

Mega Man X2 Item FAQ

by Tarrun

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Mega Man X2

Items FAQ

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Welcome to my Mega Man X2 Items FAQ.

Any questions, comments, corrections, or contributions are welcome, my email is tarrun75(at)gmail(dot)com. Please make sure to add something related to Mega Man X2 in the subject line so I don't have to figure out what game you're talking about. Questions regarding something that's already covered in the guide will not be answered. Credit will be given to anything sent to me that I add or major corrections. For corrections, please email me only if it's something really important, something that will clearly confuse anyone reading.

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Version History:

First Submission: Version 1.0

II - Items

001.0 - Heart Tanks

X begins the game extremely weak, and this is never more apparent than in his pitifully small energy meter, which has a meager sixteen bars. However, you can find eight heart tanks - one in each stage - to increase his maximum energy by two units, sixteen in total. That's

right, you can double X's maximum energy by the end of the game!

- Volcanic Zone (Flame Stag's Stage) - In the volcano, there's a part where the rising lava chases you up a narrow passage. After an inlet on the right with energy and weapon capsules, there's a cubby on the left being guarded by a robot that looks like a pillar. Destroy it and grab the heart tank. You'll have to be quick, however, so you should ignore all of the energy items before this to save time. Even then, there's a good chance you won't make it out alive, but as long as you obtain the heart tank before dying, you're good. There's even an extra life at the top of the mountain before entering the volcano to make up for the one you lost.

- Dinosaur Tank (Wheel Gator's Stage) - Once you've ditched the Ride Armor, climb up the ladder and look to your left. The heart tank is on a small ledge near the ceiling above a row of spikes. Use a charged up Speed Burner (using the enhanced X-Buster) in mid-air to claim your prize.

- Deep Sea Base (Bubble Crab's Stage) - When you drop down into the water, a large, robotic fish with a searchlight will appear. In this area, climb to the top of the right wall until you find an inlet above water with an energy capsule, and dash-jump to the left to reach a cylindrical platform hovering in the water. Climb on top and jump to the ledge where the heart tank is.

- Robot Junkyard (Morph Moth's Stage) - In the beginning when you're outside, you'll fight a few levitating Replods and a discus-throwing robot. Use Crystal Hunter to crystallize him, and use it as a platform to reach the wall of the junkyard building. Climb up, grab the extra life, and find the heart tank at the end.

- Central Computer (Magna Centipede's Stage) - During the first section of this stage, there are searchlights that will cause the base to go into an alert mode if they spot you. Avoid them all, and at the end you'll find a large, square block that moves horizontally. Stand here and use a charged up Speed Burner to grab onto the block on the ceiling that would have fallen if you'd been spotted. Use it to climb up through the passage in the ceiling and find the heart tank.

- Energen Crystal (Crystal Snail's Stage) - Hop in the Ride Armor near the beginning of the stage and backtrack to the first large gap about two screens to the left. Drop down and hug the left wall to land on a platform, and you'll see a wide crevice, but not the other side. Using the Ride Armor, dash and fly across the crevice, jump out as you begin to fall, and use the Spike Chain to latch onto the rock wall on the other side. This can be incredibly annoying at times, and it's probably going to require a few attempts to get the hang of it. Luckily, since it's near the beginning of the stage, you won't have to travel very far if you get game over.

- Desert Base (Overdrive Ostrich's Stage) - After you ride through the desert on the hover-bike, you're supposed to continue through the base, jump onto the ledge covered in spikes, and pick up the heart tank without crashing into the wall. Not only have I never been able to accomplish this, I can never even keep the bike long enough to reach the base. If you can, that's how you're supposed to go about getting it. For us mortals, use an air-dash combined with a charged Speed Burner to reach the heart tank, but make sure you land on it and not

the spikes. You'll die, but it's a fair trade.

- Weather Control (Wire Sponge's Stage) - In the opening screen of this level, climb up the left wall to find a hidden area where the heart tank is. Well that was easy!

002.0 - Sub-Tanks

Instead of the E-Tanks from the original Mega Man series, X has Sub-Tanks to accomplish the same goal. Once you find a Sub-Tank, any energy capsules you collect when X has full energy will be stored in any available Sub-Tanks. Should X ever be in a tight situation and need to recover, you can tap into these reserves to boost X's health. A full Sub-Tank will recover X's entire energy meter, and unlike E-Tanks, you can reuse Sub-Tanks as many times as you want as long as you refill them. The only drawback is that the passwords don't remember if any of your Sub-Tanks were full, so you'll always have to refill them when you return to play.

- Volcanic Zone (Flame Stag's Stage) - In the very beginning of the stage, there's a large hornet robot that you're supposed to trick into ramming the breakable blocks. Instead, lure it up to the top of the mountain, and use its back as a platform to jump to the otherwise-unreachable cliff on the left. The Sub-Tank is sitting against the wall on a ledge.

- Deep Sea Base (Bubble Crab's Stage) - Following the area where the heart tank is, drop down into a similar section of the stage with more robotic jellyfish. Using a charged Bubble Splash, which allows you to jump higher underwater, jump up to a small spot in the middle of this area that's above water. X will just break the surface, and you can actually jump on the surface if you press the B-Button as you're about to land. With this in mind, the Sub-Tank is on a ledge to your left.

- Central Computer (Magna Centipede's Stage) - After the puzzles involving the large blocks that move around and try to crush you, you'll see a small gap in the ceiling with a bit that sticks out, begging to be climbed up. Stand on the raised platform just off screen to the left and perform an air-dash coupled with a charged Speed Burner to reach it.

- Weather Control (Wire Sponge's Stage) - Near the beginning of the stage, you'll come across the first weather control orb, followed by some cylindrical rocket platforms hovering over some spikes. Stand on the first platform and air-dash to the left wall. Follow this up and stay on the highest set of platforms to find the Sub-Tank on the last one. If you step on the elevator, you've gone too far.

003.0 - Miscellaneous Items

Besides heart tanks and Sub-Tanks, there are a few other items that will help X as he blasts his way through the various stages. A list of these items and their uses can be found below.

- Small Energy Capsule - These small, golden capsules refill X's energy meter by two units. They're rarely found throughout the levels, but enemies frequently drop them when destroyed. If you have full energy and empty Sub-Tanks, the energy will be stored there.

- Large Energy Capsule - A much larger version of the energy capsule that recovers eight units of energy instead of two. Enemies can also drop these, but they're often found placed in the stages themselves as well.

- Small Weapon Capsule - If any of X's weapons meters are low, these small, blue capsules will recover them. Even if you're currently equipped with a weapon that's full, the capsule will transfer to another that does need it. Weapon capsules are dropped by destroyed enemies.

- Large Weapon Capsule - Similar to the larger energy capsules, the upgraded weapon capsule is a more effective version, and can also be dropped by enemies.

- Extra Life - These helmet icons will grant the player another life and allow them to start at one of the check points throughout the stages instead of getting game over and replaying the entire level. Extra lives are often tucked away in secret locations, but they also have a tendency to drop from enemies, particularly the robot bats.

004.0 - Enhancements

It seems that Dr. Light was a clever fellow. Recognizing that the world may need a hero in the future, he stored away several item enhancement capsules that would boost X's abilities.

- X-Buster Enhancement -

Where It's Found: In Wheel Gator's stage, after you enter the tank and climb down the ladders, you'll see an opening in the ceiling above a pit that you would normally drop down to continue the level. Instead, climb up the wall and perform an air-dash to reach the lip that sticks out, and climb up to reach Dr. Light's capsule.

What It Does: The enhanced X-Buster allows X to charge up both of his arm canons simultaneously, so he can fire off two charged shots in succession or hold one in reserve without having to continue pressing the Y-Button. Also, you can once again charge up your other weapons as well, and several of them, most notably the Speed Burner, are pretty useful.

- Armor Enhancement -

Where It's Found: As you enter the junkyard in Morph Moth's stage, you'll see a large, orange column in the foreground. Make a mental note of it, and head into the magnetized junkyard. After fighting a handful of Replods, you'll come across another orange column just like the previous one. Jump up onto the next step to the right of this column, and release a Spin Wheel to the right. The Wheel will hit the corner created between this level and the next step and begin to dig down. If you're having trouble finding it, use the enhanced helmet to pinpoint the correct location. Release another Wheel to finish it off, and drop

down into the area to find the capsule.

What It Does: The enhanced armor absorbs certain energy-based attacks, which in turn can be used to create a gigantic explosion known as the Giga Crush, damaging everything on screen. Like the enhanced helmet, the armor has its own separate energy meter.

- Helmet Enhancement -

Where It's Found: After fighting the mini-boss in Crystal Snail's stage, dash under the second green crystal that slides after you and jump up to safety. There's a seemingly bottomless pit in front of you, so slide down and destroy the crystallized robots in this passage - the helmet capsule is at the end.

What It Does: The enhanced helmet has its own energy gauge, and an "X" will hover over any secret areas to give you a clue about how to find it. If your helmet's trying to tell you something, make sure you listen!

- Boots Enhancement -

Where It's Found: In Overdrive Ostrich's stage, there's a scene that involves riding through the desert on one of the hover-bikes you saw X using in the opening sequence. Past that, there's a bed of spikes with a heart tank at the end and a scorpion that shoots lasers at you. Just behind this robot is a series of blocks that you can destroy with a Spin Wheel, and the boots enhancement capsule is in this secret area.

What It Does: Since you begin with the dash ability, the upgraded boots allow you to perform a dash in mid-air, which comes in handy when attempting to climb up to hard-to-reach areas. Combined with a charged Speed Burner, you can fly across the entire screen without a problem.

005.0 - Weapons

The X-Buster is going to be the workhorse of your arsenal, but the weapons collected from defeated Mavericks certainly come in handy, particularly against bosses. In this section, you'll find descriptions of how each weapon works and how effective they are against the bosses.

005.1 - Weapons Database

- Speed Burner -

Obtained From: Flame Stag

What It Does: A normal shot will fire a large fireball that does moderate damage. However, the charged variation is infinitely more useful, as it turns X himself into a fireball and launches him across the screen. On top of that, you can still perform an air-dash before or after the Speed Burner, allowing you to cover a much greater distance.

Most Effective Against: Morph Moth is the enemy that's particularly vulnerable to Speed Burner, and he'll become charred momentarily like a cartoon character when struck by it. Otherwise, Speed Burner is the only weapon besides the X-Buster that damages Zero, and because the charged version gives X more flight distance, it's one of the most

useful weapons to use when trying to reach secret areas or items.

- Spin Wheel -

Obtained From: Wheel Gator

What It Does: When fired, a small wheel will fall in front of X's feet, spin in place for a moment, and then roll across the floor, plowing through anything in its path. Charged, the Spin Wheel releases beams of energy in all directions around X.

Most Effective Against: The Spin Wheel has the unique ability of being able to cut through Bubble Crab's defensive bubble on top of dealing three units of damage, so it's the obvious weapon to use against him. A Spin Wheel can also cut through weak walls and floors, so if you see some blocks that look out of place, launch a Spin Wheel and see if it cuts through. As an offensive, attack, however, you won't find yourself using it very often.

- Bubble Splash -

Obtained From: Bubble Crab

What It Does: The uncharged form of Bubble Splash isn't terribly inspiring, since it releases a stream of bubbles that float up to the ceiling after traveling about halfway across the screen. The charged Bubble Splash creates a ring of bubbles that surrounds X and protects him, and as a bonus, makes him more buoyant underwater, allowing him to jump higher when submerged.

Most Effective Against: To be honest, it really isn't a great weapon to use against anyone. Of the fourteen bosses, it does the most damage against Flame Stag, though I personally prefer to use charged X-Buster shots or the Sonic Slicer. However, you have to use the charged Bubble Splash's jumping boost to reach the Sub-Tank and heart tank found in Bubble Crab's stage.

- Silk Shot -

Obtained From: Morph Moth

What It Does: Curiously, the Silk Shot doesn't actually shoot silk. Instead, the X-Buster fires some garbage, which breaks up and fires smaller bits of debris diagonally. Once charged, an enormous ball of garbage will collect in front of X, which, when released, fires across the screen and releases debris in all directions.

Most Effective Against: Magna Centipede, though it does even more damage against all three of the X-Hunters, three energy units per hit.

- Magnet Mine -

Obtained From: Magna Centipede

What It Does: A small mine will be fired and attach itself to a wall before exploding a few seconds later. As a bonus, you can control, or at least guide, the mine up or down. When charged, a small energy orb will slowly float across the screen and destroy anything that comes into contact with it. The charged Magnet Mine can also be controlled, but it will survive any interactions with enemies, unlike its uncharged

little brother. The only way to lose the charged Magnet Mine is by letting it float off screen.

Most Effective Against: Not only does the Magnet Mine do quite a bit of damage to Crystal Snail, but you can also attach it to his outer shell and let it explode as he pokes his head out. Since it can be controlled, you won't have to worry about chasing Crystal Snail around, and instead focus on avoiding attacks safely on the ground.

- Crystal Hunter -

Obtained From: Crystal Snail

What It Does: The uncharged Crystal Hunter will spurt out a small blob that will instantly crystallize some enemies, allowing X to step on them to use as a platform. Charged, the Crystal Hunter slows the game down for a few moments.

Most Effective Against: Offensively, the only time you ever want to consider using the Crystal Hunter is against Overdrive Ostrich. Not only is the weapon weak against other bosses, it doesn't inflict damage at all. However, as mentioned, you can use the Crystal Hunter to solidify enemies, who can then be used as a platform to reach an otherwise unreachable ledge or ladder.

- Sonic Slicer -

Obtained From: Overdrive Ostrich

What It Does: The uncharged Sonic Slicer fires a pair of boomerang-shaped blades that bounce against the walls until it finds a target. When charged, the Sonic Slicer fires five large blades vertically to attack anything in the air before falling back down and destroying anything on the ground.

Most Effective Against: Considering the Sonic Slicer sounds a bit like a product from a Ron Popeil infomercial, it's only fitting that it does the most damage against the Maverick that looks like a zucchini, even if it's actually a sponge. In fact, if the final blow against Wire Sponge is a Sonic Slicer, it will be sliced in half as it explodes. Otherwise, you can also use the Sonic Slicer to defeat Serges in the X-Hunter's Base. After destroying the front of his machine, you can stand under him on the base of the machine and fire charged Sonic Slicers straight up.

- Strike Chain -

Obtained From: Wire Sponge

What It Does: For any Legend of Zelda fans, the Strike Chain resembles the Hookshot, since it releases a horizontal chain that will attach itself to any wall and pull X to it. The charged version is identical to its uncharged counterpart, but has a longer reach.

Most Effective Against: The Strike Chain inflicts three units of damage against Wheel Gator, but more importantly, it's the only weapon besides charged X-Buster shots that do any sort of damage to Neo Sigma. Once again, Capcom takes the most useless item in the game and makes it effective against the final boss. Clever girl...

- Giga Crush -

Obtained From: Dr. Light's capsule in Morph Moth's stage, where you find the armor enhancement. For more details, see the Enhancements section of this FAQ.

What It Does: When X is injured by certain attacks - mainly from energy-based ones, as opposed to simply running into an enemy - the Giga Crush meter will increase. When full, X can harness this stored energy and release it in an enormous blast similar to an Item Crash.

Most Effective Against: Though not very effective against powerful enemies or Mavericks, you can use the Giga Crush to quickly wipe out a group of weak enemies. Personally, I like to use the Giga Crush against those awful bats that always attack in groups and at awkward angles.

- The Shoryuken -

Obtained From: Dr. Light's capsule in the third stage of the X-Hunter's Base. For more information about its location, check out the last section in this FAQ, which is entirely dedicated to the Dragon Punch.

What It Does: Anyone who's ever played Street Fighter will immediately recognize this move. Just like Ken and Ryu, X will shout "Shoryuken!" and perform a rising uppercut before falling back to the ground. X must be at full energy and perform the quarter-circle + attack combination to use the Shoryuken.

Most Effective Against: Unfortunately, the Dragon Punch isn't nearly as useful as the Hadouken was in the original Mega Man X. It's just as powerful and is actually a bit easier to perform, but since it mainly attacks vertically, it can be difficult to effectively attack anything. Likewise, because X still does jump diagonally and you lose control of him until he lands back on the ground, you run the risk of accidentally landing on an enemy or spikes. Still, the fights with Agile in the X-Hunter Base and Neo Sigma, both of which involve attacking an enemy above you, are designed perfectly for a well-timed Dragon Punch.

005.2 - Damage Chart

While each Maverick is vulnerable to a specific weapon, occasionally there's a second or third weapon that can also be used in case you're low on energy for the other. Below is a comprehensive list of each weapon, including the X-Buster, and how much damage it inflicts on all eight Mavericks, the X-Hunters, as well as both of Sigma's forms.

- X-Buster - Uncharged Charged

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

Serges	One	Three
Agile	One	Three
Zero	One	Three
Sigma	One	Three
Neo Sigma	Zero	One

- Speed Burner - Uncharged Charged

Flame Stag	One	One
Wheel Gator	One	One
Bubble Crab	One	One
Morph Moth	Three	Six
Magna Centipede	One	One
Crystal Snail	One	One
Overdrive Ostrich	One	One
Wire Sponge	Two	One
Violen	One	One
Serges	Two	One
Agile	One	One
Zero	Two	One
Sigma	Zero	Zero
Neo Sigma	Zero	Zero

- Spin Wheel - Uncharged Charged

Flame Stag	One	One
Wheel Gator	One	One
Bubble Crab	Three	Four
Morph Moth	One	One
Magna Centipede	One	One
Crystal Snail	One	Two
Overdrive Ostrich	One	One
Wire Sponge	One	One
Violen	One	One
Serges	One	One
Agile	One	Two
Zero	Zero	Zero
Sigma	Zero	Zero
Neo Sigma	Zero	Zero

- Bubble Splash - Uncharged Charged

Flame Stag	Two	Two
Wheel Gator	Two	One
Bubble Crab	One	One
Morph Moth	One	One
Magna Centipede	One	One
Crystal Snail	One	One
Overdrive Ostrich	One	One
Wire Sponge	One	One
Violen	Two	Two
Serges	One	One
Agile	One	One
Zero	Zero	Zero
Sigma	Zero	Zero
Neo Sigma	Zero	Zero

- Silk Shot -	Uncharged	Charged
Flame Stag	One	One
Wheel Gator	One	One
Bubble Crab	One	One
Morph Moth	One	One
Magna Centipede	Two	Four
Crystal Snail	One	One
Overdrive Ostrich	Two	Two
Wire Sponge	One	Two
Violen	Three	Five
Serges	Three	Five
Agile	Three	Five
Zero	Zero	Zero
Sigma	Zero	Zero
Neo Sigma	Zero	Zero

- Magnet Mine -	Uncharged	Charged
Flame Stag	One	One
Wheel Gator	One	One
Bubble Crab	One	One
Morph Moth	One	Two
Magna Centipede	One	One
Crystal Snail	Four	Six
Overdrive Ostrich	One	One
Wire Sponge	One	Two
Violen	One	One
Serges	One	Two
Agile	Three	Four
Zero	Zero	Zero
Sigma	Zero	Zero
Neo Sigma	Zero	Zero

- Crystal Hunter -	Uncharged	Charged
Flame Stag	Zero	Zero
Wheel Gator	Zero	Zero
Bubble Crab	Zero	Zero
Morph Moth	Zero	Zero
Magna Centipede	Zero	Zero
Crystal Snail	Zero	Zero
Overdrive Ostrich	Three	Zero
Wire Sponge	Zero	Zero
Violen	Zero	Zero
Serges	Zero	Zero
Agile	Zero	Zero
Zero	Zero	Zero
Sigma	Zero	Zero
Neo Sigma	Zero	Zero

- Sonic Slicer -	Uncharged	Charged
Flame Stag	Two	Two
Wheel Gator	One	One
Bubble Crab	One	One

Morph Moth	One	One
Magna Centipede	One	One
Crystal Snail	One	Zero
Overdrive Ostrich	One	One
Wire Sponge	Two	Four
Violen	Two	Two
Serges	Two	Five
Agile	One	One
Zero	Zero	Zero
Sigma	Two	Four
Neo Sigma	Zero	Zero

- Strike Chain - Uncharged Charged

Flame Stag	One	One
Wheel Gator	Three	Five
Bubble Crab	One	One
Morph Moth	One	One
Magna Centipede	Two	Two
Crystal Snail	One	One
Overdrive Ostrich	One	One
Wire Sponge	One	One
Violen	One	One
Serges	One	One
Agile	One	One
Zero	Zero	Zero
Sigma	Zero	Zero
Neo Sigma	One	One

006.0 - Zero Parts/X-Hunter Locations

After defeating two Mavericks, a trio of robots known as the X-Hunters will reveal themselves to Mega Man X, claiming that they have the pieces of his fallen buddy Zero. In order to recover Zero's parts, X has to locate the X-Hunters and defeat them.

The X-Hunters will randomly appear on a stage that you haven't beaten yet, and you'll have to locate their hidden boss room to fight them. Keep in mind that if you destroy too many Mavericks before recovering all of Zero's parts, any of the remaining X-Hunters will disappear and you won't be able to finish this side-mission. However, you can play through as many of the levels as you want, collecting heart tanks and equipment enhancements, as long as you don't defeat the Maverick. Also, if you don't want to play through a certain stage but still fight an X-Hunter, you can enter a stage you've already completed and immediately exit to reshuffle their locations.

If you're wondering which two Mavericks you should destroy before the X-Hunters appear, the only important weapon you'll want is the Spin Wheel since it's required to break through walls in some of the stages. In terms of actually fighting, however, charged X-Buster shots are more than enough firepower to take down their first forms.

- Volcanic Zone (Flame Stag's Stage) - After escaping from the volcano and the rising lava, you'll come across another insect robot that rams into the mountain walls. Use it to break through the rocks above the

normal entrance, and climb up to the area above to find the boss room.

- Dinosaur Tank (Wheel Gator's Stage) - Once you've gotten rid of the Ride Armor, the next area contains platforms that start moving when you jump on them. Take the platform that goes up the second vertical tunnel all the way to the top and enter the X-Hunter room on the right.

- Deep Sea Base (Bubble Crab's Stage) - Follow the big robotic fish until it "docks" in an area above the actual path you have to take to reach the Maverick. The boss room is just above the fish.

- Robot Junkyard (Morph Moth's Stage) - After the first mini-boss, climb down the ladder and destroy the discus-throwing robot at the top. Jump to the platform it was on, and enter the next area to find the door to the boss room being guarded by a levitating Replod.

- Central Computer (Magna Centipede's Stage) - Race the falling blocks and reach the end before they can barricade the X-Hunter's room off.

- Energen Crystal (Crystal Snail's Stage) - Use the Ride Armor to break through the two large, green crystals blocking your path, but you'll notice that there's a purple crystal that won't allow the Ride Armor to fit through the gap. Ditch it, and head forward into the next screen. Allow the enormous crystal to slide past you and destroy the purple crystal. Now jump back in the Ride Armor and continue on. Fly up to the platform with the ladder, and use the Ride Armor to destroy more green crystals. You'll appear in a large rectangular room with several cylindrical rocket platforms above you. Hover in the Ride Armor, and then jump out to reach the lowest rocket on the right. Jump to the higher ones above it to reach the door to the boss room.

- Desert Base (Overdrive Ostrich's Stage) - In the very beginning of the level, there's a scorpion robot with a ladder behind it. Instead of climbing down, shoot a Spin Wheel at the square rocks on the right. A secret passage will open up that leads to the X-Hunter's room.

- Weather Control (Wire Sponge's Stage) - When you reach a long, vertical tunnel with elevators rising up, drop down after one passes by and slide to the bottom. There's an opening on the right wall, so air-dash to it. Follow this path to an energy capsule and the X-Hunter's room.

007.0 - The Shoryuken/The Dragon Punch

After Capcom included Ryu and Ken's Hadouken in the first Mega Man X, fans of the series were hoping something similar would be in the sequel. Not wanting to disappoint, Capcom decided to throw in another Street Fighter move for X to learn, this time the Shoryuken, also known as the Dragon Punch. As before, however, obtaining this special move won't be easy.

Just like in the previous game, before even thinking about getting the Shoryuken, you're going to need all of the weapons, heart tanks, Sub-Tanks, and equipment enhancements. Luckily, all of this is outlined in the FAQ you're currently reading.

Once you've managed to collect all of the items, enter the X-Hunter's base at the North Pole. After completing the first two stages and defeating Violin and Serges, begin the third level normally, though

you'll want to make sure you have at least one full Sub-Tank on hand, since you need to be at maximum energy for the capsule to appear. There's a fairly lengthy puzzle involving the platform with directional jets on it, and after you've completed it there's a platform with several energy capsules surrounded by robotic bats. In the next screen, you'll see two ladders, one leading up and another leading down, next to a bed of spikes against the wall. Just using X's abilities, reaching the higher ladder is impossible, so return to the previous screen and lure one of the bats over. When it follows you to the ladder, use Crystal Hunter to solidify it, allowing you to stand on it and jump up to the ladder.

From here, there's another one of those discus-throwing robots with a shield above you, so destroy it and climb up to where it was standing. Grab the energy capsules if you'd like, and destroy the bat to your right. The area below you has spikes on the floor and some of the ceilings, so you'll have to drop down and use a charged Speed Burner to safely reach the platform in the next screen. Afterwards, destroy the two robots that roll towards you, and make your way up to the next platform. This screen has spikes on the walls and floors, with the floor you're standing on blocking you from simply jumping down. To make it through, you have to perform an air-dash to the right, drop down, and use a charged Speed Burner to fly over the spikes on the floor and land on the platforms that is sans any spikes on the left, but does have an extra life on it instead. It really isn't that difficult once you get the hang of it, but until you've had enough time to practice it, getting through in one piece can be a challenge. Luckily, the extra life near the ladder where this section branched off always reappears, so you'll never get game over.

Once you've completed this puzzle, use a Sub-Tank to replenish your life if you have to, and slide down the left wall, which switches between solid purple squares and pipes. The fourth purple block is hollow, and if you're sliding down you'll fall through it and land on a platform. Follow this left to find the Dragon Punch's capsule. Thankfully, unlike in Mega Man X, as long as you've met the minimum requirements and have full energy, the capsule will always appear.

Dr. Light won't be dressed in Ryu's gi or headband, but he also isn't quite as calm as before either. In fact, it looks like he's been watching a little too much Wayne's World, because he proclaims, "Wow! You are so cool! I'm not worthy! I'm not worthy!" when you talk to the hologram.

Like its predecessor, the Shoryuken can only be used at full energy and is extremely powerful, but it's not quite as useful since you mainly attack vertically. Not only that, but you have no control over X while he's performing the Dragon Punch, so if you don't aim carefully you may be forced to watch as X lands on a bed of spikes or something equally as unpleasant. That being said, if you're able to use the Dragon Punch against Agile and Neo Sigma, it will make the fight much easier.

Dragon Punch in hand, you can return to the vertical tunnel and drop down to return to the main level. However, since this is an Item FAQ only, you're on your own from here. Hopefully all of the information in this guide was easy to follow and useful, and that I somehow made your Mega Man X2 experience more enjoyable. Thanks for reading, and good luck with the rest of the game!

