

# 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.

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