

GAME BOY ADVANCE

AGB-A62E-USA

# MEGAMAN ZERO 2

TM

INSTRUCTION BOOKLET

CAPCOM

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

## **IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

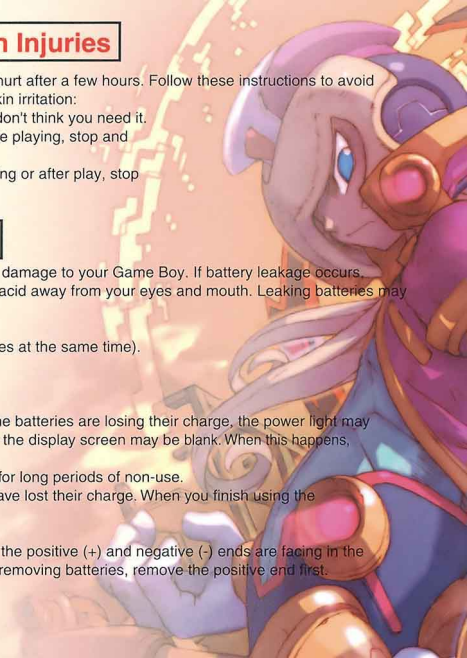
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





EVERYONE  
CARTOON VIOLENCE



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

# CONTENTS

- 2 War and Resistance
- 6 Reploids
- 8 Boss Bad Guys
- 10 Getting into the Game
- 11 Game Screen
- 12 Default Controls
- 14 Sub Screen
- 16 Cool Moves
- 18 Sub Weapons
- 20 Form and EX Skill
- 22 Special Items
- 23 Cyber Elves
- 24 Results
- 25 Saving Your Game
- 26 Two Player Setup
- 28 Two Player Challenge

## CAPCOM®

© CAPCOM CO., LTD., 2003. © CAPCOM U.S.A., INC. 2003 ALL RIGHTS RESERVED.  
CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD.  
Mega Man™ Zero is a trademark of CAPCOM CO., LTD.  
The ratings icon is a registered trademark of the Interactive Digital Software Association.

LICENSED BY

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

## WAR AND RESISTANCE

### IN THE DISTANT PAST...

...the humans and Reploids of the world were nearly annihilated in an apocalyptic war perpetrated by the Sigma Virus. The terrors of war brought about an unstable truce. Before long, the Reploid's military strength together with the Cyber Elves's rise to power changed the face of global conflict. Never-ending war became possible!

Mega Man X thwarted this monstrous situation by creating a utopia for humans. Though he soon became the ruler of "Neo Arcadia," X suddenly vanished!

News of his disappearance was kept secret, while finding a replacement became a national emergency! One scientist took this mission seriously. Ciel, who had devoted her lifework to the peace and harmony of the world, created an X Double.

In Neo Arcadia, Reploids were being captured and punished. Leading the innocent Reploids, Ciel escaped these new horrors and built an underground Resistance Base. Ciel and her forces put up a strong fight as many Reploids were relegated to the disposal units.





## ZERO THE HERO

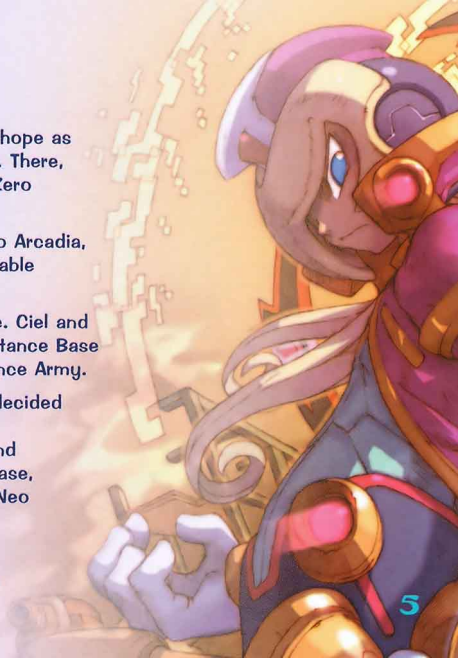
An old forgotten legend became Ciel's last hope as she entered a dilapidated basement shelter. There, a miracle occurred – long-lost Mega Man Zero emerged from the shadows!

With Zero's return, Copy X, the ruler of Neo Arcadia, was overthrown. Ciel and her people were able to survive their worst crisis yet!

But Zero did not return to Resistance Base. Ciel and her followers fled the half-destroyed Resistance Base to join up with another opposition Resistance Army.

Drastically changing its plan, Neo Arcadia decided to put Harupuia, one of the Four Generals, in charge. While Ciel and her wandering band started their lives at the new Resistance Base, injured Zero was still being chased by the Neo Arcadian forces.

It has been a year since the incident...  
and it's time for the tides of war to turn....



# REPLOIDS

## MEGA MAN ZERO

Our hero recently awoke from 100 years of slumber to fight the Neo Arcadia. Wounded during his victorious battle with Copy X, Zero again vanished ...

## CIEL

This top scientist is credited with the development of Reploids and Cyber Elves. With the onset of war, Ciel resigned her post to devote herself to peace as a Resistance leader.

## COMMANDER ELPIZO

Replacing the busy energy researcher Ciel, Elpizo is the acting commander in charge of military tactics.

## CERVEAU

Cerveau specializes in technical engineering. He took charge of healing Zero's injuries and improving war weapons. At Resistance Base, he is the man to ask for any weapon questions.

## RESISTANCE COMPANIONS

Though Reploids, Ciel's co-workers at Resistance Base are extremely human-like, with unique, individual personalities.

## SAGE HARUPUIA

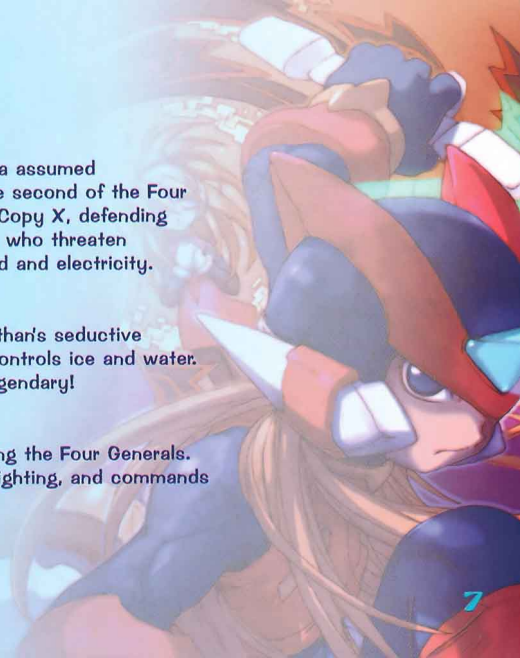
Since the defeat of Copy X, Harupuia assumed the leadership of Neo Arcadia. As the second of the Four Generals, he carries on the plans of Copy X, defending humans and destroying the Reploids who threaten Neo Arcadia. He has power over wind and electricity.

## FAIRY LEVIATHAN

The third of the Four Generals, Leviathan's seductive moves confuse Zero in battle. She controls ice and water. Her power in underwater fights is legendary!

## FIGHTING FEFNIR

Fefnir's forte is starting trouble among the Four Generals. He expresses himself best through fighting, and commands earth and fire.



## BOSS BAD GUYS

### HYLEG OUROBOCKLE

This "dim forest sneak" sits tight in the Ducis Jungle, ready to ambush invaders. He summons Altoloids, the enormous snake-like Mekaniloid.

### POLER KAMRUS

This icy she-bear serves Leviathan. One of the strongest Mutis Reploids, she lurks in the giant body of Rushing Crow.

### PHOENIX MAGNION

A master of mesmerization, he makes enemies hallucinate – and then they panic!



### PANTER FLAUCLAWS

Panter's fast moves confuse the enemy. When closing in for the death blow, he discharges 100 million volts of electric current.

### KUWAGUST ANCHUS

An officer in Harupuia's Fire Army, Kuwagust is like a stone wall – nearly impossible to knock down.

### BURBLE HEKELOT

The armed guard of Notosu Forest, Burble shows no mercy and takes no prisoners.



# GETTING INTO THE GAME

## MAIN MENU

At the Title screen, press **START** to open the Main Menu. Use the Control Pad to highlight your option choice, and then press **START** or the **A** Button.

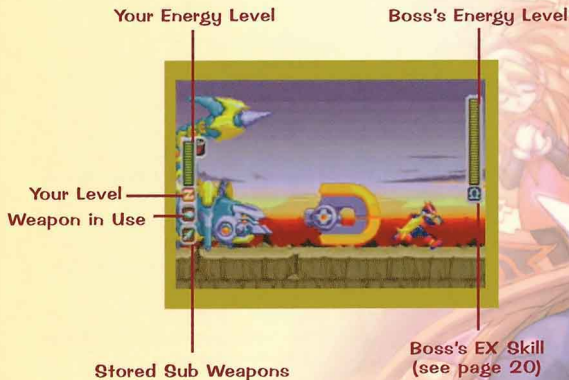
- ▼ **New Game** – Start a brand new game.
- ▼ **Continue** – From the menu that opens, select a saved game. You'll resume the game from the point where it was saved.
- ▼ **Game Link** – Go head-to-head with a friend. See pages 26 - 29.

## MISSION SELECT

On this screen, the Commander's Office orders up your next mission. Stand at center stage and converse with the Commander to choose your mission. (You can skip missions already completed.)



# GAME SCREEN





# DEFAULT CONTROLS (TYPE A)



## START

- ▼ Start game (skip movie)
- ▼ Open Sub Screen

## CONTROL PAD

- ▼ Highlight menu options
- ▼ ◀/▶ Move Zero
- ▼ ⬆/⬇ Climb ladders
- ▼ ⬆ Enter doorways

## A BUTTON - JUMP

- ▼ Confirm on menus
- ▼ Jump

## B BUTTON - MAIN

- ▼ Cancel on menus
- ▼ Attack
- ▼ Use Sub Weapon (hold down R Button and press B Button)

## L BUTTON - DASH

- ▼ Dash
- ▼ View Cyber Elves List on Sub Screen (see page 14)

## R BUTTON - SUB WEAPON

- ▼ Use Sub Weapon (hold down R Button and press B Button)

## SELECT

- ▼ not used

## OPTION MODE - CHANGING THE CONTROLS

During play, press **START** to open the Sub Screen (see page 14) and then press the L Button twice. In Option Mode you can change the Attack, Jump and Sub Weapon controls by selecting **Type A**, **Type B** or **Custom**.

## HOW TO USE SUB WEAPONS

**Type A** — Hold down the Sub Weapon button, then press the Main button.

**Type B** — Press the Sub Weapon button only.

**Custom** — Tap the Sub Weapon button to toggle ON, then press the Main button. Tap the Sub Weapon button again to toggle OFF.



# SUB SCREEN

Press **START** during play to open the Sub Screen. Below is a rundown of what you'll see. For some items, press the Control Pad **▲/▼** to highlight the item, press the **A** Button, and then press **◀/▶** to change the setting. For other items, highlight the item and press the **A** Button to use it. Finally, for certain items, press the **L** Button or **R** Button to see a sub menu. To enter Option Mode, press the **L** Button twice.

- 1 Remaining Lives
- 2 Your Level – S, A, B, C, D, E or F (first level)
- 3 Your Energy Level (use Cyber Elves to reach max value)
- 4 Cyber Elves List (select and press the **L** Button to view)
- 5 Main Weapon (select, press the **A** Button, then **◀/▶** to change)
- 6 Sub Weapon (select, press the **A** Button, then **◀/▶** to change)
- 7 Weapon Attribute (select, press the **A** Button, then **◀/▶** to change)
- 8 Cyber Elf (select, press the **A** Button, then **◀/▶** to change; see page 23)
- 9 Sub Tank Energy (select and press the **A** Button to use; see page 22)
- 10 Escape Hatch (available in cleared stages only; select and press the **A** Button to use)
- 11 Message Window
- 12 Form Screen (press the **R** Button to view; see page 20)
- 13 Your Total Play Time
- 14 Your Code Name (see page 24)
- 15 Your Energy Crystals (see page 22)



## COOL MOVES



### STANDARD ATTACK

- ▼ Press the Main button to fire your current weapon.

### CHARGE ATTACK

- ▼ Once you pass different requirements and get powered-up, you can perform a Charge Attack by pressing the Main button and holding it down briefly.
- ▼ Your progress through the game unlocks advanced weapons and new skills!

### JUMP

- ▼ Press the Jump button.
- ▼ The longer you hold down the Jump button, the higher you'll jump.
- ▼ Press the Control Pad ◀/▶ to aim your jump.
- ▼ When jumping or kicking the wall, press the Dash button to jump farther.

### DASH

- ▼ Press the Dash button for a short distance sprint.
- ▼ You can also sprint by pressing the Control Pad ◀/▶ twice quickly.



### WALL KICK

- ▼ When you're close to a wall, press the Jump button for a wall kick!

### LADDER CLIMB

- ▼ Move close to a ladder and press the Control Pad ▲/▼ to climb up and down.
- ▼ Press the Jump button to hop off the ladder.

# SUB WEAPONS



## BUSTER SHOT

- ▼ Buster Shot is an effective short range weapon. It is an older model of the hand-held weapon used by the Resistance, upgraded by the Z Saber.
- ▼ Zero has the Buster Shot from the start of a mission. When Buster Shot is charged up, it discharges a powerful attack.

## Z SABER

- ▼ Zero inherited this sword during his century-long sleep.
- ▼ Even though it is the most destructive Sub Weapon, it can only be used in hand-to-hand combat. Timing is crucial to success!
- ▼ When charged up, the Z Saber can perform successive EX Skill tricks and Charge Attacks.



## CHAIN ROD

- ▼ Cerveau fashioned this new weapon from Triple-Load.
- ▼ Chain Rod pulls enemies and objects closer and can hang objects on the ceiling.

## SHIELD BOOMERANG

- ▼ This is your total defense solution against the enemy's energy bullets.
- ▼ It can charge itself during the first mission. Once it's fully charged, you can throw it far into the distance and it will return like a boomerang.



## FORM AND EX SKILL

### FORM

At the end of a mission, Zero is suddenly empowered with a special latent ability, the Form. You'll now control the Form, and can use its offensive power, defensive power and speed to fight the Boss!

Go to the Sub Screen and use the Control Pad to select a Form. Then press the A Button to change into that Form.

### EX SKILL

If your level is either S or A when you defeat the Boss, you can take away the Boss's EX Skill. You can then use the EX Skill either as an attack or as a special trick to take something away from a Boss.

EX Skill takes effect when Element Chips are equipped (see page 22).



## SPECIAL ITEMS

Without special items, you won't be able to complete your missions! You earn them by defeating enemies. Check your map to see their locations and run over them to pick them up.

- ▼ **Life Energy** — Refuels your energy in small, large and extra large (full recovery) doses. If your energy level is already full, Life Energies you collect are stored in the Sub Tank.
- ▼ **Energy Crystal (EC)** — Reploids' energy source and crucial for the growth of Cyber Elves; small size increases to 4, large size to 16.
- ▼ **Z Panel** — Increases remaining lives by 1 (up to 9).
- ▼ **Element Chip** — Acquired from certain defeated Bosses. Element Chips take effect during Charge Attacks.
- ▼ **Sub Tank** — Stores extra energy. Use a Sub Tank from the Sub Screen to recover your energy.
- ▼ **Cyber Elf Box** — Break these open to find Cyber Elves.



## CYBER ELVES

Cyber Elves are famous for appearing just when Zero is in a pinch! They are invoked by a unique program specially created to aid you in different situations.

Cyber Elves are hidden throughout the missions and may also appear in certain circumstances. Some of them need time to grow before you can put them to good use.

### HOW TO USE CYBER ELVES

- ▼ First, talk to Ciel at Resistance Base, and download the Cyber Elf data to the Sub Screen. Then:
- ▼ On the Sub Screen, press the Control Pad / to select the Cyber Elves icon.
- ▼ Press / to select different Cyber Elf images. You'll see the Cyber Elf's name, special characteristics and conversation in the Message Window.
- ▼ Press the A Button to use the selected Cyber Elf.

## RESULTS

When you beat the Boss and clear the mission, a Result screen opens. You get scores and a Code Name based on your performance.

- ▼ **Mission** — Overall performance (1 – 20 points).
- ▼ **Clear Time** — How fast you cleared the mission (1 – 20 points).
- ▼ **Enemy Count** — How many enemies you defeated (1 – 15 points).
- ▼ **Damage** — How much damage you incurred (1 – 15 points).
- ▼ **Retry** — The fewer Retrys you used, the better (1 – 15 points).
- ▼ **Elf** — Unused Elf time adds 15 points; time used subtracts points.
- ▼ **Level** — Average score of all missions cleared so far.
- ▼ **Code Name** — Your ranking based on weapons used and actions taken during the mission. In the first mission, your Code Name is "Hunter."
- ▼ **Message Window** — Displays Forms and EX Skills earned so far.

RESULT		
MISSION	100%	20p
CLEAR TIME	5'29	0p
ENEMY	12	0p
DAMAGE	60	4p
RETRY	0	9p
ELF	0	15p
TOTAL 48p		
LEVEL	E	
CODE NAME	SLUGGISH	GUINMAN

## SAVING YOUR GAME

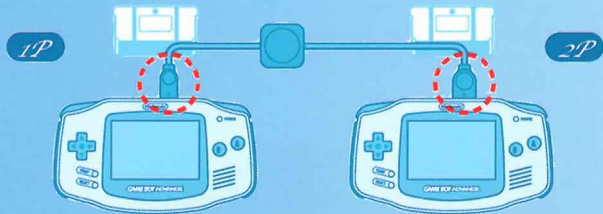
When you're ready to save your game, go to the Resistance Base and talk to Ciel. When she asks, "Do you want to save?" select **Yes**. Your current location, total number of Cyber Elves and button settings will be saved. You can save up to six games before having to overwrite old data.

- ▼ **Important!** If you turn off the power or remove the Game Pak while saving, your data will be lost.



# TWO PLAYER SETUP

## CONNECTING THE GAME BOY® ADVANCE GAME LINK® CABLE



### YOU NEED...

- 2 Game Boy® Advance systems
- 2 **Mega Man™ Zero 2** Game Paks
- 1 Game Link® Cable

## MAKING THE CONNECTION

1. Make sure the power of both Game Boy® Advance systems is OFF. Insert a **Mega Man™ Zero 2** Game Pak into each Game Boy® Advance system.
2. Connect the Game Link® Cable to the external extension connector on both systems. Turn on the systems.  
Important: Player 1 uses the system connected to the smaller plug.

## TWO PLAYER GAMES

Once you're set up for two players, select **Game Link** in the Main Menu. Save as soon as you enter the Link screen (you must do so in order to continue). After that, the game is automatically saved.

**Caution** — The Game Link® Cable may malfunction if:

- ▼ It is not for the Game Boy® Advance system.
- ▼ It is not connected correctly or has become disconnected.
- ▼ More than two Game Boy® Advance systems are connected.



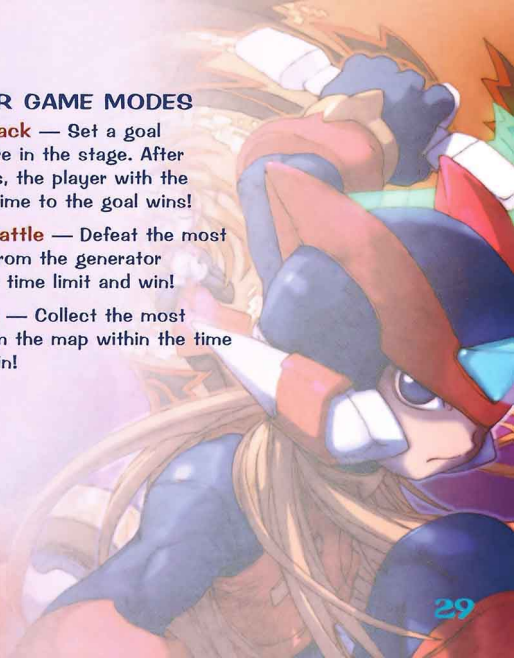
# TWO PLAYER CHALLENGE

Play this fast-action challenge with your friends! Winners earn Energy Crystals (losers lose energy!).

1. Set up for two players (see pages 26 - 27).
2. At the Main Menu, both players choose **Game Link** and press **START** or the **A Button**.
3. On the Mode Select screen, one player then chooses a game mode and presses **START** or the **A Button**.
4. Both players then load data (Energy Crystals earned during the fight are saved to the loaded data).
5. From the Communications sub screen, both players choose their own **Forms**, **Weapons** and **Elements**.
6. Press **START**. If your opponent is also ready, let the fight begin!

## TWO PLAYER GAME MODES

- ▼ **Time Attack** — Set a goal somewhere in the stage. After three tries, the player with the shortest time to the goal wins!
- ▼ **Enemy Battle** — Defeat the most enemies from the generator within the time limit and win!
- ▼ **Get Item** — Collect the most items from the map within the time limit to win!



# CREDITS

## Manual

Hanshaw Ink & Image

## Marketing

Todd Thorson, Sean Mylett, Bonnie Scott, Jack Symon,  
Robert Johnson, Nate Williams, Rey Jimenez

## Creative Services

Jennifer Deauville, Marion Clifford

## Package Design

Michi Morita

## Translation

Nancy Ding

## Public Relations

Melinda Mongelluzzo, Matt Atwood, Carrie Root, Arne Cual

## Special Thanks

Bill Gardner, Robert Lindsey, Customer Service



CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

## 90-DAY LIMITED WARRANTY

### REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

### WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.



PRINTED IN JAPAN