

# RockMan II (Import) Complete Works version FAQ

by DeGamer

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Rockman Complete Works:

Rockman 2 The Mystery of Dr. Wily for Sony Playstation 1.

It also applies to the version released on the Playstation Network.

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Specials thanks to: Last Cetra and VixyNyan

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====Table of Contents=====

- I. Introduction
- II. Notes (Please read)
- III. What's new to the playstation version
- IV. A) Translation of Menus  
B) Select Button Menu  
C) How to Save or Load
- V. Hard Difficulty Walkthrough
- VI. Navi Mode Stage Hints
- VII. Glitches
- VIII. Secrets and things to unlock
- IX. Remixed music
- X. Frequently Asked Questions
- XI. Closing statement
- XII. Credits and thanks
- XIII. Complete Works Staff

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

Hi and welcome to my Rockman 2 The Mystery of Dr. Wily FAQ for the Sony Playstation 1. Rockman is known as MegaMan outside of Japan. Capcom released Rockman 1-6 (separately) in Japan for the Playstation. These releases are referred to as the Rockman Complete Works series.

There are some small differences between Rockman 2 for the Famicom and its English counterpart MegaMan 2 for the NES (Nintendo Entertainment System). I will use the name Famicom throughout this document instead of NES to be more precise. Also, I will not give a stage walkthrough (except for Hard mode) because there are already many walkthroughs available for them written by other people. Thus, repeating that information is a waste of time and would make this document much larger than it needs to be.

One major difference from the Famicom and the NES versions that I will mention is that the Famicom version has no difficulty selection. However, MegaMan 2 for the NES had "Normal" and "Difficult" difficulty settings. At a first glance, it appears that they added a harder difficulty setting to the English version. BUT, the thing is that the "Normal" setting is actually an "Easy" setting and that the "Difficult" setting is actually the "Normal" setting. Meaning, the game was toned down for the USA gamers. So for all of you that have been playing MegaMan 2 on Normal all this time, you've actually been playing it on Easy. You will realize this the more you play the Famicom and NES versions to compare them yourself. The late 1980's was a time when game companies felt that U.S. gamers only wanted fun AND easy games (some of that still applies today). Rockman 2 for the Famicom is like playing MegaMan 2 for the NES version set to Difficult (which is the real difficulty setting). Because of this, Mega Man 2 is considered to be one of the easiest games in the entire series (the key difference being the damage inflicted since you can destroy enemies and bosses much faster).

Here's a screenshot of what the MegaMan 2 title screen on the NES actually should say because it more accurate.

<http://img20.imageshack.us/img20/4049/mm2realle.png>

This document is mainly for the differences/additions between the original Famicom version and the "upgraded" Playstation version. There is no English version for the Playstation so that is where this document comes into play as it will serve as a translation for everything about this version.

This version of the game has been released 5 times in Japan so far.

- 1) Original Release: September 2, 1999 (Product Number - SLPS-02255)
- 2) PSOne Books Re-release: April 24, 2003 (Product Number - SLPM-87249)
- 3) Re-release as part of the Rockman Special Collection: December 2003 (Same product number as the one above)
- 4) Capcom Game Books Re-release: March 27, 2007 (Product Number - SLPM-87410). This version comes packaged with a book.
- 5) Downloadable game on the Japanese PSN: September 9, 2009. It will be available in the US on the PSN as of February 2011. However, unfortunately/fortunately it won't be localized. It bears the title as a Japan classic, which is unbelievable! Even though there are other games released like this, there is a reason for this madness as to why it affects MegaMan, as I will explain further in the

document on section X: Frequently Asked Questions.

Versions 1, 2, 3, & 4 listed above are the same in terms of game content. Thanks to VixyNyan for helping me confirm that the files on the CD for versions 2, 3, & 4 are exactly the same as the original release in 1999. Versions 2 and 3 have the same CD cover as versions 1 but have different manual covers. Version 4 has a different CD cover than the rest. Version 5 on the PSN is more than likely the same as well but I haven't played it (and don't really need to as I have the PS1 version).

This game was included in the MegaMan Anniversary Collection in 2004 for the PS2, Gamecube and XBOX, but had many of its contents disabled or removed. Even then, the ports in the MegaMan Anniversary Collection are not 100% accurate to the PS1 versions as some other things were altered.

If you feel that there is something I missed in one of the sections below, a mistake I made, or something about this document that you just don't understand, feel free to email me about it. Then I will update the document with any necessary changes. Be sure to put Rockman or MegaMan as the email subject. I will credit you of course for any assistance you may provide. :) My email address is at the very top of this document, be sure to remove the spaces and to use @ instead of "at" and so on.

## ====II. Story and haracters=====

Now, let's continue....

## ====III. What's New to the Playstation version=====

1) First of all, this game is "emulated" (except for the music as it streams off the disc in a format similar to music on a Compact Disc). The emulation is perfect too, so there's nothing to worry about. The game is also small enough to fit almost entirely into the Playstation's RAM. Which means the game loads faster than your typical PS1 game. Thus, you will only see the loading screen once (which has some cool new art work of Dr. Wily and the bosses). Obviously, the Famicom version did not have a loading screen.

2) You can save your game progress to your memory card. This is helpful for those who are too lazy to write down passwords. But, you can not save your game progress beyond the first Dr. Wily stage. Also, as far as I know, there were never any passwords to skip ahead of the first Dr. Wily stage anyway. This is not a new feature because you were able to do this in the Sega Mega Drive version (Sega Genesis in the USA) but it is worth mentioning. You can have eight game data slots on a memory card which only takes up 1 block (for all of them, not for each).

3) There is dual shock support. More on this in the Translation of Menus section under Options.

4) When you first start the game, you will get a new interface with a new title screen with some modes and options that are not in the Famicom version. Also, The Playstation version has 2 different title screens.

There is the "Mode Select" title screen and then there is the "game" title screen. Though you only see the Mode Select title screen once. In order to see it again you have to reset the Playstation or clear the game. There is also a new remixed version of the title screen music from Rockman 2 playing (From the Arcade games) while you are on the Mode Select menu.

5) If you leave the game on the Mode Select title screen long enough, you will get one of several possible demos of the game playing. The Famicom version does not have a demo of the game playing at all (The intro doesn't count). There is also a Capcom logo with Rockman, Rush (from part 3 and up), and Beat (from part 5 and up) that is displayed after the demo.

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

7) You can turn screen flickering on or off. This is when the game's objects or characters start flashing because there is a lot going on and things are really hectic on screen. This is most noticeable when fighting the bosses in Dr. Wily's fortress, especially the third one, Boo Beam Trap. The Playstation version allows you to stop the flickering by turning Flash off. This is probably how the original game for the Famicom/NES version was meant to be but due to the limitation of that system it was not possible at the time. This may not sound like a big deal, but it is because sometimes you cannot even see where you are when fighting these bosses because of all the flickering. This option is a big plus for me.

8) There is a Database mode where you can see artwork and information on all the characters in the game (including some that are not in the game). The database starts out practically empty. You fill it up as you play the game. Since this alone is very large, I wrote a separate document for it. The document is available in GameFaqs.com under Rockman 2 Complete Works titled "Database". This was a really cool addition.

9) This version makes use of the Pocketstation to play mini games as well as add features to the game that can be used in Navi Mode (look at the Translation of Menus section for details).

10) If you accidentally or purposely remove a controller from its port while playing the game, the Playstation will pause the game. This isn't really new since many Playstation games do this but it's worth mentioning since this does not happen on the Famicom/NES version.

11) There are more additions to the Playstation version but I will not put them in this section to avoid repeating the same information twice. Look in the Translation of Menus section for the rest.

#### ====IV. A) Translation of Menus====hc====

On the Mode Select screen you start out with 5 choices. You have to unlock the last one. Read the Secrets section to see how to do so. All of it is in Japanese. The choices read as follows:

- 1) Original Mode
- 2) Navi Mode
- 3) Options

- 4) Database
- 5) Pocketstation
- 6) Boss Attack (You must unlock this.)

I uploaded an English screen shot of this menu which you can see here:

<http://img13.imageshack.us/img13/5646/rm2cwenglishmodeselect.png>

or here:

[http://ui31.gamefaqs.com/1790/gfs\\_15072\\_2\\_7.jpg](http://ui31.gamefaqs.com/1790/gfs_15072_2_7.jpg)

Below is an explanation of each of the 6 choices above.

#### 1) -Original Mode-

This is exactly the same as the Famicom version of the game, but there are some new additions.

First, as I said before you can save your game progress (or passwords rather) after successfully completing a stage or on the Game Over screen after losing all your lives. But, you cannot save your game progress beyond the first Dr. Wily stage. You can also load game data that you may have on your memory card from the game title screen. I will explain this in full detail in the How to Save or Load section.

Second, you can instantly change weapons (if you have any) by using the "L1" or "R1" buttons to scroll through them. The first Rockman game to have this was Rockman X for the Super Famicom (MegaMan X for the SNES). This addition really comes in handy. You can still change weapons the old fashioned way by pressing "Start" to bring up the weapons menu.

Third, you now have a second menu that you can bring up by pressing "Select". You have several options in this menu (which I will explain in the Select Menu section) where you can change your button configuration, reset the game, view your current password and a few other things.

Fourth, sound effects now play how they were intended on the original game. If you play Rockman 2 on the Famicom or MegaMan 2 on the NES, some sound effects don't play together properly how they should. Sound effects interrupted each other when they both should have played simultaneously. Some other sound effects were also cut short, not letting you hear all of it. This has been corrected for the PS1 version where all sound effects play properly and simultaneously when needed.

Fifth, after the ending (or the Staff Roll in Navi Mode) there's a screen that says "All Clear" and anything that you have unlocked. It also tells you to save in the Options menu. There is a smaller image of the one used in the Capcom logo displayed here.

#### 2) -Navi Mode-

This has everything from Original Mode and then some.

First, you will have a hint system to help you throughout certain parts of each stage. A yellow exclamation point will appear on the bottom left side of the screen when you reach certain areas. If you press "Select" when the exclamation point appears, Roll will either tell you how to get a certain item, how to defeat a certain enemy, or how to get past a

certain trap or obstacle depending where you are. The hints are always the same and they are always in the same "certain" areas (that may sound somewhat confusing but after playing the game you will see what I mean). The hints are all written in Japanese, but don't worry since most of the obstacle/traps/enemies are easy to get around if you use common sense. There are a few areas though where they do come in handy. It's like having a built-in strategy guide. Last Cetra has translated the hints, which I listed in the Navi Mode hints section.

Second, your energy gauge is replaced with one that looks very similar the one used in Rockman 8 (MegaMan 8). You also get an icon of Rockman's face under it and to the right of that tell you how many lives you have remaining. If you change your weapon, the icon of Rockman's face is replaced with an icon of your current equipped weapon and to the right of that is the amount of times you can use it (of course, you can always recharge them with weapon power-ups). This is definitely better than the way it is normally displayed.

Third, you get a completely different looking weapon menu when pressing start (it looks somewhat similar to the one used in the original Rockman 4 but it's not full screen) which is much better than the normal weapon menu. This menu uses a single screen as opposed to the split menu used in the original game, thus allowing you to switch between weapons and items faster. The weapons layout is as follows (assuming you have all of them):

Rock Buster	
Atomic Fire	Metal Blade
Air Shooter	Clash Bomb
Leaf Shield	Item-1
Bubble Lead	Item-2
Quick Boomerang	Item-3
Time Stopper	Energy Tanks

Also, there is a weapon/item icon to the left of each name.

I uploaded an English screen shot of this menu which you can see here:

<http://img7.imageshack.us/img7/771/rm2cwenglishweaponsmenu.png>

or here:

[http://ui09.gamefaqs.com/840/gfs\\_15072\\_2\\_9.jpg](http://ui09.gamefaqs.com/840/gfs_15072_2_9.jpg)

Fourth, Beat (the robotic bird that you get in Rockman 5) appears at certain areas of some stages with an arrow telling you where to go. Story line wise, Beat is actually not in this game (well, he does not even exist until part 5). He is just in this version as an extra addition to the game. Hey, it's better than just putting an arrow by itself. There are a few places though where it can help if you've never played the game before since some stages have multiple paths to advance to the next screen.

Fifth, the energy gauge for the bosses appears on the right side of the screen instead of the left next to Rockman's. It also looks exactly like it does in Rockman 8. The screen does look better this way as it is not so cramped up of the left side.

Sixth, you can have music from the arcade games (Rockman the Power Battle & Rockman 2 the Power Fighters) on certain stages if you want (look at the Secrets section to see how to do this). I really love that Capcom did this, but they got lazy and didn't give a remixed song to the

bosses that were not in the arcade games. For example, Heat Man is in the arcade games and in those games there is a remixed version of his song from the original Rockman 2. Flash Man is not in the arcade games so there is obviously no remixed song for him. Although Quick Man was in the arcade game, there is no remix for his stage music. This addition though is probably the biggest highlight for me about the Playstation version because I really like the music.

Finally, there are additional credit screens after the normal one where it shows the names of the staff responsible for the Playstation version. Meanwhile in the background it shows Rockman playing certain stages, but unlike the Complete Works version of Rockman 1, it doesn't show gameplay of some of the tough spots and how to get by them properly or without getting hit.

There is one more thing but I'll mention it in the Pocketstation section.

### 3) -Options-

Here you can adjust a few settings and configurations of the game. None of these options are available in the Famicom version. The options are as follows:

#### -Game Difficulty-

Easy! Normal Hard! (you have to unlock the Hard setting)

#### -Game Speed-

Slow! Normal

#### -Button Configuration-

#### -Sound Setting-

#### -Memory Card-

Load Save

#### -Back to Mode Select-

I uploaded an English screen shot of this menu which you can see here:

<http://img220.imageshack.us/img220/9178/rm2cwenglishoptions.png>

or here:

[http://ui15.gamefaqs.com/942/gfs\\_15072\\_2\\_8.jpg](http://ui15.gamefaqs.com/942/gfs_15072_2_8.jpg)

Below is a full description of each of these.

#### -Game Difficulty-

Normal difficulty leaves the game unaltered from the Famicom version. On the Easy setting (kinda similar to Normal Mode in MegaMan 2 for the NES but I find it even easier), there are fewer enemies/traps in certain places and you take less damage than you do on Normal. You also inflict more damage on some enemies and bosses. On the Hard setting, there are no power-ups what so ever, of course you still get the weapons from the main bosses. This is a very nice addition that makes the game interesting for veteran players. Normal is highlighted by default.

## -Game Speed-

Normal speed obviously doesn't change the game. It is also highlighted by default. The Slow setting is a strange new addition. I don't know why any one would want to play at such a speed but this is a good way to see every frame of animation.

## -Button Configuration-

Highlighting this and pressing "Circle" will open a sub-menu with the following options:

Normal Shot (Highlight and press a button you wish to set it to. It's "Square" by default.)

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

Change Weapon Left (Highlight and press a button you wish to set it to. It is the "L1" button by default.)

Change Weapon Right (Highlight and press a button you wish to set it to. It is the "R1" button by default.)

Rapid Shot (Highlight and press a button you wish to set it to. It is the "Triangle" button by default.)

Auto Rapid (Highlight and press "Circle" to turn it ON or OFF.)

Vibration (Highlight and press "Circle" to turn it ON or OFF.)

Restore Defaults (Highlight and press "Circle" to set these settings to default.)

End Configuration (Highlight and press "Circle" to close this sub-menu)

Rapid Shot will allow you to fire 3 consecutive shots with the press of a button. This comes in handy against most enemies, but not most bosses.

Turning Auto Rapid ON is the equivalent of having the Rapid Shot button being pressed for you continuously and automatically. This may sound cheap but it's not because you cannot have more than 3 shots on the screen at once. You also have to wait until at least one of those shots goes off screen in order to shoot again. Auto Rapid can actually make the game harder even though its purpose is to make it easier because it can put you in some tough spots. Meaning, if you need to shoot an enemy that is in front of you and you can't avoid him, you may have to wait until those shots go off screen for Rockman to shoot again depending on how they were fired. Thus, you will most likely end up getting hit a lot more than you should. Good thing it's turned off by default.

Turning Vibration ON will add dual shock support to the game. This option is turned off by default. You will need a dual shock controller naturally. When Rockman gets hit, the controller will vibrate (not much though, in fact you will barely feel it). It vibrates even more when you lose a life. This feature is not necessary but some people like dual shock support, personally I could care less about this feature.



#### -Sound Setting-

Press left or right on the directional pad to change from either Stereo or Monaural. The default setting is Stereo. This option is misleading because unless you are using the code to have the remixed music, the music output is Mono even if you set it to Stereo. What will happen is that both the left and right speakers (assuming you are using speakers) will output the music on Mono when you set it to Stereo. The original music was never in Stereo to begin with so it's nothing to get upset about.

#### -Memory Card-

This will allow you to save or load the settings you have made in the Options screen. You do NOT load or save your game progress/passwords from this menu. Also, for some reason saving here does not save the information you have gathered in the Database mode (see the Database section for more information). This was a bad move on Capcom's part and is probably the only down side to the Playstation version since it's easy to forget to save in the Database separately. Fortunately, the game loads these settings automatically when you turn on the Playstation (assuming you had your memory card inserted before turning the game on). You can also save Boss Attack and Lives select (read the Secrets section) with this menu if you have unlocked them. For full details on how to Save or Load, read the How to Save or Load Section.

#### -Back to Mode Select-

This is self-explanatory. Need I say more?

#### 4) -Database-

The Database is a new addition to the Playstation version that contains artwork (including some new art) and information on every single character in the game. This information includes their characteristics, their weakness, their energy, how much damage they inflict to Rockman, and how many times you have encountered them. There are 49 pages in the Database but you only start off with the first 2. The other pages are unlocked as you play them game (also see the Secrets section). The music played here is a remix of the Rockman 3 Password/Continue screen. Also, to save the information you have gathered here you must highlight any page from 2 to 41. Pages 1, 42-49 are for loading from or saving to the Pocketstation. For full details on how to Save or Load, read the How to Save or Load section. I made a separate document, which contains all the information for the 49 pages of the Database (which is also available on GameFaqs). I didn't include that information here because it alone is quite large.

#### 5) -Pocketstation-

For those of you that don't know, the Pocketstation is a special type of Playstation memory card that can be used to save games, as an alarm

clock, or play mini games on it. It has a screen and a few buttons on it. Think of it as something similar to the Sega Dreamcast VMU (Visual memory Unit or Memory Card if you prefer). It was not released in the USA. Now that we got that out of the way, let's continue.

If you have an actual Pocketstation inserted into the memory card slot 1, you can use the Pocketstation option on the Mode Select screen to then download a mini game (called Pocket Rockman 2 or PokeRock 2 for short) to your actual Pocketstation from the Rockman game disc. You can then play this mini game on your actual Pocketstation. Here is a step-by-step instruction on how to do so:

- A) Highlight Pocketstation on the Mode Select menu and press "Circle".
- B) A message will appear telling you that you can download a game to your pocketstation. Then will ask you to press "Circle" to continue.
- C) Afterward, another message will appear telling you a PocketStation is required to proceed with the download. So if you have not done so yet, get your pocketstation ready and insert it on the first memory card slot in your playstation. Again it will ask to press "Circle" to continue.
- D) Yet another message will appear. This message will ask to confirm the download, which will go to the pocketstation in memory card slot 1. It will also tell you that 13 blocks of space are required. You will have two choices on the bottom, "Yes" on the left and "No" on the right. Select the one you want and press "Circle".
- E) If you chose yes, it will check for a pocketstation in memory card slot 1. Then one of two things will happen. If no pocketstation is found or you do not have enough free space, a message will appear telling you so and you will hear a sound. Then it will ask you to press "Circle" to continue which actually takes you back to step D. If a pocketstation is found AND you have enough free space you will be able to download to the pocketstation. You'll get a message saying it's checking the pocketstation, then downloading to it, and then download complete. Once that's over, press "Circle" to return to the Mode Select screen.

You will then be able to play the mini game on your pocketstation. The main purpose of these mini games is to power up Rockman and the 8 main bosses of Rockman 2 where you can level them up to have more energy units and increase their attack damage. Once you level up Rockman or any of the 8 main bosses, you can then upload that data in the Database mode through pages 1, 42-49. This leveling up will affect the characters in Navi Mode only. Their life gauge can be increased anywhere from the normal 28 units of energy all the way up to 80 units. Each boss character you level up will also inflict more damage to you, making it more challenging. Rockman at max level 99 will inflict more damage with his buster. He will also inflict slightly more than twice normal damage when using a bosses weakness against them. The mini game is cool and all (reminds me of Mario Party for some reason), but nothing breathtaking so don't be upset if you are missing on it. But the features it allows you to add to the Navi Mode are very cool. Although having Rockman maxed out makes the game ridiculously easy.

Here are some screenshots I uploaded of PokeRock 2:

\*IMAGE4

\*IMAGE5

If I still had a pocketstation and a PS1, I would have uploaded some game play videos of PokeRock 2.

#### 6) -Boss Attack-

Look in the Secrets section to see how to unlock this mode. Boss Attack is a mode where you are timed on how fast you can defeat the 8 main bosses of the game. You start off the stage select screen where you will be able to select the amount of lives you have remaining using the "L1" or "R1" buttons before you actually start. You can choose to have either 1, 3, 5, 9, or an infinite amount of lives remaining. Also, near the bottom right side of the screen will be a timer. Once you select a boss, you will start in the room that is right before the boss room in a normal game. In this room there will be a large energy capsule in case you need it (your energy is not refilled after defeating a boss). Then you go to the next room and fight the boss.

After you defeat all 8, you will be given a screen with your total time, the best time under it, and two choices under that. The first choice is to try one more time and the choice under that is to return to the Mode Select screen. Make your choice and press "Circle". Also, while on this screen, the music played is a remixed version of the song played in Rockman 3 when you obtain a weapon. This remixed song comes from the second arcade Rockman game. Boss Attack is definitely a great new addition.

Here is a hint; playing Boss Attack is an easy way to get the information for these bosses in the Database.

#### ====IV. B) Select Button menu=====

As I mentioned earlier, you can bring up a new menu by pressing the "Select" button while playing the game. But all of it is in Japanese, here is a translation:

- Resume game-
- Button Configuration-
- Adjust Screen-
- Return to Title Screen-
- Back to Mode Select-

To the left of all that is the current password for your progress. Passwords do not take you beyond the first Dr. Wily stage. Below is a full description of each of these.

- Resume game-

This is self-explanatory. Just highlight this and press either Select, Start, or Circle to return to the game.

- Button Configuration-

Highlighting this and pressing "Circle" will open the same sub-menu you get in the Options screen. I described this sub-menu earlier in the Options screen section.

-Adjust Screen-

Highlighting this and pressing "Circle" will allow you to adjust the game's screen position on your TV. Use the directional pad to change the coordinates of the X and Y axis. Pressing "Square" will restore the default position. Pressing "Triangle" will turn the Flash on or off. It is on by default. Turning it off will allow the game to display properly when there is a lot happening on the screen and the sprites will not disappear, especially you. Pressing "Circle" will accept your adjustment to the screen. This is only useful if there is a part of the game's screen that is cut off on your TV. You shouldn't have this problem with newer television sets.

-Return to Title Screen-

Highlighting this and pressing "Circle" will prompt you with a question asking you if you are sure you want to return to the Title screen. You will be given two choices. On the left it says "yes" and on the right it says "no". Pick either one you want and press "Circle". What this does is return you to the "game" title screen. This is like a sub-soft reset. You will see what I mean when you read the next option. If you select this option in Boss Attack, you will be taken to the Boss Select screen. Another way to do is is to hold "L1", "R1", & "Select" and press "Start" during game play.

-Back to Mode Select-

Highlighting this and pressing "Circle" will prompt you with a question asking you if you are sure you want to return to the Mode Select screen. You will be given two choices. On the left it says "yes" and on the right it says "no". Pick either one you want and press "Circle". This is the real soft reset. Also note that under this option, the menu displays the difficulty level you are playing on (whether it be Easy, Normal or Hard).

====IV. C) How to save or load=====

There are three sections here for saving/loading.

1)===Options screen settings===

Look at the Translation of Menus section to know which option is to save or load on this screen.

-Load-

To load your settings, highlight Load and press "Circle". A message will briefly appear telling you that it is checking for the memory card and for you not to remove it from the memory card slot (Don't power off your playstation while this is happening or you will either corrupt any data on it or mess up the memory card entirely). Now one of two things can happen:

ONE) If it finds a memory card inserted in memory card slot 1 AND it has Rockman data on it, you will be asked to confirm the load. You'll have two choices, on the left is "yes and on the right is "no". Make your choice then press "Circle". If you chose yes, a message will appear telling you that the load is complete and to press "Circle" to continue. If you chose no, you'll be back in the Options screen.

or

TWO) If it does not find a memory card inserted in memory card slot 1 OR it does find one but it does not have Rockman data on it, or the data is corrupt, a message will appear telling you either there's no memory card inserted or there is no data to load, or your existing data is corrupt. A sound will be played as this happens. You will have to press "Circle" to continue which will take you back to the previous question. The load will also fail if you remove the memory card while the game is attempting to load the data. You will get a message stating that as well. You shouldn't be doing that anyway unless you have money and memory cards to throw away.

-Save-

To save your settings, highlight Save and press "Circle". A message will appear asking you to confirm the Save of the Options setting to memory card slot 1. It will also tell you that 1 block of free space is required. You'll have two choices, on the left is "yes" and on the right is "no". Make your choice then press "Circle". If you chose no, you'll be back in the Options screen. If you chose yes, a message will briefly appear telling you that it is checking for the memory card (again, don't remove it from the memory card from the slot nor power off your playstation while this is happening). After that, one of two things can happen:

ONE) If it finds a memory card inserted in memory card slot 1 AND it has free space, you will be asked to confirm the save (or if there is saved information already, it will ask if you want to overwrite it). You'll have two choices, on the left is "yes" and on the right is "no". Make your choice then press "Circle". If you chose yes, a message will briefly appear telling you that it is saving to the memory card. Don't touch the memory card at this point unless you want to mess it up. Another message will follow after that telling you that the save is complete and to press "Circle" to continue. If you chose no, you will be taken you back to the previous question.

or

TWO) If it does not find a memory card inserted in memory card slot 1 OR it does find one but it does not have enough free space, a message will appear telling you either there's no memory card inserted or there is insufficient space to save. A sound will be played as this happens. You will have to press "Circle" to continue which will take you back to the previous question. The save will also fail if your memory card is corrupt or if you remove the memory card from the slot while the game is attempting to save the data. You will

get a message stating that as well.

## 2)===Game Progress saving/loading===

### -Load-

On the "game" title screen you will see a yellow blinking rectangle on the bottom of the screen. Press the "Select" button and you will be prompted with a message asking if you wish to load a password that is saved in memory card slot 1. You'll have two choices, on the left is "yes" and on the right is "no". Make your choice then press "Circle". If you chose no, you will return to the game title screen. If you chose yes, a message will briefly appear telling you that it is checking for the memory card and for you not to remove it from the memory card slot (nor should you power off your playstation). Now one of two things can happen:

ONE) If it finds a saved password, it will tell you the load is complete and to press "Circle" to continue. Then another sub-menu will open and from here you can select from 8 game data slots which show the weapons you have so far as well as items. From here you can press "Circle" to load the game data or "X" to cancel. If your existing data is corrupt, a message will appear telling you so and the load will fail.

or

TWO) If it doesn't find any saved password game data, you will hear a sound and you will have to press "Circle" which will take you back to the previous sub-menu. From there you can attempt to load again or not.

### -Save-

After clearing a stage, go to the Password screen then press the "Select" button. Pressing "Select" will open a sub-menu and will ask you if you wish to save your game password to memory card inserted in slot 1 (which requires 1 block). The option on the left is "Yes" and on the right is "No". It will then check for free space on your memory card. Now one of two things can happen:

ONE) If you have available space on your memory card it will open another sub-menu from where you will be given 8 game data slots to save your game. Press either left or right on the directional pad to cycle through the game data slots. Pressing "Circle" will save or pressing "X" will cancel. Choose your data slot and press "Circle". It will ask if you are sure that you want your password data to be saved on the memory card that is in slot 1 of your Playstation. The option on the left is "Yes" and on the right is "No".

or

TWO) If it does not find a memory card inserted in memory card slot 1 OR it does find one but it does not have enough free space, a message will appear telling you either there's no memory card inserted or there is insufficient space to save. A sound will be played as this

happens. You will have to press "Circle" to continue which will take you back to the previous question. From there you can attempt to save again or not. The save will also fail if your memory card is corrupt or if you remove the memory card from the slot while the game is attempting to save the data. You will get a message stating that as well.

### 3)===Database saving/loading===

In order to save or load the information you have gathered in the Database, highlight any page from 2 through 30 and press "Circle". This will bring up a message asking whether you wish to Load or Save. You'll have two choices, on the left is "Load" and on the right is "Save". Make your choice then press "Circle". Or you can press the "X" button to cancel. Depending what you chose, you can either load or save the Database in the same manner you would load or save the Options screen settings.

### ====V. Hard Difficulty Walkthrough=====

I will not give a full walkthrough, instead I will list what you need to know about playing the game on Hard and tell you how to get past the most difficult parts.

Hard is the same as Normal except that you do not get power-ups. NONE AT ALL! When you defeat an enemy, it will NOT leave power-ups behind, ever! Also, any power up that is normally lying around on each stage will not be there. Meaning you will not get any energy capsules to regain some health if needed, you will not get any weapon power-ups to recharge a weapon that is low on energy, there will not be any extra lives to pick up, and you don't even get any Energy Tanks! Having extra lives on some of the Dr. Wily Stages can actually work against you.

All this may sound unfair but it actually isn't, except for the first four Dr. Wily stages (Actually, it's the first, second and fourth Wily Stages but I will include the third stage so I don't leave a big gap). If you run out of Item 1, 2, or 3 in certain areas, you will not be able to proceed any further. So when you use them, you have to make every use count. The only way to refill your weapons and items is to lose all your lives then continue. Now, on with the walkthrough.

#### -Dr. Wily Stage 1-

As soon as you teleport in, start running to the right and shoot any Pipi that get in your way. You will probably come across four of them. Shoot the eggs before they hit the ground. You should then reach a high white platform with Dr. Wily's logo on it. Stand about three steps back and equip Item-1. Take a small jump and use Item-1 and quickly jump on top of it. Try not to use more than one because you will need them later. You should then be able to reach the high platform. Keep running now equip the Metal Blade and defeat the five Schworms. After that you will find another high white platform with Dr. Wily's logo on it. Get by it in the same manner you got passed the first one. Once on top, take a high jump to avoid the Schworm below you and keep running. At the far right, you will see a ladder you cannot reach by jumping. There is also a Schworm on a higher platform but ignore him. Now, stand directly under the ladder and equip Item-3. Use it and IMMEDIATELY jump on it. Once it takes you high enough, jump to reach the ladder and quickly climb it. In the upper

screen there will be more ladders to climb and a Sniper Joe. Climb the middle ladder and avoid (or defeat) the Sniper Joe (remember that he always shoots three projectiles at you in succession). After that, climb the high ladder on the right. On the next screen, there will be another Sniper Joe. Stand at the very top of the ladder and shoot him when you can. When he shoots at you just climb down the ladder enough to avoid his shots. Once you get past him climb the high ladder on the left. On the following screen there will be a Springer. You can either climb up very quickly and then jump over him, or wait on the ladder until he goes to the left and is out of your way, or equip the Quick Boomerang and defeat him. There are other weapons that work on him too but you really don't need the Quick Boomerang later on so if you want you can use it. Once you get past him climb the ladder on the right.

Now, here comes a part where it is very important that you get this right at least on your second try. There will be a ladder high on the left side that you cannot reach because there is no floor. Equip Item-1 and stand on the very top of the ladder you just climbed. Try to position Rockman where he is only using one leg to stand on the ladder. Don't go too far or you will fall down (don't worry you won't lose a life). Once you get Rockman in position use Item-1 and jump on it quickly. As soon as you land move to the left a bit but be careful not to fall off and use Item-1 again. Repeat that last step one more time and you should be able to reach the ladder on the left. If you run out of Item-1 before you reach the ladder, you are screwed because you won't be able to refill it. If you were successful then good job! Now climb that ladder and on the next screen you will see a few Tellys on the left. Ignore them and keep climbing the long ladder. Once you are at the very top of the ladder on the next screen start running to the right (or you could run to the left and do everything you just did over again, yeah right!). You will come across a pit, just jump over it to reach the next platform. Then you will have to do this one more time. Then you will have to jump on blocks over a large pit. So jump on the blocks to keep going. Once you reach the eighth block, Mecha Dragon (the boss) will appear and the screen will start automatically scrolling to the right. Don't let that scare you since he's a pushover. You can't fight him yet though so keep jumping on the blocks. Don't move too fast either because as the screen scrolls, you will have to wait for the next block to appear. On the tenth and twelfth blocks, you may have to wait a brief moment for the screen to scroll to the next block. Once you reach the sixteenth block, Mecha Dragon's energy will be filled and the boss fight will begin. You cannot inflict damage on him before his energy is completely filled. But Mecha Dragon does not attack you until he has full energy so that's not so bad. You will have 3 blocks to stand on. Go to the highest block and equip your Rock Buster and rapid fire him in the face. Don't let his body touch you. If it does you blow up instantly no matter how much energy you have. Jump over any fireballs that he hurls at you. If you get hit and fall on one of the other two blocks, go back to the higher one where it is the safest and continue to rapid fire. Mecha Dragon should go down quick.

-Dr. Wily Stage 2-

When you start, run to the right (as usual) blast the Fly Boy that gets in your way. Another one should fall where that one was standing but ignore him and keep running to the right. You will come across another Fly Boy so blast him too but ignore the one that drops in his place. Keep running to yet again another Fly Boy you will also be close to a pit with spikes, defeat him as well. But this time wait for the next one to drop and blast him immediately then equip Item-2 to get across the spiked pit. As you fly across, pay close attention to when you reach a ladder.



When you see a ladder, ignore the first one but get ready to jump and climb the second one. You CAN climb the first ladder but you will need to use the Clash Bomb to proceed. The Clash Bomb plays a VITAL role later on in the game so don't waste any of them. If you miss the second ladder you will fall on the spikes and blow up. Not only that, but you will not be able to attempt this again because you will not have enough energy for Item-2 to get across the spiked pit. In other words, if you miss the second ladder you are screwed. If you succeeded, then great job. Now, climb the longer ladder downward. On the lower screen, proceed to the ladder on the lower left and climb it down. On the following screen climb down that long ladder and avoid the projectiles thrown at you by Shotman. You could also just jump off the ladder and get by quicker. Now, before the screen scrolls down again, hold right on the directional pad because if you don't, you will land on spikes. You should land on a safe part of the floor if you did it right. Now proceed downward by jumping in the gap on the floor. You will now be in a narrow area where Mole will appear (just like Metal Man's stage). You can either destroy them with the Rock Buster or wait until they make room for you to get by. At the end of the narrow passage is a Press. Stand near it (not too close) to make it come down then as it slowly rises wait until you have enough room and run under it. There will now be a very high platform that you can't reach and there is another Press waiting for you on top of it. Equip Item-3 and stand close to the wall to make the second Press come down on the higher platform. When it does use Item-3 and quickly jump on it. Try to time it so that when you are high enough, you can run under Press to reach the high platform. You can also attempt this with Item-1 but don't because you will need it later. If you run out of Item-3 while attempting this you may be screwed. Try Item-1 if this happens but leave at least 3 uses of it left because if not you will be screwed later.

If you managed to reach the high platform, then beautiful. Now keep running and avoid the Press that get in your way. At the far right will be a ladder but it is cut short. Climb it down and make sure you fall straight downward. You should then fall on a small block on the lower screen. Work your way towards the gap on the floor and jump down. As you fall through the gap, hold right on the directional pad to avoid landing on spikes on the next screen. Again, jump down the gap on the floor and you will land in Piko Piko-kun's room (the boss). Equip Bubble Lead and defeat this easy boss. Make sure you watch out for the parts of the room that come at you to form one piece.

-Dr. Wily Stage 3-

This is a short stage, mostly easy but it has a few tricky spots. After teleporting in, jump downward on the left side. If you landed on a block on the lower screen, jump downward on the left side again. You should fall 2 screens down and land on a safe floor underwater. You can jump higher underwater. Work your way to the right by jumping until you reach a gap on the floor. Don't jump down but equip your Quick Boomerang and wait for Big Fish (that's his name) to jump out and nail him. He only needs one hit to be destroyed. Then jump across the gap and continue to work your way across the spikes. You will then reach another gap on the floor after 4 jumps. Another Big Fish will be waiting for you. Defeat him as well and jump across the gap on the floor. After that you will be in a narrow passage that has spikes on the ceiling. Run to the right until you see that the spikes are now covering the walls going downward. Jump down and try not to touch the spikes. On the lower screen, you will need to move a bit to the left to avoid landing on spikes. As you fall again you will need to move a bit to the left one more time to

avoid some spikes. On the screen after that you will have more room to fall but don't touch the spikes. On the next screen you will land on a platform. Work your way downward avoiding the spikes. As you begin to fall to the next screen, hold right on the directional pad to avoid landing on spikes. Once in the lower screen, run to the right and jump out of the water. There will be a Shotman in your way so equip the Metal Blade and aim diagonal down-right to deal him. Continue to the right and you will run into a couple more Shotman's. If you jump forward when they shoot you, you will avoid their projectile. Show them who's boss and keep going to the right. Then, you should see a shutter so it's boss time. Equip the Quick Boomerang and enter the boss room. Guts Tank will come from the right side of the screen. Don't let his size scare you, he is easy to defeat. Jump on the red part of the tank directly in front of him. Nail him in the face with the Quick Boomerang. He should go down before he even attacks you if you act fast enough! Even if he doesn't, he is still easy to deal with. Just avoid his projectiles by jumping and blast any Mettaurs that come out of the tank.

-Dr. Wily Stage 4-

This stage can be quite a pain even if you know what to do. Make sure the energy for your Clash Bomb is full and that you can still use Item-1, 2, and 3 before even attempting this stage.

Climb the ladder at the beginning and once you reach the upper screen, a Mettaur will be waiting for you. Take care of him and continue to move up. On the third screen there will be another Mettaur waiting for you. Notice where he is resting. The ceiling that is above him is fake. You can ignore him and work your way up then climb that ladder in the middle. On the following screen you will need to climb the ladder on the right to reach the platform in the middle. The platform in the middle has two fake areas. Stand on top of the ladder on the right and equip the Bubble Lead. Use it and you will see what areas are fake. Then work your way to the left to reach the next ladder and climb it. In the next screen, there will be spikes that seem to be inside the wall leaving you safe from them. Climb the ladder on the right and once you are atop it, use the Bubble Lead to see where you will need to jump to avoid the spikes. Work your way left and get to the high ladder on the left. On the following screen there will be two Mettaurs. Ignore them and climb straight up. You will end up in a narrow passage. Run to the right and climb down the next ladder you see.

Now here is where it gets trickier. On the lower screen, jump off the ladder and try to land on the moving platform. Blast any of the Tellys that get in your way. Once you are close enough to the ladder on the left, jump off the platform and climb down (Make sure you don't jump off the ladder or you will die on the next screen). Once in the next room, you will have to wait for the moving platform to be under you so you can jump off the ladder to reach it. Once you land on it and it moves towards the right jump on the block that is in the middle of the screen and wait for the platform to go through that small opening in the wall. When it does, jump on it again and then work your way to the ladder on the bottom right side of the screen. Before climbing down equip the Metal Blade. Make sure you climb this ladder and not jump off it. In the next screen you will have to wait for the platform to get near you. There are also Tellys in this room and one Telly is under you slowly moving up. Use the Metal Blade to destroy it when it gets too close to you. By the time it does, you will be able to reach the moving platform. After you get on it, work your way to the gap on the floor and jump down. You will then land on a platform. There is another moving platform in this room, but it's moving in the opposite direction that you need it to go in. Move to the right



C5 for the victory.

It's possible to defeat this boss by using only 6 Clash Bombs by destroying C2 and the green wall underneath it with a single Clash Bomb. You'd have to shoot a Clash Bomb in the middle of both C2 and the green wall under it. This requires PRECISE timing or you will miss one of them (or both). If you manage to keep one Clash Bomb it can come in very handy later.

But what if you run out of Item-1, Item-3 or Clash Bomb while attempting this to do this? Then you are screwed because there are no power-ups to recharge them. Thus, you cannot continue further in the game. So if you find yourself in this situation there only two things you can do:

- 1) Purposely lose all your lives. Then at the game over screen choose continue. You will have to do the entire stage again but all your weapons will be refilled. Then attempt to get past the boss again.

or

- 2) Press "Select" and choose to return to the game Title screen, load your saved password data that will start you off on the first Dr. Wily stage and try again.

For any other stages on Hard difficulty, it really shouldn't matter that you get no power-ups. On the first eight stages the only way to recharge a weapon is to clear a stage. On the Dr. Wily stages the only way to do so is to lose all your lives and then continue. For the fifth Dr. Wily stage you will need skill because you will fight the 8 main bosses and Dr. Wily twice. That's 10 bosses but this time they don't leave an energy capsule after you defeat one. Meaning you must take on all of them with one energy bar. You can try again if you lose a life, but if you get game over and continue, you will have to defeat the bosses again.

When I get the time, I'll record some videos of me playing the full game on the Hard difficulty setting and post it on youtube. A link to that will be provided here.

====VI. Navi Mode Stage Hints=====

When playing in Navi Mode, a yellow exclamation point will appear on the bottom left side on the screen when you reach certain parts of each stage. If you press "Select" when the exclamation point appears, Roll will tell you the following hints below. Big thanks to Last Cetra for helping me translate these hints to English. Some hints will not apply on the Easy difficulty setting because there are lesser enemies per stage. Also, any hint that deals with a power up in all stages will not apply when playing with a Hard difficulty setting because you will not get any power-ups.

=====  
Metal Man Stage  
=====

First hint:

Hmm, a stage with conveyor belts...

Pay attention to where you're being dragged.

Second hint:

This item can recover all of your strength.

If you see one, be sure to snatch it!

Third hint:

Hmm, the moles are a nuisance on this area.

But, maybe it's good to defeat them to get some items?

Fourth hint:

Hey, when the conveyor belt is taking you backwards,

it's quicker to go on if you jump.

Fifth hint:

The Rock Buster won't do any good against this enemy...

It's not like you can defeat every enemy with just your Buster...

Try attacking with different weapons!

Sixth hint:

I can sense a massive energy!! There's something inside there!

Seventh hint:

Don't dodge the cutters one after the other, but all at once!

When you see a flash, it means the conveyor belt's direction will change!

=====  
=====

Air Man Stage

=====  
=====

First hint:

Those robots that look like a demon will show themselves if you get near...

You might fall if you get hit by the horns... be careful.

Second hint:

There's nowhere to stand from this part on...

Destroy the Thunder Goro and steal its cloud!

Third hint:

It's hard to see because of the clouds...

Try not to move when you're passing through one...

Fourth hint:

It's annoying when Pipi's eggs get to hit the ground.

The only way to avoid it is by destroying the egg before it breaks!

Fifth hint:

Be careful with Matasablow's wind when you jump!

Sixth hint:

There's a boss inside this shutter! Get your weapons ready.

Seventh hint:

Get closer while avoiding the whirlwinds, and attack as fast as you can!

=====

Bubble Man Stage

=====

First hint:

The red blocks fall when you step on them... Go across fast.

Second hint:

Down in the water the buoyancy lets you jump higher.

Take advantage of this to proceed. But don't hit the spikes!

Third hint:

If you hit the black spikes everything goes down the drain...

Learn to control the height of your jumps and go for it!

Fourth hint:

An angler's weak spot could only be...

Fifth hint:

There's a boss inside the shutter! Watch out for the spikes!

Sixth hint:

Time your jumps well to avoid his shots!

=====

Quick Man Stage

=====

First hint:

Those beams have an unbelievable power!

Avoid them at all costs!

But, I wonder if you can do anything about it using one of your weapons?

Second hint:

When you defeat that enemy, the flame goes off and everything goes dark...

You might bump into a wall in the darkness, so try jumping to proceed.

Third hint:

I have a bad feeling about the area down there... Be careful!

Fourth hint:

There's a boss inside...

It will be a tough battle if you don't use the right weapon!

Fifth hint:

This is a very quick boss. Isn't there any weapon that could contain his moves?

When the boss hits the ground you have a chance to attack!

=====

Clash Man Stage

=====

First hint:

The Mettaur attacks when it shows its face!

Second hint:

Jump on the lift and grab the ladder to go up.

Third hint:

You're defenseless when riding the lift.

It's safer if you use the Leaf Shield.

Fourth hint:

Don't let a few hits stop you, just keep going up!

Fifth hint:

It's the final area! The boss is awaiting!

Sixth hint:

It's an easy victory if you stay away from the Clash Bombs!

=====

Flash Man Stage

=====

First hint:

The crystal surface is very slippery...

When you want to stop, just jump. But I guess you should know that!

Second hint:

This area seems as complex as a maze...

I think it's easier to go on if you have the Clash Bomb, hmm?

Third hint:

If you stick to the top path...

I think you can avoid the enemies.

Fourth hint:

A boss is waiting for you inside. Go get him!

Fifth hint:

How scary, a boss who can freeze time...

If you fight from the highest position possible...

It'll be easier to dodge the boss' attacks!

=====

## Heat Man Stage

=====

### First hint:

The magma is dangerous! Watch out...  
Keep your cool and destroy the enemies while you go!

### Second hint:

The enemies are coming from the holes on the wall...  
So it's better if you avoid those openings.

### Third hint:

It's dangerous here with so little room to stand...  
Destroy the enemies before proceeding, and go with caution!

### Fourth hint:

Pay attention to the position and timing of each block.  
You have to go where Beat is!

### Fifth hint:

There's little room to stand here, so this is a dangerous place...  
Don't go on recklessly. Be sure you've handled all the enemies first...  
Now don't do something silly and miss the block.

### Sixth hint:

A wall that deflects your shots...  
Maybe you can take it down with a more destructive weapon?

### Seventh hint:

This is a zone full of magma...  
It'll be tough if you don't have Item No. 2!

### Eighth hint:

I got a powerful reading from inside the shutter!

### Ninth hint:

I know, it's hard to dodge the fire pillars...  
You have to attack before he does!  
Counterattack as soon as you parry his body slam!

=====

## Wood Man Stage

=====

### First hint:

If you move without thinking you'll be trapped.  
Find a safe spot and attack!

### Second hint:



You can go under the Cooks when they jump!

Third hint:

There's a boss inside the shutter! It's a strong one!

Fourth hint:

Nothing will work on him while he's got the Leaf Shield.  
Attack when he's without his shield!

\*\*\*Note: It's actually possible to damage him even when he is using the Leaf Shield using the buster (some of the other weapons work too). There are gaps in the leaves, but this hints makes it sound impossible to get through. Maybe it's not intentionally programmed that way but it is possible. The same goes for Rockman when using the shield. I've been hit by projectiles before with the shield active.

=====  
Mecha Dragon (First Dr. Wily Stage)  
=====

First hint:

Finally, it's the Wily's Fortress! Don't give up now!

Second hint:

This place's ridden with Schworms. Disgusting...  
Get your Item No. 2 ready at once and go!

\*\*\*Note: Do not do this if you are playing in Hard mode. Save item No 2 for the next stage where it is crucial to have it. Otherwise, you'll be stuck later.

Third hint:

You can defeat it easily if you attack from the ladder.

Fourth hint:

Make good use of Item No. 1!

Fifth hint:

Wait... There's not much footing from here...  
I'm sure there's something ahead... Take care, Rock...

Sixth hint:

You'll have to fight in a place like this! Oh, I don't even want to see!  
Keep on the highest block and try not to fall!

=====  
Piko Piko-kun (Second Dr. Wily Stage)  
=====

First hint:

From here on... you can't proceed without Item No. 2.  
I hope its energy is full?

Second hint:

This sure looks like a trap from Wily...

Watch out for the walls, and attack with the right weapon!

=====  
Guts Tank (Third Dr. Wily Stage)  
=====

First hint:

Wait!! There's something there! Be careful...

Second hint:

This is the last part! There's a boss ahead, be on your guard!

Third hint:

Wow! Now that's one huge Guts Man!

But it should be a breeze if you know his weak spot!

=====  
Boo Beam Trap (Fourth Dr. Wily Stage)  
=====

First hint:

Inspect the floor under Beat...

There are trap tiles like that around here, so watch out...

I wonder if there is a good way to spot the traps.

Second hint:

Use the Leaf Shield!

Third hint:

Double check the lift's route before you jump on it...

Fourth hint:

Take a very good look, and give it some very good thinking.

Fifth hint:

Still another boss... I wonder if you have enough weapon energy?

Sixth Hint:

If you waste a single shot, you're out!

\*\*\*Note: You can actually waste or keep one Clash Bomb when fighting Boo Beam Trap. Destroying the top-leftmost green wall along with the trap above it with a single shot is possible but requires precise timing. Keeping an extra Clash Bomb after defeating this boss in hard mode helps out a lot for the next stage.

=====

Wily Machine Number 2 (Fifth Dr. Wily Stage)

=====

First hint:

All of Wily's 8 bosses once again...

Rock!! Don't lose!

Second hint:

Alright, only Wily is left now! It's the final battle!

Third hint:

Wily Machine attacks with shots that move erratically...

Dodge them by jumping near the edge of the screen!

=====

Alien (Last Dr. Wily Stage)

=====

First and only hint:

Rock... whe... re you? Can you hea...? Ro... ck...

\*\*\*Note: This is more of a communication error.

=====**VII. Game "Glitches"**=====

The glitches that are present in the original Famicom version are also in the Playstation version (including new ones). These may not be all of them (and this game has a ton of glitches), but I know of some glitches that I have not seen anyone else mention. I will list the ones I know or discovered here.

1) -Power-up glitch-

The power-ups Pipi drops seem to randomly disappear before they hit the ground or they seem to duplicate themselves depending on where you stand and how you move after defeating one. You can use this to your advantage and collect a whole bunch of extra lives. It reminds me of that trick in the original Super Mario Bros to gain a bunch of lives.

2) -Phase out glitch-

This seems to be the most well known glitch in the game for the original Famicom/NES version. When you press start to bring up the weapons menu and then resume game play, Rockman will appear to teleport back to the last spot he was on. For a brief moment when that happens, he cannot be hurt. Pressing start constantly will allow enemy projectiles to go through Rockman. You can also extend your jumps by holding either left or right in mid air after a jump by repeatedly (but not too fast) bringing up the weapons menu. This does not seem to work as well when playing in Navi Mode for the Playstation.

3) -Regenerate glitch-

I found this out on by accident and I have not heard anyone else mention it. You can make Rockman regenerate after he is beat by a boss. Let's say you are fighting a boss and he only needs one hit to be defeated and he defeats you but you shoot at him before Rockman explodes. If the shot connects as Rockman is exploding, Rockman will regenerate (looks almost

like an implosion) then the boss will explode and you will get the victory. Your energy gauge will be empty though, but after exploding you should not even be alive. Timing is critical when doing this, not to mention it looks cool. If you do this in Boss Mode in the Playstation version and have other bosses left to fight, you will start the next stage with one energy unit, even if you exploded before and had no energy left.

#### 4) -The Weapon menu background glitch- (Playstation version only)

I found this glitch by accidentally pausing the game at the right time. While playing in Navi Mode (I have never had this happen on Original Mode) if you reach an area where the screen needs to scroll and the action momentarily stops, pressing the "Start" button to bring up the weapons menu can cause the background to scroll when it's not supposed to. For example, let's say you are in the beginning of Clash Man's stage and you climb the ladder to proceed to the second screen. Now once you are there, you jump on the gap that will make you fall back to the lower screen. As you are falling but BEFORE the screen scrolls you bring up the weapons menu. What will happen if timed correctly is that the weapon menu will appear in the foreground, meanwhile in the background Rockman continues to fall and causes the background screen to scroll downward even though the background should be paused. Now here's the major part of this glitch. When you close the weapon menu and return to the game, the background you now see will have the "functions" of the previous screen you were in. What does this mean? It means all sorts of crazy stuff can happen depending where you do this such as you walking in mid-air, climbing the background, or just dying for no apparent reason. This glitch does not help you but I thought it was worth mentioning.

### ====VIII. Secrets and things to unlock=====

- 1) Holding the jump button while selecting your stage will change the stars in the background into a whole lot of small Pipi's (and no I don't mean urine, I mean the bird enemies).
- 2) Hard Difficulty: Complete the game once in Original Mode with a Normal difficulty setting. You should then be able to select it in the Options screen.
- 3) Boss Attack: Complete the game once in Navi Mode with a Normal difficulty setting. This mode will appear under Pocketstation in the Mode Select screen.
- 4) Lives select: Complete the game once in Original or Navi Mode with a Hard difficulty setting. Now whenever you play either Original or Navi mode, you will be able to select the amount of lives you have when you start a new game or load a saved game by using the "L1" or "R1" buttons on the stage select screen. You can start with either 1, 3, 5, or 9 lives.
- 5) Unlock the third page in the Database: Complete the game once in Original Mode with a Normal difficulty setting.
- 6) Unlock the fourth page in the Database: Complete the game once in Original Mode with a Hard difficulty setting.
- 7) Unlock the fifth page in the Database: Complete the game once in Navi

Mode with a Normal difficulty setting.

8) Unlock the sixth page in the Database: Complete the game once in Navi Mode with a Hard difficulty setting.

9) Unlock the seventh page in the Database: Complete Boss Attack once on either Normal or Hard difficulty setting.

10) Get the remixed music from the arcade games in Navi Mode: On the Mode Select menu, highlight Navi Mode and hold the "Select" button. While holding the Select button press either the "Start" or "Circle" button.

11) Start a new game with 4 Energy Tanks with a Hard difficulty setting: This password will allow you to begin a new game with 4 Energy tanks. It works with any difficulty setting but is very useful for Hard because there is no other way to get them in Hard. Please note that although this is a normal password, it is not possible to obtain it by playing the game. Here is the password:

A5, B1, B3, C4, D2, D3, E1, E4, E5.

12) Start on the first Dr. Wily stage with all weapons, items and 4 Energy Tanks: You can obtain this password by playing the game. It works with any difficulty setting but is very useful for Hard because there is no other way to get Energy Tanks in Hard. Here is the password:

A5, B2, B4, C1, C3, C5, D4, D5, E2.

Here's a hint: Instead of completing the game twice from beginning to end on Original Mode and then doing the same for Navi Mode to unlock most of the secrets do the following.

ONE) Play Original Mode on Normal difficulty

TWO) Defeat the first 8 bosses or use a password to skip them

THREE) Save your game progress

Now, any time you need to complete the game on any mode with a specific difficulty, all you have to do is go to the Options screen to change the settings on the difficulty and then play either Original or Navi mode. After that, load your saved game with the first 8 bosses defeated and all you have to do is complete the 6 Dr. Wily Stages to unlock another secret.

====IX. Remixed Music=====

Look at the Secrets section above to see how to get the remixed music. When you use this, you don't get a remix of every song in the game. Only the songs that were used in the two Rockman arcades games will be remixed. The 2 arcade games are called Rockman The Power Battle and Rockman 2 The Power Fighters. Here is a list of the songs:

1) The Player Select music from Rockman The Power Battle is played at the Mode Select screen. This song is a remix of the game title screen music from Rockman 2 for the Famicom.

2) The Ranking music from Rockman 2 The Power Fighters is played on the Password and Continue screens. This song is a remix of the Password music from Rockman 2 for the Famicom.

- 3) The Rockman 1-2 Course Stage Select music from Rockman The Power Battle is played on the Stage Select screen. This song is a remix of the Stage Select music from Rockman 2 for the Famicom.
- 4) The VS Stage Start music from Rockman 2 The Power Fighters is played on Stage Selected screen. This song is a remix of the Stage Selected music from Rockman 2 for the Famicom.
- 5) Bubble Man's stage music from Rockman 2 The Power Fighters is played on Bubble Man's stage.
- 6) Air Man's stage music from Rockman 2 The Power Fighters is played on Air Man's stage.
- 7) Heat Man's stage music from Rockman 2 The Power Fighters is played on Heat Man's stage. Even though Heat Man is in Rockman the Power Battle there was no remix of his song.
- 8) The music played while fighting either Wood Man or Plant Man in Rockman the Power Battle is played on Clash Man's stage. This song is a remix of Clash Man's stage music from Rockman 2 for the Famicom. Clash Man is in Rockman the Power Battle but his song is not played when you fight him, you get Napalm Man's music instead (go figure). This same song was also used when you fight Plant Man in Rockman 2 The Power Fighters.
- 9) The music played when you fight Quick Man in Rockman 2 The Power Fighters is played when you fight a boss. This song is a remix of the music that is played when you fight any boss in Rockman 2 for the Famicom. Quick Man didn't get a remix to his theme in either arcade game.
- 10) The Stage Clear music from Rockman the Power Battle is played when you clear a stage.
- 11) The music played when you fight Mecha Dragon in Rockman 2 The Power Fighters is played in the first two Dr. Wily stages. This song is a remix of the music played in the first two Dr. Wily stages from Rockman 2 for the Famicom.
- 12) The second song played in Rockman's ending from Rockman 2 The Power Fighters is played during the Playstation Staff Roll in Navi Mode.
- 13) The song played when you clear (or lose) Boss Attack mode is from Rockman 2 The Power Fighters. This song is a remix of the Get Weapon music from Rockman 3 for the Famicom.

====X. Frequently Asked Questions=====

Question 1:

Is it worth getting the Playstation version of this game?

Answer to Question 1:

That depends, if you have never played Rockman/MegaMan 2 and you wish to do so or you are a MegaMan fanatic like me, the answer is yes. If you have played or own the NES/Famicom version, you may not want to spend the cash on this, but after reading this entire document you should be able to make your decision. However, between the Famicom/NES/Virtual Console, the PS1/PSN, and the Anniversary Collection (PS2, Gamecube & XBOX), this

is definitely the best console version of this game available. From best to worst version of Rockman 2 I'd say:

- 1) Playstation 1 version (Best version available)
- 2) Playstation Network version (playable on PSP and PS3)
- 3) MegaMan Anniversary Collection version (PS2 & Xbox)
- 4) MegaMan Anniversary Collection version (Gamecube)
- 5) Famicom/NES/Virtual console version (the VC version looks darker).
- 6) Cell phone version (this was released in English)
- 7) the iPhone version (What the fuck happened here?)
- 8) MegaMan 2 part 2, er...MegaMan 9 (just kidding :p )

The PSN version goes down a notch for the pocketstation features.

The Gamecube Anniversary collection goes down one notch because it is missing the arranged music from the PS1 version which both the PS2 and Xbox have. You'd figure Nintendo would have gotten the best version on the Gamecube (or even the Wii) since the series started on their system but that is not the case :(

There are multiple versions of the cell phone game. Some are alright while others or not, but they are all different from the iPhone game that was released.

The iPhone version was an opportunity to make a portable MegaMan 2 that could have been equally as good or even surpassed the original. However, neither of the two happened. They made the game look and play badly and that is unforgivable to a fan of the series. This version was a "cash in" attempt on the popularity of Mega Man 2 because they feel you'll buy it anyway even if it's not up to par.

The versions of Rockman 2 not included on my list such as the Mega Drive Rockman Megaworld/MegaMan The Wily Wars is not on my list because even though it is a remake of Rockman 2, it is very different in terms of various things (especially game mechanics) compared to those that are on the list. Just like MegaMan Universe will have Rockman 2 in it, many things make it almost another game entirely. That makes it difficult to give them a good place on the list. For those two versions it's a matter of personal preference. Although, I like both of those over the original.

As for the Tiger handheld version, that piece of shit doesn't count anywhere. Seriously, why would you want it? You wouldn't play it very much. I'd rather play Rockman World 2/MegaMan 2 on the GameBoy, which isn't as bad as people make it out to be.

As a side note, there are emulators where you can play the PS1 version on your computer or you PSP if you don't have a PS1/PS2 anymore. Search the web for info on that.

Question 2:

What's a Famicom?

Answer to Question 2:

You didn't read the notes section (bah!). Famicom is the Japanese equivalent of an NES (what many refer to as the 8-bit or regular Nintendo).

Question 3:

Why didn't you include a stage walkthrough in this document?

Answer to Question 3:

Again, you didn't read the notes section. Now be a good boy/girl/it and read it now. ^\_^

Question 4:

Will this game work on an American Playstation or any non-Japanese Playstation?

Answer to Question 4:

Normally no, because of the region lock out. You can however get a converter which allows you to play import games by making your Playstation skip the region check. The converters can't damage your console so don't worry. Also, converters do NOT translate the text in the game. Many people get the wrong idea on what a converter is. There is another way besides converters, and that's with a mod-chip in your PS1 or PS2. You can also use a PS1 emulator on a PC, PSP, or even the Xbox and such.

Question 5:

Where can I buy this game or the rest of the Complete Works series?

Answer to Question 5:

Try your local video game store and ask if they sell import Playstation games (this is assuming you don't reside in Japan). Some stores will allow customers to place special orders for import games, so be sure to ask. You can also try shopping online. They appear on eBay auctions every now and then but some people are asking for too much money. All I can say is do not pay more than \$30 for it (the original price for it is 2,800 yen which is about \$29). I've seen places sell them for \$40-65!!! Talk about a rip-off.

Update: I've seen this game selling for ridiculous prices whether it's new or used (over a \$100!!). There were too many copies of this game made for it to sell at such a price. And let's not forget that it was also released at a budget price. So what's up with prices higher than \$20?! This game is also available for the PSP and PS3 as a download in Japan. Even if you don't live in Japan, you can make an account with the Playstation network and get this game (as well as the other games.) This is probably the cheapest way to buy this game. However, the game is still in Japanese.

Update 2: If you can't find the PS1 version cheap (DON'T pay more than \$20) and you have a PSP/PS3, get the Playstation Network version. Just remember that the game is still in Japanese, even in the US. :p

Question 6:

Why is there no English version to the Rockman Complete Works Series?

Answer to Question 6:

Because Sony Computer Entertainment of America does not want older classic titles (unless it's a compilation of them on a single disc) released on the Playstation (or Playstation 2) which will make the system look outdated. Sony of America still applies this rule to this very day. I'm not sure why it was not released in Europe though (if it



were to have been released in Europe, it would have been in English and probably a few other languages as well. That is why I mentioned Europe.) For this same reason, Rockman X3 was not released in the USA for the Playstation (it was released in Europe). Capcom did try to bring the Complete Works to the USA though. The versions on MegaMan Anniversary Collection are missing a lot of features from the Playstation and have a lot of the Navi hints poorly worded. So I really wouldn't count those as the English versions because there are too many differences to count those as the English versions.

Update: I am working on making this game in English. This is a fan translation obviously, not officially from Capcom. Search on youtube for videos of a Complete Works translation and where to get a translation patch once I complete it. It will be available in a few places such as:

<http://www.romhacking.net/trans/>

Search in the playstation section.

Update two: Despite the fact that games from Japan are being released as "Japan Classics" on the PSN, Rockman Complete Works should NOT be among those releases. The reason being is that Rockman is a MAJOR Capcom franchise and is very well known among gamers and more than deserves a proper English localization. For them to release it in Japanese to a non-Japanese audience is ridiculous. I can understand if it was an obscure title in which they probably wouldn't make a profit if they localized it from Japanese to English, such as Gakkou no Kowai Uwasa: Hanako-san ga Kita, but this is MegaMan we are talking about here. For the PSN version, the game was not translated for multiple reasons, but here are two of them:

ONE) They noticed the amount of people creating an account on the Japanese PSN to "import" the Rockman Complete Works games. They know not everyone imports games BUT, many of those people that do, will go out of their way to get the games despite not being able to understand Japanese. So, here is their opportunity to make it "easier" (and profitable with little effort) they released the game exactly as it is on the Japanese PSN. Which means, it's still NOT translated! As if the whole thing wasn't strange enough, it actually has more upsides than downsides to it (that in itself makes it even stranger). What possible upsides to this can there be you say? For one, you don't have to make a Japanese PSN account anymore to import this game. And it's much cheaper than buying those OVERPRICED PS1 versions that many stores and people are selling (don't pay more than \$20 for the PS1 version, and even that is too much these days). It also saves you from having to track it down if you did want to import the PS1 version. Another upside is that if you don't know how to use emulators on your PSP, you now can play this version of the game on the go with less hassle. Even with those upsides, none of them compare to a full proper English localization.

TWO) Another reason is cost. They'd have to spend money on a translator or two to translate the script, along with someone to modify graphics with text, along with a programmer or two, to insert the translated script and graphics into the game and then some people to test the translation before releasing it to make sure it's alright. It would cost them far more to do all that than to just release it as is. But for a major company like Capcom, which is

my favorite video game company, I am very disappointed that they did this (many other people will be as well). It's been more than 10 years now and they still have not localized it in English. There were two previous attempts to do this, but neither came through unfortunately. The first attempt got canned thanks to sony and the second attempt was for the Anniversary Collection which was never finished (I will post a video about this unfinished version on youtube and a link to that video will be placed here).

Question 7:

Are you sure you can't save your game progress past the first Dr. Wily Stage?

Answer to Question 7:

I am certain that you can NOT do so. At least not playing the game normally... This game isn't super long. Why skip stages?

Question 8:

How can I save my game progress to the memory card inserted on the second slot of my Playstation?

Answer to Question 8:

There is no option to do so!!! That is quite strange but it really isn't that big of a deal unless you are lazy =)

Question 9:

Since Beat makes an appearance in the game, is it possible to use him the same way you do in Rockman 5 (MegaMan 5)?

Answer to Question 9:

Nope. It would be nice, but it's not possible to use him. He shouldn't even be in this game but I already explained that in the Navi mode section.

Question 10:

What is Rush doing on the Mode Select Title screen and the Capcom logo screen, does this mean he can be used in the game?

Answer to Question 10:

Nope. Story line wise, Rush does not exist until after the second game in the series. Although it would be great to use Rush in this game, it would mess up the story line. But hey, Beat is already here when he shouldn't be, so they might as well have thrown in Rush too.

Question 11:

Can you have the remixed music on Original Mode? What About Boss Attack?

Answer to Question 11:

Nope, you can't. I've looked into the game's code to see where the pointers to the music are and the remixed music is only set up for Navi Mode, unless you hack the game to change that. Original Mode and Boss Attack share the same music pointers (unlike Navi Mode) so that is proof that you normally can't have the remixed music on those modes (unless you hack the game).

Question 12:

Do you unlock anything for clearing the game on an Easy difficulty setting?

Answer to Question 12:

Well there is one thing you get, a nice pat on the back and a round of applause and the game will be in English! But seriously, you don't get anything at all unlike Rockman 4-6. :P

Question 13:

Why is Crash Man called Clash Man in this version?

Answer to Question 13:

Time for a little Japanese school lesson. In Japanese there is no true "R" sound, they use a soft "L" to pronounce English words that have an "R" in it to approximate. For example, Rockman in Japanese is pronounced "Loku Mon". The "o" and the "u" are pronounced very brief and the sounds are cut short. Another thing that gets many people get confused is that when Japanese words are written in Romaji (that's English letters A-Z for those of you that do not know) an "R" is used instead of an "L". Because of this, people think that there is no "L" sound in Japanese when that is not the case at all. To make it even more confusing the characters "RA RI RU RE RO" in Hiragana and Katakana can also sound like "LA LI LU LE LO" depending on how the person is speaking. So which name is correct, Clash Man or Crash Man? 'Technically, it's Clash Man,' but in Japanese it does not really matter if it's Clash or Crash because of the way the name is pronounced. Also, in English, Clash Man makes more sense than Crash Man. But both names make sense due to the meaning of both words Clash and Crash and his weapon.

Question 14:

You mentioned that the game is emulated and is small enough to fit into the Playstation's RAM without needing to load the game much. With the game being so small, why didn't Capcom put Rockman 1, 2, 3, 4, 5, and 6 on a single disc?

Answer to Question 14:

It was originally planned to have a compilation of all 6 games on a single disc. But, the music itself is not emulated, it was recorded into one of the audio formats the Playstation uses and it streams off the disc. Because of this, the music takes up a lot of space on the disc (more than a couple hundred mega bytes, which is very large). Thus, putting all 6 games on a single disc this way is not possible. Even with the music streaming off the disc it, the music could have been formatted where it loops where necessary, thus taking up FAR less space on the disc (I'm not a programmer and I know how to do this and I've done it!). But what they did instead was this, they recorded the original music and had it loop for a little over 5 minutes as a single sound clip. Then the music would start over again when finished. This takes tons more space than the songs actually should. Of course this was purposely done, so that the games would not be so small they could easily be copied right away.

Question 15:

Is the Playstation capable of emulating the game and music?

Answer to Question 15:

Yes, and perfectly I might add.

Question 16:

If your answer to question 15 is true, then why didn't Capcom emulate the music?

Answer to Question 16:

There answer is simple but long. Making a perfect emulator is time consuming, even for an old system like the Famicom/NES. The original project was to have all 6 games emulated perfectly on a single disc (That's where the Rockman Complete Works tile comes into play). But that project was put on hold many times (so many, I surprised it came out at all). Video game companies all prioritized what games are produced first. At the time, this project was not top priority (that seems to be a trend for Rockman games unfortunately) and not only that, Sony Computer Entertainment of Japan was not too thrilled about approving this project. All games must be approved by Sony before they are released for the Playstation, otherwise the developers would be wasting their time and money producing a game that cannot be released legally (and if the game isn't released there is now way they will make money from it). When Sony of Japan finally approved the project, Capcom gave the staff of this project a limited time to get it done. All developers have a deadline to meet no matter what game project they are working on. If the project does not meet that specific companies standards by the deadline, either the project is altered to meet the standards or cancelled completely (the latter being the case with the Sega Saturn version of the Complete Works). In the limited amount of time that the programmers was given, they couldn't emulate the game with music perfectly. The programmers knew this before the deadline was up. Of course, if they were given enough time they could have done so. So they did what I mentioned in the answer to question 14 to avoid having this project cancelled. Not only that, they threw in all the extras that I mentioned earlier throughout this document (Navi Mode, Database, and so on). Capcom also granted them a little extra time to work on Rockman 4-6 (mostly for the remixed soundtracks).

Question 17:

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

Answer to Question 17:

Capcom planned to have the "original project" for both Playstation and Sega Saturn and it was to be produced and released for Playstation first, then the Saturn. Capcom did this with all the Rockman games that were released on the Saturn (they did this with a lot of their Saturn titles). The Saturn versions were done second so that they could be done better than the Playstation version (and Sony quite aware of this when Capcom released many games on the PS1 such as Street Fighter Alpha 2 on both systems). But because Capcom had to wait so long for the Playstation version approval, by the time they got it, Sega told all their third party developers to cancel all their projects that they have planned or were currently working on for the Saturn and do them on the Dreamcast instead. Capcom did just that as they released Biohazard 2 (Resident Evil 2), Marvel vs Capcom 1, and El Dorados Gate for the Dreamcast (all of which were Saturn projects at the time). Unfortunately for us MegaMan

fans, the only project that didn't make it to the Dreamcast was the Complete Works series. Technically it's Sony's fault for Sega not getting a Saturn or Dreamcast version. But it's a smart strategy Sony has been using for years which has given them many exclusive Playstation titles from third party companies.

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

Question 18:

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

Answer to Question 18:

Believe me, I wish they had done so (MMMmm, 32-bit version of MegaMan 2). If they were to have done this, they staff would have needed more time, which is something I that they weren't given much of as I already explained in the answer to question 16. This is bound to happen some day on a newer console though. =)

Update: It almost happened for the PSP. It was planned to reboot the whole series on the PSP. Unfortunately, the sales of the first game didn't meet the company's financial expectations. So the remakes of Rockman 2-7 were cancelled. Capcom should have made the remake on the DS as well. Those versions would have done well financially. They should know that by now.

Update 2: Looks like MegaMan Universe will be the "filler" for the PSP Rockman Rockman 2/MegaMan Powered Up 2 which will sport a remake of this game or at least it will be heavily based on it as well as other games in the series.

Question 19:

Why are you so technical with your answers?

Answer to Question 19:

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

Question 20:

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

Answer to Question 20:

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

====XI. Closing statement=====e=====

I hope you enjoyed or find this document useful. Especially since to this day there is no full English version of this game. Although it almost happened twice, such as for the MegaMan Anniversary Collection, but apparently like many things in life, money and time was an issue. :(

As a side note, the Navi system in this version and the Mode Select screen (which looks similar to a PET from Battle Network) as well as the data chips MegaMan gets in Super Adventure Rockman (another Rockman game not released in English) must have heavily inspired what is used in the Battle Network spin-off series.

==Fun facts:==

- 1) Some of the unused graphics that were redundant/unnecessary and/or glitched in the Complete Works version of Rockman 1 were removed from this version. However, there are still remnants of unused graphics that remained in the game files. Most of them are stuff from Rockman 3, which are probably leftovers from when the six games were originally going to be one on disc. Most of them even reappear yet again in the Complete Works version of Rockman 3 and are still unused even though some of them say "Rockman 3" right on them.
- 2) There are also some unused graphic leftovers from the Famicom version for backgrounds and some enemy sprite movements.
- 3) Just like I mentioned in my FAQ for the Complete Works version of Rockman 1, while working on my English hack for the game, I came across another stage hint that is programmed into the game but doesn't appear while playing. This time it's in Mecha Dragon's stage. It seems to have been disabled on purpose, possibly due to it not applying while playing on the Hard difficulty setting (but then again some other hints are like that and they are not disabled). But, my English hack will have this hint enabled so it shows up while playing the game. YAY again!

====XII. Credits and thanks=====

1. Thanks goes to Capcom and all of its staff involved with the Rockman series and the Complete Works versions.
2. Thanks to GameFaqs and its staff for hosting my document and for maintaining an awesome website and for keeping such documents free unlike some other sites.
3. Last Cetra for helping me on translating all the hints in Navi mode and many other things.
4. Thanks to VixyNyan for confirming that the re-released discs of this game in 2003 and 2007 have the same contents of the original release from the original one in 1999. Also, for giving me the idea to include the PS1 version staff credits here.
5. Myself for taking the time to write this document.
6. You, the reader, for taking the time to read this document.

====XIII. Complete Works Staff credits=====

These are the names of the people involved in the making of this version of the game. You see their names when you clear Navi Mode. Thanks to Last Cetra for helping me translate the ones I wasn't to clear on.

"Director"                      "Program Director"  
Ooko 007                         Asada Kazumi

"Programmer"  
Aratono Katsumi  
Nezumi-Otoko Alpha [Rat-Man Alpha]  
Murase Osamu

"PokeRock Programmer"        "Support"  
H.Yam                           Suzuki Issa  
                                  Tanohata Tsuyoshi

"Graphic Design"  
RYUTARO's MAMA  
Katagiri Hideaki  
Uchimura Sadao  
Hase Kouichi  
                                  Ichinoji  
                                  Den-Ken

"Sound"  
Kajino Toshio  
Tanaka Naoto

"Package Design"  
                                  HIDEKI  
HIGURASHI-RYUJI  
                                  UKABIN

"Software Manual"  
Y. UCHIDA

"Test Player"  
Hashimoto Takashi  
Kobayashi Shounen Ginkou  
Onizuka Raizou  
Hagimura Ayato

                                  Itogawa Hiro  
                                  Kamura Naoki  
                                  Seo Takahiro

"Special Thanks"  
Hosoda Kazuyuki  
                                  Bob Hoffman  
                                  Frog Man  
Matsui Takashi  
                                  Kimura Shinji

Kondou Ryousuke  
Yamamoto Mayumi

Inafune Keiji  
H.K  
Shinohara Masashi

Capcom All Staff

"Executive Producer"  
Okamoto Yoshiki

"General Producer"  
Funamizu Noritaka

"Producer"  
Minami Tatsuya

DeGamer - 2000, 2004, 2010, 2011

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