# Quicksilver, AllAbsorb, CollisionEvent

## Gathers

Gather0

* All Stride 10

Gather1

* All Stride 5

Gather2

* Stride 232?
  + Increments by 232

Gather3

* Clusters of 9 (Stride 2)

Gather4

* Clusters of 9 (Stride 4)

Gather5

* Clusters of 9 (Stride 3)

Gather6

* Clusters of 9 (Stride 8)

Gather7

* Clusters of 9 (Stride 6)

Gather8

* Delta divided by 2 pattern
  + Deltas: (57, 29, 14, 7, 4, 2, 1)

Gather9

* Stride 4

## Scatters

Scatter0

* y jumps from 0 to 46, stays there for a bit, jumps back and forth

Rest are “reaper sickle” shaped.