

Route Differences - 100% Route Choices

First 4 Robots

From PJ on why the first four robots are what they are

“ stage order is chosen to eliminate revisits and minimize buster usage on bosses, even though it means a pretty awful burst stage

Freeze-Burst-Cloud-Junk: standard

Freeze-Cloud(+19)-Junk-Burst(-15): +4 (time loss on Cloud from buster fight, time gain in Burst from having jet and weapons)

Cloud(+19)-Junk-Freeze(-19)-Burst(-15)-Junk(+36): +21 (time gained on Freeze from having weakness, but needs Junk revisit)

Second 4 Robots

Form PJ on why Shade 5th

“ Shade Man revisit (to the respawn point and exiting, since that is all the additional content):

2684 frames (44 seconds)

Minus the cost of death abuse and respawn:

$91411 - 90650 = 761$ (11 seconds)

Total cost of revisit: +33

Shade Man fight (first pixel to teleport frame):

Hyper fist: $93758 - 92147 = 1611$ (26.8 seconds)

Regular S.Adapter: $71314 - 69692 = 1622$ (27.0 seconds)

Turbo Man:

Good truck with T.Bolt: 9.8 (from slide-shot to movement after truck death)

Other trucks with T.Bolt: 11.5, 10.5, 14.5

Good truck with Noise Crush: 6.8

Difference: -3-8 seconds, based on pattern

Turbo Man fights (from first pixel of health to end teleport):

Buster (good): $74931 - 71773 = 3158$ (52.6 seconds)

S.Adapter (good): $74725 - 71773 = 2952$ (49.2 seconds)

Noise crush QK: $106034 - 104966 = 1068$ (17.8 seconds)

Difference: 32-35 seconds (probably 33 best case, since health refill is needed)

Total Turbo Man difference: 36-41 seconds with good luck on boss. Probably -48 vs really bad luck.

OVERALL route difference: 33 seconds lost during revisit and Shade Man fight without Hyper Fist, 36-48 seconds saved with Turbo Man QK and truck fight. In all, 3-15 seconds faster.

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