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.

Revision #3
Created 2025-02-28 03:09:32 UTC by mrcab55
Updated 2025-10-22 06:27:44 UTC by mrcab55