

Portal 2 Fullgame TAS

[Google Drive Folder \(Click here!\)](#)

The ruleset is **Inbounds NoSLA**

This means:

- The player and portals are **not** allowed to go Out of Bounds.
 - `sv_player_funnel_into_portals` must be set to 1.
 - Save/Load Abuse is **not** allowed.
- Otherwise, complete the game as fast as possible.

When a TAS is completed, the script you wrote, the raw script, and the demo should all be uploaded to the Google Drive.

Demo recording should be accomplished with:

- `sar_autorecord` set to -1.
- `sar_record_at` set to 0.

When uploaded to the Google Drive, demos should be recorded from raw playback. The file should be named like so:

map_ticks.dem

eg: `secret-panel_1192.dem`

Ticks are measured using **session time**, which can be seen on `sar_hud_session` or in console after the level transition. The only exceptions are Container Ride and Finale 4, which are timed according to the Singleplayer category in SAR.

At all times, the cvar `sar_tas_autosave_raw` should be set to 1.

This can be done in your autoexec, although on the latest prerelease of SAR it is the default.

When uploaded to the Google Drive, TAS scripts should be named in **the same format as demos**, with `_raw` on the end for raw scripts. Of course, replacing `.dem` with `.p2tas`.

Certain maps have continuity between them. These are called Landmark Transitions.

On these maps, a save should be made before the transition completes.

The transitions that need this are:

- Secret Panel -> Wakeup
- Turret Intro -> Laser Relays
- Jailbreak -> Escape
- Escape -> Turret Factory
- Turret Factory -> Turret Sabotage
- Turret Sabotage -> Neurotoxin Sabotage
- Tube Ride -> Core
- Underground -> Cave Johnson
- Conversion Intro -> Three Gels
- Laser Platform -> Propulsion Catch
- Finale 1 -> Finale 2
- Finale 2 -> Finale 3
- Finale 3 -> Finale 4

All transitions are technically landmark transitions, but we don't care about most of them as they don't change your position in the next map. Using this method of starting is considered more legitimate than start map for fullgame runs. The only reason it is not used everywhere is because this was implemented half-way through the production of this TAS.

After making this save, rename it to the **BSP Name** of the next map, and upload it to that map's Google Drive folder.

On the following level, the TAS should have the following start line:

```
start next save <save_name>
```

SAR version should be the latest pre or alternatively the CI (beta) build if possible.

To update your SAR to the latest CI build, go to [this link](#), and choose the latest green item, then find your OS in the Artifacts section.

Maps after **Wakeup** all need to have

```
0>|||sar_give_betsrighter
```

in their scripts.

Maps utilising **fly preserve** from the previous map need to have

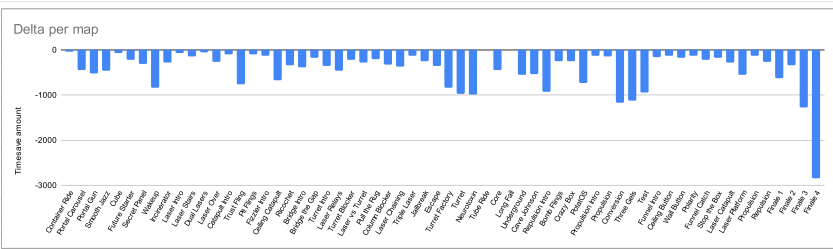
```
0>|||sar_give_betsrighter; sar_give_fly
```

in their scripts.

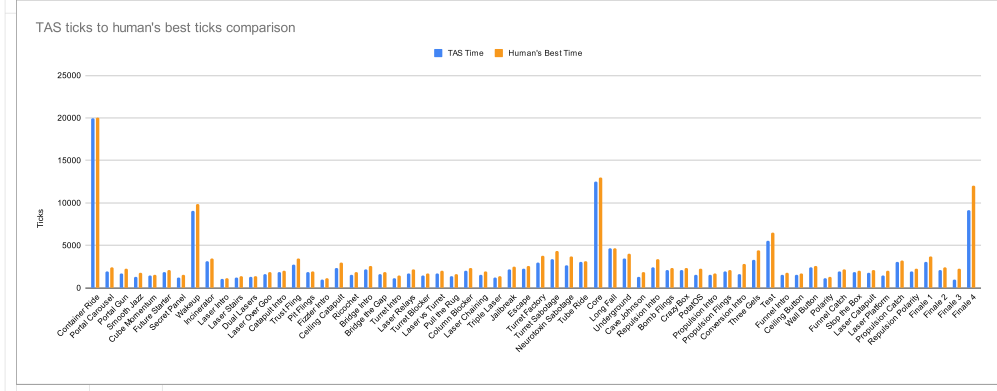
Pre-filled	Auto	Fill this in		Auto				Fill this in (optional)			
MAP NAME	STATE	SHOULD IMPROVE	TASSER(S)	TIME		HUMAN'S BEST		DIFFERENCE		COMMENT	COUCH NOTES
				TICKS	SECONDS	TICKS	SECONDS	TICKS	SECONDS		
Container Ride sp_a1_intro1	DONE	<input checked="" type="checkbox"/>	AMJ	1987	5:33.117	20021	5:33.683	-34	-0.567	Need to make it look interesting...x Saved 18 ticks by triggering elevator earlier Saved 12 ticks with better top pattern Make a swoosh! Submit it [here lies a removed link]	Mention stuff about this being the first of its kind, technical details. Lots of time for donos, depending on how deep muggs goes on the technical details imao
Portal Carousel sp_a1_intro2	DONE	<input type="checkbox"/>	Can't Even Szeimartin	1964	32.800	2410	40.167	-442	-7.367	Tested a few other routes, this one turned out to be the fastest. A few ticks could be saved here and there, but this is definitely good enough. Start by Rainbow, rest by Szei. Can't Even: Saved 12 ticks with better beginning, it's probably possible to save some time after first grabbing the cube, but I am sure not going to do that French saves 10 ticks.	There is a gap between the floor and the glass, which allows us to grab the cube under it. Also worth mentioning how the cube spawns in different position with lines and windows (while waiting for dialogue, also mention dialogue, if no time, do it in cube room).
Portal Gun sp_a1_intro3	DONE	<input checked="" type="checkbox"/>	Blenderiste Burger	1732	29.000	2258	37.633	-518	-8.633		Exploiting a feature called eye offset, we can chain together peek-a-portals.
Smooth Jazz sp_a1_intro4	DONE	<input type="checkbox"/>	Burger Krzynhau Can't Even	1306	21.867	1766	29.433	-454	-7.567	swiss cheese New swiss cheese with extra FPS clip (cube clip)	Double wall seamshot flipshot followed by seamshot peek-a-portal and FPS clip
Cube Momentum sp_a1_intro5	DONE	<input checked="" type="checkbox"/>	lucasskywalker	1494	25.033	1566	26.100	-64	-1.067	Nice Update: Improved by 6 ticks Update 2: improved by 6 ticks again lol	
Future Starter sp_a1_intro6	DONE	<input type="checkbox"/>	Can't Even Burger	1892	31.700	2118	35.300	-216	-3.600	Pretty well optimized: the only conceivable place I think you could save time is with a different hop pattern at the beginning of the second room, but I think I have the fastest one. Burger: saved 14 ticks with a different hop pattern in 2nd room. Its way less consistent than older version, for some reason. WOODOOOOO too over!	
Secret Panel sp_a1_intro7	DONE	<input checked="" type="checkbox"/>	AMJ Szeimartin	1192	20.000	1510	25.167	-310	-5.167	Thanks to Szei for fixing the toast skip part. Saved 20 ticks with better start/pancake. Have fun doing wakeup again burger :)	'Now here we're going to do something called Pancake Skip.' 'you couldn't really see why it's called that' 'Now here we're going to set up a wrong warp called Toast Skip - you can see why it's called that'
Wakeup sp_a1_wakeup	DONE	<input type="checkbox"/>	Burger	9038	2:30.700	9883	2:44.717	-841	-14.017	Heck you AMJ! I managed to get a run where the clipboard pushed me down a bit, to save 10 ticks. This is completely RNG etc. The movement is pretty clean, tho I could get a speedboost when hopping towards the chaircase I could save even more time but I couldn't find a way to get enough speed Szei: Improved from sear's version with a better and faster seamshot, but it turns out we were already on cap before because of dialogue, so no timesave here (looks cleaner though) Can't Even: Improved the start section to save 38(1) ticks, but everything after is on cap so I just made the seamshot look a little better (kzy branch gated)	Toast Skip lets us get straight into GL400S' chamber, and is RTA possible. Explain Betsfighter during cutscene, if you have time let mem read donos.
Incinerator sp_a2_intro	DONE	<input checked="" type="checkbox"/>	Can't Even	3154	52.800	3444	57.400	-276	-4.600		Donos during fall. This level is on cap due to dialogue, even though we get to the end almost instantly with seamshot.
Laser Intro sp_a2_laser_intro	DONE	<input type="checkbox"/>	AMJ Blenderiste	1088	18.333	1174	19.567	-74	-1.233	-16 ticks thanks to new first door and landing strats -10 ticks thanks to less dumbness -2 ticks thanks to reFC. Ah why it's better -4 ticks thanks to less groundframes	
Laser Stairs sp_a2_laser_stairs	DONE	<input checked="" type="checkbox"/>	AMJ	1222	20.767	1392	23.200	-146	-2.433	Marked as done for now, I'm probably stupid and just can't manage to get elevator trigger 4 ticks sooner There are myriad possibilities for timesave here.	
Dual Lasers sp_a2_dual_lasers	DONE	<input type="checkbox"/>	Szei Burger	1298	21.967	1372	22.867	-54	-0.900	Tried to save a tick or two at the start (the only possible place to save time) but couldn't get anything faster, so I consider this finished. Burger: Saved 6 ticks (1 cycle)	Szei: There is a way to trigger the log 4 ticks sooner, but that still gets TransitionReady on the same tick as this one, so this is pretty much on cap
Laser Over Goo sp_a2_laser_over_goo	DONE	<input checked="" type="checkbox"/>	Blenderiste Szeimartin Burger	1602	27.200	1900	31.667	-268	-4.467	Blender: Seems like we can do a slightly better start. For now it's done Szei: New route improvement Burger: Faster cube throw	Szei: When you press the button there is an actual "ghost cube" spawning in the tube above the level for animation purposes and with a precise portal (abusing portal placement code), we can take it out right as it spawns.
Catapult Intro sp_a2_catapult_intro	DONE	<input type="checkbox"/>	Burger	1886	31.767	2006	33.433	-100	-1.667	burger: free timesave lol sear: I only saved 6 ticks burger: I saved 1 second B)	
Trust Fling sp_a2_trust_fling	DONE	<input checked="" type="checkbox"/>	AMJ Szei Burger	2724	45.667	3504	58.400	-764	-12.733	Szei: Saved 1.5 seconds compared to AMJ's script with a different ending and some optimizations like a better redirect Burger: 0.2 saved on the start hallway hop-hopping onto the catapult. An extra 4 ticks was also saved on the button press but because cycles, it doesn't matter. 10 more ticks saved with better optimization. Either the dialogue trigger, or the elevator is on a cycle, so will have to save 6 more ticks if we want to save anymore time sear: rewrote because im mean saved 4 ticks with better start pattern	Admin he's doin it backwards
Pit Flings sp_a2_pit_flings	DONE	<input type="checkbox"/>	sear	1836	31.000	1962	32.700	-102	-1.700		
Fizzler Intro sp_a2_fizzler_intro	DONE	<input checked="" type="checkbox"/>	sear	982	16.700	1124	18.733	-122	-2.033		
Ceiling Catapult sp_a2_sphtrr_gmk	DONE	<input type="checkbox"/>	AMJ Can't Even Szeimartin	2328	39.133	3022	50.367	-674	-11.233	AMJ - First few seconds and ledge jump. Can't Even - Room entry and ceiling skip. Szei - Rest falling through the floor portal could be a bit faster, otherwise it's alright (unless there is a way to trigger the door sooner and keep your momentum)	
Ricochet sp_a2_ricochet	DONE	<input checked="" type="checkbox"/>	lucasskywalker	1508	25.467	1876	31.267	-348	-5.800	The first -7 seconds was made by Nid when he was going for a different route (wizard's fling) which he gave up on. I (Szei) found this route and took over from his script. Saved 0.2 compared to the previous version, pretty good. Update: added a report, saved 0.5 seconds again. Definitely not perfect - a better redirect never by a clip with a camera. What a journey this map was. Saved 84 ticks thanks to a sick ass new route, courtesy of Deyhuh. MASSIVE thanks to mlguy who fixed the rng when getting teleported up by the bridge, making it possible to do this map SS. This also saved 12 ticks.	Szei: The cube spawn is random TASpain
Bridge Intro sp_a2_bridge_intro	DONE	<input type="checkbox"/>	Burger	2162	36.367	2574	42.900	-392	-6.533	Happy with this. Thanks Blender for the cube throw! UPDATE: Burger saved 0.4 at the start, but I lost 2 ticks on the cube throw, couldn't get a better one :/	
Bridge the Gap sp_a2_bridge_the_gap	DONE	<input checked="" type="checkbox"/>	Burger Szeimartin Blenderiste	1634	27.633	1838	30.633	-180	-3.000		
Turret Intro sp_a2_turret_intro	DONE	<input type="checkbox"/>	lucasskywalker Szeimartin	1104	18.567	1472	24.533	-358	-5.967	Szei: Saved 3 seconds from previous tas with the triple peek-a-portal route. A few more ticks could be saved from optimizations, but I'm leaving it as is.	Szei: Triple peek-a-portal: two abusing eye offset to get above the button, and one that's a flipshot to get the cube falling onto. Most of the portal shots are on cap.
Laser Relays sp_a2_laser_relays	DONE	<input checked="" type="checkbox"/>	Szeimartin	1696	28.733	2178	36.300	-454	-7.567	Omega boost - log! About 9 ticks slower than theoretical best, log is pretty hard to get though so I'm not redoing it.	Szei: Took ages to get it. EXTREMELY precise. Shout out to Krzynhau for theorycrafting. The LIS is tick-perfect.
Turret Blocker sp_a2_turret_blocker	DONE	<input type="checkbox"/>	AMJ	1492	25.167	1728	28.800	-218	-3.633	Szei: Saved 14 ticks compared to old tools. Start by Burger, rest by me AMJ: I'm redoing this, saving -12 ticks up to button activation. Should I keep start spin? Burger: Maybe save the spin down a bit imao	Szei: Using the wall to stop the cube above the button
Laser vs Turret sp_a2_laser_vs_turret	DONE	<input checked="" type="checkbox"/>	sear	1740	29.333	2042	34.033	-282	-4.700	Was a fun 3 hours of playing with numbers Gonna have another fun 3 hours doing this new route I just thought of :)	
Pull the Rug sp_a2_pull_the_rug	DONE	<input type="checkbox"/>	Szei	1420	24.000	1646	27.433	-206	-3.433	Saved 2 ticks after the rewrite, expected to save more, but I guess I'll take it Update: saved 0.7 better prewalk on bridge Update 2: Saved 0.7 more with different route. This is as good as it gets. Normal script is 100% consistent, but raw is ticky, only gets it about 5-10% of the time.	Szei: I have no idea how the cube boost works imao. After giving you enough speed to clear the gap, the cube must fall on the button so this took quite a lot of number crunching to get.
Column Blocker sp_a2_column_blocker	DONE	<input checked="" type="checkbox"/>	Szeimartin Can't Even Trick	2014	33.967	2360	39.333	-322	-5.367	New route saving over 7.5 seconds. Pretty clean, not much to save here. Trick: I did the first inputs into the cutscene	Szei: FPS: https://www.youtube.com/watch?v=yCwTay0yD8
Laser Chaining sp_a2_laser_chaining	DONE	<input type="checkbox"/>	Can't Even Szeimartin	1510	25.567	1908	31.800	-374	-6.233	Szei: I got the camera redirect before hitting the catapult, saving half a second. Pretty good! Update: it turns out it is possible to report and grab the cube at the same time on the first fling, so this is sub-optimal now Update 2: couldn't save any time with report and route With seamshot and spinning cube we're close to perfection on that map. Unless better routes are developed or some wacky physics setup allows you to do perfectly timed double log without grabbing the cube, it's very decent run. The door cycle might still be possible to save with current route. There is a high possibility for a 600 cube placement to be possible, but I haven't Redid the whole map, saved half a second. Lot more than I expected	Szei: Since there is no dialogue fade to consider here, the goal is to hit the elevator trigger asap, which is right after the ending door. There is a scripted momentum trigger above the catapult (on the portal surface) to always correct you to the middle, however you can use the camera to redirect yourself to the side, so it shoots you straight through the door.
Triple Laser sp_a2_triple_laser	DONE	<input checked="" type="checkbox"/>	Krzynhau	1230	20.900	1380	23.000	-126	-2.100		
Jailbreak sp_a2_bt#1	DONE	<input type="checkbox"/>	Burger	2220	37.267	2486	41.433	-250	-4.167		
Escape sp_a2_bt#2	DONE	<input checked="" type="checkbox"/>	Burger	2256	37.733	2616	43.600	-352	-5.867	New turret bank strats saving over a second. We also setup for a pancake shot for the start of Turret Factory	
Turret Factory sp_a2_bt#3	DONE	<input type="checkbox"/>	Blenderiste	2962	49.333	3802	1:03.367	-842	-14.033		
Turret Sabotage sp_a2_bt#4	DONE	<input checked="" type="checkbox"/>	Can't Even	3402	56.733	4374	1:12.900	-970	-16.167	There are doubtless several ticks that can be saved in this TAS, but I'm not willing to save them, it would be really hard. This video is also run with a script to always get a turret, but the TAS is confirmed to work 100% legit, and the demo is also legitimate pain	Szei: pain. Hitting ourselves with the chair gives us enough velocity to get to the top of the clipbruh with a precise chair throw to redirect us.
Neurotoxin Sabotage sp_a2_bt#5	DONE	<input type="checkbox"/>	Szeimartin	2668	44.500	3666	1:01.100	-996	-16.600		
Tube Ride sp_a2_bt#6	DONE	<input checked="" type="checkbox"/>	mlugg	3104	51.867	3112	51.867	0	0.000		
Core sp_a2_core	DONE	<input type="checkbox"/>	AMJ mlugg	12552	3:29.300	13000	3:36.667	-442	-7.367	Saving 8 ticks inserting Wheatey, mlugg is going to try Krzy's weird not-report chain thing it worked! Saved another 16 on outscene trigger, we then randomly lost 2 on the elevator trigger but gained them back on the ending	
Long Fall sp_a3_00	DONE	<input checked="" type="checkbox"/>	AMJ	4658	1:17.767	4666	1:17.767	0	0.000		
Underground sp_a3_01	DONE	<input type="checkbox"/>	rainbow	3490	58.300	4054	1:07.567	-556	-9.267	Spent too much time fixing.... at least it's done	
Cave Johnson sp_a3_03	DONE	<input checked="" type="checkbox"/>	sear Blenderiste Szeimartin	1294	21.767	1844	30.733	-538	-8.967	easy Blenderiste: saved 20 ticks by doing the bigger jump Szei: saved 58 more ticks with a faster start strat	

Pre-filled	Auto	Fill this in		Auto				Fill this in (optional)			
MAP NAME	STATE	SHOULD IMPROVE	TASSER(S)	TIME		HUMAN'S BEST		DIFFERENCE		COMMENT	COUCH NOTES
				TICKS	SECONDS	TICKS	SECONDS	TICKS	SECONDS		
Repulsion Intro sp_a3_jump_intro	DONE	<input type="checkbox"/>	Szeimartin	2450	40.967	3380	56.333	-922	-15.367	Saved 18 ticks with QC route, very cool. Update: Saved an extra second by using a different qc strat with a peekaportal	Szei: Abusing eye offset again, but this time with a quantum crouch on top!
Bomb Flings sp_a3_bomb_flings	DONE	<input type="checkbox"/>	Szeimartin sear lucasskywalker	2086	34.900	2342	39.033	-248	-4.133	Szei: found a different route which allowed me to save about 0.7 seconds over previous script. The seamshot is EXTREMELY precise, so I was surprised to see it working. There is, however, about 5-10 ticks of timesave here with better portal placements and perhaps a faster boost, but that'd require redoing the seamshot, which I'll do after teleport_eye is fixed	Szei: The seamshot is very precise.
Crazy Box sp_a3_crazy_box	DONE	<input type="checkbox"/>	AMJ	2068	34.767	2336	38.933	-250	-4.167	Saved 14 ticks with better end room strat Stole it from Trick :) Saved 12 ticks by doing it again.	We enter the chamber, shoot a portal, shoot a seamshot, reportal, portal, portal, reportal, crouch trigger glitch, portal, portal, cube throw, portal, reportal, and the chamber is done!
PotatoS sp_a3_transition01	DONE	<input type="checkbox"/>	Can't Even Krzyhau	1526	25.833	2286	38.100	-736	-12.267	Original route by szeimartin. French Fries skip lets gooo	Szei: Using QC and a floor reportal, you can clip through the ceiling just barely enough to hit the floor portal by the end.
Propulsion Intro sp_a3_speed_ramp	DONE	<input type="checkbox"/>	Can't Even baister09	1564	26.233	1702	28.367	-128	-2.133	Shoutouts to baister09 for LITERALLY carrying this script, straight up could not have done it without him, big 40-40 moment Also saved 2 ticks just by fixing better lol more time spent = more better	
Propulsion Flings sp_a3_speed_flings	DONE	<input type="checkbox"/>	Szeimartin Burger	1930	32.267	2088	34.800	-152	-2.533	Saved 0.2 by using the last reportal to unstuck myself. Burger: improved with a stairboost start-quickcr portal stuck	
Conversion Intro sp_a3_portal_intro	DONE	<input type="checkbox"/>	Can't Even Krzyhau sear	1648	27.800	2844	47.400	-1176	-19.600	sear: This map fucking SUCKS cattewen: This map fucking RULES mlugg & facade: good job on save 1 sec get stuck cosmilic being cattewen: 2: saved almost 2 seconds with optimizations and new clip stuck super reportal This one is for the believers	
Three Gels sp_a3_end	DONE	<input type="checkbox"/>	Szeimartin Krzyhau	3274	54.867	4412	1:13.533	-1120	-18.867		Szei: The fact that the small blobs of gel do not get funneled into the middle of the portal allows us to replace the floor portal below them so they fall into the bottom part, which we need.
Test sp_a4_intro	DONE	<input type="checkbox"/>	Burger	5562	1:33.067	6534	1:48.900	-950	-15.833	Originally I made this TAS in 2 segments, then after some time passed I realized that it wouldn't be that impossible to actually make this map into single-segment. I also thought it wouldn't be as painful as the first time around but oh how wrong I was. One thing that saved this a bit was the fact that I could get in a corner and do the 2nd test solve without having to get a saved another 8 ticks on the start. Very well optimized now hopefully. Due to how dialogue works on this map, getting fly actually loses 0 time on this map, which will save quite a few seconds on the next 3 maps.	
Funnel Intro sp_a4_fb_intro	DONE	<input type="checkbox"/>	Burger	1574	26.633	1752	29.200	-154	-2.567	The grate shot is 5 decimal precise. The script is also very inconsistent after we try and use the cube to get on the ground (the cubes gives us random amount of downwards velocity)	
Ceiling Button sp_a4_fb_trust_drop	DONE	<input type="checkbox"/>	Burger	1576	26.600	1722	28.700	-126	-2.100	Featuring faster button activation and elevator pre-walk Blenderiste09: yooos saved 14 ticks	
Wall Button sp_a4_fb_wall_button	DONE	<input type="checkbox"/>	Burger Blenderiste	2386	40.200	2591	43.183	-179	-2.983	Coop blender - sear - burger :) burger: new strats	
Polarity sp_a4_fb_polarity	DONE	<input type="checkbox"/>	sear Blenderiste Burger	1108	18.867	1266	21.100	-134	-2.233	Route Credit Lathil. We do a slopeboost off of the big pipe, and with some TAS aistraining we are able to make it directly into a well placed portal	
Funnel Catch sp_a4_fb_catch	DONE	<input type="checkbox"/>	Burger	1946	32.767	2192	36.533	-226	-3.767	From start tl button press: sear rest: burger Have to save 0.1 on the cubethrow because dialogue cycles	
Stop the Box sp_a4_stop_the_box	DONE	<input type="checkbox"/>	sear Burger	1840	31.133	2040	34.000	-172	-2.867	tried the cool fling with dialogue skip and its cool :D	
Laser Catapult sp_a4_laser_catapult	DONE	<input type="checkbox"/>	Burger	1802	30.433	2106	35.100	-280	-4.667	The map turned out to be a complete RNG fest, so the script only works about 1/20 of the time (it's 100%, consistent once you get the cube clip). Probably not fully optimal, but took some liberties to save my sanity. All considered, about 6-10 ticks could be still saved by a quicker cubeclip setup. Everything else is fairly optimal, but a tick	Szei: Very old segmented route with a super reportal.
Laser Platform sp_a4_laser_platform	DONE	<input type="checkbox"/>	Szeimartin	1498	25.200	2062	34.367	-550	-9.167	Szei: Im certain a better fling is possible somehow, but this is already pushing the limits, and I couldn't figure out anything faster. Double cube bonk.	Szei: The first bonk is to get us closer to the door and to get a slight redirect, while the second bonk is to keep our jump low enough to not hit the doorframe while still keeping our speed. They also both give us more speed. Awkward etc. because the ending dialogue would take a long time to trigger
Propulsion Catch sp_a4_speed_fb_catch	DONE	<input type="checkbox"/>	mlugg Burger Szeimartin	3058	51.267	3208	53.467	-132	-2.200	Original route by szeimartin, skips the dialogue which allows us to save time on otherwise capped maps. Improved by using better fling. Used momentum to get it in one segment	Szei: A complicated setup (get the gel to the right place, get qc, a series of flings) to skip the dialogue trigger which would otherwise put the map on cap.
Repulsion Polarity sp_a4_jump_polarity	DONE	<input type="checkbox"/>	sear Szeimartin Krzyhau	1946	32.867	2240	37.333	-268	-4.467	Saved 54 ticks in the no-TAS! Have fun with Finale 2 and 3 gamers :D	
Finale 1 sp_a4_finale1	DONE	<input type="checkbox"/>	AMJ	3088	51.667	3728	1:02.133	-628	-10.467	*****	Finale 3 Skip - Wrong Warp similar to the one in Wakeup. We're getting QC to get portal to the spot, then using very precise portal setup to activate transition trigger behind the wall and getting to the correct wrong warp spot the exact tick transition happens.
Finale 2 sp_a4_finale2	DONE	<input type="checkbox"/>	Szeimartin Krzyhau Burger	2068	34.700	2418	40.300	-336	-5.600	WORKED perfectly, only rewritten half of the script	
Finale 3 sp_a4_finale3	DONE	<input type="checkbox"/>	rainbow	1002	16.867	2290	38.167	-1278	-21.300	BOOM	
Finale 4 sp_a4_finale4	DONE	<input type="checkbox"/>	AMJ, Can't Even, Krzyhau, CeyHun	9183	2:33.317	12044	3:20.733	-2845	-47.417	Alright and time's coming up in 1... 2... oh it happened 7 minutes ago? What? Living the cubocubical dream (the wcy way) Ocubocubical (very complex PPD route) saved like 40 seconds	
	DONE				47:18.033 Sum of Best		54:37.283 Human Sum of Best		-7:24.250 Total Timesave		

Fill this in	Auto
TASser	Claim Count
Burger	23
szei	22
AMJ	12
Can't Even	12
sear	9
Blender	8
Krzyhau	8
lucasskywalker	4
mlug	3
Rainbow	2
Trick	1
balister08	1
Nidboj	0
Lathil	0
Jaio	0
Unclaimed	0



These three contributed to earlier versions of some levels, but have no inputs anymore.



Chapter	TAS H Time	Human H Time	TAS Pace	Human Pace
1 - The Courtesy Call	11:37.017	12:29.600		
2 - The Cold Boot	3:33.400	4:00.567	15:10.417	16:30.167
3 - The Return	4:14.400	5:06.267	19:24.817	21:36.433
4 - The Surprise	2:35.433	2:59.167	22:00.250	24:35.600
5 - The Escape	6:51.733	7:45.900	28:51.983	32:21.500
6 - The Fall	4:54.300	5:48.467	33:46.283	38:09.967
7 - The Reunion	2:21.167	3:04.100	36:07.450	41:14.067
8 - The Itch	6:49.033	7:41.883	42:56.483	48:55.950
9 - The Part Where He Kills You	4:16.550	5:41.333	47:13.033	54:37.283