ADVENTURE CHALLENGES

BananaRilla Challenge Guide

All 40 cards, with a plan to try and a prize to earn.



Start with a familiar trail

- **Team choices**
- **Build and finish goals**
- **Coin rules**
- **Shop timing**
- **Tougher thieves**

Choose a card

Open Adventure Maps, pick any map and difficulty you can already play, and tap Challenges. Read the card and its reward, then tap Play Challenge. Start with a familiar Easy route and try more lanes later.

Read the rule before Play

Finish the normal rounds and meet the card’s goal. Check whether your team can hit flyers and spot hidden thieves. You can buy all ten upgrades unless the card sets a limit. The Adventure Mastery coin bonus applies to regular Adventure runs.

Keep your Adventure run

Challenges have a separate save. Use Resume Challenge to return to it. Starting a different card can replace that saved challenge after confirmation. Challenge wins and catches leave normal map and upgrade progress unchanged.

Spend a first-win reward

Each card awards one free placement the first time you win it, across all maps and difficulties. Back in Adventure, select the matching Rilla and tap Use Free Reward before placing it. You place a base Rilla and buy its upgrades as usual.

Team choices

Cards 1–5



1. Lights Out

Win without Sun Prism.

Use Kite Ranger for flyers, Rock or Magnet Mechanic for armor, and a crowd hitter such as Coconut Cannon. Put your best heavy attacker on a bend with a long view.

First-win reward • Kite Ranger



2. Ninja and Tide

Use only Ninja and Tide Caller.

Start with Ninja on the air route. Place Tide Caller on clear ground or open water where its push sends carriers back into Ninja's range. This card replaces buried Moles with Raccoons.

First-win reward • Tide Caller



3. The Starting Crew

Use only Protector, Ninja and Rock.

Let Protector cover cheap ground catches, Ninja watch air and hidden thieves, and Rock break armor. Rock's ground waves can hit buried Moles.

First-win reward • Rock



4. Kite Takes the Sky

Win without Ninja.

Buy Kite Ranger for air and Lantern Scout for hidden thieves. Keep their coverage together where flyers pass while disguised ground thieves approach.

First-win reward • Kite Ranger



5. No Lanterns Tonight

Win without Lantern Scout.

Use Ninja to spot hidden thieves and cover air. Put Rock near a long ground stretch for buried Moles. Check where each lane leaves your defenders' reach.

First-win reward • Ninja

Team choices

Cards 6–10



6. Three Rillas, Three Jobs

Use only Kite Ranger, Lantern Scout and Coconut Cannon.

Give each Rilla one job. Kite stops air, Lantern spots hidden thieves and brings up Moles with Honest Shadows, and Coconut breaks up ground groups.

First-win reward • Lantern Scout



7. Bubble Brigade

Finish with Bubble Alchemist and Ninja on the map.

Let Ninja handle early air and hidden threats. Add Bubble to hold groups. Keep at least one of each on the map when the last round ends.

First-win reward • Bubble Alchemist



8. Kitchen Crew

Finish with Orchard Chef and Coconut Cannon on the map.

Aim Coconut at a packed ground bend. Put Chef nearby to slow that group and help the team there. Bring a flyer catcher and finish with both required Rillas.

First-win reward • Orchard Chef



9. Rock and Roll

Finish with Rock and Boomerang Courier on the map.

Place Rock at a long bend and Courier where its return throw crosses the trail again. Bring Ninja for air and hidden thieves. Keep the required pair through the finish.

First-win reward • Boomerang Courier



10. Pick Your Trio

Pick three Rilla types that can cover flyers and hidden thieves.

Choose three types. Ninja covers both checks, leaving two picks for other jobs. Try Ninja, Rock and Coconut. Flying and hidden coverage may come from different picks.

First-win reward • Ninja

Build and finish goals

Cards 11–15



11. Five Is Enough

Each Rilla can buy up to five upgrades.

Spread your first five upgrades across Rillas that cover different threats. Lantern’s Honest Shadows helps with Moles, and Sun’s Held Beam helps against big targets.

First-win reward • Protector



12. Back to Basics

Win without upgrading any Rillas. Thieves are gentler.

Thieves have 35% less health and you start with extra coins. Build more ordinary Rillas at useful bends. Ninja gives air and hidden coverage right away.

First-win reward • Ninja



13. Three to Start

Keep at most three Rillas through round 10.

Cover air and ground with your first three Rillas. Upgrade them while the team is capped. After round 10, you can place more than three.

First-win reward • Ice



14. Small and Mighty

Place at most six Rillas. Replacements count.

Plan all six spots around air, hidden thieves and the return trip. Selling does not give a placement back. Upgrade carefully before committing the last spot.

First-win reward • Sun Prism



15. One of Each

Keep at most one of each Rilla type on the map.

Use different Rillas for different jobs. Try Ninja for spotting and air, Rock for armor, and Sun for a heavy target. You can replace a type after selling it.

First-win reward • Mushroom Sage

Build and finish goals

Cards 16–20



16. Stick With Your Team

Win without selling Rillas.

Look for good coverage on both trips before placing. Keep early Rillas useful by upgrading them and adding help nearby.

First-win reward • Lantern Scout



17. Power Up

Finish with a fully upgraded Rilla.

Pick an affordable Rilla that already earns catches, such as Protector. Keep enough air and hidden coverage while funding its tenth upgrade.

First-win reward • Dream Shepherd



18. Share the Coins

Finish with four different Rilla types at upgrade 5 or higher.

Choose four useful types early and bring at least one of each to upgrade 5. Extra copies of the same type do not move the counter.

First-win reward • Drum Captain



19. Coins to Spare

Finish with at least 1,000 Jungle Coins.

Build enough coverage for the last rounds, then keep 1,000 coins in your wallet. Check your coin total after each late purchase.

First-win reward • Gold



20. Gold's Shop

Place three Rillas inside your loaned Gold's discount circle.

Place your free upgrade-9 Gold near a bend with three clear spots in its circle. Choose spots that also let those Rillas reach the trail.

First-win reward • Gold

Coin rules

Cards 21–24



21. Fixed Wallet

Start with one pile of coins. Earn zero coins all run.

Use the wallet shown on the card. A one-route Easy run starts with 11,400 coins. Cover air and hidden thieves first, then save a slice for the late rounds. Gold’s discount still works.

First-win reward • Gold



22. Half Now, Half Later

Get one pile of coins now and one halfway through.

Use the first half of the budget to cover every route. Your second payment comes after round 15, 25, or 35, depending on difficulty. Save the biggest upgrades for then.

First-win reward • Protector



23. Payday Every Five Rounds

Get coins after every fifth round.

Buy coverage that can hold for five rounds. Save some of each fifth-round payday for the gap before the next one.

First-win reward • Hive Keeper



24. Paid by the Round

Earn coins only for clearing rounds.

Every payout comes from surviving a round. Spend for a safer clear, then build up when the payout arrives.

First-win reward • Coconut Cannon

Coin rules

Cards 25–29



25. Paid by the Catch

Earn coins only for catching thieves.

Start with a catcher at a bend that covers both trips. Upgrade it as catches pay out. Bring in Gold when your catchers can keep earning inside its circle. Round clears and savings pay zero coins.

First-win reward • Ninja



26. Slow Start

Start with fewer coins. Earn the usual amount as you play.

Buy a useful starter that can catch common threats. A Ninja at a long bend can cover air and hidden thieves when the smaller wallet keeps your team lean.

First-win reward • Protector



27. Pricey Rillas

Rillas cost 50% more to place. Upgrade prices stay the same.

Use fewer, better-positioned Rillas and improve them at normal upgrade prices. Invest in more placements when a lane needs its own coverage.

First-win reward • Gold



28. Pricey Upgrades

Rilla upgrades cost 50% more. Placement prices stay the same.

Cover more trail with reasonably priced base Rillas before buying expensive late upgrades. If you invest in discount Gold, keep future teammates close.

First-win reward • Orchard Chef



29. Two Coin Jars

Use one pile for placing Rillas and another for upgrades. Selling is off.

Read both amounts before placing. About a third is for Rillas and the rest for upgrades. Interest and selling are off, so commit coins to spots you can use all run.

First-win reward • Gold

Shop timing

Cards 30–32



30. Shop Closes Halfway

Place and upgrade your team before the halfway break.

Count forward to round 15, 25, or 35. Buy your late-game air, hidden and boss coverage before that round ends. Your final team must hold from then on.

First-win reward • Lantern Scout



31. Pick Your Spots

Place your whole team before round one. Upgrade them as you play.

Place ground, air and hidden-thief coverage before you tap Play. If there are several routes, cover each one now. You can upgrade Rillas after the rounds start.

First-win reward • Kite Ranger



32. One New Rilla Per Round

Place at most one Rilla before each round ends.

Use the first slot on a Rilla with broad coverage and decide where the second is going ahead of time. After a round clears, your next placement opens.

First-win reward • Protector

Shop timing

Cards 33–35



33. One Upgrade Per Round

Buy at most one upgrade before each round ends.

Pick the upgrade that helps with the next threat. Map-defense upgrades use the same one-per-round slot. Choose which upgrade to buy before you tap Play.

First-win reward • Drum Captain



34. Two Stars

Only two Rillas can go past upgrade 5.

Choose which two Rillas should get upgrades 6–10. A third can still reach upgrade 5. Selling a chosen Rilla does not open a star slot.

First-win reward • Sun Prism



35. Between Rounds

Place, upgrade and sell only while the trail is quiet between rounds.

Buy, sell or upgrade while the trail is quiet. During crowds, watch which lane leaks and spend on it when the round ends.

First-win reward • Bubble Alchemist

Tougher thieves

Cards 36–40



36. Bigger Crowds

More ordinary thieves arrive together.

Start with ground splash at a busy bend. Add a slow or a push so the bigger crew stays together longer, and keep a separate answer for flyers.

First-win reward • Coconut Cannon



37. Quick Getaway

Thieves move faster on the way out.

Returning thieves move 20% faster than usual on this card. Guard the exit side with a catcher and use Ice or Tide to buy time as carriers turn for home.

First-win reward • Tide Caller



38. Tough Crowd

Thieves have more health.

Thieves have 25% more health. Add armor break, slow or markers beside your heavy hitters so they can finish a target together.

First-win reward • Sun Prism



39. More Shields

More ground thieves bring shields.

Starting at round 9, some Monkey crews become shielded Porcupines. Magnet’s Shield Unclip or upgraded Bubble can remove shields. Keep air coverage too.

First-win reward • Magnet Mechanic



40. Big Finale

The final round is tougher.

The last round’s thieves have 35% more health. Save for one more control or damage upgrade and check the return path before you press Play.

First-win reward • Darrilla, Stormheart