

 Any%

Category Description

For the most up-to-date ruleset, please check [here](#).

Goal: To complete the game as quickly as possible. To do this, we will:

- Create a team that, with minimal changes, can win all battles.
- Prioritize using money to buy candies to level up our bugs.

No Reset

Guide

[In progress]

Route

[In progress]

Resets

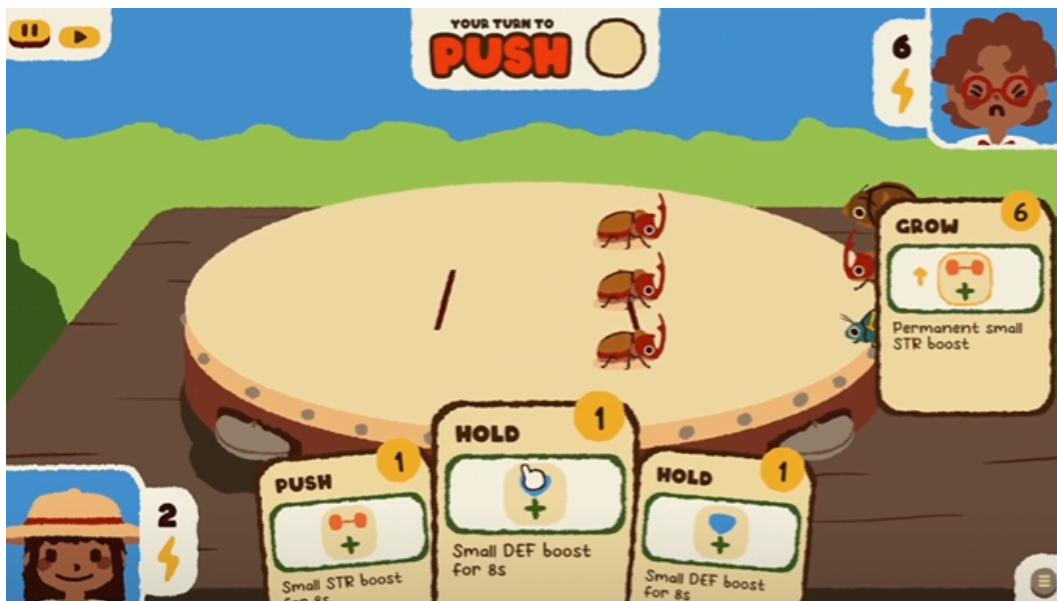
This guide is based on the [current WR route](#), which is extremely reset heavy. Most majorly:

- If you are going for WR, if you do not get all 3 beetles in your first 3 hunts, reset.
- If you are going for WR, and you lose any of the battles, reset.

Guide

Disclaimer: This is not my own route, I am unsure if the levels done in this route are intentionally distributed by the underlying stats of the beetles or just how clicking worked out. I hopefully will do some runs myself soon to see if I can confirm.

- This route uses 3 earth-borer beetles (EBB).
 - This route is *extremely reset heavy*.
 - If you do not get an EBB in each of your 3 hunts, reset.
 - If you lose any of the battles, your beetles didn't have good enough stats, reset.
 - The necessary stat spread of the beetles is not known at this time.
- Why 3 EBB?
 - Using all 3 of the same bug means your deck is always balanced.
 - EBB have a push, hold, and kick card, which make them very robust.
 - With 3 EBB, you can use "Small Bugs Kick" when the beetles are halfway over the opponent's line to secure the win.



Day 1

Goal: Catch 3 earth-borer beetles and level them all to level 3.

- Go to the **farm** and hunt for earth-borer beetles!
 - If you are going for WR, if you do not get all 3 beetles in your first 3 hunts, reset.
 - If you are going for WR, and you lose any of the battles, reset.

- Go to the **Shop** and buy as many candies as you can.
- Go to **Collection** and sell any extra bugs.
- Select the EBB for your team.
- Go to **Battle** and level all your beetles to level 3 (18 candy).
- Battle **Midori**.

Day 2-3

Goal: Win battles.

Day 4

Goal: Level up our bugs.

- Go to the **Shop** and buy out candy.
- Go to **Battle** and level your beetles to levels 6/6/5 (62 candy).
- Battle **Poppy**.

Day 5-7

Goal: Win battles.

Day 8

Goal: Level up our bugs.

- Go to the **Shop** and buy out candy.
- Go to **Battle** and level your beetles to levels 9/10/6 (112 candy).
- Battle **Yuna**.

Day 9-13

Goal: Win battles.

Day 14

Goal: Level up our bugs.

- Go to the **Shop** and buy out candy.
- Go to **Battle** and level your beetles to levels 13/13/12 (252 candy).
- Battle **Collin**.

Day 15-16

Goal: Win battles.

Day 17

Goal: Level up our bugs.

- Go to the **Shop** and buy out candy.
- Go to **Battle** and level your beetles to levels 13/14/15 (104 candy).
- Battle **Chuck**.

Day 18-22

Goal: Win battles.

Day 23

Goal: Level up our bugs.

- Go to the **Shop** and buy out candy.
- Go to **Battle** and level your beetles to levels 15/19/20 (386 candy).
- Battle **Gavin**.

Day 24-27

Goal: Win battles.

Day 28

Goal: Level up our bugs.

- Go to the **Shop** and buy out candy.
- Go to **Battle** and level your beetles to levels 20/20/20 (212 candy).
- Battle **Jobin**.

Day 29-31

Goal: Win battles.

- Time ends after clearing the last textbox (Midori saying "Bestie...")

Route

Day 1

- Farm > Catch 3 earth-borer beetles
- Shop > Buy out candy
- Collection > Sell extra bugs
- Add all 3 EBB to your team
- Battle > Level all to 3
- Battle Midori

Day 2-3

- Battle

Day 4

- Shop > Buy out candy
- Battle > Level to 6/6/5
- Battle Poppy

Day 5-7

- Battle

Day 8

- Shop > Buy out candy
- Battle > Level to 9/10/6
- Battle Yuna

Day 9-13

- Battle

Day 14

- Shop > Buy out candy
- Battle > Level to 13/13/12
- Battle Collin

Day 15-16

- Battle

Day 17

- Shop > Buy out candy
- Battle > Level 13/14/15
- Battle Chuck

Day 18-22

- Battle

Day 23

- Shop > Buy out candy
- Battle > Level 15/19/20
- Battle Gavin

Day 24-27

- Battle

Day 28

- Shop > Buy candy (minimum 212 if matching leveling)
- Battle > Level 20/20/20

- Battle Jobin

Day 29-31

- Battle

Time Ends after clearing the last textbox (Midori saying "Bestie...")

100 100%

Category Description

For the most up-to-date ruleset, please check [here](#).

Goal: To 100% the game as quickly as possible. To do this, we will:

- Win all battles
- Purchase all upgrades from the shop
- Catch all overworld bugs

Your submission video must include proof of all these and the shop and bugs must all be caught **before rolling credits**. Proof of catching all overworld bugs can be shown after the credits by navigating to the map and showing all bug lists.

No Reset

This is currently a rough sketch of a route based on the current WR route. While the current WR uses two earth-borer beetles (EBB) and one rosemary beetle (rose), the “No Reset” route takes a much more forgiving approach with an average complete time within a couple of minutes of the WR pace.

Guide

Day 1

Goal: Build your team and level them up.

- Catch bugs at the **farm**.
 - Use the details page to sell anything that is not an EBB or a rosemary beetle.
 - Catch bugs until you have 60 candy.
 - *If you are crafting your own team, to get all bugs to level 5, you will need:*
 - 10 candy per **common** bug
 - 20 candy per **uncommon** bug
 - 30 candy per **rare** bug
- Go to **Collection**, sort by **size**, and group by **species**.
- Add to your team your 3 largest EBB.
 - If you do not have 3 EBB, then you can use a rosemary beetle as a placeholder and catch more EBB later.
- **Sell** any EBB or rosemary beetles that are not used on your team.
- Max level all beetles.
- Battle **Midori**.

Day 2-5

Goal: Win battles.

Day 6

Goal: Catch and release bugs and level up our team.

- Go to **Shop** and buy:
 - Boots (20 gold) - grants you access to Calm Lake
 - Net (10 gold) - you can wait to upgrade your net at the end but I think Net 2 is really useful generally for catch security
 - Bugpedia (12 gold) - increases catch odds to 73% / 20% / 7%.
 - Magnifier (8 gold) - allows you to search 3 places each hunt
 - Honey x2 (6 gold) - to aid with rare catches (optional)
- At this point, we will be selling every bug we catch and catching until we have the gold necessary to max level our bugs. I recommend using a [checklist](#) to keep track of bugs you've caught to avoid excessive menuing.
 - Click the "Details" button after every catch cycle to do this quickly
 - There is a "new" indicator for relevant bugs
- Go to the **lake** and catch and sell bugs until
 - You have 210 candy.
 - If you catch all lake bugs before 210, catch at the farm if you are missing bugs.
 - *If you are crafting your own team, to get bugs from level 5-10, you will need:*
 - 35 candy per **common** bug
 - 70 candy per **uncommon** bug
 - 105 candy per **rare** bug
- Go to **Battle** and max out your team.
- Battle **Dorian**.

Day 7-11

Goal: Win battles.

Day 12

Goal: Catch and release bugs and level up our team.

- Go to **Shop** and buy:
 - Boots (40 gold) - grants you access to Pine Forest
 - Bugpedia (24 gold) - increases catch odds to 66% / 24% / 10%
 - Magnifier (16 gold) - allows you to search 4 places each hunt
 - Honey x2 (6 gold) - to aid with rare catches (optional)
- Go to the **forest** and catch all and sell all bugs until
 - You have 360 candy.
 - If you are missing an EBB, or your existing EBBs have poor stats, you can catch replacements in the forest.
 - If you catch all forest bugs before 360, and have a good team, catch bugs at the farm or lake (whichever is missing more).
 - *If you are crafting your own team, to get bugs from level 10-15, you will need:*
 - 60 candy per **common** bug
 - 120 candy per **uncommon** bug

- 180 candy per **rare** bug
- Go to **Battle** and max out your team (should be all EBB at this point to guarantee* completion of the category).
- Battle **Robert**.

Day 13-21

Goal: Win battles.

Day 22

Goal: Catch and release bugs and level up our team.

- Go to **Shop** and buy:
 - Boots (60 gold) - grants you access to Crawler Swamp
 - Bugpedia (36 gold) - increases catch odds to 59% / 29% / 12%
 - Magnifier (24 gold) - allows you to search 5 places each hunt
 - Honey x2 (6 gold) - to aid with rare catches (optional)
- Go to the **swamp** and catch all and sell all bugs until
 - You have 510 candy.
 - If you catch all swamp bugs before 510, catch bugs at the other locations.
 - *If you are crafting your own team, to get bugs from level 15-20, you will need:*
 - 85 candy per **common** bug
 - 170 candy per **uncommon** bug
 - 255 candy per **rare** bug
- Go to **Battle** and max out your team.
- Battle **Poppy**.

Day 23-28

Goal: Win battles.

Day 29

Goal: Catch any missing bugs and buy out the shop.

- Go to the **Shop** and buy:
 - Magnifier (50 gold) - allows you to search spots multiple times. Useful if you miss a catch.
 - Bugpedia (50 gold) - this bugpedia increases shiny odds. If you have caught all rare bugs, you can wait to purchase this until later.
 - Bug Nets (100 gold) - upgrades 3-5. I prefer to wait until I have caught all bugs before upgrading the net because failing to catch duplicates is faster and the lower quality net makes that easier. YMMV.
- If you are missing a rare bug, go to one of those locations!
 - Reminder: upgrading your bugpedia guarantees a rare encounter!
 - "Skip" the catch dialog instead of going to details, as we no longer need candy.
- Finish catching all listed bugs. Fail to catch any duplicates.
- Go to the **Shop** and buy any items you didn't buy above.
- Go to **Battle** and battle Ivy.

Day 30-31

Goal: Win battles and win the game.

- Time stops after the “Bestie...” dialog box after winning Day 31, when credits begin.
- Remember to continue your recording through the credits and show the catch lists of each location, as well as the maxed out shop!

Route

[In progress]

Day 1

- Farm > Catch 3 EBB, sell all other catches to get 60 candy
- Collection > sell all but 3 largest EBB
- Battle > select team, level to 5 (60 candy)

Resets

Guide

Route

[In progress]

All Achievements

Category Description

For the most up-to-date ruleset, please check [here](#).

In All Achievements, the goal is to get all the Steam achievements. To do this category, you will need to relock your Steam achievements (Google “Steam Achievement Relocker” to learn more). Below is a list of all the achievements with additional notes for quick reference.

Achievement Name	Description	Explanation
My first badge	Win your first badge	Beat Midori (Day 1)
Who What That?	Win against the game's developer	Beat Doot (Day 6)
Another one!	Win your second badge	Beat Ivy (Day 11)
Gold medal	Win your third badge	Beat Satoshi (Day 21)
Summer Champion	Win the Beatles Battles Summer Tournament	Beat Midori (Day 31)
Farm Expert	Catch all bugs available in Sunny Farm	
Lake Expert	Catch all bugs available in Calm Lake	
Forest Expert	Catch all bugs available in Pine Forest	
Swamp Expert	Catch all bugs available in Crawler Swamp	
Entomologist	Catch all bugs available in Kabuto Park	
Hard Catch	Catch your first rare bug	
This Game Has Too Many Bugs	Catch 100 bugs	
Sparkly Bug	Catch a shiny bug	
Shiny Huntress	Catch 3 shiny bugs	
Challenger	Win a battle with less bugs than your opponent	

Expeditive	Win a battle in less than 10 seconds	
Held for the music	Win a battle in more than 2 minutes	
Wham!	Do a really strong knockback	This is a specific kick and I'm not sure which one right now.
My Fav	Win a battle with 3 of the same bug in your team	
Totally Buffed	Have 10 effects on your team during a battle	
You can pet the bug	Interact with a bug 10 times in your terrarium	After Day 8, go to Collection > Terrarium > tap the glass

No Reset

Guide

[In progress]

Route

[In progress]

Resets

Guide

[In progress]

Route

[In progress]



Terrarium

Category Description

This category is not on the leaderboard, so does not have an official ruleset. The following is the ruleset as defined by theValiantSun.

Goal: To fill the terrarium with completely unique bugs as quickly as possible.

- Catch 15/30 ground bugs
- Catch 10/12 air bugs
- Catch 2/2 water bugs

To do this, we will:

- Unlock the lake and pine forest
- Get to Day 15 to unlock water beetles

No Reset

This route does not have any reset points. You are guaranteed to complete this route if you follow along! Great for marathon safety.

Guide

Day 1

Goal: Build our team for the run and level them appropriately.

- For this guide, I use the following team:
 - Earth-borer beetle (EBB, uncommon)
 - Rosemary beetle (Rose, common)
 - Rainbow **or** rhino beetle (R, common)
- Catch bugs at the **farm** and “skip” all detail pages until
 - You have caught at least one of each of the bugs you want for your team
 - You have enough extra bugs to sell to get 40 candy.
 - *If you are crafting your own team, to get all bugs to level 5, you will need:*
 - 10 candy per **common** bug
 - 20 candy per **uncommon** bug
 - 30 candy per **rare** bug
- Go to **Collection**, sort by **size**, and group by **species**.
- Favorite the **biggest bug** of each type (size of the bugs directly reflects the stats).
- **Sell** all duplicates. If you are using my team, you need 40 candy.
- Go to **Battle** and select your team.
- Max level all beetles.
- Battle **Midori**.

Day 2-5

Goal: Win battles.

Day 6

Goal: Level up our team and catch new bugs.

On Day 6, we get an expanded catch list for the farm. Notably, this day gives us access to the hummingbird moth and the monarch butterfly.

- Go to **Shop** and buy:
 - Boots (20 gold) - grants you access to Calm Lake
 - Net* (10 gold) - technically optional but you have the gold and I think the expanded capture range is very helpful
 - Bugpedia (12 gold) - increases catch odds to 73% / 20% / 7%.
 - Magnifier (8 gold) - allows you to search 3 places each hunt
- After this point, we will be favoriting any new bugs we catch and selling any repeats.
 - Click the "Details" button after every catch cycle to do this quickly
 - There is a "new" indicator for relevant bugs to make this easier
- Go to the **farm** and do one catch cycle to check for the **monarch butterfly**.
 - Every time you upgrade your bugpedia, you are guaranteed a rare encounter. We go to the farm because we have a chance at the **monarch butterfly**, where the lake has no rare air bugs.
- Go to the **lake** and catch bugs until
 - You have caught a majority of the bugs available
 - You have sold enough bugs to have 105 candy.
 - *If you are crafting your own team, to get bugs from level 5-10, you will need:*
 - 35 candy per **common** bug
 - 70 candy per **uncommon** bug
 - 105 candy per **rare** bug
- Go to **Battle** and max EBB and Rose.
- Battle **Dorian**.

Day 7-11

Goal: Win battles.

Day 12

Goal: Level up our team and catch new bugs.

- Go to **Shop** and buy:
 - Boots (40 gold) - grants you access to Pine Forest
 - Bugpedia (24 gold) - increases catch odds to 66% / 24% / 10%
 - Magnifier (16 gold) - allows you to search 4 places each hunt
- Go to the **forest** and catch all the new bugs until
 - Ideally, you catch at least one of the luna moth (U) and rosy maple moth (R)
 - You have sold enough bugs to have between 120-180 candy.
 - *If you are crafting your own team, to get bugs from level 10-15, you will need:*
 - 60 candy per **common** bug

- 120 candy per **uncommon** bug
 - 180 candy per **rare** bug
- Go to **Battle** and max EBB. Put any extra candy into Rose and then R.
- Battle **Robert**.

Day 13-14

Goal: Win battles.

Day 15

Goal: Finish the run.

On Day 15, we get an expanded catch list for the farm and lake. If you have caught all other flying bugs, we will only need to catch one of the bumblebee or the blue carpenter bee. The lake also has both of the water beetles we need.

- Go to **Shop** and buy:
 - Bugpedia (36 gold) - increases catch odds to 59% / 29% / 12%
 - Magnifier (24 gold) - allows you to search 5 places each hunt
- Catch all your missing bugs! In order of priority:
 - If you are missing the luna moth **and** the rosy maple moth, go to the **forest**.
 - If you are missing the monarch butterfly, go to the **farm**.
 - If you do not have both the luna moth and the rosy maple moth, you will also need to catch the blue carpenter bee (U) at the farm.
 - Cycle catches at the **lake** until you catch the sunburst beetle (C) and diving beetle (U). You may also need to catch the bumblebee (C).
- Once you catch your last bug, you can leave the area early.
- Go to **Collection**, skip past Midori's dialog, click on the **Terrarium**.
- Time ends when you press the (i) and it shows all spots are filled.

Route

Day 1

- Farm > Catch bugs.
- Collection > Favorite one of each bug.
- Sell the extra bugs.
- Battle > Select your team.
- Max bug levels (10/C, 20/U, 30/R).
- Battle Midori.

Day 2-5

- Battle.

Day 6

- Shop > Buy **boots**, **net***, **bugpedia**, and **magnifier** (50 gold).
- Farm > One catch cycle at the **farm** for monarch butterfly encounter.
- Lake > Catch bugs.
- Battle > Max bugs as desired (35/C, 70/U, 105/R).
- Battle Dorian.

Day 7-11

- Battle.

Day 12

- Shop > Buy **boots**, **bugpedia**, and **magnifier** (80 gold).
- Forest > Catch bugs.
- Battle > Max bugs as desired (60/C, 120/U, 180/R).
- Battle Robert.

Day 13-14

- Battle.

Day 15

- Shop > Buy **bugpedia** and **magnifier** (60 gold).
- Farm/Forest > One catch cycle at the **farm** or **forest** if missing rare encounters.
- Lake > Catch bugs at the **lake**.
- Collection > Go to the **terrarium**, click (i), end time if all numbers are satisfied.

Resets

This route is very similar to the No Reset route, but has some notes of where you would reset a run if you really wanted to grind for a “WR” time (as of 24 August 2025, this is not a leaderboard category so there is no official time.)

Guide

[In progress]

Route

[In progress]