Walking  Walking on ice  Walking on ice  Walking on ice*  Charging  Jumping  Jumping  Hovering  Hovering with a direction  Hovering with a direction  Flopping with a direction	ype on time true to the true true true true true true true tru	ing into an object										
9704b4 - "Max" speed of the current movement by 9704b8 - Current speed accounting for acceleration 9704bc - Current displacement accounting for turn For version 1.0, these addresses may be found at 97034d - "Max" speed of the current movement by 970348 - Current speed accounting for acceleration 97034c - Current displacement accounting for turn 98 98 98 98 98 98 98 98 98 98 98 98 98	ype on time true to the true true true true true true true tru	ing into an object  ing into an object  % of top speed (charging) 58.094% 59.016%										
0704b8 - Current speed accounting for acceleration of the commentary of the commentary of the current displacement accounting for turn for version 1.0, these addresses may be found at 0703d4 - "Max" speed of the current movement by 0703d8 - Current speed accounting for acceleration of the current displacement accounting for turn of the current displacement displac	on time rns and movie t: ype on time rns and movie x Speed 4536 4608 4536 4608 7808 3150	% of top speed (charging) 58.094% 59.016%										
0704bc - Current displacement accounting for tur For version 1.0, these addresses may be found at 070344 - "Max" speed of the current movement by 070346 - Current speed accounting for acceleratio 0703dc - Current displacement accounting for tur 0703dc - Current displacement account	rns and movi t: ype on time rns and movi x Speed 4536 4608 4536 4608 7808 3150	% of top speed (charging) 58.094% 59.016%										
9703d4 - "Max" speed of the current movement by 9703d8 - Current speed accounting for acceleration 9703dc - Current displacement accounting for turn 98 99 99 90 90 90 90 90 90 90 90 90 90 90	ype on time rns and movi  x Speed  4536  4608  4536  4608  7808  3150	% of top speed (charging) 58.094% 59.016%										
0703d8 - Current speed accounting for acceleration of the comment	on time rns and movi x Speed 4536 4608 4536 4608 7808 3150	% of top speed (charging) 58.094% 59.016%										
Spyro  Standard Moves  Max  Walking  Walking'  Walking on ice  Walking on or ice  Walking on ice  Walking on ice  Hovering description  Hovering with a direction  Flopping with a direction	x Speed 4536 4608 4536 4608 7808 3150	% of top speed (charging) 58.094% 59.016%										
Spyro Standard Moves Max Walking Walking or ice Walking on ice Walking on ice Charging Jumping Jumping Hovering with a direction Hovering with a direction Flopping with a direction	x Speed 4536 4608 4536 4608 7808 3150	% of top speed (charging) 58.094% 59.016%										
Standard Moves  Walking  Walking  Walking on ice  Walking on ice*  Charging  Jumping  Jumping  Hovering with a direction  Hooping with a direction  Flooping with a direction	4536 4608 4536 4608 7808 3150	58.094% 59.016%										
Standard Moves  Walking  Walking  Walking on ice  Walking on ice*  Charging  Jumping  Jumping  Hovering with a direction  Hooping with a direction  Flooping with a direction	4536 4608 4536 4608 7808 3150	58.094% 59.016%										
Walking* Walking on ice Walking on ice Charging Jumping Jumping Hovering Hovering with a direction Hovering with a direction Flooping with a direction	4608 4536 4608 7808 3150	59.016%										
Walking on ice  Walking on ice*  Charging  Jumping  Jumping  Hovering  Hovering with a direction  Hooring with a direction  Flooping  Flooping with a direction	4536 4608 7808 3150											
Walking on ice*  Charging  Jumping  Jumping*  Hovering  Hovering with a direction  Hovering with a direction*  Flopping with a direction  Flopping with a direction  Surface swimming	4608 7808 3150	58.094%										
Charging Jumping Jumping Hovering Hovering with a direction Hovering with a direction* Flopping Flopping with a direction Flopping with a direction Surface swimming	7808 3150											
Jumping Jumping* Hovering Hovering with a direction Hovering with a direction* Flooping Flooping with a direction Flooping with a direction Stoping with a direction Flooping with a direction Surface swimming	3150	59.016% 100.000%										
Jumping* Hovering with a direction Hovering with a direction* Flopping Flopping with a direction Flopping with a direction Flopping with a direction Suppring with a direction Surface swimming		40.343%										
Hovering Hovering with a direction Hovering with a direction* Flopping Flopping with a direction Flopping with a direction Stopping with a direction* Surface swimming	3200	40.984%										
Hovering with a direction  Hovering with a direction* Flopping Flopping with a direction Flopping with a direction* Surface swimming	0	0.000%										
Flopping Flopping with a direction Flopping with a direction* Surface swimming	1575	20.172%										
Flopping with a direction Flopping with a direction* Surface swimming	1600	20.492%										
Flopping with a direction* Surface swimming	0	0.000%										
Surface swimming	1575	20.172%										
	1600	20.492%										
Surface swimming*	2394 2432	30.661% 31.148%										
Swimming while being attacked/acid damage	3150	40.343%										
Underwater charging	7168	91.803%										
Underwater swimming	3584	45.902%										
Gliding	6400	81.967%										
Gliding while holding downward directions	Variable											
Charge Jumping	6144	78.689%										
Climbing	1524 14208	19.518% 181.967%										
Supercharge	14208	101.90/%										
denotes movement that works at dfferent speeds on	different axes	s. From my testing, slower on i	p or left but faster	r on the 6 other di	rections							
note: when on ice, your decay in actual speed is depe						ver decelerate slo	wer than if you ho	ld forward to walk	on ice.			
note: sproder speed alternates between gliding and cl							,					
note: I would include superfly values here but they're					ways though from	their actual speed	d is that being low	, angled down, an	d flapping to main	tain height is the	pest way to move	and is just
barely slower than charging. If you're really curious I'd												
on supercharging: similar to SV skateboarding, you and jumping maintains this value. After one jump how	can maintain	a speed by charge jumping. They at the regular 14k since your	ne intial speed you	u take while charg	ging is dependant	on your pitch whi	le landing. Landin	g with a severe do	wnward angle ca	n increase your su	percharge speed	I to about 19k
and jumping maintains this value. After one jump now	vever, you stay	y at the regular 14k since your	piteri rias riow iev	cica out								
Speedways												
Speedways Preemptive note: flight speeds are dependant on your	r current eleva	ation. Therefore, the following r	numbers are base	ed on the highest	and lowest values	of elevation in ea	ch speedway. Su	percharging speed	is the same as r	egular superchard	ing discussed ab	ove
	k Speed			· · · · · · · · · · · · · · · · ·				5g -p		-g		
Low flying (Mushroom)	10432											
High flying (Mushroom)	4672											
Low flying (Country)	12800											
High flying (Country)	4672											
Low flying (Honey)	13632											
High flying (Honey)	4672 14634											
Low flying (Harbor) High flying (Harbor)	7402											
light hying (Harbor)	7402											
note: blue stars give you a boost of about 8200 for 37	7 frames befor	re your speed begins to decay										
note: supercharging in speedways acts the same as s	supercharging	as Spyro in normal levels suc	h as Molten or Icy	y								
		% of top speed (walking)										
Walking	5922	98.438%										
Walking*	6016	100.000%										
Jumping	3150 3200	52.360% 53.191%										
Jumping* Falling	1575	26.180%										
Falling*	1600	26.596%										
Super jumping	1575	26.180%										
Super jumping*	1600	26.596%										
Byrd												
		% of top speed (flying)										
Walking*	3780 3840	59.063% 60.000%										
Flying	6300	98.438%										
Flying*	6400	100.000%										
Falling	6300	98.438%										
Falling*	6400	100.000%										
		% of top speed (walking)										
Walking	3780	98.438%										
Walking* Jumping	3840 3150	100.000% 82.031%										
Jumping*	3200	83.333%										
Falling	1575	41.016%										
	1600	41.667%										
Falling*	1510	39.323%										
Falling* Optimal pushing												
Optimal pushing		ck. Holding forward to push the	block while mov	ring the camera de	eceases this as he	begins to push o	off line. At about 10	000 speed, he star	ts to walk off the	side of the block		
-	ngle to the blo											
Optimal pushing note: while pushing, his speed is dependent on his an		n/ . •										
Optimal pushing note: while pushing, his speed is dependent on his an Agent 9 Max	x Speed	% of top speed (walking)										
Optimal pushing note: while pushing, his speed is dependent on his an  Agent 9  Max  Walking	x Speed 3840	100.000%										
Optimal pushing note: while pushing, his speed is dependent on his an  Agent 9  Max Walking Jumping	x Speed 3840 3150	100.000% 82.031%										
Optimal pushing note: while pushing, his speed is dependent on his an  Agent 9  Max  Walking	x Speed 3840	100.000%										
Optimal pushing note: while pushing, his speed is dependent on his an Agent 9 Max Walking Jumping Jumping*	3840 3150 3200	100.000% 82.031% 83.333%										
Optimal pushing note: while pushing, his speed is dependent on his an  Agent 9 Max  Walking Jumping Jumping* Falling Falling*	3840 3150 3200 1575 1600	100.000% 82.031% 83.333% 41.016% 41.667%										
Optimal pushing note: while pushing, his speed is dependent on his an Agent 9 Max Walking Jumping Jumping Falling	3840 3150 3200 1575 1600	100.000% 82.031% 83.333% 41.016% 41.667%	eed									
Optimal pushing note: while pushing, his speed is dependent on his an Agent 9 Max Walking Jumping Jumping Falling Falling* Total Part Sigzagging exists. For curiosity sake, I	3840 3150 3200 1575 1600	100.000% 82.031% 83.333% 41.016% 41.667%	eed									

Regular flying*	4410	65.625%					
Boosting	6720	100.000%					
Miscellaneous	Max Speed						
SV Skateboarding (base)	8192						
SV Skateboarding observable peak	10945						
Water tunnel (Seashell)	0						
Bluto (normal)	4536						
Bluto (normal)*	4608						
Bluto (boosting)	9216						
Mushroom UFOs (lowest)	10240						
Mushroom UFOs boosting (lowest)	18432						
Mushroom UFOs (highest)	4672						
Mushroom UFOs boosting (highest)	12864						
Hunter country	0						
Bamboo boat	0						
Lost Fleet skateboard (regular)	9280						
Lost Fleet skateboard (boosted)	14208						
Sub (idle)	1088						
Sub (moving)	8162						
Hunter honey	~6112						
Haunted tanks	4536						
Haunted tanks*	4608						
Crystal slide	0						
Haunted slide	0						
Manta ray	6144						
Manta ray boosted	12800						
Water tunnel (Dino)	7168						
Tank Sorceress	4536						
Tank Sorceress*	4608						
Hunter Harbor (low flying)	14506						
Hunter Harbor (high flying)	7402						
SBR Skateboard	to do						
SBR Skateboard boosted	to do						
SBR subs	to do						
SBR subs boosted	to do						
SBR flying low	to do						
SBR flying high	to do						

note: I'm not 100% sure on how the skateboard works. However, when you land you do get a massive speed boost (dependant on height and trick value) and while it quickly goes back down to base, the actual speed continues to decay from the boosted value. If you continue to jump as soon as you land, the max speed value continuously reverts to this higher value and you effectively go about 20% faster on average

note: Hunter's plane in Mushroom Speedway and his wing suit in Harbor Speedway are also affected by the elevation at which you fly, the exact same as regular speedway flight mechanics note: UFOs work on superfly mechanics. I don't fully understand how pitch and elevation contribute to overall speed but they do. There's not much to be gathered from this information for RTA use