

RockMan IV (Import) Dr. Light Laboratory Guide

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Rockman 4 A New Evil Ambition (Complete Works series)
Dr. Light Laboratory Guide
for Sony Playstation 1.

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

Hello and welcome to my Rockman 4 Dr. Light Laboratory guide for the Sony Playstation 1. Rockman is known as MegaMan in the USA. Capcom released

Rockman 1-6 (separately) in Japan for the Playstation. These releases are referred to as the Complete Works series.

This document is for everything in the options in the Dr. Light Laboratory of the game. Most of it is in Japanese so I will translate for you. Be sure to read my Complete Works series document for a translation of everything else in the game and how the Pocketstation works. That way you'll know which option is the Dr. Light Laboratory.

====II. Explanation of the Dr. Light Laboratory=====

The Dr. Light Laboratory is basically the Database mode that was used in Rockman 1-3 for the Playstation but split up into several sections. There is also the addition of special power-ups that you can equip here when you earn a certain amount of Battle Data points. This mode has three separate databases, one for the enemies, one for the bosses and the other for illustrations. The Enemy Database contains information on every single character (except bosses) in the game. The Boss Database contains information and artwork (pages 53-60 only) for all the bosses in the game. The Illustration Data contains artwork (including some new art) and information on certain characters. The information on these pages range from characteristics, weakness, energy, how much damage a character inflicts to Rockman, and how many times you have encountered each enemy. There are 69 pages in the Databases combined, but you only start off with page 70 (the first page in the Illustration Data). Now you are probably thinking that last sentence does not make sense, but you will see what I mean later in the document. The other pages are unlocked as you play them game (also see the secrets section). Filling up the information in these databases can take quite some time, so have patience.

====III. Translation of the menus in the Dr. Light Laboratory=====

The menus on the right are as follows:

- 1) Power-Up
- 2) Enemy Database
- 3) Boss Database
- 4) Illustration Data
- 5) Pocket Rock Link
- 6) Load
- 7) Save
- 8) Return to Mode Select

To the left of all this is Dr. Light explaining the current option you have highlighted. Under that is an outline of Rockman's body and if you are highlighting a power-up, what ever part of Rockman's body it enhances will be red. Right under this is the amount of Battle Data points you have (if any) and right underneath this are the amount of points required to get the next power-up.

I already explained the databases in the previous section but here is the layout for pages 1-43 in the Enemy Database and pages 44-60 in Boss Database:

- 1) On the upper left side it says Database number and the number of the current page you are on.
- 2) Under that is the name of the character.

- 3) Under the name and to the left is the sprite (pages 1-52) or artwork (pages 53-60) of that character.
- 4) To the right of the sprite or artwork is some information about that character.
- 5) Under the sprite or artwork it says Battle Data and has a number next to it on the right. That number is the amount of times you have encountered that character. Right under this it says Total which refers to your total amount of Battle Data points you have. I think the total should not be displayed here because the Battle Data points are only for the special power-ups and don't really have anything to do with how many times you encountered an enemy.
- 6) Under the character information it says Data. Underneath it says HP, AT and to the right of that is a small icon of Rockman. HP is the Hit Points that character has (the maximum is 28). For the characters that can not be killed, their HP will be 00. AT is the Attack Damage that a character can cause on Rockman. Next to the icon of Rockman there will be an icon of the weapon that a character is most weak against. I have labeled this as "Weapon of Choice". For the characters that can not be killed, 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 any way).

The layout for pages 70-79 in the Illustration Data is just a large image. Although for no apparent reason it still shows the HP, AT, and all the other information that is on the bottom of pages 1-60 even though it does not apply to these pages.

For the Pocket Rock Link, read section VIII.

Also, to save the information you have gathered here, you must save from this mode. You can not go to the Options screen to save the information in the Dr. Light Laboratory. For full details on how to Save or Load, read the How to Save or Load section.

====IV. Power-Up=====

If you highlight this and press "Circle", you will be taken to the lower part of the screen. Please don't confuse these with the normal power-ups in the game such as extra lives, weapon or energy capsules and so on. You do NOT start out with these power-ups, you must earn them. You get one point for every enemy or boss you defeat. So after playing a game, be sure to save here so you don't lose your points. Any power-up you have not earned will have several question marks. Once you earn a power-up and return to this screen, the word "NEW" will be under the power-up you have unlocked. You can highlight these power-ups and press "Circle" to equip or de-equip them. You can't have more than two power-ups equipped at once. Also, these power-ups are for Rockman only, not for the weapons you gain from the bosses. Below is a layout and description of each of the power-ups.

Hyper Jump	Hyper Charged Shot
Auto Charge	Power Shot
Energy Saver	Hyper Charger
Hyper Shot	Speed Up

-Hyper Jump-

This allows you to jump almost three times higher. This comes very handy in most places especially against boss fights, thus decreasing the difficulty. However, it can also work against you in places where you should not jump too high.

-Auto Charge-

This will charge your Rock Buster automatically for you. This should make it easy for first time players (although charging manually is not hard at all). You still have to shoot manually though. I find this kind of cheap and it's even cheaper when you also have Hyper Charge equipped too since the difficulty drops dramatically.

-Energy Saver-

This says it will reduce the amount of weapon energy used when you use your weapons by half. It does that but it just really doubles the amount of times a weapon can be used. So normally you can use the Drill Bomb 28 times but with this power-up you can use it 56 times. I like this power-up, it's not bad (or cheap) at all.

-Hyper Shot-

This will allow your normal shots to travel faster. This actually makes rapid fire much more effective (except against bosses). I don't find this particular as cheap as the others. This combined with Power Shot makes a deadly combination.

-Hyper Charged Shot-

This will allow your charged shots to travel faster. It's not as cheap as the regular Hyper Shot since you have to wait for it to charge, unless you have the Hyper Charge equipped as well.

-Power Shot-

This doubles the attack power of your normal shots. It does not work with charged shots and if it did, the game would be beyond easy in terms of difficulty. There is a small price for this though. You can't have more than two normal shots on the screen at once (reminds me of MegaMan for Game Gear).

-Hyper Charger-

This will allow you to charge the Rock Buster much faster, almost instantly. This alone makes the game much easier.

-Speed Up-

This will allow you to move much faster even when jumping. This power-up is more for veterans than rookies because you can't just run through any stage at this speed without either taking too much damage or dying. When you equip this, the controls will be very similar to that of the controls of the third Dr. Wily stage (underwater) in Rockman 1 (MegaMan 1).

====V. Pages of the Enemy Database=====

Note: For any numbers inside a <> read the notes after page 43.

- 1) Up 'n Down - HP 01 - AT 03 - Weapon Of Choice: Rock Buster
- 2) Emorm - HP 02 - AT 04 - Weapon Of Choice: Drill Bomb
- 3) Wall Blaster - HP 05 - AT 04 - Weapon Of Choice: Rain Flush

- 4) Eskallu - HP 16 - AT 04 - Weapon Of Choice: Ring Boomerang
- 5) M422A - HP 00 <1> - AT 04 - Weapon Of Choice: None <1>
- 6) Gotcha Pon - HP 12 - AT 06 - Weapon Of Choice: Drill Bomb
- 7) Kabatoncue - HP 16 - AT 04 - Weapon Of Choice: Rain Flush
- 8) Gariyoby - HP 03 - AT 02 - Weapon Of Choice: Ring Boomerang
- 9) Giyototo - HP 01 - AT 04 - Weapon Of Choice: Rock Buster
- 10) Kilai - HP 00 <1> - AT 06 - Weapon Of Choice: None <1>
- 11) Sand Rinu - HP 04 - AT 04 - Weapon Of Choice: Rain Flush
- 12) Shield Attacker - HP 04 - AT 04 - Weapon Of Choice: Drill Bomb
- 13) Gyan Big - HP 14 - AT 07 - Weapon Of Choice: Drill Bomb
- 14) Super Ball Machine Jr - HP 04 - AT 06 - Weapon Of Choice: Drill Bomb
- 15) Skull Met - HP 03 - AT 06 - Weapon Of Choice: Pharaoh Shot
- 16) Skeleton Joe - HP 03 - AT 04 - Weapon Of Choice: Rock Buster <2>
- 17) Swalon - HP 02 - AT 04 - Weapon Of Choice: Rain Flush
- 18) Daketentou - HP 02 - AT 04 - Weapon Of Choice: Dust Crusher
- 19) Totem Polen - HP 08 - AT 06 - Weapon Of Choice: Rain Flush
- 20) Doclon <3> - HP 01 - AT 04 - Weapon Of Choice: Rock Buster
- 21) Togehero - HP 01 - AT 04 - Weapon Of Choice: Rock Buster
- 22) Tom Boy - HP 06 - AT 06 - Weapon Of Choice: Dust Crusher
- 23) Don Pang - HP 01 - AT 04 - Weapon Of Choice: Rock Buster
- 24) Haehaer - HP 01 - AT 04 - Weapon Of Choice: Rock Buster
- 25) Packet 24 - HP 01 - AT 04 - Weapon Of Choice: Flash Stopper
- 26) Battam - HP 00 <4> - AT 00 <4> - Weapon Of Choice: None <4>
- 27) Battonton <5> - HP 02 - AT 03 - Weapon Of Choice: Pharaoh Shot
- 28) 100 Watston - HP 01 - AT 06 - Weapon Of Choice: Rock Buster
- 29) Billy - HP 00 <1> - AT 02 - Weapon Of Choice: None <1>
- 30) Puyo Yon - HP 02 - AT 04 - Weapon Of Choice: Dive Missile
- 31) Heli Pon - HP 01 - AT 04 - Weapon Of Choice: Rock Buster
- 32) Hoover - HP 00 <6> - AT 01 - Weapon Of Choice: None <6>
- 33) Mummyla - HP 06 - AT 06 - Weapon Of Choice: Dive Missile

- 34) Mantan - HP 02 - AT 06 - Weapon Of Choice: Rain Flush
- 35) Minon - HP 02 - AT 04 - Weapon Of Choice: Rain Flush
- 36) Metall Swim <7> - HP 01 - AT 03 - Weapon Of Choice: Rock Buster
- 37) Mono Roder - HP 03 - AT 04 - Weapon Of Choice: Rain Flush
- 38) Moby - HP 14 - AT 06 - Weapon Of Choice: Drill Bomb
- 39) Ladder Press - HP 00 <1> - AT 04 - Weapon Of Choice: None <1>
- 40) Lakasa - HP 04 - AT 04 - Weapon Of Choice: Dive Missile
- 41) Ratton - HP 02 - AT 04 - Weapon Of Choice: Dust Crusher
- 42) Ring Ring - HP 01 - AT 04 - Weapon Of Choice: Rock Buster
- 43) Wapper - HP 09 - AT 08 - Weapon Of Choice: Drill Bomb <8>

====Notes=====

*Special Note: Just about any enemy that has an HP of 3 or less can be destroyed with a fully charged shot from the Rock Buster.

<1> M422A, Kilai, Billy, and Ladder Press are just traps/obstacles and can NOT be destroyed. However, they can hurt you, so just avoid them.

<2> Skeleton Joe's weakness is the Rock Buster but it must be a fully charged shot to destroy him. Normal shots will make him fall apart and he will just rebuild himself. The Flash Stopper's normal shot do work though and so does a fully charged Pharaoh Shot.

<3> The chutes that Doclon comes out of can be destroyed.

<4> Battam can NOT be destroyed. Not only that, it can't hurt you either. It's just meant to be used as a platform.

<5> Battonton has been in previous games and was called Batton. It is exactly the same so I don't see why the name was changed.

<6> Hoover can NOT be destroyed. He is meant to be used as a moving platform but he can shoot at you from the sides so be careful and jump atop him.

<7> For some reason the only Metall listed in this database is the one that can swim. The other versions are not listed at all. Their AT and weaknesses are all the same but their HP are different.

<8> Wapper can be destroyed by a fully charged Pharaoh Shot (and so can a lot of other enemies but his HP is higher than usual so I thought it was worth mentioning).

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

Note: For any numbers inside a <> read the notes after page 60.

- 44) Moth Layer - HP 28 - AT 07 - Weapon Of Choice: Ring Boomerang
- 45) Square Machine - HP 28 - AT 06 - Weapon Of Choice: Dust Crusher
- 46) Cockroachine - HP 28 - AT 08 - Weapon Of Choice: Drill Bomb
- 47) Cossack Catcher - HP 28 <8> - AT 08 - Weapon Of Choice: Dust Crusher <8>
- 48) Metall Daddy - HP 28 - AT 07 - Weapon Of Choice: Dust Crusher <9>
- 49) Takoto Rush - HP 28 - AT 08 - Weapon Of Choice: Ring Boomerang
- 50) Wily Machine 4 <10> - HP 28 - AT 08 <10> - Weapon Of Choice: Drill Bomb
- 51) Wily Capsule - HP 28 - AT 08 - Weapon Of Choice: Pharaoh Shot
- 52) There is no page 52! This is obviously a mistake.
- 53) Bright Man - HP 28 - AT 08 - Weapon Of Choice: Rain Flush
- 54) Toad Man - HP 28 - AT 08 - Weapon Of Choice: Drill Bomb
- 55) Drill Man - HP 28 - AT 08 - Weapon Of Choice: Dive Missile
- 56) Pharaoh Man - HP 28 - AT 06 - Weapon Of Choice: Flash Stopper
- 57) Ring Man - HP 28 - AT 08 - Weapon Of Choice: Pharaoh Shot
- 58) Dust Man - HP 28 - AT 08 - Weapon Of Choice: Ring Boomerang
- 59) Dive Man - HP 28 - AT 08 - Weapon Of Choice: Skull Barrier
- 60) Skull Man - HP 28 - AT 08 - Weapon Of Choice: Dust Crusher

====Notes=====

<8> Although the Cossack Catcher has 28 units of energy, you only need to get rid of 26 of them to win the fight. Also, you can inflict more damage to the Cossack Catcher with a fully charged Rock Buster shot than the Dust Crusher.

<9> You can inflict more damage to Metall Daddy with a fully charged Rock Buster shot than the Dust Crusher.

<10> Capcom did not separate both phases of Wily Machine 4. Their AT and weaknesses are different. The weakness for the first phase is the Ring Boomerang. Also, the sprite of the second phase is shown on the page.

====VII. Pages of the Illustration Data=====

- 70) Rockman
- 71) Dr. Wily and Dr. Cossack stage map sketches
- 72) Rockman 4 Famicom cover art

73) Dr. Cossack

74) Kalinka

75) Roll 50's

76) Rock 'n' Roll

77) Rockman 1 Playstation cover art

78) Comic strip

79) Congratulations (This shows an image of Rockman holding his helmet.
It also tells you how to play the game without the helmet.)

Note: There is no page in any of the databases for Blues (Proto Man) even though he appears in the game. His appearance is brief, but so is Kalinka's and she still has a page.

====VIII. Pocket Rock Link=====

This option is for the mini game you can download to your Pocketstation. Here you can load you leveled-up characters and other things. More on this on the next update.

====IX. How to Save or Load in the Dr. Light Laboratory=====

In order to save or load the information you have gathered in the databases of the Dr. Light Laboratory, highlight either Load or Save on the menu on the right. Make your choice then press "Circle".

-Load-

You will be prompted with a message asking if you wish to load game data 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 previous menu. If you choose 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 power off your playstation. Now one of two things can happen:

- 1) If it finds a memory card inserted in memory card slot 1 AND it has Rockman data on it, a message will appear telling you that the load was successful complete and to press "Circle" to continue.

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 Rockman data on it, a message will appear telling you either there's no memory card inserted or there is no data to load. 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.

-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 nor power off your playstation. 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 ask 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 and for you not to remove it from the memory card slot nor power off your playstation. 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

- 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.

====X. Secrets and things to unlock=====

- 1) Unlock page 71 in the Illustration Data: Complete the game once in Original Mode with a Easy difficulty setting.
- 2) Unlock page 72 in the Illustration Data: Complete the game once in Navi Mode with a Easy difficulty setting.
- 3) Unlock page 73 in the Illustration Data: Complete the game once in Original Mode with a Normal difficulty setting.
- 4) Unlock page 74 in the Illustration Data: Complete the game once in Navi Mode with a Normal difficulty setting.
- 5) Unlock page 75 in the Illustration Data: Complete the game once in Original Mode with a Hard difficulty setting.
- 6) Unlock page 76 in the Illustration Data: Complete the game once in Navi Mode with a Hard difficulty setting.
- 7) Unlock page 77 in the Illustration Data: Clear the four missions in Mission Mode with either a Normal or Hard difficulty setting.
- 8) Unlock page 78 in the Illustration Data:
- 9) Unlock page 79 in the Illustration Data: Complete the game on Original Mode and Navi Mode on each difficulty setting!

Here is a hint, playing the 4th mission in Mission Mode is an easy way to get the information for the 8 main bosses in the Boss Database in the Dr. Light Laboratory.

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

Question 1:

Why did you not include the information that is displayed on the right on the pages of the database sections of this document?

Answer to Question 1:

Translating all of that would take some time. I may or may not get around to doing this, possibly in an update to this document. If any one that is fluent in English and Japanese and wants to help me, it would be appreciated.

Question 2:

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

Answer to Question 2:

The minimum amount of encounters seems to be 5 to fill up a page. This is not always the case though.

Question 3:

Why are there no pages 61-69 in the database?

Answer to Question 3:

Those are super top secret pages that Capcom does not want anyone to know about and no one knows how to unlock them! Actually, I'm just kidding. There are no pages 61-69. Some one at Capcom screwed up here. There is also no page 52.

Question 4:

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

Answer to Question 4:

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.

====XII. Closing statement=====

I hope you enjoyed or find this document useful. I am currently working on similar documents for the rest of the series including the recently released MegaMan Anniversary Collection. They are not fully complete yet, but I will try to finish them on my free time. So please have patience and check GameFaqs again soon for them.

====XIII. Credits and thanks=====

1. Thanks goes to Capcom and all of its staff involved with the Rockman series, especially Keiji Inafune who is the creator of Rockman.
2. Thanks to GameFaqs and its staff for hosting my document and maintaining an excellent website.

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

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

====XIV. Copyrights and legal information=====

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