

# Route Information

## All Stages

*This is largely incomplete information at this time after a brief conversation in The Practice Room in 2025.*

The route for X5 All stages primarily focuses on defeating mavericks with a high grade to give parts. These parts then take time to craft, dictating when they are available for use.

It also focuses on using Zero and his Saber Dash Cancel for maximum damage output. This results in the at first bizarre route of Pegasus as the next to last stage, since Pegasus's weapon removes the saber dash cancel.

## Parts Routing and Grade

Getting a part from a maverick depends on having a GA(?) grade upon completing the stage.

Your rank itself is determined by how well the game thinks you completed the stage (as opposed to X6 where it is purely a function of an item collected). Rank is calculated based on

- Damage taken (by stage)
- enemies defeated (by stage)
- Time taken (by stage)
- Total Mavericks defeated

As such, there are two routes, one for WR attempts, and one that is safer for beginner.

- Dinorex First, which requires getting an immediate GA rank to make the parts routing work. It gives the Hyepre Dasher and Saber+ quickly, which is of course faster.
- Bat first, which is more likely to get you GA rank after two stages (with Dinorex second), at the cost of having those parts slightly later and a longer journey through the Bat's stage.

The parts gained are listed on the parts page - <https://goodboyrush.net/books/mega-man-x5/page/maverick-parts>

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