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Four guardians megaman

Shitennou (Japanese name for the Four Guardians of the X Master) make up some of the most memorable new characters in the series zero. Despite the fact that they were on opposite sides of the internal war and harboring intense rivalry with our main character zero, somehow they were never entirely our enemies. They sought peace, fighting tirelessly to serve humanity, defend their beloved homeland, and defend the name of the savior of their world, X. By the end of the zero 3, it seemed like they finally got on the same side... And then they disappeared from the next game, not so much as a mention. The series ended, but Shitennou was nowhere to be found. What happened? On June 23, back in 2005, U-CAPCOM responded to a fan's letter about the Rockman series zero, asking why Shitennou was absent from Rockman's zero 4. Their response has left many fans excited, for reasons that you may assume by reading the translation below. I finished Rockman No. 4. Why, why not Shitennou in it? I really like Shitennou! In fact, I love them!! Shitennou are the reason I'm interested in Rockman zero in the first place!! So why aren't they in the last game, right!? Oh please oh please put all four of them in the next game!! Bring back Phantom from the dead too!! Signed, Pale Clearwater and staff: After the EXÉ Corner, were the launch of the zero corner! This time we brought the Rockman Noero 4 development team to answer this question. From the entire development team: Thank you so much for your passionate support of Shitennou. In truth, first our plan was for zero and Shitennou to hold his last decisive fight in Rockman no. 3, a coup de Greche to be the crown of glory in the climax. However, all the developers got really attached to Shitennou and their strong character, and some of us felt: It's such a shame for Shitennou to end up won like this! So that's why they ended up appearing in Rockman zero 3 as they did. Then Rockman zero 4 rolls, and because of Vile's Operation Ragnarok, everything in the world and the very future of humanity is in crisis. Even if they are bitter rivals, Shitennou simply won't be able to go chasing zero around as they please in such a situation. They are primarily soldiers born to protect people, you see. So, perhaps at the same time they were fighting for their battle, they were turned off elsewhere, waging their own struggle to protect the people. Frankly, we all regret not being able to portray what's going on with Shitennou's Rockman zero 4, but at least that's how all the supporters of Shitennou out there made their voices heard and we know how popular they really are. We can't promise anything now, but someday, if there is an opportunity to report the adventures of Shitennou to all of you users in one way or another, we would love an unfortunate way to do just that. Staff: So here's the kind of thing you've been discussing going into Rockman's zero 3... Thanks for this priceless inside look backstage! We will look forward to the day when the activities of Shitennou can finally be brought to light. And so fans went on to believe that while the story of zero may have ended in zero 4, the saga of the heroic Shitennou was a tale yet to be said, especially when a certain image popped up among the goodies in Rockman's Remastered Tracks 4 Fisis album in September 2005. So you can imagine the surprise of the Japanese fans next year when instead of playing Shitennou they expected, they met Went and Aile mighty morphin cosplay rendition of Four. When Rockman zero Official Full Book work hit Japanese bookshelves in August 2006 (just over a year after their original word on the fate of Shitennou), zero-series producer Takuya Aizu and his team dropped a surprise retcon bomb on Shitennou fans: So now it seemed they were all dead: sacrificing themselves to save their rival, perhaps some ransom measures for their past sins It was unexpectedly for many reasons to sworn in, not least of them, that the ending of the game doesn't seem to show anything like this happening. So the image that caused so much excitement, it was just a non-canon unsolicited service cut? Or were their ghosts watching the event from the lower world of cyberspace? The very presentation just seemed to fly in the face of what the developers had said before, and some disappointed fans felt that this untimely ending trio was shamelessly tacked on by the game's developers only to get Shitennou aside so people would move on and focus on the new series x. Well, like it or not, that Shitennou died, saving the end of zero 3 was the last word on the subject. Until December 2012, when together came R20'5 and with him the answer where Inti creates his own Takuya Aizu changed his story again. Issue 05: It seems there are 2 versions of what happened to the 3 Shitenou members of the Rockman zero series: U-CAPCOM's they're fighting somewhere for the sake of humanity theory, and the official full work they died shielding zero from the explosion of Omega theory. So, in conclusion, what really happened to them? Aizu: According to the official record of Neo Arcadia, there are no documents about the activities of the three after this incident. Therefore, their access to the registry has been removed (processed as if they were deceased). The less, I can't deny denying of them are fighting for the sake of people somewhere outside the sphere of observation of Neo Arcadia. So now they maybe... Not dead? Or not died there, at least? So is this an image of Shitennou with X at the fall of the Ragnarok canon now? Were they somehow fighting Dr. Vile's regime without detection, or working against any other threat? Did they scour the Earth to bring Ciel the remnants of zero, allowing her to make Livemetals of them all? Or was it a blast of their end after all, and the rest of the nothing but the stories and rumors of the people who still held a candle for neo Arcadia's stalwart generals? (Come on, Inti, make a decision!) At this point, like so much else in the Rockman area, it seems the ultimate fate of Shitennou remains a mystery. Probably the kind where fans can believe what they want is not a contradiction, nor confirmation coming to intervene. Again, we may have a new answer in a couple of years. As it stands, I think I'd rather have their fate revealed as a flashback in the new title of the X than the Game spin-off Shitennou, but none seems too likely at the moment. The legend continues... Share The Four Guardians, known as the Four Heavenly Kings (四天王, Shitennou) in Japan, is a group of four powerful Reploids that were created from the DNA of the original Mega Man X to serve and protect Neo Arcadia from evil forces. The band members include Sage Harpuia, Fairy Leviathan, Fighting Fefnir and Hidden Phantom. They are the most elite soldiers, military commanders Neo Arcadia, ruling the city as a council along with eight gentle judges and a copy of X. Each of them has one of ten shining weapons and has the form of an armed phenomenon. They were collected from various areas to counter the resistance's efforts. The history of the original purpose of the Four Guardians was to restore the lands damaged by the war. To do their duty, they dispersed around the world and acted as a control of a weather station called Weather Orbit. Harpuia and Leviathan also collaborated to help people populate inhabited areas, while Fefnir led Operation Scorched Earth. However, when the Resistance was created, the Four Guardians came together with a common goal: to protect Neo Arcadia and to eliminate the opposition, even though their weapons were not made for this purpose. To this end, they took command of the armies of Neo Arcadia. The Age of Neo Arcadia Mega Man zero While the Four Guardians initially have an advantage over the Resistance, the situation changes with the awakening of Zero, who, by joining the Resistance, single-handedly defeats the Four Guardians and stops every attempt to destroy their allies. When zero penetrates into Neo Arcadia itself, the Four Guardians battle the legendary Replid once again to stop it from reaching Copy X. Despite all effort, as well as the victim of the Phantom, they ultimately in preventing copy X from falling in the hands of zero. Harpuia is then elected as a replacement for Copy X, covering up the demise of its owner. Mega Man zero 2 One year later, Harpuia unexpectedly saves a broken zero by taking him back to the Resistance, but he still joins his fellow Guardians to protect Neo Arcadia from Operation Elpiso Righteous Strike. In retaliation, Harpui sends a bombardment plane to destroy the Resistance, but the attack is stopped by zero. When Elpiso runs into a rage with the Baby Elves to free the Dark Elf, the three guardians elude the deranged Replid and under the influence of the Baby Elves to fight Nul, who was in pursuit. Although defeated by zero, Elpiso successfully destroys X's body, freeing the Dark Elf before it is finally stopped. Mega Man zero 3 Two months later, the guardians join forces once again to destroy Omega, which recently returned from exile. However, Fefnir and Leviathan are badly damaged and forced to retreat as zero joins the fight. Harpuia appears soon after to attack Omega, but the fight is interrupted by Dr. Weil and the revived Copy X, which gives priority to capturing the Dark Elf. Although Harpuia objects to dr. Weil and Omega's return to Neo Arcadia because of their role in the Elves Wars, Copy X justifies that their exile did not follow official channels. However, the repeated failures of the Four Guardians and harpuy's interrogation ultimately irritate Copy X, which decides to dissolve the Four Guardians and hand over its powers to Dr. Weil. When Neo Arcadia's hunt for the Dark Elf destroys a residential area, an enraged Harpuia attacks Omega, which merges with the Dark Elf and causes critical damage to the former guardian. Although Harfuya is saved by zero and repaired by the Resistance, he decides to continue to protect people on his own. Like the zero-fight Copy X and Dr. Weil's powers, the Four Guardians reunite the original X; after contact with the soul of the Phantom in Cyberspace, they approached Fefnir and Leviathan, who remain in critical condition, as they were denied repairs after the battle with Omega. Although the Phantom is left behind to meet zero in Sub Arcadia, Fefnir and Leviathan join Harpuia despite their condition, and all three eventually help Zero by attacking Omega together in the final battle. It is not known what happens to them later, as they were no longer seen. It is believed they tip their ends away from a powerful explosion after omega's death. However, Neo Arcadia does not officially confirm them after the activity. So he also said they fight for people anywhere. Legacy a century later, The Four Guardians is all reborn as Biometals in the Mega Man x series. Other media Archie Comics Four Guardians appear alongside several other Mega Man zero issue 55, in which energy energy by Time Skimmer makes Dr. Light test visions of the future. Trivia According to graphic designer Azum Honda, the four Guardians originally had to be all blue because they were replicas of X. However, the artist Toru Nakayama gave each of them different colors to emphasize their elementary attributes and help differentiate them in the game. Although the idea initially met with resistance, it was eventually agreed upon. The Four Keepers can also be considered X's biological sons because they were born from X-Men DNA. For some time, the fate of the four guards after Mega Man zero 3 was uncertain, and the only sign was the image in Vile's Incident of the Original X and The Four Guardians during what seemed to be the fall of Ragnarok. However, it was later revealed in an interview that the Guardians had died defending zero from the Omega explosion, and that the image in question was simply a generous contribution from Nakayama. When asked about the timing of the illustration, Nakayama said he wasn't sure, and Takuya Aizu jokingly admitted that the timing and events of the illustration were a little fuzzy, so they just threw it there. Aizu then again answered the fate of the three members of the Church. They are not registered in the official Neo Arcadia report after their activities, and they are removed from the organization's registry (considered as demise). However, there is no denying the possibility that they are fighting for people in some place outside of the neo Arcadia surveillance. The original X-Hunters were also called Four Guardians before the second form of Counter Hunter and Violen had to be removed due to memory limitations of the SNES cartridge. References - Mega Man zero Official Complete Works - Page 044 (Leviathan) - Mega Man zero Official Full Works - Page 042 (Fefnir) - Mega Man zero Official Full Works - Page 174 - Remastering Tracks Rockman Zero - Bodys (Fefnir) Will2_Light and Shadow) - Remastering Tracks Rockman Nol - Telos (Will3_Stand and Wrestling) - Remastering Tracks Rockman zero - Telos (Will1_Vile Numbers) - Remastering Tracks Rockman Nol - Telos (Will4_With Our Justice) : Fate of the Four Guardians - 9.0 9.1 R20'5 Rockman - Rockman X Official Full Works - Page 431 - Mega Man zero Official Full Works - Page 172 - Mega Man zero Official Full Work - Page 173 Community Content is available under CC-BY-SA, unless otherwise stated. Noted.