

Rabbit Autoscroll

Preface:

This document is a collection of various rabbit autoscroll tricks. Before reading this I recommend you look through com_poser's [Cheetah Autoscroll Tricks](#) guide first. My document basically takes all the setups in com_poser's guide and makes them work in rabbit. Shoutouts to h267 and Loup&Snoop for some of the setups.

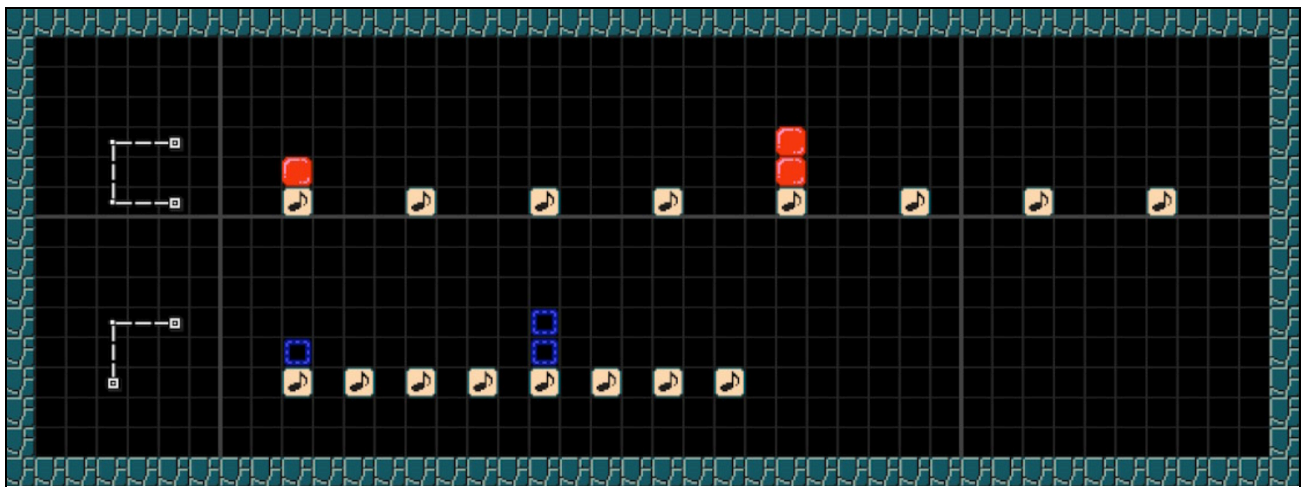
Why use Rabbit?

When it comes to music platforming levels, cheetah autoscroll is generally the best choice of autoscroll. This is because the tempo of most songs tend to fit cheetah speed the best, and because it is easier to get precise subdivisions (such as 16th notes) in cheetah autoscroll. However there are some advantages to using rabbit speed. The main ones are:

- 1) You have more horizontal space in each subworld** (shown in the picture below).
- 2) Track + autoscroll levels are typically best in rabbit. I'm not going to go into much detail on tracks, but that's what the track guides are for.
- 3) The screen is slower, which could fit the tempo of your song better, or it could lead to more blind-friendly platforming.

Please note that the tricks in this document **DO NOT WORK** in the water, night sky, and night airship themes.

**



Each note block is one quarter note at ~120 BPM.

c = cheetah

r = rabbit

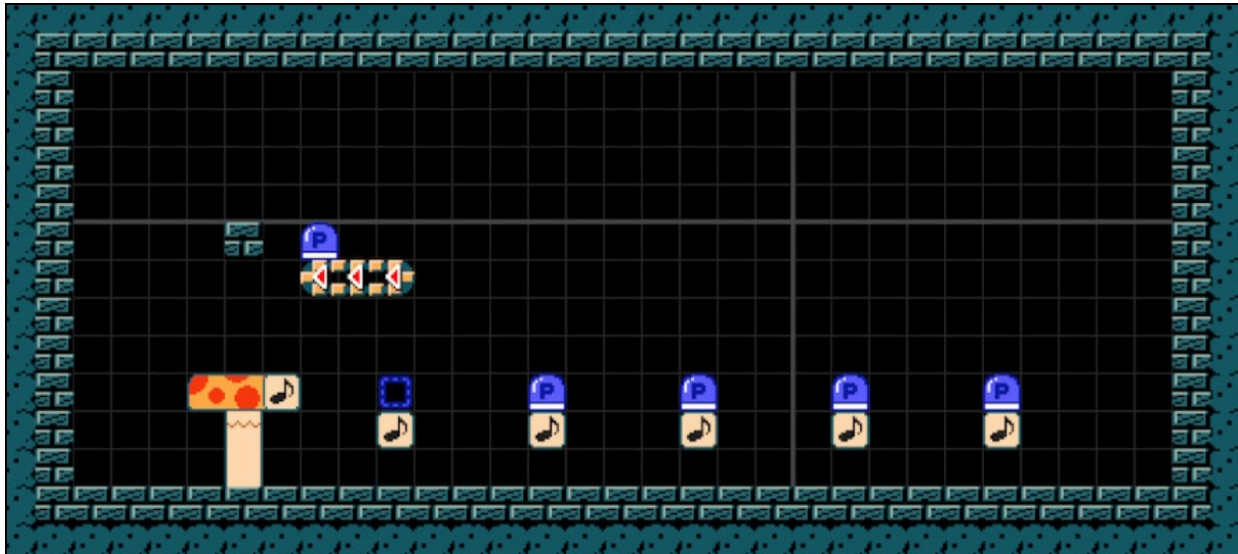
Repeating Percussion:

Luckily for us, most percussion tricks are unchanged. Rabbit speed is exactly half the speed of cheetah, so most of the setups in com_poser's guide are viable here (they're just twice as fast). The ones that must change are any setup that involves a semi-solid.

Half-Time Standard Beat:

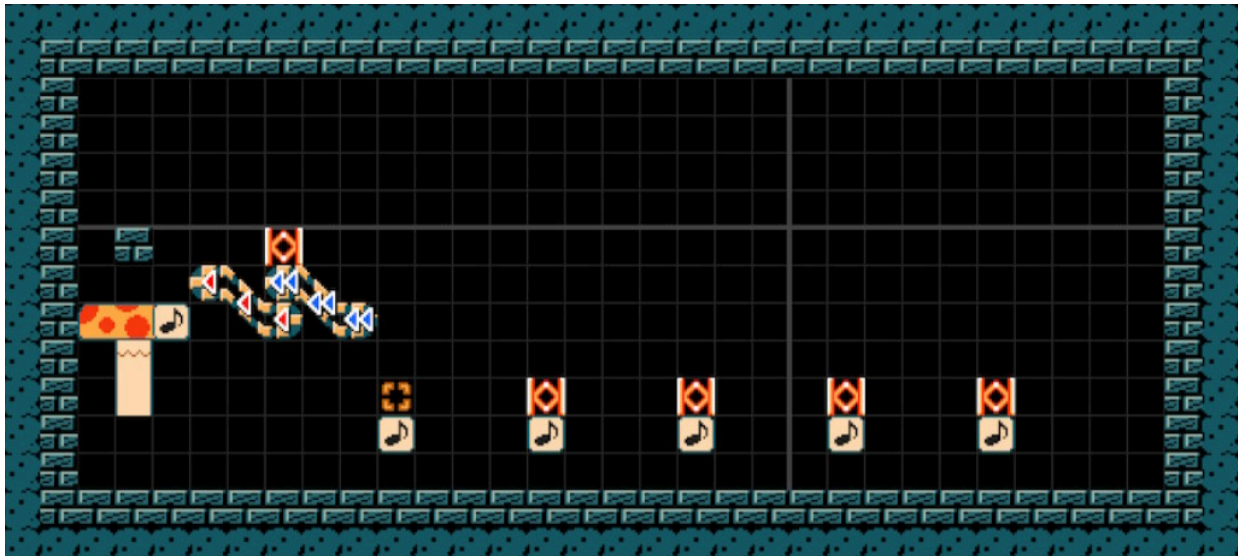
Below are two setups for a half-time standard beat. There can't be a ceiling for the sprite to bonk, or it will desync. These setups work with any 1x1 sprite that doesn't move (ex. pow, muncher, piranha plant, etc).

1.)



This is my personal go-to. The outlined block is when the p-switch will actually hit the block. Plays 8 times. You can adjust the conveyor to be slanted to save space. For some reason, if you use a chain-chomp w/ stump in this setup, the chain chomp will never hit the noteblock, allowing you to use the stump sound easily.

2.)



Alternate setup if the other one doesn't fit. Also plays 8 times.

Hi-Hat Rhythm:

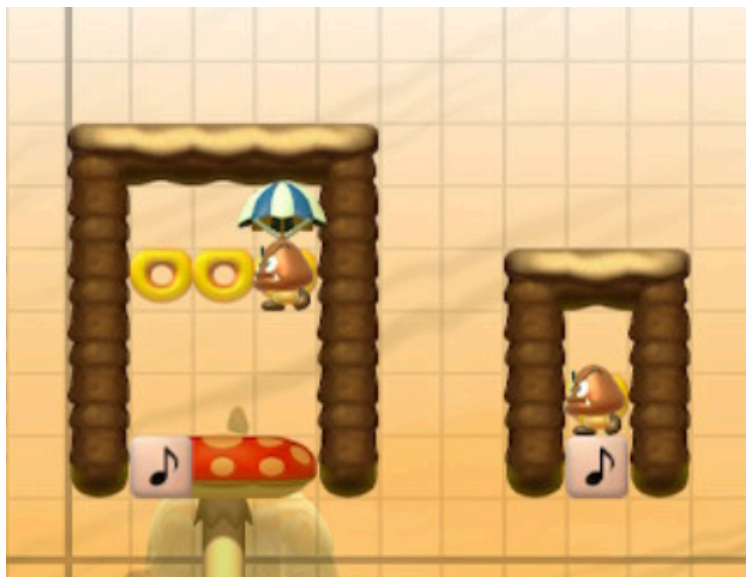
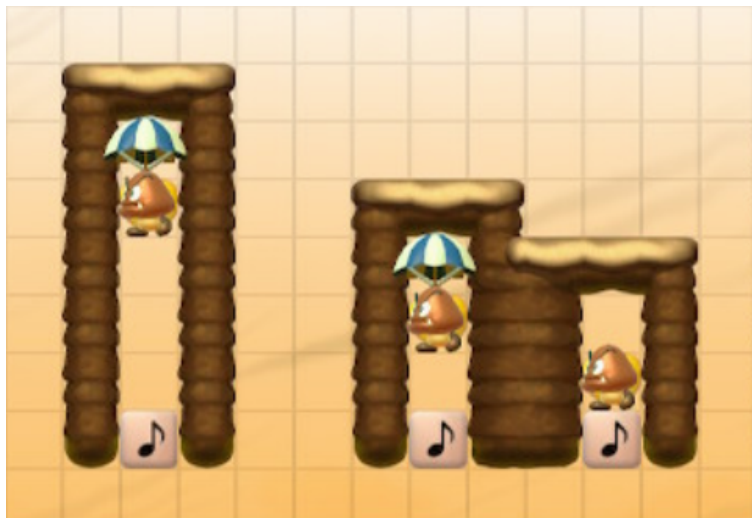
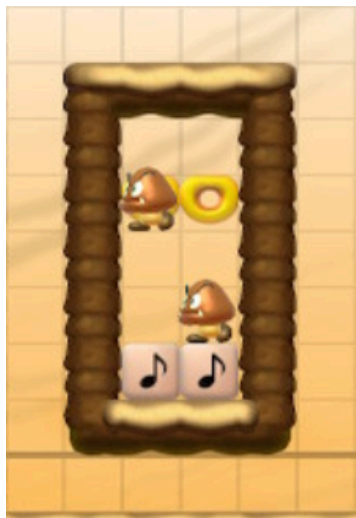
(Works with spring, cannon, and stump)



Plays 14 times.

Relocating Enemy Tricks:

All of the sprites shown in this section will play at the same time.

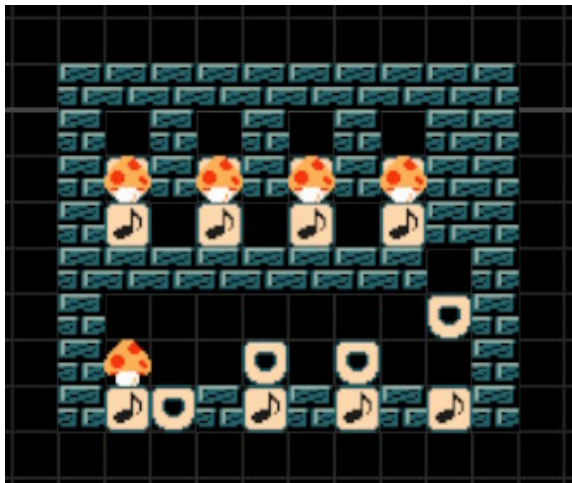


NOTE: The 3 block horizontal space for the parachuting sprite in this setup is required to make it as precise as possible.

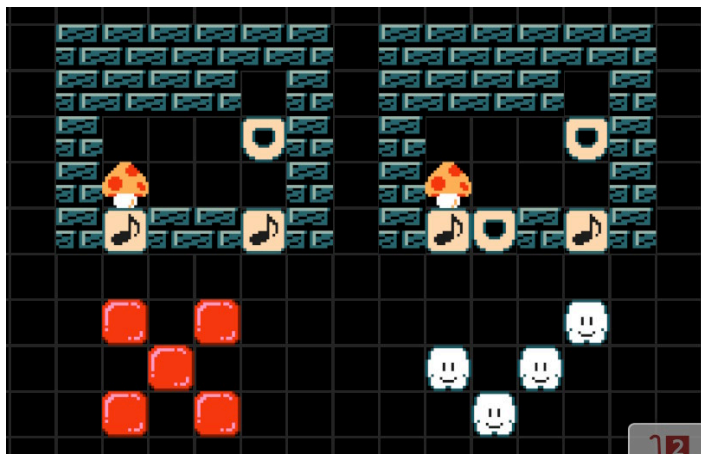
Mushroom Saving Tricks:

Mushrooms (red, green, SMB2, acorn, giant) are the easiest entities to save in rabbit speed. They move at the exact same speed as the autoscroll, making it relatively easy to manipulate them to have multiple uses. Here are some things to keep in mind about saving mushrooms:

1: You must give one extra space after the first note in a setup.



2: Make sure the mushroom doesn't get caught on a block, as this will slow it down.



3. Ever heard of corner clipping? If not, let me explain. In SMM2, if you jump into the far edge of a block, the game will push you forward instead of having you bonk on the block. This is often used by speedrunners to save frames for WRs. [This](#) video shows it being used.

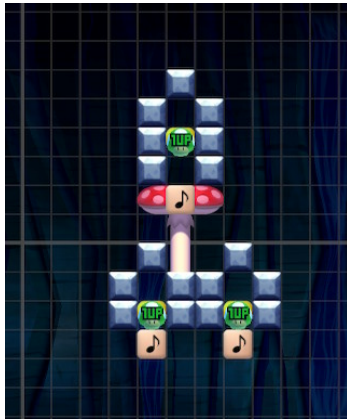


What does this have to do with mushroom timing? Well, mushrooms (unfortunately) also can corner clip. If they do so it will mess up the timing because the mushroom will be slightly ahead of everything else.

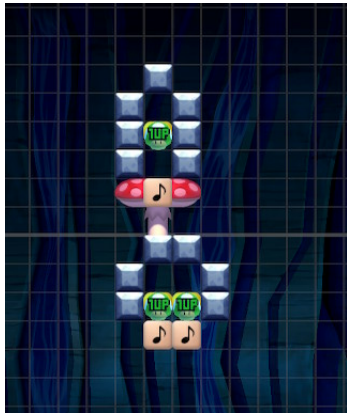


Spacing Stuff:

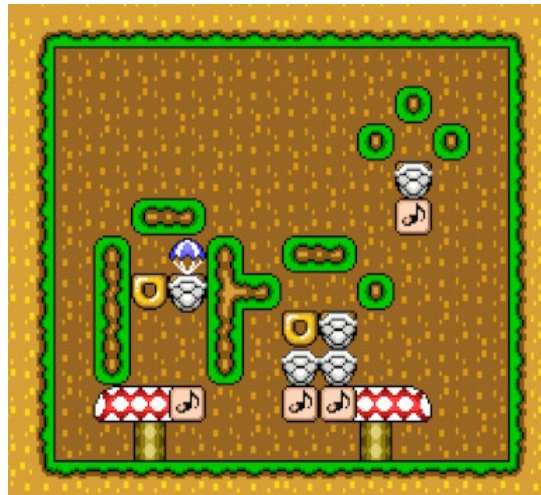
3 even notes over 4 spaces: (3/4)



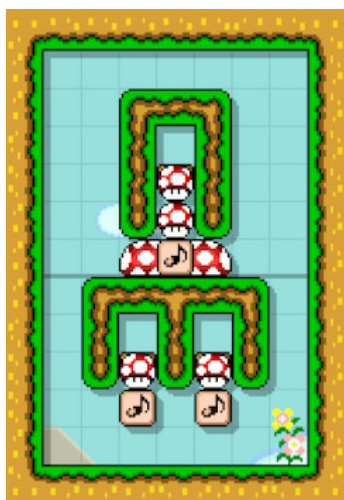
16th notes:



Both of these are 16th notes in a 3/4 setup:



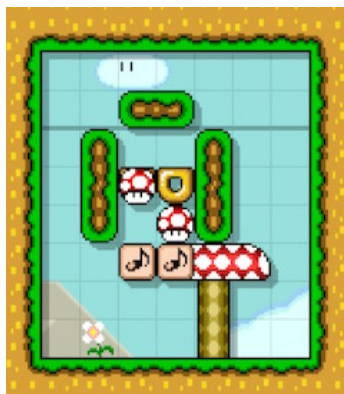
Triplet over 2 blocks:



Swinging 16th notes:



These both play at the same time:



*If you have setups or requests for rabbit speed setups, DM me on discord and I'll try and add them in!
(Overcrow#5612)*