PLAYER GUIDE

BananaRilla Strategy Guide

Build a team. Grow its powers. Bring the bananas home.



Find the right Rilla for the job

Start with Adventure, then turn to the Rillas or thieves you see on your trail. Every defender has its ten upgrades in the order you buy them.

Adventure unlocks and mastery

Defenders and all 200 upgrades

Appendix A • Team strategies

Appendix B • Thieves and counters

Find all 40 cards in the companion BananaRilla Challenge Guide.

ADVENTURE

Start an Adventure

Choose a map, set up your Rillas and watch the return trail.

Pick a map and a difficulty

Start on the first Easy map at Easy difficulty. Win to open the next map in its group. There are 35 Easy, 35 Medium and 30 Hard maps. The difficulty you choose sets the round and loss limits. Easy has 30 rounds and a 60-banana loss limit. Medium has 50 and 80. Hard has 70 and 100.

Find a good spot for each Rilla

Pick a Rilla. Green marks open ground. Blue marks special terrain that Rilla can use on this map. The full base must fit. Place it where its range reaches the trail, then tap Play.

Build up between rounds

Use the early rounds to cover the routes. Add the Rilla your team is missing and upgrade your best spots before bigger crews arrive. If you lose, use Replay Round to change your setup and try that round again.

Open the next group

In a group, win 10 different maps on Easy to open Medium difficulty. Win 10 different maps on Medium to open Hard. Win 10 on Hard to complete that group’s 30-win path. Repeat for Easy and Medium groups to reach Hard maps. The Hard group’s 30-win path opens Stormheart Sanctuary. Earlier profiles can keep access they already earned.

Help a Rilla earn its last five upgrades

All 20 Rillas start available to buy, with five starter upgrades each. A Rilla type opens upgrades 6–10 after helping catch 50 thieves in completed standard Adventure rounds. Several types can earn credit on the same catch. Two Rillas of the same type count as one helper for that thief. Check the upgrade panel for your count.

ADVENTURE

Mastery and map records

Open the Mastery Book from the Adventure Maps screen.

Fill a square in the Mastery Book

Win every map in one group on one difficulty to earn 20% more starting and earned coins in future Adventure runs there, including their Freeplay earnings. For example, Easy-group maps played on Easy get the bonus once you win all 35 on Easy. The book shows all nine group-and-difficulty squares.

Become a Map Master

Win every map in a group on all three difficulties to become that group’s Map Master. For Super Mastery, finish every map on all three difficulties with zero bananas lost in the normal rounds.

Read the two records on each map

Best shows the fewest bananas you lost in a winning normal run at the selected difficulty. Freeplay shows the farthest round you reached after a win. You can set those records on different runs. A carrier can pick up bananas without ruining a perfect finish if you catch it before it escapes.

Try a challenge or practice in Sandbox

Select a playable Adventure map and difficulty, then choose Challenges. Each card has its own rule and first-win reward. Sandbox lets you practice on any map with all upgrades available. Challenge and Sandbox runs have their own saves.

DEFENDERS

Protector

Cheap carrier catcher



Starting Rilla

Put it where thieves walk back with bananas. Its fast darts can slow a carrier and late upgrades rescue bananas one at a time.

Near a busy return bend.



All 10 upgrades

Who to team up with

Pair with Ice to keep carriers in dart range. Start with Protector when coins are tight.

Useful against



Raccoon Raider
Slow it as it dashes back.



Boar Bandit
Armor-piercing darts help.



Capybara Caravan
Rescue loose cargo on the return.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Long Look**	Reach across more of a bend.
2	**Quick Hands**	Faster throws help every dart upgrade.
3	**Packed Seeds**	Hit harder with each early dart.
4	**Cargo Watch**	Extra damage makes the return lane worth covering.
5	**Double Tap**	Two darts help catch a runner in time.
6	**Sticky Dart**	Slow a carrier to land more of those hits.
7	**Sure Shot**	Piercing makes the paired darts useful against armor.
8	**Return Ticket**	Rescue a banana from a carrier that survives a hit.
9	**Grove Guardian**	Three strong darts help stop a crowd briefly.
10	**Stash Hero**	Rescue sooner and hit slowed carriers harder.

Bring a flyer catcher for airborne thieves.

DEFENDERS

Coconut Cannon

Crowd buster



Starting Rilla

A coconut can hit several ground thieves at once. It gets more value from one crowded bend than from one thief in open space.

On clear ground near a bend where ground thieves bunch up.



All 10 upgrades

Who to team up with

Vine holds groups in one spot. Split your Cannons between different busy routes.

Useful against



Sneaky Monkey
Splash catches a packed crew.



Boar Bandit
Shell Splitter breaks armor.



Otter Slickster
Cover a crowded stretch of trail.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Wide Splash**	Catch thieves who stand farther apart.
2	**Long Barrel**	Reach a crowded bend from farther back.
3	**Hard Shell**	Strengthen the whole splash against groups.
4	**Quick Loader**	Fire sooner so another splash catches the crew.
5	**Shell Splitter**	Break armor so everyone can help.
6	**Scatter Seeds**	Add seeds to catch nearby stragglers.
7	**Twin Mortar**	Drop two coconuts across a wider crew.
8	**Bouncing Harvest**	A bounce reaches another group after the first blast.
9	**Mountain Coconut**	Make those blasts hit a bigger group harder.
10	**Coconut Carnival**	More seeds follow both blasts to soften bigger crews.

Use another Rilla for flyers or a lone tough carrier.

DEFENDERS

Rock

Armor breaker



Starting Rilla

Rock cracks armor so other Rillas can hit harder. The big rock can roll through a line of thieves instead of stopping at the first one.

Use clear ground or supported stone near a long stretch of trail.



All 10 upgrades

Who to team up with

Let fast Ninja or Sun attacks follow up while the armor is broken.

Useful against



Boar Bandit
Crack tough armor.



Pangolin Porter
Hit through the rolling shell.



Crab Safecracker
Break armor and stop it near the stash.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Heavy Pebble**	Make each rock count against heavy targets.
2	**Long Toss**	Reach farther down a straight trail.
3	**Deep Thump**	Slow a thief so the next rock can catch it.
4	**Armor Cracker**	Break armor for the whole team.
5	**Wide Ripples**	Ripples can reach Moles under the trail.
6	**Foot Stopper**	Briefly stop a directly hit thief.
7	**Split Boulder**	One rock reaches two thieves in line.
8	**Fault Line**	Wider ripples help when a crew spreads out.
9	**Mountain Maker**	Hit up to four lined-up thieves with a stronger rock.
10	**Gentle Giant**	Every fourth throw adds a wider stopping wave.

Ground only. A solo Sun can beat a wagon when it has enough time on target.

DEFENDERS

Ice

Freeze and expose



Starting Rilla

Ice holds thieves still. Brittle Shell makes frozen thieves take extra team damage, so a well-placed Ice helps the whole team hit harder.

Use clear ground or solid ice near a bend with several attackers.



All 10 upgrades

Who to team up with

Use a Coconut Cannon for clusters or Sun for a big frozen target.

Useful against



Raccoon Raider
Slow a quick carrier.



Snake Sneak
Cold can slow a fast runner.



Boar Bandit
Freezing gives the team time to hit armor.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Chilly Reach**	Reach the bend earlier.
2	**Long Winter**	Keep thieves slow for longer coverage.
3	**Packed Snow**	Hit harder when crowd control is already working.
4	**Ice Cuffs**	Freeze some thieves in place.
5	**Snow Spray**	Catch nearby ground rivals with splash.
6	**Brittle Shell**	Help all Rillas hit frozen thieves harder.
7	**Rolling Snowball**	Hit several ground thieves in one line.
8	**Hail Pockets**	Give the rolling hit and splash more punch.
9	**Glacier Guard**	Freeze groups more often for more team damage.
10	**Cold Front**	A cold field keeps a ground lane slow for longer.

Blanket Sloth resists cold and bosses have shorter stops.

DEFENDERS

Ninja

Air and disguise catcher



Starting Rilla

Ninja throws fast stars at flying thieves and can hit disguised thieves. Later stars reveal hidden targets so friends can join in.

Cover an air route from clear ground, supported plants, canopies or rooftops.



All 10 upgrades

Who to team up with

A cheap Protector catches ground carriers when Ninja is busy with the air.

Useful against



Pirate Parrot
Slow and net the flyer.



Chameleon Pretender
Hit through its disguise.



Mirror Moth
Stars give you a way to hit it while light is reflected.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Far Sight**	Cover more of a winding flight path.
2	**Soft Step**	Keep stars coming faster.
3	**Twin Stars**	Get two stars and clean up more targets.
4	**Marked Scarf**	Reveal targets so other Rillas can hit them.
5	**Wing Catcher**	Slow flyers before they reach the stash.
6	**Thread Line**	Stars can keep going through ground crowds.
7	**Cloud Net**	Net a flyer so other shots can reach it.
8	**Pressure Point**	Stop a nonboss briefly while allies catch up.
9	**Sky Sentinel**	Four stars make flyers much easier to stop.
10	**Night Guardian**	Add a burst of 20 stars alongside normal throws.

Ninja covers many jobs early. It does not give the team Landing Mark or rapidly strip shields.

DEFENDERS

Gold

Banker



Starting Rilla

Nearby catches pay more. Banana Bonds adds interest. At upgrade 9, other Rillas in Gold's circle cost 20% less to place and upgrade.

Cover a busy catching bend and leave space in the circle for teammates.



All 10 upgrades

Who to team up with

Let your damage dealers secure the first few rounds. Add Gold where those catches happen, then build more attackers inside its discount circle.

Useful against



Sneaky Monkey
Earn extra when a nearby crew is caught.



Boar Bandit
Collect a bigger bounty near Gold.



Capybara Caravan
Pay out only if your team captures it nearby or tags it.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Wide Welcome**	Cover more of the trail where captures happen.
2	**Shiny Reward**	Earn more from captures in that circle.
3	**Solid Gold**	Hit harder when Gold helps finish a catch.
4	**Banana Bonds**	Unspent coins earn interest each round.
5	**Quick Mint**	Throw faster to land more hits and later marks.
6	**Golden Tag**	Mark a thief so its catch pays extra. The tag adds 20 percentage points to the capture bonus.
7	**Grove Treasury**	Make the capture and banking rewards bigger.
8	**Lucky Ring**	Gold hits that same marked thief harder.
9	**Golden Season**	Nearby teammates cost 20% less to place and upgrade. The base capture bonus reaches 40% in normal rounds and 60% in Freeplay.
10	**Sunlit Bounty**	Mark and damage a group to improve its capture payouts.

Overlapping Gold discounts apply once. A Gold discount keeps Chef's one-use coupon available. In Freeplay, Gold's capture bonuses rise and multiple bankers can raise the interest cap to 1,000 total before mastery.

DEFENDERS

Vine Weaver

Ground group holder



Starting Rilla

Vines grab groups of ground thieves long enough for nearby Rillas to land their shots. The later traps keep working between throws.

Use clear ground or living plants, roots or canopies near a busy corner.



All 10 upgrades

Who to team up with

Hold a group for Coconut splash or give a Sun time to build its beam.

Useful against



Raccoon Raider
Hold a fast ground carrier.



Pangolin Porter
Interrupt the rolling shell.



Snake Sneak
Catch a quick ground runner.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Long Tendril**	Reach a safer spot near a bend.
2	**Soft Knot**	Hold a thief longer for another shot.
3	**Fast Growing**	Catch more crews before earlier holds wear off.
4	**Leaf Marker**	Help other Rillas see a caught thief.
5	**Double Loop**	Hold two ground thieves together.
6	**Vine Gate**	A trail trap slows the next group coming through.
7	**Bramble Hug**	Damage thieves while holding them.
8	**Seed Network**	Keep more traps ready for larger crews.
9	**Ancient Embrace**	Hold a larger group longer for splash attacks.
10	**Jungle Hug**	A bigger hold gives the team time on a busy lane.

Vine cannot hold flying thieves. Repeated roots and boss stops are limited.

DEFENDERS

Lantern Scout

Spotter and range booster



Starting Rilla

Lantern lets the team see thieves that hide. Later, Daybreak Beacon helps friends reach Far and Signal makes nearby visible targets easier to damage.

Put the Lantern near attackers and the patch of trail they fight over.



All 10 upgrades

Who to team up with

Daybreak gives a 10/10 Sun extra reach. Use a ground attacker on the trail where Lantern surfaces Moles.

Useful against



Chameleon Pretender
Reveal its disguise.



Mole Digger
Bring it up from underground.



Fox Illusionist
Reveal its fake copy.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Tall Lantern**	Let nearby Rillas reach 15% farther.
2	**Lasting Glow**	Keep a thief visible after it leaves the light.
3	**Bright Seed**	Hit harder with light seeds.
4	**Honest Shadows**	Bring buried Moles up so attackers can hit them.
5	**Twin Lights**	Fire more often to strengthen ordinary pressure.
6	**Glow Patrol**	Send fireflies so light follows a moving thief.
7	**Clear Signal**	Signal helps your team hurt lit targets more.
8	**Persistent Friends**	Keep those fireflies working longer and harder.
9	**Daybreak Beacon**	Keeps Tall Lantern’s 15% bonus, brings shorter allied attacks up to Far reach, and strengthens Signal.
10	**Lantern Festival**	Send more automatic light and fireflies into crowds.

The support circle stays fixed. Extra Lanterns extend coverage across the map.

DEFENDERS

Boomerang Courier

Out-and-back lane hitter



Starting Rilla

A boomerang can hit the same thief on the way out and back. Late throws turn toward banana carriers that other shots missed.

Give both halves of the throw a length of trail to cross.



All 10 upgrades

Who to team up with

Use Tide to send ground thieves back into reach of a returning throw.

Useful against



Raccoon Raider
Returning throws slow loaded runners.



Sneaky Monkey
Hit a line twice.



Toucan Quartermaster
Air targeting unlocks later.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Long Route**	Reach farther out and back.
2	**Quick Dispatch**	Throw sooner to use both directions more often.
3	**Heavy Parcel**	Make both sides of the throw hurt more.
4	**Tagged Parcel**	Slow a loaded thief on its way out.
5	**Air Mail**	Now cover flyers as well as ground thieves.
6	**Return Receipt**	Hit the same thief on both trips.
7	**Wide Envelope**	Catch more of a row on each trip.
8	**Redirect**	Bend the returning throw toward loaded thieves.
9	**Express Loop**	Two boomerangs cover a larger group.
10	**Special Delivery**	Add a looping throw for enemies crossing the lane again.

Early throws are ground-only. A long straight route makes this Rilla easier to use.

DEFENDERS

Bubble Alchemist

Group catcher



Starting Rilla

A bubble stops a thief in place. Upgrades hold groups and let you pick ground or flying threats, buying time where a damage tower would only hit.

Build near a tight bend or a short flight path you need covered.



All 10 upgrades

Who to team up with

Let Sun build up a beam or let Coconut splash the group while it is held.

Useful against



Pirate Parrot
With the air upgrade, hold it in place.



Spring Frog
Catch it where friends can shoot.



Porcupine Packrat
Strip a shield with the later pop upgrade.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Long Wand**	Place farther from the bend you need to hold.
2	**Strong Soap**	Give teammates more time while the bubble holds.
3	**Sparkle Mix**	Make each pop contribute more damage.
4	**Quick Breath**	Blow bubbles sooner to hold more crews.
5	**Bubble Bus**	Catch a ground group in one bubble.
6	**Sky Bubbles**	Hold a flyer when you need air control.
7	**Foam Cushion**	Slow thieves after they get out of the bubble.
8	**Squeaky Clean**	Strip a shield where the bubble pops.
9	**Bubble Parade**	Hold a bigger group and make the pop stronger.
10	**Prism Pop**	Add little bubbles to catch nearby survivors.

Bosses resist long holds. Bubbles pay off when they give another Rilla time to land hits.

DEFENDERS

Hive Keeper

Slow and steady pressure



Starting Rilla

Bees follow thieves as they move, doing steady damage while other Rillas pick new targets. Hive can also speed up nearby attackers.

Use clear ground or a supported tree or plant canopy. Keep bees in reach of the fight.



All 10 upgrades

Who to team up with

Use Honey patches on busy return trails. Hive can be the attack-speed helper for a second cluster.

Useful against



Raccoon Raider
Following bees slow a runner.



Pirate Parrot
Bees can follow flyers.



Blanket Sloth
Pressure it with ongoing bee damage.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Far Flowers**	Send bees from farther back.
2	**Golden Pollen**	Show a followed thief so other Rillas can hit it.
3	**Full Hive**	Follow more thieves per launch.
4	**Sweet Landing**	Keep followers on their target for another second.
5	**Honey Trail**	A followed thief slows down for your team.
6	**Helpful Hive**	Speed up nearby attackers while bees work.
7	**Busy Wings**	Send more and stronger bees to work longer fights.
8	**Sticky Comb**	Leave honey to slow crowded lanes.
9	**Royal Swarm**	Cover many moving targets with a larger swarm.
10	**Queen's Favor**	Temporarily speed up a busy group even more.

Only the strongest nearby speed boost applies. Bees from one Hive are limited per thief.

DEFENDERS

Drum Captain

Attack-speed leader



Starting Rilla

Drum makes nearby Rillas shoot faster and eventually reach farther. Its big beat briefly speeds them up even more and clears attack slowdowns.

Put it inside the group of attackers you want to speed up.



All 10 upgrades

Who to team up with

Surround a Drum with several Rillas that cover the same useful stretch of trail.

Useful against



Mandrill Drummer
Upgraded Drum clears slowed attacks.



Capybara Caravan
Faster allied beams keep pressure on the wagon.



Sneaky Monkey
Its own pulses help with packed groups.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Wide Rhythm**	Reach more attackers around the Drum.
2	**Steady Beat**	Make nearby attackers fire sooner.
3	**Deep Bass**	Make the Drum's own hits stronger.
4	**Fast Tempo**	Send its pulses sooner to help against groups.
5	**Together Now**	Let nearby attackers reach a longer stretch.
6	**Stumble Beat**	Stop ground thieves briefly on repeated beats.
7	**Brave Chorus**	Raise the everyday speed boost again.
8	**Echo Chamber**	Reach and reveal bigger ground groups.
9	**Grove Anthem**	A big beat speeds up allies and clears attack slows.
10	**Rolling Thunder**	Occasional beats can catch flying crews too.

Use another Drum for a separate group. Speed boosts from Drum, Hive and Chef share a strongest-wins rule.

DEFENDERS

Kite Ranger

Long-range flyer specialist



Starting Rilla

Kite reaches across gaps to slow and net flyers. Landing Mark helps the whole team hurt the same thief more, even when Lantern Signal is already helping.

Cover a long flight path or a carrier lane behind your main defense.



All 10 upgrades

Who to team up with

Put one Kite where it can mark targets for Sun or Ninja. Use Carrying most when loaded flyers get through.

Useful against



Pirate Parrot
Slow and net fast flyers.



Toucan Quartermaster
Reach a flyer carrying bananas.



Porcupine Packrat
Late bolts remove shields on contact.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**High String**	Cover a much longer flight path.
2	**Dense Seed**	Make regular bolts hurt more.
3	**Wing Clip**	Slow a flyer so the next bolt has time.
4	**Patient Aim**	Keep shooting from a longer stretch away.
5	**Sky Net**	Net flyers on repeated shots.
6	**Hull Punch**	Pierce armor and strip a shield on contact.
7	**Twin Kites**	Twin bolts cover two targets when possible.
8	**Marked Landing**	Mark the whole team's target for extra damage.
9	**Cloud Admiral**	Stronger flyer hits and more frequent nets.
10	**Horizon Shot**	Keep twin bolts and hit much harder with each.

Use Sun for long sustained hits on a slow wagon. Kite earns its slot when range, air control or the mark matters.

DEFENDERS

Tide Caller

Push thieves back



Starting Rilla

Tide pushes ground thieves away from their goal. A loaded thief gets sent away from the exit and back toward your attackers. Puddles also slow many thieves.

Use clear ground or open water where pushed thieves stay in reach.



All 10 upgrades

Who to team up with

Pair Tide with Sun for extra beam time or Ninja for air coverage. Use water where the map permits it.

Useful against



Boar Bandit
Push a heavy ground carrier back.



Raccoon Raider
Give attackers another chance at a runner.



Capybara Caravan
Push a loaded wagon back through coverage.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Long Surf**	Push from farther away.
2	**Wide Crest**	Move a bigger group back at once.
3	**Bright Droplet**	Replace softer hits with stronger waves.
4	**Quick Splash**	Send the pushing wave more often.
5	**Undertow**	Give pushed thieves farther to walk again.
6	**Rain Maker**	Keep waves and add pearls that can hit flyers.
7	**Tidal Pool**	Leave a puddle that slows following crews.
8	**Clean Water**	Pearls strip a shield before doing damage.
9	**Great River**	A large wave buys time against a packed route.
10	**Monsoon Pearls**	More strong pearls cover stragglers and flyers.

Pushes have a shared limit. Snake ignores puddles and Otter has a special Tide exception on some older rules.

DEFENDERS

Mushroom Sage

Damage patch and team mark



Starting Rilla

Spore gardens spread damage and slow ground crowds in one area. Scent makes affected thieves easier for all your Rillas to hurt.

Use clear ground or a supported mushroom cap near a busy bend.



All 10 upgrades

Who to team up with

Overlap a Lantern's Signal with Mushroom's Scent and let an attacker use both bonuses.

Useful against



Sneaky Monkey
Catch groups in a patch.



Blanket Sloth
Use steady damage on a slow target.



Capybara Caravan
Scent helps the team's damage against a wagon in a patch.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Big Cap**	Catch thieves spread wider around your spore patch.
2	**Glow Dust**	Show hidden thieves while they cross your field.
3	**Rich Soil**	Keep a patch working and hold more of them.
4	**Far Scatter**	Place patches farther down the trail.
5	**Sleepy Spores**	Slow thieves who stand in the spores.
6	**Airborne Pollen**	Stick spores to flyers that ground fields miss.
7	**Mushroom Ring**	Keep more patches on the trail longer.
8	**Scent Marker**	Scent helps the whole team hit coated thieves.
9	**Forest Floor**	Make the patch hurt larger groups more.
10	**Moon Garden**	Grow three gardens to cover a much wider fight.

One Mushroom's overlapping gardens deal damage once per tick. You need the air upgrade to stick spores on flyers.

DEFENDERS

Magnet Mechanic

Shield remover



Starting Rilla

Magnet takes shields off so the next Rillas can damage the thief. Its magnetic shot also breaks armor, even if you add the powerful seed rail later.

Ahead of your main damage cluster.



All 10 upgrades

Who to team up with

Let Sun or Coconut hit after Magnet removes the protection.

Useful against



Porcupine Packrat
Strip charges on contact.



Pangolin Porter
Break rolling armor.



Capybara Caravan
Strip the bell's wagon shield.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Strong Coil**	Land a stronger magnet hit against armor.
2	**Long Cable**	Reach shielded thieves sooner.
3	**Fast Winder**	Use the magnet more often against fresh shields.
4	**Heavy Puck**	Strengthen puck hits while stripping defenses.
5	**Shield Unclip**	Remove a shield as the magnet hits.
6	**Seed Rail**	Add piercing seeds and keep the magnet.
7	**Chain Magnet**	Jump to several protected thieves in one throw.
8	**Straight Line**	Reach more thieves in a line with those seeds.
9	**Great Unclipping**	Unclip nearby defenses for the whole team.
10	**Orchard Accelerator**	Strengthen the seeds while keeping shield removal.

A late wagon has much more health than shield. Magnet supports the kill, and sustained damage still matters.

DEFENDERS

Sun Prism

Held beam for big targets



Starting Rilla

Sun's beam gets stronger over three seconds on one thief. Its bolts help with crowds, but the strongest beam needs a long view of the same target.

Use bends or overlapping stretches to keep the wagon in range longer.



All 10 upgrades

Who to team up with

A Daybreak Lantern gives a 10/10 Sun reach 20% beyond Far. Drum raises beam damage through attack speed.

Useful against



Capybara Caravan
Set Strongest and hold the beam on the wagon.



Mirror Moth
Truth Spectrum suppresses light reflection.



Boar Bandit
Long contact wears down a heavy ground thief.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Clear Lens**	Reach both sides of a useful bend.
2	**Wide Prism**	Catch a nearby second target with a bolt.
3	**Warm Focus**	Make each bolt hit harder.
4	**Quick Glimmer**	Fire faster and make the beam stronger too.
5	**Held Beam**	Keep a beam on a thief while the bolts fly.
6	**Three Colors**	Spread three bolts across a group.
7	**Solar Focus**	The longer a beam holds, the harder it hits.
8	**Truth Spectrum**	Reveal thieves and stop light reflection.
9	**Daystar**	A held beam grows especially strong on big targets.
10	**Rainbow Canopy**	Fire five bolts and strip a shield every fifth volley. Inside Daybreak Beacon’s support circle, Sun reaches 20% beyond Far.

Short lanes and frequent target changes waste the beam ramp. Mix in control to buy time.

DEFENDERS

Dream Shepherd

Stop a special move



Starting Rilla

Dream can interrupt an enemy's trick as it winds up. Its sleep also gives the team time to work, and friendly hits keep sleepers asleep under current rules.

Place near the trouble spot where the special happens.



All 10 upgrades

Who to team up with

Pair Dream with Sun or Rock so the team can use the time Dream buys.

Useful against



Capybara Caravan
Interrupt the wagon bell.



Mandrill Drummer
Stop the speed-resisting drum wind-up.



Crab Safecracker
Help interrupt its preparation.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Soft Voice**	Reach the spot where a special move happens.
2	**Long Yawn**	Give the team more time while a thief sleeps.
3	**Bright Mote**	The dream hit can soften a thief on its own.
4	**Quick Story**	Send more dreams to an approaching group.
5	**Shared Pillow**	Put a group to sleep instead of one thief.
6	**Hush Trick**	Interrupt a special move like the wagon's bell.
7	**Dream Blanket**	Add more sleep time so friends can land more hits.
8	**Clear Head**	Remove active speed and shield-building boosts.
9	**Quiet Night**	Quiet Night holds a large crowd for extra time.
10	**Morning Bell**	Silence special moves in a group for a short time.

Bosses sleep for less time. Use Magnet if a shield has already formed.

DEFENDERS

Orchard Chef

Slow a crowd and feed the team



Starting Rilla

Chef throws sticky jam that slows groups. The Extra tools path also helps allies attack faster and gives a limited shopping coupon between rounds.

Aim jam at a bend, with your damage Rillas beside Chef.



All 10 upgrades

Who to team up with

Pair with Sun for a longer beam window. Gold's 20% circle takes priority where the two discounts overlap.

Useful against



Raccoon Raider
Thick jam slows a loaded runner.



Snake Sneak
Jam helps slow a fast ground thief.



Capybara Caravan
Jam can extend the time an attacker sees the wagon.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Big Spoon**	Splash jam across a wider crew.
2	**Quick Stir**	Throw jam more often to catch more crews.
3	**Thick Jam**	Keep thieves moving slower for the team's shots.
4	**Lunch Break**	Your next local buy between rounds costs less.
5	**Caramel Coat**	Turn off boosts like a runner's dash.
6	**Energy Bites**	Help nearby attackers fire sooner.
7	**Hot Batch**	Make those wide jam hits stronger.
8	**Full Basket**	Improve the coupon and recharge allies' powers faster.
9	**Marmalade Meadow**	Leave a sticky, slower patch on a crowded trail.
10	**Feast of Friends**	Give higher speed to allies in a busy fight.

Drum and Hive speed boosts share the same strongest-wins rule. Chef can still help with jam.

DEFENDERS

Darrilla, Stormheart

One hero and one big storm



Starting Rilla

Darrilla starts with the reach of a fully upgraded Kite. His lightning jumps between thieves and strikes carriers harder. At 10/10, one tap starts a storm that hits thieves across the field.

Near your main team so Warm Spark boosts nearby Rillas.



All 10 upgrades

Who to team up with

Tap POWER when many thieves are on the field. Closer carriers can also lose some of their bananas.

Useful against



Capybara Caravan
The storm takes a slice of a wagon's health each pulse.



Toucan Quartermaster
Lightning reaches airborne carriers.



Boar Bandit
Late normal lightning cuts through armor.

All ten upgrades in purchase order

6–10 • Unlock after 50 catches

1	**Thunder Reach**	Extend normal lightning reach from 4.4 to 5.2 tiles.
2	**Warm Spark**	Nearby allies hit harder with Warm Spark.
3	**Charged Heart**	Hit the first thief and later jumps harder.
4	**Safe Return**	Hit loaded thieves harder on their way out.
5	**Living Lightning**	Let one bolt reach a larger pack.
6	**Thunder Shelter**	Clear attack slows and reveal nearby hidden thieves.
7	**Tempest Crown**	Break through armor with stronger lightning.
8	**Promise Keeper**	Rescue a banana on every fifth qualifying primary hit.
9	**Darrilla Ascendant**	Raise normal lightning to 55 on impact and 27 per jump.
10	**Heart of the Jungle**	Tap POWER during a round for five pulses of fieldwide lightning over five seconds. Also slow thieves and rescue some cargo nearby.

Heart of the Jungle recharges in 90 seconds. Each pulse hits every real thief on the field. Shields absorb damage, and a catch recovers the rest of a carrier’s load.

Build around the route

Decide where the catch happens before buying a tower.



Protector



Ninja



Sun Prism

Open with coverage

Use Protector on a ground return and Ninja where flyers cross. Give each busy route at least one catcher before making your strongest bend stronger.

Use the target buttons

Near bananas protects the stash. Near exit catches whoever is closest to getting away. Carrying most chooses the largest load. Strongest focuses a high-health thief.

Cover the way back

A thief that reaches the stash still has to walk home. Towers on a bend often see both trips, so the same coins buy more time on target.

Example field

Start with Protector and Ninja in separate spots. Add a Sun where it can watch a long bend. Keep one defender on Near exit for fast leaks.

Try it in Rainpipe Gardens

Ninja can cover the trail from the cellar roof. Put Rock where Armor Cracker can open up armored thieves for Protector’s darts. If carriers still get away, cover another part of the return trail.

Make other Rillas hit harder

Put a damage dealer and a helper where they can reach the same fight.



Lantern Scout



Kite Ranger



Mushroom Sage

See the target first

Lantern reveals hidden thieves, and Honest Shadows brings up Moles. Other defenders can help as soon as they can see the target.

Layer different marks

Different marks make each other stronger. A 20-damage hit becomes 23 with Kite’s Landing Mark, then about 30 with Ice’s Brittle too. Use the strongest copy of each kind of mark.

Add damage where it counts

Daybreak helps a full Sun shoot farther. Warm Spark helps nearby Rillas hit harder. Select your attacker and check Supported by to see which friends can help from where they stand.

Example field

Use Lantern plus Kite against covered air and ground lanes. Add Mushroom beside the busiest corner so more of your shots hit marked thieves.

Buy more time to attack

The right kind of control can give every nearby attacker an extra hit.



Bubble Alchemist



Tide Caller



Dream Shepherd

Hold the busy lane

Bubble holds a group in a small area and later controls flyers. Ice freezes and then makes those targets easier to hurt. Vine holds or traps ground thieves.

Push loaded thieves back

Tide sends a loaded ground thief away from the exit so it has to walk through fire again. Pushes have a shared limit, so place at a useful bend.

Stop the enemy's special

Dream can interrupt a bell, drum or shield wind-up. Magnet helps once a shield exists. Chef can cancel some active boosts and slow a crowd with jam.

Example field

Put Tide on a dangerous return route and Sun over the stretch it pushes thieves back through. Cover a separate air route with Kite or upgraded Bubble.

Spend for a stronger field

Spend coins where they increase catches or help the next useful purchase.



Gold



Drum Captain



Orchard Chef

Start with useful damage

Build the Rillas you need to survive the next crew. Gold's capture aura only earns money where your team finishes the catch, so give Gold a job and a good spot.

Use Gold's circle later

At 9/10, buy or upgrade other Rillas inside its support circle for 20% less. More Golds can cover separate clusters. Put a banker near the field you plan to build up.

Grow the attack cluster

Drum, Chef and Hive help attacks come faster, with the strongest current speed boost applying. Chef also brings jam and a limited coupon. Put support where it reaches several busy fighters.

Example field

Let the first cluster pay for itself. When you have enough coverage, grow a second attack group and put its Gold or speed booster near the most useful placements.

Stop the Freeplay wagon

Keep damage on the same wagon for as much of its path as possible.



Sun Prism



Drum Captain



Orchard Chef



Dream Shepherd



Magnet Mechanic

Leave a catcher on Strongest

Set Sun Prism to Strongest and put it on long bends or overlapping trail stretches. Its beam takes three seconds to reach full strength on one target. Add another Sun where it covers a new stretch or a second route.

Give the Suns more time

Drum improves beam damage through attack speed. Chef’s jam slows ground groups and Chef helps powers recharge. Tide can push a loaded ground thief back into fire. In a two-wagon round, the wagons enter with separate crews, but both can be on the trail together.

Catch bell and cargo

Dream can interrupt a bell, Magnet can strip a formed shield, and Darrilla's fieldwide storm can weaken a packed wave. Capture returns everything the wagon still carries.

Example field

Build a Sun cluster with Drum and Chef. Cover its main bend with Dream for bell wind-ups and Magnet for formed shields. Add a second cluster or a return-lane catcher where the first group loses sight of the wagon.

Try a different lineup

Try the same map with a different team or a challenge card.



Ninja



Tide Caller



Kite Ranger

Ninja and Tide challenge

Ninja handles flyers and late reveals. Tide pushes loaded ground thieves away from the exit and later strips shields with pearls. Spend early on coverage across every route.

Lights Out challenge

Use Kite and Ninja for air, Rock or Magnet to break armor, and Coconut or Boomerang to hit ground crowds. Add a control Rilla at the bend where your damage is strongest.

Teach one skill at a time

Try Strongest only on heavy attackers. On your next run, move a catcher to Near exit and see if losses fall. For a harder test, try one less helper and notice which thieves get through.

Measure the run

Use the same map and difficulty in Sandbox to compare two teams. Then pick an available map in Adventure and open Challenges to play the actual card and earn its first-win reward.

Sneaky Monkey

The starter runner



What it does

Runs for the stash and takes one banana. Big crews matter because many little escapes add up.

Who can stop it



Protector

Cheap darts catch the first few runners.



Coconut Cannon

One splash can hit several monkeys.



Ice

Slow a crowd while other Rillas shoot.

Try this on the map

Open with Protector on a bend. When a crew grows, add Coconut coverage before buying more single-target damage.

Watch out

The loaded runner turns around at the stash. Cover that return as well as the approach.

Raccoon Raider

The fast getaway



What it does

A red-scarf thief dashes away with one banana. It may look under control until it turns around.

Who can stop it



Protector

Sticky Dart slows it on the return.



Vine Weaver

Grab it in a busy bend.



Orchard Chef

Jam slows it and can cancel its dash.

Try this on the map

Set a catcher to Near exit and place it where the return path stays in range.

Watch out

A one-banana load must be captured under Adventure's half-load rule.

Boar Bandit

The armored carrier



What it does

Armor takes the sting out of many ordinary hits. The boar carries three bananas, so a leak hurts more.

Who can stop it



Rock

Armor Cracker makes the rest of the team hit better.



Coconut Cannon

Shell Splitter breaks armor in a splash.



Magnet Mechanic

Magnet breaks armor so a finisher can hit.

Try this on the map

Put armor break first along the shared path, then cover the same space with damage.

Watch out

A big hit helps, but break armor before leaning on a group of little hits.

Snake Sneak

A slippery runner



What it does

Snake moves quickly and ignores puddle slows. It can slip through a gap while a team is busy with a tougher thief.

Who can stop it



Ice

Ordinary chill slows the runner.



Vine Weaver

Vines interrupt its sprint.



Orchard Chef

Jam provides a different kind of slow.

Try this on the map

Put a quick catcher at the exit bend and give it help that works beyond puddles.

Watch out

A puddle alone does little against this thief. The rest of Tide's tools can still matter.

Pirate Parrot

A fast flyer



What it does

Parrot travels above ground-only attacks and carries two bananas. It is dangerous when your team aims entirely at the ground.

Who can stop it



Ninja

Fast stars, air slows and repeated nets.



Kite Ranger

Long-range bolts slow or net the flyer.



Bubble Alchemist

Glider bubbles hold it in place.

Try this on the map

Cover the air lane early and give one catcher Near exit for loaded birds.

Watch out

Nets and holds buy time for shots. Ground-only vines cannot reach it.

King Raccoon

The banner boss



What it does

King Raccoon waves a flag that speeds up nearby thieves. It also carries a bigger load than ordinary Raccoons.

Who can stop it



Dream Shepherd

Interrupt the banner while it winds up.



Sun Prism

Hold a beam on the big target.



Orchard Chef

Jam upgrades can cancel speed boosts.

Try this on the map

Put Strongest on one high-damage attacker. Keep a second attacker on Near exit to catch the followers.

Watch out

Boss stops are shorter. Plan on sustained damage and cover the whole escape stretch.

Pangolin Porter

The rolling shell



What it does

Pangolin rolls for part of its cycle. Rolling armor is hard to hit through until it wears off or you interrupt it.

Who can stop it



Rock

Rock cracks rolling armor.



Vine Weaver

Roots can stop a roll.



Magnet Mechanic

Magnet breaks the shell for nearby allies.

Try this on the map

Pair a breaker and a heavy attacker near a straight or crowded ground lane.

Watch out

Armor returns later. Put the breaker where it can work again on the return.

Chameleon Pretender

The hidden chameleon



What it does

The disguise keeps many Rillas from picking this thief. A few spotters can turn the whole team back on.

Who can stop it



Lantern Scout

Lantern makes it visible to everyone nearby.



Ninja

Ninja can attack a disguised thief and reveal it later.



Mushroom Sage

Late glowing spores reveal ground thieves in their patch.

Try this on the map

Build your spotter where several Rillas can hit once the disguise is gone.

Watch out

A tower that never sees the thief cannot help just because its damage is high.

Mole Digger

The burrowing mole



What it does

Mole spends part of its trip under the trail. Hidden underground, it can pass through ordinary fire.

Who can stop it



Lantern Scout

Honest Shadows can bring it up.



Rock

Rock ripples hit even underground.



Mushroom Sage

Spore damage is best once it is brought to the surface.

Try this on the map

Use Rock if Moles are already leaking. Add Lantern to help your other shooters join in.

Watch out

Revealing a disguise and bringing a Mole up are different jobs. Check the upgrade.

Fox Illusionist

The fake-out fox



What it does

Fox sends a decoy to draw fire. A fake can soak up attention while the real thief keeps going.

Who can stop it



Lantern Scout

Lantern shows the decoy to the team.



Ninja

Late marks help expose false targets.



Protector

Near exit or Carrying most helps focus real carriers.

Try this on the map

Put a spotter where your strongest shots could otherwise chase a fake.

Watch out

A decoy carries no bananas and pays no capture bounty. Cover loaded thieves first.

Porcupine Packrat

Three shield charges



What it does

The quills can block individual incoming hits. Strip or spend those charges to let ordinary damage through.

Who can stop it



Magnet Mechanic

Shield Unclip removes charges.



Kite Ranger

Late piercing bolts strip shields.



Tide Caller

Late water pearls strip a charge before damage.

Try this on the map

Put one shield remover just ahead of your fast finishers. Several rapid hits also break through.

Watch out

Each charge blocks a hit. A large unassisted hit can be wasted on the first charge.

Otter Slickster

The slick maker



What it does

Otter leaves slicks that speed up its friends. The extra speed can make a busy crew slip through a gap.

Who can stop it



Orchard Chef

Jam upgrades cancel nearby speed boosts on hit.



Dream Shepherd

Interrupt or mute the special at the right time.



Ice

Chill the crew through the slick.

Try this on the map

Cover the stretch after a slick with a return-side catcher.

Watch out

Some earlier rules make Otter a partial exception to Tide. Use a second kind of control.

Spring Frog

The hopping frog



What it does

Frog hops forward and can cross a small coverage gap quickly. Stops and holds buy time before the team loses track.

Who can stop it



Bubble Alchemist

Hold it for a volley.



Vine Weaver

Grab it in a covered bend.



Protector

Finish a loaded frog near the exit.

Try this on the map

Use overlapping coverage at corners instead of a single area with gaps on either side.

Watch out

Build where the frog lands or returns, not only where it starts the hop.

Blanket Sloth

The cold-resistant sloth



What it does

Sloth moves slowly and resists Ice-style cold effects. Use the time you already have to land steady damage.

Who can stop it



Sun Prism

A slow target gives the beam time to grow.



Hive Keeper

Bees land damage as it walks.



Mushroom Sage

Spore patches keep working while it stays nearby.

Try this on the map

Place a sustained attacker along a long bend and let it keep the same target.

Watch out

Save limited freeze upgrades for other ground threats if the Sloth is what keeps escaping.

Lantern Beetle

The shield helper



What it does

Beetle hands a temporary shield to eligible nearby friends. The crowd can look much tougher while it keeps helping.

Who can stop it



Dream Shepherd

Interrupt its shield wind-up or mute its special.



Magnet Mechanic

Remove shields from the protected crowd.



Kite Ranger

Piercing bolts strip a shield and keep pressure on.

Try this on the map

Aim for the helper early, then place shield-breaking bolts before the main damage group.

Watch out

Bosses are not eligible for this shield. A boss wagon makes its own shields.

Mirror Moth

The light-reflecting moth



What it does

Mirror Moth flies and reflects much of the light damage aimed at it until its coating is suppressed.

Who can stop it



Ninja

Stars hit flyers without relying on light.



Kite Ranger

Bolts reach and slow it.



Sun Prism

Truth Spectrum suppresses reflection after the upgrade.

Try this on the map

Use a regular air attacker while Sun is still working toward Truth Spectrum.

Watch out

A base light attack can struggle while the coating holds. Do not wait for a ground tower to catch it.

Mandrill Drummer

The drummer



What it does

The drum helps nearby thieves resist slows and makes nearby Rillas attack more slowly.

Who can stop it



Dream Shepherd

Interrupt the drum before the beat resolves.



Drum Captain

An upgraded drum can clear attack slow on friends.



Darrilla, Stormheart

Thunder Shelter cleanses nearby allies.

Try this on the map

Place a special-interrupt defender where the thief will wind up and keep some attackers in a second cluster.

Watch out

Ordinary slows still help, but more slowdown alone may get less value while its beat is active.

Toucan Quartermaster

The cargo handoff



What it does

Toucan can collect up to two bananas from a nearby carrier once. It can turn a ground leak into a loaded flyer.

Who can stop it



Kite Ranger

Use Carrying most or Near exit on a long air lane.



Ninja

Net a fast loaded flyer.



Bubble Alchemist

With air bubbles, hold it while allies catch up.

Try this on the map

Cover the air return even when your ground defense looks good.

Watch out

The handoff moves existing bananas. It can change which thief should be targeted.

Crab Safecracker

The armored safecracker



What it does

Crab has armor toward the front and spends time opening its basket at the stash.

Who can stop it



Rock

Break the front armor.



Dream Shepherd

Control it near the stash.



Kite Ranger

Piercing bolts ignore armor at the right tier.

Try this on the map

Cover its pickup point and attack from the side or behind when the route allows.

Watch out

Use the pickup delay as extra time to hit it. Watch where the crab is facing.

Capybara Caravan

The wagon boss



What it does

Capybara pulls a six-banana wagon. Two bells, near 70% and 35% health, can each add a shield that absorbs 120 damage.

Who can stop it



Sun Prism

Strongest plus a long beam does sustained damage.



Dream Shepherd

Hush Trick can interrupt the bell.



Magnet Mechanic

Shield Unclip removes a shield that formed.

Try this on the map

Place Suns on several long coverage bends. Add Drum or Chef where their help reaches multiple attackers.

Watch out

If Freeplay repeats a two-wagon finale, the wagons enter with separate crews. The extra ordinary thief each round is a Monkey or Raccoon. After 20 Freeplay rounds the wagon gains 2% health per round while most thieves gain 5%. A rescue can save half its load before the catch.