

Mega Man Zero 2

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General Info

General Info

Version Differences

The Japanese version of Mega Man Zero 2 features zips. This was patched out of the North American release.

Weapon Experience

Mega Man Zero 2 features a weapon experience system like Zero "1". The more you use a weapon, the better Zero can use it.

Information here was originally posted in a pastebin by Kuriban - <https://pastebin.com/AFeyKueR>

It should be noted - Damage done during the intro stage does not affect weapon experience.

Z-Saber

Levels

Level	XP needed	Effect
1 (Start)	0	Single sword slash. Normal jump slash. No elemental effects
2	30	2 standing slash combo
3	90	3 standing slash combo
4	290	Can Charge saber attack and apply elemental chip damage
5	850	"Quick Charge" (for saber)

XP Table

Attack	XP Gained
Second Combo Slash	2
Third Combo Slash	4
Charge Slash	8
Everything Else	1

Z-Buster

Level Table

Level	XP needed	Effect
1 (Start)	0	
2	200	Full charge shot, Elemental effects
3	600	Quick Charge (for buster)

XP Table

Attack	XP Gained
Lemons	1 (including boss iframes)
Half Charge	2
Full Charge	4

Chain Rod

Level Table

Level	XP needed	Effect
1 (Start)	0	
2	50	Full charge, Elemental effects
3	210	Quick Charge (for chain)

XP Table

Attack	XP Gained
Normal	1
Charged	2 (per hit)

Shield Boomerang

Level Table

Level	XP needed	Effect
1 (Start)	0	
2	30	Mid Range throw
3	80	Long Range throw

XP Table

Attack	XP Gained
Charge Attack	1
"Point Blank" Charge Attack	2-3

Item Locations

Many of these are safety items, but they are listed here for convenience. This is not a complete list of elves.

Sub Tanks

Actual Tanks

Ourobockle's stage - near the end before the crusher screen. Pull the block down to the spikes below, then cross the spikes to the left (Dash jump or Strike Chain grappling)



Cyber Elves

Elf Name	Stage	Energy	Location	

Estan	Neo Arcadia (1)	700	<p>Early in the stage, behind a large block movable with the Chain Rod.</p> <p>Fire the chain rod into the block, then press "away" then the chain connects.</p>	
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Life Upgrades

Elf Name	Stage	Energy	Location	
Grandie	Phoenix	300 700	<p>Use the bombs to destroy the top wall in the first long indoor section, just before the red platform. The red platform can be destroyed by bombs.</p> <p>The elf is up above in a box</p> <p>This elf doubles Zero's HP</p>	
Euppie	Fefnir		under ladder beneath big green cannon Pantheon.	
Fuppie	Poler Kamrous		In a box above the door leaving the Ice Golem's room.	
Mappie	Burple		in the box through hidden passage below ruins entrance.	
Yeppie	Ourobockle		hidden in the trees near the start	

Damage

Removes half of a boss's health

Elf Name	Stage	Energy	Location	
Hafmardo	Polar	300	Dropped by the Ice Golem after defeating it.	

General Info

Z2 Rank & EX Skills

Defeating bosses while starting the stage with (at least) A-Rank will give Zero an EX Skill.

Intro

Panther

Phoenix

Phoenix

Phoenix - Furnaces

There are 4 furnace rooms required to fight Phoenix. Each of them can be defeated with a Shield trick.

- Have The Shield and Thunder chip equipped.
- Enter the room with a Shield attack charged up
- Walk into the room and launch the shield just before hitting the ground

This timing should destroy each furnace in a single attack.