100% is defined as collecting everything on the game totals screen.

It has been over 3 years, and I’m finally satisfied enough to submit a run of this game.

Break down of individual level game times (in order of how they appear in game):

Spiral Mountain - 1:57: Pretty good. The only thing that could have made it better was the placement of the Colliwobble at the start.

Grunty’s Lair – 26:04: 26 minutes isn’t that great. The movement aspects of the lair were good, but Furnace Fun lost me about 50 seconds. The Grunty questions in Furnace Fun were all guesses, and I unfortunately got the short end of the stick this time around.

Mumbo’s Mountain – 4:48: I could have done better had I gotten the damage cancel on the jinjo jiggy. Also, Conga beat his chest upon approaching him. 4:48 without the cancel is really good, though.

Treasure Trove Cove – 6:54: Also really good. The only mistake was missing a beak bust on the J in the sandcastle.

Clanker’s Cavern – 8:42: Not bad, but could be better. Beforehand, in the lair, I missed a backflip to the TTC jiggy. Also, I got bad Mutie Snippet placement towards the end, so I couldn’t get to the jiggy before it spawned.

Bubblegloop Swamp – 12:34: I missed the extra honeycomb piece in Mumbo’s skull and had to jump for it again, didn’t have great Tiptup patterns, and Vile spawned the jiggy in the back of the room. Overall, pretty decent, but with even one less mistake, this could have been a best.

Freezeezy Peak – 11:50: This level is split into two sections, since you need to get a move from Gobi’s Valley to complete it (faster to split FP up instead of GV). The first section was good, and the second was even better. This was my best Freezeezy Peak time.

Gobi’s Valley – 10:16: There is a trick in Gobi’s (clipping into Jinxy) that is very precise and is often a run killer. I got it 4th try, which is probably around 5 seconds lost. I didn’t get good ring RNG or the quick jiggy after freeing Gobi, but both rarely happen. Everything else was pretty good, but I had a sloppy ending.

Mad Monster Mansion – 9:59: This level tends to end my runs a lot. It is definitely one of the hardest levels, but I finally had a good run of it this time around. There were still some minor mistakes (flower pot mishaps, missing the token after jinjo jiggy and having to get the sink token), but this was my best MMM.

Rusty Bucket Bay – 9:18: My best RBB. I got the insta-clip through the window at the end of the engine room. I didn’t get the damage cancel off Boss Boom Box, but that is very hard to pull off. Other than that, not much went wrong other than minor movement mistakes.

Click Clock Wood – 17:25: Click Clock Wood is the longest level, and probably the hardest to be consistent at. I always find that I can save at least 15 seconds total between all the seasons. This run through of it could be better, but I’m just glad that I pulled off the tricks and didn’t fall off the tree.

Total: 1:59:44 game time, 2:07:38 RTA

Summary:

This run was excellent. My biggest time saves are Clanker’s Cavern (7 seconds), Gobi’s Valley (9 seconds), Click Clock Wood (~20 seconds), and Furnace Fun (50 seconds). I got extremely unlucky at Furnace Fun, where I missed 7 questions. However, the rest of the run was pretty phenomenal. This is the first sub 2 hour game time run, as well as the first 2:07 real time run. I will probably not seriously try for a 2:06 RTA run, considering I am basically relying on end game RNG at this point. Maybe I’ll get it someday, we’ll see!

Special thanks to Cronikeys and the other glitch hunters for finding the majority of the glitches, Hyperresonance92 for recently rerouting the game and implementing old and new tricks, Arbliterator for stumbling upon the fake credits skip, Smasher32 for making a thorough tutorial and also contributing many “Smasher strats” (although most weren’t useful :P), and everyone else who runs and/or has contributed to the game in some way. Without you, BK and its community wouldn’t be where it is today.