

Sunflower

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Sunflower - How Grades Work

This stage is a series of training rooms, with small movement puzzle rooms in between. You are graded on your performance in the training rooms.

The first training room is a number of kills during a set amount of time. The remaining rooms are timed - you must defeat enemies in them fast to get a good grade.

Your goal in any% is to receive an "okay" grade out of the first room, and then top grades the rest of the way. This is not only fast, but your prize at the end is a Sub Tank rare metal. **Getting all good grades will receive a different prize, not the sub tank - you must have one or two average grades to get the sub tank.**

Taking a death in any of the intermediate rooms results in a loss of grade.

Sunflower - Encounter One

This is the timed encounter that sets your initial grade. There is no moving faster through this room.

In any% your objective is to get the middle grade in this room. This requires a "Yellow" number of kills. It should start red at 0.

It turns yellow at approximately 75 kills. As soon as it turns yellow, if you can fly away with Zero, fly straight up and leave the arena.

As a reminder, getting *all* good grades will result in not getting the Sub Tank, and will lose time on the next challenge's pillar moving.