

Mega Man X2 FAQ

by Meowthnum1

Updated to v1.5 on Dec 18, 2004

"Tarzan wasn't a ladies man... .. Clark Kent, now there was a real gent." -
Superman Song - Crash Test Dummies.

In the year 21XX...

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ASCII art actually by me but based loosely off Atom Edge's work.

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This explains something

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| Megaman X2
| For the Super Nintendo Entertainment System
| FAQ/Walkthrough
| By T. Jackson (see section 5.03)
| Started: 8/16/02
| Finished: 8/17/02
| Last Updated: 12/18/04
| Version 1.5
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This guide is best viewed in 800x600 or 1024x768 resolution with the Courier New font on your browser's "small" text setting (CTRL + -). It was composed in Metapad.

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If you want to find anything, please press CTRL + F and type in the section's numerical code (i.e. if you want to find the boss guide, then type 4.01).

I. Introduction

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| 1.01: Table of Contents |
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It's one section higher.

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| 1.02: Introduction |
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"Wow," I thought, "Not only did I miss the most obvious heart tank, but I also missed an entire robot master!" In 2001, I started writing. In 2002, I wrote for this game. The guide was horrible, done off the top of my head at 2 AM over the summer. Probably not even during the summer. I figure that as long as I'm rectifying old mistakes, why don't I go ahead and do this? But enough of my maundering.

Megaman X2 is an excellent game, second only to Megaman X in terms of the greatness of the games in the X series (they go downhill from here). It's one that I replay a lot and provides a nice challenge. The game has one feature that the original game did not, namely, you can dash from the beginning. This is a nice improvement. Other than that, the gameplay stays true to form. The

music is, as per the standard in the Megaman series, awesome, so this game is worth your time.

Unlike the original versions of this guide (1.0, 1.1), this guide will be a full guide.

But not yet.

Right now, there are some other guides that I really need to take care of. Some of the errors -- not to mention the formatting -- in here bother me, so that's why I'm fixing what I am.

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| 1.03: Dedication |
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II. Basics

Betcha have NO idea what you'll find here!

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| 2.01: Story |
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It has been six months since Megaman X triumphed over Sigma. Now that Sigma has been destroyed, his forces are in chaos. It is the job of the Maverick Hunters to wipe out the remaining resistance and to usher in a new era of peace.

However...

A group of Mavericks, who mockingly call themselves the X-Hunters, have different plans. They have taken the place of Sigma and intend to defeat the Maverick Hunters. But can they truly run the organization as well as they do, or...?

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| 2.02: Controls |
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Button	Function
A	Dash
B	Jump
Y	Shoot
X	Nothing
L	Quick-change weapon
R	Quick-change weapon
Select	Nothing
Start	Pause
Left	Run left
Right	Run right
Up	Ascend ladders

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| 2.03: Boss Order |

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Bubble Crab	-> Use X-Buster	-> Go to Flame Stag
Flame Stag	-> Use Bubble Splash	-> Go to Morph Moth
Morph Moth	-> Use Speed Burner	-> Go to Magna Centipede
Magna Centipede	-> Use Silk Shot	-> Go to Crystal Snail
Crystal Snail	-> Use Magnet Mine	-> Go to Overdrive Ostrich
Overdrive Ostrich	-> Use Crystal Hunter	-> Go to Wire Sponge
Wire Sponge	-> Use Sonic Slicer	-> Go to Wheel Gator
Wheel Gator	-> Use Strike Chain	-> Go to X-Hunter Base

III. Walkthrough

Like I said, this is coming in the next version.

IV. Appendices

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| 4.01: Bosses |

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I'm making very minor additions to the strategies at this point. When the guide is updated, they'll probably undergo renovations (not to mention they'll have damage charts added).

Name: CF-O

Location: "Abandoned Replod Factory"

Primary Weakness: X-Buster

Secondary Weakness: None

Weapon Gained: None

Strategy: This guy is a pushover. He'll jump around, swinging his arms on occasion. Just blast him four times with a fully charged X-Buster, and he goes down.

Name: Wheel Gator

Location: Dinosaur Tank

Primary Weakness: Strike Chain

Secondary Weakness: X-Buster, Bubble Splash

Weapon Gained: Spin Wheel

Strategy: You are in a room with a red liquid. He uses this as a cover. He'll go under it, and shoot Spin Wheel up the wall. Cling to the wall when he's under. Dash away from the wall, and back when the Wheel has passed. Stay near the top. When he jumps up, dash away from the wall, and blast him with your Strike Chain. Occasionally,

he'll open his mouth. DO NOT SHOOT AT HIM. If you do, he'll shoot it back. Shoot him when he's above the liquid, and shooting Spin Wheel. When his life gets low, he'll jump up, spin, and drill at you. Shoot him while he's in mid-air. Don't touch the spot he drilled at, or you'll be hurt.

Name: Overdrive Ostrich

Location: Desert Base

Primary Weakness: Crystal Hunter

Secondary Weakness: X-Buster, Silk Shot

Weapon Gained: Sonic Slicer

Strategy: You are out in the desert. When he goes off screen, he'll go in to the background and jump back (he'll try to land on you, so keep moving). He'll duck and start running. If he sticks low to the ground, jump over him. If he's running with his legs kicking, make him go over you. He'll also jump in to the air and shoot Sonic Slicer at you. Jump over this. When his life gets low, he'll use the charged up Sonic Slicer on you. He'll jump in to the air, and have them rain on you. Stand between them (there are obvious spots). Fire the Crystal Hunter when you have a chance. He'll freeze for a minute and then use a charged Sonic Slicer. When he does this, he will jump over you, and upon the completion of his attack, he'll land next to you, making it very easy to repeat the process.

Name: Bubble Crab

Location: Deep-Sea Base

Primary Weakness: Spin Wheel

Secondary Weakness: X-Buster

Weapon Gained: Bubble Splash

Strategy: Heh...this guy is easy. When he puts up his shield, jump over him, and then back. He'll drop his shield, put up horns, and jump. Blast him out of the air, and repeat. If you do it fast enough, he won't have a chance to attack at all!

Name: Flame Stag

Location: Volcano Zone

Primary Weakness: Bubble Splash

Secondary Weakness: X-Buster, Sonic Slicer

Weapon Gained: Speed Burner

Strategy: Another easy one. Start out by shooting him with Bubble Splash. He'll retaliate by throwing two fireballs: one low, and one high. Jump over the low one, and blast him again. Keep this up. Don't worry when he turns blue; it's just a phase.

Mini-Boss: Robot (Morph Moth)

For this guy, just use Bubble Splash. Aim for his chest. After awhile, a bug will jump out of the robot. Shoot the bug as quickly as you can. You might be able to destroy him. If you can't, he'll get into another robot. Repeat the process.

Name: Morph Moth

Location: Robot Junkyard
Primary Weakness: Speed Burner
Secondary Weakness: X-Buster, Magnet Mine
Weapon Gained: Silk Shot

Strategy: He starts out as a cocoon. Hit his with Speed Burner, and avoid his junk shots. Hit him again, and he'll fall down. He'll run around, spewing junk, and then go back up. He'll now shoot a junk beam, which goes in a counter-clockwise direction. Jump over him and shoot. When his life gets low, he'll fall and go right back up. He goes off screen, and you see the cocoon tear in to shreds. Now you fight the Morph Moth. Dodge his yellow sparkles, and his rainbow beam while shooting him. He'll go down in no time flat.

Mini-Boss: Sword (Magna Centipede)

Your priority is to dodge his attacks. He has a swiping attack as well as a thrust attack. Jump over the thrust, and use Spin Wheel when you can.

Name: Magna Centipede
Location: Central Computer
Primary Weakness: Silk Shot
Secondary Weakness: X-Buster, Strike Chain
Weapon Gained: Magnet Mine

Strategy: This guy is hard to defeat without the Silk Shot. Your first priority as the battle starts is to hit Magna Centipede with Silk Shot once. This will knock his stinger (?) off, thus eliminating two or three of his attacks. Now all you have to watch out for are his shruikens (which go in a sweeping pattern) and his disappearing act. At first, he'll appear in one place. As time goes on, though he'll briefly appear and then disappear. To combat this, when he appears, count "one-one thousand" in your head. If Magna Centipede is still there, fire a charged Silk Shot at him. This is a really easy fight.

Name: Crystal Snail
Location: Energen Crystal
Primary Weakness: Magnet Mine
Secondary Weakness: X-Buster, SpinWheel
Weapon Gained: Crystal Hunter

Strategy: He'll start off in his shell. You cannot hurt him here. He'll go up and either charge down at you or fall down while making time slow down. Either way, he'll do the latter. Now hit him with Magnet Mine. Count to one, and jump. You'll jump over him. Hit him again before he gets back in to his shell. Keep this up, and he won't even be able to get back into his shell (and if he does, repeat the process)!

Name: Agile
Location: Any Maverick Stage
Primary Weakness: None
Secondary Weakness: None
Weapon Gained: Zero Part 1

Strategy: I know there are weapons that work well, but I prefer to use the X-Buster anyways. He is really an advanced form of Sigma's first

form in Megaman X. Don't stay on the ground long. He'll jump up and fire a wave of energy at you. If it's high, get on the ground and blast him. If it's in the middle, get on the ground, dash, and blast him. If it's low, stay on the wall. When he comes to your side, jump away from the wall, blast him, and then climb the opposite wall. Repeat this until he is gone. He is the hardest X-Hunter.
(NOT ANYMORE!)

Name: Serges

Location: Any Maverick Stage

Primary Weakness: None

Secondary Weakness: None

Weapon Gained: Zero Part 2

Strategy: Again, I don't like using any other weapon. He has a shield. He'll wander around the room in his hovercraft planting mines. Blast his shield, and he'll jump. Hit him in mid-air, and he'll repeat the jump for awhile, and then he'll go back to planting mines. Go back to the old strategy. Sonic Slicer (charged or normal) works well here if you're having a hard time.

Name: Violen

Location: Any Maverick Stage

Primary Weakness: None

Secondary Weakness: None

Weapon Gained: Zero Part 3

Strategy: As always, I don't use a weapon on him. He has a large spike ball on his back (and yet, X is stupid enough to fight). He'll throw the mace around. Hit him during this process. He'll jump and shoot yellow bullets down. When he lands, he'll repeat. He can also shoot those bullets from his hand on the ground. Still, despite his size, he's the easiest.

Name: Violen

Location: X-Hunter Base Stage 1

Primary Weakness: Bubble Splash

Secondary Weakness: Silk Shot

Weapon Gained: None

Strategy: This is basically the same thing. This time, though, he'll raise his arms. This causes blocks to appear. These can be good and bad. They can block his shots, but they can limit your movement. The best way is to stand next to him, and use the charged up Bubble Splash on him. It's a shield, and he'll go down before you! The problem lies in the mace, though, because if it gets near you, it will continue to bug you. If the mace gets near to you, run away. Violen is the hardest of the X-Hunter rematches.

Name: Serges

Location: X-Hunter Base Stage 2

Primary Weakness: Sonic Slicer

Secondary Weakness: Silk Shot

Weapon Gained: None

Strategy: Finally the Giga Crush comes in use. At the beginning, he has four

guns which he alternates firing with. There is no way to damage him with these in operation, which is good, as it gives you incentive to take it out. By now you should have Giga Crush full. Use it at the start, and it'll take out the guns. If you do not have Giga Crush, don't worry. Use Silk Shot on the turrets. Either way, make sure you're not standing on either of the two platforms closest to Serges, as these will be crushed. Now stand on his weapon. It won't hurt you. Jump, and use charged up Sonic Slicer. This should hit him on its way down. If not, stand on the platforms, and use Silk Shot. It might take a little while with the Sonic Slicer (it can be hard to hit him with sometimes), but keep at it, and Serges dies.

Name: Agile

Location: X-Hunter Base Stage 3

Primary Weakness: Magnet Mine

Secondary Weakness: Dragon Punch

Weapon Gained: None

Strategy: There are two ways to go about this. He'll be up top. He'll form spiked platforms next to him, and move around. Be standing under him this whole time. If he turns red, he'll crash in to the wall and cause an electric shock. Jump over these. Anyway, use Magnet Mine's aiming ability to take Agile out. If you've gotten the Dragon Punch, use that instead (while you can). It's much easier.

Name: Maverick Re-Matches

Location: X-Hunter Base Stage 4

Primary Weakness: All

Secondary Weakness: All

Weapon Gained: None

Strategy: Changes:

Bubble Crab: He has spikes at the top of his lair now.

Flame Stag: He starts with blue flame.

Nothing else.

TELEPORTER LAYOUT

Morph Moth

Wheel Gator

Wire Sponge

Overdrive Ostrich

Bubble Crab

Crystal Snail

Flame Stag

Magna Centipede

Name: Zero

Location: X-Hunter Base Stage 5

Primary Weakness: Speed Burner

Secondary Weakness: Nothing else except the X-Buster does anything.

Weapon Gained: None

Strategy: THIS FIGHT IS OPTIONAL. That is the most important thing to know. This is the hardest fight in the game, hands-down, and the one that made beating the game without taking a hit the hardest. If you have all of the Zero parts, this fight is circumvented. If you do not... good luck. Zero has two attacks. His first is a shoot-shoot-swipe combo -- he fires two charged shots at you, followed by a sword swipe

(a smaller version of Agile's). Stay on the wall to avoid these; they come too quickly to avoid. His other attack is the Earthquake Punch -- he punches the ground, rubble comes up, and if you're on the ground, you're hurt. Needless to say, you'll be spending most of the time on the walls. The easiest way to do this is to stay on the walls, charge up Speed Burner, Air-Dash/Speed Burn through Zero, get on the other wall, and repeat. This battle is tough, but the music makes it worth the trouble.

If you do not see the above battle, you still get to see Zero in all his awesomeness (shoot-shoot-swipe. "You should have read the blueprints closer, Sigma! There's only one real Zero) COMPLETE with the music. After an exchange, he'll hit the ground, leading to...

Name: Sigma

Location: X-Hunter Base Stage 5

Primary Weakness: Sonic Slicer

Secondary Weakness: None

Weapon Gained: None

Strategy: He tried the Hyperactive Darth Vader approach, so now he's trying the Wolverine approach. He sports claws now and is as fast as heck. He'll charge at you. Jump on the walls. Now he'll bring out five electricity balls, which he'll fire these at you. After he fires three, drop, and shoot at him. He'll repeat this. Soon he'll jump, teleport, and reappear, trying to crush you. So when he disappears, keep dashing! When his life gets low, he fires pillars of electricity at you. To counter this, use a charged up sonic slicer from the top of the wall. When he goes down...

Name: Sigma Virus

Location: X-Hunter Base Stage 5

Primary Weakness: Strike Chain

Secondary Weakness: None

Weapon Gained: None

Strategy: This is the final battle. This guy is missing two things: a body, and a life bar! So you're going to have to go by his color. He charges around the room, occasionally shooting enemies. Destroy these to gain energy. All the while, fire at the Virus with the Strike Chain. He'll turn upside down, and shoot a beam. When he does, jump over him, and fire. He repeats this pattern (but gets faster) as he changes colors. I believe the pattern is Green, blue, dark blue, purple, orange, red, dark red. At Dark Red he changes styles. Now he tries to capture you. Let him get you, and keep using Strike Chain. He'll go down very soon.

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| 4.02: Master Weapons |

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I'll go into a lot more detail with these when I make the update.

By the way, if anyone knows how many bars of energy Megaman X has a.) at the start of the game, b.) at the end of the game (with all Heart Tanks), and c.) in his master weapons, that would be a big help.

Weapon : X-Buster
Received From : You start with it
Regular Description: X fires a pellet forward. These can be charged up for a nice blast.
Charged Description: X fires a huge blast forward.

Diagram 4.02a

1.) X o o O))
2.) X O)))) O))))

1.) - Regular |
2.) - Charged |
X - Megaman X |
o - Pellet |
O - Super shot |
) - Intensity thereof

--
Weapon : Bubble Splash
Received From : Bubble Crab
Regular Description: You fire bubbles that float upward.
Charged Description: You get a bubble shield surrounding you. Not only will this stop enemy shots and hurt foes that you run in to, but this will also let you jump higher in the water.

Diagram 4.02b

BB
BB
BB
1.) X BB
BBB
2.) BBXBB
BBB

1.) - Regular |
2.) - Charged |
X - Megaman X |
B - Bubbles

--
Weapon : Speed Burner
Received From : Flame Stag
Regular Description: You shoot out a flame burst. It's awesome.
Charged Description: You BECOME ZE FLAME. When coupled with an Air-Dash, you go places with this, PLUS you burn everything in sight.

Diagram 4.02c

1.) X FFF))

2.) ((FFXFFF ->

1.) - Regular |
2.) - Charged |
X - Megaman X |
F) - Flame |
-> - You go this way

--

Weapon : Silk Shot
Received From : Morph Moth
Regular Description: You shoot out a...ball of junk.
Charged Description: You shoot out a bigger ball of junk BUT BUT BUT you have to attract the junk. In certain places, you'll attract powerups instead. Fun fact: use this in Crystal Snail's level to form a ball of crystal!

Diagram 4.02d

jj
1.) X jj jj
jj

j
/
2.) X - j -> X JJ JJ
\ JJ
j

1.) - Regular |
2.) - Charged |
X - Megaman X |
j - Junk |
- - The junk coming in (or powerups) |
-> - Going to the next step |

--

Weapon : Magnet Mine
Received From : Magna Centipede
Regular Description: You shoot a mine. The mine can be aimed.
Charged Description: It creates this really weird black hole-looking thing that obliterates everything in its path.

Diagram 4.02e

m
m m m m m m
1.) X m m
m

2.) X (O) ->

1.) - Regular |
2.) - Charged |
X - Megaman X |
m - Me showing off. This is one Magnet Mine |
(O) - SUPER GRAVITY VORTEX |

--

Weapon : Crystal Hunter
Received From : Crystal Snail
Regular Description: You fire a purple glob that will freeze a foe in its
tracks (which you can use as a stepping stone).
Charged Description: This slows down time for everyone. It's kinda annoying.

Diagram 4.02f |

gg X
1.) X gg -> (E)
2.) X -> ~~X~~

1.) - Regular |
2.) - Charged |
X - Megaman X |
-> - Next step |
g - Goo (Crystal Hunter) |
(E) - Frozen enemy with X on him |
~ - Time slowing waves |

--

Weapon : Sonic Slicer
Received From : Overdrive Ostrich
Regular Description: You shoot some slicers than can bounce off walls.
Charged Description: You shoot five slicers that go up and come down.

Diagram 4.02g |

SS
SS
SS
1.) X SSSSSS|

2.) V V V V V
 X

-
- 1.) - Regular |
 - 2.) - Charged |
 - X - Megaman X |
 - S - Sonic Slicer |
 - | - Wall |
 - V - Sonic Slicer (going down) |

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Weapon : Strike Chain
Received From : Wire Sponge
Regular Description: You shoot out a chain. This chain can grab onto walls and pull you in. It can also grab powerups.
Charged Description: You shoot out a BIGGER chain.

Diagram 4.02h |

-
- 1.) X----->
 - 2.) X=====>

-
- 1.) - Regular |
 - 2.) - Charged |
 - X - Megaman X |
 - - Normal chain |
 - = - SUPER CHAIN |
 - > - Chain end |

--

Weapon : Spin Wheel
Received From : Wheel Gator
Regular Description: You fire a wheel that is stationary for a minute, and then it moves forward. This is an incredible damage dealer.
Charged Description: You fire a big wheel that shoots in eight directions. It isn't as good as its regular counterpart.

Diagram 4.02i |

-
- 1.) X WWWWWW

 - 2.) X \ | /
 - W -
 / \

-
- 1.) - Regular |
 - 2.) - Charged |

X - Megaman X |
W - Spin Wheel |
- / | - Spin Wheel shot |

--

Weapon : Giga Crush
Received From : Dr. Light (Morph Moth's stage)
Regular Description: It's a super attack that obliterates all non-boss enemies.
The downside is that you have one use of it before you
have to recharge it.
Charged Description: N/A

Diagram 4.02j |

```
| |  
| |  
| X |  
| | |  
| | | |
```

X - Megaman X |
- No enemies |
| - Obligatory ultimate attack lines |

--

Weapon : I. Tracer
Received From : Dr. Light (Crystal Snail's level)
Regular Description: It sniffs out secret rooms/Silk Shot locations
Charged Description: N/A

Diagram 4.02k |

```
----- [====] -----  
| [+] | (1)  
[ ]  
X
```

X - Megaman X |
1 - I. Tracer (drawn to scale) |
= - Secret area |
- - Normal ceiling |

--

Weapon : Dragon Punch/Shouryuken
Received From : Dr. Light (X-Hunter Base Stage Three)
Regular Description: SUPER DRAGON PUNCH. You do a fiery uppercut. This will
take out all enemies -- and bosses in two hits! The catch
is that you have to have full health.

Charged Description: N/A

Diagram 4.021

X
X
X
X
X
X
X
X

X - Megaman X going up really quickly and fiery

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| 4.03: Heart Tanks |
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Hearts Tanks are an addition to the X series. You don't start the game off with a lot of health, but each Heart Tank adds 2-4 bars of energy. This may not seem like a ton, but when you consider that there are eight Heart Tanks, it really adds up.

Bubble Crab

Requirements: Air-Dash

When you get to that horizontal gate that the robotic fish has to open, climb the far wall (on the right). At the top, Air-Dash over to a missile platform. Use this platform to reach the heart.

Flame Stag

Optional: Spin Wheel, Arm Upgrade

You do not have to have either of those, but they make life easier. Just having the Spin Wheel helps. When you reach the part of the level that has rising lava, charge up your Spin Wheel. As you ascend, you'll see a robotic pillar that guards a Heart Tank. Use the Spin Wheel or just attack the pillar, claim the Heart Tank, and get out of there quickly.

Morph Moth

Requirements: Crystal Hunter

Use Crystal Hunter on the second shield robot in the level. Your crystalized foe gives you a stepping stone to reach the area above the entranceway, where you'll find a Heart Tank.

Magna Centipede

Requirements: Air Dash, Arm Upgrade, Speed Burner

After the first set of alarms, go forward until you reach the block section. Regress a little bit to find a block that hangs down and is next to a gap in the ceiling. Use the Air-Dash as well as a charged Speed Burner blast to reach

the block. Use it as a stepping stone to ascend the gap in the ceiling and to reach the heart.

Crystal Snail

Requirements: Air Dash, Strike Chain

At the beginning of the level, grab the robot ride armor, and go back up the incline that you just slid down. Fall down the pit that is there. Now comes the fun part. Get a good dash start, and then run and jump as far as you can. When your robot ride armor is starting to fall, jump out, and use the Strike Chain to reach the wall. Climb up this small wall to reach the heart.

Overdrive Ostrich

Alternative: Speed Burner, Air-Dash, Arm Upgrade

Ride through the bike section until you reach the generator. Crash into it, and then go back until you find another Air Bike. Take this bike forward, levelling all ramps. When you get to the last ramp, destroy it, jump off the bike, and head back. Grab another Air Bike, and get to this point again (I advise going slowly, taking out all the enemies). When you get past the last upward incline, hit the gase. You should make it over the large ledge. This could take a few tries. Now ride until you see a platform with spikes on it. Use the Air Bike to ride over the spikes and grab the Heart Tank.

Alternatively, when you reach the spikey part, use the Air-Dash + charged Speed Burner combo to reach the heart, although you'll die.

Wire Sponge

Requirements: None

This is the easiest Heart Tank in the game (and one I forgot while originally writing this). At the start of the level, climb the wall to your left. There is a hidden chamber in here with the Heart Tank.

Wheel Gator

Requirements: Speed Burner, Air-Dash, Arm Upgrade

After the section with the robot ride armor, you'll see the heart in plain sight on top of a ledge. The problem is that the side of this ledge is covered in spikes. To deal with this, go right until you see a platform. Jump on it, air dash to the left, and use the charged up Speed Burner to get over the spikes and to grab the Heart Tank.

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| 4.04: Sub-Tanks |

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Sub-Tanks help a lot in this game. They're like energy tanks from Megaman, only you just have four, and you have to refill them. They can be used at any time you like, regardless of how full they are. Be sure to fill them often; you never know when you'll need one. Of course, in order to need one, you have to have one. That's what this section is designed for.

Bubble Crab

Requirements: Bubble Splash, Arm Upgrade

This is probably the hardest Sub-Tank to get. After you pass under the platform that the fish opens for you, go right until you see a ledge hanging down that you can grab onto. At this point, activate the charged Bubble Splash. Jump onto this cliff, and then jump left. When you're on top of the water, jump again. You'll reach the Sub-Tank.

Flame Stag

Requirements: None

This one is nice and easy. When you start the stage, find the first beetle (presumably a Stag Beetle! Haha!). Jump onto its back. The beetle will carry you up to a ledge that has a Sub-Tank on it.

Magna Centipede

Requirements: Air-Dash, Arm Upgrade, Speed Burner

When you reach a second low-hanging block with a gap in the ceiling above it, jump onto the nearby ledge, charge up Speed Burner, jump towards the block, use an Air-Dash, and release the Speed Burner. You'll find yourself on the block. Use this as a stepping stone (hah!) to climb up the gap in the ceiling, at the top of which is the Sub-Tank.

Wire Sponge

Requirements: Air-Dash helps

When you reach the part of the level that involves moving platforms with spikes below you, climb up onto the first jet column. Jump over to the tree, ascend the tree, and then jump to the platforms on your right. Run over to the gap, and you'll notice an alcove within the next platform. Drop into this alcove to receive a Sub-Tank.

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| 4.05: Upgrades |

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To give these a logical order...

Helmet Upgrade (I. Tracer)

Requirements: None

Location : Crystal Snail

There are a couple of large holes in this level. This one is found after you defeat the Crystal Orbitor (the mini-boss). Slide down the wall (on the left side), and you'll encounter a secret passage. Make your way through this passage, and at the far end, you'll find the good doctor's capsule.

This is a completely useless upgrade. It fires a crosshair-looking thing that detects secret passages. The good thing, however, is that if it targets an empty room, and you use a charged Silk Shot blast, you'll get some powerups!

Body Upgrade (Giga Crush)

Requirements: Spin Wheel

Location : Morph Moth

This is found on Morph Moth's stage. Soon after the start, you'll find a large pile of junk. You'll then come across a stair with no junk on it. Use Spin Wheel a few times to break through the floor and reach Dr. Light's capsule.

This allows you to build up energy as you get hit by projectile weapons. When the Giga Crush meter reaches its peak, you can release this energy. It will usually destroy every on-screen enemy (except for bosses). It's not too useful; I rarely use it.

Arm Upgrade (Super X-Buster)

Requirements: Air Dash

Location : Wheel Gator

Right before you make your first descent into the tank, climb the wall (it's next to the ladder). Just onto the next wall, fall, use the Air-Dash, and climb this wall to receive the X-Buster upgrade from Dr. Light.

This upgrade allows you to charge your X-Buster two levels higher than usual. In addition, you can charge up your master weapons too! For a list of what these effects are, check out section 4.02. This and Air Dash are the two best upgrades.

Everything requires it. It's found on Wheel Gator's stage. Right before you go down for the first time, climb the wall. Jump on the next wall. Here fall, use Air-Dash, and climb the wall.

Leg Upgrade (Air-Dash)

Requirements: Spin Wheel

Location : Overdrive Ostrich

Beyond the Heart Tank (under it) is a gap. You have to drop through this gap to reach the next part of the level, but first, jump over the gap. There are four weird-looking blocks here. Use Spin Wheel to break through them. Run right to grab the upgrade.

This upgrade allows you to jump in the air and then dash. This has all kinds of useful effects, not the least of which is the ability to jump off a wall and THEN dash (as opposed to dash-jumping off the wall). If you couple this with the charged Speed Burner, you can Air-Dash three times (one of which is provided by Speed Burner)! Otherwise, however, you can only Air-Dash once per jump.

Dragon Punch

Requirements: All Heart Tanks, all Sub-Tanks, all upgrades (but not necessarily all Zero parts)

Location : X-Hunter Base Stage Three

At the midway point, you have two options. If it's your first life, you can try to skillfully maneuver your platform to this ladder, or you can lure a Batbot to the ladder. If you follow the Batbot method, use Crystal Hunter to freeze the Batbot and make him into a stepping stone. Yay!

Ascend the ladder, and destroy the robot at the top. Grab the 1-up, and get ready for the part of the game that takes more skill than any other part. Jump onto the ceiling that slopes down in a stair-like movement. Drop off, air-dash, and grab back onto the next ledge. Repeat this action until you hit

solid ground. To get through this little spikey predicament, Air-Dash (although it couldn't hurt to take the Metwheel enemy out first). Jump up the stairs, and get ready for the fun part. Equip and charge up Speed Burner. Now air-dash over this first set of spikes, turn around, and release the Speed Burner to make Megaman X fly over to the wall. Scale down the wall until X falls through a secret passage that contains a capsule. Dr. Light will say some very not-Dr. Light-ish things ("You're so cool!! I'm not worthy!!"), and he will give you the Dragon Punch.

The Dragon Punch is extremely strong (it can take out any enemy in one or two hits, including bosses). To use it, use the standard fighting move technique: down, down-forward, forward, Y.

(Too bad this doesn't work in the Street Fighter games. I have Super Street Fighter 2: Turbo and have had it for at least seven years. I have yet to figure out how to do the stupid Dragon Punch)

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| 4.06: X-Hunter Door Locations |
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After you defeat the second Maverick, the three X-Hunters will be dispatched to slow you down. Each of the X-Hunters have a Zero part, so it would behoove you to fight them. If you beat a level without beating its X-Hunter -- and you'll see on the stage select screen which X-Hunters are where -- that X-Hunter will disappear and you will not be able to fight him, and thus you will have to fight Zero at the end of the game.

Bubble Crab

Requirements: None, although the X-Buster upgrade and Bubble Splash help.

The first half of this level consists of chasing or being chased by a giant fish. Once you get past the gate that the fish opens, try to get ahead of it. If you don't know the layout of this level (namely, where the fish docks), stay behind and follow the fish. When you get close to your gate, you'll see a ledge above you that you can grab onto. Jump onto this ledge and ascend it until you reach a cutoff. Continue on to find yourself inside a building with an X-Hunter door. Destroy the fish if you like.

Flame Stag

Requirements: None

When you encounter the second beetle, make sure he doesn't crash into the lower set of rocks. Instead, lure him up to the higher set. When he crashes through these rocks, enter the room, climb the wall, and enter the X-Hunter door.

Morph Moth

Requirements: Skill

There is a really long ladder in the stage. There are ledges on certain sides of it. On one of the ledges sits a robot with a shield. Destroy it, and enter the area behind it to find the X-Hunter door.

Magna Centipede

Requirements: Skill with the dash

There's a fairly large room with falling blocks and sets of crosshairs that try to analyze Megaman X. As soon as you enter this room, make a break for the far side, destroying whatever blocks you need to destroy. Don't worry too much about taking any hits. In the bottom-right corner sits the X-Hunter door.

Crystal Snail

Requirements: Robot ride armor

After the first ice sheet, use the robot ride armor to jump on to the platform and destroy the ice blocks. Ride the platforms up to the door.

Overdrive Ostrich

Requirements: Spin Wheel

At the beginning of the level, destroy the first Scorpio (the scorpion-looking thing) you see. Behind him is a sandy wall with some sandy-looking blocks in it. Use Spin Wheel to break through these blocks. On the other side of the wall is the X-Hunter door.

Wire Sponge

Requirements: None

When you get to the elevator section, let the elevator pass you. Drop down to the area where the elevators come from (hold right as you go). You'll end up in a small alcove. Continue to the right to find the door.

Wheel Gator

Requirements: None

As you ride the elevators in this level, see if you can ride them any higher than where you are supposed to get off. Nearer to the end of the level, there is one elevator that allows you to ride really high. Get off here (here being defined as "before you hit the spikes"), grab the 1-up, and enter the X-Hunter door on the right.

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| 4.07: Passwords |

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A future version will have better passwords than this. This is preliminary. Some password help thanks to MetroidMoo. Unless otherwise noted, these passwords have all of the Mavericks defeated.

Zero, Here I Come!

This password gives you all of the Heart Tanks, all of the Sub-Tanks, and all of the upgrades, but none of the Zero parts. Use this password to go fight Zero.

6474

6347

6828

7223

No Worries

This password gives you all of the Heart Tanks, all of the Sub-Tanks, all of the upgrades, and all of the Zero parts. If you use this password, you can circumvent the Zero fight.

8377
8143
6828
7651

Dragon Punch

This password gives you all of the Heart Tanks, all of the Sub-Tanks, all of the upgrades, and all of the Zero parts. The difference between this and the last password is that, using this password, you start on X-Hunter Base Stage Three so you can grab the secret Dragon Punch upgrade.

8377
8143
6828
7653

Starting Off on the Right Foot

This password will give you all of the upgrades, all of the Heart Tanks, and all of the Sub-Tanks, but no Mavericks have been defeated.

6224
8133
6656
5651

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| 4.08: Ending |
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When Sigma's final form is destroyed, he notes -- and this is a trend -- that each defeat only makes him stronger. The only mystery to Sigma is why Zero betrayed Sigma. After all, Zero is the last of the doctor's creations.

Wait, what doctor?

Then X escapes into the desert and runs along the highway. The credits/bestiary scroll, and then you see Zero doing a shoot-shoot-slash combo thing to reveal "Thank you for playing!" If you fought Zero, then this is the red Zero; if you did not fight Zero, it's grey.

V. Last Words

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| 5.01: Copyright Information |
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Megaman X and all characters, stages, items, and other related things are copyright Capcom. This guide is copyrighted (c) 2001-2005 to Trace Jackson, and is the intellectual property of Trace Jackson. This guide/FAQ/walkthrough is protected under International Copyright Laws. Please feel free to put this anywhere you like, as long as I get credit for it. And that the guide isn't for profit. After all, this is to help the readers! It should be spread around! I WOULD like it if you emailed me asking for permission, but it's not necessary. Just realize that the latest updates to this guide can and will always be found at IGN FAQs (faqs.ign.com), GameFAQs (www.gamefaqs.com), and Meowthnum1.com (www.meowthnum1.com).

The following are sites that can not use my work. If you see these sites using any of my FAQs, please e-mail me ASAP. Each of these websites are sites that have plagiarized myself or others in the past, or simply taken our works without our prior permission. Since they do not have enough respect for the authors (or an ignorance of the law), I am expressly forbidding them from using my work. I will not condone such sites that partake in these actions.

911 Codes	http://911codes.com
9 Lives	http://www.9lives.ru/eng/
Bean's PSX Dimension	http://www.bean.dk/psx/index.htm
Cheat Code Central	http://www.cheatcc.com
Cheat Index	http://cheatindex.com
Cheat Matrix	http://cheatmatrix.com
Cheat Search	http://cheatsearch.com
Cheatstop	http://www.panstudio.com/cheatstop/
CNET Gamecenter	http://games.netscape.com/Faqs/
Console Domain	http://www.consoledomain.co.uk
Dirty Little Helper	http://dlh.net
Dark Station	http://www.darkstation.com/
Dreamland	http://kirby.pokep.net
Games Domain	http://www.gamesdomain.com
Game Express	http://www.gameexpress.com
Games Over	http://www.gamesover.com/
Mega Games	http://www.megagames.com
Square Haven	http://www.square-haven.net
Ultimate System	http://www.flatbedexpress.com

If you want to use any part of this guide for whatever reason, please ask. I will probably say yes.

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| 5.02: Revision History |
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Version 1.0 (8/17/02) - Everything be done. Nice!

Version 1.1 (9/25/02) - Fixed the ASCII art, did some formatting, and TRIED TO CLARIFY that this is not an FAQ/Walkthrough, but an FAQ. I want to have one of those on my profile ^_^

Version 1.5 (12/18/04) - I redid the format and the boss strategies. The spiffy walkthrough will follow in a later version, as will a bestiary and a few other surprises.

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| 5.03: Contact Information |
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Before emailing me, please make sure that whatever question you have wasn't

addressed here in the guide. If it's not a question (i.e. input, suggestion, correction, etc.), please go ahead and email me. I'm not too picky about grammar, but if I have no idea what you're saying, I might ask for some clarification. I'll take emails in Spanish or English. Doesn't matter to me. No me importa.

I'd appreciate whatever you've got. Questions (again, as long as it's not answered here), inputs about ideas that I've raised, suggestions or corrections for the guide, requests for using parts of the guide, problems in life, jokes (as bad as some of these are in the guide), praise emails (ha!), or whatever else is on your mind.

Email: meowthnum1 [at] meowthnum1 [dot] com

I wasn't too bad about doing the spam thing at first. Now half of my emails are virus emails. Just replace the [at] with @ and the [dot] with ..

You could also use AIM. I'd prefer these be quick questions, but I really can't stop you from long, involved ones. To be honest, I prefer emails. AIM is still here. That's TracesWritingAIM.

Also, PLEASE be clear about what guide you're talking about. It doesn't help any of us to ask for help with level one or with "that Maverick."

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| 5.04: Credits |
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-Aaron Hubbard - Awesomeness
-Mattman123123 - Feedback regarding the ASCII art
-MetroidMoo - Some passwords
-Colin Moriarty - Getting me back into Megaman
-Brian Sulpher - Awesomeness
-You - For reading this
-[I forgot] - I'm truly sorry for forgetting your name, but whoever
pointed out that I hadn't noted the location of the heart
tank in Wire Sponge's level. This email eventually prompted
the rewrite.
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| 5.05: Sayonara! |
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Well, it's been a fun process writing and rewriting this guide. I hope you've enjoyed this and Megaman X2. As "Duncington" would say, see ya on the flip side!

-Trace "Meowthnum1" Jackson