

MM2 Frames for Weapon Get

A count of Frames for each weapon Get cutscene, in Japanese and English versions, provided by WarmCabin

"Note that Quickman on US is 112 frames slower than his fellow non-itemers, because fuck you. These are all post frame rule; in a full run, each intermission could be up to 7 frames slower."

	Japanese	English
Air	1590	2110
Quick	373	661
Metal	373	549
Bubble	373	549
Flash	1590	2110
Heat	1590	2110
Crash	373	549
Wood	373	549
Total	6635	9187
Difference		+2552

Revision #1

Created 2026-03-27 18:23:38 UTC by mrcab55

Updated 2026-03-27 18:27:50 UTC by mrcab55