

# 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

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## 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.

Revision #1

Created 2025-01-20 22:55:05 UTC by mrcab55

Updated 2025-01-20 23:02:31 UTC by mrcab55