RockMan VI (Import) Dr. Light Laboratory Guide

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             Rockman 6 The Greatest Battle In History (Complete Works series)
                      Dr. Light Laboratory Guide
                       for Sony Playstation 1.


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

Hello and welcome to my Rockman 6 Dr. Light Laboratory guide for the Sony
Playstation 1. Rockman is known as MegaMan in the USA. Capcom released
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Rockman 1-6 (separately) in Japan for the Playstation. These releases are
referred to as the Complete Works series.

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

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

The Dr. Light Laboratory is basically the Database mode that was used in
Rockman 1-3 for the Playstation but split up into several sections. There
is also the addition of special power-ups that you can equip here when you
earn a certain amount of Battle Data points. This mode has three separate
databases, one for the enemies, one for the bosses and the other for
illustrations. The Enemy Database contains information on every single
character (except bosses) in the game. The Boss Database contains
information and artwork (pages 53-60 only) for all the bosses in the game.
The Illustration Data contains artwork (including some new art) and
information on certain characters. The information on these pages range
from characteristics, weakness, energy, how much damage a character
inflicts to Rockman, and how many times you have encountered each enemy.
There are 70 pages in the Databases combined, but you only start off with
page 70 (the first page in the Illustration Data). The other pages are
unlocked as you play them game (also see the secrets section). Filling
up the information in these databases can take quite some time, so have
patience.

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

The menus on the right are as follows:

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

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

I already explained the databases in the previous section but here is the
layout for pages 1-44 in the Enemy Database and pages 45-60 in Boss Database:

 1) On the upper left side it says Database number and the number of the
    current page you are on.

 2) Under that is the name of the character.

3) Under the name and to the left is the sprite (pages 1-52) or artwork
   (pages 53-60) of that character.

4) To the right of the sprite or artwork is some information about that
   character.

5) Under the sprite or artwork it says Battle Data and has a number next
   to it on the right. That number is the amount of times you have
   encountered that character. Right under this it says Total which refers
   to your total amount of Battle Data points you have. I think the total
   should not be displayed here because the Battle Data points are only for
   the special power-ups and don't really have anything to do with how
   many times you encountered an enemy.

6) Under the character information it says Data. Underneath it says HP, AT
   and to the right of that is a small icon of Rockman. HP is the Hit
   Points that character has (the maximum is 28). For the characters that
   can not be killed, their HP will be 00. AT is the Attack Damage that a
   character can cause on Rockman. Next to the icon of Rockman there will
   be an icon of the weapon that a character is most weak against. I have
   labeled this as "Weapon of Choice". For the characters that can not be
   killed, nothing will be shown here. Also, this does not always mean
   that it is the only weapon you can use to defeat them, it just means
   it's the best one (in most cases any way).

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

For the Pocket Rock Link, read section VIII.

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

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

If you highlight this and press "Circle", you will be taken to the lower part
of the screen. Please don't confuse these with the normal power-ups in the
game such as extra lives, weapon or energy capsules and so on. You do NOT
start out with these power-ups, you must earn them. You get one point for
every enemy or boss you defeat. So after playing a game be sure to save here
so you don't lose your points. Any power-up you have not earned will have
several question marks. Once you earn a power-up and return to this screen,
the word "NEW" will be under the power-up you have unlocked. You can highlight
these power-ups and press "Circle" to equip or de-equip them. You can't have
more than two power-ups equipped at once. Also, these power-ups are for
Rockman only, not for the weapons you gain from the bosses. Interesting
enough is that these power-ups are actually some of the things you can do
in the debug. I was quite surprised to see this in the game after Capcom
turned off the partial debug on the second controller to Rockman 3 for the
playstataion. Below is a layout and description of each of the power-ups.

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

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

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

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

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

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

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

   -Hyper Charger-
This will allow you to charge the Rock Buster much faster, almost instantly.
This alone make the game much easier.

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

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

Note: For any numbers inside a <> read the notes after page 44.

1) Auau - HP 05 - AT 03 - Weapon Of Choice: Flame Blast

2) Wall Blaster 2 - HP 03 - AT 03 - Weapon Of Choice: Knight Crusher

3) SRU-21/P - HP 01 - AT 04 - Weapon Of Choice: Rock Buster

4) SW-525 - HP 01 - AT 03 - Weapon Of Choice: Rock Buster

5) Kalinger - HP 03 - AT 03 - Weapon Of Choice: Flame Blast

6) Count Bomb - HP 00 <1> - AT 04 - Weapon Of Choice: None <1>

7) Catonbyon - HP 02 - AT 04 - Weapon Of Choice: Knight Crusher

8) Gabugiyo - HP 01 - AT 03 - Weapon Of Choice: Rock Buster

9) Gaman & Gamadayuo - HP 15 - AT 05 - Weapon Of Choice: Flame Blast

10) Canopeller - HP 03 - AT 04 - Weapon Of Choice: Knight Crusher

11) Canon Joe - HP 06 - AT 04 - Weapon Of Choice: Beat

12) Gorilla Tank - HP 24 - AT 06 - Weapon Of Choice: Flame Blast

13) Colton - HP 06 - AT 04 - Weapon Of Choice: Beat

14) Cyber Gabiyole - HP 01 - AT 03 - Weapon Of Choice: Blizzard Attack

15) Sub-Marine Freer - HP 05 - AT 03 - Weapon Of Choice: Knight Crusher

16) Shield Attacker GTR - HP 04 - AT 04 - Weapon Of Choice: Kentauros Flash

17) Jet Button - HP 02 - AT 03 - Weapon Of Choice: Yamato Spear

18) Shigalaki - HP 04 - AT 04 - Weapon Of Choice: Kentaros Flash

19) Skull Walker - HP 02 - AT 02 - Weapon Of Choice: Yamato Spear

20) Squidon - HP 16 - AT 04 - Weapon Of Choice: Beat

21) Springer Facebomb - HP 01 - AT 03 - Weapon Of Choice: Rock Buster

22) Tatebo - HP 03 - AT 04 - Weapon Of Choice: Kentauros Flash

23) Tadahou - HP 03 - AT 03 - Weapon Of Choice: Silver Tomahawk

24) Dachyon Amarizaiko - HP 05 - AT 03 - Weapon Of Choice: Beat

25) Chyokao - HP 05 - AT 04 - Weapon Of Choice: Beat

26) Twin Roader - HP 03 - AT 03 - Weapon Of Choice: Plant Barrier

27) Tek - HP 04 - AT 04 - Weapon Of Choice: Kentauros Flash

28) Batabatan - HP 01 - AT 03 - Weapon Of Choice: Rock Buster

29) Power Slam - HP 12 - AT 05 - Weapon Of Choice: Beat

30) Pandayta - HP 06 - AT 04 - Weapon Of Choice: Beat

31) Pete - HP 02 - AT 03 - Weapon Of Choice: Blizzard Attack

32) Fire Teli - HP 02 - AT 03 - Weapon Of Choice: Blizzard Attack

33) Fire Boy - HP 04 - AT 03 - Weapon Of Choice: Blizzard Attack

34) Pooker - HP 01 - AT 03 - Weapon Of Choice: Rock Buster

35) Brown - HP 02 - AT 04 - Weapon Of Choice: Yamato Spear

36) Brain Break - HP 02 - AT 04 - Weapon Of Choice: Blizzard Attack

37) Propeller Eye - HP 03 - AT 03 - Weapon Of Choice: Kentauros Flash

38) Pelicane <2> - HP 02 - AT 03 - Weapon Of Choice: Silver Tomahawk

39) Heli Button - HP 02 - AT 03 - Weapon Of Choice: Silver Tomahawk

40) Ben K - HP 12 - AT 04 - Weapon Of Choice: Beat

41) Hochikisun - HP 01 - AT 03 - Weapon Of Choice: Rock Buster

42) Metal Potton - HP 15 - AT 06 - Weapon Of Choice: Flame Blast

43) Moliyer - HP 05 - AT 05 - Weapon Of Choice: Beat

44) Yahoo - HP 05 - AT 04 - Weapon Of Choice: Beat

=====Notes==============

*Special Note: Just about any enemy that has an HP of 3 or less can be destroyed with a fully charged shot from the Rock Buster. The Rush Power also inflicts good damage on just about all enemies and even knocks bosses back a bit.

<1> Count Bomb is just a traps/platform. You can not destroy it directly. Just be sure to get away from it when the timer hits 0.

<2> The smaller enemies that Pelicane drops are not counted as a separate character. They have no page at all and their HP, AT, and weakness are different.

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

=====VI. Pages of the Boss Database==

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

45) Rounder 2 - HP 28 - AT 04 - Weapon Of Choice: Flame Blast

46) Power Piston - HP 28 - AT 08 - Weapon Of Choice: Silver Tomahawk

47) Metonger Z - HP 28 - AT 06 - Weapon Of Choice: Blizzard Attack

48) X Crusher - HP 28 - AT 06 - Weapon Of Choice: Flame Blast

49) Mecha Saurous - HP 28 - AT 06 - Weapon Of Choice: Yamato Spear

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50) Tank CS2 - HP 28 - AT 06 - Weapon Of Choice: Wind Storm

51) Wily Machine 6 <3> - HP 28 - AT 08 <3> - Weapon Of Choice: Silver Tomahawk

52) Wily Capsule - HP 28 - AT 06 - Weapon Of Choice: Silver Tomahawk

53) Blizzard Man - HP 28 - AT 03 - Weapon Of Choice: Flame Blast

54) Wind Man - HP 28 - AT 05 - Weapon Of Choice: Kentauros Flash

55) Plant Man - HP 28 - AT 04 - Weapon Of Choice: Blizzard Attack

56) Flame Man - HP 28 - AT 04 - Weapon Of Choice: Wind Storm

57) Yamato Man - HP 28 - AT 04 - Weapon Of Choice: Silver Tomahawk

58) Tomahawk Man - HP 28 - AT 05 - Weapon Of Choice: Plant Barrier

59) Knight Man - HP 28 - AT 05 - Weapon Of Choice: Yamato Spear

60) Kentauros Man <4> - HP 28 - AT 04 - Weapon Of Choice: Knight Crusher


=====Notes==============

<3> Capcom did not separate both phases of Wily Machine 6. Their AT
is different. The weakness for both phases is the same. Also, the
sprite of the first phase is shown on the page.

<4> I have no idea why Centaur Man is called Kentauros Man. His weapon
the Centaur Flash is called Kentauros Flash in Navi Mode. It still says
Centaur Man on the stage select screen though.


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

70) Rockman

71) Sprites of Famicom and Arcade characters

72) Rockman 6 Famicom cover art

73) Power Rockman

74) Jet Rockman

75) Rockman Familys Before The Party (what this should have said is
Rockman's Family)

76) Roll riding a bike and Rush following her.

77) Rockman 3 Playstation cover art

78) Comic strip

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

Note: There is no page in any of the databases for Blues (Proto Man) even
though he appears in the game.
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=====IX. How to Save or Load in the Dr. Light Laboratory======================

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

 -Load-
You will be prompted with a message asking if you wish to load game data
that is saved in memory card slot 1. You'll have two choices, on the left is
"yes" and on the right is "no". Make your choice then press "Circle". If
you chose no, you will return to the previous menu. If you choose yes, a
message will briefly appear telling you that it is checking for the memory
card and for you not to remove it from the memory card slot nor power off
your playstation. Now one of two things can happen:

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

        or

    2) If it does not find a memory card inserted in memory card slot 1 OR it
       does find one but it does not have Rockman data on it, a message will
       appear telling you either there's no memory card inserted or there is
       no data to load. A sound will be played as this happens. You will have
       to press "Circle" to continue which will take you back to the previous
       question.

 -Save-
A message will appear asking you to confirm the data save to memory card slot 1.
It will also tell you that 1 block of free space is required. You'll have two
choices, on the left is "yes" and on the right is "no". Make your choice then
press "Circle". If you chose no, you'll close that menu. If you chose yes, a
message will briefly appear telling you that it is checking for the memory
card and for you not to remove it from the memory card slot nor power off
your playstation. After that, one of two things can happen:

  1) If it finds a memory card inserted in memory card slot 1 AND it has free
     space, you will be ask to confirm the save (or if there is saved
     information already, it will ask if you want to overwrite it). You'll
     have two choices, on the left is "yes" and on the right is "no". Make
     your choice then press "Circle". If you chose yes, a message will
     briefly appear telling you that it is saving to the memory card and for
     you not to remove it from the memory card slot nor power off your
     playstation. Another message will follow after that telling you that the
     save is complete and to press "Circle" to continue. If you chose no,
     you will be taken you back to the previous question.

        or

  2) If it does not find a memory card inserted in memory card slot 1 OR it
     does find one but it does not have enough free space, a message will
     appear telling you either there's no memory card inserted or there

is insufficient space to save. A sound will be played as this happens.
         You will have to press "Circle" to continue which will take you back
         to the previous question.

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

1) Unlock page 71 in the Illustration Data: Complete the game once in Original
Mode with a Easy difficulty setting.

2) Unlock page 72 in the Illustration Data: Complete the game once in Navi
Mode with a Easy difficulty setting.

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

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

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

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

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

8) Unlock page 78 in the Illustration Data:

9) Unlock page 79 in the Illustration Data: Complete the game on Original
Mode and Navi Mode on each difficulty setting!

Here is a hint, playing missions 2 and 3 in Mission Mode is an easy way to
get the information for the bosses in the Boss Database section of the
Dr. Light Laboratory.

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

Question 1:
Why did you not include the information that is displayed on the right on
the pages of the database sections of this document?

Answer to Question 1:
Translating all of that would take some time. I may or may not get around
to doing this, possibly in an update to this document. If any one that is
fluent in English and Japanese and wants to help me, it would be appreciated.

Question 2:
Is it possible to get all the information for a page by just encountering a
character once?

Answer to Question 2:
The minimum amount of encounters seems to be 5 to fill up a page. This
is not always the case though.

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Question 3:
Why are there no pages 61-69 in the database?

Answer to Question 3:
Those are super top secret pages that Capcom does not want anyone to know about
and no one knows how to unlock them! Actually, I'm just kidding. There are
no pages 61-69. Some one at Capcom screwed up here.


Question 4:
I have a question that is not on this FAQ, can I email you about it?

Answer to Question 4:
As long as it has to do with this game or MegaMan in general, then you may.
Don't expect an answer right away though as I don't check my email every
single day.


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

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


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

1. Thanks goes to Capcom and all of its staff involved with the Rockman
   series, especially Keiji Inafune who is the creator of Rockman.

2. Thanks to GameFaqs and its staff for hosting my document and maintaining
   an excellent website.

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

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


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

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reproduced nor retransmitted in any form. It may not be altered, used for
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