Violen is pretty much the Maverick that will rely more on brute force rather than actual intelligence and/or speed. However, because of this, it's quite recommended that you try to stave off the threats of fighting Violen until you get at least a strong amount of health and the Bubble Splash (it's fast, and it can make things go by faster than using your X-Buster).

The first attack that Violen will do is where he will take a stand, and send the giant spike on his shoulder outwards. He will then throw it around on it's chain for a while in random directions. To date, I cannot attest to having been able to detect a pattern in his swinging, and believe me, I've tried. In any case, the only advice I can give is the same old stuff you'll probably hear everywhere else; stay as far away from Violen as you can, Dash under the spike when you can/have to.

Violen's second attack will start with him jumping in the air. From here, he will send his hand out, and start shooting small electric sparks across the battlefield in an approximate 180, usually going back and forth once to hit the same areas twice. However, the thing is that unless you're really close to him when he's executing this attack for whatever reason, his electric sparks spread out. As such, if you remain on the floor and near the corners, you can usually sneak your way through the attack by putting yourself in between sparks. Just remember that when he finishes a 180, he'll oft change directions and go back the other way again, so watch out for that when Violen does it.

Finally, Violen will (on the rare occasion) take a stand, and put out one of his arms. He will then proceed to send electric sparks in X's direction, while standing on the ground, and shoot up in a 90 degree pattern, and then usually go back down again. However, it's so uncommon that it's not really too much of a worry; just take the damage on the occasion, and it won't come back to bite you in the long end.

Overall, Violen CAN do some pretty big hits to your health, but so long as you keep some basic dodging skills to yourself, you shouldn't really have a difficult time at it.

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Name: SERGES  
Power: 10300 rp  
Speed: 12300 rp

Serges could easily be THE most annoying boss in the game, simply because he

has a very strong defensive stance. He'll stand on his own mini-platform that moves around, and has spiked edges to hurt you on contact. While on the platform and not attacking, he'll have up a shield that will stop any attacks from afar (hint on the word "afar), he can lay mines, and he can do an an electricity attack like Violen, but only with the shots much closer together.

The first thing that I must discuss is his shield. When Serges is simply standing on his platform, doing nothing in particular, he will have a blocky shield up. If you try to shoot ANYTHING from afar except for a secondary effect Speed Burner or Sonic Slicer, it will be absorbed. In order to really hurt him, you need to get up close to him, put X partly behind the shield, and THEN shoot him. However, his shield CAN be pierced by the secondary effect of the Sonic Slicer. Heck, if you shoot the Sonic Slicer upgrade attack at him from the right attack, the same SS will twice harm him; the first when it actually hits him, the second when a remnant splits off and hits him when he's just out of his flinch attack. Furthermore, if you dash through Serges with the Speed Burner's arm upgrade effect, he WILL take damage, no matter what shield he has up. You also won't take damage yourself.

Serge's first attack will involve of him temporarily dropping his shield (which, although leaves him vulnerable, still gives you only a short attack range; anything farther than a few feet away or something slow to attack like primary effect Sonic Slicer will give him time to put his shield up), and then dropping to his knees. From there, after about a second, he will drop a mine on the field, and then continue on. There are four ways you could ideally destroy a mine; the first is simply Charged shots, the second is using regular Sonic Slicers, the third is using an upgraded Sonic Slicer (falling Sses will hit the mines and ignite them), and the third is to use the secondary effect Speed Burner to dash through them, setting them off without any harm.

His other attack will involve him leaping into the air. He will then start shooting electric sparks that are each close together, and does a 360. He does not necessarily shoot out electric sparks during the whole 360, though; sometimes he'll only do it part of the way, and sometimes he'll do it in spurts and doses. Because of this, it is quite recommended that you stay away from Serges as far and as often as possible, simply because the farther away the electric sparks get away, the further they distance themselves. Or you could just jump over top of Serges' platform while he's in the air.

In any case, if you have either/both the Sonic Slicer and Speed Burner, Serges shouldn't be that difficult. The fight's even more wildly easy if you have the Arm Upgrade and Leg Upgrade, but even without, it's still only moderately difficult if you have at least one of his weaknesses.

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Name: AGILE  
Power: 9800 rp  
Speed: 17800 rp

I have but one thing to rant about on Agile; he's a god-modding bastard, and I'll explain why. After this random Star Wars cliche.

Agile: X, join the Dark Side.

X: Never!

Agile: Fine, then I'll kill you! \*Whips out his red lightsaber\*

Agile consists of two attacks, both using his sword; the first is where he'll

jump up and send out a giant wave of energy that will skim down the room to your side. The second is where he'll dash forth, going berserk like nobody's business with his sword. Now for some more detail.

Agile will stand at one end of the room for his first attack. When he does this, he will jump up, thrust his sword, and send a giant wave of energy down the room. If X is on the ground when Agile jumps, he will leave only enough room for you to Dash under without getting hit by it. However, should X be on the walls, Agile will then jump a lot higher, and you'll have a lot more room on the bottom so that you can drop down and be out of harm's way, while also possibly shooting a Charged shot that will hit Agile when he comes down. As thus, it can become a constant pattern of climb up on the walls, Charge a shot, drop down when Agile releases a wave shot, shoot, repeat (or in the case of you having a Magnet Mine, just letting loose a Magnet Mine).

The thing that cruxes this pattern up is that at times (usually when X is on the floor for too long, but sometimes on an unpredictable impulse alone) Agile will dash forward while slashing his swords like a madman. This NORMALLY wouldn't be a problem, but for two things; too often, he'll do it while X is on the floor and can't get up fast enough/would have to take damage from a wave shot, and the second reason is that Agile is simply perhaps THE tallest Maverick in the game. You simply CAN'T easily jump over him. If you're doing a Dash-Jump, there's only the slimmest of margins you can jump clear over him (and you'd have to know he was doing it beforehand), and while it's a lot easier to simply just jump and Air-Dash, Agile will simply switch directions and come cutting back at you again. So, it's really recommended you just stick to the walls and jump over Agile if he comes to your side, as if you're climbing the wall on his side, he can do a modified version of his first attack, and jump at you with his sword.

Now, Magnet Mines. There's a thing that'll help you. If Agile is doing his first attack, then shoot it in his direction anyways. The Magnet Mine will stick to the wall, and when Agile comes down, it will detonate and explode on him. Furthermore, if he instead decides to Dash instead of Jump, he'll run smackdab in the Mine's way, and there's nothing in the world that can stop him from being harmed by it.

Agile: If you strike me down, I will become more powerful than ever before!

\*Gets defeated\*

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4k. X-Hunter Stage 1 (XHS1)  
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From the start, head right until you get to the end of the ledge, then start dropping down constantly, stopping only to take out the Scriver. Continue on until you get down to the end (the Bats will go away), then get on the MiniElev. Charge up a shot to take out the first Scriver without jumping, then make up another Charge to take out the second Scriver, again without jumping.

At the top, proceed as normal, kicking two Scriver's asses. Now head up the ladder to have another 'wall-shifting' competition. For the time being, the walls on this one are completely straight, so just pick either side and climb your way up to the top.

Once you finally make your way up, head left, and on your trip going left and up, you'll face off against two more of the annoying PurBars. Dispose of them both, and go up the ladder for some more shifting walls. This time, the walls

are NOT straight, so start off at the right wall, then switch to the left. Once you get to the left, continue climbing up as normal until you finally make it into the safety zone.

Continue onwards going left again. After a bit more of walking, you'll come to the end of this hallway, with a Scorpion guarding the ladder you need to take. Terminate it from it's lowly existence, then go up the ladder, where you'll run into another Scorpion. After you destroy this one as well, head up two more ladders for another wall-shifting part of the level. The walls are (fortunately) straight on this one again, so just make your way to either side and climb your way up. Now head right.

Here, your path will branch into two paths, of which I'll describe both. Partways during Path 2, you can still go into Path 1, and all you just need to do is follow off from the first paragraph of Path 1, OR go back to the starting ledge and retry Path 2. In terms of easiness, Path 2 is the path to take.

PATH 1

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Drop down the ledge, then jump over the Unicycle that will come your way from the right. Continue right, doing the same effect of jumping over Unicycles thrice more, then when you encounter a fifth Unicycle, take it out before it drops over top of your head. Once it's dead, continue moving, taking the two Three-Prongs on the walls, then climb up the ladder.

Up top, eliminate the Three-Prongs on both the left and right floating rockets before getting on the left. Eliminate the Three-Prong hanging to the left on the wall, then jump onto the center floating rocket. Eliminate the Three-Prong hanging off the upper-left floating rocket, then jump on that one as well, and get onto the ladder up top.

END PATH 1

PATH 2

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From your side of the ledge, jump to the right, and the crane will grab you and hold you out to the left. Once it lets go, head right again anyways and it won't be able to react fast enough to get you this time. Now continue on the path, destroying a lone Unicycle that'll harass you.

At the edge, there'll be a pit below you, which will drop you in Path 1, and to the right is another crane. This time, once it lets go of you, you'll have to Dash-Jump right or Air-Dash right to get out of the way quickly. Once you've done so, continue on until you get to the far right wall, then Dash-Climb your way up, avoiding the fire of the Three-Prongs. Up top, go right until you're at the part where two ladders are beneath you.

END PATH 2

Now that the two paths have coalesced again, climb up the left upper wall, and you'll get into another wall-shifting. The walls are not straight again this time, so you'll of course want to take the left path, then switch over to the right wall later on before finally making your way to the top. Once you get up into safety zone area, continue right, taking out a single Scorpion. Now go through the dual set of doors to face off against

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Name: VIOLEN  
Power: 18400 rp  
Speed: 6200 rp

Pre-reading of the X-Hunter Strategies Violen is recommended.

It's arguable that Violen II is actually somewhat EASIER. This is because of the main difference to what he does; before he does any fighting, he summons a few yellow-gray small blocks around randomly in the arena. These restrict the mobility and flexibility of his spike cannon. Not only that, but it will also slow the cannon somewhat in getting back to Violen if he hits any blocks; as such, you could Dash in, hit Violen with the Bubble Splash (he's still vulnerable to it, thank god), and then Dash back out while Violen is still trying to get the spike back to himself.

Other than that, though, Violen still retains his electric spark attack; whenever he does it, he is NOT restricted by the blocks, and the blocks do NOT absorb the electric sparks, so watch out.

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#### 41. X-Hunter Stage 2 (XHS2)

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Drop down into the water once you start, and get ready to have a shoot-out with a few Torpedo Fish. Move right, jumping over the bottomless pits and destroying Torpedo Fish, until you get to the end of the line. Once at the far right, jump up and destroy the first Three-Prong on the left, then climb up the left wall and eliminate the right Three-Prong. Now that you've made it safely through the water without any hassles, jump out onto dry land.

Now, climb up the right, eliminating the left Three-Prong, then change sides and eliminate the right Three-Prong. Up top, destroy the AX1 that is lumbering around, then run to the right and drop down with right-ward momentum to dodge the laser fire from the Three-Prongs that are all hanging around the wall here. On the bottom, in water again, Air-Dash under the floating rocket to get to the next platform (or, if you don't have the Leg Upgrade, keep yourself on the rocket until you're safely over the platform, then let go).

Proceed through the same thing over again, then head up. Here, you're going to have to wait until the floating rocket is to the left of it's floating range. Once that requirement is out of the way, jump on top of the rocket, drag down it's right side, then Dash-Jump to the far right. You'll have to wait possibly a long time for a floating rocket to come down here, but once it does, get on top, start dragging down the left quickly. The floating rocket will go up, and there'll be flames coming in from the right that won't affect you dragging down the left. Once you're safely past, get up, then drag down to the right to avoid flames from the left. When you've avoided that obstacle, get back up top, and then go onto the platform at the very top of the height.

Here, you'll be required to get over a spike bed to continue. Now, unless you somehow lack both the Leg Upgrade and Arm Upgrade, it really shouldn't be that difficult. If it is, you'll have to Dash-Jump from the edge of the left side to the right side, and you'll probably have to climb quickly before you drag down into the spike bed. Either way, once you make it over, drop down the pit at the end, and either destroy or jump over the Cannon Driver. Once you've done either, head through the two doors to take out...

+++++

Name: SERGES

Power: 10300 rp

Speed: 12300 rp

Serges is protected by a shield that has four attack pods on it. In order to render him vulnerable, you must destroy all four attack pods. Once that's done, you're free to hurt Serges directly.

Serges pods can be completely destroyed with a single Gravity Crush attack, and can be individually destroyed by a Charged Magnet Mine or Sonic Slicer (Sonic Slicer recommended).

Here is the order of what each attack pod does;

Top - Drops out energy balls that bounce up and down without obeying friction.

2nd - Sends out a blue disk that for the most part goes straight, but will curve slightly at the end.

3rd - Sends out an orange orb of electricity that will follow X around for a short period of time before dying out.

Bottom - Sends out a straight bolt of electricity.

For the most part, the first one that you want to take out is the top attack pod, mainly because having those things bounce around like crazy can become really annoying when you're trying to destroy the other attack pods. Furthermore, after it's initial bounce, it won't go up to the top of the screen, but it will go as high as the third attack pod; thus, you can try to stay up on the top and avoid all attacks, while destroying the top attack pod.

The next pod in line should be the third one. This is because unlike the other remaining two, where you can simply just jump to dodge the attack, it WILL follow you around. As such, it will be annoying, and you will want to take that one out.

After that, you can take the other two pods out in either order, as they are not very annoying, and are remarkably easy to dodge, what with that whole "Jump" thing going on in this game. Be warned though; each time you destroy one of the latter two pods, Serges' machine will move forward, destroying the front floating platform.

After Serges is finally exposed, he'll start shooting out green orbs. They will then explode in mid-air into four seperate pieces. The first time, they will go in diagonal directions, and the second time, they will go up, down, left and right. After that, they will interchange between each other every time. What you have to do is attack Serges (and only Serges is vulnerable, not his chair) while dodging these green orbs AND keeping yourself from falling down on the spikes. It'll be difficult, so have fun ;).

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4m. X-Hunter Stage 3 (XHS3)  
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From the start, drop down and destroy the GreenShield on the ledge, then go up and kill the Bats that will stray towards you. Continue on, and take out another GreenShield before dropping down. Yet another GreenShield will face you across the pit; take care of it and a Parasite dropping down from below before jumping across the pit, where you'll have to gun down a few more parasites.

With those pests out of the way, head up a few platforms to the end wall, get up onto the ledge, and climb up the ladder to find a MiniElev. Don't bother with it, however. Instead, climb the left wall, and jump over onto the upper ledge, and then head up the next ladder. Destroy a DinoTank in your way going right, then head up the ladder at the end (the other path leads to a dead end).

Up top, get on the MiniElev, and jump on it twice to move up. Once you go as high as you can, get onto the ledge that the MiniElev parks at, then jump and climb up onto one of the ledges over top. Take the right wall and climb up a bit until you run into a DinoTank and Bat. Equip the Crystal Hunter, and lure the Bat over to the center platform. When it does this, attack it with the Crystal Hunter to encase it in a block of ice, then use it as a support to jump onto the top ledge.

Once you make it, go to the left wall, climb up, and then Dash onto the middle platform in the air. Head right, until you see two ladders. If you don't have all your Upgrades, Heart Tanks, and SubTanks, don't even bother taking Path 1, as it'll result in too many untimely deaths.

#### PATH 1

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To get to the top ladder, go left and attract one of the Bats over to you. Encase them in ice using the Crystal Hunter, and use the ice as a support to jump onto the ledge hanging from the ceiling to the left of the ladder, then onto the ladder itself. Climb up, and defeat the GreenShield standing on the overhead ledge to your right. Go and encase the Bat in the spikefield after that, and use it as support to get onto the small safe platform in the middle (alternatively, you could just Air-Dash against the ceiling, dragging down, and Air-Dash against the next part until you get to the safe platform).

Now, charge up a shot, and wait for the AX1s to come, and send them to their untimely deaths once they get in your shooting range. With them out of the way, from your small platform, jump, wait for yourself to fall most of the way but not completely landed, then Air-Dash right. Now to have some fun with this spike pit.

First, from the starting point, you need to charge up your Speed Burner. Next, you need to Jump, Air-Dash over the first bed of spikes, far enough so that you can turn around without hitting the spikes on the one wall but not far enough so that you hit the far right bed, then when you start falling down, you need to let go of the Speed Burner. Even if you go right instead of left by accident, if you can tap the Left button on the D-Pad quickly enough, it'll change directions and get you out safely. OR, you could just Air-Dash right, drop down, and Speed Burner right and change directions as quickly as you can (since while you're dashing with Speed Burner, you're invincible).

Now, go and drag down the long pit along the left wall. The fourth grey block along here will have a hidden entrance. Inside, go see Dr. Light, and you'll obtain the Shoryuken/Dragon Punch. Now head out the hidden room, and drop down the rest of the way.

Oh, BTW, Shoryuken is Forward, Down, Forward, Shoot Button (Y), or Back, Down, Back, Y.

\*END PATH 1\*

#### PATH 2

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Go down the bottom ladder, then jump onto the left wall. Charge up a Speed Burner, then Dash at the Cannon Driver, letting go of the charge so that you'll Fire Dash through the Cannon Driver to the right wall. Drop down, and jump over the MavGen, then start climbing the ladder down. On the bottom, head left, then drop down to the bottom floor. Climb up the wall and take potshots at the GreenShield until he's dead, then jump onto the non-spiky platform where he was formerly standing. Deposit yourself off to the right.

Continue on and climb up the wall that you'll encounter, and destroy a Bluebird when it comes out of the MavGen. Jump to the other side, then go down. Progress right some more.

END PATH 2

Charge up your buster, then head right and jump up onto the ledge. Shoot down the Parasites that you can see, then Charge up again and Dash-Jump right, landing on the platform. Repeat this twice more, shooting down the Parasites that are all in your way, until you see an overhead ledge above. Jump up onto the ledge, then go through the dual set of doors to face off against...

++++  
Name: AGILE  
Power: 9800 rp  
Speed: 17800 rp

If you got the Shoryuken; Forward, Down, Forward, Y.

But since I'm obliged to provide a strategy;

Agile has two attacks. The first one will be where missiles will fly in the background. These missiles will then fuse into a giant bomb which will fly in an either left or right direction (doesn't seem to be influenced by where X is). The interesting thing is that you can actually shoot it with a charged shot, and destroy it before it could ever get close to you.

Agile's second attack consists of him extending a floor out from his body. He will then send two electric sparks down the walls that will then skim along the TOP LEDGE only (meaning you can stand on the ledge below it) before fading out. He will then drop the floor that he is holding up, which will drop onto your floor, building it up while pushing the first ledge down.

An interesting thing to note is that pits aren't necessarily bottomless pits; if there was a ledge that was only just pushed down earlier, you can stand on it even though there's no visible ledge holding it up. To demonstrate what I mean.

X = Current visible ledge  
0 = Current part of the floor without ledge  
x = Non-visible ledge

Here's the floor.

XXX XX  
XXXXX

Agile drops another ledge.

XXX XX  
XXX XX  
xxxxx < You can still stand on that part, even though it's not visible.

However, once the floor gets pushed down once more

XXXX X  
XXX XX  
xxx xx  
xxxxx < X won't be able to stand on that anymore.



+++++

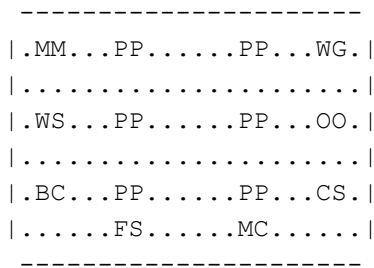
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4n. Sigma Stage 1 (SGS1)  
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Climb up the wall at the start, and go into the right capsule.

Right. Now you have to fight all eight regular Maverick bosses over again. The difference is that this time, you will DEFINITELY have the Maverick weaknesses, and you might have all the Upgrades/Heart Tanks/SubTanks/Shoryuken. The Shoryuken can especially be helpful, as it's able to finish the bosses off in two or three seperate hits (as the Shoryuken consists of multiple connected hits).

Without further ado, a diagram of who's in each capsule.

- BC = Bubble Crab
- FS = Flame Stag
- MC = Magna Centipede
- WS = Wire Sponge
- MM = Morph Moth
- CS = Crystal Snail
- OO = Overdrive Ostrich
- WG = Wheel Gator
- PP = Platform (Has small energy capsule on after every fight)



Now, there are a couple of differences between the bosses in their regular stages and their arenas here. A lot of it is aesthetic, but there are some actual changes that may be dangerous to you.

- Flame Stag starts off in his aggression mode.
- When Flame Stag does his rocket attack, he can charge back down in the same matter, knocking you down to take you for a trip with him.
- Bubble Crab's ceiling has a spike bed.
- With the spike bed, Bubble Crab's mini-Bubble Crabs, when encased in bubbles, may float up to the top, pop, and then stalk X.

After you defeat Sigma, you'll finish off the stage.

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4o. Sigma Stage 2 (SGS2)  
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The first part of the stage is basically the exact same as Magna Centipede's, so just refer to that level until you get to the room where the first Sword Mini-Boss was. This time, you'll encounter Sigma with a Zero unit.

\*IF YOU DID NOT COLLECT ALL THREE ZERO PARTS\*

You will have to fight the Red Zero, so refer to the first strategy.

\*IF YOU DID COLLECT ALL THREE ZERO PARTS\*

You will not have to fight Black Zero, so skip the first strategy and refer to Neo Sigma.

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Name: ZERO
Power: ????
Speed: ????
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Don't even THINK about bothering with the X-Buster. Instead, take out the only weapon that Zero is weak to; the Speed Burner. More on that soon.

Zero's first attack is to send two Charged shots in rapid succession, and then a wave beam from his lightsaber (basically think Agile's wave beam, but only as tall as Zero himself). The reason you DON'T want to use the regular X-Buster is because a Charged shot will be canceled out by just one of Zero's, and regular buster fire will be completely engulfed. Even then, with the Speed Burner, you'll have to get close and fire quickly for this attack on Zero, because the wave beam will extinguish the fire (the Speed Burner travels on the floor itself, which is underneath the Charged shots, but not the wave beam).

His second attack is also somewhat annoying. He'll dash along the floor with his lightsaber, and then punches the floor (which will shatter the room the first time). Tiles will fly up a bit to the left and right and straight above Zero, requiring you to wait for Zero to dash over to your side of the screen before Dash-Jumping over his head.

His final attack is where he'll once more take a stand, but instead of going ballistic, he'll fire half-charged shots, which can easily be avoided. You should also take this time especially to shoot the Speed Burner at him, while he cannot deflect it.

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+++++
Name: NEO SIGMA
Power: 18500 rp
Speed: 18500 rp
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Once again; Down, Forward, Down, Y. Two attacks should completely take out Sigma if you want to use the Shoryuken.

Sigma's first attack basically consists of him dashing forward and slashing his claws at X. This will send X bouncing into the side wall that Sigma is facing, and he will further rebound up into the ceiling, before finally falling down. While Sigma CAN be dodged by Dash-Jumping over his head, oftentimes he can and will just turn around and hit you into the other wall.

His second attack starts off with him jumping onto the wall, then jumping into the center of the room before splitting into two, where he will henceforth hide out of sight for awhile. When he does show up again, he'll come down from the ceiling and slash right where X is, or was, and he may sometimes follow it straight up with his first attack.

The next thing Sigma can do is where he'll take a stand, and summon up five orbs of purple electricity. He will then send them one by one at X at a medium pace. They won't follow him around, but will just go in a straight direction. However, their numbers may very well prove overwhelming to you and your ability

to dodge all five of them.

Sigma's last attack is where he'll temporarily glow yellow, and then slash his hands. This will send out two purple electrical orbs that are connected by a strand of electricity across the room. If you want to dodge this, you're going to have to climb up on the wall as soon as you see Sigma turn yellow, then jump over the attack. Additionally, even if you TRIED to harm Sigma, he'll be invulnerable while he's yellow.

As far as weaknesses go, Sigma will follow his tradition of always being weak to electrical or cutting weapons; the Sonic Slicer not only causes him alot of damage, but it's ricochet effect means that it can hit him no matter how much he likes to move around.

++++  
Name: SIGMA FINAL

As always, two Shoryukens can take him out effectively.

This final Sigma is especially annoying, particularly as he can get somewhat difficult to dodge, and you can't tell how far it is until he's good and dead. Fortunately, there are some signs; he'll have a bunch of color changes once he loses health, starting off at green, going to light blue, then dark blue, then to orange, then to light red, and finally to dark red.

Sigma's first (and main) attack is to go to either wall, where he will then spew out a giant energy attack downwards to the floor. As X, you must either dodge this or else take the brunt of the attack as a martyr attack on Sigma. If you MUST take damage; jump onto Sigma instead. The energy attack will take off four bars of health, compared to only one if you come into contact with Sigma himself. You'll probably want to take this path alot instead of jumping over him, when combined with his later attack. As always, Sigma usually goes to the wall on the side of the room where X is, although there have been a few rare exceptions.

The second of Sigma's attacks, which can generally be more annoying, is where after each of his energy attacks, he will spew out two regular enemies that you must destroy. They can be a combination or two of Scrivers, DinoTanks, Bluebirds and Torpedo Fish. Their very existence on the floor can mean that if you try to jump over Sigma when he's performing his energy attack, you're only jumping out of the frying pan, and into the fire. However, if you do have the Arm Upgrade, you can manage it through an efficent (albeit very slow) pattern of using your regular attack on Sigma, jumping over him, and then using the second attack on the enemies. However, Sigma does this EVERY time he uses the Energy Attack (if there are any enemies remaining, they get destroyed). On the plus side, they can leave behind energy and weapon energy capsules (even the ones that just get destroyed when Sigma replaces them).

When Sigma turns red (either shade), he'll begin to stop moving around, and will teleport around the field a random number of times before performing his attacks again. Oftentimes, however, he will try to encase X within his giant data head, and will hit you for one bar of health at a time, and will only stop once you Dash around long enough. INTERESTINGLY enough, you could also consider this his greatest weakness for two reasons; the first is that he won't do this until he's red, and the second is that he will NOT get off by shooting at him alone. This means that you could literally just be in good condition (or else have a full SubTank), constantly just Charge up your X-Buster, let it loose, and repeat until he's down.

The Strike Chain is the only other thing that Sigma is weak to. I wouldn't recommend it for two reasons, however. The first one is that when you try to leap over Sigma and hit him with the Strike Chain, oftentimes you'll fall too fast, and the Strike Chain will go down under him. The second is that it does only about as much damage as a regular Charge Shot when uncharged, and it's Charged power is slightly less than a full X-Buster Arm Upgrade Charged Shot.  
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Afterwards, enjoy your ending ;).

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5. Damage Chart (DMCH)

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\*As of present, some data is missing from the damage chart. If you have any information on what I need, please, do send it to me.

I'd like to take the time to credit one Luc "Pixelboy" Miron whom was supposedly the original brainstorm behind the damage chart. What IS a damage chart?, one may ask. A damage chart takes all eight weapons, and shows how many uses of each weapon it takes to eliminate one of the main eight bosses (and sometimes additional bosses). However, since the X series has a secondary set of attacks for each weapon, I have decided to change it so that the number given is how many bars of life an attack of that particular weapon takes off a Maverick boss, to make it easier to look between both charts.

A standard Maverick life has 32 bars that you must take off.

(Uncharged. In case of green X-Buster fire, it also counts as uncharged.)

O  
 V  
 E M  
 R A  
 D C G  
 R R N  
 I W W B Y A  
 V I H U F M S  
 E R E B L O T C  
 E E B A R A E  
 O L L M P L N  
 S S E E H T V S  
 T P G S I I E A  
 R O A C S M N P O R G  
 I N T R T O A E L G I  
 C G O A A T I D E E L  
 H E R B G H L E N S E

X-BUSTER	1 1 1 1 1 1 1 1 1 1
SONIC SLICER	1 2 1 1 2 1 1 1 2 2
STRIKE CHAIN	1 1 3 1 1 1 1 2 1 1
SPIN WHEEL	1 1 1 3 1 1 1 1 1 1
BUBBLE SPLASH	1 1 2 1 2 1 1 1 2 1
MAGNET MINE	1 1 1 1 1 1 3 1

SILK SHOT	2	1	1	1	1	1	1	2	1	
SPEED BURNER	1	2	1	1	1	3	1	1	1	2
CRYSTAL HUNTER	3	-	-	-	-	-	-	-	-	
GRAVITY CRUSH	2	2	2	2	2	2	2	2	2	

(Charged. With the Arm Upgrade, the secondary X-Buster fire will cause 3 bars of damage as opposed to 2 for the regular 8 Maverick Bosses, Violen. Crystal Hunter not included because it does not cause actual damage.)

O  
V  
E M  
R A  
D C G  
R R N  
I W W B Y A  
V I H U F M S  
E R E B L O T C  
E E B A R A E  
O L L M P L N  
S S E E H T V S  
T P G S I I E A  
R O A C S M N P O R G  
I N T R T O A E L G I  
C G O A A T I D E E L  
H E R B G H L E N S E

X-BUSTER	2	2	2	2	2	2	2	2	2	
SONIC SLICER	1	5	1	1	2	1	1	1	2	5
STRIKE CHAIN	1	1	5	1	1	1	1	2	1	1
SPIN WHEEL	1	1	1	4	1	1	2	1	1	1
BUBBLE SPLASH	1	1	1	1	2	1	1	1	2	1
MAGNET MINE	1	2	1	1	1	2	4	1		
SILK SHOT	2	2	1	1	1	1	1	4	2	
SPEED BURNER	1	1	1	1	1	6	1	1	1	

Before emailing me, read this;

- Please do NOT email me questions that are CLEARLY answered in the FAQ. I will not bother to answer if you do so.
- PLEASE use at least a semi-assed effort at grammar and spelling. I cannot read incoherent letters and be expected to reply.

-Contribution of stuff is perfectly fine (heck, I encourage it), along with notes on any errors that I may have created so that I may correct them. Proper credit will be given (note if you want to be credited by a certain name, or else "Anonymous").

yamishuryou AT gmail DOT com

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=Credits=  
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- Various hosts of this guide.
- Shadowflare09, for a heads-up on being able to destroy Serges II's pods with a full Gravity Crush attack.

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