

# Version Differences

## Weapon Get Cut Scenes

The most obvious difference between the US and Japanese release of the game are the cutscenes after clearing one of the 8 robot stages. On the US cart, you only ever see Dr. Light talk to Mega Man. On the J cart, you can see any of Dr. Light, Roll, or Auto.

Dr. Light is always the fastest conversation. Auto is usually the longest. The notable exception is "Burst Roll".

## Timing Differences

*Data courtesy PJ. Better Formatting in progress*

Bass dialogue

| Segment               | NA (time) | JP (diff) | JP (Light) | JP (Auto) | JP (Roll) | JP (Average) | JP (Best) | JP (Worst) |
|-----------------------|-----------|-----------|------------|-----------|-----------|--------------|-----------|------------|
| Intro                 | 123.278   | -6.922    |            |           |           | -6.922       | -6.922    | -6.922     |
| Bass Dialogue         | 12.995    | -0.216    |            |           |           | -0.216       | -0.216    | -0.216     |
| Cloud proto           | 14.459    | -0.765    |            |           |           | -0.765       | -0.765    | -0.765     |
| Cloud weapon get      | 27.521    |           | -3.611     | 0.799     | 0.666     | -0.715       | -3.611    | 0.799      |
| Junk end load         | 2.446     | -0.017    |            |           |           | -0.017       | -0.017    | -0.017     |
| Junk weapon get       | 28.686    |           | -3.943     | 1.032     | -0.566    | -1.159       | -3.943    | 1.032      |
| Freeze weapon get     | 26.306    |           | -1.048     | 5.075     | 3.278     | 2.435        | -1.048    | 5.075      |
| Burst weapon get      | 27.754    |           | -4.210     | 2.363     | 6.872     | 1.675        | -4.210    | 6.872      |
| Pre-museum lab        | 49.900    | -11.913   |            |           |           | -11.913      | -11.913   | -11.913    |
| Post-museum lab scene | 7.338     | -0.383    |            |           |           | -0.383       | -0.383    | -0.383     |
| Turbo proto           | 14.093    | -0.599    |            |           |           | -0.599       | -0.599    | -0.599     |
| Turbo weapon get      | 25.973    |           | -1.414     | 2.047     | 3.311     | 1.314        | -1.414    | 3.311      |
| Shade load            | 19.651    | -0.050    |            |           |           | -0.050       | -0.050    | -0.050     |
| Shade proto 1         | 18.486    | -3.611    |            |           |           | -3.611       | -3.611    | -3.611     |

|                      |        |        |        |       |        |        |        |        |
|----------------------|--------|--------|--------|-------|--------|--------|--------|--------|
| Shade proto<br>2     | 36.106 | -2.313 |        |       |        | -2.313 | -2.313 | -2.313 |
| Shade<br>weapon get  | 28.486 |        | 0.150  | 5.724 | 2.529  | 2.801  | 0.150  | 5.724  |
| Slash<br>weapon get  | 23.910 |        | 0.083  | 4.509 | 6.123  | 3.572  | 0.083  | 6.123  |
| Spring<br>weapon get | 27.920 |        | -3.877 | 1.464 | -0.266 | -0.893 | -3.877 | 1.464  |
| Lab<br>cutscene      | 76.456 | -6.805 |        |       |        | -6.805 | -6.805 | -6.805 |
| Bass 1 intro         | 10.532 | 1.980  |        |       |        | 1.980  | 1.980  | 1.980  |
| Bass 1 end           | 7.754  | -1.864 |        |       |        | -1.864 | -1.864 | -1.864 |
| Bass 2 intro         | 18.885 | 1.697  |        |       |        | 1.697  | 1.697  | 1.697  |
| Bass 2 end           | 8.719  | 2.629  |        |       |        | 2.629  | 2.629  | 2.629  |

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