One Piece Mansion FAQ JP

by Gene   Updated to v1.01 on Jun 25, 2001

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OnePiece Mansion FAQ v1.01 by Gene (6/25/01)
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OnePiece Mansion (PS)
1 Player
1 Disc
Genre: Puzzle, Simulation
Memory: 1 Block
Analog Support


1)  Introduction
2)  Frequently Asked Questions
3)  How to play
     3.1)  At the Main Menu
     3.2)  Controls
     3.3)  Menus
     3.4)  Screen Layout
4)  Game System
     4.1)  Tenants, Stress and Happiness
     4.2)  Enemy Tenants
     4.3)  Bosses
     4.4)  Revenue and Expenses
     4.5)  Tenant Status
5)  Characters
     5.1)  Tenant List
     5.2)  Enemy Tenant List
     5.3)  Boss List
6)  Strategy
     6.1)  General Strategy
     6.2)  Story Mode Walkthrough
7)  Secrets
8)  Miscellaneous / Et Cetera


1)  Introduction
----------------
This game is an original puzzle/simulation game for the Japanese Playstation
that was released on June 21, 2001 in Japan for 5800 yen.  It is a stand-alone,
brand new game from Capcom.  It will be released in the North American market.
This FAQ will only deal with the Japanese version.  Please do not email me about
the American version.


2)  Frequently Asked Questions
------------------------------
Q) I can't play this game with my modded PS!  Why not?
A) I don't know.  I am playing the original game on a Japanese PS.  If anyone
   has any help here, please let me know.  But, I don't have any PAR codes
   or any help.

Q) Can I play it without much knowledge of Japanese?
A) Oh yeah!  This game doesn't rely on a lot of menus or anything like that.
   It is a puzzle game so the action is what makes it exciting.  But, there are
   plans for a North American release, so you can wait for an English version.
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Q) Why is it called One Piece Mansion?
A) A mansion in Japanese is an apartment with thick walls, hence the name.

Q) What is the game like?
A) It is a puzzle game that relies on your planning skills and reflexes.  You
   have to manage the layout well so that the tenants do not leave.  Then, you
   need to be quick to react to the situational factors of the game and the
   enemy characters.

Q) Is it any good?
A) Yes, it's fun.  I would recommend it.  But, I wouldn't import it from Japan,
   I would wait for an American release.  I was disappointed at the start,
   mainly from the difficulty level, but it keeps getting harder and harder,
   and I am playing it more and more.  Here are the good and bad points:
    + Graphics are cute and comical
    + Endless mode is challenging but long
    + Game's difficulty keeps rising
    + Puzzle aspect is interesting and new
    + There are many different characters in the game
    + The game gets better after playing more and more
    - Music is not very interesting or catchy
    - Sounds are really quite annoying
    - The views are either too close or too far
    - Control is a bit confusing with two different menus
    - Story mode is incredibly short
    - Can't save in Endless mode
    - Only saves in the first memory slot


3)  How to play
---------------
The game play is simple.  You must maintain your tenant's happiness.  Your
building is divided into squares.  One type of tenant can occupy a square (or
apartment).  The tenants affect the neighboring apartments either positively
or negatively, sending stress or relaxing happiness to each other.  You will
receive money every week from your tenants.  You can move a tenant from place
to place on your map.  You earn money depending on the number of tenants you
have.  If you run out of money, the game is over.  There are enemy tenants
which move into your building without your control.  They can be a nuisance
and annoying to the other tenants.  You can force them to leave by stressing
them out in the same manner as the normal tenants.


3.1) At the Main Menu
---------------------
At the main menu, there are four choices:
Story Mode
Endless Mode
Network Mode
Options

Story mode is a continuous mission mode with seven different missions to play.
Your sister is captured by the boss, Chocopape and you have to rescue her.

Endless mode's goal is to simply defeat as many enemy tenants as you can.
The game ends only when you run out of money.

Network mode is to hook-up your I-mode capable cellular phone to exchange data.
You need to have an I-mode compatible phone to do this.  The NTT DoCoMo series
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models 502i and 503i are capable. You can receive emails from the characters
in the game and things like that. This feature is not usable for those not
living in Japan.

Options:
Game Options
  Sound - Mono or Stereo
  Vibration - On or Off
  Default
Game Display
  Change Display
  Default
Save
Load
Return to the Main Menu

3.2) Controls

L2 Shows the status to clear the level
L1 Switches between Cursor and Movement mode
R2 Zoom in / out
R1 Warp ahead one week
Square whistle
Circle switches between menu / accepts
X returns
Triangle displays the relations between tenants
Select shows / removes map
Start pauses the game and brings up pause menu

3.3) Menus

In Cursor mode, you control the cursor and press the circle button on an
apartment to bring up a another menu. Here you can access the following
options:
 - Elevator - Build elevator (empty space only)
 - Add tenant - Choose a tenant to place in the space (empty space only)
 - Exchange Tenant - Exchange tenants in two spaces (occupied space only)
 - Destroy - Destroys an elevator space (elevator space only)
 - Change to Movement Mode

In Movement mode, you can move Polpo around the apartment complex. Press up
and down to go up or down an elevator and press the circle button to change to
cursor mode. The Square button is used for whistling and extinguishing fires.

The In-game Option Menu: (when paused)
Return to game - returns from pause
Vibration - turns vibration on or off
Tenant Stress - view each tenant stress changes
Retry - retry the stage
Return to Main menu - ends the game

3.4) Screen Layout

At the top of the screen, you can see your current funds and the date.
At the bottom of the screen, you can see the tenants left to place on the map.
On the right of the screen, you can see radar for the entire map.

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4)  Game System
---------------
Here are the basic rules and functions of the game.

4.1) Tenants, Stress and Happiness
----------------------------------
Each tenant has a gauge that measures their stress levels.  It increases and
decreases from the actions of the neighboring tenants and the enemy tenants.
If it reaches a full gauge, the tenant leaves and you will be penalized money.
The red arrows from the characters represent stress, which will increase the
stress levels of the adjacent tenants.  The blue arrows represent happiness,
which will reduce the stress levels of the adjacent tenants.  The size of the
arrows indicate the level of strength of the effect.  Tenants will not stay
forever.  After a long time, they will leave the apartment empty, but you will
receive a contract bonus.

4.2 Enemy Tenants
-----------------
The enemy tenants are the characters that you cannot control.  They enter the
apartment by themselves and you can only limit the damage that they do.  They
are represented in the game with a shaded apartment.  You cannot move enemy
tenants.  Occasionally, they will leave their apartment and try to cause
damage to another tenant.  This will cause increased stress for the affected
tenants.  You can force them to return to their apartment by using the whistle
when you are beside them.  You can also force them out of the apartment by
stressing them out.  Just increase their stress level above maximum and they
will explode.

4.3 Bosses
----------
The bosses are more powerful than the enemy tenants.  There is only one per
stage, but you do not have to destroy them to clear the stage.  If you
complete the stage quick enough, you may not even see them!

4.4 Revenue and Expenses
------------------------
Here is the ways that you can earn money in the game:
Each Tenant's Rent / Month $200
Contract Bonus $2000

Here are the costs of the game:
Add new Tenant -$300
Build Elevator square -$500
Destroy an Elevator square -$50
Move Tenant -$50
Tenant Leaving due to excess Stress:
  First Year -$1500
  Second Year -$3000
  Third Year and up -$4500
Landlord's Salary / Month -$50
Each Empty Apartment's Cost / Month -$50

4.5 Tenant Status
-----------------
Tenants can be affected in various ways besides stress:
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 Poor - Tenant cannot pay rent this month
 Paralyzed - Tenant cannot send stress or happiness
 Sick - Tenant cannot send stress or happiness
 On Fire - If fire is not extinguished, tenant is destroyed
 Malfunctioning - Tenant sends stress or happiness as they had a high stress
    level  (Robots only)



5)  Characters
--------------
At the beginning, the only playable character is Polpo.  After completing
Story mode, her sister, Puchika becomes playable.

5.1) Tenant List
----------------
Each tenant reacts differently depending on their stress level.  There are three
different levels for their actions: Low, Medium and High stress.  The left
diagram is when the tenant has Low Stress.  The middle diagram is when the
tenant has Medium Stress.  The right diagram is when the tenant has High Stress.

Legend:
Name
Character Description
- Stress arrows
     - Medium Stress
     = High Stress
+ Happiness arrows
     + Medium Happiness
     * High Happiness
O Character


Ai-chan
  (Love Girl)
***  +++  +++
*O*  +O+  +O+
***  +++  +++

Cello
  (Cello Player)

 O    O    O
 -    -    -

Chapa
  (Boy with Elephant)

+O+  +O+   O
 -    =    =

Coroll
  (Boy with controller)
+ +  + +  + +
+O+  +O+  +O+
+ +  + +  + +

Couple
  (Young Couple)
 =    -    -
 O    O    O
```

```
Cow
  (from alien's effect)
---  ---  ---
-O-  -O-  -O-
---  ---  ---

Cymbal
  (Cymbal Player)

 O    O    O
 -    -    -

Derumi
  (Cel Phone Girl)
 +    -    -
-O-  -O-  -O-
 -    -    -

DJ Karurosu
  (DJ)
- -  - -  = =
 O    O    O
- -  - -  = =

Dorimimi
  (Dream Baby)
+ +  - -  = =
 O    O    O


Enimack
  (Big Brained Scientist)

 O    O    O


Florzon
  (Shower Girl)

+O+  +O+  +O+
 -    -    -

Garuchanko
  (Sumo Wrestler)
 -    -    =
-O-  -O-  =O=
 -    -    =

Gigantes
  (Monster Robot)
     - -  = =
 O    O    O
     - -  = =

Heebee
  (Old Bamboo Man)
 -    =    =
 O    O    O
```

```
Joe Dunk
  (Basketball Player)

  O    O    O
===  ===  ===

Mii
  (Alien)
  (turns tenants into cows and stone heads)

  O    O    O
  -    -    -

Miura
  (Umbrella Girl)

-O-  -O-  -O-
 *    *    *

Ope
  (Doctor)

+O=  +O=  +O=

Ore
  (Bullfighter)

=O=  =O=  =O=
 =    =    =

Osuzu
  (Old Cat Lady)
 *    +    +
*O*  +O+  +O+
 *    +    +

P-6
  (Little Robot)
          ===
+O+   O   =O=
      -   ===

P-9
  (Blue-Grey Quadriped)
= =  = =  = =
=O=  =O=  =O=

P-10
  (Brown-Grey Quadriped)
=    =    =
 O=   O=   O=
=    =    =

P-11
  (Red Quadriped)
  =    =    =
=O   =O   =O
  =    =    =

Piano
```

```
 (Piano Player)

 O    O    O
 -    -    -


Pieri
 (Juggler)
- -  - -  - -
 O    O    O
 -    -    -


Pinokio
 (Puppet Boy)
+ +
 O    -O-  =O=
+ +


Pippin
 (Devil Boy)
---  ---  ---
-O-  -O-  -O-
---  ---  ---


Puniko
 (Angel Girl)

 O    O    O
 -    -    -


Ronin
 (Accountant)

 O    -O-  =O=
      - -  - -


Shaggy
 (Hairstylist)

+O+  +O+  +O+
 -    -    -


Sodaigoro
 (Garbage Monster)
- -  = =  = =
-O-  =O=  =O=
- -  = =  = =


Stone Head
 (from alien's effect)
- -  - -  - -
 O    O    O
 -    -    -


Tobimaru
 (Ninja)
= =  = =  - -
 O    O    O
= =  = =  - -


Wan
```

```
  (Robot Cook)
   -    -    =
   O    O    O
   -    -    =


Western Dan
  (Cowboy)


 =O*  =O*  =O*
```

5.2) Enemy Tenant List

There are five enemy tenants, all named after fruits. They are the Hanzai 5.
They will enter your apartments by themselves. You cannot move them, but you
can knock them out the same way as other tenants. You can have multiple
versions of these characters in each stage. You constantly must guard against
their attacks by forcing them back to their apartment.

```
Kiwi
  (Thief)
  (damage tenants by stealing from them--adds stress)
   -    -    -
 -O-  -O-  -O-
   -    -    -


Avacado
  (Mob Boss)
  (makes tenants poor and attacks you)
   -    -    -
 -O-  -O-  -O-
   -    -    -


Raspberry
  (Guitarist)
  (disturbs a block of tenants--adds stress)
 - -  - -  - -
  O    O    O
 - -  - -  - -


Durian
  (Fire Breather)
  (starts fires in tenant's apartments)
 - -  - -  - -
  O    O     O
 - -  - -  - -


Pineapple
  (Guy with Cart)
  (bombs tenants)
   -    -    -
 -O-  -O-  -O-
   -    -    -
```

5.3 Boss List

```
Bokan
  (Old teacher)
```

```
=O=  =O=  =O=



Kikunosuke-Saeki
 (Spoon boy)
 =    =    =
=O=  =O=  =O=
 =    =    =



Goppopo
 (Artist)
 (paralyzes with his stress arrows)
= =  = =  ===
 O    O   =O=
= =  = =  ===



Garupohakase
 (Dracula)
 (spawns Robots P9,10,11)
 =    =   ===
=O=  =O=  =O=
 =    =   ===



Vein
 (Conductor)
 (spawns musicians (Cymbal, Piano, Cello))
 =    =   ===
=O=  =O=  =O=
 =    =   ===



Puchika
 (Polpo's sister)
 (spawns Puniko)
     = =  ===
=O=   O   =O=
     = =  ===
```

6) Strategy

This section deals with advice on how to play the game better.

6.1) General Strategy

- Don't forget to use your apartment. It doesn't matter how much stress your
  apartment gets, so put it in an area to suck up some excess stress.
- Try to place your apartment close to your enemy tenants. This way, you can
  react quickly when they try to cause trouble.
- Use the sides and the bottom to your advantage. This is a major key to
  controlling your apartments. Have the excess stress pour out the sides and
  the bottom.
- Move up! If you can, build above your enemies if all is lost.
- On some of the boards, you will have to build a certain height. Just build a
  tower of single apartments.

- On some of the boards, you will have to build a certain height by a number of
  apartments. You do not need to build a square, just build a T.
- Keep empty spaces for trading tenants when you are in trouble.

6.2) Story Mode Walkthrough

Polpo:
1st stage
Boss - Bokan
Goal - earn $10000
Starting Cash - $2000

2nd stage
Boss - Bokan
Goal - make 20 apartments
Starting Cash - $2000

3rd stage
Boss - Kikunosuke-Saeki
Goal - build to the 10th floor
Starting Cash - $3000

4th stage
Boss - Goppopo
Goal - make 30 apartments
Starting Cash - $4000

5th stage
Boss - Garupohakase
Goal - build to the 15th floor
Starting Cash - $4000

6th stage
Boss - Vein
Goal - earn $40000
Starting Cash - $4000

7th stage
Boss - Puchika
Goal - make 35 apartments
Starting Cash - $4000

7) Secrets

Puchika becomes playable after clearing Story mode.

8) Miscellaneous / Et Cetera

Thanks to Capcom for making this game.
This FAQ is not associated with Capcom, Sony, or any of its products either
software or hardware. The respective companies retain all copyrights of their
products mentioned in this FAQ.

The names of the characters in the game will undoubtedly change in the American
version. I tried to change some names in katakana, but not the ones given in
romaji.

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Feel free to email any advice or suggestions!  Due to time constraints, do
not expect a reply on email.

Other FAQs written by me:
- Tetris with Cardcaptor Sakura: Eternal Heart (PS)
- The Typing of the Dead (DC)
- The Great Khan Game (Card game)
- Hundred Swords (DC)
- Advanced World War (DC)
- Gaiamaster (PS)
- Culdcept Expansion (PS)
- Dioramos (PS)
- Blood the Last Vampire (PS2)
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