

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.

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