Weight Time					Notes
		Time (5) Ke	fined Calc (S) Du		Due to the difficulty in getting precise timings for the moment the bridge starts collapsing (can't use the first frame you see durability lost in cheat engine), combined with getting multiple players to step on the bridge at the exact same moment, I've es
					the surface of the Caulay is greater using precise using your use impuring two uses in the case of the
					The reament Cast countin uses a cetter for a companing on special changes seen in creat rigine, assuming a consistent upone very or raines (rain second), and is meny the most accurate answer. If the reament of the r
0	50	50	50	0.02	straines are estimated (explantation above), i just stopped bothering including the ~ in the finite (s), and retinied cate (s) continus.
11	50	50	50	0.02	
11.01	~16	16	15.63		Not truly 11.01 lbs, but something closer to 11.0000001. This is a breakpoint; Anything over 11 pounds causes a much faster collapse. Objects that display a weight of 11 in-game are property, exactly 11.0 lbs and won't trigger this breakpoint.
16	~15:10	15.17	15.15	0.066	
20	~15:15	15.25	14.83	0.06744	
30	~14:25	14.42	14.04	0.07124	
40	~13:17	13.28	13.33	0.07504	
50	~13	13	12.68	0.07886	
60	~12:10	12.17	12.1	0.08266	
70	~11:44	11.73	11.56	0.08648	
80	~11:18	11.3	11.07	0.0903	
90	~10:48	10.8	10.99	0.09096	
100	~10:33	10.55	10.22	0.0979	
110	~10:12	10.2	9.83	0.10172	
120	~9:29	9.48	9.48	0.10552	
150	~8:52	8.87	8.55	0.11694	
200	~7:36	7.6	7.35	0.136	
250	~6:44	6.73	6.45	0.15506	
300	~5:48	5.8	5.74	0.17408	
400	~4:53	4.88	4.88	0.20512	
500	~4:12	4.2	4	0.25028	
600	~3:45	3.77	3.47	0.2884	
	~2:48	2.8	2.74	0.36458	
800			2.27	0.44074	
800 1000	~2:39	2.65			
1000					
1000 1050	~2:15	2.25	2.17	0.45984	Set a borothetical veient of 2000, but disclays as 10% in-page reparties and clearly care there. Only reason for slightly different DPS is only counting up to 5 decimal places and numbers not being exact-
1000				0.45984	Set a hypothetical weight of 2000, but displays as 1050 in-game regardless and clearly caps there. Only reason for slightly different DPS is only counting up to 5 decimal places and numbers not being exact.
1000 1050 Hypo 2000	~2:15 ~2:20	2.25 2.33	2.17 2.17	0.45984 0.46006	
1000 1050	~2:15 ~2:20	2.25 2.33	2.17 2.17	0.45984 0.46006 urability DPS	Notes
1000 1050 Hypo 2000 2 Players Time	~2:15 ~2:20 e (S:Frames)	2.25 2.33 Time (S) Re	2.17 2.17 Ifined Calc (S) Du	0.45984 0.46006 urability DPS	
1000 1050 Hypo 2000 2 Players Time	~2:15 ~2:20 e (S:Frames)	2.25 2.33 Time (S) Re	2.17 2.17 fined Calc (S) Du	0.45984 0.46006 urability DPS	Notes
1000 1050 Hypo 2000 2 Players Time 0 11	~2:15 ~2:20 e (S:Frames) ~13 ~12:52	2.25 2.33 Time (S) Re 13 12.87	2.17 2.17 fined Calc (S) Du 12.5 12.5	0.45984 0.46006 grability DPS 0.08 0.08	Notes
1000 1050 Hypo 2000 2 Players Time 0 11 11.01	~2:15 ~2:20 e (S:Frames) ~13 ~12:52 ~8:33	2.25 2.33 Time (S) Re 13 12.87 8.55	2.17 2.17 fined Calc (S) Du 12.5 12.5 8.06	0.45984 0.46006 Urability DPS 0.08 0.08 0.124	Notes
1000 1050 Hypo 2000 2 Players Time 0 11 11.01 10+10	~2:15 ~2:20 e (S:Frames) ~13 ~12:52 ~8:33 ~12:55	2.25 2.33 Time (S) Re 13 12.87 8.55 12.92	2.17 2.17 2.17 fined Cate (S) Du 12.5 12.5 8.06 12.1	0.45984 0.46006 urability DPS 0.08 0.08 0.124 0.08266	Notes
1000 1050 Hypo 2000 2 Players Time 0 11 11.01 10+10 20	~2:15 ~2:20 e (S:Frames) ~13 ~12:52 ~8:33 ~12:55 ~8:11	2.25 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18	2.17 2.17 2.17 filled Calc (S) Du 12.5 12.5 8.06 12.1 7.85	0.45984 0.46006 grability DPS 0.08 0.08 0.124 0.08266 0.12742	Notes
1000 1050 Hypo 2000 2 Players Time 0 11 11.01 10+10 20 30	~2:15 ~2:20 e (S:Frames) ~13 ~12:52 ~8:33 ~12:55 ~8:11 ~8:08	2.25 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13	2.17 2.17 2.17 ffined Calc (S) Du 12.5 12.5 8.06 12.1 7.85 7.62	0.45984 0.46006 urability DPS 0.08 0.124 0.08266 0.12742 0.13124	Notes
1000 1050 Hypo 2000 2 Players Time 0 11 11.01 10+10 20 30 40	-2:15 -2:20 e (S:Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43	2.25 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13 7.72	2.17 2.17 2.17 2.18 2.5 12.5 8.06 12.1 7.85 7.62	0.45984 0.46006 urability DPS 0.08 0.124 0.08266 0.12742 0.13124 0.13504	Notes
1000 1050 Hypo 2000 2 Players Time 0 111 11.01 10+10 20 30 40 50	-2:15 -2:20 e (S:Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30	2.25 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13 7.72 7.5	2.17 2.17 2.17 fined Calc (S) Dt 12.5 12.5 8.06 12.1 7.85 7.62 7.41	0.45984 0.46006 0.08 0.08 0.124 0.08266 0.12742 0.13124 0.13504 0.13886	Notes Inless an "**x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse
1000 1050 Hypo 2000 2 Players Time 0 11 11.01 10.10 20 30 40 50 25+25	-2:15 -2:20 e (S:Frames) -13 -12:55 -8:11 -8:08 -7:43 -7:30 -6:06	2.25 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13 7.72 7.5 6.1	2.17 2.17 fined Calc (S) Du 12.5 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6	0.45984 0.46006 urability DPS 0.08 0.08 0.124 0.08266 0.12742 0.13124 0.13504 0.13886	Notes
1000 1050 Hypo 2000 2 Players 0 111 11.01 10+10 20 30 40 50 25+25 100	-2:15 -2:20 e (S:Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -6:06 -6:46	2.25 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13 7.72 7.5 6.1 6.77	2.17 2.17 Ifined Calc (S) Du 12.5 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13	0.45984 0.46006 0.08 0.08 0.124 0.08266 0.12742 0.13124 0.13504 0.17868 0.17868	Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint.
1000 1050 Hypo 2000 2 Players Time 0 11 11.01 10.10 20 30 40 50 25+25	-2:15 -2:20 e (S:Frames) -13 -12:55 -8:11 -8:08 -7:43 -7:30 -6:06	2.25 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13 7.72 7.5 6.1	2.17 2.17 fined Calc (S) Du 12.5 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6	0.45984 0.46006 0.08 0.08 0.124 0.08266 0.12742 0.13124 0.13504 0.17868 0.17868	Notes Inless an "**x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse
1000 1050 Hypo 2000 2 Players Time 0 11 11.01 10+10 20 30 440 50 25+25 100 50+50	-2:15 -2:20 e (S:Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -6:06 -6:46 -5:35	2.25 2.33 Time (s) Re 13 12.87 8.55 12.92 8.18 8.13 7.72 7.5 6.1 6.77 5.58	2.17 2.17 2.17 Ifined Calc (S) Du 12.5 12.5 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13	0.45984 0.46006 urability DPS 0.08 0.124 0.08266 0.12742 0.13124 0.13504 0.17868 0.17868 0.16316	Notes Inless an "xxx" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint.
1000 1050 Hypo 2000 2 Players Time 0 11 11.01 10+10 20 30 440 50 25+25 100 50+50	~2:15 ~2:20 e (S:Frames) ~13 ~12:52 ~8:33 ~12:55 ~8:11 ~8:08 ~7:43 ~7:30 ~6:06 ~6:46 ~5:35	2.25 2.33 Time (s) Re 13 12.87 8.55 12.92 8.18 8.13 7.72 7.5 6.1 6.77 5.58	2.17 2.17 2.17 Ifined Calc (S) Du 12.5 12.5 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13	0.45984 0.46006 0.46006 0.08 0.08 0.124 0.0826 0.12742 0.13504 0.13868 0.16316 0.19774	Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint.
1000 1050 Hypo 2000 2 Players Time 0 11 11.01 10+10 20 30 40 50 25+25 100 50+50 3 Players Time	-2:15 -2:20 e (S:Frames) -13 -12:55 -8:11 -8:08 -7:43 -7:30 -6:06 -6:46 -5:35 e (S:Frames)	2.25 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13 7.72 6.1 6.77 5.58 Time (S) Re	2.17 2.17 fined Calc (8) 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 fined Calc (8)	0.45984 0.46006 0.08 0.08 0.124 0.08266 0.12742 0.13124 0.13504 0.17868 0.16316 0.19774	Notes Inless an "xxx" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint.
1000 1050 10	-2:15 -2:20 e (S:Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -6:00 -6:06 -6:46 -5:35	2.25 2.33 Time (S) Re 13 12.87 8.58 12.92 8.18 8.13 7.72 7.5 6.1 6.77 5.58 Time (S) Re	2.17 2.17 2.17 2.17 2.17 4fined Catc (S) 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 fined Catc (S) Dt.	0.45984 0.46006 0.46006 0.08 0.08 0.1274 0.1324 0.13504 0.13504 0.1386 0.16316 0.19774	Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint.
1000 1050 10	-2:15 -2:20 • (S.Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -8:06 -8:46 -5:35 • (S.Frames) -6:00 -6:00	2.25 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13 7.72 7.5 6.1 6.77 5.58 Time (S) Re	2.17 2.17 fined Calc (8) 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 fined Calc (8) Du	0.45984 0.46006 0.08 0.08 0.124 0.0226 0.12742 0.13504 0.13808 0.17868 0.16316 0.19774 0.19874 0.1881	Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint.
1000 1000 1000 1000 1000 1000 1000 100	-2:15 -2:20 e (S:Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -6:00 -6:06 -6:46 -5:35	2.25 2.33 Time (S) Re 13 12.87 8.58 12.92 8.18 8.13 7.72 7.5 6.1 6.77 5.58 Time (S) Re	2.17 2.17 2.17 2.17 2.17 4fined Catc (S) 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 fined Catc (S) Dt.	0.45984 0.46006 0.46006 0.08 0.08 0.1274 0.1324 0.13504 0.13504 0.1386 0.16316 0.19774	Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint.
1000 1050 1050 1050 1050 0 111 11.01 20 30 40 50 25+25 100 25+25 100 3 Players Time	-2:15 -2:20 e (S.Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -6:00 -6:46 -6:35 e (S.Frames) -6:00 -6:10 -3:17	2.25 2.33 7I/me (S) Re 13 12.67 8.55 12.92 8.13 7.72 7.5 6.1 6.77 5.58	2.17 2.17 2.17 fined Calc (\$) 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 fined Calc (\$) 5.55 5.55	0.45984 0.46006 0.45006 0.08 0.08 0.026 0.12742 0.13124 0.13806 0.17868 0.17868 0.17868 0.17868 0.15016 0.19774	Notes Unless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint. Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds.
1000 1050 10	-2:15 -2:20 e (S.Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -6:00 -6:46 -6:35 e (S.Frames) -6:00 -6:10 -3:17	2.25 2.33 7I/me (S) Re 13 12.67 8.55 12.92 8.13 7.72 7.5 6.1 6.77 5.58	2.17 2.17 2.17 fined Calc (\$) 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 fined Calc (\$) 5.55 5.55	0.45984 0.46006 0.46006 0.08 0.08 0.124 0.08266 0.12742 0.13124 0.13504 0.13886 0.16316 0.19774 urability DPS 0.18 0.18 0.22402	Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint. Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds.
1000 1050 1050 1050 1050 1050 1050 11.01 10-10 20 30 40 50 50 10 50 11 11.01 11.01 14-10 27 28 29 40 40 40 40 40 40 40 40	-2-15 -2-20 e (S.Frames) -13 -12-52 -8-33 -12-55 -8-11 -8-05 -6-06 -6-46 -5-35 e (S.Frames) -6-00 -6-10 -3-17 e (S.Frames)	2.26 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13 7.75 6.1 6.77 5.58 Time (S) Re 6 6.17 3.28	2.17 2.17 2.17 flined Calc (\$) Du 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 flined Calc (\$) Du flined Calc (\$) Du flined Calc (\$) Du	0.45984 0.46006 0.45006 0.08 0.08 0.024 0.0826 0.1274 0.13124 0.13846 0.17868 0.19774 0.13886 0.19774 0.18 0.18 0.18 0.18 0.19774 0.18	Notes Unless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint. Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds.
1000 1050 1050 1050 1050 1050 11 11-01 10-10 20 30 40 50 50 50 50 50 50 100 50 11 11 11 11 11 11 11 1	-2:15 -2:20 c (S.Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -6:08 -6:48 -5:35 c (S.Frames) -6:10 -3:17 c (S.Frames)	2.25 2.33 Time (S) 13 12.87 8.55 12.92 8.16 8.13 7.72 7.5 6.11 6.77 5.56 6.17 3.28 Time (S) Re 3.92	2.17 2.17 ffined Cale (S) Du 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 fined Cale (S) Du 5.55 4.46 fined Cale (S) Du 3.13	0.45994 0.46006 1.0826 0.08 0.08 0.124 0.08266 0.12742 0.13124 0.13504 0.13886 0.16316 0.19774 2018119 DPS 0.18 0.18 0.22402 2018119 DPS	Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint. Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds.
1000 1050 1050 1050 1050 1050 1050 11.01 10+10 20 30 40 50 50 50 50 11 11.01	-2-15 -2-20 e (S.Frames) -13 -12-52 -8-33 -12-55 -8-11 -8-05 -6-06 -6-46 -5-35 e (S.Frames) -6-00 -6-10 -3-17 e (S.Frames)	2.26 2.33 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13 7.75 6.1 6.77 5.58 Time (S) Re 6 6.17 3.28	2.17 2.17 2.17 flined Calc (\$) Du 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 flined Calc (\$) Du flined Calc (\$) Du flined Calc (\$) Du	0.45984 0.46006 0.45006 0.08 0.08 0.024 0.0826 0.1274 0.13124 0.13846 0.17868 0.19774 0.13886 0.19774 0.18 0.18 0.18 0.18 0.19774 0.18	Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint. Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds.
1000 1050 1050 1050 1050 1050 11 11-01 10-10 20 30 40 50 50 50 50 50 50 100 50 11 11 11 11 11 11 11 1	-2:15 -2:20 c (S.Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -6:08 -6:48 -5:35 c (S.Frames) -6:10 -3:17 c (S.Frames)	2.25 2.33 Time (S) 13 12.87 8.55 12.92 8.16 8.13 7.72 7.5 6.11 6.77 5.56 6.17 3.28 Time (S) Re 3.92	2.17 2.17 ffined Cale (S) Du 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 fined Cale (S) Du 5.55 4.46 fined Cale (S) Du 3.13	0.45994 0.46006 1.0826 0.08 0.08 0.124 0.08266 0.12742 0.13124 0.13504 0.13886 0.16316 0.19774 2018119 DPS 0.18 0.18 0.22402 2018119 DPS	Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint. Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds.
1000 1050 1050 1050 1050 1050 1050 11.01 10+10 20 30 40 50 50 10 50+50 11 11.01 11	-2:15 -2:20 e (S.Frames) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -6:00 -6:46 -5:35 e (S.Frames) -6:00 -8:10 -3:47	2.25 2.35 2.37 Time (S) Re 13 12.87 8.55 12.92 8.18 8.13 7.72 7.5 6.1 6.77 5.58 Time (S) Re 6.17 3.28 3.92 3.78	2.17 2.17 ffined Calc (S) 12.5 8.00 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.00 ffined Calc (S) 01 ffined Calc (S) 01 3.13	0.45994 0.46006 0.080 0.08 0.124 0.0826 0.12742 0.13704 0.13806 0.17768 0.19774 0.13904 0.13916 0.19774 0.13917 0.180 0.19774 0.13917 0.180 0.19774 0.180 0.19774 0.180 0.19774 0.180 0.180 0.22402 0.322 0.322	Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint. Notes Inless an "x+x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds.
1000 1050 1050 1050 1050 1050 11 11-01 10-10 20 30 40 50 100 50+50 3 4 11-01 11-01 4 4 4 4 4 11-01 1	-2:15 -2:20 a (S.Framos) -13 -12:52 -8:33 -12:55 -8:11 -8:08 -7:43 -7:30 -6:08 -6:48 -5:35 a (S.Framos) -6:09 -6:10 -3:17 a (S.Framos) -3:56 -3:47 -3:47	2.25 2.35 2.37 Time (S) Re 13 12.87 8.55 12.92 6.16 6.17 7.72 7.5 6.5 6.17 3.28 Time (S) Re 3.92 3.78	2.17 2.17 ffined Calc (S) Dt 12.5 8.06 12.1 7.85 7.62 7.41 7.2 5.6 6.13 5.06 ffined Calc (S) Dt ffined Calc (S) Dt 4.46 ffined Calc (S) Dt 3.13 3.13 3.13	0.45994 0.46006 0.46006 0.08 0.08 0.124 0.1324 0.1324 0.13504 0.1386 0.17868 0.16316 0.19774 0.18 0.18 0.18 0.22402 urability DPS 0.32 0.32 0.32	Notes Inless an "***x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Combined total of 20 is less severe than 1 player carrying 0 and the other carrying 11.01, due to not having a single player crossing the 11.01 breakpoint for faster collapse Combined totals are worse when above the 11.01 breakpoint. Combined totals are worse when above the 11.01 breakpoint. Notes Inless an "***x" is shown in the first column, all tests are only having 1 player carry the shown weight, the rest of the players are carrying 0 pounds. Notes Max Real = Everyone holding 314 ibs (cash register + 3 gold bars), combined total of 1256. Max Hacked = Everyone holding 1050 ibs, combined total of 4200.

Age	Item / Test	In-Game Weight	Decimals	Notes
Control				Any unlabeled "test" values mark the smallest possible decimal to trigger that weight display in-game. For the actual arbitrary weights of regular in-game items, they can range from landing anywhere between the lowest and highest p
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	Clown horn	0	1	
	Dust pan	0	1	
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Test Hypothetical 2000 20.04286003 Set a weight that "should" be around 2000 lbs, but it's no different than 1050. Haven't tested movement speed modifier but it collapses the bridge at the same rate, and I would miss movement was the same				
	rest	Hypothetical 2000	20.04286003	Set a weignt that should be around 2000 lbs, but it's no different than 1050. Haven't tested movement speed modifier but it collapses the bridge at the same rate, and I would guess movement was the same.

Weight	Movement Speed	Result	Notes	
104 lbs		Able to Sprint Across Bridge	works consistently	
105 lbs		Able to Sprint Across Bridge	possible but difficult to avoid collapse	
106 lbs		Bridge Collapses	possible to barely-cross sometimes but maybe impossible to avoid collapse	