

Setup

- Multiple profiles on Switch 2 for multiple practice saves can help, since autosave is locked
- Digital is faster than physical by approximately 40 seconds due to load times.
- If using Switch 2 Pro or Joycon 2, highly recommend setting back/pinky buttons for switching bananzas or other buttons. You can do that through System Settings → Accessibility → Button Mapping
- R stick sensitivity set to Fast can help with faster reactions

General Tech

- Mash A on loading screens: it's sometimes faster
- Roll punch neutral: roll punch, then neutral stick to destroy stuff faster
- Roll spam: go fast
- Punch stall: Y punch to stall a bit in midair
- Cutscene skip: Hold + or - to skip cutscene when trigger appears. Can hold one and press other.
- Start divepunch faster: press B twice in quick succession
- Continuous divepunch into terrain: mash B as divepunching into terrain
- FAT/AFAT: See video
- Rollpunch cling: roll punch to wall to grab onto it. Regular roll bounces off wall
- Teeleport map menu: use arrow buttons (left, right) instead of joystick for quick navigation
- Quick wall climb: tap jump while holding up in timed succession to climb fast. Do not mash.
- Roll bonk: Roll into a wall to bonk off it and fall faster. Useful for long drops but can be slow to setup
- Gold collecting: Can leave gold uncollected in areas as long as it doesn't despawn; will auto-collect when reach cutscene or banana/layer-blocking void stake. This also refills bananergy.
- Enemies destroy terrain/armor: Knocking enemies into other enemies that have armor can destroy their armor
- X to place records: you can use Y to place records or X. I'm not sure which is faster, but X feels nice
- Let go of chunk gently: press R while holding chunk
- Skip Bananza tutorial: at beginning of Bananza tutorial, you can pause with + and exit to save time.
- Kong Bananza Damage: Kong Bananza typically does more damage than any other form
- Bananza recharge: whenever you enter most cutscenes with Bananza active, you will have Bananza off, but will start with full Bananergy.
- DPS on fights: Spamming roll punches are the way to go, usually
- 3 hits for bananas: three hits with roll punch, turf surf speed up, or dive punch is fastest.

- Jumping while turf surfing: This allows you to keep your chunk longer. Use FATs to maintain speed
- Minecart speed: Press direction same as minecart is going to speed it up
- Grab chunk, jump, turf surf, cancel turf surf, Y punch, jump - typical cross gap movement
- Grab chunk, jump, turf surf, cancel turf surf, B punch, jump - typical higher gap movement
- Dive punch roll cancel - At height of dive punch, cancel it with roll. Get a bit more height when doing higher gap movement
- AFAT, cancel turf surf, B punch, jump, dive punch roll cancel - best height movement, I think
- Faster sinkholes: Hold B until fast lines appear, then let go immediately. Repeat. Saves about 3 seconds per sinkhole
- Reset terrain: If terrain is bad and you don't like it, press - then + to reset terrain. Will bring you to last checkpoint. Also good for practice
- Ostrich stall: with or without chunk, you alternate and mash ZL and Y very fast while Fluttering. If you have a chunk, once you start gliding, you can chunk jump, ZL+Y to roll punch at peak, ZL to continue gliding for extra distance.
- General bananza speeds: ostrich is slower than kong, so ostrich is good for flying and crossing gaps.
- Elephant prep: Come prepped to boss battles with elephant chunks already stored. You'll lose them, however, if you change layers or die.
- Wall jump tech: press downpunch to drop off a wall. When you do, you'll have a short window to do another jump or roll and do another jump from there, I think.
- Swinging chunks: Swinging chunks or rolling chunks into terrain can be used to destroy terrain very well. For example, swinging concrete into concrete walls in Forbidden destroys it fast.
- Boss divepunch quicker kills: Some bosses have a wide enough hitbox that, if you get on top of them and can mash fast enough, you can down/dive punch and defeat them much more reliably quickly than if you did standard roll punches.
- Zebra spin slam dig: with Spin Slam upgrade, if you spin with a strong chunk and down punch, you'll start diving.

Item pickups (Many thanks to Photon for a lot of these locations)

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Balloons:

- 100 - box near first balloon in 'Hangin' on Roof Road' challenge
- 102 - near start point in barrel
- 200 - 2x near start of 'Nostalgia Country' challenge
- 300 - Box behind first smokestack on 2nd island
- 300 - Box on right side near Gem 10
- 300 - Above house with terravoider in it on 2nd island (near skip)
- 600 - Right-side before Gem 32 in 'All-You-Can-Eat Tower' challenge
- 700 - after void fight, left side, two balloons in crates

- 902 - Two in barrels below zipline exiting Hot Springs area
- 1100 - Box on 2nd place podium
- 1202 - 2x in boxes next to Gem 34
- 1204 - 3x in boxes near end of 'Strong, Shady Clouds' challenge
- 1400 - Box behind Wallopoid in underground maze with Gem 47 (that you de-terravoid)
- 1602 - Box right before start of bridge
- 1603 - Box at the start

Apple Juice

- 100 - Box behind pipe area, below Gem 21
- 501 - Below fossil in mound next to Gem 41
- 600 - In gold room at base of tall tree (the one with thorns) next to hotel.
- 602 - Box below the fossil near Gem 83 (near where you'd do the shortcut to boss)
- 900 - In a box in the outside part above the elder
- 902 - Top of stone elephant above Gem 61 (island with sand covering liftoff ore near base)
- 1201 - In nook of spiral below void stake in box
- 1400 - How to explain...it's between the swing and mixer burger switches, where the salt platforms are circling indoor around the voided area. It's in a crate hidden in a wall next to the terravoider.
- 1605 - barrel near getaway
- Surface, 225m - right side after first bridge, up a bit

Melon Juice

- 502 - Underneath getaway in middle
- 601 - Lowest level of hotel annex below Gem 44
- 902 - after slapping the goo off the platform near beginning, Kong Bananza and break left wall
- 1000 - In a box held by Gloo Gum platform with a bunch of other boxes, next to the void stake before Grumpy fight.
- 1202 - one of the small floating isles near the start

Time starts on selecting "Normal Mode"

Layer-specific tech

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Ingot (000/010):

- Stone gathering: cutscene skip before stone breaks when hit arrow smasher (the one you divepunch to destroy a bunch of terrain ahead). Can also hit arrow smasher again repeatedly to farm. Check for 100k stone smashed notification on right side.

Lagoon (100):

- Right-side void stake vs center void stake: right-side is faster

Hilltop (200):

- Gold collection from destroyed terrain: press -, then Y, then L, then -. 900g is the goal. If you get 600g, then you probably didn't reach the 100k stone in Ingot.
- Backup gold: about 90g per box set floating around around stone banana. 3 (maybe 4) box sets?
- Need 2999g to pay for bananas stone structure destruction.

Canyon (300):

- Canyon Jump 1 - Skips 2 bosses. Requires typical cross gap movement to turf surf cancel or AFAT movement. Video will help.
- Canyon Jump 2 (left side). - Higher jump that will help with climb. More difficult. Tree can help, but without tree you will need to AFAT. Video will help.

Divide (400):

- Nothing particularly difficult here. Grab 5 bunch if you didn't before.

Forest (600):

- Please don't forget to upgrade Glide lvl1 when you get Ostrich.
- No idea in 601 if going straight or right is faster. Both seem about the same.
- There's a trick in 602 to skip hitting the arrow smasher behind the boss start, but it's risky. Involves digging a hole with Kong Bananza, but the hole has thorns.

Junction (700):

- Bridge Skip: Ostrich stall with chunk. AFAT with Kong Bananza to switching to Ostrich Bananza at height into Ostrich stall helps pretty well.
- Don't take barrel after fight with void. Use Ostrich if you can to just glide in. When camera pans to hole, dive punch. You can also AFAT without Bananza, but pretty difficult.

Resort (800):

- Go straight to watermelon with liftoff ore. See video.

Tempest (900):

- Faster to teleport to sublevel 901 from 900 when records placed. However, also a record shuffle strat you can use.
- Bird fights: Hit [their] right wing first, then left, if fast. On first two fights, Kong Bananza does more damage (for example, 8 hits for KB vs 11 with regular DK on first form)
- Final flight to boss arena: store only two liftoff ores with elephant so that you have 3 other chunks available for boss fight

Landfill (1000):

- Landfill clip: Watch a video, but basically you want to go top-right and up a wall until you can find a wall to clip into.
After that, go out of bounds and dive punch down for 4 seconds. Kong Bananza (or

Ostrich Bananza if uncomfortable) and then head towards the center. This will take practice and whatever feels comfortable for you.

- Peekabruiser 2: Start with elephant. If you don't have enough bananergy to start with in the fight, punch dirt for gold before approaching Grumpy.

Racing (1100):

- Should only require 1 Bananza timer to ignore the race and move on.

Radiance (1200):

- Route can diverge here depending on whether you grab Snake Bananza. Snake Bananza loses anywhere from 2-6 minutes because I don't know what the actual estimate is.
- Grab an extra light chunk with elephant before leaving the tower for later
- Poppy: if you miss Poppy with a chunk, you can try again or just hold a chunk and spin in place where she may just run into your chunk.
- Instead of breaking top of small tower in 1203 to reveal light for path, just bring out elephant light chunk.
- Grumpy: use Kong Bananza to break ceiling and punch Grumpy. Use chunk jump to get on top of boss.

Groove (1300):

- Groove underground clip: use acute angle clip with dirt chunk (see video) to get through grate where banana is behind to skip jail segment.
- Groob or Chicken Jockey Clip: use another acute angle clip with fractone chunk (see video) to get out of bounds (balloons for safety recommended) to skip first two halls
- Talking to fractone: say "Yes?" then "Is there a tunnel?"
- Talking to Poppy: say "Bananas"
- Odd Rock minigame: four side meteors, then edges (two more hits) (or maybe there's a better way idk)

Feast (1400):

- Can skip all Burger Switches if you clip in Fry Oil Factory (find video). Saves about 3 minutes.
- Burger Switch 1 in front of Burger spot straight
- Burger Switch 2 in fry oil factory to right (use Ostrich stall with chunk to skip)
- Burger Switch 3 is mixer refight. Throw gold chunk with Kong Bananza at mixer for extra damage before fight
- You can also skip mixer with Juice Boost Glitch or 2P boom bombs (just defeat mixer with 2P without getting in cart), but latter has to be in 2P category.
- Climb up past giant fossil to pay 100g for getaway for warp later
- Burger Switch 4 is swingy area. Fly across with Ostrich stall with chunk from getaway.
- Burger Switch 5 is zebra area. You can fly from above with Ostrich stall with salt chunk from swingy area.

- Warp to getaway. Climb up back of Ferris Wheel and get key using chunk jump, snake (if you have it) or wall jumps.
- Before Muckity Muck, store some Elephant Salt Chunks for fight
- Muckity Muck: Aim for base with throws OR, for first two phases, you can swing bigger chunks while barely touching to insta-dissolve and attack. Can also attempt “Muck Tuah” for skipping phases (look up video if you want more info).

Forbidden (1500):

- Ostrich stall with chunk to go from 1st island to 3rd island. Don't have to pay for anything here.
- Gold chunk to destroy first concrete wall, then concrete chunks to destroy remaining walls.
- Void fight: Can turf surf with sand chunk on lava, but it's very brittle. Watch out for pillars.

Core (1600):

- Lots of possible strategies for K Stompenclomper. Go with whatever you feel is fast, but elephant sucking up lava is good.
- Kolosseum:
 - Three TNT: Turf surf from side into three
 - Two Kremlings: punch
 - Three Neckys: throw chunks, punch fast
 - Two Kremlings, lava: aim chunks (Kong Bananza throw is good), punch
 - Three rollies: stand in middle with chunk, chunk jump when they come, they'll take each other out mostly. Charge punch with KB to finish
 - Three Kremlings, pokey: gold chunks with Kong Bananza throw, punch
- Fly into K Rool arena.
- K Rool 1:
 - Phase 1: Kong Bananza. Roll punch damage before big ball, then charge punch and punch back big ball to finish phase 1.
 - Phase 2 and 3: Roll punches. If you want to avoid a blunderbus suck phase, you can bring him to Phase 3 by punching him without stunning him before bringing him down to 33% health.
- K Rool Climb to Surface:
 - Every gold hit makes the climb faster. Don't fall.

Surface:

- Kong Bananza good on climbs for destroying terrain. Elephant good for grabbing chunks for Ostrich to use for Ostrich stalls.
- Grab Apple Juice on the way.
- When you reach 700m, strat will differ depending on if you have Snake. If you have Snake, you can hop across the bridge. If you don't, you will need gold chunks from mush snakes that you collect with Elephant. Use Ostrich to Ostrich stall and...have fun. Watch a video/tutorial.
- K Rool 2:

- Fight mechanics: In each phase, K Rool will fire three shots and jump three different times. After the third set, he will shoot balls into the air and dive underground. The arena will be covered in mush. Hands will come out, which you need Elephant gold to destroy. K Rool will periodically come above mush to put out more hands. After getting hit by a gold ball or a certain time, he'll come out and shoot a large ball, which can be countered with Kong Bananza Charge Punch. If missed, he repeats from diving underground. After he's knocked into the wall as green K Rool, the next phase starts with him sucking all the mush from the field with blunderbus. Blunderbus suck can be countered with gold ball getting sucked up.
- Our goal is to have a phase change, which happens at 66% and 33% health, occur before he launches balls into the air. You can slow down the three shots sets part by hitting balls back at him with Kong Bananza or throwing Elephant gold chunks and turn him green.
- At each phase change, the pattern of his ball shots will change from straight to bounce to twirl.
- There are advantages to keeping him yellow, such as keeping him without hitting distance between phase changes. Plan that out as you plan your strategy.

Time ends on K Rool Punch.

Many thanks to the many members of the dkb discord and the runners of the game.