

RockMan IV (Import) Complete Works version FAQ

by DeGamer

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Rockman Complete Works:

Rockman 4 A New Ambition for Sony PlayStation 1.

It also applies to the version released on the playstation Network.

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Specials thanks to: Last Cetra and VixyNyan

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

Hey and welcome to my Rockman 4 A New Ambition FAQ for the sony playstation 1. Rockman is known as MegaMan outside of Japan. Capcom released Rockman 1-6 (separately) in Japan for the playstation. These releases are referred to as the Rockman Complete Works series.

This document 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 as it will serve as a translation.

This version of the game has been released 4 times in Japan so far.

- 1) Original Release: October 28, 1999 (Product Number - SLPS-02324)
- 2) PSOne Books Re-release: May 29, 2003 (Product Number - SLPM-87259)
- 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: February 9, 2011. 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 XI: 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 4 for the Famicom and its English counterpart MegaMan 4 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.

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 Dr. Cossack, Kalinka 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 cannot save your game progress beyond the first Dr. Cossack stage. Also, as far as I know, there were never any passwords to skip ahead of the first Dr. Cossack stage anyway. 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. This game does not share the same interface nor the same "Mode Select" title screen that the Complete Works versions of Rockman 1-3 used. The Mode Select title screen is specific to this game and so is the Mode Select menu. 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. This is not the same logo that was used in the Complete Works versions of Rockman 1-3.

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) Unlike the Complete Works versions of Rockman 2 & 3, this game doesn't have a "Flash" option to stop screen flickering. Not that it's really necessary here and I've noticed the game does not slowdown as much as the Famicom version.

8) There is a Dr. Light Laboratory mode where you can see artwork and information on all the characters in the game (including some that are not in the game). This mode is an upgraded Database Mode that was used in the Complete Works versions of Rockman 1-3 with some additions. Dr. Light's Laboratory starts out practically empty. You fill it up as you play the game. You also get special power-ups for Rockman here that you can use in Navi and Mission Mode. These power-ups are actually part of

the things you can do in the debug mode (which isn't normally accessible). You have to earn them with points by playing the game. I was surprised to see this after Capcom turned off the debug mode in Rockman 3 for the playstation. Since this section alone is very large, I wrote a separate document for it. The document is available on GameFaqs under Rockman 4 titled "Dr. Light Laboratory". This was a really cool addition, but it can be a pain filling up the database sections of the Lab though since some enemies/bosses you don't encounter much/so quickly.

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) You can skip the Capcom logo movie by pressing the "Start" button Unlike the Complete Works versions of Rockman 1-3 where the whole video has to play.

12) 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) Dr. Light Laboratory
- 4) Options
- 5) PocketStation
- 6) Sound Room (Must unlock)
- 7) Mission Mode (Must unlock)

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

Below is an explanation of each of the 7 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. Cossack 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, because you can load a saved password by pressing select on the "game title screen", the title screen music will continue to play (and re-loop) for as long as you have the password load menu displayed. On the

Famicom version this song is cut short with no way of staying on that screen long enough to hear the song in its entirety before it re-loops. You get thrown back to the opening introduction story instead.

Third, 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. Also, unlike the Complete Works versions of Rockman 1-3, you can use "L2" to switch between items and "R2" to change between the different forms of Rush. I wish they would have done this for the 3 previous games.

Fourth, you now have a second menu that you can bring up by pressing "Select". The interface for this menu is different from the one used in the Complete Works versions of Rockman 1-3. And for some reason they removed the option to return to the Mode Select screen (but there's a way to do it). You have several options in this menu (which I'll explain in the Select Button Menu section) where you can change your button configuration, reset the game to the title screen, view your current password, a map of the stage you are on, and some other things. You are now timed on how long you have been playing underneath the last option in this menu.

Fifth, after the ending (or the Staff Roll in Navi Mode) there's a screen that congratulates you for clearing the entire game. As a present, it will tell you anything you have unlocked and will remind you to save in Dr. Light's Lab. Underneath that, it displays your total game time. In the background, there are images of both Dr. Cossack and Kalinka.

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 in the upper center part of the screen when you reach certain areas. If you press "Select" when the exclamation point appears, Kalinka 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). It's like having a built-in strategy guide. The hints are all written in Japanese though. There are a few areas where they point out things that are not so obvious. 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 and it's slightly differs from the one used in the Complete Works versions of Rockman 1-3.

Third, you get a different full screen weapons menu when pressing start, which looks somewhat similar to the one used in Original Mode, but it's more detailed/colorful. Also, when you highlight a weapon or item, there

will be a description of it on the bottom right hand side next to the Energy Tanks. The weapons layout in this menu (when you have them all) is as follows:

Rock Buster	Dive Missile
Flash Stopper	Skull Barrier
Rain Flush	Rush Coil
Drill Bomb	Rush Marine
Pharaoh Shot	Rush Jet
Ring Boomerang	Wire
Dust Crusher	Balloon
Energy Tanks	

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 areas that have multiple paths and Beat usually points you in the better/correct direction.

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. Capcom forgot something here. Underneath this gauge it shows Dr. Wily's logo when fighting Dr. Cossack and all his robots bosses, which spoils the fact that Dr. Wily is in the game for those that have never played it previously.

Sixth, there is new arranged music in Navi Mode. You don't need to hold the "Select" button when highlighting Navi Mode unlike the previous three Complete Works games. 4 songs come from the second arcade game (Rockman 2 the Power Fighters). The rest of the arrangements were made for this version. I really love that Capcom did this, but I wish they had done the same with the Complete Works versions of Rockman 1-3. Out of all the new additions, this is probably the biggest highlight for me about the playstation version because I really like the music and the new musical arrangements kick ass!

Seventh, you can earn special power-ups to use in Navi Mode (and Mission Mode) to give Rockman a boost in his abilities. Once you gain them, you equip them in Dr. Light's Laboratory (go further down in the document to see what Dr Light's Laboratory is). There will be some sort of large icon (above where the exclamation point appears) which will indicate what one or two power-ups you have equipped.

Eighth, the Weapon menu background glitch is no more. I mentioned this in my documents for the Complete Works versions of Rockman 1-3. The Famicom version has nothing to do with this, but it is worth mentioning since this glitch has been corrected.

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 some of the stages in the game.

3) -Dr. Light Laboratory-

The Dr. Light Laboratory is a new addition to the playstation. It's a combination of the Database mode (with a different interface) from the Complete Works versions of Rockman 1-3 (except it's split into a few sections) and adds the special power-ups to use in Navi Mode that I mentioned earlier. The Database portion contains artwork (including some of the new art) and information on almost every character in the game. This information includes profiles, enemy/boss details (weaknesses, energy, how much damage they inflict to Rockman, and how many times you have encountered them). There are 69 pages total in the Database (Enemy, Boss, & Illustrations), but you only start off with one of them. The other pages are unlocked as you play the game (also see the Secrets section) and the more enemies you defeat will go towards the BattleData needed to unlock the special power-ups. The music played here is a remix of the from Password/Continue screen from Rockman 3 for the Famicom. For this mode of the game, I made a separate document which contains all the information and a translation so that you understand what's what. It is available on GameFags.com titled "Dr. Light Laboratory Guide". Due to the size of that information, I didn't include that here because it alone is quite a bit. Also, to save anything that you have gained or unlocked in the lab, you must Save to memory card from this menu or you'll lose everything once you power off your game console. For full details on how to Save or Load in the Lab, read the other document I made for this mode.

I uploaded an English screen shot of this mode which you can see here:

*IMAGE3

4) -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- Stereo Monaural

-Memory Card- Load Save

-Rockman Spare Body- 1, 3, 5, 9 (you have to unlock this option)

-Back to Mode Select-

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

*IMAGE6

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 to pick up what so ever and defeated enemies don't drop them either. Not even Eddie shows up in the rooms where you would normally see him, of course, you still get the weapons from the main bosses and other items you can equip from your weapons menu. 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.)

Rush Change (Highlight and press a button you wish to set it to. It is the "L2" button by default.)

Item Change (Highlight and press a button you wish to set it to. It is the "R2" button by default.)

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

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.

Note:

There is no longer an Auto Rapid option like there was in the Complete Works versions of Rockman 1-3 due to the Rock Buster now being a chargeable weapon.

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 if 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 in Navi Mode (or Mission Mode), 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 for the Databases in Dr. Light's Lab (see the Dr. Light Laboratory section for more information) nor the special power-ups you earn. 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 that menu separately. Fortunately, when you run the game these settings are automatically loaded (assuming you had your memory card inserted before turning the game on). You can also save Mission Mode, Sound Room, and Rockman Spare Body (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.

-Rockman Spare Body-

You must unlock this option (read the Secrets section). It will allow you to select how many lives to start with when you play the game. However, it does not apply to Mission Mode. In the Complete Works versions of the previous 3 games, this option (once unlocked) was displayed on the stage select screen. I think having it in the option menu (like it is here) is better.

-Back to Mode Select-

This is self-explanatory. Need I say more?

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 4 or PokeRock 4 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 4 where you can level them up to have more energy bar 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 PokeRock Link section in Dr. Light's lab. This leveling up will affect the characters in Navi & Mission Modes only. Their energy 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 those boss fights more challenging. Rockman at max level 99 will inflict more damage with his buster. He will also inflict slightly more than twice the normal damage when using a bosses weakness against them. The mini game is a cool idea to let you power-up the characters even when you are on the go, but the mini game itself is nothing breathtaking, so don't be upset if you are missing on it. BUT, the features it allows you to add to Navi and

Mission Modes are very cool and will breathe new life to this classic. Although having Rockman maxed out makes the game ridiculously easy.

Here are some screenshots I uploaded of PokeRock 4:

<http://img19.imageshack.us/img19/2932/pokerock41.gif>

<http://img638.imageshack.us/img638/3580/pokerock42.gif>

If I still had a pocketstation and a PS1, I would have uploaded some game play videos of PokeRock 4.

6) -Sound Room-

Look at the Secrets section to see how to unlock the Sound Room. When you select this on the Mode Select Screen, a sub-menu opens. The first line says "Sound Room". The second line says "Sound Number" and has the number of the song next to it (there are 54 songs in total, 00 also counts). Use the left and right on the directional pad to scroll through the songs. The third line says "Return to the Mode Select Screen". And under that is says "Circle" to play and "X" to stop. Look in section X "Sound Room (Original Soundtrack & Arranged Soundtrack)" to see what the names of the songs are.

7) -Mission Mode-

Look in the Secrets section to see how to unlock this mode. This is a new mode that replaces the Boss Attack mode that was used in the earlier Complete Works version of Rockman 1-3. When you select this option on the Mode Select screen, you will be taken to a Mission Select screen. The arranged version of the Stage Select music is played here. Notice the last option here is to return to the Mode Select screen. There are four missions total. You must clear them in order, which means you can not go to Mission 2 if you have not cleared Mission 1. The arranged music tracks will be played on all the missions as well (unlike the Boss Attack mode I mentioned above). Read the Mission Mode section for more details.

====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-

-Map-

-Button Configuration-

-Adjust Screen-

-Return to Title Screen-

Above the "Resume game" option is the level of difficulty that you are playing on. Under the "Return to Title Screen" option is the total time you have been playing the game (this will help all you speed runners keep an accurate game time). To the left of all that is the password

for the stages you've cleared so far. Passwords do not take you beyond the first Dr. Cossack stage. Below is a full description of the options mentioned above.

-Resume game-

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

-Map-

This shows a simple but helpful map of the stage you are currently on. The name of the stage you are on is also shown. The squares with an "S" indicate the starting point of the stage. The "blue" squares are normal parts of the stage. The "green" squares are the continue points of the stage if you lose a life. There is always one about half way through each level and one right before the boss room (except for the Dr. Cossack and Dr. Wily stages). The "yellow" squares are where Eddie shows up to give you a power-up. The "Red" squares are the boss room and these are always at the end. The current room (or square rather) you are in will flash. Also, any hidden rooms are NOT shown on the map, but they do light up once you are on one of these screens then disappear when you leave it. Only a few stages have hidden rooms any way. I wish Capcom thought of this map sooner so that it could have been in the other Complete Works games.

-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 "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 any of the newer television sets. There is no longer a "Flash" option like the Complete Works versions of Rockman 2 and 3.

-Return to Title Screen (and also Mode Select 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. If you select "Yes", you'll return to the "game" title screen. If you select this option while playing a mission in Mission Mode, you will be returned to the Mission Select screen.

The option to "Return to the Mode Select" that was present in the Complete Works versions of Rockman 1-3 was removed from this game.

Instead, you have to press "L1, R1, Select, and Start" simultaneously to soft reset the game back to the Mode Select.

====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 while 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 lower right hand side. Press the "Select" button and you will be prompted with a message asking if you wish to load a game 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)===Dr. Light Laboratory Database saving/loading===

In this mode, the menus on the right are as follows:

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

In order to save or load the information you have gathered in the Database, highlight the 6th or 7th option from this menu. Depending what you choose, you can either load or save the Databases in the same manner you would load or save the Options screen settings.

====V. Mission Mode=====

*Look in the Secrets section to see how to unlock this mode.

When you start a mission, you will not have any lives remaining. You can pick up extra lives that an enemy might drop along the way as long as the difficulty is not set to Hard. And depending on the mission, you may or may not start with weapons and items.

Also, near the bottom right side of the screen will be a timer. If you

have not completed the mission within the time limit, you'll explode. The timer doesn't stop when you open the weapons menu nor when the screen is scrolling. It is possible to make the timer go past the limit by either going to the weapons menu or having the screen scroll, but Rockman will explode as soon as you return to the game.

The objective of Mission 1 is to destroy Metall Daddy. You start on the continue point of the first Dr. Wily stage and have 3 minutes to clear it, which is plenty of time. You also start with all the weapons and items. Overall it's a pretty easy mission as long as you know how to deal with the boss.

Mission 2 is the second Dr. Wily stage and you have 3 minutes to clear it and defeat the boss at the end. You also start with all your weapons and items here. This mission is a bit harder than the first, but overall it's still easy.

The objective of Mission 3 is misleading because it tells you to rescue Kalinka when in fact it is Blues that rescues her. Anyway, Mission 3 is the final Dr. Cossack stage and you have 3 minutes to clear it. Again, you start with all your weapons and items here. This stage is normally easy, but now you have a time limit which means you cannot afford to waste time. Thus, making this mission a bit difficult. Also, for some reason this is the only stage where the timer is backwards.

Mission 4's objective is to face the robots of Dr. Wily (actually they're Dr. Cossacks, but whatever). Anyway, you start in the last room of the third Dr. Wily stage (the teleport system that takes you to the rematches against the 8 main bosses of the game). You only start with the Rock Buster (and Rush Coil, but who uses that against bosses?) and have 8 minutes to clear the mission. This mission is basically the Boss Attack mode used in Complete Works version of Rockman 1-3 only this time you won't know who you are fighting unless you already know what teleport hatch takes you where. And no, you do not fight Wily Machine 4 here. Be sure to leave the room after defeating the 8th boss since the timer will still count down until you do so. This is the most difficult mission there is.

Mission Mode really isn't all that difficult, except Mission 4 on a Hard difficulty setting. And to make things easier, you are allowed to use the special power-ups from the Dr. Light Laboratory, which might have some veterans complaining. Even if you couldn't do this, people would have complained anyway as to why it's not possible. Either way, it's a lose/lose situation.

After you clear a mission, you will be given a Result screen with your total time, the best time under it and two choices under that. The first choice is to challenge the mission once more and the choice under that is to return to the Mission Select screen. Make your choice and press "Circle". Also, while on this screen, the music played is a remixed version of the "Get Weapon" track from Rockman 3 for the Famicom. This version of the remix comes from the second arcade (Rockman 2 The Power Fighters). Mission Mode is better than Boss Attack mode since it kind of includes it anyway but with more challenges.

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

====VI. 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, Eddie never shows up to help you, and you don't even get any Energy Tanks! They also seem to have forgotten to remove the yellow squares on the map that tell you where Eddie shows up. One more thing, you can NOT cheat to get Energy Tanks with a password because unlike Rockman 2 and 3, passwords in this game do not record the amount of Energy Tanks that you have.

All this may sound tough, and it can be depending on your skill level. If you run out of any of your items in the Dr. Cossack and Dr. Wily stages in certain areas, you may be screwed. So use them wisely. The only way to refill your weapons and items in the first eight stages is to clear a stage. In the Dr. Cossack and Dr. Wily stages you must lose all your lives and then continue from the game over screen.

I was planning on including a walkthrough for the Dr. Cossack and Dr. Wily stages, but after playing them again I really see no need for it. If you feel that you still want one let me know and I will do one for any stage you request.

The stage I considered the most difficult is Wily stage 3 where you fight the eight bosses again as well as the two phases of Wily Machine 4. You have to fight 10 bosses with no energy refills after each fight and you only get 3 lives to beat them (unless you already unlocked the lives select, this stage can be quite hard for a beginner). My suggestion is to fight the bosses that are the most difficult for you first! If you defeat the easier ones first and then lose you lives to the bosses that are harder for you, you have to start over again anyway. Start with the harder bosses such as Ring Man, Bright Man, Drill Man, and Skull Man. Save the easier bosses for last such as Pharaoh Man, Dive Man, and Toad Man.

Here is the Teleport chamber layout:

Top left: Drill Man	Top right: Pharaoh Man
Middle left: Bright Man	Middle right: Ring Man
Bottom left: Skull Man	Bottom right: Dust Man
Center left: Dive Man	Center right: Toad Man

For the second phase of Wily Machine 4, use the Wire adaptor to hit him the first time, then switch to the Drill Bomb. You have to manually detonate the Drill Bombs (before it makes contact) so that the explosion of it hits the weak spot.

====VII. Navi Mode Stage Hints=====

When playing in Navi Mode, a yellow exclamation point will appear on the upper center of the screen when you reach certain parts of each stage. If you press "Select" when the exclamation point appears, Kalinka 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.

=====

Bright Man Stage

=====

First hint:

I'm Kalinka, Cossack's daughter...
Though I'm only a hostage right now...
I'll give you my support, so please rescue me...

Second hint:

The spikes are very dangerous... avoid them at all costs...
Ride the grasshopper to go on.

Third hint:

The grasshopper has a fixed movement pattern.
Watch its movements closely and jump over to the next one...

Fourth hint:

Hmm, here the path branches...
There doesn't to be anything important in the lower route...

Fifth hint:

I don't think you'll be able to go back without using Rush...
Do you still have weapon energy for Rush?

Sixth hint:

There's a pit... watch out...
Jump on to the next grasshopper before falling in the pit...

Seventh hint:

You can slide to go through narrow passages.

Eighth hint:

It's better if you don't destroy the light bulb enemies in here...
When the lift stops, jump on to the next one...
But be careful with the red lift...
Because it falls in the end...

Ninth hint:

There seems to be a boss ahead... Be careful...
Bright Man seems weak against water...

Tenth Hint:

Bright Man is a powerful enemy who can stop time...
Fight from the opposite side of the room...

Try to be in mid-air when he freezes time...

=====

Toad Man Stage

=====

First hint:

The rain around here is dangerously strong...
The winds can blow you back when you jump, so...
Be careful when jumping over pits...

Second hint:

Since the wind can push you, only jump at the very edge...

Third hint:

Hey, it's also safer if you use Rush Coil to jump over...

Fourth hint:

Now it's the water that can carry you away.

Fifth hint:

Escaroo is vulnerable when its eyes are open...
How about attacking with your Charge Shot?

Sixth hint:

You can't jump while under the water falling from above...
Move a bit forward to fight...

Seventh hint:

Proceed through the platforms above...
If an enemy comes, stop and attack it.

Eighth hint:

It seems the boss is prepared for you... Take care...
Attack with an explosive weapon...

Ninth hint:

You can't avoid Toad Man's Rain Flush...
If he raises both his hands, be sure to attack him...
Then slide away and it should be an easy victory.

=====

Drill Man Stage

=====

First hint:

Are you making good use of the map device?
In the yellow blocks you can meet Eddie...
Green blocks mark the checkpoints...
Bosses are in the red blocks...

Second hint:

It looks like it's better to attack this enemy with rapid fire...
You can also slide right under it.

Third hint:

Spikes are very dangerous...
Defeat the Battonton before proceeding.

Fourth hint:

This blue enemy is invincible when it starts rolling around.
Defeat it beforehand with the Charge Shot.

Fifth hint:

If you approach the Dust Chute above...
A rock will fall on you, so stop before it...
Get the timing right and destroy the rock.

Sixth hint:

A hidden floor appears if you touch that lever...
So you can proceed forward.

Seventh hint:

Don't be afraid... Just touch the lever.

Eighth hint:

Only jump on...
After you've touched the lever from the very edge of the pit...

Ninth hint:

This is the end... Don't give up...
Be sure to attack with a weapon that is sure to hit the enemy...

Tenth Hint:

When Drill Man digs into the ground...
Don't stop sliding so you can escape him...
Attack when Drill Man comes to the surface.

=====

Pharaoh Man Stage

=====

First hint:

This area is a sand desert...
If you stand still you'll gradually sink.
Keep jumping now and then to proceed...

Second hint:

There seems to be enemies hidden in the wall...
Proceed with caution.

Third hint:

Get the item using Rush Coil.

Fourth hint:

It seems you can only proceed by riding that enemy...
Be careful so that the enemy's shots don't hit you.

Fifth hint:

Jump on to the upper platform!

Sixth hint:

The boss ahead is difficult if you don't use the right weapon...
His movements are quick, so use a flash weapon which can cancel his
ability...

Seventh hint:

Pharaoh Man's movement is haphazard.
If you had a weapon that could bring his movements to a dead stop...

=====

Ring Man Stage

=====

First hint:

The rainbow starts moving when you step on it.
Since it comes back after moving,
use that time to walk safely across it.

Second hint:

It's safer if you jump over to the middle of the rainbow.

Third hint:

Well, just fire rapidly.
Bring it down to the floor by destroying the pillar below it...
Or just attack the actual enemy with jump shots.

Fourth hint:

This may look boring... but the spikes are dangerous... so don't try
anything.

Fifth hint:

The Whopper's weakness is its eyes...
Memorize the timing when its rings fly off.
And attack with a Charge Shot.

Sixth hint:

And there's still a Hippotoncue...
Get its homing missiles as well...
By attacking with the Rain Flush.

Seventh hint:

The Mono Roader can be destroyed with a single Charge Shot!

Eighth hint:

That floor moves in a different direction than the rainbows...
Be careful not to fall.

Ninth hint:

Maybe it's easier if you stop its movements with the Flash Stopper.

Tenth Hint:

Oh, there were so many large-sized enemies... Now this is the end.
It seems Ring Man is weak to heat.

Eleventh Hint:

Ring Man's boomerang is fast...
Dodge it by jumping a little before he shoots...
Fight the enemy from afar, at the edge of the screen.

=====
Dust Man Stage
=====

First hint:

If you don't hit the Shield Attacker from behind...
You won't be able to damage it...

Second hint:

Wait a moment!
There's an enemy in the pit before you.
Defeat the enemy before jumping over the pit.

Third hint:

The floor here may come away as you get near it.
Be careful not to be hit by an enemy and fall into a pit.

Fourth hint:

Watch out for the press above...
Depending on where you stand, you may be caught by it...

Fifth hint:

You can destroy the blocks under the press...
I guess it's safer if you destroy all of the blocks...
Also, it's safe to stay where Beat is.

Sixth hint:

That place is dangerous! You may get caught by the press!!
Destroy the block ahead...
And slide away to a safe place!

Seventh hint:

The boss is prepared for you... Be careful...
You should attack with some hard weapon...

Eighth hint:

Dodge the trash by jumping straight up...
If he sucks you towards him, slide to get away...
When the vacuum attack ends, you have a chance for a counter-attack.

=====

Dive Man Stage

=====

First hint:

Since there are enemies inside the water, proceed through the platforms
above...

Second hint:

Narrow passages like that one...
Can be passed if you slide...

Third hint:

To defeat Moby, instead of the Charge Shot...
It's more effective to fire rapidly with your normal shot...

Fourth hint:

You can't destroy the green jellyfish enemy...

Fifth hint:

I know I'm being repetitive, but watch out for the spikes!!

Sixth hint:

Hmm, it's the boss... Have you got used to fighting underwater?
Maybe a rapid burst with your normal shot is the best option...

Seventh hint:

Dive Man's body slam is a powerful attack...
First dodge his body slam with a short jump, and then...
Slide away to the edge of the screen...
Destroy his missiles with the normal shot.

=====

Skull Man Stage

=====

First hint:

If you keep the fire button pressed and then release it,
you can fire a powerful Charge Shot.
With it you can destroy more than one enemy at once, and...
There are some enemies you can only destroy with the Charge Shot...

Second hint:

You can't destroy the Skeleton Joe with the normal shot.
But you can with the Charge Shot...

Third hint:

Against the Shield Attacker, only from behind...
can you inflict any damage...

Fourth hint:

You can avoid the enemy by sliding right under it when it leaves an
opening...

Fifth hint:

You can only damage this enemy from the front...

Sixth hint:

This caterpillar enemy falls suddenly from the ceiling...
Your only choice is to remember the place where it is...

Seventh hint:

This area is full of Skeleton Joes and Togeheros.
And to top it all there's little footing, so it's very dangerous.
Be sure to defeat the Skeleton Joes.

Eighth hint:

The boss fight... Have you been using your Charge Shot?
Strike him with a shot made of hard debris.

Ninth hint:

It's hard to dodge Skull Man's rushing attack.
Though it seems he'll stop his charge right in front of you...
Defeat him quickly with the right weapon!!

=====

Moth Layer Stage

=====

First hint:

This area is frozen due to the cold...
It's hard to proceed and it's so slippery...
Start moving by jumping first...
And when you want to stop, try jumping as well.

Second hint:

That pit... please watch out...

Third hint:

Defeat the Skeleton Joe before proceeding...

Fourth hint:

Use Rush Coil or the Balloon...

Do you have the Balloon?

Fifth hint:

Use the Rush Jet...

And grab onto the left-most ladder...

But be careful not to be hit by the enemies...

Sixth hint:

A large-sized boss is waiting for you... Take care...

Its weakness is a weapon of short range...

Seventh hint:

This boss can create pits on the floor with its drill attack...

If the boss gets near you, slide to escape...

Its weak spot is the red core... Jump and attack!!

=====

Square Machine Stage

=====

First hint:

You finally managed to infiltrate Cossack's fortress...

Quick... help me and daddy!!

Second hint:

Stop on the ladder!

See, so you can avoid the enemy.

Third hint:

I guess Rush Jet is the only option...

Fourth hint:

Watch the blocks closely...

If the arrow signs start flashing...

Jump on to the next block.

Fifth hint:

You can ignore the blocks if you use the Balloon...

Sixth hint:

Climb to the platform above with Rush Coil.

Seventh hint:

Defeat the Battonton before proceeding.

Eighth hint:

You can destroy the green wall with a Drill Bomb...

Ninth hint:

And yet another large-sized boss...
I'm sure its core is weak against a hard weapon.

Tenth Hint:

The boss assembles after decreasing its speed...
Then go inside the boss...
Ride the lifts and attack.

=====
Cockroach Twin Stage
=====

First hint:

The scenery moves by itself here...
Be careful on your way...

Second hint:

Defeat the enemy on the platform with the Dust Crusher...

Third hint:

The golden blocks only appear when you get near them...
While you're on the block it sinks, but it floats if you get off...
Use this behavior to your advantage to proceed.

Fourth hint:

Stay on the last block...

Fifth hint:

It's the boss... Quick, let's put an end to this battle...

Sixth hint:

Stand on either of the platforms and attack.

Seventh hint:

The Pharaoh Shot can be fired both upwards and downwards...
So you should be able to defeat it easily.

=====
Cossack Catcher Stage
=====

First hint:

Don't miss an Energy Tank if you spot one.

Second hint:

Time well your slide to pass.
You can change the direction you're going in while sliding.

Third hint:

It seems the path to the right is a shortcut...

Fourth hint:

Another area full of pits... Watch out for the enemies that jump from the pits...

Fifth hint:

The red wall can also be destroyed by the Drill Bomb.

Sixth hint:

Finally, the battle against Cossack...
Only you can help my dad.

=====
Mettaur Daddy Stage
=====

First hint:

You rescued both me and my father...
Thank you for that... I'm truly grateful.
I'm collecting all data I can on Wily's Fortress too...
I'll go on supporting you!

Second hint:

This stage is laden with Mettaurs...

Third hint:

It's laden with spikes! Calculate well the height of your jumps...

Fourth hint:

Jump on the blocks on the right order...
But, it should be a lot easier if you just use the Wire.

Fifth hint:

If you fall from the blocks here, you're out...
Use the Rush Jet to pass through...

Sixth hint:

It's the boss... It has quite an overwhelming power...
If you use that weapon that spreads...

Seventh hint:

When it shows its face from under the helmet, that's your chance!
When the Mettaur lands...
Jump so that you're not touching the ground.
And keep attacking with the right weapon...

=====
Tako Trash Stage
=====

First hint:

This stage is also laden with spikes...

Be careful when going for the ladder.

Second hint:

Be careful when going to the screen below.
I'm sure it's full of spikes down there as well.

Third hint:

This calls for Rush Jet.

Fourth hint:

Another place full of spikes, and this time with enemies...
The platforms are small, so watch out...

Fifth hint:

There's a boss in there! And it's powerful!!
An enemy like this asks for a short-ranged weapon...

Sixth hint:

The green core on its forehead is its weak spot.
Ride the lift and attack the weak spot.
Try not to fall from the lift from being attacked by the enemy.
It's dangerous to be too persistent!

=====
Wily Machine No. 4 Stage (Teleport System)
=====

First hint:

Finally, only a little to reach Wily! Don't give up!

Second hint:

A battle against the 8 bosses again... their weaknesses remain the same.

Third hint:

It's that hateful Wily!
At the beginning you can avoid its attacks if you stand right by its
mouth...
Then attack its weak spot with the Drill Bomb.
Detonate the bomb before it reaches the enemy and damage it with the
blast!

=====
Final Stage
=====

First & only hint:

Rockman... Where are you?
I can't pick you on the radar... How dangerous!

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, but I know of some glitches that I have not seen anyone else mention. I will list the ones I know or discovered here plus the ones you may already know just for completeness sake.

1) -Pharaoh Shot glitch-

This is the most well known glitch. You can use part of the Pharaoh Shot without having any of its energy decrease. To do this, hold down the weapon button then equip the Pharaoh Shot. Continue to hold the weapon button and you will be able to charge it above your head. Do not press the weapon button again. You can use the "shot" above your head to defeat enemies with it. Weak enemies won't consume the shot but stronger enemies will. Once the shot is gone, you can repeat the process. You can also charge the Pharaoh Shot after you explode. It will built up in the last spot you were on (whether on the ground or mid-air) and it will stay there until a strong enemy runs into it. If you do this on the third Dr. Wily stage (the one with the teleport chambers) to defeat one of the bosses AFTER you have explode, you will get the victory as long as you have at least one extra life remaining.

2) -Ring Boomerang glitch-

This glitch is not that well known or at least I have not heard anyone else mention it. If you use the Ring Boomerang and can manage to trick it when it is returning to you to go off screen instead of coming back to you, and you won't be able to use it again. To remedy this problem, simply equip another weapon then equip the Ring Boomerang if you wish to use it again. If you don't equip another weapon, you will not be able to defend yourself.

3) -Ladder glitch-

It is possible to shoot WHILE climbing on ladders. I have done it several times, but I'm not sure what triggers this. If you know, please share. :)

4) -Multiple jump glitch-

I have not heard anyone else mention this. If you jump and Bright Man uses his Flash Stopper to freeze you in mid-air, it is possible to jump again the moment the Flash Stopper's effect wears off. You'll need precise timing. You can actually do this multiple times in the air as long as Bright Man is using his Flash Stopper of course. I almost reached the top of the screen doing this.

5) -Kill Dr. Wily, literally!-

It is possible for Rockman "kill" Dr. Wily after defeating the second phase of Wily Machine No. 4. To do so, use the Rain Flush When he tries to leave in his escape pod. If you are quick enough, you will see him and the pod explode. However, doing this will result in Rock getting stuck in this boss room and the player having to reset the game to get out of it.

=====IX. Secrets and things to unlock=====

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) Mission Mode: Complete the game once in Navi Mode with a Normal difficulty setting. This mode will appear as the last mode on the Mode Select screen.

3) Sound Room: Clear the four missions in Mission Mode with either a Normal or Hard difficulty setting. The sound Room will be available in the Mode Select screen under the pocketstation mode.

4) Rockman Spare Body: Complete the game once in either Original or Navi Mode with a Hard difficulty setting. Now in the Options screen under the Memory Card option you will be able to select how many lives you can start with when you play a game. This does not apply to Mission Mode. You can start with either 1, 3, 5, or 9 lives.

5) Play without a helmet: On the Mode Select screen, highlight either Original, Navi, or Mission Mode and hold "R2". While holding "R2" press the "Start" or "Circle" button. When you begin playing, Rockman won't have his helmet. He sure has a lot of hair and it even glows when you charge the Rock Buster. ^_^

6) Unlock the Power-Ups in the Dr. Light Laboratory:
Each power-up requires you to gain a specific amount of Battle Data points while playing the game. Here are the power-ups and the amount of points needed to obtain each one of them:

Hyper Jump- 20 Points	Hyper Charged Shot- 320 Points
Auto Charge- 40 Points	Power Shot- 640 Points
Energy Saver- 80 Points	Hyper Charger- 1000 Points
Hyper Shot- 160 Points	Speed Up- 2000 Points

7) Unlock page 71 in the Illustration Data:
Clear the game once in Original Mode with an Easy difficulty setting.

8) Unlock page 72 in the Illustration Data:
Clear the game once in Navi Mode with an Easy difficulty setting.

9) Unlock page 73 in the Illustration Data:
Clear the game once in Original Mode with a Normal difficulty setting.

10) Unlock page 74 in the Illustration Data:
Clear the game once in Navi Mode with a Normal difficulty setting.

11) Unlock page 75 in the Illustration Data:
Clear the game once in Original Mode with a Hard difficulty setting.

12) Unlock page 76 in the Illustration Data:
Clear the game once in Navi Mode with a Hard difficulty setting.

13) Unlock page 77 in the Illustration Data:
Clear the four missions in Mission Mode with a Normal difficulty setting.

14) Unlock page 78 in the Illustration Data:
Complete the Enemy databases in Dr. Light's Laboratory.

15) Unlock page 79 in the Illustration Data:
Complete the Boss databases in Dr. Light's Laboratory.

16) Get the Balloon Adapter: On Pharaoh Man's stage on the 7th screen after the starting point, jump over the gap on the floor. Use the Rush Coil if you are having trouble. Then work your way a few screens to the right and you will find the Balloon.

17) Get the Wire Adapter: On Dive Man's stage four screens after the 1st continue point and after defeating the second Moby, jump down the opening on the floor that looks like a pit. You will fall down a few screens (make sure not to touch the walls) and you will find the Wire Adapter all the way at the bottom.

18) Hidden power-ups: There are hidden power-ups such as weapon capsules, energy tanks, and extra lives behind the foreground in some stages. There are too many to list but I mention this so that you can explore the areas where you can walk behind the foreground.

19) Start on the first Dr. Cossack stage with all weapons and items: You can obtain this password by playing the game normally. It works with any difficulty setting. Here is the password:

A1, A4, B5, E2, F1, F3

Here's a hint: Instead of completing the game thrice 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 setting, all you have to do is go to the Options screen to change it 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 4 Dr. Cossack and the 4 Dr. Wily stages to unlock another secret.

====X. Sound Room=====hc=====

Look at the Secrets section above to see how to get the Sound Room. I got the names of all the songs from the Capcom Music Generation: Famicom Albums - Rockman 1-6 in case anyone is wondering. That is a three disc collection contains the entire soundtracks to Rockman 1, 2, 3, 4, 5, & 6.

Sound numbers 1-26 are the arranged tracks, most which are new for this version of the game and a few that are taken from Rockman 2 The Power Fighters. Sound numbers 28-53 is the original soundtrack.

- Arranged Soundtrack-

Sound Number 00: Mode Select Screen

Note: This song is the Player Select music from Rockman 2 The Power Fighters. This song is a remix of the game title screen music from Rockman 2 for the Famicom.

Sound Number 01: Opening

Sound Number 02: Opening 2

Sound Number 03: Title

Sound Number 04: Stage Select

Sound Number 05: Stage Start

Note: This song comes from Rockman 2 The Power Fighters. It is a remix of the Stage start music from Rockman 2 for the Famicom.

Sound Number 06: Bright Man Stage

Sound Number 07: Toad Man Stage

Sound Number 08: Ring Man Stage

Sound Number 09: Drill Man Stage

Sound Number 10: Pharaoh Man Stage

Note: This song comes from Rockman 2 The Power Fighters. It is a remix of the original Pharaoh Man Stage music from Rockman 4 for the Famicom.

Sound Number 11: Dive Man Stage

Note: This song comes from Rockman 2 The Power Fighters. It is a remix of the original Dive Man Stage music from Rockman 4 for the Famicom.

Sound Number 12: Skull Man Stage

Sound Number 13: Dust Man Stage

Sound Number 14: Boss

Sound Number 15: Get Weapon

Sound Number 16: Get Item

Sound Number 17: Dr. Cossack Stage Map

Sound Number 18: Dr. Cossack Stages 1 & 2

Sound Number 19: Dr. Cossack Stages 3 & 4

Sound Number 20: Dr. Wily Stage Map

Sound Number 21: Dr. Wily Stages 1 & 2

Sound Number 22: Dr. Wily Stages 3 & 4

Sound Number 23: Final Battle

Sound Number 24: All Clear

Sound Number 25: Epilogue

Sound Number 26: Staff Roll

Sound Number 27: playstation Staff Roll

Note: This song comes from Rockman 2 The Power Fighters, which is Forte's (Bass) second song in his ending. It is a remix of his original music from Rockman 7 for the Super Famicom.

-Original Soundtrack-

Sound Number 28: Opening

Sound Number 29: Opening 2

Sound Number 30: Title

Sound Number 31: Stage Select

Sound Number 32: Stage Start

Sound Number 33: Bright Man Stage

Sound Number 34: Toad Man Stage

Sound Number 35: Ring Man Stage
Sound Number 36: Drill Man Stage
Sound Number 37: Pharaoh Man Stage
Sound Number 38: Dive Man Stage
Sound Number 39: Skull Man Stage
Sound Number 40: Dust Man Stage
Sound Number 41: Boss
Sound Number 42: Get Weapon
Sound Number 43: Get Item
Sound Number 44: Dr. Cossack Stage Map
Sound Number 45: Dr. Cossack Stages 1 & 2
Sound Number 46: Dr. Cossack Stages 3 & 4
Sound Number 47: Dr. Wily Stage Map
Sound Number 48: Dr. Wily Stages 1 & 2
Sound Number 49: Dr. Wily Stages 3 & 4
Sound Number 50: Final Battle
Sound Number 51: All Clear
Sound Number 52: Epilogue
Sound Number 53: Staff Roll

As a side note, there are 5 songs (actually 8 if you count the arranged versions as well) that are not in this Sound Room. One is the Password screen. Another is the Stage Clear fanfare (On Navi Mode the Stage Clear fanfare is taken from Rockman 2 The Power Fighters). Yet another is the Game Over fanfare. There is also the song played on the Result screen in Mission Mode, which is a remixed version of the from Get Weapon music from Rockman 3 for the Famicom (another remix from Rockman 2 The Power Fighters). The last one is the music played in Dr. Light's Laboratory, which is a remix of the from Password/Continue screen of Rockman 3 for the Famicom. These songs are only a few seconds long so it's no big deal but worth mentioning.

Also, for some reason instead of Capcom using the Get Weapon music from Rockman The Power Battle in Navi Mode during the Get Weapon screen, they made another remix to it even though they could have just used the remix from the arcade. Guess they forgot.

====XI. 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 4 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. I'd get it because 4 is my favorite from the original 6 games. 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 4 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

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 :(There are multiple versions of the cell phone game. Some are pretty good, while others or not.

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:

Famicom? What's that?

Answer to Question 2:

You didn't read the notes section (grrr!). 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 they 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 needs to be Shoryukened, Flash Kicked (and every other fighting game) right out of the universe! They don't 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, but were rejected. 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. 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 Shichisei Tousei: Guyferd, I wouldn't blame them. BUT this is MegaMan we are talking about here. A very well known character. For the PSN version, the game will not be translated for multiple reasons, but here are two of them:

ONE) COSTS. They'd have to spend money on a translator or two for whatever needs to be translated, 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 than 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).

TWO) Due to the amount of people creating an account on the Japanese PSN to "import" the earlier Rockman Complete Works games, they take advantage of the opportunity to make it "easier" to obtain the games (and profitable with little effort) for gamers that will go out of their way to get the games despite not being able to understand Japanese. Which is almost insulting in a sense. So, 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.

Question 7:

Are you sure you can't save your game progress past the first Dr. Cossack stage?

Answer to Question 7:

I am certain that you can NOT do so. At least not playing the game normally...

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 is Kalinka the navigator on Navi Mode? Wasn't she kidnapped? If that is the case, how the hell is she helping you at the same time? Not to mention that she is Dr. Cossack's daughter, so why is she helping Rockman against her father?

Answer to Question 9:

Remember, Navi Mode is just an extra option added to this version game. Story line wise, Dr. Wily is holding her hostage making it impossible for her to help you. And if she could help you somehow, you'd figure the first thing she'd tell you is that her father is being manipulated and that he is not to blame for what's going on. You don't see her until after your fight with Dr. Cossack. Rockman has no idea until that happens that Dr. Wily is behind all this.

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:

You wouldn't believe it, but YES! Actually... 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:

Is it possible to use the power-ups from Dr. Light's Laboratory while playing in Original Mode?

Answer to Question 11:

No, at least not normally...

Question 12:

Can you equip more than two of the special power-ups in the Dr. Light Laboratory?

Answer to Question 12:

No you can't, at least not normally.... If you could, the challenge of the game would drop to practically zero.

Question 13:

Can you unlock the Sound Room before the Mission Mode?

Answer to Question 13:

There does not seem to be a way. It is strange that the seventh option in the Mode Select menu is unlocked before the sixth. Someone likes having fun with numbers ;p

Question 14:

Can you have the arranged music on Original Mode? What about the original music in Navi and Mission Mode?

Answer to Question 14:

Possibly....

Question 15:

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 15:

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 16:

Is the playstation capable of emulating the game and music?

Answer to Question 16:

Yes, and perfectly I might add.

Question 17:

If your answer to question 16 is true, then why didn't Capcom emulate the music?

Answer to Question 17:

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 15 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 18:

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

Answer to Question 18:

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 :(Shimata!

Question 19:

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

Answer to Question 19:

Believe me, I wish they had done so (a 32-bit version of MegaMan 4 would have kicked so much ass!). 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 17. This is bound to happen some day on a newer console though. =)

Update: It could've 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 20:

Why are you so technical with your answers?

Answer to Question 20:

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

Question 21:

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

Answer to Question 21:

As long as it has to do with this game or MegaMan in general, then you may. Just don't expect an answer right away.

Question 22:

How do you play as Blues (Proto Man)?

Answer to Question 22:

While playing on Navi Mode, go to the weapons menu and hold the "L3" and "R3" buttons. Continue to hold them then press start. When the game resumes, Rockman will teleport out. Then you will hear Blues' whistle and he will teleport in. Actually, I made all that up ^_^ You can't play as him, but I have heard people in game stores spreading rumors that you could in this version. Talk about false advertisement.

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

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.

====XIII. 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.

====XIV. 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 89-10 Asada Kazumi

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

"PokeRock Programmer" "Support"
Ueno Katsushi Suzuki Issa
H.Yam Tanohata Tsuyoshi

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

"Sound"
Miyawaki Takuya
Tanaka Naoto
Kajino Toshio

"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

DeGamer - 2000, 2004, 2010, 2011

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