

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.

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