

So, I guess we're doing a google doc write-up for this, since it didn't fit in the youtube description. I wrote too much again!! Oopsie...

this one wasn't as planned out as the 1:4x one so it's not as well organized... I didn't think this would have to be a doc...

I never expected to get this. I never expected to come anywhere near this far. Yet here I am, with a 2:07 in Red and Blue Balls. Here's how things happened.

I never saw myself ever playing this game. My speedrun experience had been the frame-perfect-hell type, so I stayed away from playing the game that required movement control beyond anything else in the Red Ball series. I had thought of myself as horrible at ocb, one of the most terminal setup ballers, but... I had to play this game, because I wanted 3x trifecta.

I started playing only for 2:3x - I would get that (expecting it to be a struggle), then be done with this game and return to everything else on my goals list. But after getting a 2:34 so quickly on my 2nd day of attempts, just a week after first playing the game... I knew I could go further. 3x trifecta wasn't enough for me - my goal was to get a run I was satisfied with, a near-perfect run for my strats.

The same day as my 2:34, I got a 2:30; the next day a 2:29, then a 2:23... and within 2 weeks of first learning how to speedrun this game, I was a contender for world record. PurpleJuiceBox had dominated the category since late 2021, and his world record of 2:19.133 had been untouchable since it was set - it was a perfect run for run-viable strats at the time, with movement beyond what anyone else could do. I had been doing the same strats, with two simple additions: 3 motorjump and a faster 13 start. As I played the game more, my movement got more refined, and I realized that maybe the record wasn't so unbeatable after all - and that I had a chance at it.

I decided to do a WR attempts stream, during which I did not get WR, and only got a PB by not even a second. However, I did get a 2:17 pace to 14. It seemed that I was just about to finally dethrone PJB... but I wasn't playing alone.

minichip had been playing the game alongside me, though a little less publicly. His PB stood as a 2:26, which he got before joining the red ball server (which no one believed him on lol). He had been the one to get me into this game, to coach me on how to improve, teach me every strat I knew, watching all my attempts in vc, as I improved to the point where I had beaten his PB. Of course, he couldn't let that stand, so he got to practicing.

minichip may have taught me every strat that was known, but, as the strat-finder I am, I saw potential for new innovations. I watched the TASes and stole some strats from them, finding ways to make them RTA-viable. I found significant timesaves in 5, 12, 7, and so on... until nearly every level had something new from PJB's 2:19 - anything from minor things like switching more times in 10 to save 0.3s, or previously TAS-only strats like the one in 7 to save 2.5s. I began to realize that, with all these new strats and absolutely perfect gameplay, 2:0x was barely possible. I didn't quite consider it as a possibility for me at the time, but I knew it would happen sooner than we thought. Just beating 2:19 wouldn't be enough for me anymore - my goal was a run I was satisfied with, a near-flawless run for my strats.

minichip, returning to the game, quickly regained his skill; soon, he was becoming more consistent, and getting faster level times than me. It looked like it was becoming a race to be the

first to beat the 2:19. But first, I had to go on a ski trip, so I couldn't play for a few days - minichip graciously offered not to play during that time.

When I returned, I practiced a tiny bit, but wasn't going to play seriously until that Friday. (Though I did get a 2:19.933 in some random silly attempts on Thursday.) So, that Friday, I started doing attempts... and immediately minichip got a 2:15. I had lost the race to wr, which I honestly expected, but I knew a 2:15 was still beatable - the record had several mistakes. So, later that night, while I was doing attempts, minichip joined the vc and started doing "fun" attempts just to scare me... and got a 2:12. Now, this was going to be a tough run to beat. The world record had fallen seven seconds in one day, and it was running out of room for mistakes. I knew I probably wouldn't get wr then... I had almost accepted it. Then, the same night, I got a 2:10 pace to 14. Suddenly, it seemed like I could still do it.

With all these new strats, 2:0x was definitely doable, and I wanted to get it. Until that point, my grind had been attempt-focused - I felt the pressure of the race, and wanted to get good runs as soon as I could, so I was doing attempts to have the possibility of WR before minichip could push it out of my reach. However, minichip said he would stop playing 15L and let me have 2:0x (on the condition that we played rabb2p together). So, with less pressure, I could take this grind the right way, and actually practice.

I started practice, and gave myself 1 week before starting attempts. I laid out a practice regimen for myself... and didn't follow it. I did some random meme attempts one day to pass the time, and surprisingly, I got 2:11, a world record - and 0x pace to 13. I failed my 2fa 13 strat that I had been doing for weeks... (I eventually decided to revert to the old 13 strategy that's 0.3s slower but doesn't feel like the lottery. Losing 0.3s is unfortunate but at least it would get me out of that level alive.) However, my 2:11 gave minichip the spark to come back. Once again, it was a race. I had committed to not doing attempts until that Saturday, and spent the time until then sort-of-practicing, and so did minichip. He quickly got runs like 5-15 which was way beyond anything I had done - he was infinitely more consistent than me. I knew I was losing the race just because he would get 0x before I even started attempts. That Saturday, we practiced together in vc until I had to go, so he started doing attempts...

He got 2:09.633 in 10 minutes of attempts. All the practice, where he was so consistent, translated to attempts, and he broke the barrier before I started. This run did hit every strat... but it had very suboptimal execution, losing 2 seconds on movement alone compared to what I could do. I think he was playing just for first 0x, so it didn't matter if some things were slow, as long as it got 0x - which it did. Anyway, I knew this was still beatable for me - the difference between 2:09.967 and .600 wasn't that significant. Honestly, I knew just a 2:09 wouldn't be enough for me - I wanted a near-perfect run for my strats, only then would I be satisfied. So when I started doing attempts, I followed much stricter reset cutoffs. The world record got a 28.600 4 exit - if my 4 exit wasn't sub 28, I would reset the run. I expected to never get out of earlygame, let alone get 0x, with how badly I had played in practice, and that I was setting impossible standards for myself. But I was getting paces a lot more frequently than I expected, playing much better in runs than I did in practice. I began to have some confidence in myself...

For this attempt session, I had a new trick up my sleeve: Flash Player 11. Now, this is what I would normally play on anyway, but I think RABB has a memory leak that flash 11 can't handle, but later versions can. So, I had always been playing on flash 32. It felt awful, with the frames being super inconsistent, but it was worth it to not lag. However, in my past sessions, I

kept losing runs to missing pause jumps or 1-framers simply because of the inconsistent frame times, and this eventually became more annoying than the lag. So, I decided I would switch to flash 11, and close and reopen the game every so often to fix the memory leak. Or... I could set up an autohotkey script to do it for me. Much better! Now, as soon as I saw even a single frame of lag, I would hit the refresh game hotkey and get back to playing the game normally. However... it still did throw huge lag spikes at me sometimes... I got a run 0.3s ahead of record into 10, hit the start fps, and lost the run because a lag spike messed up the jump cooldown timer (based on real-time, not frames), causing the strategy to just not work, and killing the run. I was quite annoyed at that, and it messed with my mental state a little... I had myself believing I couldn't do it.

Then, I got a 2:07 pace to 15 - 1:55.667 14 exit. I failed the first rock jump... a notorious chokepoint, a difficult and inconsistent jump that needs to be done twice in a row. It's not challenging to get the jump once, but it is challenging to react in time and make the precise adjustments needed to hit it on demand. I had been relatively consistent with it before, but I knew I would choke at least something to it. I just didn't want it to be like a 2:07 pace or something... it was a 2:07 pace or something. No matter, we keep on grinding.

I thought I would never get back there on a pace like that. I hit every level in lategame, ones which I was not consistent at all at in practice. I knew that next time I got a run past 10 I would fail something stupid in the next few levels... Then, I got a 1:55.433 14 exit. Another potential 2:07! And... it died to the first rock jump, again. So, I had two runs past 14 that died to that. You would think I would practice 15 then, and I did... if "practice" means hitting it 3 times and then going right back to attempts (which it doesn't). I was getting so many paces and playing so well, but I felt so discouraged... I got a run to 13, one to 12, another to 13... all good paces, since I was resetting anything that wasn't 2:07 pace. I wasn't going to be satisfied with anything slower than 2:07 - I likely wouldn't have been satisfied with a run that wasn't my fastest 14 exit. I decided that after dinner, I would stream. It could be fun!

Well, after getting a few runs here and there to 12 or 13, I finally got one past that - my fastest 13 exit yet; also hitting 14, for a 1:55.100 exit. Just before that attempt, I had practiced 15, and stated that surely I wouldn't fail another pace to 15... and now was the moment of reckoning to see whether I had completely jinxed myself, with the worst-aged words I had ever spoken...

It was the sketchiest 15 I could imagine... I almost jumped over the rock with blue ball and got a low-ish jump but it was still enough to make it up, and with red ball I pressed left for such a long time and luckily got two frames of acceleration off the boulder to get back up to speed... but it doesn't matter how sketchy it was, all that matters was whether I hit it or not. And, on by far my best 14 exit, I did hit 15, for a final time of 2:07.133. Just 7 hours after minichip's first ever 0x, I had reclaimed my record with a time that will stand for hopefully a bit longer.

After the celebrations, I continued streaming for another hour. I worked my way through v3 2:4x setup, my next goal, and could not hit frame perfects at ALL past the point of it being comical. After that, I decided to do 15 more minutes of fun attempts, and got a casual little 2:08. It was 0.167 off my 2:07 entering 14, but an unfortunate happening in 14 lost 1.5s. I didn't care though. It was another 0x, and faster than minichip! It was worth it to see his reaction.

As for the run itself, it is nearly perfect. It had a good earlygame, a 58 8 exit which is rare for me, and hit every strat without losing too much time in any level. The only real mistake in the

run is in 11, where I bonked the corner with blue ball and didn't have a clean landing and turnaround. This mistake cost me 0.3 seconds. That was the only mistake in the run. Other than that, it was flawless. Sure, there's some frames to save from movement here and there that add up, but this is a near-perfect run for my strats. So, at last, I have a run I am satisfied with. I have finally accomplished my goal.

As for me and this category, I am done for now. minichip may be going for a 20 levels time out of a 2:0x 15L, so if he does, he will likely beat his 2:09.633. However, 2:07.133 is a very good time, so honestly, unless he does a dedicated 15L grind, this record will probably stand for a while. In the event that he does beat it, I will return to try and reclaim it, but otherwise, it is time for me to move on. I've achieved more than I ever could have dreamed of in this game, and now I will return to my frame-perfect-hell runs.

How hard is this run? Well, I would say 2:0x is a little easier than v1 1:4x, making this my third hardest barrier. However, 2:07.133 is a really good time - this is probably a harder run to beat than my 1:47. It's incredibly hard to compare the difficulty of a run with all ocb and very few frame perfects (though there are still like 15 in the run), when everything else I've done is only frame perfects. Difficulty in rabb isn't measured in frame perfects - the fps only serve as seasoning for the rest of the gameplay.

For the future of this category, improvements will probably be in fractions of a second. My in-runs sum of best is 2:03. The IL sum of best is 1:56, so MAYBE sub 2 is possible. However, this is far out of reach for today's strats and runners, and will be left to whatever daring soul is up to the task of executing currently IL-only strategies and mercilessly resetting runs for losing frames. Maybe someday, in the future when that is more feasible, I will be crazy enough to go for it. We will see where things go!

As for my experience with the game, I really enjoyed it! This game may have been the most fun I've ever had speedrunning red ball. I've finally learned that ocb is way more fun than frame perfects! I would highly recommend this game if you're up for it. There's quite a learning curve to it, the movement is difficult to learn and master, and sometimes the levels and strats can be infuriating, but overall... I love this game, and I would love to see more people play it! (most of the leaderboard is from 2021 right now...)

Lastly, shoutouts to minichip, for being by my side throughout the whole thing. From teaching me everything, to watching me bop you, to our two silly races (PJB bop and 2:0x) which you came out of nowhere and won both of them, to now... you've always been there for me, both in the game and in life, as a friend. I would never have pushed myself so far if it weren't for you always striving for faster as well. you're an absolutely fantastic red ball runner, and an amazing friend. It's been really fun playing this game with you, and I'm excited to see where you go next! I think we'll have a lot of fun doing red ball stuff together... as long as we aren't playing the same category at the same time ever again...

Anyway, I think that about wraps up my monologue! I don't actually have a hard-hitting sentence to end this one off on :(did not expect this to be a monologue to begin with, was not prepared at all! But then again, I didn't expect to be good at rabb, so... you know, things happen sometimes. But now, it's time for me to finish this, so I can upload the video and submit the run to speedrun.com. Bye guys!