I have always rather overlooked Legacy tab, perhaps because it doesn't have challenges beyond simple all-golding. So I started to wonder whether there is enough content to make an unofficial campaign of challenges. Only GTOCE wasn't going to do much so I added some new goals. I'm happy to say that the resulting challenges mostly came out fun (if you don't mind some counting). The tabs in the spreadsheet contain a total of 779 challenges; sorted by rows, then episodes and levels. Most are easy to medium, there are hard ones too but nothing close to official hardest challenges. I have completed each challenge myself so all are doable, possibly except where I made an error in transcribing the challenge. I apologize for any mistakes. Below are the explanations of "new" "mechanics":

-Specific Count Challenges: Legacy levels don't always lend themselves to entity-- and entity++ challenges. I expanded them to require a certain number, where needed. For example, G=2 demands the collection of exactly two golds. These numbers are minimal or near-minimal most of the time, while in others they might be an amount tricky to collect without overshooting. I wanted to avoid making you count where possible, when you see a large specific number it's generally there to force some unconventional path.

-New Entities: I've additionally used the following entities for challenges: B (bounce blocks), D (machine-gun and old laser drones, very few), F (floor guards), J (jump pads), R (rocket launchers), S (gauss turrets), W (thwumps). "Collecting" F and W should be understood as activating them. For D, R and S it means touching drones when they are safe or touching firing mechanisms. These have no hitboxes/audiovisual cues to indicate whether you managed it or narrowly missed but these are just for fun anyway. So it's your call. Collecting B and J just amount to touching them.

-Directional Challenges: These limit (or remove) your jumping ability (such as ↑=3 or ↑--), require you to finish without using a certain direction key (such as →--) or make some adjustments so you can finish the level while continuously pressing left or right (such as ←++). For clarity, →++ implies ←-- and ←++ implies →--. You can hold jump as long as you want after you press it but every press counts, no matter how short. I again tried to not make you count too many jumps, I removed all possible challenges that required counting more than 9.

-Partial Challenges: These restraints are in effect only until you satisfy the condition following the colon, then you just need to finish the level to complete the challenge. "... : until switch" means until you activated the door switch. "... : until door" means you have to get to the (closed) door first to remove the restrictions.

-Solo-Coop Challenges: These have "&" symbols inside their brackets and will require using two ninjas. If there's also an "&" symbol in the challenge description, there are two sets of constraints, one for each ninja. If not, only one ninja is constrained while the other is free. Having an "N--" means one of them may not complete the level, so the other must. This constraint is only there to prevent the regular single-player completion. For example, A-02-00 (my favourite coop challenge) requires N-- & ↑=1, which means one of them cannot finish the level, while the other is only allowed one jump. There's just 31 of these, I put them in only when they felt different from Solo play.

If you have any comments/questions about specific challenges or suggestions for new ones, I'd love to hear about them. If you find any errors, I'd hate to hear about them but please let me know! My email is muratcantonta@gmail.com. I lurk in Discord so if you enjoy a challenge, I hope you'd consider posting a video of it.

Best wishes,

Murat