

RockMan II (Import) Database Guide

by DeGamer

Updated to v2.00 on Jan 26, 2011

Rockman Complete Works:

Rockman 2 The Mystery of Dr. Wily for Sony Playstation 1.

Database Guide

Last updated on January 2011

Document made by DeGamer (henger83 at yahoo dot com)

Formatted version available exclusively on GameFAQS

A "Plain Text" verion is available on NeoSeeker

Specials thanks to: Last Cetra

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====I. Introduction=====

Hi and welcome to my Database guide for Rockman 2 on the Playstation 1. Rockman is known as MegaMan outside of Japan. Capcom released Rockman 1-6 (separately) in Japan for the Playstation. These releases are referred to as the Rockman Complete Works series.

This document covers everything in the Database mode of the game. Most of it is in Japanese so this document will serve as a translation. Last Cetra has been a tremendous help as he has helped me translate a lot of it, so a MASSIVE thanks to him for helping me complete this. Be sure to read my other document (titled "Complete Works version FAQ") for a translation of everything else in the game and how the Pocketstation works. That way you'll know which option is the Database.

====II. Explanation of the Database=====

The Database is a mode in the Playstation version that contains artwork (including some new art) and information on every single character in the game. This information includes their names, characteristics, weakness, the units of energy they have, how much damage they inflict to Rockman, and how many times you have encountered them. There are 49 pages in the Database but you only start off with the first 2. The other pages become available as you encounter stage enemies and bosses. There are few pages where you need to meet a specific criteria to unlock them (see the secrets section). Filling up the database can take quite some time, so have patience.

Also, to save the information you have gathered here you must highlight any page from 2 to 41. Pages 1, 42-49 are for loading from or saving to the Pocketstation. For full details on how to Save or Load, read the How to Save or Load section.

Here is the layout for pages 1, 8-49:

- 1) On the upper left side is the name of the character.
- 2) Under the name is the artwork (pages 1, 42-49) or sprite (pages 8-41) of that character.
- 3) To the right of the artwork or sprite is some information about that character.
- 4) Under that information is HP and to the right of that is AT. HP is the Hit Points that character has (the maximum is 28). For the characters that cannot be destroyed, their HP will be 00 (you'll see who can't be destroyed in the Pages of the Database section). AT is the Attack Damage that a character can cause on Rockman.
- 5) Under the HP and AT on pages 1, 42-49 is Lv which stands for Level. This level can only be increased through the Pocketstation mini game (Pocket Rockman 2). The normal maximum energy units for the bosses and Rockman is 28 but can be increased anywhere from 29 to a maximum of 80. To reset the level back to 0, press triangle and it will ask you if you want to Reset the characters' level to 0. You'll have two options. On the left is "yes" and on the right is "no".
- 6) Under this on pages 8-49 will show a small image of Rockman with a square next to it. In that square there will be an icon of the weapon they are most weak against. I have labeled this as "Weapon of Choice". For the characters that cannot be destroyed, nothing will be shown here. Also, this does not always mean that it is the only weapon you can use to defeat them, it just means it's the best one.
- 7) Under that near the bottom left side says Battledata. On pages 8-49 next to Battledata, there is the amount of times you have encountered that character.
- 8) Under Battledata, it says Database in Japanese along with the current page you are on with the total amount of pages next to it.

The layout for pages 2-7 is just a large image.

====III. How to Save or Load in the Database=====

In order to save or load the information you have gathered in the Database, highlight any page from 2 through 41 and press "Circle". This will bring up a message asking whether you wish to Load or Save. You'll have two choices, on the left is "Load" and on the right is "Save". Make your choice then press "Circle" or press "x" to cancel. Make sure you select the "Save" option and not the "Load" when you want to save or you will undo anything you have gained by loading an older existing save file from your memory card.

-Load-

A message will briefly appear telling you that it is checking for the memory card and for you not to remove it from the memory card slot (don't power off your playstation while this is happening). Now one of two things can happen:

- 1) If it finds a memory card inserted in memory card slot 1 AND it has Database data on it, you will be asked to confirm the load. You'll have two choices, on the left is "yes" and on the right is "no". Make your choice then press "Circle". If you chose yes, a message will appear telling you that the load is complete and to press "Circle" to continue. If you chose no, you'll be back in the previous screen.

or

- 2) If it does not find a memory card inserted in memory card slot 1 OR it does find one but it does not have any Database saved on it, or the data is corrupt, a message will appear telling you either there's no memory card inserted or there is no data to load, or your existing data is corrupt. A sound will be played as this happens. You will have to press "Circle" to continue which will take you back to the previous question. The load will also fail if you remove the memory card while the game is attempting to load the data. You will get a message stating that as well. You shouldn't be doing that anyway unless you have money and memory cards to throw away. And, if you have money to throw away like that send it my way. I specialize in the disposal of money.

-Save-

A message will appear asking you to confirm the data save to memory card slot 1. It will also tell you that 1 block of free space is required. You'll have two choices, on the left is "yes" and on the right is "no". Make your choice then press "Circle". If you chose no, you'll close that menu. If you chose yes, a message will briefly appear telling you that it is checking for the memory card and for you not to remove it from the memory card slot (why risk getting electrocuted?). After that, one of two things can happen:

- 1) If it finds a memory card inserted in memory card slot 1 AND it has free space, you will be asked to confirm the save (or if there is saved information already, it will ask if you want to overwrite it). You'll have two choices, on the left is "yes" and on the right is "no". Make your choice then press "Circle". If you chose yes, a message will briefly appear telling you that it is saving to the memory card. Don't touch the memory card at this point unless you

want to mess it up. Another message will follow after that telling you that the Database has been saved and to press "Circle" to continue. If you chose no, you will be taken you back to the previous question.

or

- 2) If it does not find a memory card inserted in memory card slot 1 OR it does find one but it does not have enough free space, a message will appear telling you either there's no memory card inserted or there is insufficient space to save. A sound will be played as this happens. You will have to press "Circle" to continue which will take you back to the previous question. The save will also fail if your memory card is corrupt or if you're nuts and remove the memory card from the slot while the game is attempting to save the data. You will get a message stating that as well. But why throw away all your work?

====IV. Pages of the Database=====

Note: For any numbers inside a <> read the notes after the last page in the Database (page 49).

- 1) Rockman
Originally a robot meant to help with housework, Rock asked to be rebuilt as the fighting robot RockMan to put an end to Wily's ambitions.
- 2) Cover Artwork for Famicom version of Rockman 2.
- 3) Playstation 1 Rockman 1 cover artwork.
- 4) Rockman parody:
Big text: "(Could this be) Mega Man's big bro on his way to Brazil?"
Small text: "No way!"
- 5) Bubble Man & Wood Man stage Original Sketches
- 6) Rockman "Pogs"
- 7) Rockman using a Sniper Armor (Note: Now you know where the idea to use Mechs in the Rockman X series came from).
- 8) Angler - HP 10 - AT 12 - Weapon of Choice: Leaf Shield <1>
Though it was supposed to move through the deep seas as a research robot, Wily made it immobile to cut production cost. His weak spot obviously is...
- 9) Thunder Goro - HP 03 - AT 04 - Weapon of Choice: Leaf Shield <1>
Originally a robot meant to collect data on the weather. Destroy it and move on to its cloud with calm.
- 10) Cook - HP 10 - AT 04 - Weapon of Choice: Clash Bomb
Originally a forest surveillance robot. Wily rebuilt it and made it go rampage. Slip under it when it jumps.
- 11) Claw - HP 01 - AT 04 - Weapon of Choice: Rock Buster
A robot that worked on the underwater Robot Carnival along with Kerog.

Be careful not to be hit while jumping.

- 12) Kerog (Frogribbit in English) -
HP 10 - AT 04 - Weapon of Choice: Quick Boomerang
A member of the underwater Robot Carnival. It can produce tiny copies of itself, which are released from its mouth and try to attack you.
- 13) Goblin <3> - HP 00 <4> - AT 02 - Weapon of Choice: None <4>
Formerly a leader of the Robot Circus troupe that got itself rebuilt. Be careful not to be hit by its small copies or its horns.
- 14) Shrink - HP 03 - AT 02 - Weapon of Choice: Metal Blade
A robot used for deep sea research. When it spots an enemy, it will attack with a body slam. If you're found, destroy it as soon as possible.
- 15) Shotman - HP 05 - AT 04 - Weapon of Choice: Leaf Shield <1>
It used to work with the firefighters squad, but was rebuilt to shoot bullets. Remember their location so you won't get hit.
- 16) Schworm - HP 05 - AT 02 - Weapon of Choice: Metal Blade
A robot that produces steel pipes to attack. Take it down with the Metal Blade.
- 17) Sniper Armor <5> - HP 20 - AT 08 - Weapon of Choice: Air Shooter
A large mecha piloted by a Sniper Joe. It was originally built by Dr. Light for Rockman to use. Since it's a powerful enemy, attack it with the right weapon!
- 18) Springer - HP 03 - AT 04 - Weapon of Choice: Leaf Shield <1>
A robot built from the debris of a Crazy Lazy. It's a nuisance getting hit by one of those.
- 19) Tanishii - (Snaeel in English)
HP 02 - AT 04 - Weapon of Choice: Leaf Shield <1>
A robot meant to explore the bottom of the sea. It goes rampage if it loses the shield on its back.
- 20) Chunky Maker - HP 10 - AT 08 - Weapon of Choice: Air Shooter
A robot that used to work in festivals. Everything goes dark if you destroy it, but there's nothing to be afraid of.
- 21) Telly - HP 01 - AT 02 - Weapon of Choice: Rock Buster
A home security robot that can record video with its camera eyes. Tighten up your defenses with a Leaf Shield.
- 22) Neo Mettaur - HP 01 - AT 04 - Weapon of Choice: Atomic Fire <6>
A revised Mettaur. It's so cute, perhaps it is popular with the ladies? Attack it when it shows its face.
- 23) Batton - HP 02 - AT 04 - Weapon of Choice: Air Shooter
Though actually a robot built to watch over forests, there seems to be people who raise them as pets. Destroy it as soon as it starts moving.
- 24) Pierrobot - HP 04 - AT 04 - Weapon of Choice: Clash Bomb <2>
Formerly the most popular member of the Robot Circus troupe. Destroy it's cogwheel.
- 25) Big Fish - HP 01 - AT 01 - Weapon of Choice: Quick Boomerang

Originally a crime prevention robot, meant to scare away intruders by jumping from a pond. Remember its location so you won't get hit.

- 26) Pipi - HP 01 - AT 04 - Weapon of Choice: Rock Buster
A robot built to watch over the skies. Small Papis come out of its egg-shaped capsules. Destroy the egg before that happens.
- 27) Fly Boy - HP 05 - AT 04 - Weapon of Choice: Air Shooter
A toy that was rebuilt into a robot capable of press attacks. Since its movements are fast, defeat it quickly while it's on the ground.
- 28) Press - HP 00 <4> - AT 08 - Weapon of Choice: None <4>
A trap that attacks approaching enemies, detected by its built-in sensors. Better leave it alone.
- 29) Frender - HP 20 - AT 08 - Weapon of Choice: Quick Boomerang <7>
A forest protection robot. A fire-extinguishing jet was meant to come from his tail, but it was rebuilt to shoot fire instead. Attack after dodging the fire.
- 30) Blocky - HP 02 - AT 08 - Weapon of Choice: Clash Bomb <2>
A popular member of the circus troupe, it played the straight man for Pierrobot's comedy act. Stay away from its blocks when they come flying.
- 31) Matasa Blow - HP 05 - AT 06 - Weapon of Choice: Leaf Shield <1>
The prototype robot for Air Man. Regarded a failure because it used to blow itself away too often. Be careful not to be blown away as well.
- 32) Mole - HP 05 - AT 04 - Weapon of Choice: Leaf Shield <1>
A hole-digging tool that was released for household use. Since they were very cheap, Wily bought a large stock and rebuilt them into attack drills.
- 33) Monking - HP 03 - AT 04 - Weapon of Choice: Clash Bomb
A monkey-shaped robot built to work in the woods. It can't move too much due to its heavy frame. Attack when it's still.
- 34) Robbit - HP 10 - AT 04 - Weapon of Choice: Clash Bomb
A forest surveillance robot, just as Cook. It has a very resistant body, so fire quickly.
- 35) M-445 - HP 01 - AT 02 - Weapon of Choice: Rock Buster
A small scale version of CWU-01P that follows enemies underwater. Be careful not to hit any spikes while fighting them.
- 36) Mecha Dragon - HP 28 - AT 28 <8> - Weapon of Choice: Quick Boomerang
Most of its body is actually a hydrogen balloon. Be careful with the place where you fight it.
- 37) Pico Pico-kun (Bleep Bleep Boy in English) -
HP 28 - AT 08 - Weapon of Choice: Bubble Lead
Originally the security system on Dr. Light's home, it was turned evil by Wily. Look well for safe spots to defeat it.
- 38) Guts Tank - HP 28 - AT 04 - Weapon of Choice: Quick Boomerang
A huge mecha based on Guts Man. But it has a very bad mileage. Maybe not as strong as it looks?

- 39) Boo-Beam Trap - HP 28 - AT 04 - Weapon of Choice: Clash Bomb
A security system boasting a nearly indestructible defense. You can't get past it even if there's only one left. The secret is in the order in which you destroy them.
- 40) Wily Machine 2 <9> - HP 28 - AT 10 - Weapon of Choice: Clash Bomb <9>
Uses half-gravity shots as a weapon. Dodge them by jumping near the edge of the screen.
- 41) Alien - HP 28 - AT 20 <10> - Weapon of Choice: Bubble Lead <10>
Actually a projection from a holograph machine controlled by Wily. The final boss, which can be damaged only by a single weapon.
- 42) Heat Man - HP 28 - AT 08 - Weapon of Choice: Bubble Lead <11>
A robot boasting incredible resistance to heat, he controls flame at his will. Be sure to jump to avoid his body slam attack.
- 43) Air Man - HP 28 - AT 08 - Weapon of Choice: Leaf Shield
Having a powerful propeller built in his stomach he's a robot with a unique design. Be prepared to take some damage, and fire at him as fast as you can.
- 44) Wood Man - HP 28 - AT 08 - Weapon of Choice: Atomic Fire <12>
Kind, but strong. A robot possessing the powerful Leaf Shield, which can deflect any attack. The only chance is when his shield is off!
- 45) Bubble Man - HP 28 - AT 04 - Weapon of Choice: Metal Blade <13>
The first underwater robot from Wily, he looks cute when swimming. Make good use of big jumps and attack him.
- 46) Quick Man - HP 28 - AT 04 - Weapon of Choice: Time Stopper
A Wily robot boasting absolutely unmatched mobility. Can you win against his speed? Use the terrain's shape to your advantage.
- 47) Flash Man - HP 28 - AT 04 - Weapon of Choice: Metal Blade
Though only for a short time, he possesses a system capable of stopping time. His attacks are weak, and are easier avoided if you stick to the center of the screen.
- 48) Metal Man - HP 28 - AT 06 - Weapon of Choice: Metal Blade <14>
A robot based on Cut Man, with quick movements. The secret is knowing how to dodge the Metal Blades.
- 49) Clash Man - HP 28 - AT 04 - Weapon of Choice: Air Shooter
Possessing a solid body, small explosions don't even affect him. Not dangerous at all if you can just avoid his Clash Bombs.

=====Notes=====

- <1> If you are playing on the Hard difficulty setting, do NOT use the Leaf Shield against Anchor, Kami Nari Gorra, Shotman, Springer, Tanishii, Matasa Blow, and Mole. These enemies are easy to defeat without it anyway.
- <2> If you are playing on the Hard difficulty setting, do NOT use the Clash Bomb against Blocky. You may need them.
- <3> Capcom did not put the smaller enemy that Goblin creates as a separate character. They do have HP (which is 1) and AT (which is 2).

- <4> Goblin and Press can NOT be destroyed. Goblin is meant to be used as a platform, just jump on top of it and watch out for its horns. You can however defeat the smaller enemy that it creates. Press is just a trap, so avoid it.
- <5> Capcom did not put Sniper Joe as a separate character. They counted Sniper Armor as both characters even though their HP and AT are different.
- <6> It seems a waste to use the Atomic Fire on Neo Metall. He can be defeated with one shot with just about any other weapon including the Rock Buster. If you are playing on the Hard difficulty setting, save the Atomic Fire for the bosses.
- <7> Frender can be destroyed with one fully charged blast of the Atomic Fire (and so can a lot of other enemies, but his HP is high for a normal enemy so I thought it was worth mentioning). If you are playing on the Hard difficulty setting and you have the Atomic Fire, you might want to save it for Wood Man.
- <8> Mecha Dragon's AT is 28 because if you come in contact with his body you will lose instantly, even if you have full energy. Also, he can knock you off the platforms and into the pit for an instant win against you.
- <9> Although Capcom did not separate both phases of Wily Machine 2, it does not matter because they both have the same HP, AT, and weakness (unlike Rockman 1 for the Playstation where they forgot again and it did matter). Not only that, you will not have any energy left for the Clash Bomb unless you got game over and continued (or managed to save one). Use two fully charged Atomic Fire shots to deal with the first phase if you don't have any Clash Bombs. For the second phase rapid fire on him with either the Rock Buster or Quick Boomerang.
- <10> Do NOT use any other weapon on Alien. Especially if he is low on energy because if you do, HIS energy will be completely recharged. If you are playing on the Hard difficulty setting and you have less than 28 Bubble Leads to hit him with, you are fucked! You'll have to lose all your lives and then continue to try again.
- <11> DON'T use the Clash Bomb or Atomic Fire against Heat Man. Especially if he is low on energy because if you do, HIS energy will be completely recharged. Don't do it either in the Dr. Wily Teleport System stage while playing on the Hard difficulty setting, unless you want to give him energy tanks.
- <12> On the fifth Dr. Wily stage use the Air Shooter to defeat Wood Man. Save the Atomic Fire for the first phase of Wily machine 2, especially while playing on the Hard difficulty setting. Also, do NOT use the Leaf Shield against Wood Man. Especially if he is low on energy because if you do, HIS energy will be completely recharged. If you do that and you don't have any energy, just guess what will happen....
- <13> Do NOT use the Bubble Lead against Bubble Man. Especially if he is low on energy because if you do, HIS energy will be completely recharged. So many bosses where you can refill their energy... how dandy.
- <14> This is NOT a mistake. Metal Man's weakness is his own Metal Blade.

Obviously you can use that against him on the first encounter, so use the Quick Boomerang as the next best weapon.

Here's a tip, if you are playing the game with a Hard difficulty setting, try to defeat all enemies that you can with the Rock Buster. Don't use any other weapon unless it is the only way to beat an enemy.

====V. Secrets and things to unlock=====

- 1) Unlock the third page in the Database: Complete the game once in Original Mode with a Normal difficulty setting.
- 2) Unlock the fourth page in the Database: Complete the game once in Original Mode with a Hard difficulty setting.
- 3) Unlock the fifth page in the Database: Complete the game once in Navi Mode with a Normal difficulty setting.
- 4) Unlock the sixth page in the Database: Complete the game once in Navi Mode with a Hard difficulty setting.
- 5) Unlock the seventh page in the Database: Complete Boss Attack once on either Normal or Hard difficulty setting.

Here is a hint, playing Boss Attack is an easy way to get the information for the 8 main bosses in the Database.

====VI. Frequently Asked Questions (FAQ)=====

Question 1:

Is it possible to get all the information for a page by just encountering a character once?

Answer to Question 1:

The minimum amount of encounters seems to be 5 to fill up a page (One to see it on screen, one to get hit by it, one to use the weapon it's weak against, and one to destroy it). This is not always the case though.

Question 2:

Why is Crash Man called Clash Man in this version?

Answer to Question 2:

Time for a little Japanese school lesson. In Japanese there is no true "R" sound, they use a soft "L" to pronounce English words that have an "R" in it to approximate. For example, Rockman in Japanese is pronounced "Loku Mon". The "o" and the "u" are pronounced very brief and the sounds are cut short. Another thing that gets many people get confused is that when Japanese words are written in Romaji (that's English letters A-Z for those of you that do not know) an "R" is used instead of an "L". Because of this, people think that there is no "L" sound in Japanese when that in not the case at all. So which name is correct, Clash Man or Crash Man? Technically, it's Clash Man, but in Japanese it does not really matter.

Question 3:

The Database says that the Sniper Armor was built for Rockman and there

is even a picture of him using it. How can I use one in the game?

Answer to Question 3:

You have to get real close to a Sniper Joe and ask him nicely. Just kidding :p Actually, if you avoid enough of his shots, the Sniper Joe will get angry and jump out of the armor to chase you and you'll have chance to grab the armor (you wish). If you want armors like that, go play the X series. :p

Question 4:

How is it possible to use the Metal Blade against Metal Man if you have to beat him to get it?

Answer to Question 4:

You carzy n00b!!!!!! You gotta use the grab button when he throws a Metal Blade at you and then throw it back at him. :p Nah! Actually, you can only use it against him on the fifth Dr. Wily Stage (the teleport system where you have the boss rematches).

Question 5:

I have a question that is not on this FAQ, can I email you about it?

Answer to Question 5:

As long as it has to do with this game or Mega Man in general, then you may. Don't expect an answer right away though as I don't check my email every single day. But I'll get back to you.

====VII. Closing statement=====

I hope you enjoyed or find this document useful. It's a shame that this database was not included in the Mega Man Anniversary Collection. There was an attempt, but it was never finished. I will post a video about this unfinished version when I get the chance, which applies to the Gamecube and PS2 versions (I'm not sure yet about the Xbox version, but it probably applies to that too.)

If you feel that there is something I missed in one of the sections above, a mistake I made, or something about this document that you just don't understand, feel free to email me about it. Then I will update the document with any necessary changes. Be sure to put Rockman or MegaMan as the email subject. I will credit you of course for any assistance you may provide. :) My email address is at the very top of this document, be sure to remove the spaces and to use @ instead of "at" and so on.

Fun Fact:

====VIII. Credits and thanks=====

1. Thanks goes to Capcom and all of its staff involved with the Rockman series and the Complete Works versions.
2. Thanks to GameFaqs and its staff for hosting my document and for maintaining an awesome website and for keeping such documents free unlike some other sites.

3. A major thanks to Last Cetra for helping me on translating the character information in the Pages of the Database. You Rock! :)
4. Myself for taking the time to write this document.
5. You, the reader, for taking the time to read this document.

DeGamer - 2000, 2004, 2010, 2011

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