

Tab 1

Note: This is not actually a frame by frame TAS! Done using save states with Dolphin Emulator!

NO ULTRA KEYBOARD

HEROES STORY

Metal City: [1'45"960 TAS by Ice72](#) |

Splash Canyon: [1'39"650 TAS by Ice72](#) |

Egg Factory: [1'43"760 TAS by Ice72](#) |

Green Cave: [1'44"650 TAS by Ice72](#) |

Sand Ruins: [1'57"830 TAS by Ice72](#) |

Babylon Garden: [2'23"460 TAS by Ice72](#) |

Tas IGT: 11'15"310

Load Time: 1'34"460

Tas Total: 12:49.770

BABYLON STORY

Night Chase: [1'43"380 TAS by Ice72](#) |

Red Canyon: [1'54"460 TAS by Ice72](#) |

Ice Factory: [2'10"900 TAS by Ice72](#) |

White Cave: [1'50"710 TAS by Ice72](#) |

Dark Desert: [1'59"810 TAS by Ice72](#) |

Sky Road: [1'38"430 TAS by Ice72](#) |

Babylon Guardian: [1'27"730 TAS by Ice72](#) |

Tas IGT: 12'45"420

Load Time: 1'58"910

Tas Total: 14:44.330

ALL STORIES

Tas IGT: 24'00"730

Load Time: 3'44"440

Tas Total: 27:45.170

Final notes: Load times are calculated with an unsaved already completed file for fastest results! Also with using an already completed file being able to click back to menu after Garden!

I do plan on adding No LRG and Any% at some point! Plus having actual RTA runs of the stages!

~Ice72