

X2 - General Information

- [Route Information](#)

Route Information

WR Route Orders

- **any%**: sponge, gator, stag, centipede, snail, ostrich, crab, and moth
- **100%**: sponge, gator, stag, ostrich, crab, centipede, snail, moth

Both routes pick up all items, but 100% collects the Zero parts too. This minor route variation accounts for the X-Hunter movement and locations.

The rest of this high level explanation:

- Sponge's weapon is needed to get the Buster Capsule in Gator without boots (and therefore without a revisit)
- Buster Neons make it possible to grab items in Crab's stage without Crab's weapon (thus avoiding revisits)
- Gator's weapon is required for the Boots (Ostrich) and Armor (Moth) capsules.
- Charged Stag or Sponge are needed to access the items in the beginning of Centipede's stage

"97% is still any%"

The any% route still collects "everything," except the Zero parts. This is to collect the Shoryuken, which deals massive damage to end game bosses.

It is possible to go faster without collecting any extra items, but it is difficult.

Other Route Options

"Bird Third"

Ostrich Third for any% is a very viable route, Stag third is just faster once you master using charged burner. It's also largely a straight weakness order, except for Ostrich himself.

Sponge, Gator, Ostrich, Crab, Stag, Moth, Centipede, Snail

Weakness Order For Reference

Sponge, Gator, Crab, Stag, Moth, Centipede, Snail, **Ostrich**

By doing Ostrich after gator and before Snail, Centipede, and Crab...

1. Can collect the Boots capsule

2. Have Boots to perform Neon jumps