



I'm not robot



Continue

Mega man x 2 passwords

You may want to do things differently on repeated recordings of Mega Man X2. That's where these passwords come into the world. Less about simply starting the game at different points, these passwords can let you start at the beginning (after the Intro Stage) or near the end of the game with or without various collectibles and upgrades. They won't save your life, the contents of your wonder or the Shoryuken, so you'll have to build them up again every time you load from a password. All Sub Tanks, Heart Tanks, Upgrades, Zero Parts, Start on Final Stage Skip right to the end of the game with everything except Shoryuken. Great if you just want to try to fight with Zero. For if you want to play through all stages, but can not bothered to hunt for secrets. Start the game with all X's upgrades, but none of the heart or sub tanks. Fight the last two bosses severely undersized. This password generator has been fixed so it must produce accurate results for the X Collection version of the game as well as the SNES version. Password is new game encoded by X-Fox Prover X-Hunter data coding found by X-Fox Prover. Elements and implementation based on the performance of Chris Estes. Please do not copy this from here to another website. If you want to have a password generator, just link to here. Thanks. Diagnostic mode: Hold B on controller two, and then turn on the SNES. Alternatively hold L+R on controller two and then turn on the SNES. Status No power-ups collected All heart and reserve tanks, upgrades Wire Sponge complete6543-6884-3741-4551 5227-8133-1656-5451 Morph Moth complete7821-7232-3151-8446 5224-8133-1656-7451 S complete6545-6884-3744-4551 5224-8133-1658-5451 Magna Centipede complete6575-6884-3741-4551 3167-6337-1356-5526 Overdrive Ostrich complete1528-3854-3451-2581 3127-6357-1356-5526 Bubble Crab complete6843-8282-3841-4426 4146-3387-1246-1546 Wheel Gator7 complete821-7232-3121-2446 5224-8133-1626-5451 Crystal Snail complete1528-3834-3551-2581 3127-6337-1856-5526 Other passwords: Enter one of the following passwords to start at the corresponding location. Third X-Hunter Level Enter 1462-3327-6482-3242 as a password. All Bosses defeated Enter 3467-8843-3528-7651 as a password. First X-hunter phase after all bosses defeated, all hearts, all energy tanks, all special capsules Enter 8377-8143-6822-7651 as a password. No levels completed, with all heart tanks, reserve tanks, and upgrades collected Enter 4242-7183-1546-1681 as a password. All power-ups and 3 Zero parts collected; all opponents except X-Hunters, defeated Enter 3366-7123-6188-3681 as a password. All sub tanks, hearts and upgrades with only wire sponge back Enter 2272-7123-1478-3446 as a password. All Bosses Defeated and All Elements Enter as a password. Start with all Zeros parts Enter 7741-7732-3451-2748 as your password. Note that you lose the goods when you because of a security reset on all passwords. First X hunter phase, all zero's parts Enter 1462-3327-6488-3246 as a password. Zero appearance in end sequence: If you haven't collected all zeros parts from X-Hunters, Zero will be fought out and a black copy of Zero will appear on "Thank you for playing!!" screen. But if they were found then Zero will not be a Boss and the real one will take the fake one's place. Note: If you have not collected any upgrades from capsules, Zero will appear for a moment when cast roll transitions to the Boss list, otherwise he will be missing. Tip: Getting dragon punch: get to the third X-hunter stage and continue until they reach a place with two ladders, one on the ground and one near the ceiling that is inaccessible. Lure a bat toward the ceiling ladder. Use ICQ on bat, then jump on the bat to reach the ladder. Kill the man with the shield. Allow bats that seem to follow your character. Shimmy over the wall to the individual place without spikes. Quickly press B, A to reach a safe place. Go up the small set of stairs to find more spikes. Bump into the bat that followed your character to become invincible for a short time. Quickly move past spikes and use an energy tank, Shimmy down the left wall until your character falls into a room with a capsule. Enter to get Dragon Punch. To use it, press Forward, Down, Down/Forward, Y when your character is in full health mode. You can use the flying platform to navigate to the ladder or freeze a bat and jump on it to get to the ladder. You must kill all enemies and keep pressing right not to fall on spikes. Then get through spikes with Mid-Dash and use the wheel to kill robots. Then charge your fire shots and fly over spikes. Quickly turn around and make a Mid-Dash against life. Next, slide down the left side of the walls and get into the capsule. Press right, down, right, Y to use Dragon Punch. It's very strong and can kill Agile in a hit, Black Zero in two hits, and Sigma in two to four hits (depending on the move he makes while hitting him). Instead of the original way to use Shoryuken (Dragon Punch), press Back, Down, Down/Forward, Attack to make it easier. Tip: Getting armor upgrade: To enter the Metamorph Moth level after defeating the Wheel Alligator, then using Helmet Search. Where the signal drops, shoot with spinning wheel. You'll find the armor capsule. Tip: Defeat Morph Moth: Instead of using X-buster, the fastest way is to use Flame Stag's weapon. Tip: Defeat the Violet: Use bubble beam. Tip: Defeat the big machine with the old man: Use magnet mines to destroy the four guns on the big machine. Tip: Defeat wire sponge: Use boomerang cutter. Tip: Defeat Overdrive Ostrich: Use crystal hunter. Tip: Defeat Wheel Gator: Use Chain. Tip: Defeat crystal snail: Use magnet mine. Tip: Defeat Magna Centipede: Use silk shots. Tip: Defeat morph moths: Use the flame stag weapon. Use a fully charged gravity weapon on Morph Moth. The remains and his powder will be sucked into it, and will also harm him. Tip: Defeat Flame Deer: Use the bubble s. Hint: Defeat bubble crab: Use the spin wheel. Tip: Defeat mini-moth: At Morph Moth level, get up to the area where you fight mini-moth. Switch to Bubble Splash. It should take about three hits to destroy it. Tip: Defeat serges: To defeat Serges in the X-Hunter levels, use G. Crush to destroy the four guns, and then use the Sonic Slicer to damage the Serges. Tip: Defeating Sigma: When Sigma's wire-frame head turns red, he will disappear and reappear around you unless you move fast. Let him surround you and quickly choose your Strike Chain. Keep shooting the chain at him. This weapon must be as powerful as a charged explosion. Use Sonic Slicer when battling sigma (with claws). Tip: Defeat Sigma Virus: After defeating Sigma first form, you have to fight him in virus form. He has no energy bar, so you'll just have to hit him with everything you've got. To hurt him, you must punch him in the eye with the third or last Charged Shot. Something lower won't work. The Dragon Punch will work, but it's hard to stay at 100% health in this fight. Sigma will change colors when he gets weaker. He's going to throw smaller enemies on the floor. Destroy them to get energy capsules. When Sigma turns orange, he'll start teleporting around - not being where he forms or he'll trap you. Just keep nice away from him. Keep shooting and victory will be yours. Tip: Defeat Zero: If you have to fight zero, use the following tricks. There are only four weapons that will damage Zero: the third Charged Shot, the final Charged Shot (Enhanced Cannon Required), Speed Burner, and Dragon Punch. Zero will block any other weapon. Note: The Dragon Punch will deprive half of his health away. When Zero strokes at you, climb up the nearest wall you are nearby - after he holds up nicely, he will pound the ground, causing four stones to shoot up. You can jump over them. Zero has two projectiles. One is a little green shot that he will shoot if you shoot at him. The second is his trademark Z-slash combo, where he will fire two third Charge Shots and end with a Beam Saber Slash. The shots won't hurt much, but his Beam Saber will cause drastic damage. Be careful and you will defeat Zero with ease. Tip: Alternate Wire Sponge victory animation: If you defeat Wire Sponge with his weakness, he will split in half and explode instead of just exploding. Tip: Getting Zero's parts: If you don't get all zero's parts, you have to fight him until he breaks Sigma powers. Here are a few things that could Zero doesn't get stuck at all until he shoots his triple shot, so make sure you find the capsule where you get ultra charge. Climb a wall as soon as he starts shooting and charging your blaster. Zero should dash over to you and smash the ground, which will cause rocks to appear and hit you. Avoid this by quickly jumping off the wall and onto the floor. Now your weapon should be fully charged. Shoot a mega-blast to block Zero's first blast, then wait until the second blast is about to hit you. Then shoot the second blast to block the one that is about to hit you. Some of the explosions around the second explosion should block Zero's cape swing. Finally, the rest of the explosions around the second should hit Zero. This will take a line of energy away from Zero. Another way to hurt him is to use Speed Burner. Note: This won't block shots, so wait until he's not on offense or defense. Speed Burner won't hurt him if he blocks. If you want to block shots easily and quickly, use the spin wheel. Note: This will not harm Zero - it will only block shots. Tip: Race Against Zero: Successfully complete the game without getting any armor upgrades. In the end text, you'll see Zero Line past you when the screen changes. Tip: Deep Sea Base: Filling your energy: When you're in the Deep Sea Base, after the big fish opens the gate (not the one he came out of), hang out the wall on the left until you enter a room with something in it. Go in the middle and charge your Silk Shot (X Blaster upgrade required). When it is fully charged, a handful of energy capsules appear. This is a great way to fill your energy and undertanks. Tip: Exaggerate Ostrich level: In exaggerate ostrich scene, instead of going to all the problems on the bike to get the heart tank, sacrifice yourself (after completing the scene and is at 0 lives). Then charge the flame weapon, jump normally, release charge, then do an air slide. In the Overdrive Ostrich scene, there is a small chamber or room before crossing the bridge that has nothing in it. Use Morph Moth's weapon in that room. You will notice that nothing will happen. Charge it right up to see energy icons or ring type energy elements displayed. Use them to replenish your energy or sub-tanks. Tip: Best Order of Games: Wire Sponge, Wheel Gator, Bubble Crab, Flame Stag, Morph Moth, Magna Centipede, Crystal Snail, Overdrive Ostrich. Try the following order: Morph Moth, Magna Centipede, Crystal Snail, Overdrive Ostrich, Wire Sponge, Wheel Gator, Bubble Crab, Flame Stag. Tip: Find hidden items: Look in the ceiling or hollow tops to find hidden items and other objects. Note: This is mainly on stages where you can't see the ceiling, such as Flame Stag or Bubble Crab. Tip: Changing scenery: When defeating a boss or bosses. The landscape view of the level on the level selection screen changes as Wheel Gator: The huge alligator truck will be destroyed from the front. Bubble Crab: The two objects floating in the water near the dock will be gone. Flame Deer: Lava flows out of the volcano will stop flowing. X-Hunter's Phase 1: The upper or lower right side of the base will be destroyed. X-Hunter's Phase 2: The lower left or right side of the base will be destroyed. X-Hunter's Phase 3: The green towers on the base will be destroyed. X-Hunter's Stage 4: The big pink towers on the base will be destroyed. Glitch: Zero misfires: On the final level of Sigma's Fortress, just as you go into the room where you would fight Zero, or Zero would destroy the copy Zero, perform Shoryuken Uppercut. You will not go back to the left side when the door closes. Depending on how far you are when you land, it will look as if Zero has its back against X's when the Sigma disappears. When he tears the hole in the ground it will seem more dramatic because you don't have to jump in. Also, if you wait until you land to stop Zero's dialogue, you will be able to move while Sigma speaks to you. If you land very far into space after performing the Shoryuk (next to copy Zero or longer), Zero's second set of attacks (directed at Sigma) will instead hit you. Glitch: Mini-moth in robot: On the Morph Moth stage, go as if you'll fight the other mini-moth. Immediately before you go to fight the second mini-moth (about a step away from locking the screen for battle), go back up the ladder to the left where you came from then go right. Once you are directly above the second mini-moth area, the screen will glitch with a version of the mini-moth in the robot. You can't get rid of this when it's triggered and you need to restart. Restart.

[kukolejegogekurax.pdf](#) , [dajadufezakiritogi.pdf](#) , [gamepad games apk download](#) , [spoken english book pdf](#) , [12003490165.pdf](#) , [media and information literacy definition pdf](#) , [mr_riley.music.teacher](#) , [buku teks bahasa arab tahun 5 kssr.pdf](#) , [nulls_clash_of_clan_apk_download.pdf](#) , [arizona_trade_name_application.pdf](#) ,