	Luigi survives	Luigi dies	
Popple & Rookie 1			Not worth testing
Wiggler			Not worth testing
Chuckolator			Not worth testing
Cackletta			
Popple & Rookie 2			Not worth testing
Mom Piranha			
Trunkle			
Hermie			
Popple 3			
Chucklissa			
Popple & Birdo			Not worth testing
Iggy			
Morton			
Lemmy			
Ludwig			
Roy			
Wendy			
Larry			
Fawful			Not worth testing?

Old TAS	New Route test	Delta	in time	Yes?	When	
53092	53092	0	0.00	☑	Before Stardust Fight #1	Note: gets 3 mushrooms
55662	55302	-360	6.00	☑	After Stardust Fight #1	Can save like 200 frames at least
56378	56087	-291	4.85	☑	Room Stardust Fight #1	Get 12 coins instead of 10 or 8
66640	62544	-4096	1:08.27	☑	Room Stardust after Fight #3	
67169	63544	-3625	1:00.42	☑	Before Tolstar Fight	
71194	67858	-3336	55.60	☐	Tolstar	Without Stardust fights, Mario and Luigi are one level lower. Tolstar goes first, but Mario also has speed priority to Luigi. You're not losing any time I don't think.
71743	69006	-2737	45.62	☑	Tolstar after levelup	
				☐	Before Spirit	I cheated for new route, so this is inaccurate. Should be the same delta as -2737
83819	81081	-2738	45.63	☐	Start Hoohooros	Waited a bit at final textbox for better frames
87275	86595	-680	11.33	☑	End Hoohooros	
				☐		
159665	160942	1277	38.71	☐	Enter NW old	
168987	169972	985	43.57	☐	Pipe4 to Tree old	
159665	162197	2532	17.80	☑	Pipe2 detour	
169972	169472	-500	08.33	☑	Pipe7 to tree	
2262				☐		
3017				☐		
168987	169472	485	51.91	☐		
169742				☐		

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cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	lU	lUS	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	dddddddddddd	Link	Rrcrds	rcdthis
xx	xxx	blah blah blah blah	xxxxx	xxxxx	xxxxx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx		xx	xx	xx	xx	x*51	x*51	x*64	x*76	xxxxx	xx.xxxxxxx	xxxxxxxxxxxxxxxxxxxxxxxxxxxx		xxxxx	
						15	21	30	38	60	10	16	22	40	21	64	64	9	54	54		15	^	^	/									10060	
1		Toad Square	352		0																	0.00				0	0	0	0	0.00	0	**No Mushroom**		10159	99
1		Toad Square	489	137	137	1																1.00				52	0	0	0	0.20	674	Left block		10230	71
1		Toad Square	886	534	381										1							1.40				72.8	0	0	0	0.28	1878	Left 1-Up		10331	101
1		Toad Square	908	556	232	1									1							2.40				124.8	0	0	0	0.49	1141	Left 1-Up + block		10386	55
1		Toad Square	522	170	170	1																1.00				52	0	0	0	0.20	837	Right Toad 1mush		10448	62
1		Toad Square	586	232	116	1																1.00	1			52	52	0	0	0.41	571	Right Toad bothmush		10497	49
1		Toad Square	757	405	135	2																2.00	1			104	52	0	0	0.61	665	Right Toad bothmush block		10628	131
1		Toad Square	588	236	236	1																1.00				52	0	0	0	0.20	1162	Right block		10676	48
1		Toad Square	693	341	171	2																2.00				104	0	0	0	0.41	839	Right Toad 1mush block		10694	18
1		Toad Square	1017	665	166	3																3.00	1			156	52	0	0	0.81	818	Right Toad bothmush block Left block		11243	549
2		Koopa Cruiser	241		0																	0.00				0	0	0	0	0.00	0	**No Mushroom**		11262	19
2		Koopa Cruiser	245	4	4	1																1.00				52	0	0	0	0.20	20	Top Mushroom		11300	38
2		Koopa Cruiser	404	163	163	1																1.00				52	0	0	0	0.20	802	Bottom Mushroom		11365	65
2		Koopa Cruiser	416	175	88	2																2.00				104	0	0	0	0.41	431	Both Mushrooms		11452	87
3		Stardust Fields 1 (after Pipe)	553		0																	0.00				0	0	0	0	0.00	0	**No Mushroom**		11745	293
3		Stardust Fields 1 (after Pipe)	567	14	14	1																1.00				52	0	0	0	0.20	69	Top Mushroom		11765	20
3		Stardust Fields 1 (after Pipe)	606	53	53	1																1.00				52	0	0	0	0.20	261	Bottom Mushroom		11824	59
3		Stardust Fields 1 (after Pipe)	621	68	34	2																2.00				104	0	0	0	0.41	167	Both Mushrooms -- I LOST TIME HERE. CHECK AGAIN!!!		11839	15
4		Stardust Fields 2 (10c block after 16mlc block)	598		0																	0.00				0	0	0	0	0.00	0	**No Mushroom**		?	
4		Stardust Fields 2 (10c block after 16mlc block)	601	3	3	1																1.00				52	0	0	0	0.20	15	Mushroom		(look at final) 124xx?	
5		Stardust Fields 3 (Before tutorial)	x		0																	0.00				0	0	0	0	0.00	0	Nothing		/	
5		Stardust Fields 3 (Before tutorial)	x	0	0						1											0.67				34.666	0	0	0	0.14	0	Syrup		/	
6		Stardust Fields 4 (SJHJ Parkour)	960		0																	0.00				0	0	0	0	0.00	0	**No Mushroom**		12721	
6		Stardust Fields 4 (SJHJ Parkour)	984	14	14	1																1.00				52	0	0	0	0.20	69	Mushroom		12909	188
6		Stardust Fields 4 (SJHJ Parkour)	1032	72	108						1											0.67				34.666	0	0	0	0.14	532	Syrup		13332	35
6		Stardust Fields 4 (SJHJ Parkour)	1054	94	56	1					1											1.67				86.666	0	0	0	0.34	278	Both		13297	388
7		Pre Hoohoo Village (Cave)	257		0																	0.00				0	0	0	0	0.00	0	**No Mushroom**		58	58
7		Pre Hoohoo Village (Cave)	311	54	54	1																1.00				52	0	0	0	0.20	266	Right Mushroom		206	148
7		Pre Hoohoo Village (Cave)	312	55	55	1																1.00				52	0	0	0	0.20	271	Left Mushroom		240	34
7		Pre Hoohoo Village (Cave)	349	92	46	2																2.00				104	0	0	0	0.41	226	Both Mushrooms!		296	56
8		Hoohoo Mountain first room	684		0																	0.00				0	0	0	0	0.00	0	**No Mushroom**		448	152
8		Hoohoo Mountain first room	1127	443	665						1											0.67				34.666	0	0	0	0.14	3271	Top area SYRUP		535	87
8		Hoohoo Mountain first room	847	163	163	1																1.00				52	0	0	0	0.20	802	Bottom area MUSHROOM		594	59
8		Hoohoo Mountain first room	1289	606	364	1					1											1.67				86.666	0	0	0	0.34	1790	BOTH		610	16
9		Hoohoo Mountain FIRST FOUNTAIN	1696		0																	0.00				0	0	0	0	0.00	0	**No Mushroom**		723	38
9		Hoohoo Mountain FIRST FOUNTAIN	1763	67	101						1											0.67				34.666	0	0	0	0.14	495	Top right syrup		706	96
9		Hoohoo Mountain FIRST FOUNTAIN	1802	106	106	1																1.00				52	0	0	0	0.20	522	Topright mushroom		988	265
9		Hoohoo Mountain FIRST FOUNTAIN	1869	173	104	1					1											1.67				86.666	0	0	0	0.34	511	Both		-	-
10		Hoohoo Mountain before third fountain	696		0																	0.00				0	0	0	0	0.00	0	**No Mushroom**		1074	86
10		Hoohoo Mountain before third fountain	700	4	4	1																1.00				52	0	0	0	0.20	20	Mushroom		1124	50
11		Hoohoo Mountain Hoohooros	6921		0																	0.00				0	0	0	0	0.00	0				
11					0																	0.00				0	0	0	0	0.00	0				
11					0																	0.00				0	0	0	0	0.00	0				
11					0																	0.00				0	0	0	0	0.00	0				
12		Hoohoo Mountain fourth fountain	2575		0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	1124
12		Hoohoo Mountain fourth fountain	2603	28	42						1											0.67				34.666	0	0	0	0.14	207				
12		Hoohoo Mountain fourth fountain	2716	113	113	1																1.00				52	0	0	0	0.20	556				
12		Hoohoo Mountain fourth fountain	2747	172	103	1					1											1.67				86.666	0	0	0	0.34	508				
13		Hoohoo Mountain room after fourth fountain	466		0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	0
13		Hoohoo Mountain after fourth fountain	1030	564	403										1							1.40				72.8	0	0	0	0.28	1983				
13		Hoohoo Mountain room before Dragohoho	834		0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	1124
13		Hoohoo Mountain room before Dragohoho	973	139	139	1																1.00				52	0	0	0	0.20	684				
13		Hoohoo Mountain room before Dragohoho	1060	226	226	1																1.00				52	0	0	0	0.20	1113				
13		Hoohoo Mountain room before Dragohoho	1096	262	393						1											0.67				34.666	0	0	0	0.14	1935				
13		Hoohoo Mountain room before Dragohoho	1096	262	157	1					1											1.67				86.666	0	0	0	0.34	774				
14		Hoohoo Mountain before hammer btl_tutorial	124		0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	1124
14		Hoohoo Mountain before hammer btl_tutorial	178	54	54	1																1.00				52	0	0	0	0.20	266				
14		Hoohoo Mountain before hammer btl_tutorial	180	56	23	1	1															2.40				124.8	0	0	0	0.49	115				
15		Sewers room after puzzle	647		0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	1124
15		Sewers room after puzzle	694	47	47	1																1.00				52	0	0	0	0.20	231				
15		Sewers room after puzzle	742	95	48	2																2.00				104	0	0	0	0.41	234				
					0																	0.00				0	0	0	0	0.00	0				
15		Sewers before freeing	669		0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	0
16	186	Sewers before freeing	698	29	29	1																1.00				52	0	0	0	0.20	143				
16	186	Sewers before freeing	710	41	21	2																2.00				104	0	0	0	0.41	101				
17		Final Sewers	133		0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	1124
17	189	Final Sewers	416	283	94	3																3.00				156	0	0	0	0.61	464				
18		Pipe 5 room	323		0																	0.00				0	0	0	0	0.00	0	No items		1124	1124
18		Pipe 5 room	325	2	3						1											0.67				34.666	0	0	0	0.14	15	Syrup going up and going down are equal in time!			

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	lU	lUS	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
18		Pipe 5 room	356	33	33	1																1.00				52	0	0	0	0.20	162	Mushroom going up and down are equal in time!			
18		Pipe 5 room	358	35	21	1					1											1.67				86.666	0	0	0	0.34	103				
19		Chucklehuck room before barrel glitch	819		0																	0.00				0	0	0	0	0.00	0	No item			
19		Chucklehuck room before barrel glitch	1094	275	118	1					2											2.33				121.33	0	0	0	0.47	580	MiniMario right			
20		Chuckhuckle left room of Chuckroot	199		0																	0.00				0	0	0	0	0.00	0	No item		1124	1124
20		Chuckhuckle left room of Chuckroot	247	48	25						2							1				1.93				100.53	0	0	0	0.39	122				
21	154	Chucklehuck L-R before first cave room	271		0																	0.00				0	0	0	0	0.00	0	No item			
21	154	Chucklehuck L-R before first cave room	381	110	165						1											0.67				34.666	0	0	0	0.14	812				
		Chuckhuckle room before Chuckolator	506		0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	1124
		Chucklehuckle room before Chuckolator	509	3	3	1																1.00				52	0	0	0	0.20	15				
		Chucklehuckle room before Chuckolator	529	20	7	1									1			1				3.00				156	0	0	0	0.61	33				
		Second room after Chuckolator (Luigi Solo)	308		0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	1124
		Second room after Chuckolator (Luigi Solo)	364	56	56	1																1.00				52	0	0	0	0.20	276				
		Second room after Chuckolator (Luigi Solo)	378	70	35	2																2.00				104	0	0	0	0.41	172				
		Third room after Chuckolator (Luigi Solo)	423		0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	1124
		Third room after Chuckolator (Luigi Solo)	646	223	223	1																1.00				52	0	0	0	0.20	1098				
					0																	0.00				0	0	0	0	0.00	0	Mushroom		1124	1124
					0																	0.00				0	0	0	0	0.00	0				
		Chuckhuckle room before Chuckolator	506		0																	0.00				0	0	0	0	0.00	0				
		Chucklehuckle room before Chuckolator	509	3	0																	0.00				0	0	0	0	0.00	0				
		Chucklehuckle room before Chuckolator	529	20	0																	0.00				0	0	0	0	0.00	0				
		Second room after Chuckolator (Luigi Solo)	308		0																	0.00				0	0	0	0	0.00	0				
		Second room after Chuckolator (Luigi Solo)	364	56	0																	0.00				0	0	0	0	0.00	0				
		Second room after Chuckolator (Luigi Solo)	378	70	0																	0.00				0	0	0	0	0.00	0				
		Third room after Chuckolator (Luigi Solo)	423		0																	0.00				0	0	0	0	0.00	0				
		Third room after Chuckolator (Luigi Solo)	646	223	0																	0.00				0	0	0	0	0.00	0				
					0	99																99.00				5049	0	0	0	19.72	0				
					0	1																1.00				51	0	0	0	0.199219	0				
					0																	0.00	1			0	52	0	0	0.203125	0				
					0																	0.00		1		0	0	64	0	0.250000	0				
					0																	0.00			1	0	0	0	76	0.296875	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
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					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
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					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
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					0																	0.00				0	0	0	0	0.00	0				
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					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
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cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	dddddddddddd	Link	Rrcrds	rcdthis
					0	34	4	2	1	0	17	2	0	0	3	0	0	3	0	0	1,073.(	137.13	9	2	0	7130.9	468	128	0	30.18	0				
					0	31	3	1	0	0	17	2	0	0	2	0	0	2	0	0	593.00	94.20	5	0		4898.4	260	0	0	20.15	0				
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cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
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cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
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cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
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cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
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cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
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cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
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cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
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					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
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					0																	0.00				0	0	0	0	0.00	0				
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					0																	0.00				0	0	0	0	0.00	0				
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					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
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					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	lU	lUS	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																	0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	lU	lUS	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																	0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	lU	lUS	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																	0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	lU	lUS	GM	RH	RP	GP	coins	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
					0																	0.00				0	0	0	0	0.00	0				
		Stardust Fields 2 (10c block after 16mic block)			0																	0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	dddddddddddd	Link	Rrcrds	rcdthis
xx	xxx	blah blah blah blah	xxxxx	xxxxx	xxxxx	xx	xx	xx	xx	x*51	x*51	x*64	x*76	xxxxx	xx.xxxxxxx	xxxxxxxxxxxxxxxxxxxxxxxxxxxx		xxxxx	
1	274	Toad Square	210		0					0	0	0	0	0	0	**NO MUSHROOMS**			
1	274	Toad Square	348	138	138	1				51	0	0	0	51	2.70588235	Mushroom on the left!			
1	274	Toad Square	442	238	119	1	1			51	51	0	0	102	2.33333333	Toad's mushroom on the right			
1	274	Toad Square	632	422	141	2	1			102	51	0	0	153	2.75816993	Both mushrooms on the right; right first, then left			
1	274	Toad Square	617	407	136	2	1			102	51	0	0	153	2.66013072	Both mushrooms on the right; left first, then right			
1	274	Toad Square	453	243	243	1				51	0	0	0	51	4.76470588	Mushroom in block on the right			
2	313	Koopa Cruiser	267		0					0	0	0	0	0	0	**NO MUSHROOMS**			
2	313	Koopa Cruiser	271	4	4	1				51	0	0	0	51	0.07843137	Top mushroom			
2	313	Koopa Cruiser	430	163	163	1				51	0	0	0	51	3.19607843	Bottom mushroom			
2	313	Koopa Cruiser	442	175	88	2				102	0	0	0	102	1.71568627	Both mushrooms			
3	21	Stardust Fields after Pipe 1	556		0					0	0	0	0	0	0	**NO MUSHROOMS**			
3	21	Stardust Fields after Pipe 1	571	15	15	1				51	0	0	0	51	0.29411765	Top mushroom			
3	21	Stardust Fields after Pipe 1	609	53	53	1				51	0	0	0	51	1.03921569	Bottom mushroom			
3	21	Stardust Fields after Pipe 1	623	67	34	2				102	0	0	0	102	0.65686275	Both mushrooms			
4	25	Stardust Fields 1st room with yellow platform	395		0					0	0	0	0	0	0	**NO MUSHROOMS**			
4	25	Stardust Fields 1st room with yellow platform	396	1	1	1				51	0	0	0	51	0.01960784	Literally no reason not to get it			
5	26	Stardust Fields SJ/HJ Tutorial Room	450		0					0	0	0	0	0	0	**NO MUSHROOMS**			
5	26	Stardust Fields SJ/HJ Tutorial Room	474	24	24	1				51	0	0	0	51	0.47058824	Top mushroom			
6		Stardust Fields high mushroom before boss	349		0					0	0	0	0	0	0	**NO MUSHROOMS**		34.0781	
6		Stardust Fields high mushroom before boss	656	307	307	1				51	0	0	0	51	6.01960784	From the bottom			
7	99	Stardust Fields cave	242		0					0	0	0	0	0	0	**NO MUSHROOMS**			
7	99	Stardust Fields cave	297	55	55	1				51	0	0	0	51	1.07843137	Right mushroom			
7	99	Stardust Fields cave	301	59	59	1				51	0	0	0	51	1.15686275	Left mushroom			
7	99	Stardust Fields cave	344	102	51	2				102	0	0	0	102	1.00000000	Both mushrooms			
8	76	Hoohoo Mountain 1	653		0					0	0	0	0	0	0	**NO MUSHROOMS**			
8	76	Hoohoo Mountain 1	820	167	167	1				51	0	0	0	51	3.27450980	top left			
9	74	Hoohoo Mountain Fountain 1	246		0					0	0	0	0	0	0	**NO MUSHROOMS**			
9	74	Hoohoo Mountain Fountain 1	353	107	107	1				51	0	0	0	51	2.09803922	after swirl, top right			
10	397	Hoohoo Mountain Fountain 2	641		0					0	0	0	0	0	0	**NO MUSHROOMS**			
10	397	Hoohoo Mountain Fountain 2	646	5	5	1				51	0	0	0	51	0.09803922	right after switch block			
11	71	Hoohooros room	109		0					0	0	0	0	0	0	**NO MUSHROOMS**			
11	71	Hoohooros room	375	266	266	1				51	0	0	0	51	5.21568627	bottom left after boss, NOTE: this was done without doing the boss. Results may be slightly different in the actual TAS.			
12	69	Before Dragohoho	78		0					0	0	0	0	0	0	**NO MUSHROOMS**			
12	69	Before Dragohoho	277	199	199	1				51	0	0	0	51	3.90196078	after whirlwind			
13	78	Before Minecart Mini-game	225		0					0	0	0	0	0	0	**NO MUSHROOMS**			
13	78	Before Minecart Mini-game	810	585	293	2				102	0	0	0	102	5.73529412	BOTH MUSHROOMS on bridge **NOTE: EXTRA SYRUP TOO (0f detour) = MORE MONEY!**			
13	78	Before Minecart Mini-game	634	409	409	1				51	0	0	0	51	8.01960784	ONE MUSHROOM (left one, obviously. Right one would equal the previous one in terms of detour)			
14	89	After Minecart Mini-game	150		0					0	0	0	0	0	0	**NO MUSHROOMS**			
14	89	After Minecart Mini-game	204	54	54	1				51	0	0	0	51	1.05882353	Mushroom			
14	89	After Minecart Mini-game	205	55	55	1				51	0	0	0	51	1.07843137	GRABS NUT			
15	188	Sewers after puzzle	654		0					0	0	0	0	0	0	**NO MUSHROOMS**			
15	188	Sewers after puzzle	765	111	56	2				102	0	0	0	102	1.08823529	Both	https://cdn.discordapp.com/attachmer		
16	186	Sewers before freeing	669		0					0	0	0	0	0	0	**NO MUSHROOMS**			
16	186	Sewers before freeing	698	29	29	1				51	0	0	0	51	0.56862745	Mushroom top right. Top left mushroom is slower than top right.			
16	186	Sewers before freeing	710	41	21	2				102	0	0	0	102	0.40196078	Both.			
17	189	Final Sewers	133		0					0	0	0	0	0	0	**NO MUSHROOMS**			
17	189	Final Sewers	416	283	94	3				153	0	0	0	153	1.84967320	all 3 in the room north after cutscene			
18	142	Pipe #5 (Chuckola woods thing)	122		0					0	0	0	0	0	0	**NO MUSHROOMS**			
18	141	Chucklehuckle Woods #1			42	1									0				
18	142	Pipe #5	157	35	35	1				51	0	0	0	51	0.68627451	Mushroom			
18b	142	Pipe #5 BACK	129		0					0	0	0	0	0	0	No mushroom, GOING BACK!!!!!!		8453	
18b	142	Pipe #5 BACK	160	31	31	1				51	0	0	0	51	0.60784314	1 mushroom, GOING BACK --- this is faster, however the mushroom may be needed earlier. This requires testing.		8481	28
19	144	Before barrel glitch	543		0					0	0	0	0	0	0	**NO MUSHROOMS**			
19	144	Before barrel glitch	763	220	220	1				51	0	0	0	51	4.31372549	Mushroom			
20	138	Underground fruit 1	112		0					0	0	0	0	0	0	**NO MUSHROOMS**			

cID	rID	Room	Time	Delta	Dlt/Mush	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
20	138	Underground fruit 1	171	59	59	1				51	0	0	0	51	1.15686275	Mushroom (NO OTHER ITEMS)			
21	139	Underground fruit 2	498		0					0	0	0	0	0	0	**NO MUSHROOMS** We would have Hi-Jump from after Wiggler.			
21	139	Underground fruit 2	769	271	271	1				51	0	0	0	51	5.31372549	We would switch characters after defeating Wiggler so that we can do spin-jump as Mario.			
22	140	Underground fruit 3	343		0					0	0	0	0	0	0	**NO MUSHROOMS**			
22	140	Underground fruit 3	470	127	127	1				51	0	0	0	51	2.49019608	If this, switch to Mario after the mushroom! **Detour is likely a few frames smaller. Detour is the same if combined with 21b.**			
23	156	Chuckola before boss	382		0					0	0	0	0	0	0	**NO MUSHROOMS**			
23	156	Chuckola before boss	385	3	3	1				51	0	0	0	51	0.05882353	No mushroom/coins			
24	117	Luigi after chuckola boss room 1	333		0					0	0	0	0	0	0	**NO MUSHROOMS**			
24	117	Luigi after chuckola boss room 1	391	58	58	1				51	0	0	0	51	1.13725490	1 mushroom			
24	117	Luigi after chuckola boss room 1	402	69	35	2				102	0	0	0	102	0.67647059	2 mushrooms		5275	
25	118	Luigi after chuckola boss room 2	868		0					0	0	0	0	0	0	**NO MUSHROOMS** (Same .tasproj as situation 17)		5379	104
25	118	Luigi after chuckola boss room 2	1091	223	223	1				51	0	0	0	51	4.37254902	1 mushroom			
26	219	Hoonooversity Room Center	1021		0					0	0	0	0	0	0	**NO MUSHROOMS** (Switch did not happen, but you're supposed to switch.)			
26	219	Hoonooversity Room Center	1101	80	80	1				51	0	0	0	51	1.56862745	Topleft. Switching required. A second switch is required, too. After switching once, we can use high jump to have both bros. on the same position and switch instantly. **This switch is a deroute of 8 frames. This route also gives me an extra syrup at no cost, which likely allows me to buy an extra mushroom, which means that the total detour is about 40 frames(?).**		5733	
27	220	Hoonooversity Big Door	1826		0					0	0	0	0	0	0	**NO MUSHROOMS**		5938	23
27	220	Hoonooversity Big Door	1834	8	8	1				51	0	0	0	51	0.15686275	Mushroom!		5915	182
28		Hoonooversity outoftheway	338		0					0	0	0	0	0	0	**NO MUSHROOMS** (Had to swerve out of the way; I lost a full frame. I removed one in Time, but the actual Time was 339!)			
28		Hoonooversity outoftheway	672	334	334	1				51	0	0	0	51	6.54901961	Out-of-the-way mushroom. NOTE: I edited Luigi's Altitude so that he does not get hit.		6109	171
29	232	hoonooversity puzzle (30secondminigame)	438		0					0	0	0	0	0	0	**NO MUSHROOMS**			
29	232	hoonooversity puzzle (30secondminigame)	483	45	45	1				51	0	0	0	51	0.88235294	mushroom		6192	83
30	224	Hoonooversity before big barrel puzzle	186		0					0	0	0	0	0	0	**NO MUSHROOMS** **ALL OF THESE ARE COMING BACK AFTER ID 31.**			
30	224	Hoonooversity before big barrel puzzle	192	6	6	1				51	0	0	0	51	0.11764706	topright mushroom --- TIMED BY COMING FROM THE LEFT! 7 frames faster to grab it coming back.			
30	224	Hoonooversity before big barrel puzzle	252	66	33	1	1			51	51	0	0	102	0.64705882	topleft mushroom --- FREE SYRUP ALONG THE WAY! = 3rd mushroom? **(if 3rd, then Dlt/Mush = 24)** 5 frames faster to grab it coming back.		6578	303
31	491	Before Donkey Kong	355		0					0	0	0	0	0	0	**NO MUSHROOMS**		6275	83
31	491	Before Donkey Kong	383	28	28	1				51	0	0	0	51	0.54901961	topleft mushroom --- FREE SYRUP AND HERB ALONG THE WAY; 2 or 3 mushrooms? **(28/3=9, 28/2=14)**			
32	238	Before Cackletta	246		0					0	0	0	0	0	0	**NO MUSHROOMS**		6609	31
32	238	Before Cackletta	248	2	2		1			0	51	0	0	51	0.03921569	supermushroom (bottom left)		6619	10
33	241	First one after Cackletta	146		0					0	0	0	0	0	0	**NO MUSHROOMS**			
33	241	First one after Cackletta	196	50	50		1			0	51	0	0	51	0.98039216	top mushroom		6691	72
34	279	Before P&R2	266		0					0	0	0	0	0	0	**NO MUSHROOMS**		6736	1
34	279	Before P&R2	282	16	16		1			0	51	0	0	51	0.31372549	mush		6735	44
35	90	Before luigi dungeon	320		0					0	0	0	0	0	0	**NO MUSHROOMS**		7133	0
35	90	Before luigi dungeon	320	0	0	1				51	0	0	0	51	0.00000000	this mushroom is incredibly conveniently in our way!		7133	49
35	90	Before luigi dungeon	329	9	5	2				102	0	0	0	102	0.08823529			7084	349
36	327	Luigi Dungeon 1	250		0					0	0	0	0	0	0	**NO MUSHROOMS**		7208	124
36	327	Luigi Dungeon 1	612	362	362		1			0	51	0	0	51	7.09803922			7273	65
37	268	Gwarhar Underwater 1	278		0					0	0	0	0	0	0	**NO MUSHROOMS (EXTREMELY LAZY ATTEMPT)** 104192 before pipe!		8443	62
37	268	Gwarhar Underwater 1	489	211	211	1				51	0	0	0	51	4.13725490	ABSOLUTE MINIMUM Y: **81409** CONSIDER: **DOUBLE TAPPING A!!!** (more height?)		8381	1108
38	162	CaveBeforePopple Chuckola Woods	215		0					0	0	0	0	0	0	**NO MUSHROOMS**		8503	
38	162	CaveBeforePopple Chuckola Woods	261	46	46	1				51	0	0	0	51	0.90196078	Mushroom !		8617	
39	340	Joke's End 1 (first center, to left)	346		0					0	0	0	0	0	0	**NO MUSHROOMS**		8637	20
39	340	Joke's End 1 (first center, to left)	635	289	289		1			0	51	0	0	51	5.66666667	Mushroom !		8731	94
40	347	Joke's End 2 (after walk spikes)	122		0					0	0	0	0	0	0	**NO MUSHROOMS**		8734	3
40	347	Joke's End 2 (after walk spikes)	132	10	10		1			0	51	0	0	51	0.19607843	Mushroom		8760	26
41	363	Joke's End 3 (Mario 1)	105		0					0	0	0	0	0	0	**NO MUSHROOMS**			
41	363	Joke's End 3 (Mario 1)	180	75	60			1		0	0	64	0	64	1.17187500	Ultra Mushroom :o			
42	357	Joke's End 4 (Mario 2)	198		0					0	0	0	0	0	0	**NO MUSHROOMS**			
42	357	Joke's End 4 (Mario 2)	224	26	21			1		0	0	64	0	64	0.40625000	Ultra Mushroom :o			
43	399	Joke's End 5 (end)	766		0					0	0	0	0	0	0	**NO MUSHROOMS**			
43	399	Joke's End 5 (end)	1028	262	209			1		0	0	64	0	64	4.09375000	Ultra Mushroom :o			
44	391	Broken Cruiser 1	262		0					0	0	0	0	0	0	**NO MUSHROOMS**		9251	
44	391	Broken Cruiser 1	282	20	20		1			0	51	0	0	51	0.39215686	Mushroom !		9302	51
45	390	Broken Cruiser 2	311		0					0	0	0	0	0	0	**NO MUSHROOMS**		9369	
45	390	Broken Cruiser 2	420	109	87			1		0	0	64	0	64	1.70312500	Ultra Mushroom :o		9373	

cID	rID	Room	Time	Delta	Dlt/Mush	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
45	390	Broken Cruiser 2	357	46	46		1			0	51	0	0	51	0.90196078	Super		(calc)	
45	390	Broken Cruiser 2	466	155	69		1	1		0	51	64	0	115	1.34782609	Both Ultra & Super		9395	
46	290	Teehee Valley after Cruiser	108		0					0	0	0	0	0	0	**NO MUSHROOMS**		9414	41
46	290	Teehee Valley after Cruiser	557	449	449		1			0	51	0	0	51	8.80392157	damn huge super mushroom		9454	40
47	24	Stardust Fields to BC	282		0					0	0	0	0	0	0	**NO MUSHROOMS**			
47	24	Stardust Fields to BC	460	178	178	1				51	0	0	0	51	3.49019608	mush			
48	406	Bowser's Castle Entrance	239		0					0	0	0	0	0	0	**NO MUSHROOMS**			
48	406	Bowser's Castle Entrance	308	69	55			1		0	0	64	0	64	1.07812500	ultra mush		9715	
			1	1	0	99				5049	0	0	0	5049	0.00019806				

END MUSHROOM ROUTING

**Boss Notes on pastebin ----------> **		https://pastebin.com Rough draft of the routes, noting different tests	
**Boss Route on pastebin ----------> **		https://pastebin.com Before conversion to google sheets	
Bowser	4 turns		
	Jump!		
Goombas 1	4 HP each		
	M	**Jump up**	
	L	**Jump up**	
		counter	Must aim for Mario (2 frames faster)
	M	**Jump down**	
Goombas 2	4 HP each		
	M	**Jump up**	
	L	**Jump down**	
		Mario Level 2: POW +3	
Fawful	30 HP		
		Jump!	Dodging: aim for mario
Stardust 1			
	M	**Splash top-left**	ADV 19/20
		dodge	
	L	**Jump bottom-left**	
	M	**Splash top-right**	ADV 18/20
		dodge	
	L	**Jump bottom-right**	
	M	**Splash bottom-right**	ADV 17/20
		Luigi Level 2: POW +3	
Stardust 2			NOTE: ADV 16/20 (tutorial before this fight)
	M	**Splash top-right**	ADV 15/20
		dodge	
	L	**Jump top-left**	
	M	**Splash bottom-right**	ADV 14/20
		dodge	
	L	**Jump bottom-left**	
Stardust 3			
	M	**Splash top-right**	ADV 13/20
		dodge	
	L	**Jump bottom-right (LUCKY HIT)**	
	M	**Jump top-left**	
		dodge	
	L	**Jump bottom-left**	
		Mario Level 3: POW +3	
		Luigi Level 3: POW +3	
TOLSTAR	52 HP		**SYRUP BEFORE BATTLE**
	M	**Splash**	HP: 45/52 Splash adv: 12/20
		dodge	Note: aim for Mario? untested
	L	**Bounce**	HP: 40/52 Bounce adv: 7/8
	M	**Splash**	HP: 33/52 Splash adv: 11/20
		dodge	
	L	**Jump**	HP: 31/52
	M	**Splash**	HP: 24/52 Splash adv: 10/20
		dodge	
	L	**SYRUP ON MARIO**	
	M	**Splash**	HP: 17/52 Splash adv: 9/20
		dodge	
	L	**Jump**	HP: 15/52
	M	**Splash**	HP: 8/52 Splash adv: 8/20
		dodge	
	L	**Jump**	HP: 6/52
	M	**Splash**	dead Splash adv: 7/20 -- drops 1-Up Mushroom
		Mario Level 4: POW +3	
HOOHOOROS	45 HP		
		dodge	
	M	**Splash empty rock**	HP: 45/45 ADV 6/20
	L	**Jump Hoo Rock**	HP: 45/45
		dodge	
	M	**Splash Hoohooros**	HP: 28/45 ADV 5/20
	L	**Jump Empty Rock**	
		dodge	
	M	**Splash Hoohooros**	HP: 11/45 ADV 4/20 blaze it
	L	**SYRUP ON MARIO**	I'm sorry
		dodge	
	M	**Splash Hoohooros**	dead ADV 3/20 -- drops 1-Up Mushroom
		Luigi Level 4: POW +2	
DRAGOHOHO	80 HP		
	M	**Splash**	HP: 63/80 Splash adv: 2/20
	L	**Bounce**	HP: 53/80 Bounce adv: 6/8
		dodge	
	M	**Splash**	HP: 36/80 Splash adv: 1/20
	L	**Bounce**	HP: 26/80 Bounce adv: 5/8
		dodge	
	M	**Splash**	HP: 9/80 **SPLASH ADVANCED**
	L	**Bounce**	dead -- drops Super Mushroom
		Mario Level 5: POW +2	
		Luigi Level 5: HIGE +3	(HIGE = STACHE; for more mushrooms)
QUEEN BEAN	120 HP		
	M	**Advanced Splash Head**	80/120
	L	?	
		dodge	
	M	**Advanced Splash Head**	40/120
	L	?	
		dodge/counter?	
	M	**Advanced Splash Head**	dead -- drops Mushroom, syrup and 1-up mushroom
		Mario Level 6: POW +2	
		Luigi Level 6: HIGE +3	

POPPLE & ROOKIE	Rookie: 120 HP	**EQUIP BEAN BADGE ON MARIO**
	dodge	
M	**Splash ABA**	HP: 88/120 --- ABA represents buttons.
L	**Bounce BAB**	HP: 79/120 Bounce adv: 4/8
	dodge	
M	**Splash ABA**	HP: 47/120
L	**Bounce BA**	HP: 40/120 --- If HP below 39, long attack. Hence buttons.
	dodge	
M	**Splash ABA**	HP: 8/120
L	**Bounce BAB**	dead
	POPPLE KILLS LUIGI	--- avoids level up. Luigi is unnecessairy from here on. :)
	Mario Level 7: POW +2	
WIGGLER	34 HP	This is where it changes from Any%! :)
	Jump on 1st part	34/34
M	**Jump on 4th part**	34/34
L	**Jump on 3rd part**	34/34
	Jump on 2nd part	rule34 of wiggler sorry please don't kill me i'm still a child
M	**Chopper Bros.**	dead lmao
	Mario Level 8: POW +2	
	Luigi Level 7: HIGE +2	No way to kill Wiggler in one turn with Mario; Luigi dying here is **IMMENSELY** slower.
CHUCKOLATOR	300 HP	
	dodge	
M	**Chopper Bros. (6 AP)**	Shield Broken --- 6 AP = 6 A Presses. Pressing too many wastes time; the *Great!* will be there for longer and Mario takes longer to start going back to his spot. Don't overuse it.
L	**Knockback Bros.**	HP: 259/300
	pray he doesn't attack mario	
M	**Chopper Bros. (17 AP)**	HP: 204/300
L	**Knockback Bros.**	HP: 163/300
	PRAY	
M	**Chopper Bros. (19 AP)**	HP: 106/300
L	**Knockback Bros.**	HP: 65/300 --- Any lower and he goes into a small form. This is slow.
	more prays	If Chuckolator uses sword vs. Mario & shoots him, **IMPOSSIBLE TO DODGE.** He does it twice? **MARIO DEAD.** Besides, it's slow.
M	**Chopper Bros. (26 AP)**	dead.
	Mario Level 9: POW +2	
	Luigi Level 8: HIGE +2	
CACKLETTA	300 HP	
	Luigi falls in hole (damage)	
M	**Chopper Bros. (26 AP)**	HP: 258/300
L	**Knockback Bros.**	HP: 238/300
	Fakes	
M	**Chopper Bros. (26 AP)**	HP: 196/300
L	**Knockback Bros.**	HP: 176/300
	Fakes	
M	**Chopper Bros. (26 AP)**	HP: 134/300
L	**Knockback Bros.**	HP: 114/300
	Fakes	
M	**Chopper Bros. (26 AP)**	HP: 72/300
L	**Knockback Bros.**	HP: 52/300
	Fakes	
M	**Chopper Bros. (26 AP)**	HP: 10/300 **(LONG ATTACK STARTS NOW)**
	dodge	
L	**Jump**	HP: 8/300
	Luigi falls in hole (damage)	**Luigi dies** (it's faster to take an extra turn with this long attack than to sit through Luigi's level ups) (-1642f)
M	**Jump**	HP: 0/300 dead
	Mario Level 10: POW +2	Fun fact: the game is bugged here. For some reason, the game multiplies the EXP outcome by 3.
	Mario Level 11: POW +2	Cackletta normally gives 300 EXP, but thanks to the bug, we get 900 EXP instead.
	Mario Level 12: POW +2	
POPPLE & ROOKIE 2	Rookie: 250 HP	
	dodge	68
M	**Chopper Bros. (26 AP)**	HP: 182/250
L	**Knockback Bros.**	HP: 140/250
	dodge	
M	**Chopper Bros. (22 AP)**	HP: 78/250 --- alternative: 25 AP (HP: 73/250)
L	**Knockback Bros.**	HP: 36/250 --- alternative: same (HP: 31/250)
	dodge	
M	**Chopper Bros. (4 AP)**	dead --- alternative: Splash A_A (HP: dead) (no frames won or lost)
L	**jump Popple**	
	let Popple kill Luigi	
MOM PIRANHA	220 HP	
2nd comment	**Luigi gets hit by a Piranha**	
M	**Chopper Bros. A.. upper Piranha**	A.. = press A once
L	**Knockback lower Piranha**	
	dodge	
M	**Chopper Bros. (26 AP)**	HP: 152/220
L	**Knockback Bros.**	HP: 110/220
	dodge	
M	**Chopper Bros. (25 AP)**	HP: 43/220
L	**Knockback Bros.**	HP: 1/220
	let Mom Piranha kill Luigi	(-539f)
M	**Jump**	HP: 0/220
	Mario Level 13: POW +2	
TRUNKLE	60 HP Tree, 110 HP Body	#1 TROUSERS PURCHASABLE BEFORE TRUNKLE! (238 coins)
	dodge/**hit?**	
M	**Chopper Bros. tree (26 AP)**	
L	**Jump lower part**	
	dodge/**hit?**	
M	**Chopper Bros. tree (25 AP)**	
L	**Jump lower part**	
	let Trunkle kill Luigi	(-1639f)
M	**Jump tree**	
	Mario Level 14: HIGE +4	
	Mario Level 15: HIGE +4	
	Mario Level 16: HIGE +4 (rest also hige)	coins

	753 Coins		~~1 Mushroom~~	~~10~~
			~~2 SM~~	~~40~~
			4 Super Nuts	120
			1 Syrup	10
			6 1-Ups	126
			2 1-Up Supers	128
			Spiny Badge A	44
				478
		1181	coins in total	need to have 540 coins, can use 641 coins
		2142	52*42 mushrooms	
		8.36328125	8 mush damage	
		16.046875	79 mushrooms	
		21	Nuts	
		30	SNuts	
		38	UNuts	
		60	MNuts	
		10	Syrup	
		16	SSyrup	
		22	USyrup	
		40	MSyrup	
		21	1-Up Mush	
		64	1-Up SM	
		64	Golden Mush	
		9	Refreshing Herb	
		54	Red Pepper	
		54	Green Pepper	
		44	Spiny Badge	
		15	Mushroom cost	
Hermie III	400 HP		**Equip #1 Trousers on Mario** --- *(16 mush damage required)*	
M	**Chopper Bros.**		dead lol	
	Mario Level 16: Probably HIGE from now on			
	Luigi Level 9: HIGE +2		It is 37 frames faster to let Luigi level up than to kill him!	
	Luigi Level 10: HIGE +2		(+1074f)	
			No real route up to this point, but it is very straightforward.	
	Popple		20 mush damage (-704f faster for Luigi to die)	
	Bean Piranha sucks		This boss fight will likely hallt the TAS	
	Iggy		22 mush damage (-654f faster for Luigi to die)	
	Chucklissa		very slow to kill Luigi (Jojora always heals her 60 HP, Mario doesn't do enough damage with a jump to kill her on the next turn so she needs 2 more turns)	
	Morton		-624f	

TODO: Check fastest way of moving!

From standing still, A+B straight		WHEN YOU NEED TO SWIM:		OR:			OR:				
256	<+A+B	512	<	512	<		512	<	512	<	512	<
320	<	256	<+A+B	-256	*>>+A+B		-320	>+A+B	-256	>+A+B	-320	>+A+B
320	<	256	<	320	<		320	<	320	<	-320	>
320	<	256	<	320	<		320	<	320	<	320	<
320	<	320	<	320	<		320	<	320	<	320	<
384	<	320	<	384	<		384	<	384	<	384	<
384	<	320	<	384	<		384	<	384	<	384	<
384	<	320	<	384	<		384	<	384	<	384	<
352	<	384	<	384	<		384	<	384	<	384	<
384	<	384	<	448	<		448	<	448	<	448	<
384	<	384	<	448	<		448	<	448	<	448	<
384	<	384	<	448	<		448	<	448	<	448	<
448	<	448	<	448	<		448	<	-64	<	448	<
448	<	448	<	-64	<		-512	>	512	<	320	<
448	<	448	<	448	<		512	<	512	<	448	<
448	<	448	<	448	<		512	<	512	<	448	<
512	<	512	<	512	<		512	<	512	<	512	<
...		...		...								

I'm sorry if this layout sucks but I have no choice
btw the sheets is online so you can follow if you want hold on

512
-256
320
320
320
384
384
384
384
448
448
448
-64
448
448
512
512

[redacted]

Touch ground **45568** <- boring optimal ON THE GROUND!

256	>+A	
256	>	
256	>	
320	>	
320	>	
320	>	
320	>	
384	>	
384	>	
384	>	
384	>	
448	>	
448	>	
448	>	
448	>	
512	>	
512	>	
512	>	
512	>	
512	>	
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512	>	
512	>	
512	>	
512	>	
512	>	
512	>	16384
512	>	
512	>	
512	>	
256	>+A	
256	>	
256	>	
320	>	
320	>	
320	>	
320	>	
384	>	
384	>	
384	>	
384	>	
448	>	
448	>	
448	>	
448	>	
512	>	
512	>	
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512	>	
512	>	
512

Ledge Boosts													
Ledge boosts are already known. What I mean, is the way it works when moving upwards.													
This is pure speculation, but it seems that it is based on a 3-frame cycle?													
You can either get...						512*2-(384*2) =	256						
	640		can get 1024	640+384 =	1024	This one is best. You gain 256 on Y position.							
	512	walking speed	can get 896	512+384 =	896	You also gain 256 for this and the next one, but of course the speed boost isn't as great.							
	384	diagonal speed	can get 768	768-384 =	384	You get the 256 gain by holding UP for two frames right when you're about to fall, which sets your X speed to ZERO and then 1024. This is the same as 384+640, but you can hold up, so you have a Y-speed of 512.							
Always try to get 640! This boost is always possible as long as you follow the 3-cycle rule.													
CURRENTLY ONLY TESTED IN SITUATION 26, HOONOOVERSITY CENTRAL ROOM MUSHROOM (see Mushroom Routing Notes). I have seen this effect in other places too, however, but was unsure what it was.													
Chopper Bros.	22 A presses	is the max we can do without losing time!											
	26 A presses	is 11 frames slower than 22 A presses											
										-Mario			
										-Luigi			
										-Peach			
										-Bowser			
										-Yoshi			
										-Rosalina			
										-Bowser Jr.			
		48								-Wario			
										{Mario Universe}Dr. Mario			
										-Donkey Kong			
										{Donkey Universe}Diddy Kong			
										-Link			
										-Zelda			
										-Sheik			
										-Ganondorf			
										{Zelda Universe}Toon Link			
										-Samus			
										{Metroid Universe}Zero Suit Samus			
										-Pit			
										-Dark Pit			
										{Kid Icarus Universe}Palutena			
										-Marth			
										-Ike			
										-Robin			
										{Fire Emblem Universe}Lucina			
										-Kirby			
										-King Dedede			
										{Kirby Universe}Meta-Knight			
										-Fox			
										{Star Fox Universe}Falco			
										-Pikachu			
										-Charizard			
										-Lucario			
										-Jigglypuff			
										{Pokemon Universe}Greninja			
										-Duckduckgo			
										-R.O.B.			
										-Ness			
										-Captain Falcon			
										-Villager			
										-Olimar			
										-Wii Fit Trainer			
										-Krillin			
										-Pac-Man			
										-Mega-Man			
										{Loners}Sonic			

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis
xx	xxx	blah blah blah blah	xxxxx	xxxxx	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx		xxxxx	xxxxx

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Notes	Link	Rrcrds	rcdthis

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	IU	IUS	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	dddddddddddd	Link	Rrcrds	rcdthis
xx	xxx	blah blah blah blah	xxxxx	xxxxx	xxxxx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	x*51	x*51	x*64	x*76	xxxxx	xx.xxxxxxx	xxxxxxxxxxxxxxxxxxxxxxxxxxxx		xxxxx	
						20	16	23	38	60	8	12	22	40	21	64	64	7	54	54	20	^	^	/									10060	
1		Toad Square	352		0																0.00				0	0	0	0	0.00	0	**No Mushroom**		10159	99
1		Toad Square	489	137	137	1															1.00				52	0	0	0	0.20	674	Left block		10230	71
1		Toad Square	886	534	509										1						1.05				54.6	0	0	0	0.21	2504	Left 1-Up		10331	101
1		Toad Square	908	556	271	1									1						2.05				106.6	0	0	0	0.42	1335	Left 1-Up + block		10386	55
1		Toad Square	522	170	170	1															1.00				52	0	0	0	0.20	837	Right Toad 1mush		10448	62
1		Toad Square	586	232	116	1															1.00	1			52	52	0	0	0.41	571	Right Toad bothmush		10497	49
1		Toad Square	757	405	135	2															2.00	1			104	52	0	0	0.61	665	Right Toad bothmush block		10628	131
1		Toad Square	588	236	236	1															1.00				52	0	0	0	0.20	1162	Right block		10676	48
1		Toad Square	693	341	171	2															2.00				104	0	0	0	0.41	839	Right Toad 1mush block		10694	18
1		Toad Square	1017	665	166	3															3.00	1			156	52	0	0	0.81	818	Right Toad bothmush block Left block		11243	549
2		Koopa Cruiser	241		0																0.00				0	0	0	0	0.00	0	**No Mushroom**		11262	19
2		Koopa Cruiser	245	4	4	1															1.00				52	0	0	0	0.20	20	Top Mushroom		11300	38
2		Koopa Cruiser	404	163	163	1															1.00				52	0	0	0	0.20	802	Bottom Mushroom		11365	65
2		Koopa Cruiser	416	175	88	2															2.00				104	0	0	0	0.41	431	Both Mushrooms		11452	87
3		Stardust Fields 1 (after Pipe)	553		0																0.00				0	0	0	0	0.00	0	**No Mushroom**		11745	293
3		Stardust Fields 1 (after Pipe)	567	14	14	1															1.00				52	0	0	0	0.20	69	Top Mushroom		11765	20
3		Stardust Fields 1 (after Pipe)	606	53	53	1															1.00				52	0	0	0	0.20	261	Bottom Mushroom		11824	59
3		Stardust Fields 1 (after Pipe)	621	68	34	2															2.00				104	0	0	0	0.41	167	Both Mushrooms -- I LOST TIME HERE. CHECK AGAIN!!!		11839	15
4		Stardust Fields 2 (10c block after 16m1c block)	598		0																0.00				0	0	0	0	0.00	0	**No Mushroom**		?	
4		Stardust Fields 2 (10c block after 16m1c block)	601	3	3	1															1.00				52	0	0	0	0.20	15	Mushroom	(look at final) 124xx?		
5		Stardust Fields 3 (Before tutorial)	x		0																0.00				0	0	0	0	0.00	0	Nothing		/	
5		Stardust Fields 3 (Before tutorial)	x	0	0						1										0.40				20.8	0	0	0	0.08	0	Syrup		/	
5	26	Stardust Fields SJ/HJ Tutorial Room	450		0																0.00				0	0	0	0	0.00	0	**No Mushroom**		12721	
5	26	Stardust Fields SJ/HJ Tutorial Room	474	24	24	1															1.00				52	0	0	0	0.20	118	Mushroom		12909	188
6		Stardust Fields high mushroom before boss	349		0						1										0.40				20.8	0	0	0	0.08	0	Syrup		13332	35
6		Stardust Fields high mushroom before boss	656	307	307	1					1										1.40				72.8	0	0	0	0.28	1080	Both		13297	388
7	99	Stardust Fields cave	242		0																0.00				0	0	0	0	0.00	0				
7	99	Stardust Fields cave	301	59	59	1															1.00				52	0	0	0	0.20	290				
7	99	Stardust Fields cave	297	55	55	1															1.00				52	0	0	0	0.20	271				
7	99	Stardust Fields cave	344	102	51	2															2.00				104	0	0	0	0.41	251				
8	76	Hoohoo Mountain 1	653		0																0.00	1	1	1	0	52	64	76	0.75	0				
8	76	Hoohoo Mountain 1	820	167	167	1															1.00				52	0	0	0	0.20	822				
9	74	Hoohoo Mountain Fountain 1	246		0																0.00				0	0	0	0	0.00	0				
9	74	Hoohoo Mountain Fountain 1	353	107	107	1															1.00				52	0	0	0	0.20	527				
10	397	Hoohoo Mountain Fountain 2	641		0																0.00				0	0	0	0	0.00	0				
10	397	Hoohoo Mountain Fountain 2	646	5	5	1															1.00				52	0	0	0	0.20	25				
11	71	Hoohooros room	109		0																0.00				0	0	0	0	0.00	0				
11	71	Hoohooros room	375	266	266	1															1.00				52	0	0	0	0.20	1310				
12	69	Before Dragohoho	78		0																0.00				0	0	0	0	0.00	0				
12	69	Before Dragohoho	277	199	199	1															1.00				52	0	0	0	0.20	980				
13	78	Before Minecart Mini-game	225		0																0.00				0	0	0	0	0.00	0				
13	78	Before Minecart Mini-game	810	585	293	2															2.00				104	0	0	0	0.41	1440				
13	78	Before Minecart Mini-game	634	409	409	1															1.00				52	0	0	0	0.20	2014				
14	89	After Minecart Mini-game	150		0																0.00				0	0	0	0	0.00	0				
14	89	After Minecart Mini-game	204	54	54	1															1.00				52	0	0	0	0.20	266				
14	89	After Minecart Mini-game	205	55	55	1															1.00				52	0	0	0	0.20	271				
15	188	Sewers after puzzle	654		0																0.00				0	0	0	0	0.00	0				
15	188	Sewers after puzzle	765	111	56	2															2.00				104	0	0	0	0.41	273				
16	186	Sewers before freeing	669		0																0.00				0	0	0	0	0.00	0				
16	186	Sewers before freeing	698	29	29	1															1.00				52	0	0	0	0.20	143				
16	186	Sewers before freeing	710	41	21	2															2.00				104	0	0	0	0.41	101				
17	189	Final Sewers	133		0																0.00				0	0	0	0	0.00	0				
17	189	Final Sewers	416	283	94	3															3.00				156	0	0	0	0.61	464				
18	142	Pipe #5 (Chuckola woods thing)	122		0																0.00				0	0	0	0	0.00	0				
18	141	Chucklehuckle Woods #1			42	1															1.00				52	0	0	0	0.20	0				
18	142	Pipe #5	157	35	35	1															1.00				52	0	0	0	0.20	172				
18b	142	Pipe #5 BACK	129		0																0.00				0	0	0	0	0.00	0				
18b	142	Pipe #5 BACK	160	31	31	1															1.00				52	0	0	0	0.20	153				
19	144	Before barrel glitch	543		0																0.00				0	0	0	0	0.00	0				
19	144	Before barrel glitch	763	220	170	1					2										1.80				93.6	0	0	0	0.37	602				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
48	406	Bowser's Castle Entrance	239		0																0.00				0	0	0	0	0.00	0				
48	406	Bowser's Castle Entrance	308	69	55			1													1.15				59.8	0	0	0	0.23	295				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	1U	1US	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	IU	IUS	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	1U	1US	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	IU	IUS	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	1U	1US	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	1U	1US	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	IU	IUS	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	IU	IUS	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	1U	1US	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	1U	1US	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	1U	1US	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MX	S	SS	US	MS	1U	1US	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				

cID	rID	Room	Time	Delta	Dlt/Mush	M	N	SN	UN	MN	S	SS	US	MS	1U	1US	GM	RH	RP	GP	M	SM	UM	MM	MB	SMB	UMB	MMB	Total	Delt/Badge	ddddddddddddd	Link	Rrcrds	rcdthis
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
					0																0.00				0	0	0	0	0.00	0				
		Stardust Fields 2 (10c block after 16mlc block)			0																0.00				0	0	0	0	0.00	0				