

Roommania #203 FAQ/Walkthrough

by QuixoticMessiah

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Roommania #203 Missions Walkthrough/Help Guide

Author: Realanight

Game Title: Roommania #203

Console: Dreamcast

Country: Japan

Version: 0.75

Update History

January 11th 2015- More revision and added more missions.

January 1st 2015- Revised.

May 8th 2004- Minor edits.

May 7th 2004- Edited contact info and revised slightly.

November 14th 2001- Added more missions.

November 13th 2001- Added more missions.

November 11th 2001- New mission format and added some more missions.

Added Camera explanation in #9 How to Play.

November 10th 2001- Added more Missions, more explanation, added loose story details, added VMU mini-game section and further edits.

November 9th 2001- Started this FAQ

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Contact me about anything! If you have something to add, then contact me. You will get 100% credit to all the info. Info on this game is needed!

If anything needs changed for accuracy, please let me know. Thank you.

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Where this FAQ is

This FAQ will be on

- 1) GameFAQs.com
- 2) Neoseeker.com

If you want to use this FAQ on your site or anything, go ahead and credit the source, providing there are no edits or alterations. I can add the site here if you let me know, but it's not required.

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Intro

I bought this game after watching Extended Play (Now X-Play) on TechTV (G4) one day and thought it looked fun and unique. It is quite entertaining even though I don't know much Japanese.

This is a Japanese game and requires that either you own a Japanese dreamcast or have some other way of playing imported games (Mod-Chip, Gameshark CDX, ect...)

This is a simulation game where you interfere with the life of a boy named Neji. I'll barely get into the story because I only know a little Japanese. I do attempt to explain it in section #10 (which may contain spoilers in that section) and somewhat throughout the cutscene events.

I can't tell you things like what is happening on the computer or what Neji's journal says. I'm unlikely to cover everything in this FAQ because I am probably missing something that only fluent Japanese readers/speakers could figure out.

The game may seem slow at first, but it is a funny, crazy, and weird game and I hope you like it and that this guide helps add to that enjoyment.

Masukomi Club has a playthrough on YouTube where they explain some of the events and translate random things. It may help you understand the story better and gain more insight as you play.

<http://youtu.be/mvknGuPclYE?list=PLrZvLz8Dd60sZWtX0xb8MPvPDFa5cgvmi>

Before you get into the game, read the Manual Translation by Mecasim, on GameFAQs.com or Neoseeker.com. This will help with this FAQ and the game a lot.

This FAQ explains things assuming you have a VMU and can save the game.

WARNING: Mild spoilers throughout this FAQ.

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Start Menu

How I think the menu works:

First, you see the screen that has the same picture that is on the cover of the game. Red Japanese character scroll by. After a while of waiting, you get a movie that shows people either playing a table game, pool, or bowling. If you wait again, you get a live view of Neji.

If you press A during the live video feed of Neji you can throw ping pong balls, though it seems useless.

Pressing B changes the camera.

Pressing Start takes you back to the main screen.

If a green screen comes up, you don't have a VMU in.

There are 4 options

Pressing A selects options, and B goes back

- 1) New Game
- 2) Load Game (faded when you are to start a new one)
- 3) Likely audio/video configuratio. Gives 4 selections as follows:
 - 3A) 2 options, probably 1 Stereo and 2 Mono.
 - 3B) 2 options to select. Unsure, I keep it on the first one.
 - 3C) A color screen to make sure your TV colors are good.
 - 3D) 3 options to select. Unsure, I keep it on the first one.
- 4) Unsure - Perhaps internet, but I doubt you can use this unless you are in Japan.

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Starting a New Game

To start a new game, select the first option. It brings up 4 boxes, meaning you can save up to 4 games at a time. Pick one of them. It brings up a yellow question thing with 2 options. It is asking if you want to play the tutorial or not.

- 1: Yes. Do tutorial.
- 2: No. Skip tutorial.

Skipping the tutorial skips the first 8 missions in the game and starts on mission 14. If you've never played the game before I suggest to do the tutorial.

Then a red box comes up with 2 options to select.

- 1: Play Game
- 2: Go to Files

#1: 'Play Game' option will start your first mission. It will show you a video and a calendar.

#2: 'Go to Files' option will bring you to a screen with a green background. Here is where you can listen to music you have heard when playing the game. You can also watch the TV channels Neji has watched and listen to recorded clips of him. In the beginning there is one CD song but as you play more appears there.

Pressing B will exit and save.

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Loading a Saved Game

To load a previously saved game, go to the second option. It won't be faded if you do have a saved game. It brings up 4 boxes, the one you saved it in will have a date, so you know what one to select. Button A is to select it. 2 options appear (3 if you unlock the secrets).

1) Load the game.

2) Files Section. You have Songs, Recorded audio, Radio songs, and TV programs that have ever been on while you played and you can view them all right there. It is a green background with circles as the options.

Red circles - recorded audio

Green - radio

Blue - TV

Purple - Serani Poji CD.

Pressing X will organize it differently.

3) The secrets: They are games to download to your VMU (look in VMU Mini-games and secrets section #13/14).

Calendar/Mission Videos

You have a calendar to choose what date you will try to get your mission done. You get your mission in video to show you what you're are supposed to do.

From the calendar screen, if you press B, you can review the video to the mission you want to see. On the menu to the videos, if you have completed them, you'll see a red circle and an orange Japanese symbol twisting in it. If you failed it, then you'll see a blue X mark with a Japanese symbol on it. If you still have to complete it, then on the bottom of the video selection box there are 3 green Japanese symbols and a number between the last and first two (e.g. XX5X, X being the symbols and 5 being the number) the number represents the times left you have to complete the mission. To watch the video, select it with the A button. On the very bottom of the video menu you see a green guy with a number beside him. To learn more about that, go to the secrets section #13.

When you select a date to do your mission, you get a choice of morning or night. Neji is usually home during nights. In the calendar screen, if you press start, you get 2 options:

1) Continue back to calendar screen

2) Go back to main screen

Basic Game Controls

The controls are:

When the Neji is home

Analog or D-pad: Moves cursor and camera angle

B: Changes Camera

A: Throws Ping Pong Balls

R and L trigger: Zoom in
Start: Menu

When Neji is gone

Analog or D-pad: To look around/move cursor

Holding B/Y: Go backwards

Holding A/X: Go forwards

When cursor is on an item and you hold A or X you lock on it and move left and right to rotate around it.

A: Throws Ping Pong Balls. When thrown at certain items you get 2 options:

- 1) To turn on or move
- 2) To leave alone

When something is turned on or moved in the morning time of a certain date, come back at night of that date to see Neji's reaction to it.

Pressing Start brings you to a pause menu for both.

There are 2 options and at the bottom is a box showing mission info, saying how many missions you have and how many times you have to complete it. When Neji is not there, it usually does not count as a mission date (Depending on the situation).

The 2 options in the start menu are:

- 1) Continue Game
- 2) End this section of day

#2: End this section of day means making time run out all the way while all your changes remain. For example, say you turn on the radio, press start and end the section of the day. The radio stays on.

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How to play the game

1) The game involves attempting to make Neji do things. Throw Ping Pong balls at things in the room in order to do this. He does not instantly go for the thing you are throwing the balls at, so you have to constantly throw balls. If done too fast, then he gets depressed and does not do the things you want him to as much. So when throwing balls, do it at an even pace. You can tell by the sound if you're going too fast or slow.

2) The box on the right side shows Neji's movements through a doll called ChibiNeji. Somehow it shows his mood also by the color of it (look in Mecasim's Manual Translation to find what the colors mean).

3) On the left you see a green chart. This shows what Neji is going to do next. Unless you can read Japanese, you'll barely know what he is going to do next. When you throw ping pong balls at things, an action eventually goes in that chart. If the action displays red, that means it has to do with the mission and when he does it, you complete your mission.

4) There is a timer that permits you only that time to carry out the actions. Some actions, like moving things, or half complete missions, will remain that way for later to follow up.

5) To see what camera you are on, there is a number on the left corner when you switch cameras. To switch the camera press the B button. Sometimes a camera will be a special one so you can see something

specific. That camera will be called S.

6) When you complete a section of a day, a chart, perhaps stats, comes up. I am not going to explain the chart in this FAQ because it is not that important. To see what it is all about look at the Manual Translation for page #9. Just press start and it will auto save.

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Story and Character Info (Mostly loose interpretation)

To avoid any spoilers, skip!

You: A spirit that has to change Neji's life

Neji: The main boy. You must change his life

His friend: A guy that comes over sometimes and parties!

Girl in yellow: Perhaps Neji's girlfriend? She almost kills him (What a girlfriend!).

Blue haired guy: A weird computer animated looking guy on the news.

Shadow image girl: This girl that has 2 personalities and a ghost type thing gives an after image of her.

Hacker guy: The guy that breaks in Neji's place and does something to his computer. He has a red laser eye thing.

The unknown guy: Some guy that walks in, kidnaps Nejis girlfriend and cooks?

The breakdown of some events: You are a spirit and you have to change Neji's life. He buys a mirror and his reflection switches realities with him. In that reality, Neji gets a gun and cops come after him. Then there is a catastrophe of some sort and the building and that reality seem to get destroyed. The mirror breaks and he gets back to his world where everything is ok.

That's the best I can do without knowing Japanese. The story seems to go in many directions, also.

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Mission Walkthroughs

The missions seem generally easy to do. All you have to do is follow the directions if they are known. Otherwise, it's figuring out what will trigger the correct outcome based on the data given in the mission clips.

Mission actions are highlighted in red on the chart. Once a mission sequence is complete, red characters scroll on the screen and there is a chime.

All missions detailed here are only one way of completing the mission. There may be other methods, times, and outcomes yet unknown. I provide the dates I completed the missions when available. Many other details are left incomplete for minimal story spoilers and due to a lack of translation.

Green dates are typically story progression through cutscenes.

Warning: The missions eventually become non-linear; they skip depending on which ones you complete, so pay attention to what mission number you are on by pressing B in the calendar and looking at the number on the top left of it, by the picture.

Mission 001-008 are the Tutorial Missions

Tutorial Mission 001

Time and Date:

What to do: DO ANYTHING! Experiment and try to make him do anything; watch TV, smoke, listen to music, etc.

How to do it: Pick what you want to do. Something easy, like watch TV. Just throw ping pong balls at an even pace that's not too slow or fast at the item. Eventually he will do it.

Tutorial Mission 002

Time and Date: Morning

What to do: You have to go look at his journal.

How to do it: When he is gone, go near the computer and look in his journal leaning on the side of it by the computer's mouse. All you do is throw one ping pong ball at it.

Tutorial Mission 003

Time and Date: Night

What to do: Make him look at his clock.

How to do it: Go to camera 4 and look at the bed. Throw balls at the red clock the whole time until he walks over there and picks it up.

Tutorial Mission 004

Time and Date: Night

What to do: Make him use the computer.

How to do it: Go to Camera 2 and throw balls on the computer mouse until he goes on the computer. When he gets on it, he chats in Japanese. I'm unsure of what he is typing, but it is long, and you have to wait. "CURRY WITH SAUCE!"

Tutorial Mission 005

Time and Date: Night

What to do: Make him drink water.

How to do it: Go to Camera 3 and throw balls at the faucet on the sink in the small kitchen area or the top of the cup by the sink (I think the cup makes it faster). He will eventually get a drink.

Tutorial Mission 006

Time and Date: First Morning, then Night

What to do: Freak him out.

How to do it: When he is not there, go to the table and throw a ping pong ball at it. Choose to move it (Option 1). Make your time end. Go to the same date, but at night this time. Watch what happens.

Tutorial Mission 007

Time and Date: Morning of the 26th

What to do: Make him go to the bathroom.

How to do it: Focus on making him drink water again, but this time make him drink a lot (about 2-3 times). Make him do it fast by throwing balls at the top of the cup. Then 'going to the bathroom' will be on his list of things to do.

Tutorial Mission 008

Time and Date: Night

What to do: Listen to CD.

How to do it: On the table is a CD remote that has the English letters "CD" shown when you throw a ball at it, so it should be easy to find. Put it on camera 1 and throw balls at the remote for the CD player. Eventually he will play the CD.

***If you complete the tutorial missions start on Mission 14.

Mission 009

Time and Date:?

What to do:?

How to do it:?

Difficulty:?

Mission 010

Time and Date:?

What to do:?

How to do it:?

Difficulty:?

Mission 011

Time and Date:?

What to do:?

How to do it:?

Difficulty:?

Mission 012

Time and Date:?

What to do:?

How to do it:?

Difficulty:?

Mission 013

Time and Date: Day on 1/30, night of 1/31

What to do: New hairstyle.

How to do it: During the day, throw a ball at the magazine under the bed. Then go to the night and have Neji read the magazine.

Mission 014

Time and Date: Night

What to do: Get on the computer again.

How to do it: Go to Camera 2 and throw balls on the computer mouse until he goes on the computer.

Mission 015

Time and Date: Day/Night

What to do: Check the mail, flyer, and magazine.

How to do it: First, during the day, when Neji is out, go under the bed and move the magazine out from under it. Then during a following night throw balls at the magazine, the flyer near his computer, and then the mailbox at the door. When he places the mail on his table, throw balls at it.

Mission 016

Time and Date: Night of the 3rd

What to do: Wake him up.

How to do it: You'll find him asleep and you'll hear a whistle/crying noise. One way to wake him up is to go to Camera 4 and throw balls at

the lamp and he will wake up and turn it on.

*** If you fail all of 014-016 you get the BAD ENDING

Mission 017

Time and Date: Night

What to do: Wake him up again.

How to do it: Go to Camera 4 and focus on the phone. He will wake up to call someone.

Mission 018

Time and Date: Morning (of the 8th?)

What to do: Don't let the guy come in! Lock the door!

How to do it: It is a timed mission with very little time, like 15 seconds. You must lock the door before the weird hacker guy comes in the house. To do it, just turn to the door and throw a ping pong ball at the door's lock and choose to lock it (first option).

Mission 019

Time and Date: Night of the 11th

What to do: Get a package.

How to do it: Get him to watch TV by throwing balls at the TV. After he turns it on, get him to use the phone by throwing balls at the phone. The mission is close to complete, just wait for the 24th when the package comes. It is a mess.

Mission 020

Time and Date: Night

What to do: Turn on the TV.

How to do it: Go to camera 5 and just throw balls at the TV until he turns it on.

Green Date

Time and Date: Morning of the 17th

What to do and how to do it: Make Neji use the phone by throwing balls at it on camera 4.

Green Date

Time and Date: 24th

What to do and how to do it: You must complete mission 019. This is when the package comes.

Mission 021

Time and Date: Night of the 10th

What to do: Look at magazine.

How to do it: Go to camera 1 and by the bed, at the end, you will see a magazine called "Atlantis". Throw balls at it to read it.

Mission 022

Time and Date: Night

What to do: ?

How to do it: Throw balls at the magazine and then throw balls at the phone to make a call.

Mission 023

Time and Date:?

What to do: A phone call.

How to do it:?

Mission 024

Time and Date: Night

What to do: ?

How to do it: Throw balls at the magazine and then the computer. Green dates follow.

Mission 025

Time and Date: Morning

What to do: Lock the door from the hacker again.

How to do it: Turn and lock the door, you only have about 12 seconds.

Mission 026

Time and Date: Night of the 28th

What to do: Look in the hole.

How to do it: Neji will be asleep, so wake him up by throwing balls at the lamp with camera 1. Then, when he is awake, turn the camera to the ripped Serani Poji poster and throw balls at the hole. He will walk up to it and look in.

Mission 027

Time and Date: Night

What to do: It looks like you have to cook something and get a big box.

How to do it: Go on the computer.

Mission 028

Time and Date: Night

What to do: Look at a letter from your mail.

How to do it: Go to Camera 3 and throw balls at the mailbox on the door. Neji will take it out of there and set it on the table. Now on camera 1 throw balls at the letter.

***I think Mission 027 and 028 are divergent paths.

*** 028: A series of Green dates starting on the 10th after you beat mission 028. After you watch all those Green dates, skip to Mission 049.

Mission 029

Time and Date: Night of the 2nd

What to do: Talk through the wall.

How to do it: All you have to do is go on that date and you automatically get it.

Mission 030

Time and Date: Night of March 7th, 2002

What to do: Turn on CD player and start dating a girl.

How to do it: Throw balls at the CD player or remote on this date to turn it on. When you do, you have to wait for the day to pass, and you are halfway there to completing it. The 9th will be a green date to complete it all the way. If this does not work then check mission 032.

*** After completing 030 there is a green date on 3-10-2002 in the morning.

Mission 031

Time and Date: Day

What to do: Lock the door.

How to do it: Turn and lock the door, you only have a few seconds.

Mission 032

Time and Date: At night twice in a row on (10th and 11th?)

What to do: Get the girl over again.

How to do it: After doing this mission in a different way, I am not sure if it is the date that matters or doing it twice in a row that gets you

to complete this mission, but try both. Maybe you can tell me. The way I did this one was to go to the 10th and throw balls on the CD remote to turn it on, then go to the 11th and do the same thing. After this mission, the 17th is a green date.

Mission 033

Time and Date: Day 3/20 & night 3/21

What to do: ?

How to do it: Move the object near the CD remote off of the table during the day of 3/20. Then go to the night of 3/21.

Mission 034

Time and Date: Day & night of 3/19

How to do it: During the day, move the red cross floppy disk from under the bed.

Mission 035

Time and Date: Day

What to do: Lock the door.

How to do it: Turn and lock the door within 6 seconds.

**After this mission, a kid will use your computer. You will have to keep Neji in the room so the hacker doesn't abduct him. A following day, you will have to get on the computer.

Mission 036

Time and Date: 3-22-2002 at night

What to do: Peel off the goo.

How to do it: Throw balls at the Serani Poji poster. Not the goo, but the Serani Poji poster. He will eventually take the goo off.

The 24th becomes a green date.

Mission 037

Time and Date:?

What to do:?

How to do it:?

Mission 038

Time and Date: Green date on March the 26th or 27th at night

What to do: Talk to the kid through the hole.

How to do it: Just go on the green date and it is automatic.

Mission 039

Time and Date:?

What to do: Check the mail.

How to do it: Throw balls at your door's mailbox. Someday following, use the floppy near the computer with "MO" on the end of its tag when you throw balls at it.

Mission 040

Time and Date: Day of 3/30

What to do: A puppet show for the kid through the hole.

How to do it: It's automatic when you go to the daytime of the 30th.

Mission 041

Time and Date:?

What to do:?

How to do it:?

Mission 042

Time and Date: Daytime April 14 and 15th

What to do: Listen at the hole in the wall.

How to do it: Move the object near the CD remote off of the table during the day of the 14th. Then go to the daytime of the 15th.

Succeeding 042 gives a green date on 4/15.

Failing 042 gives a green date on 4/19.

Mission 043

Time and Date: Day

What to do: Lock the door.

How to do it: Lock the door within 5 seconds.

Mission 044

Time and Date:??

What to do: Get on the computer.

How to do it: Throw balls at the computer.

Mission 045

Time and Date:??

What to do: Use the computer.

How to do it: Throw balls at the computer.

Mission 046

Time and Date: Day, Green date, then 4/20

What to do:??

How to do it: Use the computer. Then use it again on 4/20.

Mission 047

Time and Date:??

What to do:??

How to do it:??

Mission 048

Time and Date: 4-30-2002 Night

What to do: Wake him up so he can call someone.

How to do it: He will be asleep, so wake him up by throwing balls at the lamp or door.

*** Green dates after you beat 048 and Ending #2

Mission 049

Time and Date: Night

What to do: It's a gun! Oops, I tripped. Slip and don't get shot!

How to do it: When he is not there, go to the end of the bed. There is a bag on the floor. Throw a ping pong ball at it and move it. You just saved a life. Now wait for the time to go out and see what happens.

Mission 050

Time and Date: Night

What to do: Climbing back in.

How to do it: Press A in time, when it says to. If you don't, Neji will fall and die.

*** Now another series of green dates.

Mission 051

Time and Date: Morning

What to do: Lock the door so police don't get in.

How to do it: You must lock the door and wait for the time to go down.

Locking the door makes them remember to lock it back up, but if it is not locked then they forget and the police get in and Neji dies.

Mission 052

Time and Date: Night

What to do:?

How to do it: Throw balls at the phone.

Mission 053

Time and Date:?

What to do:?

How to do it: Throw balls at the box on the bottom of his shelves, then the items he sets down at his computer desk.

Mission 054

Time and Date: Night

What to do:?

How to do it: Throw balls at your friend passed out on the floor.

Mission 055

Time and Date: Day

What to do: Wake Neji.

How to do it: Throw balls at his lamp or drapes.

Mission 056

Time and Date: Day

What to do: Read his journal.

How to do it: Throw a ball at his journal near the computer.

Mission 057

Time and Date: Night

What to do: Call.

How to do it: Throw balls at the phone.

051: THE END #1

What is happening? Total destruction of the reflection world, I guess. I don't know entirely but it's pretty cool.

048: THE END #2

Not sure what is going on because it's mostly dialogue.

THE BAD END

If you totally screwed up, you get the bad ending of you as an old guy still sitting at the table with girl posters up on your wall because you can't get anyone. This means you failed in changing Neji's life and let him become a loser.

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Tips

1) When the balls bounce off an object, the color seems to show if Neji can do anything with the object. When it bounces back yellow, it seems that it can affect him. When it is like a dark shadow, it seems that it won't.

2) Find a good pattern to throw the balls that is a good pace so that you never go too fast. I have one that works for me (3 balls a second).

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1) What are those days for when Neji is not in his room, you ask? When you go to them, do you wonder what that weird voice thing is? You know that doll guy called ChibiNeji in the corner copying what Neji is doing? That is him talking in the weird voice and it means you have to find him. When you see him, throw a ping pong ball at him. I think it is every 10 and you get a VMU mini game that opens up in the secrets section for you to download to your VMU. I tried to play the games but it seems useless unless you know Japanese. To find ChibiNeji easy, just go around the room until you hear it, meaning one is nearby.

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VMU Mini-game

The game seems to be possibly a word game where you have to somehow arrange the Japanese symbols in such a way as to spell out a word.

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Translations

His Journal:?

The Computer Chat:?

The End Speech:?

Phone Conversations:?

Maybe the whole script translated?

See Masukomi Club's YouTube playthrough for bits of this:

<http://youtu.be/mvknGuPclYE?list=PLrZvLz8Dd60sZWtX0xb8MPvPDFa5cgvmi>

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Things that need to be added (Maybe you can help)

- 1) How to complete the other Missions that I didn't explain.
- 2) Get Translations to the computer chat, the journal, and other things that should be important like the ending speech.
See Masukomi Club's YouTube playthrough for bits of this:
<http://youtu.be/mvknGuPclYE?list=PLrZvLz8Dd60sZWtX0xb8MPvPDFa5cgvmi>
- 3) An accurate story and character explanations section.

~Answers to Other Questions

- 1) Who is the guy on the news later in the game with blue hair?
They seem to be making a big deal about him.
- 2) Who are the other characters that seem to be in on the story?
And what exactly is happening?
- 3) Who is the weird girl with a shadow image?
- 4) What does the hacker guy do?
- 5) What is happening with the mirror?

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Other

1) The music on the radio comes from other videogames like Phantasy Star, Sonic, and Burning Rangers. Super Brother by Guitar Vader, also on Jet Grind Radio, is on the radio too.

2) Lock Neji out: One day when he is not there in the morning, lock the door. Then come back that same day at night to see him break in his own place.

3) Freak Neji out: Do the same thing as the door thing only instead of the door try the TV, Radio, Computer, and other things.

4) The files section is cool. I enjoy listening to the music from the radio. To get there (I explained it in the guide above) just go to #2 load game from the start menu, and the second option from there #2 Files section. This gives me a glimpse into Japan for me.

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Thanks

Thanks to Japan, Anime, Japanese games and all the good stuff like Roommania #203.

Thanks to Sega for the great times including this one.

Thanks to WaveMaster for the great sounds in Sega games and making this game.

Thanks to Extended Play for showing me an import I had to get.

Thanks to GameFAQs.com for giving me the idea to do this.

Thanks to Mecasim for creating the translation manual FAQ to Roommania #203.

Thanks to Masukomi Club for their playthrough on Youtube, revealing more information and translations.

<http://youtu.be/mvknGuPclYE?list=PLrZvLz8Dd60sZWtX0xb8MPvPDFa5cgvmi>

Thanks to you for reading my first FAQ. I hope it helped ^_^

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