

Dire Dire Docks (DDD)

- [DDD 100 + Reds](#)
- [DDD Chests](#)

DDD 100 + Reds

DDD 100 + Reds (WIP)

Established Strats

FIRST PART

OLD BEGINNING

Columns: 2R (instant on sound N), 6N, 6U, 4fastU, hold into 5 coins, fast into 2slow x3 with one R tap, PB on coin sound into D 3 more coins, 3.5DL, 7D surface, 5ish N for wall, CRmax RintoUR on land fish for bonk, normalize in corner,

5row mountain: PB R into water, 10N, 2.5-3UR for coin row N till 5 coins, then 5.5DL, 3D surface 5ish N wall, U fish into UR fish for bonk, normalize with kick R UR

FirstRing: full U into 2 slow start , 16(.5)fast swims into A+D hold for 5 coins , PB noA UL for 1-2 swim beats, then reswim neutral into U UL for last 3 coins, 2 N into resurface (avoid fish), at wall, CL mash L fish till bonk, renormalize

ADVANCED - New strat August 2026 (Ring first)

Counts first ring and back to the border: 1 slow swim. 6 fast swims, hold A until landing / CU DR, hold D, after falling into the water hold U, 30U, 12N, 4DR, 3UR, 9 fast swims D, 5 fast swims N, go to the corner on the right

Counts row and 2 columns of coins: Normalize in the corner, pause buffer R, after water 4 punches, UR 3(early) beats, hold U, swim until 4th coin (14 swims), then N and stop swimming, U and A at the same time, 5 slow swims, 6 fast swims in the 6th swim or before hold DL (Bubzia: ON 6th beat), then 12 slow swim sound, 2 fast swims DL into D resurface // NOT TESTED YET -> 4 fast swims DR, 5 fast swims D, 7 fast swims N, back to corner max CD and CR, jumps dive U to UR

Either 3.5 L for redo rings wall, or 5.5R for wall towards CL mash L fish bonk

TunnelRings: normalize, neutral cam CLmax CR, PB D into water, 2 slow into 8 fast N, 12U,

13punch, full D, 12A hold (either hear 3 or 5 coins, change punch count accordingly), N angle wait, punch x4, full U wait, punch x2, (get remaining coins -1), neutral wait (last coin), punch x5, 5UL turn, punch neutral angle, full D wait , punch x4, N wait, punch for 1-2 coins, slowly fall N into the next 1-2, punch x2 into D for last rings, 4.5-5UR turn for tunnel angle

SECOND PART

Additional Star Info

Ideas / Snippets

Single Star PBs / References

RTA Reference (Test run):

<https://www.youtube.com/embed/noG- 2iWc9M?t=7306>

Runner	Time	Notes	Video

Discord Discussion

DDD Chests

DDD Chests (DDD Chests)

Established Strats

Beginning: 2.5 start swims and then 3UL after wall

New (old) chest 3 safe strat: corner fish CL , normalize, L tap water, full U, 2 slow start into beatcount fast swims, ON 8th UL (tiny bit early), ON 12U 2 for chest into resurface D

Additional Star Info

Ideas / Snippets

Single Star PBs / References

RTA Reference (70 Star):

Runner	Time	Notes	Video

Discord Discussion