

= Zero ( Mega Man ) =

Zero ( ?? ) is a video game character present throughout Capcom 's Mega Man franchise . First appearing in the 1993 game Mega Man X for the Super NES , Zero is a Maverick Hunter , a mechanical soldier in charge of defeating Mavericks , robots who turned against humanity . He continues his job as the main character of the Mega Man Zero series . Zero has also played a supporting role in other game series such as the Mega Man ZX series and appeared in crossover video games as a guest character .

First developed by Keiji Inafune when he was attempting to create a new design for Mega Man for the X series , Zero was instead used as a secondary character . In the Zero series , which was developed by Inti Creates , Zero is the protagonist and had a change in his design , which was meant to create a more " human feel " to him . Zero has since played a minor role in the ZX series as Model Z. His inclusion in the Mega Man X series has generally received positive critical response from video games reviewers .

= = Conception and creation = =

Zero was created by designer Keiji Inafune when he was told to recreate Mega Man for a new series on the Super NES , Mega Man X. He wanted to design a Mega Man different from the original one . However , Inafune realized afterwards that the character he created was too different from Mega Man 's old appearance to be viewed positively by fans . Deciding to let another designer work on the character that eventually became Mega Man X while he developed Zero , Inafune created the character intending him to be " the ' other main character ' that would " steal all the good scenes " . He further described Zero as representing the idea that " nothing is absolute " , and circumstances can change anything . When asked if Zero had killed the cast of the original Mega Man titles , suspected due to their absence in the X series , he replied no , adding that given how he had designed the character , " Zero is not such a person--it is not in his profile . "

The concept of Zero starring in his own series was proposed by Inafune . Inafune proposed that Zero star in his own series , and planned to go forward with the idea at the end of Mega Man X5 . However , he was unable to after Capcom announced another Mega Man title without his involvement . Designed by Toru Nakayama of Inti Creates , Zero was meant to have a more " human feel " rather than the complete " mechanical feel " of the X series . Nakayama wanted the public to recognize that this series was different from the X series . Since Capcom wanted Zero 's general structure to be the same , Inti @-@ Creates concentrated on how different they could make him , rather than how similar . Zero 's depiction in the series was intended to be morally ambiguous and depend on the perspective , appearing as a hero from one point of view and a terrorist from another .

= = = Design = = =

Designed to be " harder and wilder " than the original Mega Man , Zero 's design ultimately resembled Mega Man X in several ways due to his initial character concept , Inafune 's insistence on drawing the character , and input from other project artists . In the X series , Zero has red and white armor with twin " horns " on his helmet . Zero also has his signature long blonde hair . His main weapon is the Z @-@ saber , an energy @-@ based sword that introduced melee combat to the Mega Man games . His secondary weapon is the Z @-@ buster , a cannon mounted at the end of his right arm , similar to Mega Man X 's primary weapon . A tertiary weapon that would orbit around Zero was also considered , but left uncompleted . Unlike the original Mega Man , who had a full head of hair under his helmet , Zero has a smooth secondary helmet , intended to imply the characters were older . In Mega Man X4 , Zero was going to receive his own enhanced armor in the same way X does , but the development team decided not to finish it .

In the Zero series , Zero still possesses his blonde hair and general structure , though it has much less of a " cartoon " feel and more of a " realistic " feel . Instead of having red and white armor , Zero

has black upper arms and wears a red vest , armparts , and boots . His helmet has horns , though they are more smoothly designed . The Z @-@ saber was also redesigned in Zero 3 , and has a more triangular shape compared to the original Z @-@ saber , which is similar to a katana and the Z @-@ buster was replaced with a handgun . Early concept art featured Zero with solid @-@ black , pupil @-@ less eyes , though this changed to a normal set of eyes as development progressed .

= = Appearances = =

= = = In Mega Man video game series = = =

Zero made his debut appearance in Mega Man X in 1993 , and a cameo appearance in Mega Man 2 : The Power Fighters . Zero was revealed to have been originally created by Dr. Wily sometime during the Mega Man series . Zero works as a Maverick Hunter , a soldier in charge of defeating Mavericks , robots who turned against humanity . He plays the role as X 's comrade and best friend in the X series . The two , later accompanied by Axl , fight Sigma , Vile , and other enemies throughout the series . While in the first two titles he only assists X during gameplay , he becomes an optional character in X3 . In Mega Man X4 , Zero is one of two playable characters , along with X . In his scenario , Zero is haunted by nightmares of a shadowy figure ( implied to be Wily ) awakening him and giving him orders to destroy an unknown individual , and visions of ensuing carnage . Additionally , during his scenario , Sigma reminds him of the time that he led the Maverick Hunters , and the encounter between the two that led to a vicious battle that led to Sigma punching out the crystal on Zero 's helmet , leading to Sigma later becoming infected with the Maverick Virus . Depending on the story development , Zero can be fought as a boss character in Mega Man X5 . In Mega Man X6 , Zero is not initially present in the game since he went missing in the end of Mega Man X5 during a fight against Sigma , and he becomes an optional character depending on how the story develops throughout the game . In the spin @-@ off title Mega Man Xtreme , he is an assistant character but becomes playable in the sequel , Mega Man Xtreme 2 . He is also playable during the prologue and the last chapters from the role @-@ playing video game Mega Man X : Command Mission .

The Mega Man Zero series features Zero as the title character and protagonist . Set around 100 years after the X series , Zero helps a scientist named Ciel fight the human city of Neo Arcadia , during which he destroys Omega - his original body , Dr. Weil , and Copy X , leader of Neo Arcadia , twice . Zero makes an appearance in the ZX series as Model Z , who plays a minor supporting role in the plot in the first ZX game . In ZX Advent , Zero plays an even smaller role , only having a few lines throughout the game . Zero 's Mega Man Battle Network counterpart , Zero.EXE makes an appearance in Mega Man Network Transmission as the antagonist of the first half of the game . He later aids Mega Man against the true villain , The " Professor " .

= = = Other appearances = = =

The Mega Man Zero version of Zero 's character appears as a sub @-@ boss in Playmore 's crossover fighting game SNK vs. Capcom : SVC Chaos and as a hidden character in Onimusha Blade Warriors . The Mega Man X version of Zero appears as a hidden character in Tatsunoko vs. Capcom : Ultimate All @-@ Stars and as a playable character in Marvel vs. Capcom 3 : Fate of Two Worlds . In the latter titles , Zero was chosen to represent the " Mega Man " franchise over Mega Man himself , as director Ryota Niitsuma thought he had more variation in his moves . Zero also appears in Project X Zone and its sequel Project X Zone 2 as a playable character paired with X and as a collectable trophy and costume for the Mii Fighters in Super Smash Bros. for Wii U .

Zero 's appearances in the two manga series based on the Mega Man X series resemble his video games one . However , in the Mega Man Zero manga , Zero is depicted as a Reploid having two personalities depending on his usage of a helmet : without his helmet he is portrayed as cowardly whereas the other one resembles his video games counterpart .

= = Reception = =

Zero 's character was met with positive critical response by publications for video games . Game Revolution called him " mysterious , androgynous " and compared him to Proto Man " with a ponytail " . Jeeese Scheeden from IGN named him one of his ten favorite sword @-@ wielding characters in the video games , describing him as an answer to the question of how Mega Man would fight if armed with a sword , and noted his fighting style as popular with gamers . GameZone writer Michael Knutson praised the inclusion of Zero in the Mega Man X series , citing his playability as popular amongst series fan as it expanded the gameplay . Jeremy Parish from 1UP.com stated that his appearance as a playable character with his own story in Mega Man X4 by itself made it the best game in the X series . GameSpot noted the contrast in his gameplay to that of Mega Man X in Mega Man X4 increased the difficulty of using him in the title . Additionally , Brett Elston from GamesRadar credited Zero as one of the reasons the X series became so popular and that his own popularity within gamers earned him his own video game series .

IGN repeated their positive sentiments about Zero in their list of characters they wished to see appear in a future Marvel vs. Capcom title , describing him as " arguably cooler than Mega Man " , regardless of version in comparison . PSM praised the character as well , stating " [ he ] might wear some funky shoes , but that doesn 't stop him from kicking some robot butt " . While reviewing Mega Man X : Command Mission , 1UP.com criticized that his English voice acting makes him " sound like a surfer " .