

| CHAPTER | STRAT NAME | TIMESAVE | DIFFICULTY | FOUNDER | VIDEO | NOTES | FULL GAME TUTORIAL | DIFFICULTY |
|-------------------------|--|--|---|--|---|---|--|-----------------------|
| Village 1 | Pillarless Upwarps | 1 second | Red | ChocolatePenguin + OrionYTP | VIDEO | | FULL GAME TUTORIAL Red Name indicates an obsolete strat or not recommended due to better options. | Beginner / Easy |
| | Gate Clip | 2 seconds | Green | Honest Hit | VIDEO | PS (NTSC) | | Intermediate |
| | Village 1 Gate Skip | 2 seconds | Green | Honest Hit | TUTORIAL | PC / PAL | | Advanced |
| | Void Jump | 17 seconds | Green | OrionYTP | TUTORIAL | | | Individual Level Only |
| | Early Checkpoint | 1.5 - 2 seconds | Red | ChocolatePenguin | | Timesave depends on doing pillarless upwarps. Requires dodging the checkpoint near gate skip. | | TAS Only |
| Village 2 | Bike Kid Skip | 22 seconds | Yellow | OrionYTP | TUTORIAL | | | |
| | Gate Skip TWO | Jump around gate (2.7 seconds over normal) Upwarp (0.3 over normal) | Red | Spikestuff ChocolatePenguin | | Only fast with Bike Kid Skip | | |
| Village 3 | Gate Skip | 2.5 seconds | Yellow | ChocolatePenguin + OrionYTP | | Obsolete in Any%. Turning the camera prevents the door from closing. Requires Potion Deathwarp. | | |
| | Potion Deathwarp | 4.5 seconds | Yellow | OrionYTP | VIDEO | Obsolete in Any%. | | |
| | Turtleless | 13 seconds (over fastest turtle route) | Green | OrionYTP | TUTORIAL | Angle Storage Comparison | | |
| | Bunnies Early | 2.9 seconds | Red | ChocolatePenguin + OrionYTP | VIDEO | | | |
| | Wampy Finish | ~4 seconds | Yellow | OrionYTP | TUTORIAL | | | |
| Village 4 | Pacha Skip | First Version ~2 minutes | N/A | CountGamerChronicles | VIDEO | | | |
| | | Standard Method (25 seconds over 1st ver) | Green | Unknown (Honest Hit or Akuma) | TUTORIAL | | | |
| | | Inch Method (1.5 seconds over Standard) | Yellow | OrionYTP | | | | |
| | | Instant Charge (1.5 seconds over Inch) | Red | OrionYTP | Comparison | | | |
| | | Cliff Jumps (3.7 over Instant) | Red | OrionYTP + Spikestuff | | | | |
| | | Upwarps (~4.5 seconds over Instant) | Red | OrionYTP + Spikestuff (1st variant) OrionYTP (2nd variant) | TUTORIAL | Easiest with opposite-key method of upwarping | | |
| Yzma Clip | 12 seconds | Yellow | OrionYTP | TUTORIAL | | | | |
| Jungle Night 1 | Tree Skip | 2 seconds | Green | CountGamerChronicles | VIDEO | | | |
| | Waterfall Skip | ~40 seconds | Green | ThinksTheClown | TUTORIAL | | | |
| Jungle Night 2 | Left Path Upwarps | 1st = 2.8 seconds 2nd = 4 seconds | Yellow | OrionYTP | TUTORIAL | Original Video | | |
| | Drainless | 4 seconds (two piece) 13 seconds (one piece) | Red | Chocolatepenguin | TUTORIAL | Original Video | | |
| | Fish Skip | 28 Seconds | Green | OrionYTP | TUTORIAL | | | |
| Jungle Night 3 | | | | | | | | |
| River 1 | | | | | | | | |
| River 2 | | | | | | | | |
| River 3 | | | | | | | | |
| River 4 | | | | | | | | |
| Jungle Day 1 | Maze 2 Fast Cycle | 4 seconds | Green | JamieJo1 | VIDEO | | | |
| | Maze Skip 1 | 9 seconds | Green | Chocolatepenguin | | | | |
| | Maze Skip 2 | 13 seconds | Green | Chocolatepenguin | TUTORIAL | | | |
| | Maze Skip 3 | 33 seconds | Green | Chocolatepenguin | | | | |
| | Cliff Climb | 30-40 seconds | Red | OrionYTP | TUTORIAL | | | |
| Jungle Day 2 | | | | | | | | |
| Jungle Day 3 | | | | | | | | |
| Mountain 1 | Deez Skip | 5.5 seconds | Yellow | OrionYTP | TUTORIAL | Charge Potion can be grabbed with jump kick or standing kick | | |
| | Statue Skip | Two Statues (40 seconds over casual) | Green | ThinksTheClown | TUTORIAL | | | |
| | | One Statue (12 seconds over two) | Red | OrionYTP | TUTORIAL | | | |
| | Guard Clip | 3 seconds | Red | OrionYTP + Chocolatepenguin | TUTORIAL | | | |
| Treadmill Skip (Upwarp) | 11 seconds (over standard) | Red | OrionYTP | TUTORIAL Pause Buffer Angle Storage Comparison | Keyboard recommended | | | |
| Mountain 2 | Boulder Only Route | 30 seconds (over casual route) | Green | ThinksTheClown | TUTORIAL | | | |
| | Bridge Jump + Head Only Route | 10 seconds (over using boulder) | Yellow | Honest Hit | VIDEO | | | |
| | Diet Bridge (Upwarp) | (Alt Strat to Bridge Jump) | Green | OrionYTP | TUTORIAL | | | |
| | Elevator Skip | Head Throw (2.5 seconds over elevator) | Red | OrionYTP | VIDEO | Obsolete to upwarp | | |
| | | Upwarp (10.9 seconds over elevator) | Red | OrionYTP | TUTORIAL Pause Buffer | Same inputs as Treadmill Skip. Keyboard recommended | | |
| | Charge Upwarp (NEEDS TIMING) | | Black | OrionYTP | VIDEO | | | |
| | Cave Shortcut | ~2.3 seconds | Black | ChocolatePenguin | VIDEO | | | |
| | Pole Jump | 4 seconds | Green | OrionYTP | TUTORIAL | | | |
| Pole Skip | 2.5 seconds | Red | OrionYTP | VIDEO | Charge Upwarp. Timesave might be affected by cave shortcut. | | | |
| Condoman Skip | 13 seconds | Green | ThinksTheClown + Jordan Scott Miller (2002) | TUTORIAL | No grape cursor if doing Elevator Skip | | | |
| Mountain 3 | Boulder Upwarp | 1.66 seconds | Red | OrionYTP | | | | |
| | Red Idol Door Clip | 5.8 seconds | Red | OrionYTP | VIDEO | | | |
| City 1 | Carrot Clip | 30 seconds | Green | ThinksTheClown | TUTORIAL | | | |
| | Carrotless (Upwarp) | 9 seconds | Green | OrionYTP | TUTORIAL | | | |

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|---|------------------------------------|--|----------------------|--------------------------|---|--|-----------------|
| | Gold Door Clip | ~2m20s | | Skywards | TUTORIAL | | |
| City 2 | Left Path Jump Kick | 1 second | | OrionYTP | TUTORIAL | GENERAL NOTE FOR CITY 2: Timesave for most strats here depends on platform cycles | |
| | Right Path (Standard Route) | 9 seconds | | ThinksTheClown | TUTORIAL | | |
| | | Upward variant (1 second more) | | OrionYTP | TUTORIAL | | |
| | Dumb Water Boost | 7 seconds | | OrionYTP | VIDEO | | Inconsistent. |
| | Pot Tower | ~10 seconds over DWB (Depending on cycles) | | OrionYTP | TUTORIAL | | Old 3 Pot Setup |
| | Deathwarp Route | 1.8 seconds | | MooshPaw | | | |
| | Guard Clip | 20 seconds | | OrionYTP | TUTORIAL | | |
| | Block jump after 2nd Red Idol Door | 3 seconds | | ThinksTheClown | TUTORIAL | | |
| | Time Block Skip | 4 seconds | | OrionYTP | | | |
| | Gold Head Clip | Normal Setup ~35 seconds | | Skywards | TUTORIAL | | |
| Roll Upward Setup (3 seconds over standard) | | | OrionYTP + AbsolXIII | TUTORIAL | | | |
| No Head | 15 seconds | | OrionYTP | TUTORIAL | | | |
| City 3 | Fast Croc Puzzle | 2 seconds | | OrionYTP | TUTORIAL | | |
| | Pants Room Optimization | 3 seconds | | Honest Hit | VIDEO | Obsolete in Any%, useful in 100% | |
| | Pants Clip | 12 seconds | | ThinksTheClown | VIDEO | Obsolete in Any%, useful in 100% | |
| | Croc Void Jump | 30 seconds (over Pants Clip) | | OrionYTP | | | |
| | Croc Void Jump 2 | 1 minute | | OrionYTP + JamieJo1 | TUTORIAL | | |
| | Pantsless Clip | 12 seconds | | OrionYTP | VIDEO | Original Video | |
| | Guard Bypass | 3-4 seconds (Depends on Guard cycle) | | OrionYTP | TUTORIAL | | |
| | | | | | Quit Game Version | | |
| | 2 Brick Yzma | 5 seconds (over casual) | | ThinksTheClown | TUTORIAL | | |
| 1 Brick Yzma | 4 seconds (over 2 Brck) | | OrionYTP | TUTORIAL | Sideways | | |
| Throne Skip | 13 seconds | | OrionYTP | TUTORIAL | Softlock risk if done incorrectly. | | |
| Catacombs 1 | | | | | GENERAL NOTES FOR CAT 1/3/5 Hit every speed boost you can and be in the air as much as possible to conserve speed. Don't be airborne too long or you die. Timesaves of all strats in the coasters are approximate and depend on how many other optimizations you implement | | |
| | | | | | | | |
| Catacombs 2 | 1st Area Fast Cycle | 3.6 seconds | | OrionYTP | TUTORIAL | | |
| | 3rd Area Fast Cycle | 5 seconds | | ThinksTheClown | TUTORIAL | | |
| | Pacha F4 | 0.5 second | | OrionYTP | | | |
| Catacombs 3 | Fake Jumppad | | | Unknown | VIDEO | In all coasters, there are "fake" speed boosts / jumppads. This is caused by being above an existing pad that's lower in the coaster. As long as you are on ground, you can utilize them. | |
| | Boost Route 1 | 5 seconds | | Honest Hit | TUTORIAL | | |
| | Boost Route 2 | 3 seconds (over Route 1) | | OrionYTP | TUTORIAL | | |
| Catacombs 4 | Cat 4 Skip | 50 seconds | | OrionYTP | TUTORIAL | | |
| Catacombs 5 | Fake Boost | | | Honest Hit | VIDEO | | |
| | Fake Jumppad | | | Unknown | | | |
| Lab 1 | First Cutscene Skip | 4 seconds | | ThinksTheClown | TUTORIAL | | |
| | Idol Upward | 5 - 8 seconds | | OrionYTP + AbsolXIII | TUTORIAL | | |
| | Holes Cutscene Skip | 7 seconds | | ChocolatePenguin | TUTORIAL | Angle Storage | |
| Lab 2 | Cutscene Overlap | 7 seconds | | OrionYTP | TUTORIAL | | |
| | Shortcut | 18 seconds (over casual) | | ThinksTheClown | VIDEO | | |
| | Air Surf | 14 seconds (over shortcut) | | OrionYTP | TUTORIAL | | |
| Lab 3 | Buffered Roll Jump | 1 second | | OrionYTP | TUTORIAL | | |
| | Checkpoint Route | 3 seconds | | OrionYTP | TUTORIAL | | |
| Lab 4 | Spike Platform No Hit | 1.2 seconds | | OrionYTP | | | |
| | Button Skip 1 | 3 Seconds | | ThinksTheClown | TUTORIAL | | |
| | Button Skip 2 + No Hammer Yzma | 4 seconds + 5 seconds | | ThinksTheClown | TUTORIAL | | |
| | Forbidden Yzma | Door Setup (current) 1 minute | | OrionYTP | TUTORIAL | | |
| | | Wall Jump Setup (~5-7 seconds over door) | | | VIDEO | | |
| | Elevator Manip | 3 seconds | | OrionYTP | TUTORIAL | | |
| Owl Skip | -25 seconds | | Chocolatepenguin | TUTORIAL | | | |
| Lab 5 | Buffered Roll Cycle | 6.7 seconds | | OrionYTP | TUTORIAL | | |
| | Button Skip | 3 seconds | | Honest Hit | TUTORIAL | | |
| | Button Deathwarp | 1 second | | OrionYTP | TUTORIAL | | |
| | Keyboard Bike Kid | 2 seconds | | Keyboard Runners lol | TUTORIAL | | |
| Other / | Buffered Rolls | | | | VIDEO | Inputs can be buffered as you load into the level. This is most useful with rolls, since you are able to move the first frame possible. See video for recommended angles for each level. | |
| | F4 Strats | 20.5 seconds (Across the entire run) | | OrionYTP | TUTORIAL | Press F4 either as soon as you touch the ending loading zone or right before. You will be sent to the map screen instead of the status screen. Saves 0.5 on most levels. Saves 1.38 on end of world levels. PC Exclusive | |

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|--------------|---------------|--|-----|------------------|-----------------------|--|--|--|--|--|
| General Tech | Angle Storage | | N/A | ChocolatePenguin | VIDEO | Being in look mode during a transition keeps Kuzco's facing angle. This can be achieved by either dying in look mode or, more usefully, entering a door / loading zone in look mode. This will displace Kuzco and the camera on most door transitions, saving time in a few places (see Village 3 Turtleless and Lab 1 Hole Cutscene Skip) | | | | |
| | Pause Buffer | | | OrionYTP | VIDEO | The pause button can be used to buffer certain inputs. It's best use is to make Statue Skip with one statue easier. | | | | |

| CHAPTER | STRAT NAME | FOUNDER | VIDEO | NOTES |
|----------------|------------------------|-----------------------------|-----------------------|---|
| Village 1 | | | | |
| Village 2 | Statue Softlock | OrionYTP | VIDEO | |
| Village 3 | Height Storage | OrionYTP | VIDEO | Jumping the frame you enter a timed secret stores your height when you teleport. |
| | Floating Geezer | | | Wait outside his radius. Get in front of him when he stops walking. Wait for him to turn fully, then talk to him to get the geezer to walk forever. |
| Village 4 | Pacha Not Turning | | VIDEO | Caused by memory leak. |
| Jungle Night 1 | Rocking on the Web | Spikestuff | VIDEO | |
| Jungle Night 2 | Bike Kid Angle Storage | ChocolatePenguin + OrionYTP | VIDEO | Angle Storage on the bike kid door prevents the door from closing normally. Can't collect its coin. |
| | Guard Deload | Honest Hit | VIDEO | |
| | Log Clip | OrionYTP | VIDEO | Might save time in TAS but needs a comparison. |
| Jungle Night 3 | | | | |
| River 1 | | | | |
| River 2 | | | | |
| River 3 | | | | |
| River 4 | Control during Yzma | OrionYTP | VIDEO | Losing your last wampy during the fight breaks out of look mode and Kuzco has control again. |
| Jungle Day 1 | Start Softlock | OrionYTP | VIDEO | Buffered roll |
| | Guard Disable | JamieJo1 + Sophia_1543 | VIDEO | If two guards detect you at the same time, cancelling one guard's textbox allows Kuzco to move around with the other textbox still active. Guards will not detect you until you cancel the remaining textbox. |
| | | | VIDEO | |
| Jungle Day 2 | Cliff Climb 2 | ChocolatePenguin | VIDEO | Too difficult and probably not fast for RTA. Should be timed anyway. |
| | Wampy Upwarp | OrionYTP | VIDEO | Needs to be timed for 100% |
| | Gate Jump | ChocolatePenguin | VIDEO | Needs to be timed. |
| Jungle Day 3 | Frog in End Area | OrionYTP | VIDEO | Need grapes to get the idol which requires llama. |
| Mountain 1 | | | | |
| Mountain 2 | | | | |
| Mountain 3 | Skate Skip? | ChocolatePenguin | VIDEO | Need a way to get up to top nook of the door. |
| | Crash | N/A | VIDEO | Very rare, but cause unknown |
| City 1 | Soldier Early | ChocolatePenguin | VIDEO | Needs to be timed |
| City 2 | | | | |
| City 3 | Angle Storage Softlock | OrionYTP | VIDEO | Angle Storage to Peacock Man's door triggers Yzma's dialogue. However, she deloads when the camera changes to Kuzco, so the conversation can't finish. |
| | Jump over Bunny Secret | OrionYTP | VIDEO | |
| Catacombs 1 | First Person Coasters | OrionYTP | VIDEO | Press Look the frame you enter the level. You can move using the stick or the camera buttons, allowing for more movement options. Reverse pads don't function as intended. Also works on Cat 3 and Cat 5. |
| Catacombs 2 | | | | |
| Catacombs 3 | | | | |
| Catacombs 4 | | | | |
| Catacombs 5 | Invisible Platform | | VIDEO | |
| Lab 1 | Button Softlock | Zibang | VIDEO | |
| | Cow Deload | JamieJo1 | VIDEO | Can't collect its coin. |
| Lab 2 | Flash Storage | OrionYTP | VIDEO | |
| | Turtle Clone | JamieJo | VIDEO | Some physics properties are doubled (e.g. kuzco falls and deathwarps faster) |
| Lab 3 | Lab 3 as Turtle | OrionYTP | VIDEO | Buffered Kick |
| Lab 4 | | | | |
| Lab 5 | Drink Skip (Lag Abuse) | OrionYTP | VIDEO | Banned for runs |

These are theories, glitches, and oddities that are known but aren't done in runs because:

1. Doesn't do anything useful.
2. Wouldn't save time.
3. Unknown if it saves time.
4. Require hacking or certain conditions we can't achieve yet.
5. Require banned tech.

They are kept here so that they aren't forgotten when they do come in handy.

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|-------------------------|--------------|-------------------------------|--|--|--|--|--|--|--|
| Other / General Tech | Memory Leak | | | The map select has a memory leak which can cause things to break if playing for long enough. Usually this results in the sounds/music not playing, eventually leading to a black/frozen screen then a game crash. Closing and reopening fixes all effects. | | | | | |
| | Double Music | Solved by ChocolatePenguin | | Press F4 right before fading on a deathwarp which would've had a music change. Entering any level without an FMV will result in two music tracks played at the same time. | | | | | |
| | SFX Deload | | | Pause the frame a sound effect plays, then press pause and unpause on the same frame. The sound effect will not finish playing. | | | | | |