

Sigma Moon Palace

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Sigma Palace - Screen 1

Sigma Palace - Vile

There is one final Vile encounter, and he uses his Ride Armor here.

A three cycle fight is intended and simple, especially with ice, but you can defeat Vile in 2 cycles.

With Zero

1. use the triple slash to knock Vile off the Ride Armor
2. hit him with enough D. Glaive Swings to make him enter brief iframes twice
3. After the second set of iFrames, use Yeti's Ice attack
4. Repeat. Vile should die to the second ice attack.
 - **IF ON HARD< FINISH THIS FIGHT WITH X**
5. If Vile is still alive, just repeat. and use ice immediately after knocking him off the ride armor.

On Hard difficulty, Vile takes away the active character, making them unavailable to use. As such, do not end this fight with Zero on hard.

Sigma Palace - Sigma 2

Sigma teleports around and uses large attacks. This is a fight where the Shock Absorber is extremely useful to avoid knockback.

He is weak to Sunflower's weapon, Shining Ray, and actually does not have many iframes after it. As such, this is X's time to shine (pun intended).

Phase 1

Sigma does not often put his shield up in Phase 1, so Zero should use D. Glaive and jump attacks to quickly move to phase 2.

Phase 2

Sigma tries to grab the active character after Phase 1, encouraging the player to tag the other character in. Since Sigma is very weak against X, you should take Sigma up on his offer.

If you are on Hard difficulty, this phase transition is where you will regain the use of the character Vile kidnapped earlier.

Have a full charge ready in case you need to take out the shield, or switch to Zero to triple slash it away. Remove the shield quickly so Sigma does not use a practically undodgeable attack