

# Mega Man Zero 2

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# 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)


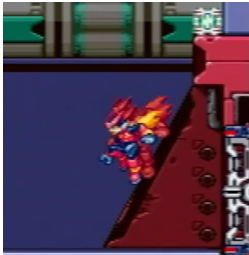


## Cyber Elves

Elf Name	Stage	Energy	Location	
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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><b>This elf doubles Zero's HP</b></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	Poler	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.