

# RockMan III (Import) Database Guide

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Rockman Complete Works:

Rockman 3 The End of Dr. Wily for Sony Playstation 1.

Database Guide

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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 63 pages in the Database but you only start off with the first 2. 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 55. Pages 1, 56-63 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, 8-63:

- 1) On the upper left side is the name of the character.
- 2) Under the name is the artwork (pages 1, 56-63) or sprite (pages 8-55) 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, 56-63 is Lv which stands for Level. This level can only be increased through the Pocketstation mini game (Pocket Rockman 3). 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 8-55 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 (in most cases anyway).
- 7) Under that near the bottom left side says Battledata. On pages 8-63 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 55 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'll give you paypal ID and you can send it there.

#### -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 (unless you want to mess things up). 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. (I'm not sure if you can fix corrupt game data so don't do it.) You will get a message stating that as well.

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

Note: For any numbers inside a <> read the notes after the last page in the Database (page 63).

##### 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 3.

##### 3) Family Photograph

##### 4) Comic strip

##### 5) Shadow Man & Hard Man stage rough sketches

##### 6) Deformed Rockman & Rush

##### 7) Original Navigator artwork

##### 8) Walking Bomb - HP 01 - AT 04 - Weapon of Choice: Rock Buster A walking-type Killer Bomb. Don't let it explode near you.

##### 9) Elekin - HP 01 - AT 04 - Weapon of Choice: Rock Buster Battery robot used on emergencies. Tends to short circuit itself often. Be careful with its 8-way shot.

##### 10) Electric Gabyoall (Electric Spine) - HP 00 <1> - AT 04 - Weapon of Choice: None <1> Barricade system which creates an electric shield. The only thing you can do is avoid it.

##### 11) Kaetsutekita Monking (Returning Monking) - HP 08 - AT 03 - Weapon of Choice: Top Spin

The heavy Monking now in good shape. Dispose of it before it starts moving.

- 12) Gyoraibou (Torpedobou) -  
HP 01 - AT 06 - Weapon of Choice: Magnet Missile  
A special small-sized battleship. A troublesome enemy with a high attack power. Make sure to dodge its torpedoes.
- 13) Komasablow - HP 06 - AT 06 - Weapon of Choice: Gemini Laser  
Barricade robot improved from Matasablow. Make sure to destroy its tops.
- 14) Giant Springer - HP 08 - AT 06 - Weapon of Choice: Gemini Laser  
A robot built under the precept that "if it's big, it must be strong". Take down its homing missiles quickly.
- 15) Giant Mettaur - HP 10 - AT 08 - Weapon of Choice: Hard Knuckle <2>  
Built way too big, it ended up with very slow movements. You should be able to destroy it just by firing rapidly.
- 16) Jyamashii - HP 01 - AT 02 - Weapon of Choice: Rock Buster  
Robot meant to guard places where entrance is forbidden. Make sure to destroy it before climbing the ladder.
- 17) Junk Golem - HP 06 - AT 04 - Weapon of Choice: Top Spin  
A robot made in a flurry by Dr. Wily when he learned Rockman had come to his fortress. It's hard to dodge the trash.
- 18) Dada - HP 01 - AT 02 - Weapon of Choice: Rock Buster  
Robot meant to level the soil. A troublesome enemy due to his big jumps.
- 19) Tama (Ball) - HP 10 - AT 03 - Weapon of Choice: Hard Knuckle  
A robot built by Dr. Light in the past to be used on an event. Have you mastered your jumping shots already?
- 20) Chibee (Lilbee) - HP 01 - AT 03 - Weapon of Choice: Rock Buster  
Lilbee's role is to gather detailed data on the weather. The collected data is stored in the Habusubee.
- 21) Needle Press - HP 00 <1> - AT 04 - Weapon of Choice: None <1>  
A trap that activates based on a movement sensor. Avoid it with your slide.
- 22) Nitron - HP 01 - AT 04 - Weapon of Choice: Rock Buster  
Was used to melt hard rocks to help mining for energy resources. Jump and shoot when it approaches.
- 23) New Shotman - HP 03 - AT 04 - Weapon of Choice: Shadow Blade

A remodeled Shotman. Memorize the direction of its shots.

- 24) Havesbee - HP 03 - AT 06 - Weapon of Choice: Hard Knuckle <3>  
Robot for collecting data on the weather. An annoying foe if faced directly.
- 25) Parachute - HP 03 - AT 04 - Weapon of Choice: Magnet Missile  
A member of the Robot Circus troupe. Since he drops all of a sudden from above, try to memorize the places where it appears.
- 26) Needle Harry - HP 06 - AT 06 - Weapon of Choice: Gemini Laser  
A guard robot for energy resources excavation sites. It's impossible to damage it when it rolls up in a ball, so defeat it beforehand.
- 27) Hammer Joe - HP 08 - AT 04 - Weapon of Choice: Hard Knuckle  
Full armor edition of the Sniper Joe series. You can dodge the hammer with a slide.
- 28) Bikky - HP 06 - AT 08 - Weapon of Choice: Hard Knuckle  
Large-size press robot used for preparing the soil. You can avoid the struggle and slide under it when it jumps.
- 29) Big Snakey - HP 10 - AT 08 - Weapon of Choice: Hard Knuckle  
A gigantic robot working as the very construction of Snake Man's fortress. Destroy it quickly, because its shots are hard to dodge.
- 30) Pikeruman Bull (Ice Axe Man Bulldozer) -  
HP 03 - AT 06 - Weapon of Choice: Gemini Laser <4>  
A bulldozer made for an Ice Axe Man. The bulldozer can deflect any sort of attack.
- 31) Petit Snakey - HP 02 - AT 04 - Weapon of Choice: Shadow Blade  
Attack system of Snake Man's fortress. Memorize the places where it appears, because its searching capabilities excel.
- 32) Bubkan - HP 04 - AT 04 - Weapon of Choice: Top Spin  
A robot built by Dr. Light to participate in the Robot Olympics. After it jumps, wait for it to land to attack.
- 33) Petaki (Peterchy) - HP 03 - AT 04 - Weapon of Choice: Top Spin  
A scouting robot. Just your everyday minion.
- 34) Pen Pen - HP 01 - AT 04 - Weapon of Choice: Hard Knuckle <3>  
Robot for gathering weather data during South Pole expeditions. Just keep shooting and there's nothing to fear.
- 35) Pen Pen Maker - HP 10 - AT 08 - Weapon of Choice: Hard Knuckle

A robot that used to serve as a base for other robots working in South Pole expeditions. You can't defeat it unless you find his weak spot.

- 36) Pol - HP 01 - AT 01 - Weapon of Choice: Rock Buster  
Sensor robot used for searching energy resources. It feels good when you keep firing away just to destroy them.
- 37) Houdai (Turret) - HP 03 - AT 06 - Weapon of Choice: Magnet Missile  
Deployed to protect energy resources from aliens. When the shield closes, it can't be damaged.
- 38) Poton - HP 01 - AT 02 - Weapon of Choice: Rock Buster  
A watch guard robot. It's too expensive because it explodes.
- 39) Bomb Freer - HP 04 - AT 02 - Weapon of Choice: Gemini Laser  
A robot that Wily came up with after gazing at a fried shrimp. Remember the places where it appears on to avoid colliding in mid-air and falling in a pit.
- 40) Bolton and Nuton - HP 01 - AT 02 - Weapon of Choice: Rock Buster  
An industry guard system. An annoying foe which is invincible while not fully assembled.
- 41) Hologran - HP 03 - AT 03 - Weapon of Choice: Shadow Blade  
A Holograph Mecha Wily is proud of. Though it's impossible to see the actual surroundings due to its holographic projection, destroying it makes everything go back to normal.
- 42) Bomber Pepe - HP 06 - AT 06 - Weapon of Choice: Hard Knuckle  
A South Pole exploration robot that was forcefully rebuilt for use on outer space. A difficult foe when paired with Nitron.
- 43) Mag Fly - HP 01 - AT 04 - Weapon of Choice: Rock Buster  
Robot for transporting iron. Be careful not to be carried away by its magnetism.
- 44) Mekakero - HP 01 - AT 03 - Weapon of Choice: Rock Buster  
Kamadormah's (Sickle Domer) new model. It's hard to hit it while it's still, so aim for it when it's jumping!
- 45) Mettaur Deluxe <5> - HP 01 - AT 04 - Weapon of Choice: Rock Buster  
An improved Mettaur. Its shots are now slower and widespread.
- 46) Yambo - HP 03 - AT 03 - Weapon of Choice: Magnet Missile  
A robot used to protect crops from enemies. Guide it around to destroy it easily.
- 47) Wanan (Trapan) - HP 00 <1> - AT 04 - Weapon of Choice: None <1>

A trap for trespassers. Pass by it quickly by sliding away.

- 48) Doc Robot <6> - HP 28 - AT 08 <6> - Weapon of Choice: Not Available <6>  
It can reproduce the movement pattern of any boss by changing its Program data.
- 49) Meka Goro (Turtlegoro) -  
HP 05 - AT 04 - Weapon of Choice: Shadow Blade  
A robot for checking water quality. Its movements are fast and diagonal, so use a weapon that can also attack diagonally.
- 50) Meka Goro Maker (Turtlegoro Maker)-  
HP 28 <7> - AT 08 - Weapon of Choice: None <7>  
A machine which controls Turtlegoros. When all of its Turtlegoros are destroyed, it explodes.
- 51) Yellow Devil Mark 2 - HP 28 - AT 08 - Weapon of Choice: Hard Knuckle  
Powered-up version of the Yellow Devil. It's vulnerable when not moving. Dodge the incoming blocks with a slide.
- 52) Holograph Rockmans - HP 28 - AT 06 - Weapon of Choice: Search Snake <8>  
Two holographs were added to the Copy Robot, in order to confuse Rockman. Find the true one quickly and attack it.
- 53) Blues (Proto Man) <9> -  
HP 28 - AT 04 - Weapon of Choice: Hard Knuckle <9>  
The first robot built by Dr. Light as a prototype. There's a fault on his energy device, but his whereabouts became unknown before he was deactivated. Really a friend or a foe...?
- 54) Wily Machine 3 <10> - HP 28 - AT 08 - Weapon of Choice: Hard Knuckle <10>  
An enlarged Wily Machine which boasts the first walking system. Since your attacks can't reach it even if you jump, try Rush Jet!
- 55) Gamma <11> - HP 28 <11> - AT 16 <11> - Weapon of Choice: Top Spin <11>  
A large-sized robot built by the collaboration of both Dr. Light and Dr. Wily. Since it's still incomplete, it can move but a single arm.
- 56) Needle Man - HP 28 - AT 06 - Weapon of Choice: Gemini Laser <12>  
Developed to use Air Man's body type and Metal Man's behavior. Fight from afar.
- 57) Magnet Man - HP 28 - AT 06 - Weapon of Choice: Spark Shot <12> & <13>  
Attracts enemies with a powerful magnetic field. Dodge the homing Magnetic Missiles with your slide.
- 58) Gemini Man - HP 28 - AT 06 - Weapon of Choice: Search Snake <12>  
His weapon is the Gemini Laser, which affects the enemy's mind. Watch his movements closely and attack.



- 59) Hard Man - HP 28 - AT 06 - Weapon of Choice: Magnet Missile <12>  
Possesses a body built specially from Ceramical Titanium. Weights 3 tons. Dodge the Hard Knuckle near the edge of the screen.
- 60) Top Man - HP 28 - AT 06 - Weapon of Choice: Hard Knuckle <12>  
Possesses a shield system that deflects all attacks, which is done by spinning his body at a high speed. Very popular on the New Year due to the tops that come out of his head.
- 61) Snake Man - HP 28 - AT 06 - Weapon of Choice: Needle Man <12>  
As pesky as a snake, he closes steadily to his enemies... He keeps moving around disregard of anything, so just stay put yourself and attack.
- 62) Spark Man - HP 28 - AT 04 - Weapon of Choice: Shadow Blade <12>  
Possesses twice as much electric power as Elec Man. However, there seems to be an issue with his thought program.
- 63) Shadow Man - HP 28 - AT 06 - Weapon of Choice: Top Spin <12>  
A robot shrouded in mystery, almost no data on him is available. Dodge all his attacks by jumping.

====Notes=====

\* Special Note:

Any boss that is weak against the Top Spin can be destroyed with a single hit (this includes Shadow Man, Doc Robot in his Clash Man or Heat Man form and even the final boss!). To do this, you must be directly above the enemy and use the Top Spin hitting them with it but they must not hit you. After some practice, this should be easy to do. You can also do this from the sides but it does not always work.

<1> Electric Gabyoall, Needle Press, and Wanan are just traps and can NOT be destroyed. Jump in between Electric Gabyoall when it stops using its electricity. Slide or run under Needle Press when it retracts (you will have to jump over the ones that come from the ground). Slide above or jump over Wanan to avoid it.

<2> Although Giant Mettaur's weakness is the Hard Knuckle, you can use the Search Snake to destroy it before it has a chance to attack you.

<3> You will obviously not have the Hard Knuckle on Hard Man's stage to defeat Havesbee. So, use the Shadow Blade since it can also do the job. Also, it seems a waste to use the Hard Knuckle on Pen Pen. Use the Rock Buster instead since he only needs one hit to be destroyed.

<4> It seems a waste to use the Gemini Laser on Pikeruman Bull. Use the Rock Buster instead since he only needs three hits to be destroyed.

<5> Mettaur Deluxe refers to the different versions of Mettaur in this game. They all have the same HP, AT, and weakness. However, one runs on the ground and one can fly.

<6> Capcom did not separate Doc Robot (his name is a play on words) with its different weapons. Game wise, you fight Doc Robot eight times and each time he uses one weapon from one of the main bosses of Rockman 2. However, storyline wise Doc Robot is a single character with ALL of the weapons from the main bosses in Rockman 2! You can say that he is almost Dr. Wily's version of Rockman. Doc Robot's weakness is different for the eight times you fight him. Here are the weapons to use:

Metal Man form: Use either Magnet Missile or Hard Knuckle

Quick Man form: Use the Gemini Laser

Air Man form: Use either the Spark Shot or Magnet Missile

Clash Man form: Use either the Hard Knuckle or Top Spin

Flash Man form: Use the Needle Cannon

Bubble Man form: Use either the Shadow Blade or Spark Shot

Wood Man form: Use the Needle Cannon, Search Snake or Hard Knuckle

Heat Man form: Use either the Shadow Blade or Top Spin

<7> Meka Goro Maker can NOT be defeated directly. Any weapon you use on it will be deflected. To defeat it, you must destroy the five Meka Goros that it makes. Each time you destroys one, Meka Goro Maker's HP is reduced. I wonder why Capcom decided to separate these two characters but not other characters that should be separate in the first place, oh well.

<8> Although Holograph Rockmans weakness is the Search Snake, you can destroy them with well placed single hit of the Top Spin.

<9> Capcom did not put Blues in his Break Man armor as a separate character. They should have done so because his HP and weakness is different in both forms. Or at least give him two pages explaining the difference. Break Man's only weakness is the Rock Buster.

<10> Capcom did not separate both phases of Wily Machine 3. Their AT is different but their weakness is the same. The first phase has two weaknesses, the Hard Knuckle and the Spark Shot. You should use the Spark Shot on his first phase and save the Hard Knuckle for the second phase. Also, the sprite of the second phase is shown on the page.

<11> Once again, Capcom did not separate this character's two phases. Gamma's two phases share the same HP but their AT and weaknesses are different. The page shows Gamma in its second phase and only shows the weakness for that phase. The first phase's weakness is the Hard Knuckle.

<12> You can inflict good damage on the eight main bosses of the game using their own weapon against them. Obviously you can only do this on the fourth Dr. Wily stage. Also, you can NOT defeat Top Man with one hit of the Top Spin.

<13> The Shadow Blade also inflicts the same amount of damage on Magnet Man as the Spark Shot.

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:

Is it possible to obtain the weapons that Doc Robot uses?

Answer to Question 2:

Unfortunately, no. This would have kicked so much ass though. Capcom should have thrown that in as an extra to this version.

Question 3:

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

Answer to Question 3:

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.

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 GameFags and its staff for hosting my document and for maintaining an awesome website and for keeping such documents free unlike some other sites (those bums).
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.

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