

First, I will provide a table giving the in-game times for getting different combinations of tokens in every level:

https://github.com/AndetSTK/TS2_Token_Combinations/raw/master/PC%20TS2%20Token%20Combinations.xlsx

Extra menuing is also included in the times if relevant. Timing was done on PC, although most times will be very similar on other platforms, except when differences in menuing are involved (these times are highlighted in yellow). See the *Alternates* column for what the *Alt 1*, *Alt 2*, and *Alt 3* times measure. The *Restrictions* column lists any additional requirements from doing a certain combination of tokens. For example, one combination may miss a Mr. Potato Head part, which means you won't be able to get future tokens later on. There are also token requirements for each boss which aren't listed in the spreadsheet.

Boss	PC/PS1/DC Requirement	N64 Requirement
Bombs Away	3	5
Slime Time	10	10
Toy Barn Encounter	18	15
The Evil Emperor Zurg	28	20
Final Showdown	40	30

I used Google Sheets to exhaustively search through every possible route using these token combinations. So any new 30/40 token route from this point would require either my timing to be off or for a new viable strat or combination of tokens to be found.

Here are the fastest routes based on the timing data. Differences from the WR route are highlighted.

30 tokens

The current 30 token WR route actually has an optimization that can be done, but it's complicated. Most of the route stays the same. But there are a couple of tokens we will focus on: the AN collectible token, the ATB race token, and the TT non-puzzle token (either the race or boss token, depending on if you do the rocket skip). We need two of these three tokens. We'll start with if you do the rocket skip.

AN collectible token: 54 seconds

ATB race token: 60 seconds

TT boss token: 50 seconds

The current WR gets the ATB race token and the TT boss token. But as we can see, the AN collectible token would be 6 seconds faster than the ATB race token. So just do AN as you would for 40 tokens. And on ATB, we can just return Mr. Potato Head's missing part and then head to the boss. Use these videos as a reference:

Green laser: <https://youtu.be/mPegPxFimB4>

No green laser (more difficult but a third of a second faster if done perfectly): <https://youtu.be/qIFDzH3jULs>

Optimal 30 token route (+6 over WR route):

AH: boss → race → puzzle → collectible → coin

AN: puzzle → boss → coin → collectible

CY: race

AaG: puzzle

ATB: boss (return arm)

ASL: puzzle → boss → race → coin → collectible

EH: puzzle → boss → race → collectible → coin

AP: race → puzzle → boss

AI: puzzle → race → boss

TT: puzzle → boss

Now, the timings are different if you don't go for the rocket skip. For one thing, it's well-known that the TT race token is faster than the TT boss token in this case. Also, on ATB it's actually just as fast or slightly faster to go straight to the boss and not even give Mr. Potato Head his part, because having the rocket boots on TT does not make up for the lost time. We will

still get the AN collectible token because it is pretty easily the fastest of the three. As for which other one we get, here are the options:

- Do ATB as normal (race + return arm + boss): 1 minute, 47 seconds
- Go straight to the TT puzzle: 41 seconds

OR

- Just get the ATB boss token (don't return arm): 38 seconds
- Do TT race + puzzle: 1 minute, 47 seconds

So from my timing, the second option saves three seconds. But it depends on the player, of course.

No rocket skip 30 token route (-7 from current WR):

AH: boss → race → puzzle → collectible → coin

AN: puzzle → boss → collectible → coin

CY: race

AaG: puzzle

ATB: boss (don't return arm)

ASL: puzzle → boss → race → coin → collectible

EH: puzzle → boss → race → collectible → coin

AP: race → puzzle → boss

AI: puzzle → race → boss

TT: race → puzzle

Alternate no rocket skip 30 token route (-10 from current WR):

AH: boss → race → puzzle → collectible → coin

AN: puzzle → boss → collectible → coin

CY: race

AaG: puzzle

ATB: race → boss (return arm)

ASL: puzzle → boss → race → coin → collectible

EH: puzzle → boss → race → collectible → coin

AP: race → puzzle → boss

AI: puzzle → race → boss

TT: puzzle

40 token

The current 40 token WR route is (arguably) the fastest without shadow boxes. However, there is an alternative route that seems to be a couple of slower in most cases but avoids the randomness of CY cycles.

- Do the AN race (single visit or you'll be short on tokens entering TBE):
-1:10, +1 token
- Do only the CY race: +5:26, -4 tokens
- Do only the ATB boss and then return to ATB for the other tokens, just as you would in 50 tokens (except you won't get the puzzle token since you won't have the discs): -1:48, +1 token
- Get all the tokens in AP: -2:34, +2 tokens

Overall, from my timing, it loses 6 seconds, which seems like a fair amount, but keep in mind this is assuming you get decent cycles on CY. You could possibly get terrible cycles and lose 20 seconds. But on the other hand, you could save perhaps up to 10 seconds from CY cycles and get stuck on the AP shadow boxes.

Alternate 40 token route (-6 from current WR):

AH: boss → race → puzzle → collectible → coin

AN: race → puzzle → boss → collectible → coin (single visit)

CY: race

AaG: race

ATB: boss

ASL: puzzle → boss → race → coin → collectible

EH: puzzle → boss → race → collectible → coin

AP: puzzle → boss → race → collectible → coin

AI: puzzle → race → boss

ATB: collectible → coin → race

AaG: boss → puzzle → coin

TT: race → puzzle → boss (boss → race → puzzle w/o rocket strat)

Some notes about AN single visit:

–You can get ~8 extra coins during the race. Use this video as a reference for the coin route: <https://youtu.be/XwMjq3My9rU>

–ALWAYS do AN single visit over revisiting if you are playing on anything but PC, even for 50 tokens. Load times for any other platform are too long for revisiting.

If you are able to hit the ATB shadow box, you can do the alternate route except with ATB in one visit and AN in two visits. AN double visit saves 5 seconds and ATB single visit saves 22 seconds, so this route overall is 21 seconds faster than the current WR route.

40 token route w/ shadow boxes (+21 over current WR):

AH: boss → race → puzzle → collectible → coin

AN: puzzle → boss → collectible → coin

CY: race

AaG: race

ATB: boss → collectible → coin → race

ASL: puzzle → boss → race → coin → collectible

EH: puzzle → boss → race → collectible → coin

AaG: boss → puzzle → coin

AN: race

AP: puzzle → boss → race → collectible → coin

AI: puzzle → race → boss

TT: race → puzzle → boss (boss → race → puzzle w/o rocket strat)

50 token

If you can hit the shadow boxes in AaG or ATB, you can do them in one visit. You can use the videos below as a reference:

AaG: <https://youtu.be/0jBAH-f-gkM> (+29 seconds)

ATB: <https://youtu.be/L6P1dclP9lg> (+22 seconds)

Do AN in two visits (unless you are not playing on PC).

Finally, I will list some alternate strats and how much time they save, just as some general info:

AH box jump: 12 seconds w/ ledge grab, 14 seconds w/o ledge grab
AH spoon jump: 8 seconds (6 seconds if you need the coins on the top counter)
AN revisit (PC): 5 seconds
CY extended jump: 4 seconds (5.5 seconds, -1 coin)
AaG single visit (50 tokens, PC): 29 seconds
ATB rocket chick strat: 2.5 seconds
ATB single visit (40 tokens, PC): 21 seconds
ATB single visit (50 tokens, PC): 22 seconds
AP window jump (50 tokens): 4 seconds w/ ledge grab, 5.5 seconds w/o ledge grab
AP window jump (30/40 tokens): 8.5 seconds w/ ledge grab, 10 seconds w/o ledge grab
AP "drought" strat: 19 seconds (29 seconds, -6 coins)
AP scale clip: 4 seconds
AP microwave clip: 5.5 seconds
AI suitcase clip: 7 seconds
AI "YOLO" strat: 12 seconds
AI suitcase clip + "YOLO" strat: 17 seconds
AI monkey bar jump: 6 seconds (5 seconds, +1 coin)
AI monkey bar jump (fast cycle): 12 seconds (15 seconds, -3 coins)
AI shadow box: 14 seconds (15 seconds, -1 coin)
TT rocket jump (30 tokens): 7 seconds w/ ledge grab, 8 seconds w/o ledge grab
TT rocket jump (40 tokens): 17.5 seconds w/ ledge grab, 19 seconds w/o ledge grab
TT rocket jump (50 tokens): 5 seconds (0 seconds, +2 coins)