**Nitemare Manipulation Adjustments (Aiming for 175320) | Start x2 for sort**

**Textboxes = Fast textboxes | There are 4 textboxes before Nitemare**

**Frame Range 1 (Torike)**

2 textboxes, 8 randoms, 4th boom = **175318**

**Frame Range 2 (Dark Gray)**

2 textboxes, 8 randoms, 4th boom = **175321**

**Frame Range 3 (Flame Swordsman)**

0 textbox, 4 randoms, 5th boom = **175316**

**Frame Range 4 (Fiend Refrection #2)**

0 textboxes, 4 randoms, 5th boom = **175317**

**Frame Range 5 (Dice Armadillo)**

0 textboxes, 4 randoms, 5th boom = **175318**

**Frame Range 6 (One Who Hunts Souls)**

0 fast textbox, 4 randoms, 5th boom = **175320**

**Frame Range 7 (Wilmee)**

0 fast textbox, 4 randoms, 5th boom =

**Frame Range 8 (Air Eater)**

4 fast textboxes, 8 randoms, 4th boom = **175322**

**Frame Range 9 (Sea King Dragon)**

4 fast textboxes, 8 randoms, 4th boom = **175324**