

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

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