

General Information

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Version Differences

The Legacy Collection 2 Version is preferred for this game for a multitude of reasons

- It loads significantly faster
- It allows easy selection of region/language-version (see below

The US-English version should be avoided. Damage tables have the player deal less damage to mavericks.

- Japanese is generally fastest
- UK English has the better (for the player) damage table even with slower text, and should be played over US English if you want to read english text.

Upgrade Chips

Rescuing Mavericks in this game potentially gives the player upgrade chips. These can be given to characters to get better abilities

These should generally be given to each character's "Special" row, as the third unlock extends player invincibility frames three times the normal duration.

Power upgrades should be avoided, as they do not function as advertised (30% extra damage, take half damage, etc)

Other upgrade notes

- Zero's fourth special upgrade, "Critical damage", applies to special attacks, like his Tornado
- Axl's speed upgrades give him faster movement
- X is generally not upgraded in New Game, as he is unlocked too late.
- In a new game +, all upgrades can be unlocked before beginning.

Weapons

Ultimately X7 has 2 weapons with the most utility

- Volt Tornado (from Tonion), including Zero's attack, are extremely busted and overpowered. Most fights, including the Tonion Refight, can be described as "Spam Tornado"
- Axl's Explosion (from Gungaroo) is also Overpowered. It makes an extremely effective base damage attack, and is used against many bosses (including Final Sigma)