Donkey Kong 64 - Controls, Movement Optimization, and Speedrunning FAQs

Rules for Editing the Document

-if you are adding something to this document, please be sure that it fits under one of the categories listed below

-this is supposed to be a helpful document for everyone in the DK64 speedrunning community, so please use this space in a professional manner

-If your contribution is **version-specific** I ask that you please put the version name in parentheses after your contribution. The standard version is US, so those who are contributing for the US version of DK64 **do not** need to use parentheses

-Please keep the text standardized in size and put controls in bold or color (i.e. press **Z** to dive and hold **A** to swim); this simply helps make the document more user friendly.

-If you are **linking videos,** please put the topic that the video covers followed by the youtube link in parentheses (i.e. Ideal Donkey Kong Movement (https://www.youtube.com/~....)

-If you are using any DK64 Jargon (language that a new player may not understand) please put it in green and provide a brief definition.

Controls

- **Z** to maintain hover in Rocketbarrel
- Tap **R** to pull the camera behind you
- Hold **R** when moving to keep the camera behind you and make it swing quickly, this also makes boats turn faster (i.e. Pufftoss)
- **Z** + **c-left** twice to pull out gun and enter first person, also works to put gun away and leave first person
    - Holding **Z** + pressing **c-left** twice to put away gun while on any pad will instantly use the pad
- Hold **Z** to slow down aiming/looking speed in first person
- **C-left** and **c-right** control zoom when using sniper scope
- **Z L** and **R** all work to hover in jetpac
- **A B** and **Z** all work to tag as well as can be used in Bblast and a lot of minigames even if those minigames only state to use **A**
    - Bblast - Short for baboon blast
- **D-pad** and **control stick** both work in arcade and jetpac
- **L** + **R** + **Start** recalibrates the **control stick**, performing a Neutral Reset

- Note: Neutral reset - The neutral position of the control stick can be reset by holding a directional button on the **control stick** along with the aforementioned buttons
- You can dive with any kong without doing the Swimming Barrel in training ground by simply going into the water with a kong, going into first person with **c-up**, looking down into the water and pressing **B**

Movement Optimization
- Hold **R** to invert the camera direction in the minecarts
    - In Japes Diddy minecart, this disables jumping but in the others it does not
    - In both Japes and Fungi minecarts, continue to hold **up on control stick** to maintain full speed (even when jumping in Fungi minecart)
    - ONLY in Castle DK minecart: when looking backward on the ground, **down on control stick** gives full speed, but when jumping/in the air **up** is needed for full speed. Due to this, you should avoid jumping while looking backward
- while swimming **c-up** and then leave **c-up** and press **A** or **B** at the same time to make your kong face the camera (not a 180)
- Zooming in the camera with **c-down** reduces lag
    - Exceptions: When using Diddy's Rocketbarrel, it is actually better to have the most zoomed out camera due to the smoke lag from the rocketbarrel
        - Smoke Lag **-** lag that is created from smoke taking up a portion of the screen. It is hard for the game to render the smoke so it creates lag.
    - Exception to the Exception: It is best to be Zoomed in when using Diddy's Rocketbarrel in the K. Rool Fight
- When using Rocketbarrel, if you want to travel a lot of distance vertically and some distance horizontally, it is better to have a neutral stick input until you have reached maximum vertical velocity from a rocketbarrel, and then move in the direction you want to go horizontally
    - Neutral Stick input **-** Where no input is registered on the analogue stick/you are not moving the analogue stick
- Having a neutral stick input during a certain period of time during DK's roll will slow down deceleration, resulting in saving a frame or two per roll: (https://www.youtube.com/watch?v=J9PSzM7tTlI)

- The fastest movement method for Diddy is a Cartwheel-jump-aerial. Ideally, you want to jump out of your cartwheel (Cartwheel having 140 speed, jumping afterwards having 150 speed) as soon as you can. You want to perform the aerial attack just before you start to lose height from the jump to stay in the air for the maximum amount of time.
- You can instantly change directions whilst underwater to any angle you desire. Enter first person and then exit first person by pressing **C-up** & **A** (on the same frame) to instantly change to facing the camera
  - Frame **-** A length of time for the game to update visually. There are normally 25 (PAL) or 30 (US & JP) frames in a second under lagless conditions. However, this number dips whenever lag is present
- When trying to cover a large amount of horizontal distance while going from a high place to a low place as DK, it is often more optimal to perform a kick attack rather than rolling (due to the constant relatively-high speed of kicking)
- A pseudodive is accomplished by hitting **c-up** (it helps to mash) when the kong hits the surface of the body of water you are trying to dive into. The idea is that you go quickly into first person and out of first person, then the second you start leaving first person you hold **A**. Remember to hold **up** on the **control stick** when you are doing the pseudodive so that when your kong dives you stay down in the water (since swimming controls are inverted)
  - Pseudodiving - method of diving with any kong upon contact with the water, usually employed to dive when you have not done swimming barrel in training grounds
- When entering a swimming animation with any kong, the kong's swimming usually takes time to get to maximum speed. However, one can perform an accelerated swim after diving to quickly achieve maximum speed by pressing **A** to start the swimming animation, followed by tapping **B**, swiftly followed by holding **A**
- When moving up a hill with DK, it is optimal to roll up the hill until DK reaches maximum speed, jump out of the roll to maintain the momentum, then roll again to maintain the momentum through the roll.
- When moving from rest, kongs accelerate instantly if you move in one direction and then another. In a TAS setting, this means pressing backwards for a frame prior to moving forwards. This can still be used in real time (less precisely) to save small bits of time (~0.10s per), which is nice for better barrel times. Note that the movement in the wrong direction can be as slow as tip-toe speed and you'll still get instant accel in the right direction. An even easier version of this is moving from up-right to up: this doesn't get immediate top speed but it still saves a pinch over just running forward.

- If you are holding forward at the end of DK's kick, and then switch to neutral right when you land, you will slide across the ground at greater than running speed until you decelerate back to top speed. This slide can be held for longer by crouching.
- Something about flat ground speed sliding in the beetle races…
- Something about neutral sticking after kicks and vines for more distance
- Buffering inputs after transitions (relatedly: holding A to buy moves/skip intro CS)
- Using quick Z presses to do 180s without skidding
- Long jumping vs kicksliding pros/cons with # (control vs slow time between)
- One frame cutscene movement?
- Maybe something explaining how BLJ/Kick against a wall movement works
- If you hold **B** to charge up and then press **Z** to take a bananaport, you can immediately release the shockwave upon gaining control when appearing from the other bananaport. This saves some time in some scenarios (Taking W5 to Caves Lanky Kasplat, Taking W2 to Aztec Lanky Kasplat)

FAQs

How do I avoid Fake Key 8?

-Refer to the following wikia page for a full explanation (http://dk64.wikia.com/wiki/Fake_Key)

Who's Kiwi?

-No one knows.

801?

801.