Wily and Light no Rock Board: That's Paradise (Import) FAQ

by RandyPandy   Updated to v1.0 on Jun 26, 2008

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Wily and Light's Rock Board: That's Paradise!
by RandyPandy


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===============================================================================
Introduction
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When I first heard about this game, I was very skeptical and very confused, as
this was extremely similar to a certain board game. But with a Rockman / MegaMan
twist. To put it in the words of Mandi Paugh of MMHP, "I can just see the
conversation that started this off: 'Let's decide this war with... Monopoly!
Yeah, that's the ticket!'"

All jokes aside, Rock Board IS very similar to Monopoly, so that anyone who has
played Monopoly will be able to get the hang of the game very quickly. To those
of you who are newcomers, don't worry, you'll pick it up just as quickly.

As this game is in Japanese, there are English patches floating around. In fact,
I myself have found one. However, I will not tell you where to find it, and if
you email me, I will block you.



===============================================================================
Controls
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A: Selecting objects. Controller 2 - Bid in an auction.
B: Cancels options.
Arrow keys: Move around the board.
Select: Pulls up the entire map.


================================================================================
Setting Up the Game
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Throughout, I'll be drawing ASCII diagrams with English translations just in
case you are playing the actual Japanese version and do not understand a word
that is being said.

When the game starts, the first thing Rockman will ask you to do is to select
the number of players playing the game:

```
| Humans | Computers |
|   0    | 4  3  2   |
|   1    | 3  2  1   |
|   2    | 2  1  0   |
|   3    |    1  0   |
|   4    |           |
```

Amusingly enough, you can select 0 humans and watch the game battle against
itself. The computer isn't very smart, but it has beaten me the first two times
I've played it.

Anyways, once you are finished selecting the number of humans and computer
players, Rockman will ask you to select from five characters. There are no
differences between the characters except for their reason for participating in
the game.

Dr. Cossack: He wishes to build research labs to invent things.
Dr. Light: He wishes to build labs in order to have peace.
Dr. Wily: He wishes to conquer the world.
Roll Light: She wants to build hospitals for the public.
Kalinka Cossack: She wishes to build castles to live in as a princess.

Once you have selected the players that you, your friends, and the computer will
play as, Rock asks you to select the map you want to start off on. It doesn't
matter which map you select if you are playing the full game, as you will play
all four maps eventually.

```
| Map 1 Green Town  | Resembles South America
| Map 2 Cold Island | Resembles Antarctica
| Map 3 Hot Zone    | Resembles Africa
| Map 4 Megalopolis | Resembles the US
```

After selecting the map, you have the option to randomize the order of the
players. This is good if playing with other people, but I always like to go
first if playing with the computer. Next, the game will ask you to select one of
two styles of play: Bankrupt or Battle Royale. I've yet to find a difference
between the two, so just pick one and start.


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================================================================================
Playing the Game
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Rules
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Before starting each of the four rounds, a screen will pop up with the map you
are playing in and the conditions required to be the winner.

|             | Lots |  #  |
| Required: | Labs  |  #  |
|             | Zenny | #Z  |

If you don't like the values, you can change them. More on that later.

Once the game starts, the players will go in order. If you don't touch any of
the buttons, a menu will pop up showing the current monetary stats of each
player. Press the A button to show a menu with your options at the moment:

| Roll | Stat | Prop. |
| Map  | Card | Opt   |

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|ROLL|
 ----

Roll will roll a dice, which, oddly enough, has 8 sides. After rolling, you will
move through the squares until you have moved the number of spaces on the die.
After doing the activity based on the tile you landed on, it will be the next
player's turn.

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|STAT|
 ----

Stat will show the current status of the player that selected it. How much Zenny
they have, how much was invested in property, their assets, their XCH, and the
number of lots and labs that they own. Pressing the arrow keys will cycle
through each player's stats in the game. Pressing B will take you back to the
main menu.

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|PROP.|
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Prop. will give you the option to do numerous things with your lots and labs.
Time for another menu...

| Auction | Offer |
| Sell    | Trade |
| Exit    |       |

Auction allows you to place a property up for auction so that other players may
bid on it. The player that bids the most will win it. Note that you have to use
Controller 2 to actually place a bid on it.

Offer will allow you to select an opponent's lot or lab and offer any amount of
zenny that you want. Your opponent may either accept or reject your offer.

Sell will allow you to sell your lot or lab to an opponent. You select the
```

amount of money that you want for it. Your opponent may either accept or reject
the offer you make.

Trade allows you to switch lots or labs with another player. After selecting one
of yours and one of your opponent's, you can also either not include money in
the offer, ask for some money, or pay some money.

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|MAP|
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```

Under map, you can either view the entire map or use the cursor to move around
the board and check the status. If viewing the entire map, all tiles will be
marked, including special tiles, normal tiles, and labbed tiles. Note that the
tile will be colored depending on who owns the lab sitting on the tile, not who
owns the lot.

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|CARD|
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```

Under Card, there are three options:

```
| Use  | Trash |
| Info | Exit  |
```

Each action is self-explanitory, but I will explain them anyways. Use will allow
you to use a card that you currently possess. Note that all cards cannot be used
this way. For more on that, check the Card section of this FAQ. Trash will allow
you to discard a card that you currently own. Info will tell you about a card
that you are holding, such as it's effects.

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|OPT|
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```

This options menu has several subdivisions:

```
| TextSpeed | User | Music |
| Rules     | Goal | Exit  |
```

The TextSpeed option allows you to change the speed of the text. This is helpful
if you don't find yourself reading the text a lot or are a slow reader. By
default, the text speed is set to normal, though you can change it to fast or
slow.

The User option allows you to change the status of a player from a human to a
computer or vice versa. There isn't that much necessity for this, but if a
player has to leave or wishes to join in, this can be useful. You can't add or
subtract players, though.

Music will allow you to turn the background music in the game on or off. By
default, it is set to on.

Rules will allow you to change the set of rules that you are playing with from
Bankrupt to Battle Royale or vice-versa. Personally, I've never found any need
for this option.

And finally, Goal. Very valuable for manipulating the game. You can change the
number of lots, labs, and zenny required for a player to win the game. Though if

you are playing against the computer and set it so that you automatically win,
well, where's the fun in that?

Objective

The main objective of the game is to buy lots and build labs that help you in
reaching the goal of the game. You can build more lots and labs if you want, as
it may help you in reaching the Zenny total, but you don't have to.

Note that to be asked questions, you need to have the Zenny, or the game will
not ask you it.

Every time you land on an unowned tile and you have the amount of Zenny needed
to buy the lot, you will be asked whether you want to buy the lot. You can say
yes or refuse.

If you land on a tile that already has a lot, but no lab, then you will first be
asked whether you want to build a lab. It doesn't have to be your lot to build!
However, you will pay the player that owns the lot if you build. Afterwards, you
you will then be asked whether you want to take over the lot. Taking over the
lot makes the lot yours and pays the player it originally belonged to.

If you land on a owned tile that already has your lab on it, you will be asked
whether you want to upgrade it. There are three levels. Once you reach the max,
you won't be allowed to upgrade that lab anymore, but you are given the option
to upgrade another lab you own elsewhere on the board. Also, if the lot is not
yours, you will be asked whether you want to take over.

If you land on a owned tile that has someone else's lab, you will be asked if
you want to take over the lab. Whether you say yes or no, if it is not your lot,
then you will also be asked whether you want to take over the lot.

Having labs on lots right next to each other ups the price of both the labs and
the lots.

Once you meet the game objectives, you will be given an additional 3000Z and all
players will be ranked against each other. First, it will show 3rd place on a
building, 2nd place on an even taller building, and 1st place on an extremely
tall building. Afterwards, you will see 4th place standing on a pile of rubble.
Then Reggae will fly by and laugh at the 4th place person. When I first saw that
I thought, "Wow, that's mean!"

Occasionally, to spice things up, a player in the game can randomly decide to do
something to another player. The person at the controller has no choice; it's
the game's character that decides. Some random events inclue drawing a card,
losing a turn, a transform, or the Pharaoh's Curse (see PharaohMan's card).

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Special Tiles
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Of course, there are numerous tiles other than the unowned lots. Each of these
tiles have special effects. Not all tiles are on all boards.

|E-Tank Tile|

The E-Tank Tile will be on every single board, and is easily identified by the
blue E-Tank from the Rockman series. By passing or landing on the E-Tank tile,
you will receive Zenny, much like the "GO!" space from Monopoly. How much Zenny
you receive is determined by the game.

Landing on the E-Tank tile will net you one extra bonus. You may either get a
Lucky Card, double the amount of Zenny that you receive, get a chance to draw a
Card, or add to one of your labs.

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|Card Tile|
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```

The Card Tile is identified by a question mark. When you land on this tile, you
will get a chance to draw a card from a stack of three. Depending on the effects
of the card, it can be either good or bad for you. For more on card effects, see
the Card section of this FAQ.

```
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|Transform Tile|
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```

The Transform Tile has a drawing of a Robot Master on it. Looking closely at it,
it looks a lot QuickMan. Which is odd, since you don't transform into him... if
you land on a Transform tile, you will be transformed into a Robot Master until
you either land or pass by the tile again. While a Robot Master, you are not
allowed to buy/sell lots, build labs, receive Zenny from passing the E-Tank
tile, draw cards, upgrade labs, etc. In other words, you can only do what the
ability of the Robot Master is.

There are three transformations:
-GutsMan: If you land on a space with an enemy lab, you attack it. Level 1 labs
          are destroyed immediately, while Level 2 or 3 labs are downsized one.
-ShadowMan: If you land on a space with an enemy lab, you steal one card from
            the owner of the lab.
-DustMan: If you land on a space with an enemy lab, instead of paying rent, you
          get the amount the rent was for.

However, if a player is already transformed, no other player will transform if
they land on that tile.

```
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|Lottery Tile|
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The Lottery Tile is identified by a target with an arrow striking it. Landing on
this tile gives you the option of buying a lottery ticket the first time you
land. All lottery tickets cost 300Z, and it is generally worth buying. The next
time you land or pass on this space, the game will announce four numbers at
random. Then you roll the die. If you roll the last number, then you will get a
prize -- 1500Z. If you don't, you'll still get 500Z -- a 200Z profit.

```
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|Tunnel Tile|
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```

The Tunnel Tile is identified by, obviously, a tunnel. If you land on this tile,
several things, positive or negative, may happen. You may get injured and have
to pay the doctor some Zenny, you may get trapped and have to lose 1 turn, you

may find a Card, you may find Zenny, you may be warped, or absolutely nothing
may happen.

```
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|Rush Tile|
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```

The Rush Tile is identified by a picture of Rush, Rockman's dog. If you land on
this tile, Rush will appear and warp you to another Rush tile elsewhere on the
board.

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|Work Tile|
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```

The Work Tile is identified by the words Work Zone and a Mettool with a pickaxe.
If a player lands on the Work Tile, then they will lose one turn.

```
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|Fun Tile|
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```

Fun Tiles are identified as a Mettool sitting on a tile that can become a lot.
If you land on a Fun Tile, you can buy it as if it were a normal lot, but you
cannot build labs on them. If you land on your Fun Tile, you have the option of
starting up the Met race, which is a race between 3 Mets to reach a finish line.
The other players can bet on the Mettool they think will win (such as the normal
Met, the Neo Met, the Swimming Met, and the Dancing Met). If the Mettool any
player betted on won, that player receives a lot of Zenny. The amount varies.

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|Space Tile|
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```

This tile only appears if you upgrade your lab. You will get the amount of Zenny
shown on the tile, and then the tile will disappear.


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===============================================================================
Cards
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There are numerous different types of cards, and some cards even have more than
one effect! The cards are subdivided into the following sections: Boss, Eddie,
Reggae, Rush, and Special.

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-------------------------------------------------------------------------------
Boss Cards
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Boss cards feature Robot Masters and Rockman Killers from the game series.

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|AirMan|
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After this card is used, AirMan will appear next to a player of the user's
choice and send them flying to random tile.

```
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|BrightMan|
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```

Once this card is used, BrightMan will appear, and use his attack. After this,
no players except the owner of this card will be able to use any more cards for
several turns.

```
 ---------
|BubbleMan|
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```

When BubbleMan appears, he will decrease the prices of all lots on the board.
This is good if you don't own many lots, but your opponents have several.

```
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|BullDozer|
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```

The only card that is not based off of a Robot Master or Rockman Killer, but is
still considered a Boss Card. To use this card, both you and an opponent need to
have at least one lot. This card will switch the rents.

```
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|CrashMan|
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```

After using this card, select one of your opponents labs. CrashMan will plant a
bomb on the lab. After a couple of turns, the bomb will explode, and the lab
will go down one level. If the lab is at the first level, it will be completely
destroyed.

```
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|CutMan|
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```

This card is very powerful, almost on par with the Blues or Rockman card. This
card can only be used as a response to a Boss Card or Reggae Card, and it will
cancel their effects.

```
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|ElecMan|
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```

Like the CrashMan card, but much quicker. ElecMan will appear and attack one of
your opponent's labs, making it go down one level or destroying it if it is at
the first level.

```
 -----
|Enker|
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```

This card can be rather fun, especially if your opponents forget that you have
it. Similar to Enker's Mirror Buster weapon, this card can only be activated if
an opponent uses a Boss Card on you. Once this card is used, your opponent will
be hit with the effects of the Boss Card they tried to use on you.

```
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|FireMan|
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```

Once this card is used, FireMan will appear and attack one player, destroying
one of their cards.

```
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|PharaohMan|
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```

When PharaohMan appears, he will hit one opponent with the Pharaoh's Curse. This
will cause the player to get 1s and only 1s when rolling the die for several
turns. Eventually, it will wear off.

```
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|Quint|
 -----
```

Ironically, the very first card I picked up in the game (I'm a Quint fangirl).
After this is used, Quint will appear on Sakugarne and attack another player's
lab. Afterwards, the lab, no matter what level it is, will belong to you.

```
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|SparkMan|
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```

Well, his effect is appropriate... SparkMan will appear and short out any labs
that don't belong to the user. The prices will instead say XXXXX and rent does
not have to be paid when you land on them. This wears off after a few turns.

```
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|ToadMan|
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```

Once this card is used, ToadMan will appear and destroy a line of labs. The line
or labs (as in, several labs next to each other) have to belong to the same
player. Much more useful when there is only one other opponent, as the situation
is more likely to pop up.


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-------------------------------------------------------------------------------
Eddie Cards
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```

Eddie cards have numerous positive effects, and they take effect immediately.
Eddie cards can either simply be known as plain Eddie Cards, which are effective
as soon as you get it, or have a second name, which need to be activated or are
activated immediately.

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|Eddie Cards|
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```

Eddie cards can have a few effects. They can either deliver a random amount of
Zenny to you or steal 100Z from all the other players and give the total to you.

```
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|Free Card|
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```

The Free Card will allow you to stay at any opponent's lot or lab without having
to pay rent to them.

```
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|Luck Card|
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```

While you are in possession of this card, you get a small amount of Zenny each
time you move. After moving several times, this card is automatically destroyed.

```
 ----------
|Lucky Card|
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```

Different from the Luck Card, this card allows you to get double the Zenny you
would normally get when you pass an E-Tank tile.

```
 -------------
|Roulette Card|
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```

All players will roll the die, and the the higher the total on the die, the more
Zenny the user of this card will get.

```
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|Comeback Card|
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```

If at any point during the game your Zenny drops to 0Z (such as the effect of a
Reggae Card), then you will get 1000Z.

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Reggae Cards
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```

Reggae cards feature Dr. Wily's pet bird, Reggae. These are the worst cards, and
you DO NOT want to get them, as Reggae will do something bad to you the moment
you receive it. Once Reggae does something, he will sit and laugh at you.

```
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|Reggae Card 1|
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```

This card will make you forfeit all of your Zenny, bringing the amount you have
down all the way to 0. You get to keep all your lots and labs, though.

```
 -------------
|Reggae Card 2|
 -------------
```

This card forces you to forfeit one of your lots.

```
 -------------
|Reggae Card 3|
 -------------
```

This card will make all of the prices of the unowned tiles go up, and all the
rent for lots also goes up. Only Reggae Card that has some positive effect.

```
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|Reggae Card 4|
 -------------
```

One Reggae can also make you forfeit all of the cards you have, so be careful!

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|Reggae Card 5|
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```

Reggae will randomly completely destroy one lab that belongs to you.

```
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|Disaster Card|
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```

Reggae can also make you lose Zenny as you move, the exact oppsite of the Luck
Card from Eddie.

Rush Cards

Rush cards, like Eddie cards, have positive effect. Some take place as soon as
you get them, and others you have to activate. The immediate effect ones are
known simply as Rush cards, and the others have another name as well as Rush.

```
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|Rush Cards|
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```

Ordinary Rush cards have a couple of effects, but only one will activate. These
are used automatically. You can either move again, or you can move to any tile
one the board that you wish to.

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|Meet Card|
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```

This card will allow you to bring all of the other players to the tile that you
are currently on. Meaning, if you are on a tile that costs a lot and you own it,
then...

```
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|Fastwalk Card|
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```

Use this card, and you can roll the die again.

Special Cards

These cards are their own cards and do not fit into any other category. These
cards are extremely rare and very powerful. As a matter of fact, only two cards
fit into this category: Blues and Rockman.

```
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|Blues|
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```

The Blues card is not as rare as Rockman, but rare all the same. The Blues card
will retaliate against other things. He will negate the effects of Boss cards or
stop Transform Tiles from transforming you, depending on which one you choose
for him to do.

```
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|Rockman|
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```

The Rockman card is the rarest card of all. It was, in fact, the last new card
that I received in the game. Rockman has all the power of a Blues card and more.
He can stop the effects of Boss cards, stop the Transform Tiles from changing
you, and even stop the effects of Reggae cards.

I received my Rockman card while playing as Dr. Cossack, and he said, "Great!
He's on my side!" This makes me wonder what would have happened if I had been
playing as Dr. Wily and received this card...

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Hints and Tips
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> If you have the money, take over a lot that either has no labs or only a
  level 1 lab. Anymore, and you're simply giving the opponent money.

> PharaohMan's card is useful when an opponent is approaching your line of
  labs and lots -- they'll have to pay for several turns

> Always keep at least 500Z on hand -- you never know what's going to happen.

> Always buy Lottery Tickets if you have more than 300Z -- You get 500Z even if
  you don't win.

> Transformations are not very useful if your opponents don't have a lot of
  labs.

> On the Met Race, always bet on the Neo Met. If the Neo Met is not available,
  always bet on the Swimming Met.

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Copyright
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