

RockMan V (Import) Complete Works version FAQ

by DeGamer

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Rockman Complete Works:
Rockman 5 Blues' Trap 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 5 Blues' Trap FAQ for 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 for everything about this version.

This version of the game has been released 3 times in Japan so far, with one release still pending, making it a total of 4.

- 1) Original Release: November 25, 1999 (Product Number - SLPS-02338)
- 2) PSOne Books Re-release: June 26, 2003 (Product Number - SLPM-87268)
- 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 later this year. It will then be available for the US on the PSN shortly after that release. However, unfortunately/fortunately it won't be localized. It will bear the title as a Japan classic, which is (still) unbelievable!

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.

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 5 for the Famicom and its English counterpart MegaMan 5 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 the bosses). Obviously, the Famicom version didn't 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 Dark Man stage. Also, as far as I know, there were never any passwords to skip ahead of the first Dark Man 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 just like Rockman 4. 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 that is displayed after the demo.

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

7) 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. Since this section alone is very large, I wrote a separate document for it. The document is available on GameFags under Rockman 5 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) 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)

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 Dark Man stage. You can also load game data that you may have on your memory card from the game title screen. I will explain this in full detail in the How to Save or Load section.

Second, 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, if you press "Triangle" on the Password screen you will return to the title screen in case you don't want to input or don't have a valid password to enter. The Complete Works version of Rockman 4 didn't have this feature, which left you "stuck" on the password screen and forced you to do a manual soft reset with the controller if you didn't enter a valid password. You weren't able to leave the password screen on the Famicom/NES version in this manner.

Fourth, 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, like the Complete Works version of Rockman 4, the other two shoulder buttons for other items in the weapons menu. You can use "L2" to use Beat and use "R2" to change between the different forms of Rush.

Fifth, 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.

Sixth, 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 is an image of Blues with his helmet removed (but still has his shades on).

2) -Navi Mode-

This has everything from Original Mode and then some.

First, you will have a hint system to help you throughout certain parts of each stage. A yellow exclamation point will appear on the upper center part of the screen when you reach certain areas. If you press "Select" when the exclamation point appears, Blues 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/Mega Tanks. The weapons layout in this menu (when you have them

all) is as follows:

Rock Buster	Power Stone
Water Wave	Gravity Hold
Gyro Attack	Charge Kick
Crystal Eye	Star Crash
Napalm Bomb	Rush Coil
Super Arrow	Rush Jet

Beat

Energy Tanks

Mega Tanks

Fourth, Eddie appears with a jetpack at certain areas of some stages with an arrow telling you where to go. Unlike most of the previous games, this actually comes in handy at certain points for first time players. In the areas that have multiple paths, Eddie usually points you in the easier 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. Underneath the gauge it also shows either Blues' or Dr. Wily's logo. Although they shouldn't have used Blues' logo when fighting Dark Man 4.

Sixth, there is new arranged music in Navi Mode. You don't need to hold the "Select" button when highlighting Navi Mode unlike the first three Complete Works games. Some songs come from the two arcade games (Rockman The Power Battle and 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.

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 screen from Rockman 6 for the Famicom. For this mode of the game, I made a separate document which contains all of the information and a translation so that you understand what's what. It is available on GameFaqs.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 in order to not lose anything 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.

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-

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 (there are only 2 exceptions to this) 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.)

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

Rush 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.

-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 5 or PokeRock 5 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 5 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 5:

<http://img707.imageshack.us/img707/4318/pokerock51.png>

<http://img861.imageshack.us/img861/1671/pokerock5.gif>

<http://img59.imageshack.us/img59/3494/pokerock53.png>

If I still had a pocketstation and a PS1, I would have uploaded some game play videos of PokeRock 5.

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 Dark Man 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.

-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. Just like Rockman 4, 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=====hc=====

*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.

Mission 1 is the second half of Wave Man' stage. This is a Water Race on your Water Bike and you have 2 minutes to clear it, which is enough time. You can actually dodge every enemy, except October OA (the mini boss) to get to the end. You don't fight Wave Man though. You also only start with the Rock Buster and Rush Coil but that doesn't matter since you can't equip other weapons while on the Water Bike. You do get to collect the "O" Rockman plate for Beat but you don't need it. Overall it's a very easy mission.

The objective of Mission 2 is to defeat Big Pets (the boss of the first Dr. Wily stage). You start at the beginning of the stage and have three minutes to clear it, which is JUST enough time. You start with all the weapons and items here. This is not a difficult mission, but you can't afford to waste time.

Mission 3 is the showdown with Dark Man (all four of them). You start in the rooms that are right before the boss room. You also start with all your weapons and items here and have 8 minutes to clear it. That's more than enough time. This mission can be difficult because you must fight all of them with one energy gauge. You don't get any energy capsules either, but you do get the Life Tank for the last Dark Man (even on

Hard). These bosses are not difficult to defeat but you can easily lose just as you can easily win. Is it me or is the first Dark Man the most difficult one? I can beat the other three using the Rock Buster without getting hit. The first one always manages to hit me at least twice. I would say this is an intermediate mission.

Mission 4's objective is to face the robots of Dr. Wily. You start in the last room of the third Dr. Wily stage (the one with 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) and have 8 minutes to clear the mission. That is plenty of time to beat these guys. You DO get an energy capsule even on a Hard difficulty setting after defeating each one. You don't have to fight Wily Press here so either. Be sure to leave the room after defeating the last boss since the timer will still count down until you do so. Depending on how you look at it, I consider this the hardest mission.

Mission Mode really isn't all that difficult, except Mission 2 which can be a real pain if you are in a rush to set a record. 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).

Here is a hint, playing missions 3 and 4 in Mission Mode are an easy way to get the information for the main bosses in the Boss Database section of the Dr. Light Laboratory. Mission 1 is also the fastest way to get the information for Octoper OA (the mid-boss).

====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 or Mega Tanks! There are two exceptions to this setting unlike the other the Complete Works versions of Rockman 1-4. You do get the Life Tank on the fourth Dark Man stage. You also get the energy capsules after defeating each boss on the third Dr. Wily stage. They also seem to have forgotten to remove the yellow squares on the map that tell you where Eddie shows up.

All this may sound tough, but it only some of it is. You need to make very careful use of the Rush Coil in the Dark Man and Dr. Wily stages. If you don't, you will end up nowhere. The stages are not that difficult (but some times are annoying) but if you need a walkthrough for one, just let me know.

====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, Cossack 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.

=====
Gravity Man Stage
=====

First hint:

This stage is a bit weird...
You might get confused if you're not cautious.

Second hint:

Pay attention to the arrow signs! They change the direction of the gravity pull!

Third hint:

Even when you're upside-down, the controls don't change...
Then only difference is that in order to slide you have to hold up...
And press the jump button.

Fourth hint:

Get past the iron ball with a slide.

Fifth hint:

The base of iron ball is a safe spot.
You only have to be careful with the iron ball itself.

Sixth hint:

There are enemies hidden on the ground...
Destroy enemies slightly below you with a Charge Shot!

Seventh hint:

If you fight from below the place Eddie is, you can avoid damage.
However, the enemy will keep coming back...
Go forward when striking the final hit.

Eighth hint:

It's alright if you jump from the edge of the hole.

Ninth hint:

You're out if you fall in a hole in the ceiling also.

You can't fall in the hole below either...

Jump from the place where Eddie is.

Tenth Hint:

The last challenge is Gravity Man...

Aiming with a long-range weapon is hard.

So, try a strong close-range weapon...

Eleventh Hint:

Gravity Man controls gravity...

But you have a chance when the gravity is changing!

Attack when you cross each other!

If he jumps at you, dodge with a slide!

=====

Wave Man Stage

=====

First hint:

Rockman...

Are you showing up at the lab now and then?

We're making some new parts for you, so be sure to pay a visit.

Second hint:

Beware of the water spurting from the crack in the floor...

Wait in a place where the iron ball can't hit you...

And get past it with a slide.

Third hint:

The base of the iron ball is a safe spot...

You can go on after a short stop near its base.

Fourth hint:

Do a short stop between the two cracks...

It's better not to try your luck with a slide...

Fifth hint:

The cogwheel enemy can only be destroyed by the right weapon...

But it's so slow you can dodge it easily if you keep calm.

Sixth hint:

To go on you have to ride the bubbles coming from below...

Try riding the big bubble, the second one from the right.

Seventh hint:

Here you have to go for the big bubble far to the left!

But be aware that the small bubbles will burst shortly after you ride them...

Go for where Eddie is!

Eighth hint:

Lastly, aim for the platform to the right!
Don't get hit by the spikes on the ceiling!!

Ninth hint:

You must ride the water bike to proceed.
When you ride the bike, you can't use the Charge Shot or other weapons.
You can't use an Energy Tank either, so be careful with your energy.

Tenth Hint:

The enemies also come at you with Marine Bikes...
Be careful because sometimes they can come from behind.

Eleventh Hint:

Octoper's weak spot is the core on its forehead!
Dodge his shots by jumping...
It's risky to keep jumping to reach the weak spot...
Just stay on the surface and keep shooting, that should be enough.

Twelfth Hint:

If you stand here you can defeat the enemy with a Charge Shot.

Thirteenth Hint:

At last, the boss battle.
There's no weapon particularly effective against water. Maybe if you try an odd weapon...

Fourteenth Hint:

Jump as soon as you think the water pillar attack is coming...
Dodge the harpoon by jumping forward...
And attack the boss!

=====

Stone Man Stage

=====

First hint:

Have you been using the map radar?
You can meet Eddie in the yellow blocks...
The green blocks stand for checkpoints...
And the red block is where the nasty boss is!

Second hint:

This Mettaur hatches its children when defeated.

Third hint:

The green enemy, Slyde, can be destroyed with a Charge Shot.
If you approach it, it shrinks and charges at you.

Fourth hint:

This is one of the stolen Rockman plates!
Collect all the 8 plates to call Beat!

Fifth hint:

The crawling enemies in the shape of a rat can also be destroyed with a Charge Shot.
Since enemies just a little below you...
Can't be hit by the normal shot...
You need either the wide Charge Shot...
Or a Napalm Bomb to destroy them!

Sixth hint:

There seem to be several hidden rooms on this stage...

Seventh hint:

When enemies with shields have their shield up...
They can deflect any attack.
If you keep shooting at it, your shots will just bounce off...
And you won't be able to shoot when you actually need to...

Eighth hint:

If you ride the lift ahead, you'll be spun around.
You can't attack like that, but...
You can get away by jumping.

Ninth Hint:

You can get that if you use Rush.

Tenth Hint:

Have you found every hidden room in this stage?

Eleventh Hint:

The boss is Stone Man...
Attack with a weapon that can blow him away!

Twelfth Hint:

Attack before Stone Man gets to the ground!
Dodge his jump attack with a slide!

=====

Gyro Man Stage

=====

First hint:

This stage is filled with flying enemies...
You can handle flying enemies with the Gravity Hold.

Second hint:

When it's got its shield on, any attack is useless.

Third hint:

Attack the purple enemy when it stops...

Fourth hint:

This spiky enemy can only be destroyed with the right weapon...

Fifth hint:

The weak spot of the chicken mecha is its head...

Attack with a jump shot.

Sixth hint:

Deal with the enemies around before riding the lift ahead...

And watch out, the lift will fall after moving for a while!

Seventh hint:

The Power Muscler is so resistant it's hard to destroy it...

When it approaches you with its jump...

Get past it by sliding under.

Eighth hint:

Beware of the platform ahead!!

It starts falling once you step on it, so keep moving!

Ninth hint:

There's a boss behind the shutter...

He uses a propeller to fly; it sounds rather unstable...

Use a weapon that can put him off balance...

Tenth Hint:

When Gyro Man hides into the clouds,

A propeller comes flying from there...

Jump to dodge it and then slide...

So you can dodge him when he drops suddenly from above!

=====

Star Man Stage

=====

First hint:

Since this stage has nearly no gravity...

You can perform a big jump.

Second hint:

Some enemies may be hidden in the floor...

They appear when you approach them, so...

Use a Charge Shot, which can destroy them even while they're hiding!

Third hint:

Destroy the enemy here with a Charge Shot...

It's easier if you defeat it beforehand.

Fourth hint:

Destroy the enemy here with a Charge Shot...

It's easier if you defeat it beforehand.

Fifth hint:

You can go through the small passages by sliding.

Sixth hint:

The ceiling is full of spikes.

Be careful not to jump too high.

You can bump into an enemy on purpose to become invincible.

That's also a valid secret technique.

Seventh hint:

If you destroy the bottom missile...

You can slide to the other side...

Eighth hint:

Here you have to do a big jump to reach the platform...

Be careful with the missile that comes in your way all of a sudden.

Ninth hint:

Star Man is your opponent...

He's good at aerial battles, but I wonder how he performs on ground?

Maybe a weapon that sticks to the ground could be useful.

Tenth Hint:

You can't hit him when the barrier is on...

Avoid his jump attack with a slide...

Attack as soon as his barrier is off!

If you use the right weapon, you can even destroy his barrier!

=====

Charge Man Stage

=====

First hint:

If you make use of the depressions on this stage's floor...

You can attack enemies more efficiently!

Second hint:

It doesn't matter which shape a Mettaur comes in...

You can never damage it as long as its face isn't showing.

Third hint:

The chicken mecha's weak spot is its face.

Fourth hint:

Watch out! An enemy is waiting for you ahead.

Prepare your Charge Shot...

Always attack small enemies with a Charge Shot.

Fifth hint:

Another rat mecha is waiting for you.

Sixth hint:

Don't forget the Rockman plate.

Seventh hint:

Charge Man is the boss... can you beat him?

Hit him with a powerful weapon!

Eighth hint:

If Charge Man becomes red, that's the hint for his attack...

His attack is simple and easy to dodge...

Shoot him when he's walking.

=====

Napalm Man Stage

=====

First hint:

For Sumatrans, use a Charge Shot from afar!

Remember to use the Charge Shot against enemies that can be easily destroyed by it.

Second hint:

If you attack or get near to a Sumatran, they start moving.

Third hint:

Only when Mettaurs show their face

they can be damaged...

That rule is valid for all versions, so never forget it.

Fourth hint:

Don't touch this spike mecha!

Destroy it with a Charge Shot.

Fifth hint:

There's an Energy Tank inside the wall...

Hmm? There's a secret passage...

Sixth hint:

Pay attention to the flow of the water... it can take you away...

And be sure to destroy this enemy with your Charge Shot.

Seventh hint:

The platform is small, but take your time to destroy the enemy above.

Eighth hint:

Hominger's weak spot is its head...

Many of the large-sized enemies' weak spot is the head.

Ninth hint:

Stand where Eddie is and fight from afar!

Tenth Hint:

The Rockman plate... don't forget it.

Eleventh Hint:

Be careful on such narrow corridors!

Prepare to fire your Charge Shot.

Twelfth Hint:

Stop here to defeat the Power Muscler...

You should be able to defeat it safely without being damaged.

Thirteenth Hint:

Here you can keep going left without jumping...

And fall down... it's a bit scary, but it's alright.

Fourteenth Hint:

The place under Eddie is a safe spot...

Defeat that red enemy from here.

There's something in the hole ahead... Be careful.

Fifteenth Hint:

That Mizile enemy is around here again...

Jump over once it's falling back into the hole.

Sixteenth Hint:

The decisive match against Napalm Man!

Fight his resilient body with a hard weapon!

Seventeenth Hint:

Jump to dodge the missiles...

Slide to dodge his jump attack...

Walk forward to dodge the Napalm Bomb...

And you can defeat him easily!

=====

Crystal Man Stage

=====

First hint:

While this is a beautiful stage with many sparkling crystals...

Those crystals are actually bothersome traps.

You can proceed safely if you use the Star Crash...

Second hint:

If you destroy this enemy's head, the body is also destroyed.

Third hint:

When a crystal falls...

Jump over it right away to get to the other side!

The safest way is to use the Star Crash though.

Fourth hint:

This enemy is invincible while making its crystal.

Attack after it fires the crystal!

Fifth hint:

Be sure to destroy the Crystal Joe before proceeding.

Sixth hint:

Attack the enemy from the ladder...

Seventh hint:

It's no use firing at the Shield Attacker from the front...

You can either shoot it from behind or just avoid it.

Eighth hint:

Be sure to take the Energy Tank...

Ninth hint:

There's no way to know the contents of a Mystery Tank.

Destroy with a Charge Shot if you want to get it...

Slide to keep going.

Tenth Hint:

Below here there's a dangerous spike floor.

The only way is to memorize the topography.

Eleventh Hint:

The boss, at last. Crystal Man is waiting for you.

Use some weapon that could chisel crystal.

Twelfth Hint:

Dodge Crystal Man's shots with a jump

and then attack right away...

=====
1st Dark Man Stage
=====

First hint:

You finally made it to Blues' secret base...

However...

So far Blues was always shrouded in mystery...

Would he be capable of an action that attracts so much attention?

Anyway, let's go ahead...

Second hint:

First trigger the enemies on the ceiling to make them fall...

You can do it if you jump a little to the left and then come back...

It's dangerous to get hit mid-air and end up falling.

Third hint:

Ride on Rush Jet from the place under Eddie...

Fly diagonally and upwards to proceed.

Fourth hint:

Beware of the enemy coming from the right!

Fifth hint:

It's easy if you ride the Super Arrow here...

Sixth hint:

Jump on the blinking blocks and aim for the ladder.

Seventh hint:

Doing this the normal way might be rough...

Maybe if you use Rush Coil skillfully...

Eighth hint:

Here it seems better to proceed from above.

Ninth hint:

Blues... what could his motives be...

This is a tank type boss... What weapon could be useful against ground enemies?

Tenth Hint:

A straight-forward boss...

It attacks whenever it suffers damage, that's it...

Jump to dodge, and use the right weapon to defeat it!

=====

2nd Dark Man Stage

=====

First hint:

Pay attention to the direction of the belt conveyor...

It would be bad to fall here...

Second hint:

It's a belt conveyor area... Proceed with calm...

It's safe to go on protecting yourself with the Star Crash.

Third hint:

Attack from the ladder with a Charge Shot...

Fourth hint:

Another similar boss...

I wonder if Blues built those robots?

Fifth hint:

If you attack when he shoots the barrier away...

You can damage him...

It should be simple to defeat him with Beat.

=====

3rd Dark Man Stage

=====

First hint:

Make sure to defeat Apache Joe...

Attack efficiently with the Gyro Attack.

Second hint:

Ride the lift after destroying all the enemies.

Third hint:

Get to the very edge of the hole to attack...

If you don't do that, Mettaur won't show its face.

Fourth hint:

It's bad to be hit by the enemy here, with so little footing...

Stay calm and attack.

Fifth hint:

Ride the moving platform! Don't miss the timing!

Sixth hint:

You should have no problem here if you just slide to run away...

Seventh hint:

Keep sliding to dodge, but don't forget to attack.

Eighth hint:

More moving blocks... Don't get hit by the enemy.

Maybe you should go flying with Rush Jet this time?

Ninth hint:

Could it be another similar boss?

Be careful, because they seem to be getting stronger...

Tenth Hint:

Watch out for the boss' flash...

You can't move if you get hit by the Ring Shot...

The other attacks can be dodged with a slide!

=====
4th Dark Man Stage
=====

First hint:

If you destroy the pillars one by one...
The stage comes crumbling down...
Use that for your advantage and climb to the top.
But think carefully about the order in which to destroy the pillars...
Watch out so you don't get smashed.

Second hint:

Attack when the barrier is away from the boss.
The barrier comes back once he lands...
His shots can be dodged with short, consecutive jumps...
Watch his movements closely and defeat the fake Blues!

=====
Big Pets Stage
=====

First hint:

So, that Blues was a fake after all...
But Dr. Light is still captive...
And Blues is still a mystery...
Anyway, let's search for Dr. Light.

Second hint:

Ride the cogwheels and slide to get through.
Just be careful not to hit the spikes when you jump...

Third hint:

It seems you can only proceed by jumping on the cogwheel platform...
Use Rush Jet from the height Eddie is!

Fourth hint:

Depending on where you stand, you may be crushed by the press.

Fifth hint:

Be sure to destroy all the trash lying before you.

Sixth hint:

Get through with consecutive sliding!

Seventh hint:

Attack with the Charge Shot!
If you do it right you can destroy all enemies at once.

Eighth hint:

Destroy this nasty Wily mecha.
For a large-sized mecha, you first have to look for its weak spot.

Ninth hint:

First, attack its body so that it comes flying towards you...
Ride its body to attack the weak spot on the head.

=====
Circling Q9 Stage
=====

First hint:

Don't hit the spikes...
Use Rush Jet to proceed below.

Second hint:

Use the purple bulb as a platform to go ahead...
Huh? It seems some of the bulbs are rotating.

Third hint:

It's easier if you use Rush Jet from here!

Fourth hint:

Attack with the Power Stone from the ladder.

Fifth hint:

The next boss is also large-sized, and its weak spot is hard to reach.
Use a weapon that can get through narrow spaces and is sharp!

Sixth hint:

When the boss is high up, concentrate on dodging...
Attack when the side gates open and it comes down...
But don't try to ride on it or follow it around too persistently.

=====
Wily Press Stage
=====

First hint:

The eight bosses again... Defeat them with the right weapon and chase after Wily.

Second hint:

Keep waiting near the spikes...
Once the Wily Press stops, move somewhere safe.
Attack when the press starts going up again!

=====
Wily Capsule 2 Stage
=====

First hint:

Rockman!... I can't pick you on the radar...
But, with your sense of justice, which is always craving for peace...
And your courage, which falters before nothing...

I'm sure you'll be able to bring back Dr. Light... and bring back peace!
That's... That's my belief... Do your best.

====VIII. Game "Glitches"=====

The glitches that are present in the original Famicom version are also in the playstation version (including new ones). These may not be all of them, 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) -Ladder glitch-

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

2) -Eddie loves you-

Sometimes Eddie, being the pal that he is, will shows up when he is NOT supposed to! Notice I said "when" not "where" in the last sentence. I have no idea what causes this to happen but, when it does, it sure helps. Too bad it doesn't happen with a Hard difficulty setting.

====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) Secret Rooms: There are hidden rooms in some stages and most of them are not so obvious. Use the Rock Buster to break walls. Some walls you can walk right through them. I will not list all the hidden rooms, but I mention this so that you can explore for them.

17) Start on the first Dark Man stage with all weapons and items: You can obtain this password by playing the game. It works with any level difficulty setting. Here is the password:

Red - C1, D4, F6

Blue - B4, D6, F1

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 Dark Man stages and then 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 1-27 are the arranged tracks, most which are new for this version of the game and a few that are taken from the two arcades game. Sound numbers 28-52 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: Title

Sound Number 03: Stage Select

Sound Number 04: Stage Start

Sound Number 05: Gravity Man Stage

Sound Number 06: Stone Man Stage

Note: This song comes from Rockman 2 The Power Fighters.

Sound Number 07: Wave Man Stage

Sound Number 08: Star Man Stage

Sound Number 09: Crystal Man Stage

Sound Number 10: Gyro Man Stage

Note: This song comes from Rockman The Power Battle.

Sound Number 11: Charge Man Stage

Sound Number 12: Napalm Man Stage

Note: This song comes from Rockman The Power Battle.

Sound Number 13: Boss

Sound Number 14: Stage Clear

Note: This song comes from Rockman 2 The Power Fighters.

Sound Number 15: Get Weapon

Sound Number 16: Dark Man Stage Map

Sound Number 17: Dark Man Stages

Sound Number 18: Game Over

Sound Number 19: Password - Continue

Sound Number 20: Dr. Wily Stage Map

Sound Number 21: Dr. Wily Stages

Sound Number 22: Final Battle

Sound Number 23: Chase

Sound Number 24: All Clear

Sound Number 25: Staff Roll

Sound Number 26: Playstation Staff Roll

Note: For the life of me, I can't remember where this songs comes from. I do know that have heard it before since I was able to hum to it the first time I heard it here. It reminds me of the Dash/Legends games, but I know it doesn't come from those. If anyone knows,

please do tell and I'll credit you.

Sound Number 27: Mission Mode Result

Note: This song is the mode select music from Rockman 2 The Power Fighters. It is a remix of the from Get Weapon screen of Rockman 3 for the Famicom.

-Original Soundtrack-

Sound Number 28: Opening
Sound Number 29: Title
Sound Number 30: Stage Select
Sound Number 31: Stage Start
Sound Number 32: Gravity Man Stage
Sound Number 33: Stone Man Stage
Sound Number 34: Wave Man Stage
Sound Number 35: Star Man Stage
Sound Number 36: Crystal Man Sage
Sound Number 37: Gyro Man Stage
Sound Number 38: Charge Man Stage
Sound Number 39: Napalm Man Stage
Sound Number 40: Boss
Sound Number 41: Stage Clear
Sound Number 42: Get Weapon
Sound Number 43: Dark Man Stage Map
Sound Number 44: Dark Man Stages
Sound Number 45: Game Over
Sound Number 46: Password - Continue
Sound Number 47: Dr. Wily Stage Map
Sound Number 48: Dr. Wily Stages
Sound Number 49: Final Battle
Sound Number 50: Chase
Sound Number 51: All Clear
Sound Number 52: Staff Roll

As a side note, the music played in Dr. Light's Laboratory, which is a remix of the from Password screen of Rockman 6 for the Famicom, is not here. Also, both arcade games had a remix of Blues' whistle, but Capcom did not use it the this version.

====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 5 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 5 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
- 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 :(The Virtual Console version hasn't been released yet, but it will be the same as the Famicom/NES version. There are multiple versions of the cell phone game. Some are pretty good, while others are not.

As a side note, there are emulators where you can play the PS1 version on your computer or your 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?!

Update 2: This game is will also be available for the PSP and PS3 as a download on the Japanese PSN Game Archives later this year and then sometime afterwards it will come to the US on the PSN. If you want to get it early, you can get it from the Japanese PSN even if you don't live in Japan. You just have to make an account with the Japanese playstation network and you'll be able to get this and other games as well. This will is be the cheapest way to buy this game outside of getting it free from someone. However, not matter which PSN version you end up getting, the game will still be in Japanese. 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.

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.

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... So no cookie for you. Cookies are bad anyway.

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:

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

Answer to Question 9:

No you can't, at least not normally....

Question 10:

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

Answer to Question 10:

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

Question 11:

Can you unlock the Sound Room before the Mission Mode?

Answer to Question 11:

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 12:

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

Answer to Question 12:

Well...

Question 13:

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 13:

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 14:

Is the playstation capable of emulating the game and music?

Answer to Question 14:

Yes, and perfectly I might add.

Question 15:

If your answer to question 14 is true, then why didn't Capcom emulate the music?

Answer to Question 15:

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 13 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 16:

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

Answer to Question 16:

Capcom planned to have the "original project" for both playstation and

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

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

Question 17:

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

Answer to Question 17:

Believe me, I wish they had done so (a 32-bit version of MegaMan 5 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 15. This is bound to happen someday 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 18:

Wait, if Dr. Light was capture, how is he still in the lab making you parts?

Answer to Question 18:

You see, the good doctor is really a master in the art of deception. It is really he that wants destruction under the guise of security and convenience. That's why Dr. Wily is trying so hard to stop him because no one else, not even Rockman, realizes his true intentions. ;p

Question 19:

Why are you so technical with your answers?

Answer to Question 19:

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

Question 20:

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

Answer to Question 20:

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 21:

How do you play as Blues (Proto Man)?

Answer to Question 21:

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. He was framed by Dark Man and Dr. Wily but the real Blues does make two very BRIEF appearances in this game though. The game wouldn't make sense if you could play as him because of the story line.

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

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 11	Asada Kazumi

"Programmer"
Nezumi-Otoko Delta [Rat-Man Delta]
Aratono Katsumi
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"
Nishio Masashito
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 Ryouzuke
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