|| Name || Address (IWRAM)|| Size || Description ||

| X / Y | 0x4544 / 0x4548 | 32 bits | Position of the center of the helirin. If we only look at the 16 most significant bits, it gives the position in pixels. |

| XB / YB | 0x454C / 0x4550 | 32 bits | Bump speed. A bump speed is applied when the helirin hits a wall, and then decreases until reaching. |

| XS / YS | 0x4554 / 0x4558 | 32 bits | Input speed. It only depends on the direction pressed for the this frame. |

| Angle | 0x4572 | 16 bits | Angle of the helirin, 0 being vertical. `2^16` correspond to 360°, so for instance: (90 / 360) \* 2^16 = 16384 is 90°. |

| Angle Rate | 0x4574 | 16 bits | Rotation speed. It is 182 or -182 by default, but it momentary changes when the helirin hits a wall. |

| Default Rate | 0x4576 | 16 bits | 182 when the helirin rotates clockwise, and -182 when it rotates counter-clockwise. Can change when touching a spring. |

| Invulnerability | 0x4585 | 8 bits | Number of invulnerability frames left. Grows to 20 when the helirin looses a heart, then decreases by 1 every frame until 0. This value is decremented before being used, so having it to 1 is equivalent to having it to 0. |

| MapW and MapH | 0x313C / 0x313E | 16 bits | Size of the map in number of tiles. A tile is 8x8 so multiplying it by 8 gives the size of the map in pixel. |

| Collision Mask | 0x45D4 | 32 bits | Indicates which parts of the helirin are in collision with a wall. |

||Level name || Author || Strategy || RTA || Ryuto’s RTA || IGT || IGT human record ||

|Training 1 |E-Sh4rk|regular| 1.27|a| 9.91| 1.55|

|Training 2 |E-Sh4rk|regular| 1.57|a|13.28| 2.05|

|Training 3 |E-Sh4rk|regular| 2.28|a|17.00| 2.99|

|Training 4 |E-Sh4rk|regular| 1.30|a| 6.88| 2.73|

|Training 5 |E-Sh4rk|regular| 2.00|a| 7.70| 1.83|

|Grasslands 1 |E-Sh4rk|regular| 1.90|a| 7.60| 5.76|

|Grasslands 2 |E-Sh4rk|OOB | 1.80|a| 7.40|10.75|

|Grasslands 3 |E-Sh4rk|regular| 6.68|a|15.26|13.91|

|Ocean 1 |mohoc |OOB | 1.40|a| 6.99| 5.51|

|Ocean 2 |mohoc |regular| 2.60|a|11.20|11.16|

|Ocean 3 |mohoc |regular| 6.33|a|17.93|24.66|

|Jungle 1 |mohoc |OOB | 2.67|a|11.20|15.00|

|Jungle 2 |mohoc |OOB | 1.67|a|10.28|11.95|

|Jungle 3 |mohoc |regular| 3.20|a|11.78|21.85|

|Cake Land 1 |mohoc |OOB | 1.88|a| 7.46|17.20|

|Cake Land 2 |mohoc |regular| 2.80|a|20.36|40.83|

|Cake Land 3 |mohoc |regular| 9.40|a|33.03|28.63|

|Cave 1 |mohoc |regular| 0.70|a| 3.26| 9.61|

|Cave 2 |mohoc |OOB | 5.13|a|10.75|19.95|

|Cave 3 |E-Sh4rk|OOB | 3.95|a|21.46|18.61|

|Cloud Land 1 |mohoc |OOB | 3.82|a|12.45| 7.85|

|Cloud Land 2 |mohoc |OOB | 2.98|a|11.58|10.48|

|Cloud Land 3 |mohoc |regular| 7.08|a|24.68|14.81|

|Star Land 1 |E-Sh4rk|regular| 2,48|a|10.95| 5.38|

|Star Land 2 |mohoc |OOB | 2.23|a| 7.88| 3.03|

|Star Land 3 |mohoc |OOB | 5.97|a|14.55|13.00|

|Ice Land 1 |E-Sh4rk|regular| 3.63|a| 9.33| 9.13|

|Ice Land 2 |mohoc |regular| 0.92|a| 6.50| 9.70|

|Ice Land 3 |mohoc |OOB | 4.78|a|22.06|32.18|

|Machine Land 1|mohoc |OOB | 3.10|a|11.71| 7.66|

|Machine Land 2|mohoc |OOB | 2.58|a| 8.16|23.00|

|Machine Land 3|mohoc |regular|13.77|a|34.36|30.00|

|Ghost Castle 1|mohoc |OOB | 3.12|a|11.70|24.31|

|Ghost Castle 2|mohoc |regular| 1.65|a| 7.23|57.91|

|Ghost Castle 3|mohoc |regular| 8.80|a|26.38|42.65|