

# MM8 Version Differences

## Rockman 8: Metal Heroes

The original Japanese release

## Mega Man 8 Anniversary Collector's Edition

Original North American release of the game, no changes were made. (Except for shop menu confirm/cancel)

## Mega Man 8 Anniversary Edition

There are two separate versions of this release that are identical in packaging. The difference is noted by whether the disc has a spiral pattern on it like Anniversary Collector's Edition did or if it's solid black.

- The "spiral disc" is exactly the same as Anniversary Collector's Edition.
- The "black disc" removes the ability to hold start to skip cutscenes and adds in an additional bust shot during the cutscene with Bass in Wily 3.

## Rockman 8: Metal Heroes (Playstation the Best)

Essentially the "Greatest Hits" version of Rockman 8. Adds in the changes present on the black disc version of Anniversary Edition.

## Mega Man 8 (PAL)

The game runs at 50hz. Based on the first PS1 NA/JP release. Only change is an additional splash was added before the title screen for Infogrames who distributed this release. The SDA run of Mega

Man 8 uses this version.

# Mega Man 8 (Greatest Hits)

Repackaging of the black disc Anniversary Edition. No changes were made.

## Playstation Network Releases

The Japanese release uses the Playstation the Best version and the English release uses the Greatest Hits version. No changes were made. Loading times are horrendous, even when playing on a PSTV or PSP with Fast Disc Speed enabled.

## Sega Saturn

Lots of changes to the core gameplay, see [here](https://docs.google.com/document/d/1pjgshU2U6OQKHQA52zcnNNpZUXIHngfP_tq-9Cax1qE/) ( [https://docs.google.com/document/d/1pjgshU2U6OQKHQA52zcnNNpZUXIHngfP\\_tq-9Cax1qE/](https://docs.google.com/document/d/1pjgshU2U6OQKHQA52zcnNNpZUXIHngfP_tq-9Cax1qE/) ) for some examples.

- Main things is more enemies, harder enemies, and extra bosses (Wood Man and Cut Man).
- North America only got one release of this game, Japan received the original and a Satakore budget re-release which are exactly the same. There is no PAL version.

## Anniversary Collection

- The loading screens are significantly faster. Screen transitions were altered and are slightly slower for stage selection, pausing, and level transitions. Very easy to lag, where PS1 and Saturn experience basically no lag. There's an odd half second freeze before every robot master selection and boss health fill. Allows for free early hits on them. Audio pitch/balance/speed for several sound effects and the voice acting for the final set of Robot Masters is too high-pitched.
- The Xbox version is the only one that allows you to choose between different button configurations.
- The Gamecube release has shoot on A and jump on B/X.
- The PS2 version has horrible input lag.
- Timing hasn't been done to compare loading times between PS2/GCN/Xbox, but you probably shouldn't play on this version unless you have to. AC was only released in North

America and only one version exists for each console.

# Legacy Collection 2

- LC2 MM8 entirely removes the ability to skip text, so LC2 loses a large amount of time on that. Most loading times are very fast, but mid-stage loads are pretty slow (even with a solid-state drive) and vary based on PC performance. Has major issues with vsync on, where the game will drop to 50% speed even on very capable PCs. The insanely slow text speed negates almost all of the time the faster loads save.
- The red cross on rush medic is removed. The blue glass during the Frost autoscroller is the brighter color that's used in Anniversary Collection.
- Wily Machine plays the incorrect sound effects before the fight starts (the wily tower stage map theme).
- LC2 changes RNG by preserving it in odd ways. This needs to be explored more, rng manip is theoretically possible but useful setups to preserve values in a proper RTA setting have not been routed.

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