

Drop Tables

Taken from work in discord posted by PJ - Drop tables for enemies, Eddie, and Proto Man. The enemy type, stage, and location of Eddie and Proto Man, all do not affect these tables.

What Affects Drops

One of the values that is used to determine item drops is simply a table of random values whose entry is based on the total number of enemies we've killed.

But...the other value that it looks at is unbelievably out of our control; every frame that any button or combination of buttons is pressed, it XORs that input's value (i.e. 0x20 for left, 0x02 for B, 0x22 for left+B) with the lower byte of the frame counter, swaps the digits, XOR's that with the upper byte of the frame counter, and increments the RNG byte by that amount.

- PJ

Normal Enemies

Drop	Odds	Probability
Nothing	91/256	35.55%
1up	1/256	0.39%
Big HP	3/256	1.17%
Small HP	24/256	9.38%
Big Ammo	10/256	3.91%
Small Ammo	32/256	12.50%
Small P-Chip	95/256	37.11%

Eddie

Drop	Odds	Probability
E-Tank	17/256	6.64%
1up	27/256	10.55%
Big Health	101/256	39.45%
Big Ammo	111/256	43.36%

Proto Man

Drop	Odds	Probability
S-Capsule	128/256	50%
E-Tank	32/256	12.5%
1up	32/256	12.5%
Big Health	32/256	12.5%
Big Ammo	32/256	12.5%

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