

# 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.

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