

Mid "Duo" Stage

After defeating the 4th robot, you skip That Movie then go to this stage. It contains 2 bolts that require no revisits, however in the Saturn release, you must fight Cut Man for one of them.

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Mid Stage - General Tips

There's not much extra to explain about this stage - Ice Wave is a great weapon.

After releasing the first ice wave, hold a buster charge for level 2, to destroy the flying enemies Ice Wave cannot reach. If you forget, just spam lemons after the ice wave.

Duo Battle



From the Compendium

HP: 15

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
1:1:2	1	1:1	1	1	1

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
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Damage Values:

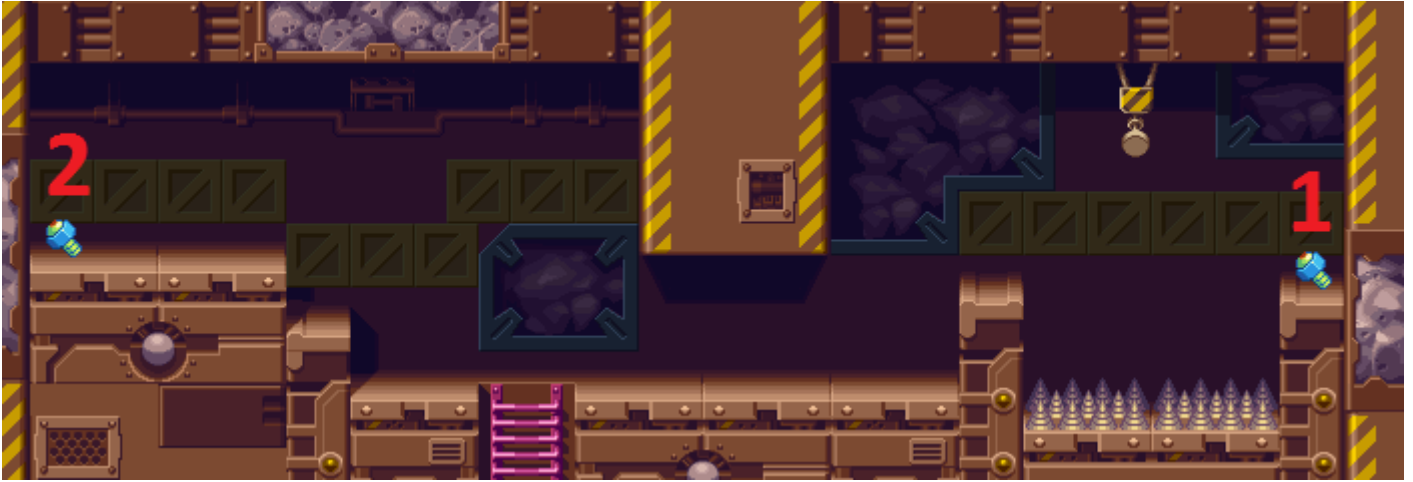
Contact	Get Ready	Energy Fist
4	4	6

Since everything deals 1 damage to Duo (barring full Buster charges), the most important thing in this fight is keeping Duo in i-frames - in whatever way is possible. For a slightly optimized fight, you can try a “cf-0”-esque strat. The easiest way to do this is to mitigate charge time by hitting Duo with a Flash Bomb and letting that keep him in i-frames, then hit him with the charge when the Flash Bomb runs out.

** cf-0 refers to the intro boss in Mega Man X 2, where a lemon is fired from far away to allow iframes to dissipate, and the player uses that time to charge the buster*

Bolt Locations - Mid Stage

From The Compendium



Both bolts in Duo's stage are up the first ladder. To get to the right one quickly, use Thunder Claw to swing across. Note that the second bolt is not as located in the Saturn version - it is moved slightly to the Cut Man fight.

Mid Stage - Cut Man



From The Compendium

HP: 40

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
2:3:4	4	2:3	3	4	4

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
6	4	4	3	2	3

Damage Values:

Contact	Rolling Cutter
7	5

Cut takes increased damage from many weapons - it's personal preference which weapon dealing 4 damage you use. Defeating Cut rewards you with a bolt.