RockMan III (Import) Complete Works version FAQ

by DeGamer   Updated to v3.00 on Aug 8, 2010

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


                    Last updated on February 2011


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Specials thanks to: Last Cetra, NES Boy, and VixyNyan



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and it is left unaltered, but have the decency to ask me first.



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

Hi and welcome to my Rockman 3 The End of Dr. Wily FAQ for the Sony
Playstation 1. Rockman is known as MegaMan outside of Japan. Capcom
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released Rockman 1-6 (separately) in Japan for the Playstation. These
releases are referred to as the Rockman Complete Works series.

This document is mainly for the differences/additions between the
original Famicom version and the "upgraded" Playstation version. There is
no English version for the Playstation so that is where this document
comes into play. It also serves as a translation for everything about
this version.

This version of the game has been released 4 times in Japan so far.
1) Original Release: September 14, 1999 (Product Number - SLPS-02262)

2) PSOne Books Re-release: May 29, 2003 (Product Number - SLPM-87258)

3) Re-release as part of the Rockman Special Collection: December 2003
   (Same product number as the one above)

4) Downloadable game on the Japanese PSN: April 28, 2010. It will be
   available in the US on the PSN as of next month. However,
   unfortunately/fortunately it won't be localized. It bears the title as
   a Japan classic, which is unbelievable! Even though there are
   other games released like this, there is a reason for this madness
   as to why it affects MegaMan, as I will explain further in the
   document on section X: Frequently Asked Questions.

Versions 1, 2, & 3 listed above are the same in terms of game content.
Thanks to VixyNyan for helping me confirm that the files on the CD for
versions 2 and 3 are exactly the same as the original release in 1999.
Versions 2 and 3 have the same CD cover as versions 1 but have different
manual covers. Version 4 on the PSN is more than likely the same as well
but I haven't played it (and don't really need to as I have the PS1
version).

This game was included in the MegaMan Anniversary Collection in 2004 for
the PS2, Gamecube and XBOX, but had many of its contents disabled or
removed. Even then, the ports in the MegaMan Anniversary Collection are
not 100% accurate to the PS1 versions as some other things were altered.

=====II. Notes===

There are some small differences between Rockman 3 for the Famicom and
its English counterpart MegaMan 3 for the NES (Nintendo Entertainment
System). I will use the name Famicom throughout this document instead of
NES to be more precise. Also, I will not give a stage walkthrough (except
for Hard mode) because there are already many walkthroughs available for
them written by other people. Thus, repeating that information is a waste
of time and would make this document much larger than it needs to be.

One major difference from the Famicom and the NES versions that I will
mention is that the Famicom version has no enabled "tricks" or debugging
features with the second controller. This was a mistake and the English
version was not supposed to be released with those features left active.
Many people think it was "removed" from this version, but the thing is
you weren't meant to have access to those features when the game was
finalized.

If you feel that there is something I missed in one of the sections
below, 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.

Now, let's continue...

=====III. What's New to the Playstation version===========================

1) First of all, this game is "emulated" (except for the music as it streams off the disc in a format similar to music on a Compact Disc). The emulation is perfect too, so there's nothing to worry about. The game is also small enough to fit almost entirely into the Playstation's RAM. Which means the game loads faster than your typical PS1 game. Thus, you will only see the loading screen once (which has some cool new art work of Blues and the bosses). Obviously, the Famicom version did not have a loading screen.

2) You can save your game progress to your memory card. This is helpful for those who are too lazy to write down passwords. But, you can not save your game progress beyond the first Dr. Wily stage. Also, as far as I know, there were never any passwords to skip ahead of the first Dr. Wily stage anyway. This is not a new feature because you were able to do this in the Sega Mega Drive version (Sega Genesis in the USA) but it is worth mentioning. You can have eight game data slots on a memory card which only takes up 1 block (for all of them, not for each).

3) There is dual shock support. More on this in the Translation of Menus section under Options.

4) When you first start the game, you will get a new interface with a new title screen with some modes and options that are not in the Famicom version. Also, The Playstation version has 2 different title screens. There is the "Mode Select" title screen and then there is the "game" title screen. Though you only see the Mode Select title screen once. In order to see it again you have to reset the Playstation or clear the game. There is also a new remixed version of the title screen music from Rockman 2 playing (From the Arcade games) while you are on the Mode Select menu.

5) If you leave the game on the Mode Select title screen long enough, you will get one of several possible demos of the game playing. The Famicom version does not have a demo of the game playing at all (The intro doesn't count). There is also a Capcom logo with Rockman, Rush, and Beat (from part 5 and up) that is displayed after the demo.

6) There are 2 ways to play the game. There is "Original Mode" and "Navi Mode" (look at the Translation of Menus section to know which one is which and a full explanation of each mode).

7) You can turn screen flickering on or off. This is when the games objects or characters start flashing because there is a lot going on and things are really hectic on screen. This is most noticable when fighting the bosses in Dr. Wily's fortress. The Playstation version allows you to stop the flickering by turning Flash off. This is probably how the original game for the Famicom/NES version was meant to be but due to the limitation of that system is was not possible at the time. This may not sound like a big deal but it is because sometimes you cannot even see where you are when fighting these bosses because of all the flickering.

This option is a big plus for me.

8) There is a Database mode where you can see artwork and information on all the characters in the game (including some that are not in the game). The database starts out practically empty. You fill it up as you play the game. Since this alone is very large, I wrote a separate document for it. The document is available in GameFaqs.com under Rockman 3 Complete Works titled "Database". This was a really cool addition.

9) This version makes use of the Pocketstation to play mini games as well as add features to the game that can be used in Navi Mode (look at the Translation of Menus section for details).

10) If you accidentally or purposely remove a controller from its port while playing the game, the Playstation will pause the game. This isn't really new since many Playstation games do this but it's worth mentioning since this does not happen on the Famicom/NES version.

11) There are more additions to the Playstation version but I will not put them in this section to avoid repeating the same information twice. Look in the Translation of Menus section for the rest.

=====IV. A) Translation of Menus===

On the Mode Select screen you start out with 5 choices. You have to unlock the last one. Read the Secrets section to see how to do so. All of it is in Japanese. The choices read as follows:

    1) Original Mode
    2) Navi Mode
    3) Options
    4) Database
    5) Pocketstation
    6) Boss Attack (You must unlock this.)

I uploaded an English screen shot of this menu which you can see here:
*IMAGE1

Below is an explanation of each of the 6 choices above.

1) -Original Mode-

This is exactly the same as the Famicom version of the game, but there are some new additions.

First, as I said before you can save your game progress (or passwords rather) after successfully completing a stage or on the Game Over screen after losing all your lives. But, you cannot save your game progress beyond the first Dr. Wily stage. You can also load game data that you may have on your memory card from the game title screen. I will explain this in full detail in the How to Save or Load section.

Second, you can instantly change weapons (if you have any) by using the "L1" or "R1" buttons to scroll through them. The first Rockman game to have this was Rockman X for the Super Famicom (MegaMan X for the SNES).

This addition really comes in handy. You can still change weapons the old fashioned way by pressing "Start" to bring up the weapons menu.

Third, you now have a second menu that you can bring up by pressing "Select". You have several options in this menu (which I will explain in the Select Menu section) where you can change your button configuration, reset the game, view your current password and a few other things.

Fourth, the partial debug mode that was left turned on for the second controller on the Famicom and NES versions has now been turned off. This means you can no longer do all those "tricks" with the second controller in this version.

Fifth, you can no longer turn the Rush Coil into either the Rush Marine or Rush Jet by highlighting the Spark Shot and Shadow Blade respectively. Many people say that this was a glitch, but something tells me that this was part of the debug mode.

Sixth, after the ending (or the Staff Roll in Navi Mode) there's a screen that says "All Clear" and anything that you have unlocked. It also tells you to save in the Options menu. There is a smaller image of the one used in the Capcom logo displayed here.

2) -Navi Mode-

This has everything from Original Mode and then some.

First, you will have a hint system to help you throughout certain parts of each stage. A yellow exclamation point will appear on the bottom left side of the screen when you reach certain areas. If you press "Select" when the exclamation point appears, Blues (a.k.a. ProtoMan) will either tell you how to get a certain item, how to defeat a certain enemy, or how to get past a certain trap or obstacle depending where you are. The hints are always the same and they are always in the same "certain" areas (that may sound somewhat confusing but after playing the game you will see what I mean). The hints are all written in Japanese but don't worry, most of the obstacle/traps/enemies are easy to get around if you use common sense. There are a few areas though where they do come in handy for people that never played older games. It's like having a built-in strategy guide. Last Cetra has translated the hints, which I listed in the Navi Mode hints section.

Second, your energy gauge is replaced with one that look very similar the one used in Rockman 8 (MegaMan 8). You also get an icon of Rockman's face under it and to the right of that tell you how many lives you have remaining. If you change your weapon, the icon of Rockman's face is replaced with an icon of your current equipped weapon and to the right of that is the amount of times you can use it (of course, you can always recharge them with weapon power-ups). This is definitely better than the way it is normally displayed.

Third, you get a completely different looking weapon menu when pressing start (it looks somewhat similar to the one used in the original Rockman 4 but it's not full screen) which is much better than the normal weapon menu. This menu uses a single screen as opposed to the split menu used in the original game, thus allowing you to switch between weapons and items faster. The weapons layout is as follows (assuming you have all

of them):

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    Rock Buster
    Needle Cannon        Spark Shot
    Magnet Missile       Shadow Blade
    Gemini Laser         Rush Coil
    Hard Knuckle         Rush Marine
    Top Spin             Rush Jet
    Search Snake         Energy Tanks
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Also, there is a weapon/item icon to the left of each name.
I uploaded an English screen shot of this menu which you can see here:
*IMAGE2

Fourth, Beat (the robotic bird that you get in Rockman 5) appears at
certain areas of some stages with an arrow telling you where to go. Story
line wise, Beat is actually not in this game (well, he does not even
exist until part 5). He is just in this version as an extra addition to
the game. Hey, it's better than just putting an arrow by itself. There
are a few places though were it can help if you've never played the game
before since some stages have multiple paths to advance to the next
screen.

Fifth, the energy gauge for the bosses appears on the right side of the
screen instead of the left next to Rockman's. It also looks exactly like
it does in Rockman 8. The screen does look better this way as it is not
so cramped up of the left side.

Sixth, you can have music from the arcade games (Rockman the Power
Battle & Rockman 2 the Power Fighters) on certain stages if you want
(look at the Secrets section to see how to do this). I really love that
Capcom did this, but they got lazy and didn't give a remixed song to the
bosses that were not in the arcade games. For example, Gemini Man is in
the arcade games and in those games there is a remixed version of his
song from the original Rockman 3. Spark Man is not in the arcade games
so there is obviously no remixed song for him. Strangely enough, there
was a video promotional ad promoting the Rockman Complete Works games
where a remix of Spark Man's song was played in the background but,
unfortunately that song is not included in this game. Also, although
Magnet Man was in the arcade games, there is no remix for his stage
music. This addition though is probably the biggest highlight for me
about the Playstation version because I really like the music.

Seventh, the Weapon menu background glitch is much more difficult to
pull off. I mentioned this in my documents for Rockman 1 and 2 for the
Playstation. This has nothing to do with the Famicom version but it is
worth mentioning.

Finally, there are additional credit screens after the normal one where
it shows the names of the staff responsible for the Playstation version.
Meanwhile in the background it shows Rockman playing certain stages,
some of which he shows real skill by defeating certain enemies or
getting by certain traps/obstacles without getting hit, or some where
he is getting clobbered.

3) -Options-

Here you can adjust a few settings and configurations of the game. None
of these options are available in the Famicom version. The options are as
follows:

    -Game Difficulty-
     Easy!   Normal   Hard! (you have to unlock the Hard setting)

    -Game Speed-
     Slow!   Normal

    -Button Configuration-

    -Sound Setting-

    -Memory Card-
     Load   Save

    -Back to Mode Select-

I uploaded an English screen shot of this menu which you can see here:
*IMAGE3

Below is a full description of each of these.

  -Game Difficulty-

Normal difficulty leaves the game unaltered from the Famicom version. On
the Easy setting there are fewer enemies/traps in certain places and you
take less damage than you do on Normal. You also inflict more damage on
some enemies and bosses. On the Hard setting, there are no power-ups
what so ever, of course, you still get the weapons from the main bosses.
This is a very nice addition that makes the game interesting for veteran
players. Normal is highlighted by default.

  -Game Speed-

Normal speed obviously doesn't change the game. It is also highlighted by
default. The Slow setting is a strange new addition. I don't know why any
one would want to play at such a speed but this is a good way to see
every frame of animation.

  -Button Configuration-

Highlighting this and pressing "Circle" will open a sub-menu with the
following options:

    Normal Shot (Highlight and press a button you wish to set it to.
                  It's "Square" by default.)

    Jump (Highlight and press a button you wish to set it to. It is
           the "X" button by default.)

    Sliding (Highlight and press a button you wish to set it to. It is
            the "Circle" button by default. Also note that it actually
            says "sliding" instead of just "slide".)

Change Weapon Left   (Highlight and press a button you wish to set it
                             to. It is the "L1" button by default.)

      Change Weapon Right (Highlight and press a button you wish to set it
                            to. It is the "R1" button by default.)

       Rapid Shot (Highlight and press a button you wish to set it to. It is
                    the "Triangle" button by default.)

      Auto Rapid (Highlight and press "Circle" to turn it ON or OFF.)

      Vibration   (Highlight and press "Circle" to turn it ON or OFF.)

      Restore Defaults (Highlight and press "Circle" to set these settings
                        to default.)

      End Configuration (Highlight and press "Circle" to close this
                          sub-menu.)

Rapid Shot will allow you to fire 3 consecutive shots with the press of a
button. This comes in handy against most enemies, but not most bosses.

Turning Auto Rapid ON is the equivalent of having the Rapid Shot button
being pressed for you continuously and automatically. This may sound
cheap but it's not because you cannot have more than 3 shots on the
screen at once. You also have to wait until at least one of those shots
goes off screen in order to shoot again. Auto Rapid can actually make the
game harder even though it's purpose is to make it easier because it can
put you in some tough spots. Meaning, if you need to shoot an enemy that
is in front of you and you can't avoid him, you may have to wait until
those shots go off screen for Rockman to shoot again depending on how
they were fired. Thus, you will most likely end up getting hit a lot more
then you should. Good thing it's turned off by default.

Turning Vibration ON will add dual shock support to the game. This option
is turned off by default. You will need a dual shock controller
naturally. When Rockman gets hit, the controller will vibrate (not much
though, in fact you will barely feel it). It vibrates even more when you
lose a life. This feature is not necessary but some people like dual
shock support, personally I could care less about this feature.

   -Sound Setting-

Press left or right on the directional pad to change from either Stereo
or Monaural. The default setting is Stereo. This option is misleading
because unless you are using the code to have the remixed music, the
music output is Mono even if you set it to Stereo. What will happen is
that both the left and right speakers (assuming you are using speakers)
will output the music on Mono when you set it to Stereo. The original
music was never in Stereo to begin with so it's nothing to get upset
about.

   -Memory Card-

This will allow you to save or load the settings you have made in the
Options screen. You do NOT load or save your game progress/passwords
from this menu. Also, for some reason saving here does not save the
information you have gathered in the Database mode (see the Database

section for more information). This was a bad move on Capcom's part and
is probably the only down side to the Playstation version since it's
easy to forget to save in the Database separately. Fortunately, the
game loads these settings automatically when you turn on the Playstation
(assuming you had your memory card inserted before turning the game on).
You can also save Boss Attack and Lives select (read the Secrets section)
with this menu if you have unlocked them. For full details on how to
Save or Load, read the How to Save or Load Section.

  -Back to Mode Select-

This is self-explanatory. Need I say more?

4) -Database-

The Database is a new addition to the Playstation version that contains
artwork (including some new art) and information on every single
character in the game. This information includes their characteristics,
their weakness, their energy, 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. The other pages are
unlocked as you play them game (also see the Secrets section). The
music played here is a remix of the from Password/Continue screen of
the actual game. 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. I made a
separate document which contains all the information for the 63 pages
of the Database (which is also available on GameFaqs.com). I didn't
include that information here because it alone is quite large.

5) -Pocketstation-

For those of you that don't know, the Pocketstation is a special type of
Playstation memory card that can be used to save games, as an alarm
clock, or play mini games on it. It has a screen and a few buttons on it.
Think of it as something similar to the Sega Dreamcast VMU (Visual
memory Unit or Memory Card if you prefer). It was not released in the
USA. Now that we got that out of the way, let's continue.

If you have an actual Pocketstation inserted into the memory card slot 1,
you can use the Pocketstation option on the Mode Select screen to then
download a mini game (called Pocket Rockman 3 or PokeRock 3 for short) to
your actual Pocketstation from the Rockman game disc. You can then play
this mini game on your actual Pocketstation. Here is a step-by-step
instruction on how to do so:

  A) Highlight Pocketstation on the Mode Select menu and press "Circle".

  B) A message will appear telling you that you can download a game to
     your pocketstation. Then will ask you to press "Circle" to continue.

  C) Afterward, another message will appear telling you a PocketStation
     is required to proceed with the download. So if you have not done so
     yet, get your pocketstation ready and insert it on the first memory

card slot in your playstation. Again it will ask to press "Circle" to continue.

D) Yet another message will appear. This message will ask to confirm the download, which will go to the pocketstation in memory card slot 1. It will also tell you that 13 blocks of space are required. You will have two choices on the bottom, "Yes" on the left and "No" on the right. Select the one you want and press "Circle".

E) If you chose yes, it will check for a pocketstation in memory card slot 1. Then one of two things will happen. If no pocketstation is found or you do not have enough free space, a message will appear telling you so and you will hear a sound. Then it will ask you to press "Circle" to continue which actually takes you back to step D. If a pocketstation is found AND you have enough free space you will be able to download to the pocketstation. You'll get a message saying it's checking the pocketstation, then downloading to it, and then download complete. Once that's over, press "Circle" to return to the Mode Select screen.

You will then be able to play the mini game on your pocketstation. The main purpose of these mini games is to power up Rockman and the 8 main bosses of Rockman 3 where you can level them up to have more energy units and increase their attack damage. Once you level up Rockman or any of the 8 main bosses, you can then upload that data in the Database mode through pages 1, 56-63. This leveling up will affect the characters in Navi Mode only. Their life gauge can be increased anywhere from the normal 28 units of energy all the way up to 80 units. Each boss character you level up will also inflict more damage to you, making it more challenging. Rockman at max level 99 will inflict more damage with his buster. He will also inflict slightly more than twice normal damage when using a bosses weakness against them. The mini game is cool and all (reminds me of Mario Party for some reason), but nothing breathtaking so don't be upset if you are missing on it. But the features it allows you to add to the Navi Mode are very cool. Although having Rockman maxed out makes the game ridiculously easy.

Here are some screenshots I uploaded of PokeRock 3:
*IMAGE4
*IMAGE5

If I still had a pocketstation and a PS1, I would have uploaded some game play videos of PokeRock 3.

6) -Boss Attack-

Look in the Secrets section to see how to unlock this mode. Boss Attack is a mode where you are timed on how fast you can defeat the 8 main bosses of the game. You start off the stage select screen where you will be able to select the amount of lives you have remaining using the "L1" or "R1" buttons before you actually start. You can choose to have either 1, 3, 5, 9, or an infinite amount of lives remaining. Also, near the bottom right side of the screen will be a timer. Once you select a boss, you will start in the room that is right before the boss room in a normal game. In this room there will be a large energy capsule in case you need it (your energy is not refilled after defeating a boss). Then you go to the next room and fight the boss.

After you defeat all 8, you will be given a screen with your total time,

the best time under it, and two choices under that. The first choice is
to try one more time and the choice under that is to return to the Mode
Select screen. Make your choice and press "Circle". Also, while on this
screen, the music played is a remixed version of the song played in
Rockman 3 when you obtain a weapon. This remixed song comes from the
second arcade Rockman game. Boss Attack is definitely a great new
addition, but it's too bad that they did not include the Doc Robot and
Blues in Boss Attack, oh well.

Here is a hint; playing Boss Attack is an easy way to get the information
for these bosses in the Database.

=====IV. B) Select Button menu===

As I mentioned earlier, you can bring up a new menu by pressing the
"Select" button while playing the game. But all of it is in Japanese,
here is a translation:

    -Resume game-

    -Button Configuration-

    -Adjust Screen-

    -Return to Title Screen-

    -Back to Mode Select-

To the left of all that is the current password for your progress.
Passwords do not take you beyond the first Dr. Wily stage. Below is a
full description of each of these.

    -Resume game-

This is self-explanatory. Just highlight this and press either Select,
Start, or Circle to return to the game.

    -Button Configuration-

Highlighting this and pressing "Circle" will open the same sub-menu you
get in the Options screen. I described this sub-menu earlier in the
Options screen section.

    -Adjust Screen-

Highlighting this and pressing "Circle" will allow you to adjust the
game's screen position on your TV. Use the directional pad to change the
coordinates of the X and Y axis. Pressing "Square" will restore the
default position. Pressing "Triangle" will turn the Flash on or off. It
is on by default. Turning it off will allow the game to display properly
when there is a lot happening on the screen and the sprites will not
disappear, especially you. Pressing "Circle" will accept your adjustment
to the screen. This is only useful if there is a part of the game's
screen that is cut off on your TV. You shouldn't have this problem with
newer television sets.

-Return to Title Screen-

Highlighting this and pressing "Circle" will prompt you with a question
asking you if you are sure you want to return to the Title screen. You
will be given two choices. On the left it says "yes" and on the right it
says "no". Pick either one you want and press "Circle". What this does
is return you to the "game" title screen. This is like a sub-soft reset.
You will see what I mean when you read the next option. If you select
this option in Boss Attack, you will be taken to the Boss Select screen.
Another way to do is is to hold "L1", "R1", & "Select" and press "Start"
during game play.

    -Back to Mode Select-

Highlighting this and pressing "Circle" will prompt you with a question
asking you if you are sure you want to return to the Mode Select screen.
You will be given two choices. On the left it says "yes" and on the right
it says "no". Pick either one you want and press "Circle". This is the
real soft reset. Also note that under this option, the menu displays the
difficulty level you are playing on (whether it be Easy, Normal or Hard).

=====IV. C) How to save or load===

    ===Options screen settings===

Look at the Translation of Menus section to know which option is to save
or load on this screen.

 -Load-
To load your settings, highlight Load and press "Circle". 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 will this is happening or you will either corrupt any data
on it or mess up the memory card entirely). Now one of two things can
happen:

ONE) If it finds a memory card inserted in memory card slot 1 AND it has
     Rockman 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 Options screen.

     or

TWO) If it does not find a memory card inserted in memory card slot 1 OR
     it does find one but it does not have Rockman data 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.

  -Save-
To save your settings, highlight Save and press "Circle". A message will
appear asking you to confirm the Save of the Options setting 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
be back in the Options screen. If you chose yes, a message will briefly
appear telling you that it is checking for the memory card (again, don't
remove it from the memory card from the slot nor power off your
playstation while this is happening). After that, one of two things can
happen:

ONE) 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 save is complete and to press "Circle" to continue.
     If you chose no, you will be taken you back to the previous
     question.

        or

TWO) 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 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.

    2)===Game Progress saving/loading===

-Load-
On the "game" title screen you will see a yellow blinking rectangle on
the bottom of the screen. Press the "Select" button and you will be
prompted with a message asking if you wish to load a password that is
saved in memory card slot 1. 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 will return to the game title screen. 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 (nor
should you power off your playstation). Now one of two things can happen:

ONE) If it finds a saved password, it will tell you the load is complete
     and to press "Circle" to continue. Then another sub-menu will open
     and from here you can select from 8 game data slots which show the
     weapons you have so far as well as items. From here you can press

```
     "Circle" to load the game data or "X" to cancel. If your existing
     data is corrupt, a message will appear telling you so and the load
     will fail.



     or



TWO) If it doesn't find any saved password game data, you will hear a
     sound and you will have to press "Circle" which will take you back
     to the previous sub-menu. From there you can attempt to load again
     or not.



-Save-
After clearing a stage, go to the Password screen then press the "Select"
button. Pressing "Select" will open a sub-menu and will ask you if you
wish to save your game password to memory card inserted in slot 1 (which
requires 1 block). The option on the left is "Yes" and on the right is
"No". It will then check for free space on your memory card. Now one
of two things can happen:

ONE) If you have available space on your memory card it will open
     another sub-menu from where you will be given 8 game data slots to
     save your game. Press either left or right on the directional pad to
     cycle through the game data slots. Pressing "Circle" will save or
     pressing "X" will cancel. Choose your data slot and press "Circle".
     It will ask if you are sure that you want your password data to be
     saved on the memory card that is in slot 1 of your Playstation. The
     option on the left is "Yes" and on the right is "No".



      or



TWO) 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. From there you can attempt
     to save again or not. The save will also fail if your memory card
     is corrupt or if you 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.



     3)===Database saving/loading===

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". Depending what you chose, you can
either load or save the Database in the same manner you would load or
save the Options screen settings.



=====V. Hard Difficulty Walkthrough=====================================
```

I will not give a full walkthrough, instead I will list what you need to know about playing the game on Hard and tell you how to get past the most difficult parts.

Hard is the same as Normal except that you do not get power-ups. NONE AT ALL! When you defeat an enemy, it will NOT leave power-ups behind, ever! Also, any power up that is normally laying around on each stage will not be there. Meaning you will not get any energy capsules to regain some health if needed, you will not get any weapon power-ups to recharge a weapon that is low on energy, there will not be any extra lives to pick up, and you don't even get any Energy Tanks!

All this may sound super hard but it actually isn't. If you run out of any weapons or item in the Dr. Wily stages in certain areas, you will not be able to proceed any further. So when you use them, you have to make every use count. The only way to refill your weapons and items is to lose all your lives then continue.

Unlike Rockman 1 and 2 for the playstation, Hard really does not make a major difference in this game except for maybe the Doc Robot Needle Man stage after defeating Doc Robot with Air Man's abilities. You need to make careful use of the Rush Jet in that area. If you jump repeatedly while using the Rush Jet, it's enegy will only go down if you stay on Rush long enough. Also, on the fourth Dr. Wily stage you will need skill because you will fight the 8 main bosses with one energy bar. You can try again if you lose a life, but if you get game over and continue, you will have to defeat the bosses again. This time they don't leave an energy capsule after you defeat one. Besides that, this game is not that difficult. However, if you feel you need a walkthrough for a specific stage that you are having trouble clearing on Hard, just email me and I will update this document with the stage that you request and place it in this section (or maybe I can post a video about it on youtube).

=====VI. Navi Mode Stage Hints==

When playing in Navi Mode, a yellow exclamation point will appear on the bottom left side on the screen when you reach certain parts of each stage. If you press "Select" when the exclamation point appears, Blues will tell you the following hints below. Big thanks to Last Cetra for helping me translate these hints to English. Some hints will not apply on the Easy difficulty setting because there are lesser enemies per stage. Also, any hint that deals with a power up in all stages will not apply when playing with a Hard difficulty setting because you will not get any power-ups.

=================
Needle Man Stage
=================
First hint:
When this enemy rolls up, you can't damage it!

Second hint:
Change your direction while sliding...
And get the timing right to avoid the traps!

Third hint:
Be sure to get the Energy Tanks!
So you can recover your health at any time...

```
Fourth hint:
It's easy to defeat it if you attack from the ladder.


Fifth hint:
There's someone inside the shutter... Fighting is the only way...


Sixth hint:
Jump to dodge the needle attacks...
If he gets near you, slide to slip away!
In other words, try fighting him from afar.


=================
Magnet Man Stage
=================
First hint:
There are enemies in this area that can attract you with a magnetic field.
Be careful if you're near a hole.


Second hint:
What a powerful magnetic field. Watch out for that mechanism.


Third hint:
Remember the position and order in which the blocks appear...
First of all, try jumping to where Beat is!


Fourth hint:
This magnetic force is annoying... ride the blocks starting from the left.


Fifth hint:
Make a mistake here and you lose a life...
If you start getting attracted, jump on quickly!


Sixth hint:
There's a boss ahead... Can you defeat him?


Seventh hint:
Both Magnetic Missile and his jumping attack...
can be avoided by sliding!
If he starts attracting you escape by sliding too!


=================
Gemini Man Stage
=================
First hint:
Destroy those creepy things that look like eggs to proceed!


Second hint:
The Penguin Mecha's weak spot is its head...
```

Jump and shoot to defeat it!

Third hint:
From here on the battle is underwater.
Inside the water, it's a good idea to use Rush...

Fourth hint:
Attack from the ladder! Aim for it when it's jumping!

Fifth hint:
A powerful foe awaits behind that door.

Sixth hint:
Don't be fooled by his movements!
The enemy attacks whenever you do...
Attack him when he's just landing from his jump!

================
Hard Man Stage
================
First hint:
The honeycomb this enemy drops is an annoying foe (in itself).
As soon as the bee stops, go back quickly.
Make it disappear from the screen! (before it drops the honeycomb)

Second hint:
Don't stand on that pipe!

Third hint:
Climb up using Rush...
If you have the Magnetic Missile, you can defeat the enemy first.

Fourth hint:
Stand on a safe place on the ladder to avoid the enemy's attacks and
shoot!

Fifth hint:
Shoot when the enemy is jumping!

Sixth hint:
There's a boss ahead... Don't lose...

Seventh hint:
Dodge the enemy's punches by jumping straight up while standing on
the corner of the room!

==============
Top Man Stage

```
===============
First hint:
The Bolt Mecha is invincible until it assembles.


Second hint:
If you attack from the ladder, you can defeat it easily.


Third hint:
If you get hit by the spikes, you'll be gone in a flash.


Fourth hint:
If you ride on the top, you'll spin around...
Jump on when you're as close to the top's edge as you can!


Fifth hint:
There's sure to be a boss inside... Destroy the evil!


Sixth hint:
Slide to dodge his tops...
and jump to dodge his tackles... It's an easy win!


================
Snake Man Stage
================
First hint:
The Petit Snakey's shots are fast!
Dodge by jumping right away!


Second hint:
If you can't seem to dodge the Petit Snakey's shots,
remember where they appear and destroy them before they shoot!


Third hint:
Don't step on Big Snakey's body! Fight from the ladder!


Fourth hint:
Attack from below with a jump shot!


Fifth hint:
Destroy the enemy on the ladder before proceeding!


Sixth hint:
Ride the lift and jump on when you get to a high place!


Seventh hint:
Be careful with the missiles that appear now and then.
```

Eighth hint:
The boss is waiting for you!

Ninth hint:
You can destroy the Snake Shots!
Get on the high place in the middle...
And avoid his tackle!


```
================
Spark Man Stage
================
```
First hint:
You can't destroy the electric trap...
Mind the timing and jump to go through it.

Second hint:
It's dangerous to just let this enemy be.

Third hint:
When the enemy throws its hammer, jump and attack!

Fourth hint:
When you step on the red blocks, they start going up on their own...
Be careful not to hit the ceiling.

Fifth hint:
Don't fall in the pit by smashing into an enemy.

Sixth hint:
There's trash falling from above...
Proceed by jumping on the trash pile as soon as it falls.

Seventh hint:
This is a dangerous place for these pesky bolt enemies to be.
Defeat the enemies before proceeding!

Eighth hint:
The end, at last... Don't lose!

Ninth hint:
Avoid his jump attacks by passing under him!
You got to be careful with the large Spark Shot...
Stay far away and jump to dodge it.


```
================
Shadow Man Stage
================
```
First hint:
This enemy is so small it's hard to hit it...

Shoot when the enemy jumps!

Second hint:
This is an illusion created by the enemy.
If you destroy the enemy you can go on without getting lost...

Third hint:
As if the lack of footing wasn't enough, enemies are dropping from above.
Destroy the enemies before proceeding!

Fourth hint:
This is the last area. Don't lose now that you've come this far...

Fifth hint:
After he jumps three times, he'll attack...
Stay calm and jump to dodge it!

==
Doc Robot 1 Stage (Air Man & Clash Man)
==
First hint:
Be sure to grab the Energy Tanks.

Second hint:
Huh? There's something ahead...

Third hint:
Air Man! This is Air Man's program!
The wind blows you away, so get nearer to attack!

Fourth hint:
It seems the only way to proceed from here is by using Rush.
Watch out for the remaining energy.

Fifth hint:
It's only when you're stepping on Rush Jet...
... that the energy depletes... What if you go on while jumping?

Sixth hint:
Just because there's an item, don't rush for it...
There's no need to get it either if you're on your maximum...

Seventh hint:
What a foolish enemy... It should be simple if you know his weak point...

Eighth hint:
Another boss... Why so many...?

```
Ninth hint:
Clash Man!
Slide to dodge the Clash Bombs!


=========================================
Doc Robot 2 Stage (Flash Man & Bubble Man)
=========================================
First hint:
Be careful not to destroy too many...


Second hint:
It looks like there's a boss already...


Third hint:
Flash Man! A sly foe that can stop time...
You're sure to win if you use the right weapon!


Fourth hint:
Watch out for the ceiling... enemies are falling from the openings.


Fifth hint:
It looks like it's time for Rush Marine.


Sixth hint:
Cancel the Rush Marine equipment.


Seventh hint:
Watch out for the holes open all over and go on!


Eighth hint:
Another boss, hm... Who could it be this time?


Ninth hint:
Bubble Man! Be careful with the spikes above while fighting!



=========================================
Doc Robot 3 Stage (Metal Man & Quick Man)
=========================================
First hint:
Use a weapon that can attack straight up!


Second hint:
Pay attention to the direction the cogwheel is spinning...


Third hint:
There's... something ahead...
```

Fourth hint:
Metal Man! Piece of cake!

Fifth hint:
It's full of spikes... what an unpleasant trap.

Sixth hint:
If you climb on the trash pile in front of you...
Slide and jump right away!

Seventh hint:
Another boss... This one's powerful!

Eighth hint:
Quick Man! It's hard to fight him directly!
Make sure you search for a weapon he's weak against!

==
Doc Robot 4 Stage (Wood Man & Heat Man)
==
First hint:
Focus when jumping from lift to lift.

Second hint:
If you fall now you're finished... Use Rush!

Third hint:
A boss appeared already? Who is it now?

Fourth hint:
Wood Man! The Leaf Shield is too powerful!
Be prepared to take some damage, and attack with the right weapon!

Fifth hint:
Another boss... How long do we have to keep fighting?

Sixth hint:
Heat Man! Before he does his Fire Pillar attack...
Damage him and force him to switch to his tackle attack...
Then dodge it and counterattack.

==
Kamegoro Maker (First Dr. Wily Stage)
==
First hint:
Wily had planned to use Dr. Light...

```
... since the beginning. There's no end for his evil!
Get Gamma back at all costs!


Second hint:
It's easy if you shoot from the ladder.


Third hint:
It's safe if you use a weapon against the enemy above...


Fourth hint:
There should be... a boss down there.


Fifth hint:
Against this fast-moving enemy...
It's best to use a weapon that can attack in all directions!



=============================================
Yellow Devil Mark 2 (Second Dr. Wily Stage)
=============================================
First hint:
It's time for Rush once again...


Second hint:
I'm reading a very powerful energy... Be careful!


Third hint:
Gah! Yellow Devil! A terrible foe!
If you can't seem to dodge the blocks' attack...
Using Rush should do the trick.



=============================================
Holograph Rockmans (Third Dr. Wily Stage)
=============================================
First hint:
It's ridden with spikes... Stay calm and climb to the ladder above!


Second hint:
There's a boss in there! Do you have enough energy?


Third hint:
Copy Robot! Only 1 among the 3 copies is true!
The only way is attacking all copies with the right weapon.



=============================================
Wily Teleport System (Fourth Dr. Wily Stage)
=============================================
```

First hint:
The Junk Golem is a powerful enemy... He has plenty of strength...
Cancel his movements with the Spark Shot...

Second hint:
It's the final battle against the 8 bosses... Try to stay alive...

Third hint:
Now only he is left... Quick, Rock!

=====================================
Wily Machine 3 (Fifth Dr. Wily Stage)
=====================================
First hint:
Finally Wily appears... This will be his demise!

Second hint:
Search well for his weakness... He must have one.
And dodge his attacks with Rush Jet!

============================
Gamma (Last Dr. Wily Stage)
============================
First and only hint:
I'm glad you came this far.
Rock, you can handle this yourself now.
I'm splitting... So long, Rock...

=====VII. Game "Glitches"===

The glitches that are present in the original Famicom version are also in
the Playstation version (including new ones). These may not be all of
them (and this game has a ton of glitches), but I know of some glitches
that I have not seen anyone else mention. I will list the ones I know or
discovered here.

1) -Sliding glitch-

This may not be well known but I found this out accidentally while
playing. It's possible to extend your slide in mid-air. If you slide off
a platform and there is another platform about the width of two Rockmans
away, you will continue sliding even though you should fall. This seems
to happen at random.

2) -Hologran background glitch-

Hologran is the enemy that makes the background change to something that
looks like outer space. You can find it in Shadow Man's and the third

Dr. Wily stage. Sometimes you can defeat Hologran and the background will
not change back to normal. Or, you can have Hologran on the screen and
the background will not change to "outer space". This seems to happen at
random while scrolling Hologran on and off the screen. This glitch is
probably well known.

3) -Hard Knuckle glitch-

If you defeat Top Man with the Hard Knuckle while standing right next to
him, it might freeze Rockman in place. Sometimes it wears off, but
sometimes you will have to reset the Playstation. I have never had this
happen in the Famicom or NES versions nor have I heard anyone else
mention this.

4) -Fake death glitch-

If you are on a screen that scrolls downward and has spikes, it is
possible to hit the spikes as the screen is actually scrolling. What will
happen is that you will hear the explosion of you dying but you did not
actually die. The music will also stop but your energy will stay the
same, so you are not invincible like when you use the debug mode on
the NES version.

5) -Gemini Man stage glitch-

While playing on Gemini Man's stage on the screen right before you see
Blues (ProtoMan), get as close to the right side of the screen as
possible but without making it scroll. Then perform a slide and as soon
as the Rockman finishes sliding, take a full length jump. If done
correctly, you will go right through the large explosive device that
Blues is supposed to get rid of and end up in the area below. If you get
there, Blues' whistle will continue to play and will not be cut short.
When the whistle is over, there will be no more music unless you reach
Gemini Man or lose a life. The background and some enemies will be all
shown with pieces of other sprites that don't belong to them. In other
words everything will be messed up. The game will correct this if you
lose a life. This glitch is well known but I have only heard people use
the debug mode to do this.

6) -Continue Point glitch- (Playstation version only)

While playing on Navi Mode, if you lose to Mekagoro & Mekagoro Maker
(the boss of the first Dr. Wily stage) and have at least one extra life,
you will not be able to continue playing. What will happen is that the
game will teleport you to the continue point and you will get stuck in
mid-air trying to land. As far as I know there is no way to get out of
this which means you will have to reset the Playstation. I found this
out trying to get the information in the Database for this boss.

7) -The Weapon menu background glitch- (Playstation version only)

I found this glitch by accidentally pausing the game at the right time.
It seems to be harder to pull off here than in Rockman 1 or 2, but it
works. While playing in Navi Mode (I have never had this happen on
Original Mode) if you reach an area where the screen needs to scroll

and the action momentarily stops, pressing the "Start" button to bring
up the weapons menu can cause the background to scroll when it's not
supposed to. For example, let's say you are in the beginning of Spark
Man's stage and you climb the ladder to proceed to the second screen.
Now once you are there, you jump on the gap that will make you fall
back to the lower screen. As you as falling but BEFORE the screen
scrolls you bring up the weapons menu. What will happen if timed
correctly is that the weapon menu will appear in the foreground,
meanwhile in the background Rockman continues to fall and causes the
background screen to scroll downward even though the background should
be paused. Now here's the major part of this glitch. When you close
the weapon menu and return to the game, the background you now see will
have the "functions" of the previous background you were in. What does
this mean? It means all sorts of crazy stuff can happen depending
where you do this such as you walking in mid-air, climbing the
background, or just dying for no apparent reason. This glitch does not
help you as far as I can tell but I thought it was worth mentioning.

=====VIII. Secrets and things to unlock=======================hc========

1) Hard Difficulty: Complete the game once in Original Mode with a Normal
difficulty setting. You should then be able to select it in the Options
screen.

2) Boss Attack: Complete the game once in Navi Mode with a Normal
difficulty setting. This mode will appear under Pocketstation in the
Mode Select screen.

3) Lives select: Complete the game once in Original or Navi Mode with a
Hard difficulty setting. Now whenever you play either Original or Navi
mode, you will be able to select the amount of lives you have when you
start a new game or load a saved game by using the "L1" or "R1" buttons
on the stage select screen. You can start with either 1, 3, 5, or 9
lives.

4) Unlock the third page in the Database: Complete the game once in
Original Mode with a Normal difficulty setting.

5) Unlock the fourth page in the Database: Complete the game once in
Original Mode with a Hard difficulty setting.

6) Unlock the fifth page in the Database: Complete the game once in Navi
Mode with a Normal difficulty setting.

7) Unlock the sixth page in the Database: Complete the game once in Navi
Mode with a Hard difficulty setting.

8) Unlock the seventh page in the Database: Complete Boss Attack once on
either Normal or Hard difficulty setting.

9) Get the remixed music from the arcade games in Navi Mode: On the Mode
Select menu, highlight Navi Mode and hold the "Select" button. While
holding the Select button press either the "Start" or "Circle" button.

10) Start a new game with 9 Energy Tanks with a Hard difficulty setting:
This password will allow you to begin a new game with 9 Energy tanks. It
works with any difficulty setting but is very useful for Hard because
there is no other way to get them in Hard. On the password screen, simply
place either a blue or red dot on A6, that's it!

11) Start on the Doc Robot stages with all weapons, items and 9
Energy Tanks: You can obtain this password by playing the game. It
works with any difficulty setting but is very useful for Hard because
there is no other way to get Energy Tanks in Hard. Here is the password:

  Blue Dots: A3, A6, B5, D3, F4

12) Start on Break Man's stage with all weapons, items and 9 Energy
Tanks: You can obtain this password by playing the game. It works with
any difficulty setting but is very useful for Hard because there is no
other way to get Energy Tanks in Hard. Here is the password:

  Blue Dots: A1, A3, A6, B2, B5, D3, F4

12) Start on the first Dr. Wily stage with all weapons, items and 9
Energy Tanks: You can obtain this password by playing the game. It
works with any difficulty setting but is very useful for Hard because
there is no other way to get Energy Tanks in Hard. Here is the password:

  Blue Dots: A1, A3, A6, B2, B5, D3, E1, F4

Here's a hint: Instead of completing the game twice from beginning to end
on Original Mode and then doing the same for Navi Mode to unlock most of
the secrets do the following.

  ONE) Play Original Mode on Normal difficulty
  TWO) Defeat the first 8 bosses or use a password to skip them
THREE) Save your game progress

Now, any time you need to complete the game on any mode with a specific
difficulty, all you have to do is go to the Options screen to change the
settings on the difficulty and then play either Original or Navi mode.
After that, load your saved game with the first 8 bosses defeated and all
you have to do is complete the 6 Dr. Wily Stages to unlock another secret.

=====IX. Remixed Music===

Look at the Secrets section above to see how to get the remixed music.
When you use this, you don't get a remix of every song in the game. Only
the songs that were used in the two Rockman arcades games will be remixed.
The 2 arcade games are called Rockman The Power Battle and Rockman 2 The
Power Fighters. Here is a list of the songs:

1) The Player Select music from Rockman The Power Battle is played at the
   Mode Select screen. This song is a remix of the game title screen
   music from Rockman 2 for the Famicom.

2) The "game" title screen music is arranged. This is not from the arcade
   games but a new arrangement specially made for this version.

3) The Rockman 3-6 Course Stage Select music from Rockman The Power
   Battle is played on the Stage Select screen. This song is a remix of
   the Stage Select music from Rockman 3 for the Famicom.

4) The music played on the Continue screen in Rockman The Power Battle

is used is played when you are fighting a boss (except for the Dr.
Wily stages.) This same song is a remix of the Boss music from
Rockman 3 for the Famicom.

5) The music played while fighting either Gemini Man or Freeze Man in
   Rockman The Power Battle is played on Gemini Man and Doc Robot's
   Gemini Man stage. This song is a remix of Gemini Man's stage music
   from Rockman 3 for the Famicom.

6) Shadow Man's stage music from Rockman 2 The Power Fighters is played
   on Shadow Man and Doc Robot's Shadow Man stage. This same song was
   also used when you fight either Cut Man or Magnet Man in Rockman The
   Power Battle.

7) The music played while fighting Turbo Man in Rockman The Power Battle
   and Mad Grinder's stage music from Rockman 2 The Power Fighters is
   played on Top Man's stage. This is NOT a remix of either Top Man or
   Turbo Man's stage music. This song is a remix of the Opening stage
   of Rockman 7 (MegaMan 7) for the Super Famicom (SNES). It is strange
   that Capcom decided to do this but if they did not there would not be
   many songs that are remixed since the 2 arcade games only had a few
   songs from Rockman 3.

8) Cloud Man's stage music from Rockman The Power Battle is played on
   Magnet Man's stage. This same song is a remix of Cloud Man's music
   from Rockman 7 (MegaMan 7) for the Super Famicom (SNES). This was
   done for the same reason as mentioned above.

9) The Get Weapon music from Rockman 2 The Power Fighters is played on
   the Get Weapon screen after you clear a stage. This song is a remix of
   the music that is played on the same screen in Rockman 3 for the
   Famicom.

10) The music played when you fight the two phases of Wily Machine in
    Rockman the Power Battle is played on all the boss fights in the
    Dr. Wily stages. This song is a remix of the music that is played on
    all the boss fights in the Dr. Wily stages in Rockman 3 for the
    Famicom.

11) The music played in Blues' ending from Rockman The Power Battle is
    played during the Playstation Staff Roll in Navi Mode. This same
    song is a remix of the epilogue music played in Rockman 3 for the
    Famicom. It was not used there in the Playstation version because it
    would have been cut short. This song is also in Rockman 2 The Power
    Fighters but it's different in that game.

Now, even though the music played in the Database mode is a remix of the
from Password/Continue screen of the actual game, that song is not use
when you use the remixed music in Navi Mode.

Also, both arcade games had a remix of Blues' whistle but Capcom did not
use it the this version.

=====X. Frequently Asked Questions=====================================

Question 1:
Is it worth getting the Playstation version of this game?

Answer to Question 1:
That depends, if you have never played Rockman/MegaMan 3 and you wish to
do so or you are a MegaMan fanatic like me, the answer is yes. If you
have played or own the NES/Famicom version, you may not want to spend the
cash on this, but after reading this entire document you should be able
to make your decision. However, between the Famicom/NES/Virtual Console,
the PS1/PSN, and the Anniversary Collection (PS2, Gamecube & XBOX), this
is definitely the best console version of this game available. From best
to worst version of Rockman 3 I'd say:

  1) Playstation 1 version (Best version available)
  2) Playstation Network version (playable on PSP and PS3)
  3) MegaMan Anniversary Collection version (PS2 & Xbox)
  4) MegaMan Anniversary Collection version (Gamecube)
  5) Famicom/NES/Virtual console version (the VC version looks darker).
  6) Cell phone version (this was released in English)

The PSN version goes down a notch for the pocketstation features.
The Gamecube Anniversary collection goes down one notch because it is
missing the arranged music from the PS1 version which both the PS2 and
Xbox have. You'd figure Nintendo would have gotten the best version on
the Gamecube (or even the Wii) since the series started on their system
but that is not the case :(
The arcade PlayChoice-10 version is exactly the same as the NES version
and it is probably hard to find in arcades now a days anyway so there
is really no need to add it to the list.
There are multiple versions of the cell phone game. Some are alright
while others or not.
The Mega Drive Rockman Megaworld/MegaMan The Wily Wars is not on my
list because even though it is a remake of Rockman 3, it is the most
different in terms of various things (especially game mechanics)
compared to those that are on the list. That makes it difficult to
give it a good place on the list. Although the Mega Drive version has
the best graphics. This version it's a matter of personal preference.

As a side note, there are emulators where you can play the PS1 version
on your computer or you PSP if you don't have a PS1/PS2 anymore. Search
the web for info on that.

Question 2:
What's a Famicom?

Answer to Question 2:
You didn't read the notes section (bah!). Famicom is the Japanese
equivalent of an NES (what many refer to as the 8-bit or regular
Nintendo).

Question 3:
Why didn't you include a stage walkthrough in this document?

Answer to Question 3:
Again, you didn't read the notes section. Now be a good boy/girl/it and
read it now. ^_^

Question 4:
Will this game work on an American Playstation or any non-Japanese

Playstation?

Answer to Question 4:
Normally no, because of the region lock out. You can however get a
converter which allows you to play import games by making your
Playstation skip the region check. The converters can't damage your
console so don't worry. Also, converters do NOT translate the text in
the game, many people get the wrong idea on what a converter is. There
is another way besides converters, and that's with a mod-chip in your
PS1 or PS2. You can also use a PS1 emulator on a PC, PSP, or even the
Xbox and such.

Question 5:
Where can I buy this game or the rest of the Complete Works series?

Answer to Question 5:
Try your local video game store and ask if the sell import Playstation
games (this is assuming you don't reside in Japan). Some stores will
allow customers to place special orders for import games, so be sure to
ask. You can also try shopping online. They appear on eBay auctions
every now and then but some people are asking for too much money. All I
can say is do not pay more than $30 for it (the original price for it
is 2,800 yen which is about $29). I've seen places sell them for
$40-65!!! Talk about a rip-off.

Update: I've seen this game selling for ridiculous prices whether it's
new or used (over a $100!!). There were too many copies of this game
made for it to sell at such a price. And let's not forget that it was
also released at a budget price. So what's up with prices higher than
$20?! This game is also available for the PSP and PS3 as a download in
Japan. Even if you don't live in Japan, you can make an account with the
playstation network and get this game (as well as the other games.) This
is probably the cheapest way to buy this game. However, the game is
still in Japanese.

Update 2: If you can't find the PS1 version cheap (DON'T pay more than
$20) and you have a PSP/PS3, get the Playstation Network version. Just
remember that the game is still in Japanese, even in the US. :p

Question 6:
Why is there no English version to the Rockman Complete Works Series?

Answer to Question 6:
Because Sony Computer Entertainment of America does not want older
classic titles (unless it's a compilation of them on a single disc)
released on the Playstation (or Playstation 2) which will make the
system look outdated. Sony of America still applies this rule to this
very day. I'm not sure why it was not release in Europe though (if it
were to have been released in Europe, it would have been in English and
probably a few other languages as well. That is why I mentioned Europe.)
For this same reason, Rockman X3 was not released in the USA for the
Playstation (it was released in Europe). Capcom did try to bring the
Complete Works to the USA though. The versions on MegaMan Anniversary
Collection are missing a lot of features from the Playstation and have
a lot of the Navi hints poorly worded. So I really wouldn't count those
as the English versions because there are too many differences to count
those as the English versions.

Update: I am working on making this game in English. This is a fan translation obviously, not officially from Capcom. Search on youtube for videos of a Complete Works translation and where to get a translation patch once I complete it. It will be available in a few places such as:

http://www.romhacking.net/trans/

Search in the playstation section.

Update two: Despite the fact that games from Japan are being released as "Japan Classics" on the PSN, Rockman Complete Works should NOT be among those releases. The reason being is that Rockman is a MAJOR Capcom franchise and is very well known among gamers and more than deserves a proper English localization. For them to release it in Japanese to an non-Japanese audience is ridiculous. I can overstand if it was an obscure title in which they probably wouldn't make a profit if they localized it from Japanese to English, such as Ide Yousuke Meijin no Shinmi Jissen Mahjong, but this is MegaMan we are talking about here. For the PSN version, the game was not translated for multiple reasons, but here are two of them:

ONE) They noticed the amount of people creating an account on the Japanese PSN to "import" the Rockman Complete Works games. They know not everyone imports games BUT, many of those people that do, will go out of their way to get the games despite not being able to understand Japanese. So, here is their opportunity to make it "easier" (and profitable with little effort) they released the game exactly as it is on the Japanese PSN. Which means, it's still NOT translated! As if the whole thing wasn't strange enough, it actually has more upsides than downsides to it (that in itself makes it even stranger). What possible upsides to this can there be you say? For one, you don't have to make a Japanese PSN account anymore to import this game. And it's much cheaper than buying those OVERPRICED PS1 versions that many stores and people are selling (don't pay more than $20 for the PS1 version, and even that is too much these days). It also saves you from having to track it down if you did want to import the PS1 version. Another upside is that if you don't know how to use emulators on your PSP, you now can play this version of the game on the go with less hassle. Even with those upsides, none of them compare to a full proper English localization.

TWO) Another reason is cost. They'd have to spend money on a translator or two to translate the script, along with someone to modify graphics with text, along with a programmer or two, to insert the translated script and graphics into the game and then some people to test the translation before releasing it to make sure it's alright. It would cost them far more to do all that then to just release it as is. But for a major company like Capcom, which is my favorite video game company, I am very disappointed that they did this (many other people will be as well). It's been more than 10 years now and they still have not localized it in English. There were two previous attempts to do this, but neither came through unfortunately. The first attempt got canned thanks to sony and the second attempt was for the Anniversary Collection which was never finished (I will post a video about this unfinished version on youtube and a link to that video will be placed here).

Question 7:
Are you sure you can't save your game progress past the first Dr. Wily
Stage?

Answer to Question 7:
I am certain that you can NOT do so. At least not playing the game
normally... Some of those stages are very short, so why skip them?

Question 8:
How can I save my game progress to the memory card inserted on the
second slot of my Playstation?

Answer to Question 8:
There is no option to do so!!! That is quite strange but it really isn't
that big of a deal unless you are lazy =)

Questions 9:
Why can't I do all the tricks with the second controller in this
version?

Answer to Question 9:
The tricks that people refer to on the second controller is part of the
debug mode that is used for the programmers and beta testers of the game.
Debug modes are usually turned off when a game is released to the public.
This means that the gamers were never meant to see those "tricks". In
this version (and the Mega Drive version) the debug was turned off.
Don't be upset though, you were not supposed to have that to begin with.
The same thing goes for turning the Spark Shock and Shadow Blade into
either the Rush Marine or Rush Jet. I know it can be fun to use, but the
game was not meant to be played that way.

Question 10:
Since Beat makes an appearance in the game, is it possible to use him
the same way you do in Rockman 5 (MegaMan 5)?

Answer to Question 10:
Nope. It would be nice, but it's not possible to use him. He shouldn't
even be in this game but I already explained that in the Navi mode
section.

Question 11:
Do you unlock anything for clearing the game on an Easy difficulty
setting?

Answer to Question 11:
Well there is one thing you get, a nice pat on the back and a round of
applause and the game will be in English! But seriously, you don't get
anything at all unlike Rockman 4-6. :P

Question 12:
Can you have the remixed music on Original Mode? What About Boss Attack?

Answer to Question 12:
Nope, you can't. I've looked into the game's code to see where the
pointers to the music are and the remixed music is only set up for Navi

Mode, unless you hack the game to change that. Original Mode and Boss
Attack share the same music pointers (unlike Navi Mode) so that is
proof that you normally can't have the remixed music on those modes
(unless you hack the game).

Question 13:
Why are there two songs form Rockman 7 (Mega Man 7) in this game?
Also, are there any characters from Rockman 7 in this game?

Answer to Question 13:
They needed more songs in the remixed music mode. If you have noticed,
Rockman 1 for the Playstation had half the amount of remixed songs
for the first six stages and Rockman 2 for the Playstation also had
half the amount of remixed songs for the first eight stages. For
Rockman 3, Capcom were two songs short. So, they decided to take
two from Rockman 7 since the arcades games did not have many remixed
songs from Rockman 3 (though I wish they would have used the Snake
Man remix from the Famicom commercial instead). And no, there are no
characters from Rockman 7 in this game.

Question 14:
Speaking of Rockman 7, why didn't Capcom also release Rockman 7 as
part of the Complete Work series? That way they would not leave a
gap since the Playstation already had part 8.

Answer to Question 14:
That's a good question. More than likely having to make a Super
Famicom emulator for a single game did not seem profitable enough.
I really wish they did though since they could have easily
ported it to the playstation :(

Question 15:
Why is Blues (Proto Man) your navigator in Navi Mode? Why does he
help and fight with you?

Answer to Question 15:
Remember, Navi Mode is just an extra option added to this game.
Although as your Navigator, it is clear to see he is an ally.
Story line wise, Blues does not help you until the end of the game.
And no, he is NOT one of the bad guys. Any one else that tells you
otherwise is a liar. :p

Question 16:
You mentioned that the game is emulated and is small enough to fit into
the Playstation's RAM without needing to load the game much. With the
game being so small, why didn't Capcom put Rockman 1, 2, 3, 4, 5, and 6
on a single disc?

Answer to Question 16:
It was originally planned to have a compilation of all 6 games on a
single disc. But, the music itself is not emulated, it was recorded into
one of the audio formats the Playstation uses and it streams off the
disc. Because of this, the music takes up a lot of space on the disc
(more than a couple hundred mega bytes, which is very large). Thus,
putting all 6 games on a single disc this way is not possible. Even with
the music streaming off the disc it, the music could have been formatted

where it loops where necessary, thus taking up FAR less space on the
disc (I'm not a programmer and I know how to do this and I've done it!).
But what they did instead was this, they recorded the original music
and had it loop for a little over 5 minutes as a single sound clip.
Then the music would start over again when finished. This takes tons
more space than the songs actually should. Of course this was
purposely done, so that the games would not be so small they could
easily be copied right away.

Question 17:
Is the Playstation capable of emulating the game and music?

Answer to Question 17:
Yes, and perfectly I might add.

Question 18:
If your answer to question 17 is true, then why didn't Capcom emulate the
music?

Answer to Question 18:
There answer is simple but long. Making a perfect emulator is time
consuming, even for an old system like the Famicom/NES. The original
project was to have all 6 games emulated perfectly on a single disc
(That's where the Rockman Complete Works tile comes into play). But that
project was put on hold many times (so many, I surprised it came out at
all). Video game companies all prioritized what games are produced first.
At the time, this project was not top priority (that seems to be a trend
for Rockman games unfortunately) and not only that, Sony Computer
Entertainment of Japan was not too thrilled about approving this project.
All games must be approved by Sony before they are released for the
Playstation, otherwise the developers would be wasting their time and
money producing a game that cannot be released legally (and if the game
isn't released there is now way they will make money from it). When Sony
of Japan finally approved the project, Capcom gave the staff of this
project a limited time to get it done. All developers have a deadline to
meet no matter what game project they are working on. If the project
does not meet that specific companies standards by the deadline, either
the project is altered to meet the standards or cancelled completely
(the latter being the case with the Sega Saturn version of the Complete
Works). In the limited amount of time that the programmers was given,
they couldn't emulate the game with music perfectly. The programmers
knew this before the deadline was up. Of course, if they were given
enough time they could have done so. So they did what I mentioned in
the answer to question 16 to avoid having this project cancelled. Not
only that, they threw in all the extras that I mentioned earlier
throughout this document (Navi Mode, Database, and so on). Capcom also
granted them a little extra time to work on Rockman 4-6 (mostly for
the remixed soundtracks).

Question 19:
What is this you mention about a Sega Saturn version of the Complete
works series?

Answer to Question 19:
Capcom planned to have the "original project" for both Playstation and
Sega Saturn and it was to be produced and released for Playstation first,
then the Saturn. Capcom did this with all the Rockman games that were

released on the Saturn (they did this with a lot of their Saturn titles).
The Saturn versions were done second so that they could be done better
than the Playstation version (and Sony quite aware of this when Capcom
released many games on the PS1 such as Street Fighter Alpha 2 on both
systems). But because Capcom had to wait so long for the Playstation
version approval, by the time they got it, Sega told all their third
party developers to cancel all their projects that they have planned or
were currently working on for the Saturn and do them on the Dreamcast
instead. Capcom did just that as they released Biohazard 2 (Resident
Evil 2), Marvel vs Capcom 1, and El Dorados Gate for the Dreamcast (all
of which were Saturn projects at the time). Unfortunately for us MegaMan
fans, the only project that didn't make it to the Dreamcast was the
Complete Works series. Technically it's Sony's fault for Sega not getting
a Saturn or Dreamcast version. But it's a smart strategy Sony has been
using for years which has given them many exclusive Playstation titles
from third party companies.

Update: Some people have stated that new Saturn games continued to be
made after the Dreamcast was released. This is true because some
developers felt the Dreamcast as unnecessary since the Saturn was doing
quite well in Japan, why bring out another console? And some decided to
continue their projects on the Saturn instead because of money related
issues. Another reason (which I failed to mention before) why the Saturn
version was not released later on as individual games like they were on
the PS1 was because of the Pocketstation feature and the fact that the
Dreamcast had been available for so time now, so it would have been
better to make on that platform, but as you know, that never ended up
happening :(

Question 20:
Instead of emulating these games, why didn't Capcom completely remake
them to take full advantage of the Playstation?

Answer to Question 20:
Believe me, I wish they had done so (MMMmm, 32-bit version of MegaMan 3).
If they were to have done this, they staff would have needed more time,
which is something I that they weren't given much of as I already
explained in the answer to question 18. This is bound to happen some day
on a newer console though. =)

Update: It almost happened for the PSP. It was planned to reboot the
whole series on the PSP. Unfortunately, the sales of the first game
didn't meet the company's financial expectations. So the remakes of
Rockman 2-7 were cancelled. Capcom should have made the remake on the
DS as well. Those versions would have done well financially.

Question 21:
Why are you so technical with your answers?

Answer to Question 21:
If I give you a simple answer to your questions, it will leave me open to
more questions. :-D

Question 22:
I have a question that is not on this FAQ, can I email you about it?

Answer to Question 22:

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

=====XI. Closing statement===g====

I hope you enjoyed or find this document useful. Especially since to this
day there is no full English version of this game. Although it almost
happened twice, such as for the MegaMan Anniversary Collection, but
apparently like many things in life, money and time was an issue. :(

As a side note, the Navi system in this version and the Mode Select
screen (which looks similar to a PET from Battle Network) as well as the
data chips MegaMan gets in Super Adventure Rockman (another Rockman game
not released in English) must have heavily inspired what is used in the
Battle Network spin-off series.

=====XII. 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. Last Cetra for helping me on translating all the hints in Navi mode
   and many other things.

4. Thanks to VixyNyan for confirming that the re-released discs of this
   game in 2003 have the same contents of the original release from the
   original one in 1999. Also, for giving me the idea to include the PS1
   version staff credits here.

5. Myself for taking the time to write this document.

6. You, the reader, for taking the time to read this document.

=====XIII. Complete Works Staff credits===================================

These are the names of the people involved in the making of this version
of the game. You see their names when you clear Navi Mode. Thanks to Last
Cetra for helping me translate the ones I wasn't to clear on.

  "Director"   "Program Director"
   Ooko 007   Asada Kazumi

  "Programmer"
   Aratono Katsumi
   Nezumi-Otoko Alpha [Rat-Man Alpha]
   Murase Osamu

  "PokeRock Programmer"   "Support"
   H.Yam   Suzuki Issa

Tanohata Tsuyoshi

"Graphic Design"
 RYUTARO's MAMA
 Katagiri Hideaki
 Uchimura Sadao
 Hase Kouichi
                    Ichinoji
                    Den-Ken

"Sound"
 Kajino Toshio
 Tanaka Naoto

                         "Package Design"
                                HIDEKI
                         HIGURASHI-RYUJI
                                UKABIN

"Software Manual"
 Y. UCHIDA

"Test Player"
 Hashimoto Takashi
 Kobayashi Shounen Ginkou
 Onizuka Raizou
 Hagimura Ayato
                         Itogawa Hiro
                         Kamura Naoki
                         Seo Takahiro

                         "Special Thanks"
                         Hosoda Kazuyuki
                            Bob Hoffman
                              Frog Man
                          Matsui Takashi
                           Kimura Shinji
                         Kondou Ryousuke
                         Yamamoto Mayumi

 Inafune Keiji
 H.K
 Shinohara Masashi

            Capcom All Staff

"Executive Producer"
 Okamoto Yoshiki

            "General Producer"
             Funamizu Noritaka

                    "Producer"
                     Minami Tatsuya