Ranking System

Akiteru's Pastebin

https://pastebin.com/cnvAww69

> Mega Man X5 ranking system documentation by Akiteru
> Done on USA version
>
> POINTS TIERS
>
> STAGE TIME:
> less than 1'00"00 - 8 points
> less than 2'00"00 - 4 points
> less than 5'00"00 - 2 points
> 5'00"00 or greater - 1 point
>
> ENEMIES DEFEATED:
> less than 40 - 8 points
> less than 80 - 4 points
> less than 150 - 2 points
> 150 or greater - 1 point
>
> DAMAGE RECEIVED:
> less than 16 - 8 points
> less than 32 - 4 points
> less than 64 - 2 points
> 64 or greater - 1 point
>
> MAX DAMAGE DEALT TO ANY ENEMY IN THE STAGE (INCLUDING BOSS):
> 8 or greater - 8 points
> 6 or greater - 4 points
> 4 or greater - 2 points
> 1 or greater - 1 point
>
> NUMBER OF TIMES GONE INTO "VIRUS MODE" DURING THE STAGE:
> 0 - 8 points
> 1 - 4 points
> 2 - 2 points

3 or greater - 1 point

NEW RANK CALCULATION

MEH:
less than 32: decrease rank
32 or greater: same rank

PA:
less than 32: decrease rank
less than 40: same rank
40 or greater: increase rank

GA:
less than 24: decrease rank
less than 36: same rank
36 or greater: increase rank

SA:
less than 20: decrease rank
less than 32: same rank
32 or greater: increase rank

A:
less than 12: decrease rank
less than 32: same rank
32 or higher: increase rank

B:
less than 15: decrease rank
less than 28: same rank
28 or higher: increase rank

C:
less than 12: decrease rank
less than 20: same rank
20 or higher: increase rank

E:
less than 16: same rank
16 or greater: increase rank

The short version is, don't get hit, have at least one massive damage hit, and do it fast without needing kills.