

requirements:			yarns marked red used to be in the route but got replaced by faster yarns	
alpine for the timestop yarn, so 14 time pieces before basement			mu yarn	11.5
38 yarn (sprint + brewer + time stop), hookshot for alpine			scfos boat	5.5
			scfos ice	5.0
			subtract 0.5s when combining these 2	
route:			scfos red vault	8.0
Level	Yarn	Notes	<i>you can skip beach yarn instead but red vault is way more cringe imo</i>	
wfmt	2		scfos umbreller	6.0
lab			if combining with gvchest, subtract 1s from total	
scfos	11	boat+ice, any%, gvchest+ship, umbrella+beach	+beach	8.0
bb	1		(relies on umbreller)	
dbb	3	crates, then watertower, then any% chest	scfos gvchest	8.0
pp	2		+ship	7.0
gallery			(relies on gvchest)	
co	2	dont forget rumbi	tombstone	6.0
well	6	tombstone yarn before paintings, then any% yarns	before well timepiece	10.0
manor	1		mds spiders	6.5
mds	2	contract overlap route, spiders yarn before double shot and the tree walljump yarn before entering the trap	mds tree walljump	6.0
pipe			basement oob	5.5
village	2	same as new atp route	dbb watertower	3.5
toilet	2	yarn inside ice at spawnpoint, then chest to the right of the hookshots	toilet chest	3.9
timestop yarn	1		toilet ice	4.0
basement	3	first yarn free, second yarn is lagwarp out of elevator (free), third is oob before fight. cant do fancy checkpoint abuse route because no ice hat.	dbb crates	6.0
total yarns: 38			toilet+village deemed better than murder+toe because of yarn routing (4 good yarns vs 1 good yarn), and the run is icehatless so toe is weaker than in any%	
run with this route: https://www.youtube.com/watch?v=V5aTabVy1wg			considered routing out brewer but losing gallery is not worth	

