

RNG and Global Timers

Mega Man 10's RNG is *mostly** determined by time since stage start. This means some randomness can be pre-determined by how long it takes to reach a point in the stage by the frame. Since frame perfect movement over long periods of time is nearly impossible, there are 3 points in the game this is relevant.

* Some of it is also depends on destroyed enemies

- Sheep Man - Block Patterns
- Wily 1 - Archive Manipulation
- Wily 5 - Wily Capsule Manip

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