

General Information

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MrCab's Youtube Walkthrough

This is an outdated any% guide from 2015, however much of the information is still useful for beginners.

https://www.youtube.com/watch?v=hdcikNZqSXA&list=PLBWX5b2ZflulM-7Buo0gH7K4NG6vJ_XYC

Route Information

This information applies to New Game Runs.

Character Choice

There are two general character concepts to the routes.

Zero Route

The main principle of the Zero route is acquiring the Glaive and Zero Fly as soon as possible. The glaive makes it very easy to score double hits on bosses (4HP each), speeding up the fights dramatically. Zero Fly is just game breaking movement.

X Route

Slower than the Zero route, the X route focuses on acquiring the quick charge and charge-level upgrade armor parts. This makes the buster do full-charge damage with half-charges, which avoids triggering extended boss iframes. It's mostly slower than the Zero route due to a required revisit to the intro stage.

This heading is in loving memory of an Axl route concept.

Vile Locations

Most stages have at least one room with a required challenge. One of those rooms is potentially a Vile fight room.

Since these rooms vary in length for whatever lies within, and most bosses are defeated using base character attacks and not weakness weapons, the routes are designed to place Vile in the longest such rooms.

These rooms are

- Gravity Ant (longest)
- The Ground Shell Bug guy
- Burn Rooster (shortest of these 3)

Vile cannot appear in the city or snowmobile levels.