

# General Info

- Shield Glitch
- Weapon Experience

# Shield Glitch

When equipped with the saber and Boomerang Shield, Zero can hold the shield and slash relatively quickly. Enemies won't get iframes from the slash, allowing Zero to hack away.

Keep in mind Zero cannot dash while holding the shield, so be careful if you have to dodge.

# Weapon Experience

This game has a weapon experience system. You start the game unable to do a triple slash or fire a full charge buster shot, or apply elemental chip effects to those weapons.

Weapons gain experience through attacking enemies, so the more you use one the faster you can gain these effects. There are a few grind spots if you want to grind it out, but those take time.

Weapon values filled in by Mrcab in a very not scientific attempt to measure things. More info is welcome

## Z-Saber

Numbers generated with standing single slashes at the purple pillars, then doubling the result for two hits per slash

### Level Chart

| Level     | XP needed | Effect  |
|-----------|-----------|---|
| 1 (Start) | 0         | Single sword slash. Normal jump slash. No elemental effects |
| 2         | 30        | 2 standing slash combo                                      |
| 3         | 150       | 3 standing slash combo                                      |
| 4         | 550       | Can Charge saber attack and apply elemental chip damage     |
| 5         | > 1650?   | "Quick Charge" (for saber)                                  |
| 6         |           | Jump Spin Slash   |
| 7         |           | Dashing Attack  |

### XP Chart

| Attack       | XP Gained |
|--------------|-----------|
| Normal Combo |           |
| Jump Slash   |           |
| Charge Slash |           |
|              |           |

# Z-Buster

Number generated by shooting first rolling enemy at start of Aztec Falcon mission with lemons

## Level Chart

| Level | XP Needed | Benefit   |
|-------|-----------|---|
| 1     | 0         | 3 lemons, half charge but no full charge. No elemental benefits |
| 2     | 190       | 4th lemon on screen   |
| 3     | 350       | Full charge. Applies elemental effects                          |
| 4     | 1150      | Quick Charge (for Buster)                                       |

# Triple Rod

Number of standing single stabs at the sand snakes at the start of the shuttle mission

| Level | XP Needed | Benefit   |
|-------|-----------|---|
| 1     | 0         | Standing stabs in 7 directions, areal down stab                                   |
| 2     | 35        | Press attack again to extend the rod and stab a second time. Combo pierces ifames |
| 3     | 120       | Extends rod and combo to a third hit  |
| 4     |           |   |
| 5     |           |   |

# Shield Boomerang

| Level | XP Needed | Benefit                              |
|-------|-----------|--------------------------------------|
| 1     |           | Block shots. Charge to throw shield. |
|       |           |                                      |