

Mega Man X2
Capcom
Walkthrough by Catfish_82

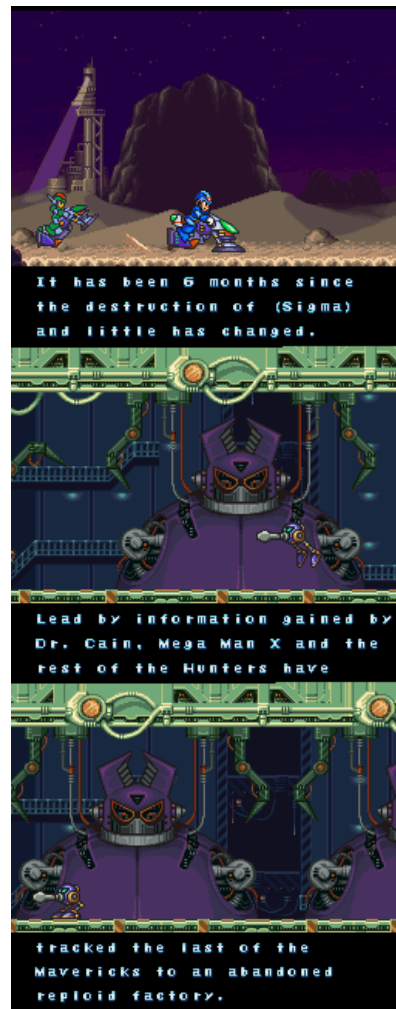
Hello and welcome to my Mega Man X2 walkthrough. With this guide, I've now covered all the significant Mega Man games released on the SNES. If you've got questions, I've got answers, StoneColdMatt_82@Hotmail.com. If you've got comments, I've got witty replies. And if you've got suggestions, don't bother cuz al mi walcthrues r perfekt alrdy. If you'd like to borrow a bit of this walkthrough or even the whole thing to garnish your own site, I don't mind. But please credit me (Catfish_82) as the original author. I'll be ever so pissed if you don't. And while you're at it, why not link back to the main site, www.snescentral.com.

Game Details:

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4. Q & A

1. Version History

V1.0: I've written the walkthrough, table of contents, Q & A, and everything in between.

V1.5: I've simply reorganized a few things, which hopefully makes the guide a little clearer, and a little easier to follow. I thought it might be appropriate if the Q & A section actually had a few questions and answers in it, so I've added a few.

2. The Basics

Controls

Under default settings, these will be your controls:

- X: Unused
- Y: Shoot
- B: Jump
- A: Dash
- L/R: Toggle specialty weapons

Items

- Large Energy Refill: Refills about eight bars of health.
- Small Energy Refill: Will refill only a couple of bars of health.
- Large Weapon Refill: Refills a nice chunk of your special weapons energy.
- Small Weapon Refill: Will refill only a small portion of your weapons energy.
- One-up: Allows you one more chance at beating the game.
- Escape Unit: A nifty feature that lets you leave the stage of any previously defeated maverick without having to complete the stage.
- Zero Parts: If you want to see your buddy Zero again, you'll have to win back his parts from the three X-Hunters.

Differences Between MMX, MMX2, and MMX3

MMX2 marks an important point in the evolution of X's abilities. For one thing, you'll start off with the dash. Added onto that is the fact that you can now dash in mid-air, it makes for easier maneuvering. Another feature I rather liked is the different endings, in MMX it was one ending. However in MMX2 and continued onto MMX3, your style of play and your in game choices affect the ending. Also different is battles that you have to actively seek out. In MMX and MMX3 all battles come to you.

Recommended Order of Battle

Here are the mavericks you will face this time around. Of course you're free to face them in any order you so choose, but here is the order I find to be easiest.

- a. Overdrive Ostrich
- b. Wire Sponge
- c. Wheel Gator
- d. Bubble Crab
- e. Flame Stag
- f. Morph Moth
- g. Magna Centipede
- h. Crystal Snail

Violen, Serges, and Agile

These three are the leaders of the X-Hunters, a group dedicated to the destruction of the Maverick Hunters. After you defeat two mavericks, they'll intervene to slow down your progress. You'll notice that on the overhead map they beam down and appear over a maverick's stage. They never appear at the stage of a defeated maverick, and if you don't face the X-Hunter while in a maverick's stage, then they will disappear and it will count as if you'd turned down the challenge. Within a mavericks stage you will have to find the rooms in which to face the X-Hunters. Since (depending on which order you go, how many times you double back, etc.) I can't list the X-Hunters as definitely within a stage, or within a certain time, I'm listing their strategies here:

Serges: (Gives: Zero Part One) (Weak Vs: S. Burner)

Strategy:

Serges is the leader of the X-Hunters, he also gets around via a spiked hovercraft. He's got two genuine attacks and one defensive move that you'll need to look out for. 1. He'll drop to one knee and put his hand to the bottom of his craft and lay a mine. These mines are a minor nuisance. Simply charge up an X-Buster shot and get rid of them if he lays too many for you to maneuver comfortably. 2. He'll disintegrate and jump up in the air. While he does this he'll toss out sea green energy orbs in a circle before landing and materializing back on his craft. If you're quick and have good timing, you can dash in between these and still stay fairly close to him. If not try and get as far away as possible, that way the orbs will have spaced out enough for you to dodge. For his lone defensive move, he'll throw up a shield that will block your shots. Simply wait for him to lower the shield and blast him. Serges counters all hits with his second attack so be ready.

Violen: (Gives: Zero Part Two) (Weak Vs: S. Slicer)

Strategy:

Violen is a big hulking robot packing a wicked ball 'n chain. He's really only got two moves you need to worry about. 1. He'll toss that spiked ball around. The speed can either be fast, or fairly slow. There's no safe spot in the room, but you can kind of predict where the ball will head, and where you shouldn't be. 2. He'll either jump up in the air, or stay on the ground and shoot out little spiky energy balls. These can be dodged either by climbing the wall or by dashing in between them. Now call me crazy, but I like to alternate between S. Slicer and S. Wheel when facing Violen. Neither of them are his weakness per se, but they each have their strong points. S. Slicer is good for bouncing off the walls to hit him, because you can fire more than one. Using Spin Wheel is dicey, but I've found that *sometimes* you can stand right next to him while he's swinging that ball around and nail him with the wheel. It'll stay there hitting him up to four times. Most of the time I take only minimal damage from this strategy.

Agile: (Gives: Zero Part Three) (Weak Vs: N/A)
Strategy:

Agile is quite quick. He doesn't have much in the way of attacks, but he knows how to use what he was programmed with. 1. He'll leap up and create a massive energy wave with his sword. This can either be towards the top, the middle or the bottom of the room depending on where you're at when he starts. The best way to avoid this is climb the walls and when you see him start to jump, let go and fall to the ground. 2. He'll come dashing over towards you all the while swinging his sword. You can jump off the wall and over him to avoid this one, but it can take you by surprise sometimes. The best way to deal with Agile is to charge up a shot, climb the wall, and when he jumps, you drop to the ground, turn and fire. You'll more often than not hit him as he comes down. Keep up and you should do fine.

3. The Walkthrough

a. Abandoned Factory

Once you crash your hover bike, you'll be ready to start. There are no real dangers here. All enemies are fairly weak and you'll encounter an energy refill or two along your way. The only real obstacle comes about halfway through when you'll have to scale a wall while a robot tries to bring the walls together in a bid to crush you. Once you've passed that, it's just a hop a skip and a jump to the boss of this factory, a giant robot.

i. Giant Robot (Gives: N/A) (Weak Vs: X-Buster)
Strategy:

The giant robot is quite simple really, he'll move around, jump up and down a bit, and try and hit you with the spiked balls on the ends of his arms. They're quite easy to dodge and you've a whole room full of platforms on which to maneuver. Simply pump four charged shots into his head and he's toast.

b. Desert Base Stage

Overdrive Ostrich's stage is exactly what you think it is, a giant desert complete with sandstorms (thanks sandstorm generator), and marauding robot bandits on hover bikes. From your starting point, head right and shoot down the partial wall blocking your path, always shoot these rather than just hopping over them, it's important for later. Continue down the ladder and you'll eventually come to a hover bike just sitting there. Hop on it, and ride. To fire its cannon, you simply press Y. And if you press A (or whatever button you've set to dash) then you'll engage the bike's jets, thus speeding you up and letting you use inclines as a ramp. Ride this first bike while shooting all enemies and walls; eventually you'll happen upon the sandstorm generator. Crash

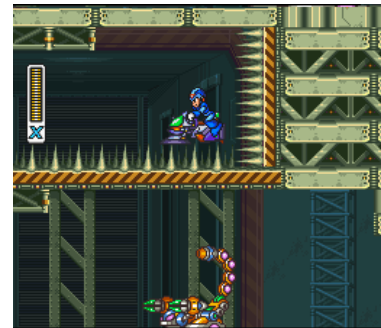
the bike into it to clear up the weather. Now, go back to the left until you encounter another hover bike. It's critical that the bike stays intact. It allows you to get the heart. Just after the heart are two scorpion robots. Just after the second one, the path goes down. However on the right hand wall, just after that scorpion, you'll see metal blocks covering up a path. Remember this for later. Soon after the scorpions, you'll reach the bosses gate. Go inside only to find a large rocket about to launch. Jump up on the rocket, right in the middle and it'll take off. You'll start to fire automatically, but when the rocket is destroyed, you'll come back down and be ready to face off against Overdrive Ostrich.

X-Hunter Door

Required: (S. Wheel): Just before the first ladder going down, you'll see an obvious path that's been covered up by dirt blocks. To get to the hunter s room, simply release an S. Wheel or two and the path will open up for you.

Items and Upgrades

Heart: (Intact hover bike): After crashing your first hover bike into the sandstorm generator, go back left and get the other one. Ride it right, shooting everything, both enemies and walls, use the bikes rockets to launch yourself over the large pit, and ride it into the little base area. Keep riding it and you'll wind up on a patch of spikes where the heart is sitting. Ride the hover bike and turn back to the left a little before the heart and you'll slide into it and hopefully miss the wall of spikes to the right. See the picture at right.



Alternate Method: (S. Burner, Arm Upgrade): If somehow you can't get the heart using the bike, then from the edge of the spike pit, charge up an S. Burner, jump a little into the air and release it. You should fly right onto the heart. The downside is that you'll immediately land on the spikes and die afterwards, however you'll still have the heart.

Leg Upgrade: (S. Wheel): Just after the heart, and the two scorpions, is that path covered by metal blocks. Simply shoot an S. Wheel into them and it'll clear the path for you. Inside is the capsule containing the upgrade.

Overdrive Ostrich: (Gives: Sonic Slicer / S. Slicer) (Weak Vs: X-Buster / Crystal H.)
Strategy:

Overdrive Ostrich will come running through along the background dunes and make a phenomenal leap to the foreground where he'll eye you down. Once the battle begins, he has five attacks to watch for. 1. He'll make a straight run at you. Use the hilly terrain to your advantage, get up on a hill and when he runs through a valley, leap over him then turn and blast him with a charged shot. 2. He has a variation of his first attack, which is a leaping/kicking run. He'll leap up and down and kick out as he goes. Of all his attacks, this is the one you must dodge if you want to have any hope of beating him. And so it's only natural that this would be the hardest one to dodge. Reverse your strategy for attack one, get in a valley and prepare to dash under him as he leaps over you. 3. His third attack is the sonic slicer. He'll leap up in the air, spread his arms and it'll rain down purple blades. Your best shot at dodging this is to stay in a valley, and line it up so that you're in between the blades. The range of his sonic slicer has a limit, but it's very hard to outright run it, dodging them is your best bet. 4. If you get too close to him, he'll shoot a single blade out of his mouth. This is another easily dodged attack. 5. His fifth attack is quite easily dodged. Often times when he's off screen, he'll vanish back into the background, where you'll see him running along the dunes. When he gets even to wherever you happen to be, he'll once again leap and try to land directly on top of you. Wait for him to make the jump, and then start dashing off to one side. After dodging his attacks is the best time to hit him, using a turn and shoot strategy. Just keep dodging and you'll do fine.

c. Weather Control Stage

The weather control stage is where Wire Sponge makes his home, and appropriately, it's a jungle themed home. Anyways, make sure you grab the heart and the E-Tank along your way. There are also various power ups and energy refills as well. Other than that, the stage is pretty banal, nothing you really need to watch out for.

X-Hunter Door

Required: (N/A): When you get to the elevator that takes you up, simply time it so that you can get down into the shaft. Continue to dash right and you'll wind up in front of the door.

Items and Upgrades

Heart: (N/A): From your starting point, simply climb the wall to your left, the heart is in a little recessed area.

E-Tank: (N/A): Just after the second crystal orb are some platforms moving up and down over spikes. Jump on the top of the first one, and when it reaches as high as it will go, leap off to the left and climb the wooden wall on top of the orb you passed. Leap over to the right, on the metal platforms, and go right past the one up. You'll see the E-Tank sitting there.

Wire Sponge: (Gives: Strike Chain / S. Chain) (Weak Vs: S. Slicer)
Strategy:

Wire Sponge is fairly easy. He's got five attacks to look out for though. 1. He'll hop around the room. This is dodged by dashing under him, or climbing the walls and jumping over him. 2. He'll throw out a vine, and when it connects with an opposite wall, will pull him to said wall. Just jump over him. 3. He'll throw his vine up at the ceiling, and when he raises himself he'll shoot out little spores from the blue flower on his head. These spores turn into spikes when they hit the ground or walls. However they can be destroyed with an X-Buster shot. 4. He'll slowly turn red then wave his arms bringing down a bunch of lighting bolts. If you stay in a corner while he's doing this, the odds are good that you can completely avoid this attack. 5. This is more of a defensive move, but he'll twirl one of his vines and it'll deflect your shots. However the S. Slicer goes right through this. Hitting Wire Sponge with the S. Slicer interrupts his attacks, and when defeated, he is sliced in half.

d. Cut Scene

After Wire Sponge's demise, you'll be treated to a cut scene in which the three shadowy figures also seen in the opening discuss X's progress. Meanwhile back at Dr. Cain's lab, you'll learn that the three X-Hunters have been collecting Zero's parts in an attempt to resurrect him. Depending on which way you proceed from here, you can complete the game in two different ways. If you collect all Zero's parts, he'll come back and help you out. If you don't, you'll have to fight him.

****A Useful Tip:** Exploit the fact that the X-Hunters won't go to a defeated mavericks stage, and the fact that they move to a different stage every time you come back out to the main screen. If you need to go to a mavericks stage but aren't ready to face the hunter yet, then simply go back into the stage of an already defeated maverick and use your escape unit. When you come back out to the main screen, the X-Hunter will have moved.

e. Dinosaur Tank Stage

The Dinosaur Tank is a giant moving fortress. The flying birds that come out of the generators are a good way of filling up the one E-Tank you've gotten thus far. Continue right shooting the triceratops robots. At the end of this first area is where you'll get the arm upgrade eventually. Continue on down and you'll have to cross spike pits, followed by shield robots. You'll eventually come to an area where there's an armored carrier sitting there. Get in it and pound

away at the lock to your left. When that's done you'll be on the underside of the Dino Tank, continue right and go up the ladder, you'll see a heart sitting there on a ledge. You can't get to it just yet, so continue on. You'll cross one more spike pit where the flying birds come from the ceiling to attack you, and behind that, a path upwards. As you ride the platform upwards avoid the red disc the shield robots throw. After that, you'll be back outside with more birds and triceratops enemies. Continue on and you'll be at the boss's gate shortly.

X-Hunter Door

Required: (N/A): Just after the heart and the birds that fly out of the ceiling is another lift. Take it up, and you'll see disc throwing robots as well as the path leading left. However, continue riding the lift up, the way will be lined with spikes. And you'll see the hunter's door across from a one up.

Items and upgrades

Heart: (S. Burner, Arm Upgrade): Just after you abandon your AC you'll see the heart on a ledge. Get on the next highest ledge, a little ways to your right, and jump up in the air, while in mid air release the speed burner and you'll dash over and just above the spikes. You're going to have to do some quick maneuvering to keep yourself off the spikes.

Jump up once more to the ledge and the heart is yours.

Arm Upgrade: (Leg Upgrade): Just after the first few triceratops robots and before you go down, you'll see a place to go up, climb the right wall then use your air dash to jump to the left wall and go up. The capsule is there waiting for you. See the pictures at right.



Wheel Gator: (Gives: Spin Wheel / S. Wheel) (Weak Vs: S. Chain)

Strategy:

You'll be fighting Wheel Gator in a rolling sea of sludge, which means you're going to have to spend most of your time on the walls. He's got four attacks to watch for. 1. From underneath the sludge he'll send out a single spinning wheel blade which will climb the wall, go across the ceiling for a bit before falling off and back into the sludge. 2. He'll send out two spinning wheels which originate from his shoulders and bounce across the sludge before climbing the walls. However these fall off and back into the sludge as soon as they hit the ceiling. 3. He'll jump out of the sludge, right under you in an attempt to grab you in his jaws. Should he succeed, he'll pull you down and start biting you. 4. He'll stay right at the surface of the sludge for a second then jump up and start twirling. Then he flies across the room and hits the wall. When he stops, there is a spike on the wall, which will damage you if you touch it. The best thing to do is not let him do this. Utilize a hit and run strategy, nailing him with the strike chain when he surfaces during attack three.

** Now that you've got S. Wheel, go back and get the leg upgrade from the Desert Base Stage.

**When you've gotten the leg upgrade, go back to the Dino Tank Stage and retrieve the arm upgrade.

**I highly recommend using the trick to get the X-Hunter to move if one of them happens to be at the Deep Sea stage. The X-Hunter door here is a bitch to get to because you have to destroy the fish submarine in order to get to it.

f. Deep Sea Base Stage

Grab the one up before heading down; this cave section and one more right before the boss are the only times you'll be on dry land. After all the little torpedo fish, you'll come to a gate

which will open and the fish sub will come out. This sub is extremely annoying to try and deal with and I prefer to just wait a few minutes and let it go by. There isn't much to watch for here, just try and avoid long leaps because there are a lot of pits. However, there are a lot of recessed areas on the sides of these pits which contain energy or weapon refills. Listing them all would be tedious, so just explore around.

X-Hunter Door

Required: (Fish sub defeated): The hunters door is in that second really large area, just above the door you would take to go to Bubble crab. However you're first going to have to totally destroy that fish submarine. It's a bitch to do but if you've got the arm upgrade then keep charging and blasting, it's got five areas to destroy before the sub itself is gone.

Items and Upgrades

Heart: (Good Timing): Just after the fish submarine comes out, he goes into a large open area before going down and passing through an opened gate. Climb the right hand wall of this room (don't get in the same place as the large energy refill), and dash jump off to the left as high as you can. See the picture at right. You'll see a few platforms (the same as in Wire Sponge's stage). Latch onto one of these and ride it up to the heart. It may take a few tries before the platform gets low enough for you to latch onto it.



E-Tank: (Bubble S., Arm Upgrade): Soon after getting the heart, you'll go down through the gate the fish sub went through and hit a dirt bottom. Go right and when the bottom turns back to rock, it's another large area, charge up the Bubble S. Jump, and you'll barely hit the surface. The trick is to jump right when you touch the surface; you should jump out of the water and can then land on the same ledge as the E-Tank.

Bubble Crab: (Gives: Bubble Splash / Bubble S.) (Weak Vs: S. Wheel)
Strategy:

Bubble Crab has six attacks to look for. 1. Creating a bubble around himself he'll scuttle towards you. This bubble will repel most of your weapons; however the S. Wheel will go right through it. 2. He'll create green energy horns on his shoulders and try to spear you if you jump over him. He'll also do this if you aren't trying to jump over him. 3. He'll raise and lower the water levels in the room allowing him to jump as high as he wants. 4. He'll throw out little crabs encased in bubbles that will hover on the water surface, whatever height it may be; these mini crabs will eventually come flying at you. 5. He'll toss out a ring of bubbles that'll damage you. This happens if you get too close to him. 6. He can also toss out those mini crabs without the bubbles. When this happens, they bounce around the room for a while. Usually he won't do this at all if you don't get too close to him.

**Now that you have Bubble Splash, go get the E-Tank from Bubble Crab's stage

g. Volcanic Zone Stage

Flame Stag makes his home here a perilous warren of underground tunnels where magma and all things hot seem to be a running theme. Make sure you grab the E-Tank right away, and then have the beetle robot come at you right over the wall hiding the path that has the mini energy and weapon refills. As you navigate the underground tunnel you'll come to a large energy refill and a one up. You'll have to quickly go up and grab the heart on the way because hot lava is chasing you. When you make it out, continue on past the collapsing pillars of stone. Break the lower stone slab blocking your path and you can continue on past more collapsing pillars. Then you'll have to go up a tunnel while jets of flammable gas are leaking. Multiple flame bugs come down trying to set these on fire. Once you're out the bosses gate is just to your right.

X-Hunter Door

Required: (N/A): Just after you get the heart and make it back outside, you'll have to cross a pool of lava and the pillars of dirt you jump across will collapse after you touch them. Just after all this are two doors, the same kind as in the very beginning of the stage. Have the flying beetle break the upper doors. Get up there and you'll see a large energy refill, and the hunter's door.

Items and Upgrades

Heart: (N/A): When you see the one up and large energy refill in the tunnel towards the beginning of the stage you're going to have to start climbing quickly. You'll see the heart behind a barrier robot as you go up. Kill it, grab the heart and beat a hasty retreat out of there.

E-Tank: (N/A): In the very beginning of the stage, when the flying beetle comes down to try and hit you, jump on it's back. It'll fly way up high and take you to a ledge. Get off on this ledge and go left. The E-Tank is there for the taking.

Flame Stag: (Gives: Speed Burner / S. Burner) (Weak Vs: Bubble S.)
Strategy:

Flame Stag has four attacks to watch for. 1. He'll jump off the walls off screen then come back down and try to ram into you. 2. He'll erupt in a quick ball of fire and do a mini charge. This will set the ground behind him on fire for a few seconds. 3. If his second attack should catch you up against the wall, then he'll grab you, carry you all the way up, and smash you up against the ceiling, before bringing you right back down to hit the floor. 4. He'll punch the air; fireballs will leave his fists, fly across the room, hit the wall and go up. Using Bubble S. on him will quickly throw the fight to you and he'll resort to using his first and fourth attacks exclusively.

**Now that you have the speed burner, go and get the heart from the Dinosaur Tank Stage.

h. Robot Junkyard Stage

The robot Junkyard is where you'll meet up with Morph Moth. As you traverse the piles of scrap you'll see some familiar faces, the hornet robots from MMX and others. Make sure not to miss the body upgrade as you go, and continue on right then up, past some shield robots where you'll find a one up in the top left hand corner. Now continue on and right where you'll meet up with a pink bug that comes out of a tube. This bug quickly inhabits an old junk robot lying around. Aim for the robots chest to get the bug back out in the open and then let him have it. When it's gone, you'll move on. Get up on top of the ledges with spikes on them, it makes crossing the room easier. Now go on down the ladder and continue on. You'll eventually meet up with another one of those pink bugs. Deal with it the same way you beat the first one. After that it's just a few more bugs, and then you're at the boss's gate.

X-Hunter Door

Required: (N/A): Just after the first pink bug that inhabits an old junk robot, is a ladder going down. Take it and immediately to your right is a disc throwing robot guarding a path leading right. Kill the disc robot and take this path, the hunter's door will be right there.

Items and Upgrades

Heart: (Crystal H.): In the very first part of the junkyard, freeze the very first disc throwing robot with the Crystal H. Now use him to reach higher. Jump off him and to the right, you'll catch onto the ledge and go up and get the heart.

Body Upgrade/Giga Crush: (S. Wheel): Just after the heart, you'll see some more of those hanging robots, they're in an area where a vacuum is sucking up junk and you'll be able to jump higher, when you get to a spot where you can clearly see the floor. This is the spot where you need to release a spin wheel or two. It'll dig down into the floor and clear up the path to the capsule. The Giga Crush (G. Crush for short) is a nifty feature that allows you to take damage charge an extremely powerful weapon that's released in explosive form.

Morph Moth: (Gives: Silk Shot / Silk S.) (Weak Vs: S. Burner)
Strategy:

Morph Moth has two forms, and five attacks to watch for. 1. In his larval form he'll swing back and forth on a rope and toss out junk from side to side. You can either try to out climb this, or dash in between the pieces as they fall to the ground. 2. Also while in his larval form he'll get off the rope and dash around on the ground for a while, all the while kicking up junk. Simply climb the walls while he's doing this to avoid the junk. 3. He'll stay in the dead center of the room and spew out a line of junk. This line can circle either clockwise or counter clockwise around him. To avoid it, simply follow it around the room in the same motion until he stops doing it. If you get a moment, blast him while doing this. Once he's had enough, he'll climb back up into the ceiling, it'll fall apart and then Morph Moth will come down in his final form. In this form he's got two attacks to look for. 1. He'll fly around the room dropping a fine dust that will hurt you. 2. He'll shoot out his silk shot which is a single laser beam.

i. Central Computer Stage

Magna Centipede's stage is buzzing with security. In fact you'll see yellow spotlights moving back and forth. You're going to have to avoid all of these if you're to have any chance of collecting the heart or the last E-Tank. Other than that, there's nothing too hard to it. Note that there are two mini bosses here. A green and blue sword and a Cyclops robot. Both of them are easy enough. Aim for the hilt of the sword and anywhere on the Cyclops robot.

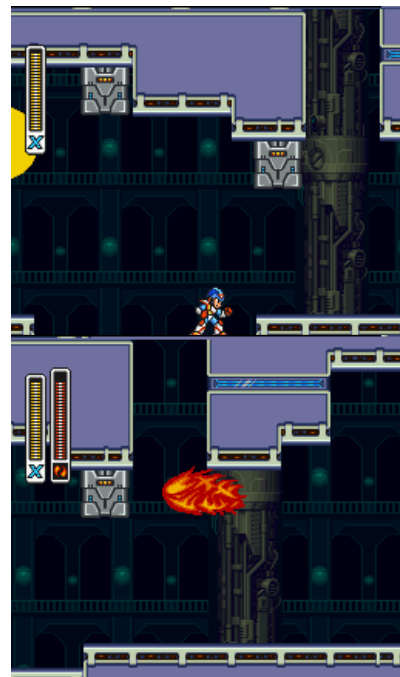
X-Hunter Door

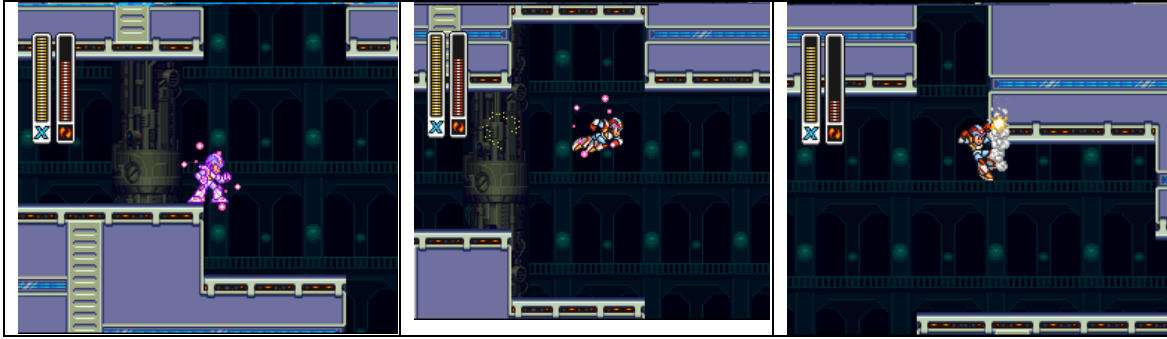
Required: (Some Quick Moves): When you get to the room with all the falling blocks, you're going to have to make a speedy dash over to the bottom right hand corner of this room. There next to a large energy refill is the hunter's door.

Items and Upgrades

Heart: (No Alarms Tripped, S. Burner, Arm Upgrade): Just past the first round of spotlights, you'll see a path leading up into the ceiling. If you haven't tripped any alarms, then there's a block robot just on the side of this path. Get on the closest ledge (it'll be on the right) and charge up a speed burner. Release it and you'll dash over to the block robot, from there climb up and grab the heart. See the pictures at right.

E-Tank: (S. Burner, Leg Upgrade, Arm Upgrade): Just before the mini boss, the green and blue sword is another path going up in the ceiling. Its a few screens after the large falling/purple moving blocks. You're going to have to get up on the highest ledge, which seems to be too far. And it is too far for the air dash or S. Burner alone. Jump off this ledge, air dash right and right as that ends and you're starting to fall, release the S. Burner. You should coast on over to the ledge, climb it and voila! The last E-Tank. See the pictures below.





Magna Centipede: (Gives: Magnet Mine / Magnet M.) (Weak Vs: Silk S.)
Strategy:

Magna Centipede's got four attacks to watch for. 1. He'll make a motion and then suck you right into the pincers on his tail. He'll then inject you with something rendering you unable to charge your shots, or any special weapon for that matter. 2. His tail will come off and fly into bits. Two of these will circle you for a bit before hitting you. 3. He'll toss out three mines. He can control the direction these fly in to a certain degree. 4. He'll teleport right into you. Avoid this by staying mobile. The first time you hit MC with a Silk S. he'll lose his tail thus rendering two of his attacks useless. What you should do is concentrate on staying mobile so he can't hit you when he teleports, and make sure to dodge the third attack. Hit him when he's on the ground or ceiling, and keep up. You should make it through this fight fine, or barring that, at least using only one E-Tank.

j. Energen Crystal Stage

Crystal Snail makes his home in a large crystal mine. Your biggest fear in this stage is large blocks of crystal that will move and crush you, as well as spikes. Grab the heart, and after the mini boss of this level, make sure you get the helmet upgrade. Other than that, there's not too much to worry about.

X-Hunter Door

Required: (AC): When you get the AC, ride it as far right as you can. You'll have to abandon it in a pit of spikes. Now continue on right. Get the large block of crystal to slide down and fall in the hole. Now backtrack your way all the way back until you see where a new AC has generated. Now ride this back down to the bed of spikes where you had to abandon the first one. The block of crystal preventing you from taking the AC any further should have disappeared. Ride the AC up and get on top of that clear ledge, the one the sliding crystal block was under, and pound away on the blocks in the upper left hand corner. Now ride the platforms up and you'll see the hunter's door. Side Note: When exiting the hunter's room, make sure to hug the left hand side of the wall as you go down.

Items and Upgrades

Heart: (AC, Leg Upgrade): When you get to the AC (Armored Carrier), you can't miss it, get in and ride it back up the hill and fall in the pit to your left. Hug the left side and you should land on a ledge. What you're going to have to do is jump out over the pit in the AC, use its jets to get as far as you can, when it starts to fall leap out and use your air dash to make it the rest of the way. You should land right next to the heart, quickly jump up and grab it.

Alternate: (S. Chain): Do the above procedure, but if you find yourself consistently coming up short, then use your strike chain at the end of the leap. You should make it, but you'll have to quickly jump to avoid falling into the pit.

Helmet Upgrade: (N/A): Just after the mini boss, and the large sliding crystal chunk, there's a pit. Go down it, and hug the left side. You'll see a path heading left. There are a couple of crystal robots that shoot purple orbs at you, but you'll see the capsule.

Crystal Snail: (Gives: Crystal Hunter / Crystal H.) (Weak Vs: Magnet M.)
Strategy:

Crystal Snail has four real attacks to look for. 1. He'll toss out three globs of liquid that will crystallize you when they hit you. Meanwhile he'll try to ram you. Move back and forth rapidly if you should happen to be frozen. 2. He'll zoom around in his shell trying to hit you, dash around him to avoid this. 3. More of a defensive move, he'll crawl back into his shell. 4. He'll do his version of the crystal hunter, which will slow you down considerably. What you're going to want to do is zap him with a Magnet Mine which will send him and his shell to opposite ends of the room. When he recovers, he'll hop around until he's right on his shell. You'll want to keep him and his shell parted. If you hit him with anything else, he'll resort to his first attack, and keep trying until he gets you. If he should keep up his first attack, climb the walls and stay in a top corner until he's done.

**When you're done with that, go back to the Robot Junkyard and get the last heart.

k. X-Hunter's Base Stage One

There really isn't much here in the way of obstacles, all enemies are ones you've seen before. There's a one up before you hit the very first spike bed. There are four places where a robot tries to bring the walls together to crush you. When the paths diverge, take the top one, it's much less of a headache, although you will be sacrificing a large health refill and a one up. After the last attempted crushing, you're at the boss's gate.

Violen: (Gives: N/A) (Weak Vs: N/A)
Strategy:

Violen is back for another helping and not learning from past mistakes, he hasn't altered his strategy at all. He's still got the same moves, but this time little blocks form randomly within the room. The only real difference, is that now only your X-Buster and Bubble Splash will make any dent in him at all. Use the appearance of the blocks to your advantage. The spiked ball bounces off them so get behind them when he's swinging away. You shouldn't have any trouble with this one.

l. X-Hunter's Base Stage Two

Here's another stage that's not too terribly hard. You'll pretty much start off underwater, avoid the pits and kill the torpedo fish. Go up, and then you'll go right back under water. Resist the urge to rush over the floating platforms. More often than not you'll fall, right onto spikes. At the top, kill the bats, charge a speed burner and get over the spike pit. There's two ways to go after that, down or right. Just go down, and you're at the boss's gate.

Serges: (Gives: N/A) (Weak Vs. S. Slicer)
Strategy:

When you enter the chamber, some floating platforms come towards you. Get on them and Serges will come driving up on a massive machine that's got four huge cannons on them. Each cannon fires something different, but you can't get to Serges until all the cannons are dealt with first. Now you could go through and tediously battle to get each cannon out of the way but who wants to do that? I hope you saved your Giga Crush. Equip it and release that energy. With one fell swoop you've taken care of the cannons. Now it's just you and Serges. He's only got one attack now that his cannons are gone. He'll fire out a green orb that'll spit up into four smaller balls. They alternate in direction each time, first it goes up and down, left and right and the next time it goes in the diagonals. The only challenge now is getting even with Serges as he moves up

and down to nail him with the Sonic Slicer. It may take a bit, but you'll get the timing down, and this is another easy one.

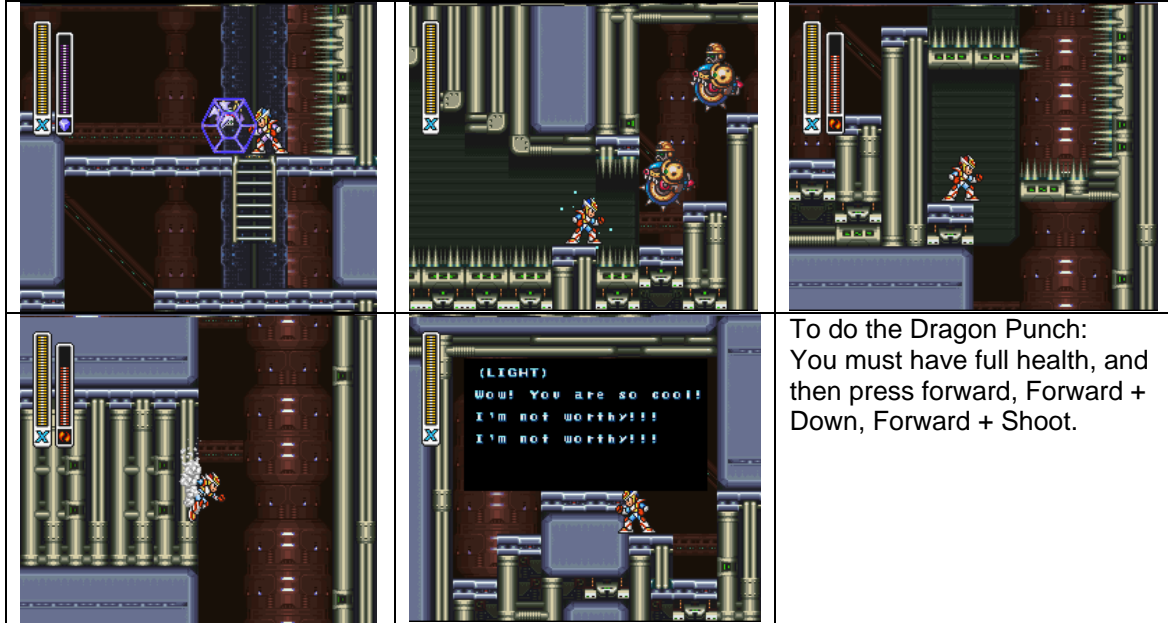
m. X-Hunter's Base Stage Three

The third stage of the X-Hunter base isn't really hard, it's just frustrating. You'll have to ride across some directional platforms, and every time you hop, they change directions. It takes a bit of practice but once you've gotten it down you should be able to cross. Also within this stage is another little Capcom gem. If you've gotten all hearts, all upgrades, all E-Tanks, full health etcetera, etcetera, and then you'll be able to get another of Dr. Light's capsules. When you get to where the path goes two ways, one path up, and the other down, lure the bat over near the ladders and freeze him with the crystal hunter. Now climb up the ladder, follow the path and get the capsule.

Other than that, you're going to have to use your S. Burner an awful lot since there are a lot of spike beds around here. You'll get to the bosses gate shortly after getting the last capsule,

Items and Upgrades

Dragon Punch: (S. Burner, Crystal H. All upgrades, All E-Tanks, All Hearts, 8 Mavericks Defeated, Full Health): When you get to the part of the third X-Hunter stage where there is a ladder going up that you can't reach. Get a bat to follow you over and freeze him with the Crystal H. Jump up and kill the disc robot. Slide down the wall; release a charged S. Burner over the spikes to get across. And continue. You'll see a spike lined section in the shape of a backwards 'S'. This is the most difficult part. You're going to want to air dash over the top part, fall straight down through the bend, turn left and release your S. Burner. If you timed it right, you'll land against the non-spiked wall and be able to grab the one up. Now slide down the left hand wall and you'll find the secret path. Go on in and if you've met all requirements, the capsule will be there. See the pictures below, and note that Dr. Light is a fan of Wayne's World.



Agile: (Gives: N/A) (Weak Vs: Magnet M. Dragon Punch)

Strategy:

Agile has transformed himself into a floating ship, he's still very quick and he has two attacks to watch for. 1. He'll glow red for a second then send out spiked platforms on either side of him. When they hit the walls, they'll give off sparks which go down the walls towards you.

Under him is the only place you won't be hit by the falling sections. However, if you don't get hit by the sections, they'll start piling up. 2. From four smaller pieces he'll form a massive spiked ball. You really need to avoid this. Equip the Magnet M. Remember that you can control the way they go. Angle them up so they hit Agile. He shouldn't last long under that kind of bombardment. Or, for those that like betting the farm, try to nail him with the dragon punch. If you time it right, one it is all it takes.

n. X-Hunter Base Stage Four

This is nothing. All you'll be doing here is taking a short climb, hopping in a transporter and tackling all eight mavericks again. You know their weaknesses, and no strategies have changed. Starting from where you land in the room and going clockwise you'll be facing: Flame Stag, Bubble Crab, Wire Sponge, Morph Moth, Wheel Gator, Overdrive Ostrich, Crystal Snail, and Magna Centipede. There'll be little energy refills after every fight, they're on the floating platforms in the middle of room. After all eight mavericks have been defeated; you'll learn that an old friend is back. No not Zero, instead you'll learn that Sigma lives.

o. X-Hunter Base Stage Five

The fifth X-Hunter stage is an exact duplicate of Magna Centipedes stage, so you know what to expect. However when you get to the area where before you'd fought the sword mini boss. You'll now see Sigma, and someone else. That other person depends on whether or not you've collected Zero's parts. If you have all three parts, then standing next to Sigma is a black Zero, a fake in other words. Before the two of you tangle however, the real Zero, recently resurrected by Dr. Cain will zoom in and destroy his doppelganger. Sigma will split, and Zero will create a path for you before taking off to destroy the computer. However if you didn't collect his parts then you'll now have to fight the real deal. And make no mistake, Zero's tough.

Zero: (Gives: N/A) (Weak Vs: N/A)
Strategy:

Zero is extremely quick, and you're going to have to bust out some fancy moves if you want to beat him. He's got attacks to watch for. 1. He'll do a charged shot, charged shot then energy wave. Fortunately for you, once he starts this attack, he's committed. If you happen to catch him out in the middle of the room, quickly get behind him and blast him while he's got his back turned to you. 2. He'll shoot out a half-charged shot. It's very similar to the green bolt you fire out if you don't charge up all the way. 3. He'll dash around at you. This second attack always precedes the third. 4. He'll pound the ground sending a semi circle of rocks up around you. Zero will block everything you throw at him except fully charged shots. For that reason I really prefer to use my X-Buster and just charge it up. Stay mobile, and don't let him get under you when he's dashing. You should do fine.

Sigma Form One: (Gives: N/A) (Weak Vs: S. Slicer, Dragon Punch)
Strategy:

Sigma's got a nasty pair of claws a la Vega from Street Fighter two (Come to think of it, Capcom really littered their MMX line with street fighter references didn't they?). Anyways, he's got four attacks to watch for. 1. He'll dash towards you and knock you to the opposite end of the room. Simply climb the walls and dash over him. 2. He'll vanish and then rematerialize right above you. He'll then attempt to dive right on top of you with his claws. Simply dash out of the way. 3. He'll create five or so purple energy bolts that'll surround him, then fly at you. These are fairly easy to dodge if you start off on the ground and climb the wall to avoid each one as it flies at you. 4. He'll glow yellow for a second then create a wave of energy that's similar to the charged Electric Spark you got from Spark Mandrill back in MMX. Simply climb the walls and you should easily be able to avoid this. What you're going to want to do is concentrate on avoiding Sigma's

attacks. You can bounce the S. Slicer off the walls and ninety percent of the time they'll hit him at some point or another before disappearing. Once he's gone, you'll be up against Sigma Form Two.

Sigma Form Two: (Gives: N/A) (Weak Vs: S. Chain)

Strategy:

Sigma's second form is a giant green head. He has three attacks in this form. 1. He'll float around the room trying to run into you. 2. He'll fly across the room shooting a red laser down from his mouth. 3. He'll drop two purple orbs which will spawn random enemies. Switching back over to your X-Buster and blasting these guys will sometimes net you energy or weapon refills. 3. He'll trap X inside of him and keep hitting him. Keep pounding on Sigma with the Strike Chain and as he gets weaker, he'll get darker colored and a bit faster. When he's finally had enough, he'll blow up, and you can relax and enjoy the ending.

4. Q & A

Q: I got the Dragon Punch upgrade, but I can't use it. I'm doing the moves you listed but I still can't get it to work. What am I doing wrong?

A: Are you sure you have full health? You can't do the move if your life meter isn't full.

Q: Is there an easier way to get the Dragon Punch upgrade?

A: Not that I'm currently aware of.

Q: Can I still get the Dragon Punch upgrade if I don't collect Zero's parts?

A: Yes, you can still get the dragon punch. But only if you ask nicely.

Q: What if I collect one part but leave the others?

A: Zero's parts DO NOT factor into whether you'll be able to get the Dragon Punch.

(More to come...)