Current PB/WRs:

any%: <https://www.youtube.com/watch?v=gRkmmTbE2Go>

100%: <https://www.youtube.com/watch?v=45vdw_xnfUk>

UpperCase follow any%

-BRINSTAR

-bomb missiles

-NORFAIR

-CRATERIA

-precrateria missiles

-RIDELY

-new any% missile ridely

-ridely maze missle 1

-ridely maze missle 2

-finish ridley

-back to Brinstar

-up to brinstar3(worm) then missle after hive

-upper brinstar cleaup wallkick missles

-upper brinstar varia etank

-upper brinstar missles

-vertical brinstar shortcut

-kraid saferoom missiles

-acid worm missiles

-big crawler missiles

-bomb zip line missiles

-kraid

-way to tourian

-new any%+brinstar spark supers

-TOURIAN

-SUITLESS

-BIG TODO CLEANUP

-ultraspark side missle

-lava supers

-slow guy supers //if door closed, else later with door setup

-pre meta save

-main pbomb (door clip)

-second pbomb / try to bomb as high as possible for enemy kill

-pbomb shortcut

-pbomb ball bomb long room after 3 bombs

-pbomb door at LR room

-falldown pillar supers

-save refill in chozodia4 //only needed if low health, else refill with next and skip long bomb room pbomb + door clip needed

-pbomb to open floor after searchlight room

-refill if not previously

-connection supers to suitless start 4LR right supers door

-suitless start pbomb

-CHOZODIACLEAN2 / refill if low health

-pipes

-CHOZODIACLEAN3da

-up hidden ball crawler supers

-ball maze supers

-crateria entrance spark

-crateria underwater missles

-crateria spark1 supers

-crateria omega spark pbombs

-old tourian

-motherbrain pbomb

-tourian shine spark

-brinstar again

-norfair2

-spacejump/sparka missiles

-pre ridely skip fail heated missles //only if not earlier somehow

-long corridor missiles spark

-long corridor supers spark

-highjump shortcut to screw wave

-screw attack

-refill

-screw attack missiles

-long long right of maproom supers

-long long right of maproom secret missiles

-lava pbomb room

-down heated room wall missiles

-down heated room normal missiles

-wave beam

-Etank bug

-ridely2

-bugboss supers

-ridely left Etank

-under save missiles

-ice skip missiles 1

-ice skip missiles 2

-long room spark missiles

- secret right room missiles

- frame spark jump missiles

-ridely death room missles secret lava

-owl room hj missiles

-exit ridely

//norfair to crateria missiles early

//upper brinstar early

-pipe way into norfair

- shortcut to kraid

-KRAID CLEANUP

-falldown sand missiles

-ball zipline missiles

-acid ballspark supers

-back to brinstar

-back to crateria with pbomb beginning

- into Chozodia CLEANUP

- pbomb door entrance pbombs

- block ball secret supers

back to charlie

-3rd line pbombs

-up and ultraspark

-crateria/chozodia missiles with ball spark

- chozodia up pipe ETANK

-right pipe pbombs

- last Etank

**BombMissles:**

Second bomb block neutral, 3.5beats L mash bomb, Lcorner, 3beats getup, bj L, 2beats R bomb on 2, L again isntantly, 1.5R getup /earlier into taps, RR missles, get back,L,R

**PrecrateriaMissles: VOD , 3RR,2RR,4RR, 2LL getups**

**BrinstarToKraid:** RRbomb, L,R.L.R2LR,RRgrab, neutralJ into bomb, neutral R into grab getup R into missle

Backup: 2LRgrab, RR, corner, 2LRgrab, Ushot, LR, Lshot door

Back acid with highjump, 4,7.5,12.5

**UpperBrinstarCleanup:**

From door: LR, kill, neuttral J L, RR, ULkill, LR, NR R(if dmg again RR), UL kill enemy, LRgrab, 2LR, UR enemy kill, RRgrabLR, wallkicks into ball missle1

Rhold J into door again second fall

Vod

Getdown: 1L,2R,3L,drop down, 4L,5R,6Ldoor

**VertShortcutMissle:**

After ball getup, R, L, R, DLfreeze, L hold wall, Rtap kill, RR, neutral Lgrab, L bomb spam ,Rdrop,L till drop after dmg, R6kills, 5beats R into Ldrop dmg into acid, wait for explosion into Ljump missles,R hold into continue descend

**KraidZipLine:** 13.5beats on bomb dropR

**PBombDoorClip:** 9beats from second TB, Rshoot Ltap pausebuffer

**CrateriaEntranceSpark:** 12.5beats

**CrateriaSuperSpark:** 8.5stepbeats

**OldTourianSpark:** 9beats

**NorfairSpark:** from left door open corner, 11.5beat spark, RR right hold a bit into R refill, 3RR R rundown, Rrefill, super fast RR ball bomb Rhold into neutral ballspark

**NorfairMissleSpark:** from left door entrance 16beats spark, into refill after run sound cue

**NorfairLongSuperSpark:** from entrance 12.5beats into 2LRspace super spark //Fast; can also first go thorugh the door

**^back:** 2RRcorner ,12.5spark on top height for missles //TODO maybe get missles before supers for spark savety

Second room: wait a tiny bit for gap dmg boost, Rhold into Rshoots for sound, then DR for kill into R for door //backup: kill dude and go left again

**NorfairCleanupLongRoom:**

First spark in door

Second spark back 8.5 steps

Third spark 12.5beats

**BugBoss:**

On fast 6-7beat Rhold super spam till death //every beat

**IceSkipSpark:** 5RR, upshot, RR, R corner, 10stepspark, on second landing LR into shoot into Lholdspark

**d**

**LongRoomBack:** 10stepspark right, 2LRgrab,upshot, LR

**RightRidelyEntranceSpark:** 11step into drop, RR, door, refill in save, holdR door, after door charge, RR, bit LR RR Rspark

**RidelyBallMazeSpark:** 11beat from left reenter corner

**UpToFrameJump:** from right corner 11beat into Lwall, RR, 2Ltap spark

**FrameJump:** Lcorner, stepbeats: shoot every beat, 14missle, 15 jump space

//pause buffer after breaking wall on exit into NJ Ltap for door, ~30space into Rshoot2RRgrab

**KraidBombTiming:** 1bomb,5J,8DAdrop

**KraidBallAcidSpark:** 11beats into Lhold R

**CrateriaToChozodiaSpark:** from 2RR position: 19R, RR, Lrefill, R into RR on dropdown, shoot R and spark R, store after 3doors

**UltraSpark: TODO**

**Back:** 8.5beatspark

**PipeEtankSpark:** from enemy leftdoor 13beat into LwallRR upspark

**LongVerticalPbombSpark:**

From Lcorner 10beat

**LastEtank:**

2x8.5, Lcorner, LRneutral, around 3beats R into spark

**MetaRidely:**

7supers into glass break, second attack pbomb shortly after stop moving ridely, into instant 5supers

wait for attack, pbomb on 3rd lazer into 1-2supers //need to hit all 7 at the beginning