

# RockMan VI (Import) Complete Works version FAQ

by DeGamer

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Rockman Complete Works:

Rockman 6 The Greatest Battle In History 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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====I. Introduction=====

Hey and welcome to my Rockman 6 The Greatest Battle In History FAQ for 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.

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 3 times in Japan so far, with one release still pending, making it a total of 4.

- 1) Original Release: December 9, 1999 (Product Number - SLPS-02379)
- 2) PSOne Books Re-release: June 26, 2003 (Product Number - SLPM-87269)
- 3) Re-release as part of the Rockman Special Collection: December 2003 (Same product number as the one above)
- 4) Downloadable game on the Japanese PSN yet to be announced. It will then be available for the US on the PSN shortly after that release. However, unfortunately/fortunately it won't be localized. It will bear the title as a Japan classic, which is (still) unbelievable!

Versions 1, 2, & 3 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 and 3 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 on the PSN is more than likely the same as well.

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.

## ====II. Notes=====

There are some small differences between Rockman 5 for the Famicom and its English counterpart MegaMan 5 for the NES (Nintendo Entertainment System). The biggest difference (besides the obvious change of name and language) is that the opening introduction song is completely different. I don't see why this was done though since it wasn't necessary. 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.

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.

Now, let's continue...

====III. What's New to the playstation version=====hc===

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 near perfect. There's some issues with some of the sound effects, but nothing major to worry about since everything else is fine. The game is also small enough to fit almost entirely into the RAM of the playstation. 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 the bosses and Mr. X). Obviously, the Famicom version didn't 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 cannot save your game progress beyond the first Mr. X stage. Also, as far as I know, there were never any passwords to skip ahead of the first Mr. X stage anyway. 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. This game does not share the same interface nor the same "Mode Select" title screen that the Complete Works versions of Rockman 1-3 used. The Mode Select title screen is specific to this game and so is the Mode Select menu just like Rockman 4 & 5. 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 only has one demo of the game playing (The intro doesn't count). There is also a Capcom logo with Rockman, Rush, & Beat 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) There is a Dr. Light Laboratory mode where you can see artwork and information on all the characters in the game (including some that are not in the game). This mode is an upgraded Database Mode that was used in the Complete Works versions of Rockman 1-3 with some additions. Dr. Light's Laboratory starts out practically empty. You fill it up as you play the game. You also get special power-ups for Rockman here that you can use in Navi and Mission Mode. They're the same power-ups used in Complete Works versions of Rockman 4 & 5. These power-ups are actually part of the things you can do in the debug mode (which isn't normally accessible). You have to earn them with points by playing the game. Since this section alone is very large, I wrote a separate document for it. The document is available on GameFaqs under Rockman 6 titled "Dr. Light Laboratory". This was a really cool addition, but it can be a

pain filling up the database sections of the Lab though since some enemies/bosses you don't encounter much/so quickly.

8) 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).

9) 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.

10) 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=====

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) Dr. Light Laboratory
- 4) Options
- 5) PocketStation
- 6) Sound Room (Must unlock)
- 7) Mission Mode (Must unlock)

Below is an explanation of each of the 7 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 Mr. X 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, if you press "Triangle" on the Password screen you will return to the title screen in case you don't want to input or don't have a valid password to enter. The Complete Works version of Rockman 4 didn't have this feature, which left you "stuck" on the password screen and forced you to do a manual soft reset with the controller if you didn't enter a valid password. You weren't able to leave the password screen on the Famicom/NES version in this manner.

Third, 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. Also, like the Complete Works version of Rockman 4, the other two shoulder buttons for other items in the weapons menu. You can use "L2" to use

Beat and use "R2" to change between the different forms of the Rush armors.

Fourth, you now have a second menu that you can bring up by pressing "Select". The interface for this menu is different from the one used in the Complete Works versions of Rockman 1-3. And for some reason they removed the option to return to the Mode Select screen (but there's a way to do it). You have several options in this menu (which I'll explain in the Select Button Menu section) where you can change your button configuration, reset the game to the title screen, view your current password, a map of the stage you are on, and some other things. You are now timed on how long you have been playing underneath the last option in this menu.

Fifth, some of the sound effects tend to mess up every now and then. It's not a big deal though. I guess since this was the last of the Complete Works series, they rush it a bit for its release.

Sixth, after the ending (or the Staff Roll in Navi Mode) there's a screen that congratulates you for clearing the entire game. As a present, it will tell you anything you have unlocked and will remind you to save in Dr. Light's Lab. Underneath that, it displays your total game time. There is an image of Dr. Wily in his Mr. X disguise and a close up of both Rockman and Dr. Wily in the background. It also tells you to save in the Dr. Light Laboratory.

## 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 upper center part of the screen when you reach certain areas. If you press "Select" when the exclamation point appears, Dr. Light 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). It's like having a built-in strategy guide. The hints are all written in Japanese though. There are a few areas where they point out things that are not so obvious. Last Cetra has translated the hints, which I listed in the Navi Mode hints section.

Second, your energy gauge is replaced with one that look 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).

Third, you get a different full screen weapons menu when pressing start, which looks somewhat similar to the one used in Original Mode, but it's more detailed/colorful. Also, when you highlight a weapon or item, there will be a description of it on the bottom right hand side next to the Energy Tanks along with an icon of what you've highlighted. The weapons layout in this menu (when you have them all) is as follows:

Normal

Jet

Power

Rock Buster	Plant Barrier
Yamato Spear	Knight Crusher
Wind Storm	Silver Tomahawk
Blizzard Attack	Kentauros Flash
Flame Blast	Beat
Energy Tanks	

Fourth, Eddie appears with a jetpack at certain areas of some stages with an arrow telling you where to go. This actually comes in handy at certain points for first time players. In the areas that have multiple paths, Eddie usually points you in the easier direction or one that leads to a secret.

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. Underneath the gauge it also shows either Mr. X's or Dr. Wily's logo.

Sixth, there is new arranged music in Navi Mode. You don't need to hold the "Select" button when highlighting Navi Mode unlike the first three Complete Works games. A couple of songs come from one of the arcade games (Rockman 2 the Power Fighters). The rest of the arrangements were made for this version. I really love that Capcom did this, but I wish they had done the same with the Complete Works versions of Rockman 1-3. Out of all the new additions, this is probably the biggest highlight for me about the playstation version because I really like the music and the new musical arrangements kick ass!

Seventh, you can earn special power-ups to use in Navi Mode (and Mission Mode) to give Rockman a boost in his abilities. Once you gain them, you equip them in Dr. Light's Laboratory (go further down in the document to see what Dr Light's Laboratory is). There will be some sort of large icon (above where the exclamation point appears) which will indicate what one or two power-ups you have equipped.

Eighth, some of the sound effects are different. For example, when you get hit, you will hear the same sound effect that is used when you cause damage to an enemy.

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 some of the stages in the game.

### 3) -Dr. Light Laboratory-

The Dr. Light Laboratory is a new addition to the playstation. It's a combination of the Database mode (with a different interface) from the Complete Works versions of Rockman 1-3 (except it's split into a few sections) and adds the special power-ups to use in Navi Mode that I mentioned earlier. The Database portion contains artwork (including some of the new art) and information on almost every character in the game. This information includes profiles, enemy/boss details (weaknesses, energy, how much damage they inflict to Rockman, and how many times you have encountered them). There are 69 pages total in the Database (Enemy, Boss, & Illustrations), but you only start off with one of them. The

other pages are unlocked as you play the game (also see the Secrets section) and the more enemies you defeat will go towards the BattleData needed to unlock the special power-ups. The music played here is a remix of the from Password screen from the original game. I made a separate document which contains all of the information and a translation so that you understand what's what. It is available on GameFaqs.com titled "Dr. Light Laboratory Guide". Due to the size of that information, I didn't include that here because it alone is quite a bit. Also, to save anything that you have gained or unlocked in the lab, you must Save to memory card from this menu in order to not lose anything once you power off your game console. For full details on how to Save or Load in the Lab, read the other document I made for this mode.

#### 4) -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- Stereo Monaural

##### -Memory Card- Load Save

##### -Rockman Spare Body- 1, 3, 5, 9 (you have to unlock this option)

##### -Back to Mode Select-

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 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 to pick up what so ever and defeated enemies don't drop them either (except for the boss rematches on the third Dr. Wily Stage). Not even Eddie shows up in the rooms where you would normally see him, of course, you still get the weapons from the main bosses and other items you can equip from your weapons menu. 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.)

Sliding (Highlight and press a button you wish to set it to. It is the "Circle" button by default. Also note that it actually says "sliding" instead of just "slide".)

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.)

Beat (Highlight and press a button you wish to set it to. It is the "L2" button by default.)

Rush Change (Highlight and press a button you wish to set it to. It is the "R2" button by default.)

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

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.

### Note:

There is no longer an Auto Rapid option like there was in the Complete Works versions of Rockman 1-3.

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 if 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 in Navi Mode (or Mission Mode), 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 for the Databases in Dr. Light's Lab (see the Dr. Light Laboratory section for more information) nor the special power-ups you earn. 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 that menu separately. Fortunately, when you run the game these settings are automatically loaded (assuming you had your memory card inserted before turning the game on). You can also save Mission Mode, Sound Room, and Rockman Spare Body (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.

#### -Rockman Spare Body-

You must unlock this option (read the Secrets section). It will allow you to select how many lives to start with when you play the game. However, it does not apply to Mission Mode.

#### -Back to Mode Select-

This is self-explanatory. Need I say more?

#### 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 6 or PokeRock 6 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 6 where you can level them up to have more energy bar 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 PokeRock Link section in Dr. Light's lab. This leveling up will affect the characters in Navi & Mission Modes only. Their energy 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 those boss fights more challenging. Rockman at max level 99 will inflict more damage with his buster. He will also inflict slightly more than twice the normal damage when using a bosses weakness against them. The mini game is a cool idea to let you power-up the characters even when you are on the go, but the mini game itself is nothing breathtaking, so don't be upset if you are missing on it. BUT, the features it allows you to add to Navi and Mission Modes are very cool and will breathe new life to this classic. Although having Rockman maxed out makes the game ridiculously easy.

Here are some screenshots I uploaded of PokeRock 6:  
<http://img269.imageshack.us/img269/6517/pokerock6.gif>

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

#### 6) -Sound Room-

Look at the Secrets section to see how to unlock the Sound Room. When you select this on the Mode Select Screen, a sub-menu opens. The first line says "Sound Room". The second line says "Sound Number" and has the number of the song next to it (there are 69 songs in total, 00 also counts). Use the left and right on the directional pad to scroll through the songs. The third line says "Return to the Mode Select Screen". And under that is says "Circle" to play and "X" to stop. Look in section X "Sound Room (Original Soundtrack & Arranged Soundtrack)" to see what the names of the songs are.

#### 7) -Mission Mode-

Look in the Secrets section to see how to unlock this mode. This is a new mode that replaces the Boss Attack mode that was used in the earlier Complete Works version of Rockman 1-3. When you select this option on the Mode Select screen, you will be taken to a Mission Select screen. The arranged version of the Stage Select music is played here. Notice the last option here is to return to the Mode Select screen. There are four missions total. You must clear them in order, which means you can not go to Mission 2 if you have not cleared Mission 1. The arranged music tracks will be played on all the missions as well (unlike the Boss Attack mode I mentioned above). Read the Mission Mode section for more details.

====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-

-Map-

-Button Configuration-

-Adjust Screen-

-Return to Title Screen-

Above the "Resume game" option is the level of difficulty that you are playing on. Under the "Return to Title Screen" option is the total time you have been playing the game (this will help all you speed runners keep an accurate game time). To the left of all that is the password for the stages you've cleared so far. Passwords do not take you beyond the first Mr. X stage. Below is a full description of the options mentioned above.

-Resume game-

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

-Map-

This shows a simple but helpful map of the stage you are currently on. The name of the stage you are on is also shown. The squares with an "S" indicate the starting point of the stage. The "blue" squares are normal parts of the stage. The "green" squares are the continue points of the stage if you lose a life. There is always one about half way through each level and one right before the boss room. The "yellow" squares are where Eddie shows up to give you a power-up. The "Red" squares are the boss room and these are always at the end. Some stages have more than one boss room (once you go to one, you can't turn back to go to the other unless you replay the stage again). The current room (or square rather) you are in will flash. Some stages have multiple paths much more so than the previous 5 games and there are some have hidden rooms too.

-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 "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 any of the newer television sets.

-Return to Title Screen (and also Mode Select 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. If you select "Yes", you'll return to the "game" title screen. If you select this option while playing a mission in Mission Mode, you will be returned to the Mission Select screen.

The option to "Return to the Mode Select" that was present in the Complete Works versions of Rockman 1-3 was removed from this game. Instead, you have to press "L1, R1, Select, and Start" simultaneously to soft reset the game back to the Mode Select.

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

===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 lower right hand side. Press the "Select" button and you will be

prompted with a message asking if you wish to load a game 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)===Dr. Light Laboratory Database saving/loading===

In this mode, the menus on the right are as follows:

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

In order to save or load the information you have gathered in the Database, highlight the 6th or 7th option from this menu. Depending what you choose, you can either load or save the Databases in the same manner you would load or save the Options screen settings.

====V. Mission Mode=====

\*Look in the Secrets section to see how to unlock this mode.

When you start a mission, you will not have any lives remaining. You can pick up extra lives that an enemy might drop along the way as long as the difficulty is not set to Hard. And depending on the mission, you may or may not start with weapons and items.

Also, near the bottom right side of the screen will be a timer. If you have not completed the mission within the time limit, you'll explode. The timer doesn't stop when you open the weapons menu nor when the screen is scrolling. It is possible to make the timer go past the limit by either going to the weapons menu or having the screen scroll, but Rockman will explode as soon as you return to the game.

The objective of Mission 1 is the showdown with Mr. X. You start on the final Mr. X stage and have 3 minutes to clear it, which is enough time, but you cannot afford to waste any of it. You also start with all the weapons and items. Overall it's an intermediate mission.

Mission 2 is called the power battle (not it's not the arcade game, but that would have been fucking awesome!) and you have 3 minutes to clear it. You have to defeat the 4 bosses of the Mr. X stages and the bosses of the first two Dr. Wily stages. You start in the rooms that are right before the boss room. You also start with all your weapons and items here. I think this is the hardest mission because you must fight all of them with one energy gauge. You don't get any energy capsules either. These bosses are not difficult to defeat, but you can easily lose just as you can easily win.

Mission 3's objective is to battle the robots of Dr. Wily (they are actually not his but whatever). Anyway, you start in the last room of the third Dr. Wily stage (the one with the teleport system that takes you to the rematches against the 8 main bosses of the game). You only start with the Rock Buster (no Rush Jet or Rush Power!) and have 5 minutes to clear the mission. You DO get a energy capsule (even on a Hard difficulty setting) after defeating each one. This mission is basically the Boss Attack mode used in Complete Works version of Rockman 1-3 only this time you won't know who you are fighting unless you already know what teleport

hatch takes you where. And no, you do not fight Wily Machine 6 here. Be sure to leave the room after defeating the 8th boss since the timer will still count down until you do so. This mission isn't as difficult as Mission 2, but don't get careless.

Mission 4 is the final Dr. Wily stage. You have 3 minutes to clear it. Again you start with all your weapons and items here. This mission is the easiest and you should have no problem clearing it.

Mission Mode really isn't all that difficult, with some exception for Mission 2. And to make things easier, you are allowed to use the special power-ups from the Dr. Light Laboratory, which might have some veterans complaining. Even if you couldn't do this, people would have complained anyway as to why it's not possible. Either way, it's a lose/lose situation.

After you clear a mission, you will be given a Result screen with your total time, the best time under it and two choices under that. The first choice is to challenge the mission once more and the choice under that is to return to the Mission Select screen. Make your choice and press "Circle". Also, while on this screen, the music played is a remixed version of the "Get Weapon" track from Rockman 3 for the Famicom. This version of the remix comes from the second arcade (Rockman 2 The Power Fighters).

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

#### ====VI. 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 laying 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, Eddie never shows up to help you, and you don't even get any Energy Tanks! There is ONE exception to this unlike the other Rockman games of the Complete Works series. You DO get the energy capsules after defeating each boss on the third Dr. Wily stage. They also seem to have forgotten to remove the yellow squares on the map that tell you where Eddie shows up.

All this may sound cheap, but it actually isn't. Unlike the other games of the Complete Works series, your items here (Rush Jet and Rush Power) have an unlimited amount of uses. Plus, it is not really necessary to use Beat for any particular area of any stage unless you want additional help. If you feel that you still need a walkthrough for a stage in this game on Hard, email me about it and I will update this document with the stage you request.

#### ====VII. Navi Mode Stage Hints=====

When playing in Navi Mode, a yellow exclamation point will appear on the upper center of the screen when you reach certain parts of each stage. If you press "Select" when the exclamation point appears, Dr. Light 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.

Stage hints will be available in the next update.

====VIII. 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, but I know of some glitches that I have not seen anyone else mention. I will list the ones I know or discovered here plus the ones you may already know just for completeness sake.

1) -Wall/Collision detection glitch-

The walls and floors in the boss room of the first Dr. Wily stage (where you fight Mechazaurus) are seriously messed up. You can get stuck just about anywhere, even under the boss himself! If this happens to you, you might be able to get unstuck by constantly jumping. This does not always work though. This should not happen too often since this boss is easy to defeat.

2) -Ladder glitch-

It is possible to move while shooting on ladders. I have done it several times but I'm not sure what triggers this. If you know, please share. :)

3) -Rock Buster charge glitch- (Playstation version only)

I know I mentioned that some of the sound effects tend to mess up, but the sound of the Rock Buster being charged is the worst of them all. You can lose a life and still have the sound effect being played. You can even have it played throughout the entire epilogue and staff roll (Staff Roll are the credits). Just charge the Rock Buster before it the epilogue starts.

4) -Power-up glitch-

Sometimes if you pick up a power-up it does not register that it was picked up and just disappears. I don't know what causes this, but it's happened to me on a few occasions. I never had this happen to me on the NES and Famicom versions.

5) -No damage glitch-

If you hit a boss AFTER they are no longer stunned (when they stop flashing) sometimes they take no damage. Thankfully this doesn't happen often. I never had this happen to me on the NES and Famicom versions.

=====IX. Secrets and things to unlock=====

1) 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.

2) Mission Mode: Complete the game once in Navi Mode with a Normal difficulty setting. This mode will appear as the last mode on the Mode Select screen.

3) Sound Room: Clear the four missions in Mission Mode with either a Normal or Hard difficulty setting. The sound Room will be available in the Mode Select screen under the pocketstation mode.

4) Rockman Spare Body: Complete the game once in either Original or Navi Mode with a Hard difficulty setting. Now in the Options screen under the Memory Card option you will be able to select how many lives you can start with when you play a game. This does not apply to Mission Mode. You can start with either 1, 3, 5, or 9 lives.

5) Play without a helmet: On the Mode Select screen, highlight either Original, Navi, or Mission Mode and hold "R2". While holding "R2" press the "Start" or "Circle" button. When you begin playing, Rockman won't have his helmet. He sure has a lot of hair and it even glows when you charge the Rock Buster. ^\_^

6) Unlock the Power-Ups in the Dr. Light Laboratory:  
Each power-up requires you to gain a specific amount of Battle Data points while playing the game. Here are the power-ups and the amount of points needed to obtain each one of them:

Hyper Jump- 20 Points	Hyper Charged Shot- 320 Points
Auto Charge- 40 Points	Power Shot- 640 Points
Energy Saver- 80 Points	Hyper Charger- 1000 Points
Hyper Shot- 160 Points	Speed Up- 2000 Points

7) Unlock page 71 in the Illustration Data:  
Clear the game once in Original Mode with an Easy difficulty setting.

8) Unlock page 72 in the Illustration Data:  
Clear the game once in Navi Mode with an Easy difficulty setting.

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

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

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

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

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

14) Unlock page 78 in the Illustration Data:  
Complete the Enemy databases in Dr. Light's Laboratory.

15) Unlock page 79 in the Illustration Data:  
Complete the Boss databases in Dr. Light's Laboratory.

16) Get the Energy Balancer:  
On Tomahawk Man's stage three screens before the boss on the upper path, there is a ladder and has spikes right under it. To the left of this is a block that can be broken. Use the Rush Power and go to the next room to meet Blues, who will give you the Energy Balancer.

17) Secret Rooms: There are hidden rooms in some stages and some of them are not so obvious. Be sure to look out for any cracks on a wall and use the Rush Power to break it. There are too many hidden rooms to list, but I mention this so that you can an eye out for them.

18) Start on the first Mr. X stage with all weapons and items: You can obtain this password by playing the game. It works with any difficulty setting. Here is the password:

B6, D4, F2, F4, F6

Here's a hint: Instead of completing the game thrice 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 setting, all you have to do is go to the Options screen to change it 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 4 Mr. X stages and then 4 Dr. Wily stages to unlock another secret.

====X. Sound Room=====

Look at the Secrets section above to see how to get the Sound Room. I got the names of all the songs from the Capcom Music Generation: Famicom Albums - Rockman 1-6 in case anyone is wondering. That is a three disc collection contains the entire soundtracks to Rockman 1, 2, 3, 4, 5, & 6.

Sound numbers 1-35 are the arranged tracks, most which are new for the Playstation version and a few that are taken from Rockman 2 The Power Fighters and one from Marvel vs Capcom 1. Sound numbers 36-68 are the original soundtrack.

- Arranged Soundtrack-

Sound Number 00: Mode Select Screen

Note: This song is the Player Select music from Rockman 2 The Power Fighters. This song is a remix of the game title screen music from Rockman 2 for the Famicom.

Sound Number 01: Opening  
Sound Number 02: Title  
Sound Number 03: Stage Select

Note: This song is the mode select music from Rockman 2 The Power Fighters. This song is a remix of the Stage Select screen music from Rockman 6 for the Famicom.

Sound Number 04: Stage Start  
Sound Number 05: Wind Man Stage  
Sound Number 06: Blizzard Man Stage  
Sound Number 07: Yamato Man Stage  
Sound Number 08: Flame Man Stage  
Sound Number 09: Plant Man Stage  
Sound Number 10: Centaur Man Stage  
Sound Number 11: Tomahawk Man Stage  
Sound Number 12: Knight Man Stage  
Sound Number 13: Boss  
Sound Number 14: Stage Clear  
Sound Number 15: Get Weapon  
Sound Number 16: Mr. X Stage Map  
Sound Number 17: Mr. X Stages  
Sound Number 18: Game Over  
Sound Number 19: Password - Continue  
Sound Number 20: Dr. Wily Stage Map  
Sound Number 21: Dr. Wily Stages  
Sound Number 22: Final Battle  
Sound Number 23: All Clear  
Sound Number 24: Boss Staff Demo  
Sound Number 25: Blizzard Man Demo  
Sound Number 26: Centaur Man Demo  
Sound Number 27: Flame Man Demo  
Sound Number 28: Knight Man Demo  
Sound Number 29: Plant Man Demo  
Sound Number 30: Tomahawk Man Demo  
Sound Number 31: Wind Man Demo  
Sound Number 32: Yamato Man Demo  
Sound Number 33: Staff Roll  
Sound Number 34: Playstation Staff Roll

Note: This song comes from Marvel vs Capcom Clash of Super Heroes, which is Roll's stage music. This time it is uncut.

Sound Number 35: Mission Mode Result

Note: This song is the mode select music from Rockman 2 The Power Fighters. It is a remix of the from Get Weapon screen of Rockman 3 for the Famicom.

-Original Soundtrack-

Sound Number 36: Opening  
Sound Number 37: Title  
Sound Number 38: Stage Select  
Sound Number 39: Stage Start  
Sound Number 40: Wind Man Stage  
Sound Number 41: Blizzard Man Stage  
Sound Number 42: Yamato Man Stage  
Sound Number 43: Flame Man Stage  
Sound Number 44: Plant Man Stage  
Sound Number 45: Centaur Man Stage  
Sound Number 46: Tomahawk Man Stage

Sound Number 47: Knight Man Stage  
Sound Number 48: Boss  
Sound Number 49: Stage Clear  
Sound Number 50: Get Weapon  
Sound Number 51: Mr. X Stage Map  
Sound Number 52: Mr. X Stages  
Sound Number 53: Game Over  
Sound Number 54: Password - Continue  
Sound Number 55: Dr. Wily Stage Map  
Sound Number 56: Dr. Wily Stages  
Sound Number 57: Final Battle  
Sound Number 58: All Clear  
Sound Number 59: Boss Staff Demo  
Sound Number 60: Blizzard Man Demo  
Sound Number 61: Centaur Man Demo  
Sound Number 62: Flame Man Demo  
Sound Number 63: Knight Man Demo  
Sound Number 64: Plant Man Demo  
Sound Number 65: Tomahawk Man Demo  
Sound Number 66: Wind Man Demo  
Sound Number 67: Yamato Man Demo  
Sound Number 68: Staff Roll

As a side note, the music played in Dr. Light's Laboratory, which is a remix of the from Password screen of Rockman 6 for the Famicom, is not here. It is different from Sound Number 19. Also, both arcade games had a remix of Blues' whistle, but Capcom didn't use it the this version. Also, both arcade games had a remix of Blues' whistle but Capcom didn't use it the this version.

#### ====XI. 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 6 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. I'd get it because 4 is my favorite from the original 6 games. 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 6 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
- 6) Cell phone version

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 :(

The Virtual Console version hasn't been released yet, but it will be the same as the Famicom/NES version.

There are multiple versions of the cell phone game. Some are pretty good, while others are not.

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

Question 2:

Famicom? What's that?

Answer to Question 2:

You didn't read the notes section (grrr!). 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?!

Update 2: This game is will also be available for the PSP and PS3 as a download on the Japanese PSN Game Archives later this year and then sometime afterwards it will come to the US on the PSN. If you want to get it early, you can get it from the Japanese PSN even if you don't live in Japan. You just have to make an account with the Japanese playstation network and you'll be able to get this and other games as well. This will is be the cheapest way to buy this game outside of getting it free from someone. However, not matter which PSN version you end up getting, the game will still be in Japanese. 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.

Question 6:

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

Answer to Question 6:

Because sony computer entertainment of america needs to be Shoryukened, Flash Kicked (and every other fighting game) right out of the universe! They don't 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 release 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, but were rejected. 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.

Question 7:

Are you sure you can't save your game progress past the first Mr. X stage?

Answer to Question 7:

I am certain that you can NOT do so. At least not playing the game normally... So no cookie for you. Cookies are bad anyway.

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 =)

Questions 9:

Is it possible to use the power-ups from Dr. Light's Laboratory in Original Mode?

Answer to Question 9:

No you can't, at least not normally....

Question 10:

Can you equip more than two of the special power-ups in the Dr. Light Laboratory?

Answer to Question 10:

No you can't, at least not normally.... If you could, the challenge of the game would drop to practically zero.

Question 11:

Can you unlock the Sound Room before the Mission Mode?

Answer to Question 11:

There does not seem to be a way. It is strange that the seventh option in the Mode Select menu is unlocked before the sixth. Someone likes having fun with numbers ;p

Question 12:

Can you have the arranged music on Original Mode? What about the original music in Navi and Mission Mode?

Answer to Question 12:

Well...

Question 13:

Why does this game have so many glitches?

Answer to Question 13:

It was rushed that's why. Though they could have fixed that here in the Playstation version but they didn't. The game still turned out great although it could have been better. Now you see what happens when some people (whether it's the consumer or not) just can't wait.

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:

The epilogue says "To be continued". Why is there no Rockman 7 for the Playstation?

Answer to Question 18:

I don't know why. They might as well have made part 7 for the system and not leave the gap in the series, but it was never part of the "original project".

Question 19:

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

Answer to Question 19:

Believe me, I wish they had done so (a 32-bit version of MegaMan 5 would have kicked so much ass!). 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 15. This is bound to happen someday on a newer console though. =)

Update: It could've 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.

Question 20:

Why are you so technical with your answers?

Answer to Question 20:

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

Question 21:

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

Answer to Question 21:

As long as it has to do with this game or MegaMan in general, then you may. Just don't expect an answer right away.

Question 22:

How do you play as Blues (Proto Man)?

Answer to Question 22:

While playing on Navi Mode, whip out your whistle and play the music notes perfectly and you'll switch to Blues. Or you can always hack the game and put him in there ;p

====XII. 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.

====XIII. 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 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.

====XIV. 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"

Ooko 12

"Program Director"

Asada Kazumi

"Programmer"

Murase Osamu

Aratono Katsumi

Nezumi-Otoko r

"PokeRock Programmer"

Ueno Katsushi

H.Yam

"Support"

Suzuki Issa

Tanohata Tsuyoshi

"Graphic Design"

RYUTARO's MAMA

Katagiri Hideaki

Uchimura Sadao

Hase Kouichi

Ichinoji

Den-Ken

"Sound"

Tanaka Naoto

Kajino Toshio

"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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