

- 9a).....Pumpkin Cup [GGPP]
- 9b).....Cauldron Cup [GGPC]
- 9c).....Skull Cup [GGPS]
- 9d).....Broomstick Cup [GGPB]

- 10).....Champion Challenge [CNCG]
- 11).....Endurance G.P. [ENGP]
- 12).....Jinjo G.P. [JJGP]

- 13).....Jiggy Challenge [JIGC]
- 13a).....Honeycomb Cup [JCHC]
- 13b).....Jiggy Cup [JCJC]
- 13c).....Beehive Cup [JCBC]
- 13d).....Feather Cup [JCFC]
- 13e).....Pumpkin Cup [JCPC]
- 13f).....Cauldron Cup [JCCC]
- 13g).....Skull Cup [JCSC]
- 13h).....Broomstick Cup [JCRC]

- 14).....Time Trials [TMTS]

- 15).....Unlockables [UNLK]
- 16).....Credits [CDIT]
- 17).....Contact Information [CTIN]

Press ctrl and f, then input the code next to the section that you want.
 Press enter twice to be taken there.

```

_____ | _____
\       /| | \       /
)       | | [RVHI] (
/       | | 1) Revision History | \
_____ | | _____

```

Version 1.0 (03 / 05 / 08)

The guide is complete! All but one section is done. There are a couple of tracks that I couldn't find Glowbos on, so I am very much open to contributions on that front. I'm also going to expand on the Glowbo locations at some point in the future. The Time Trials section will be complete some time in the near future. File size is around 114kb.

Version 1.1 (13 / 05 / 08)

Added the Bottle and Grunty Time Trial records. Rare T.T. records to follow. File size is around 115kb.

Version 1.6 (26 / 05 / 08)

A big update today. All tracks now have a course map, with the locations of Notes and Glowbos included. The Glowbo locations sections have been expanded to give details of what each Glowbo does. The Time Trial chapter is now complete, with the Rare T.T. included. I put in a search string too, as the file was getting too large to navigate easily. A mistake with the section headers in the Jiggy Challenge chapters has also been rectified. File size is around 169kb.

- TrulyDexterous

```
\          /|                                     | \          /
)          |                                     | [DKRD] (
/          | 4) D i d d y K o n g D i f f e r e n c e s | \          \
|          |                                     |
```

If this is a Diddy Kong spin-off, then it should play very similar to Diddy Kong racing, right? Well no actually. There are a few noticeable gameplay differences other than the obvious Banjo takeover. Here is a brief overview of the differences between Banjo Pilot and Diddy Kong Racing. There are more, but these are the main points.

- The most obvious thing to point out is that the Diddy Kong theme is out and the Banjo theme is in. That means Banjo-related characters, tracks, items, Grand Prixes and just about everything.
- There is no "HUB" world like there is in DKR. You select each race from a menu.
- Whereas DKR had a plot, it appears Banjo Pilot has no storyline. Unless you count recovering Cheato pages as a story?
- There is one vehicle in Banjo Pilot- the plane. In DKR you could also use the car and the hovercraft.
- You can no longer get different coloured boosts at the start of the race. You either get a boost or no boost. In DKR you could get either an orange or blue boost off of the line.
- Taking your finger off of the accelerate button as you go through a boost (Speed-Up Ring) won't give you a green boost like it does in DKR. It won't have any effect at all.
- You can make use of Glowbos to gain extra speed in Banjo Pilot, whereas in DKR this wasn't an option.
- The key challenges have gone.
- The weapons system has changed. You won't receive upgrades to your weapons in BP.

There are a LOT of differences. Some may not even recognise the connection between the two games. This being said, this is still a racer and it was still developed by Rare. Obviously, there are some things that are similar no?

- Though the characters are different, they are balanced similar to how the DKR characters are balanced. You can see this especially if you compare Bottles with TT.
- The Jiggy Challenge in BP has definite route in the silver coin collection challenge from DKR.
- The Speed-Up Rings in BP debuted in DKR.

- Though the tracks are differently themed, there is a DKR essence to some of the track designs. Compare them and see.
- Banjo is in both BP and DKR. I know this isn't exactly major but I'm running out of comparisons.
- Both have Time Trial modes as well as trophy races and G.Ps having a lot in common.
- You can earn blue boosts by using Glowbos. In DKR blue boosts could be achieved by getting a gret start or by the use of weapons.
- No matter what is said this is still an adventure themed racer, developed by Rare. Even if THQ did have an involmnet.

I think we can safely say this is a very different game from Diddy Kong Racing. There are a lot more differences than there are similarities. If you were expecting a Diddy Kong Racing sequel, you will be very much disappointed. This being said, the game is fun in its own right and isn't to be overlooked.

\	/	\	/
)			[CHRT] (
/		5) C h a r a c t e r s	\

All playable characters have 3 stats. Top speed relates to a character's speed after they have finished acceleration. Acceleration covers two areas. First of all it measures how fast you will speed up from stand still. Second of all the better the acceleration stat, the longer the racer will boost for. Finally, the handling stat. Though this is often overlooked, I find this to be the most useful stat. If you can get round the track freely, all you need to do is concentrate on getting some speed.

B a n j o

Our cautious hero may be getting used to the fast-paced adventuring life, but has he let his racing skills get rusty?

Top Speed : 3
 Acceleration: 3
 Handling : 2

Banjo is an average to good racer. His handling is horrible and the accleration can be worse than the 3 rating suggests. However, once you are going Banjo is pretty speedy.

K a z o o i e

Banjo's noisy Breegull partner, reluctantly accepting her flight limitations and hopping into a plane like everyone

Top Speed : 2
 Acceleration: 3
 Handling : 4

Kazooie is average. Her top speed is too low if a comfortable out and out

win, but you will take corners with ease.

M u m b o J u m b o

The masked shaman, Banjo's friend and Gruntilda's sworn foe. But his magic may not be so useful up in the clouds...

Top Speed : 3
Acceleration: 2
Handling : 3

Mumbo is also pretty average. He great as long as you can avoid being hit. However, if you do take a pummelling you are going to finish last.

B o t t l e s

The unassuming mole never expected to find himself caught up in this kind of excitement. What will Mrs. Bottles think?

Top Speed : 5
Acceleration: 4
Handling : 4

By far the fastest pilot. Not only does he have amazing top speed, his good handling stat will take you around tracks in seconds. Unlock Bottles as soon as possible and you will find winning races ten times easier.

H u m b a W u m b a

Mumbo Jumbo's shamanic rival, now given the chance to prove her superiority in an entirely different area.

Top Speed : 1
Acceleration: 5
Handling : 5

I didn't like Humba Wumba at first, but she has definitely grown on me. I prefer to use her near the start of the game, before I have unlocked Jolly Roger.

J i n j o

No Banjo game is complete without one - a representative of the race that seems to get Gruntilda so worked up...

Top Speed : 1
Acceleration: 4
Handling : 5

See Humba Wumba. With worse stats. This isn't a particularly bad thing though. The Jinjo has only slightly slower acceleration than Humba Wumba. I prefer to use the Jinjo right at the start of the game, before I have unlocked Humba Wumba.

J o l l y R o g e r

A quirky and outgoing frog, taking the opportunity to build on his popular first appearance in Banjo-Tooie.

Top Speed : 2
Acceleration: 4
Handling : 4

Jolly Roger is one of the better racers. Okay, his top speed leaves something to be desired, but at least it isn't a 1. Great acceleration along with good handling with a just-about-passable top speed make Jolly Roger a serious contender.

G r u n t i l d a

She's everything a witch should be: ugly, smelly and downright unpleasant. And she wants some of those trophies.

Top Speed : 5
Acceleration: 1
Handling : 1

Truly terrible. Her high top speed won't make up for never being in the right place on the track. If you get hit then God help you...

K l u n g o

Gruntilda's right hand minion, loyal but not always entirely successful. Can he do his mistress proud in the skies?

Top Speed : 4
Acceleration: 2
Handling : 2

There are worse pilots than Klungo. His acceleration and handling aren't the best but you can muddle along and make use of his handy top speed.

\	/	\	/
)		[CTRL] (
/		6) C o n t r o l s	\

A B u t t o n

Hold A to make your character accelerate. This is also used to select and option in game menus.

B B u t t o n

Use B to fire your weapon. If you have not collect a weapon from a Honeycomb, your character will fire out a red dot as a default attack. Use this to move back when using the menus.

D P a d

Control the direction of your pilot. Press up to make them dive. Down will make them rise. Left and right takes them left and right. Use up and down to navigate through menus.

R B u t t o n

Hold the R button and either left or right and your character will lean sideways and take the corner at a tighter angle.

L B u t t o n

Hold the L button and a direction to cause you character to perform a barrel roll. This is handy for avoiding enemy fire.

S t a r t

Pause the game.

```

\           /|                                     | \           /
)           |                                     | [GABC] (
/           |                                     |                                     \
-----|----- 7) G a m e B a s i c s -----|-----\

```

```

-----
|                                     |
'-----'

```

G a m e M o d e s

G r a n d P r i x

Compete in a league of 4 Race against 7 opponents. Earn enough points and you will have the chance to face the reigning champion.

T i m e T r i a l

Race against the clock on any of the tracks available to you. Can you beat the best lap and total record time for each track.

J i g g y C h a l l e n g e

Race against Bottles while trying to retrieve the six missing Jiggies on each track. You must beat Bottles and pick up all six Jiggies to clear the track.

Q u i c k R a c e

Compete against seven opponents in a single race on any track previously unlocked.

```

-----
|                                     |

```

T r a c k F e a t u r e s

H o n e y c o m b s

If you collect a Honeycomb you will receive a weapon to use. If you already have a weapon stored, nothing will happen.

S p e e d - U p R i n g s

Fly through these to get a huge speed boost. These are a carbon-copy of the zippers that are found in Diddy Kong Racing.

G l o w b o s

You can unlock Glowbos by purchasing them from Cheato. There are two types of Glowbo, Green and Purple. Though you may think there are blue Glowbos, these are just Green Glowbos in disguise.

Find and shoot the Green Glowbo and a black and yellow ring will appear, similar to a Speed-Up Ring. Fly through this and you will gain invincibility and enter auto-pilot mode. You will be auto-flown at top speed through a section of track. Find and shoot the Purple Glowbo and a Purple Speed-Up Ring will appear. Use this for a more powerful boost. Often there are a series of these giving you more speed. Hit all of them for a super boost.

After you hit the Glowbo, the Speed-Up Ring will only appear for a few seconds. It will be gone by the time you come around for you next lap should you miss it.

Glowbos are hidden around certain tracks. You will find a Glowbo on most tracks, but not all of them.

M u s i c a l N o t e s

There are 4 musical Notes on each track. The more of these you collect, the more Cheato Pages you will earn. See the Cheato Pages section below for more on this. These are a common appearance throughout the Banjo series. Usually used to unlock later/hidden areas.

J i g g i e s

You will need to collect 6 of these in the Jiggy Challenge. If you are familiar with the Banjo series you will be familiar with these. A golden jigsaw piece.

W e a p o n s

G o l d e n F e a t h e r

USE : A shield of protective feathers which blocks the effects of all weapons. If you run into another pilot whilst you have this, they will be knocked out of the air.

DEFENDING: There is no real defence against this. Avoid being hit or use another Golden Feather.

M u m b o ' s H e a d

USE : Disables all the other racers for a few seconds.

DEFENDING: This attack can only be avoided by the use of a Golden Feather.

S a u c e r o f P e r i l

USE : This makes a beeline directly for the race leader and takes them down.

DEFENDING: Block this by dropping an Ice Egg just before it reaches you.

S i n g l e R e d F i r e E g g

USE : Blasts forward and homes in on the nearest opponent, setting them on fire.

DEFENDING: Block this by dropping an Ice Egg just before it reaches you.

S i n g l e B l u e I c e E g g

USE : Dropped behind your plane like a mine, it remains on the track to cause mayhem for careless rivals. These can be dropped to stop Red Fire Eggs and Saucers from hitting you.

DEFENDING: If you see one of these on the track- don't run into it. I mean it's a big blue square. Sometimes though, these things can't be avoided. Use a Golden Feather to blast this to pieces.

T r i p l e R e d F i r e E g g s

USE: These act the same as the single, but there are 3 of them.

T r i p l e B l u e I c e E g g s

USE: These act the same as the single, but there are 3 of them.

T u r b o T r a i n e r s

USE: A throwback from Banjo's first adventure. Gives the player a temporary speed increase, much like running through a Booster.

----- | T r o p h i e s a n d R o s e t t e s | -----

Every time you finish first in a cup, you will be awarded a Gold Cup. This can be seen in the Trophies section of the main menu. To win a cup you must

earn more points than your opponents over a set number of races. You are awarded points based on your finishing position.

1st - 10 Points
2nd - 8 Points
3rd - 6 Points
4th - 4 Points
5th - 3 Points
6th - 2 Points
7th - 1 Point
8th - 0 Points

You will then be given a chance to defeat the defending champion in the Champion Challenge. In early cups there are 4 races but later on this increases. Here are the available cups:

Honeycomb Cup
Jiggy Cup
Beehive Cup
Feather Cup
Pumpkin Cup
Cauldron Cup
Skull Cup
Broomstick Cup
Jinjo Cup
Endurance Cup

Should you win all the races in a cup, you will have the chance to challenge the defending champion for the Platinum Cup.

After winning a cup, you should check the G.P. section and the Cheato section to see what you have unlocked.

In addition to cups you can also earn rosettes. These are generally awarded for winning certain G.Ps, T.Ts or Jiggy Challenges. Here is a list of available rosettes:

Bottles Rosette
Grunty Rosette
Jinjo Rosette
Endurance Rosette
Time Trial Rosette
Reverse Time Trial Rosette
Jiggy Challenge Rosette
Reverse Jiggy Challenge Rosette
Rare Rosette.

| C h e a t o P a g e s |
'-----

Cheato is a mainstay in the Banjo series. He was originally introduced in Banjo Kazooie, as Grunty's rebellious spellbook. In Banjo Pilot, Cheato is again involved with a side-quest.

As you race, you will earn different amounts of Cheato Pages, depending on where you finished in each race and how many Notes you collected. You can give these pages to Cheato to unlock things throughout the game. See the Unlockables chapter for more on that.

Here is the number of pages awarded for finishing in each position.

1st - 10 Pages
2nd - 8 Pages
3rd - 6 Pages
4th - 4 Pages
5th - 3 Pages
6th - 2 Pages
7th - 1 Page
8th - 0 Pages

There are 4 musical Notes to be collected on each track. Each Note that you collect with times your number of collected pages by 1. e.g. If you finish first and collect 1 Note, you will earn 20 pages, 2 Notes and you will earn 30 etc. This means there is a maximum of 50 Notes to be earned in each race.

0 Notes - x1
1 Note - x2
2 Notes - x3
3 Notes - x4
5 Notes - x5

Cheato pages are also awarded for your performances in the T.Ts and Jiggy Challenges.

B a s i c T i p s

- If you have an Ice Egg equipped, you can use it to block projectile weapons such as Fire Eggs. If you are in first place, try and get at least one Ice Egg equipped to give you some protection.
- Place Ice Eggs in front of Speed-Up Rings, or on the blind side of corners, where you opponents are most likely to run into them.
- Unless you are far in front, or desperate for the Cheato Pages, avoid making complex moves that will slow you down in order to pick up notes.
- Use the R Button to get around tight corners. This will slow your momentum though, so don't use it unless you have to.
- Use Speed-Up Rings when ever you get the chance.
- Keep an eye out for Glowbos. They will improve your lap times dramatically.
- Flying off of the track will slow you down dramatically. As will flying over water, lava or grass.
- Press A between the 'Get Set' and 'Go' signs to earn a speed boost at the start of the race.
- Running into track scenery such as trees, rocks or camels will cause you to fall out of the air.
- If you are in a particularly close race, drop back a few spots. This might seem like an odd thing to do, but the weapons are generally better when you are at the back. If you get hold of a Mumbo Head, it can put you out way in

the right of the track for the corner, then head over the line.

 N o t e L o c a t i o n s

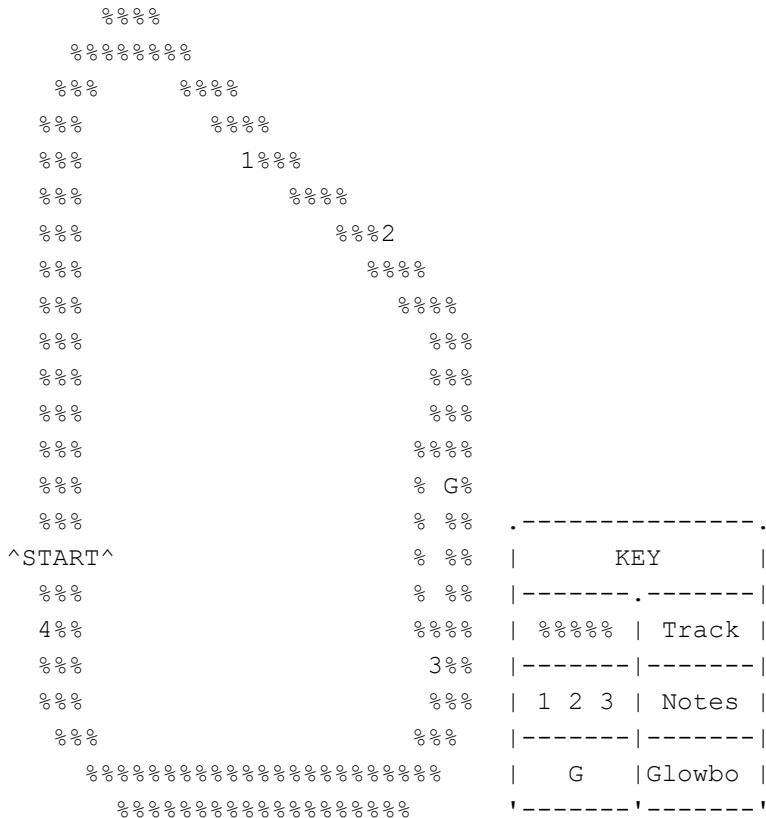
- 1) After the first corner, stay on the right hand side of the track. The Note is stood next to a tree.
- 2) After you have the first Note, head over to the left hand side of the track. The next Note is sat next to another tree.
- 3) Use the only Speed-Up Ring and the Note can be found just in front of it.
- 4) Just before the start/finish line there is a Note on the left hand side of the track.

 P u r p l e G l o w b o L o c a t i o n

On the second corner, you can take the inside line and use the Speed-Up Ring. However, if you take the outside line, there is a Glowbo in the centre of the track.

The purple Speed-Up Ring will appear directly behind the Glowbo. There are 3 rings in this series. The second is directly behind the first. The third will take you around the corner. If you keep moving in a straight line, you will hit the third.

 C o u r s e M a p



%%%%%%%%	%%%	1 2 3 Notes
%%%%%%%%	%%%	----- -----
%%%%%%%%		G Glowbo
%%%		'-----'-----'

F r e e z e e z y P e a k

T h e L a p

From the start move over to the right of the track and go through the Speed-Up Ring here. Collect a Honeycomb whilst boosting and try and move over to the left hand side as to take the corner better. Use to R button as this is a tight hairpin bend. Make your way down the straight and slowly drift towards to right of the track, giving you an inside line into the next hairpin. Use R again to take the corner as neatly as you can. There are 2 Speed-Up Rings here. One is higher than the other, but it doesn't matter which one you take. Grab a Honeycomb then get the inside line for the next turn and stay over on the right hand side of the track in preparation for the next corner. Pick up a Honeycomb on this straight. Take the inside line for the final corner and head across the line.

N o t e L o c a t i o n s

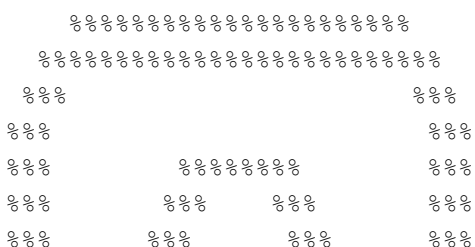
- 1) After the first hairpin go over to the right hand side of the track. The Note is here, just before the corner.
- 2) Take the lower of the 2 Speed-Up Rings that are next to each other. The Note is on the left hand side of the track after this.
- 3) After you come out of the final hairpin there is a straight. Stay to the left and the Note can be found here, before the corner.
- 4) After the penultimate corner there is a long straight. The Note is along here on the right hand side.

P u r p l e G l o w b o L o c a t i o n

Just as you come into the penultimate corner, the Glowbo is sat on the right hand side of the track.

After you have hit the Glowbo, stay on the right hand side as you take the corner. The Speed-Up Ring is here. There are 2 more rings after this one and they will appear right behind each other.

C o u r s e M a p



After you have hit the Glowbo, stay to the left of the track and the yellow Speed-Up Ring can be found here. The auto-pilot will take you right to the start/finish line.

P u r p l e G l o w b o L o c a t i o n



```

=====
|8b)-----[ J i g g y   C u p ]-----[BGPJ]|
'=====

```

This cup is unlocked by winning the Honeycomb Cup.

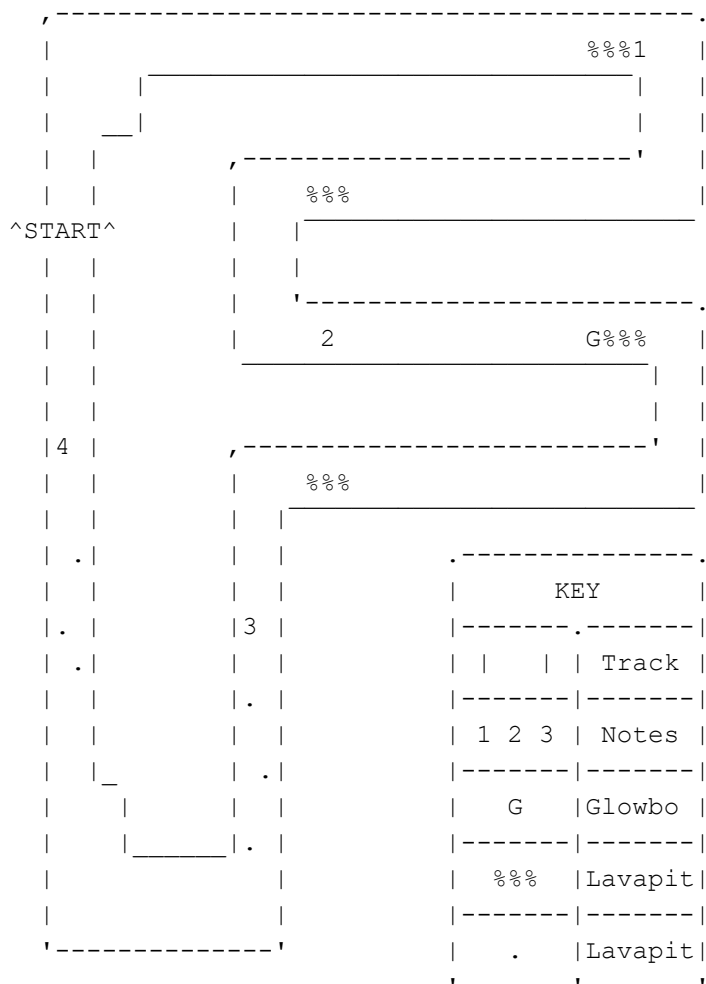
```

-----
|                               T r e a s u r e   T r o v e   C o v e                               |
'-----

```

T h e L a p

From the start move over to the right of the track ready for the corner. Take the corner on the inside and collect a Honeycomb on the way around. After this corner, the track kind of carries on moving to the left. Stay in the centre of the track so that when it snakes back out, you are in prime position to take the next corner. Grab a Honeycomb on this straight. Coming up are 2 wooden bridges. You need to fly over either one of them, as flying over the water will slow you down for some reason. Take the left hand bridge so that you can go through the Speed Up Ring here. Quickly use the R button to actually take this corner, rather than ramming into no-mans land at 100mph. Pick up a Honeycomb on this straight. Take the final right-hander then go forwards, over the bridge to finish the lap.



G o b i ' s V a l l e y

The Lap

Head down the straight then take the left-hander here. Stay to the right and take the 3 quarter circle here. Grab a Honeycomb. Take the chicane then move over to the left. Go through the Speed-Up Ring here. Move upwards and go through another Speed-Up Ring. Grab a Honeycomb and take the right-hander whilst still boosting. Head down the centre of the track but avoid running into the camels. Stay in the centre to be in the best position to take the U-turn here. Collect a Honeycomb on the way around. Stay on the right hand side and go through the Speed-Up Ring here. If you can manage quickly shoot over to the left and go through the final Speed-Up Ring and over the line.

Note Locations

- 1) After the first corner, on the left hand side of the track.
- 2) Just after the chicane, on the right hand side.
- 3) On the straight before the final corner, on the right hand side.
- 4) To the right, after the final turn.

Purple Glowbo Location

Head forwards then take the right hander. There is an open area here, with 4 patches of grass that will slow you down if you fly over them. The quickest route sees you pass right over to the right and flying through the Speed-Up Ring here. Head down the path here and take this corner. Collect a Honeycomb as you enter the next open area. Pass through the middle of the grass patches for the fastest route. Follow this straight and move to the right hand side in preparation for the next corner. Enter the open area and move right over to the left. Go through the Speed-Up Ring here. Go over the bridge and over the line.

N o t e L o c a t i o n s

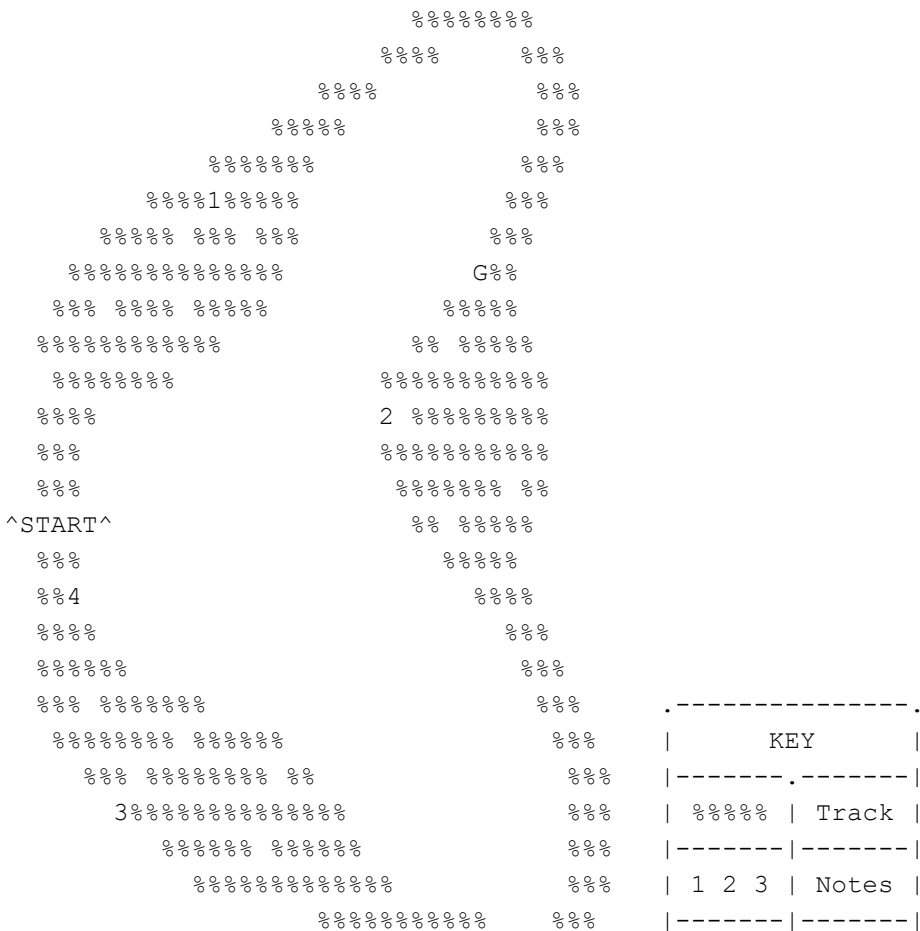
- 1) Next to the final patch of grass in the first open area.
- 2) To the far right in the second open area.
- 3) To the left in the third open area, before the Speed-Up Ring.
- 4) On the bridge, to the right, just before you cross the finish line.

P u r p l e G l o w b o L o c a t i o n

After the first open area with the grass patches, the Glowbo is on the right hand side. It is sat just on the right hand turn.

After the Glowbo, move to the left as you enter the open area. The Speed-Up Ring is here. There are 3 rings to hit.

C o u r s e M a p



S t e a m y V e n t s

T h e L a p

Take the left hander and move over to the right to collect a Honeycomb. Take the next left and you can grab another Honeycomb on the right hand side. Take the next left hander and immediately turn to the right. The route will now split into 4 paths, with lava in between. Take the first on the left or the second from the right to gain a Honeycomb. Move to the left and take the corner. A lava pit will open up in the centre of the track. You can either take the left or right hand path, but I would take the right, so you can come into the next corner better. Come into the left hander at 45 degrees to take it quickest. Follow this straight and the route will split into 4 again. Take any route as there is a Honeycomb at the start of each. Take the standard left turn and the following right. Cross the line.

N o t e L o c a t i o n s

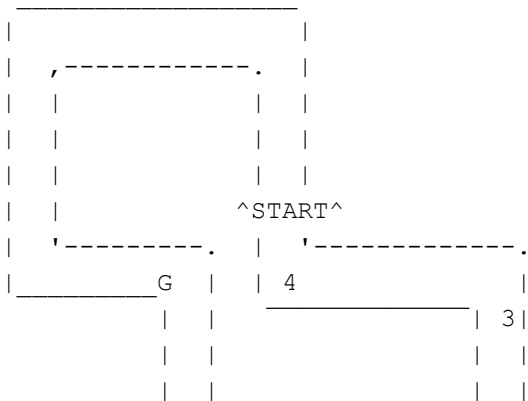
- 1) When the path first splits, a Note can be found on the route seconds from the left.
- 2) When the lava pit opens up in the centre of the track, take the right hand path and collect the Note here.
- 3) When the path splits up for a second time, take the right hand most route to find the Note.
- 4) On the left, before the final corner.

G r e e n G l o w b o L o c a t i o n

On the third corner, the Glowbo is on the right hand side.

Once you have hit the Glowbo, take the right turn as far out to the left as possible. The Speed-Up Ring is at the edge of the track. It will take you around onto the straight leading up to the penultimate corner.

C o u r s e M a p



The Lap

Take the right hander immediately and collect a Honeycomb on the way around. Move slightly to the left and come into the next corner at 45 degrees. This will minimise any zigzagging. Hit the Speed-Up Ring here. Move to the left and take this corner, then take the right hander straight after. Watch out for the trees on this straight and pick up a Honeycomb from the centre of the track. Take the right turn here and move down this short straight. Take the next right turn, then move down the next mini-straight. Take a right hander then move down this straight. Head down the track, take the quick right, left, right, left and grab a Honeycomb here. Take another right, left, right, left here, then cross the line.

Note Locations

- 1) Coming into the second corner, the Note is on the left hand side.
- 2) After you have come through the left and right turns from the start of the race, there is a straight. At beginning of this straight, the Note is on the left hand side, next to a tree.
- 3) From the second Note follow the straight. At the end of this straight, just before the corner the Note is on the right hand side.
- 4) On the first right turn of the right/left/right turns near the end of the race.

Green Glowbo Location

At the very bottom of the track. On the straight coming up to the final 90 degree bend. It is halfway along this straight on the right hand side.

The Speed-Up Ring will appear to the left of the track, right after the Glowbo. It will take you right around to the start/finish line.

Course Map

```

      %%%%%%%%%%
    %%%%%%%%%%
   %%%      %%%
  %%%      %%%
 ^START^   %%%
  %%%      %%%
  %%%      %%%
   %%%    %%1%%
    %%    %%%%%%%%%%
   %%          %%%
   %%          %%%
  %%%          %%%
  %%           %%%
  %%%          %%%%%%%%%%
   %%          %%%%%%%%%%
   4%          %%%
  %%%          %%%
  %%           %%% .-----.
```

%%%	%%%	KEY
%%%	%%2	----- .-----
%%%	%%%	%%%% Track
%%%	3%%	----- -----
%%%	%%%	1 2 3 Notes
%%%	G	----- -----
%%%%%%%%%		G Glowbo
%%%%%%%%%	%%%%%%%%%	'-----'-----'

T e r r y d a c t y l a n d

T h e L a p

Head forwards and take the lazy corner to the right. Follow this route and grab a Honeycomb. Take the long U-bend and when you come out of it, take the left hander. Pick up another Honeycomb here. There are two paths to choose here. Both have Speed-Up Rings. Take the left hand path. It is slightly shorter and the bends aren't so sharp. Collect the Honeycomb here then fly through the Speed-Up Rings. Take the left-hander here and you will then join up with the other path. Pick up a Honeycomb here. Move through the chicane then move to the left hand side of the track. Go through the Speed-Up Ring. Cross over the line.

N o t e L o c a t i o n s

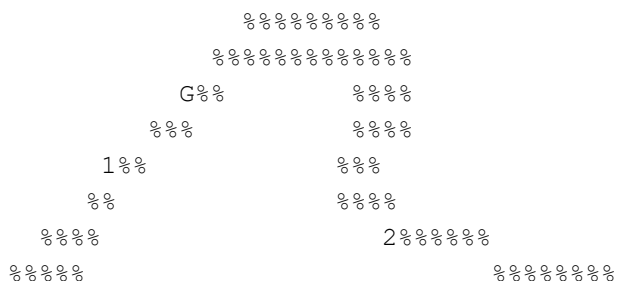
- 1) As you exit the first U-bend the Note is on the left hand side.
- 2) On the corner following the first U-bend. To the right of the track.
- 3) When the route splits into two, take the right hand fork. The Note is sat on the right.
- 4) Just after you take the final corner, the Note can be found on the right hand side.

P u r p l e G l o w b o L o c a t i o n

Before the second corner, the Glowbo is found on the left hand side.

The Speed-Up Ring will appear right behind the Glowbo. There are 4 rings to hit. I expect that you won't line up correctly as you speed towards the final ring. You will need to adjust your path to ensure you hit the ring.

C o u r s e M a p



S p i r a l M o u n t a i n R

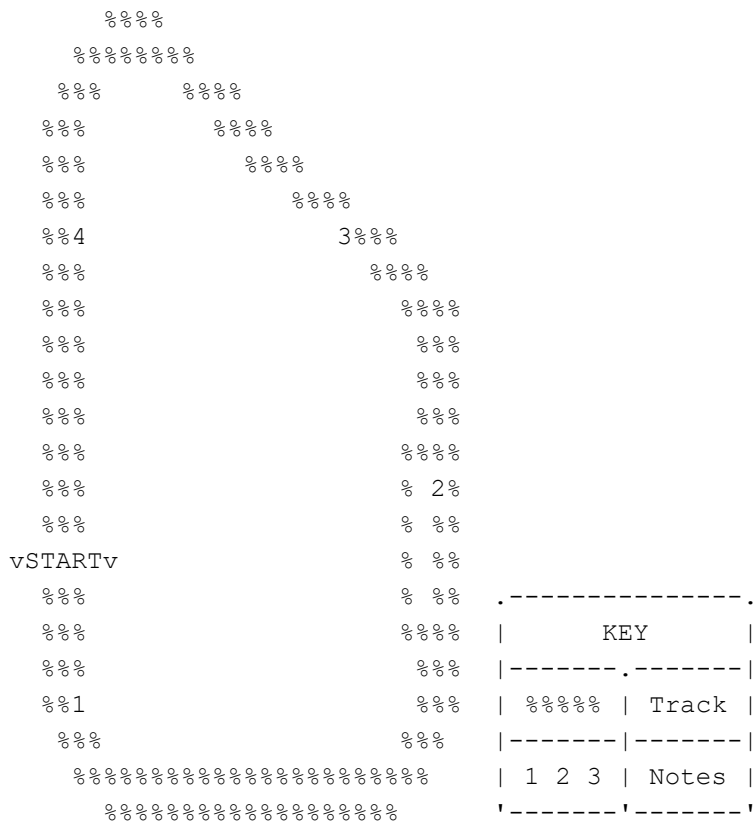
T h e L a p

Head down the first straight, then move over to the left. Take the 90 degree left-hander here and pick up a Honeycomb. Take another left-hander here, then shift over to the right of the track. Go through the Speed-Up Ring here. Fly slightly to the left as you boost. This will get you through the obtuse corner here. Head down this straight and move to the left. Collect a Honeycomb from next to the trees here. Take at acute corner here, stay wide to the right as you come in, but use the R button to move around the corner sharply. Head over the line.

N o t e L o c a t i o n s

- 1) On the first straight, the Note is found to the left.
- 2) After the second corner there is a straight. Stay to the left and you will find the Note here.
- 3) On the straight, after the third corner. It can be found to the left, raised off of the floor.
- 4) To the left, on the final straight.

C o u r s e M a p



J i n x y ' s D u n e s R

T h e L a p

Head down the first straight and stick to the right, so that you can collect a Honeycomb. Take the obtuse corner on the inside. Stay to the left and fly down the straight. There is a sharp corner here, but you should be able to get around it by sticking on the inside. Grab a Honeycomb from the left. Stay to the left and go through the Speed-Up Ring. Move straight over to the right. Go through the next Speed-Up Ring here. Take the next left-hander here and grab a Honeycomb once you are around it. Take the slight left hander and cross the line.

N o t e L o c a t i o n s

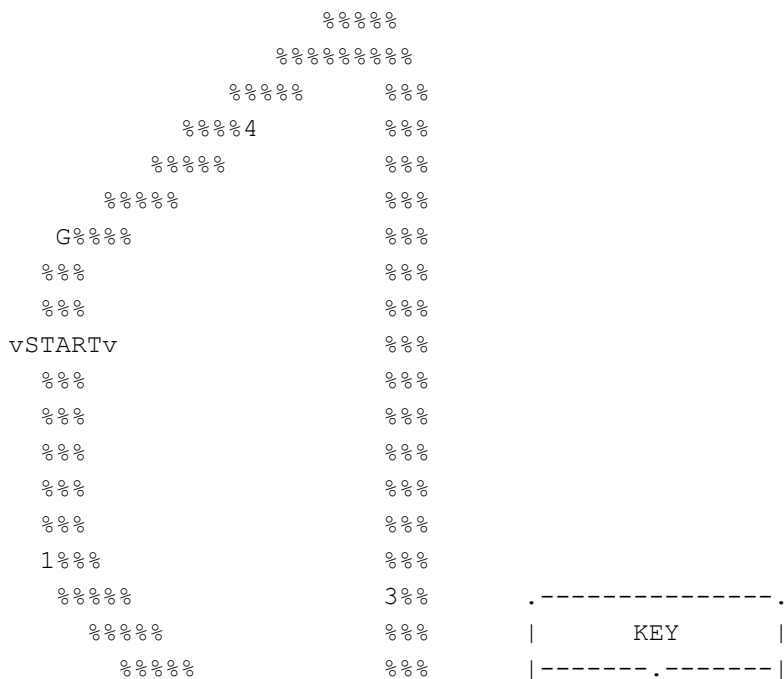
- 1) To the right on the first corner.
- 2) To the right, coming into the second corner.
- 3) Nearly halfway down the straight between the second and third corners. It can be found to the left.
- 4) Just as you leave the third corner, it can be found on the left hand side.

P u r p l e G l o w b o L o c a t i o n

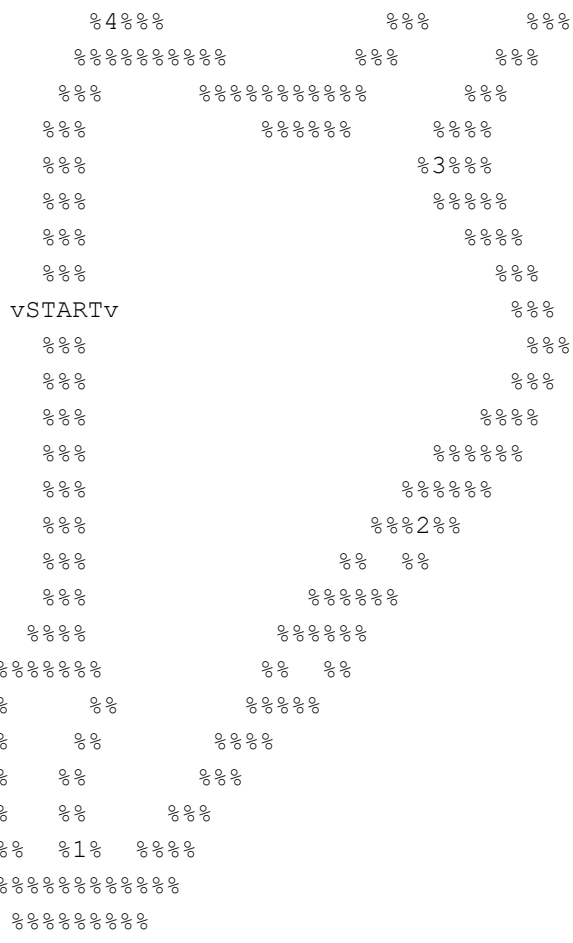
As you enter the final corner, the Glowbo is sat on the right.

Hit the Glowbo and move over to the left of the track. Cross the start/finish line and use the Speed-Up Ring on the edge of the track. There are 3 rings to hit.

C o u r s e M a p



KEY		
1	2	3
Notes		



Grunty ' s I n d u s t r i e s R

The Lap

From the start hang to the left and go through the Speed-Up Ring. Move to the right and avoid the lava pit. Grab a Honeycomb from the left of the track. Take this double left-hander and stay in the centre of the track, as to avoid any lava pits. Head down the straight, but take the right-hander late. There is a large lava pit here, so you need to stay over to the right.

Taking the corner late will aid you with this. Stay to the left and take the next double left-hander. Stay to the left of the next lava pit, then grab a Honeycomb. Take the double right-hander late, so you can stay to the left of the large lava pit here. Head down this straight then take the double left hander. Move past the lava pit here and drift to the left. Go through the Speed-Up Ring here. Take the final left hander on the inside. Head over the line.

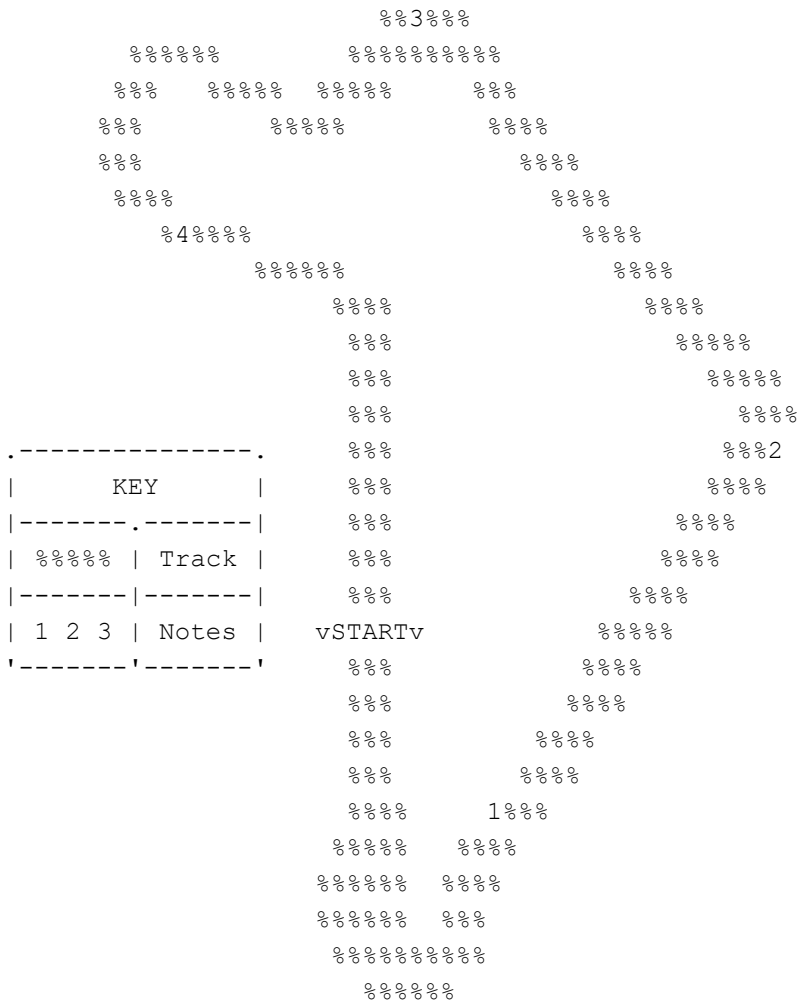
Note Locations

Speed-Up Ring. Head down the straight but move back over to the left. Obtain a Honeycomb from here. Now take the left-hander. Stay to the left and go through the next Speed-Up Ring. Take an easy left-hander then collect a Honeycomb. Take another lazy left hander. Head down the straight and take the final right turn. Head over the line.

 N o t e L o c a t i o n s

- 1) As you leave the first corner, it is on the left of the track.
- 2) On the second corner, to the right, on the edge of the track.
- 3) On the third corner, on the right, floating in the air.
- 4) Before you reach the last corner, the Note is hanging in the air on the left.

 C o u r s e M a p



=====.
 |9c)-----[S k u l l C u p]-----[GGPS] |
 '====='

This cup is unlocked after you win the Cauldron Cup.

-----.

Freezing Furnace R

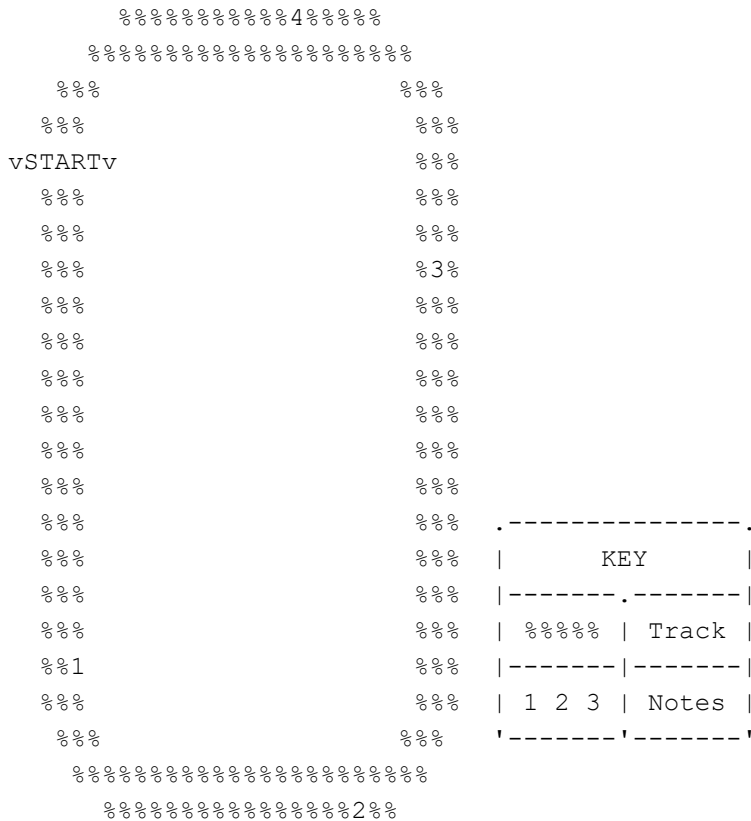
The Lap

Move directly over to the left as you start. Use the Speed-Up Ring here. Take the corner on the inside. Stick to the left on this straight and pick up a Honeycomb. Take the corner as wide as possible and go through the Speed-Up Ring here. As soon as you have boosted get over to the left of the track. There is another Speed-Up Ring here. After using it, take the corner on the inside. Stay to the left and grab a Honeycomb here. Take the final left hander and cross the line.

Note Locations

- 1) Just before the first corner, on the left.
2) Before the second corner, on the right.
3) On the third straight. Towards the end, just to the right of centre.
4) Near the start of the fourth straight, in the middle of the track.

Course Map



Mayahem Temple R

The Lap

Head down the mini-straight. You will come to an open area. Stay to the left


```

%%%%%%%%%%%%%%   %%%   |-----|-----|
          %%%%%%%%%%   |   G   |Glowbo |
                %%%   '-----'-----'

```

```

-----
|                               |
|           S t e a m y V e n t s R           |
|                               |
-----

```

T h e L a p

Go down the first straight and stick to the left, ready for the left-hander. Take the corner and stay to the left to grab a Honeycomb. Take the right turn here as tightly as you can. The track will now split into 4 paths. Take any and then move over to the left. Collect a Honeycomb here. Take the next right. There is a lava pit here. Go around to either the left or right. Use the R button to help you. Take the right turn here. The track splits into 4 again here. Take the right hand most path and use the Speed-Up Ring here.

Take the 90 degree left hander here. Immediately after there is a right turn. Take it then hang to the left. Go through the Speed-Up Ring. Use the R Button to get around the right turn. Shift to the left of the track and obtain a Honeycomb. Take the final right-hander and cross the line.

N o t e L o c a t i o n s

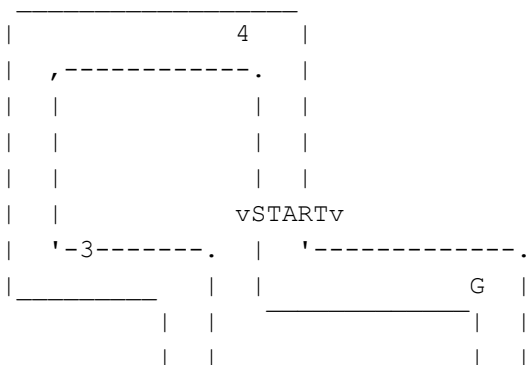
- 1) After the track splits the first time, the Note can be found on the right.
- 2) Just before the tracks splits for a second time, the Note is found on the right.
- 3) Coming into the third-from-last corner, the Note is on the right.
- 4) To the left, just before you come into the last corner.

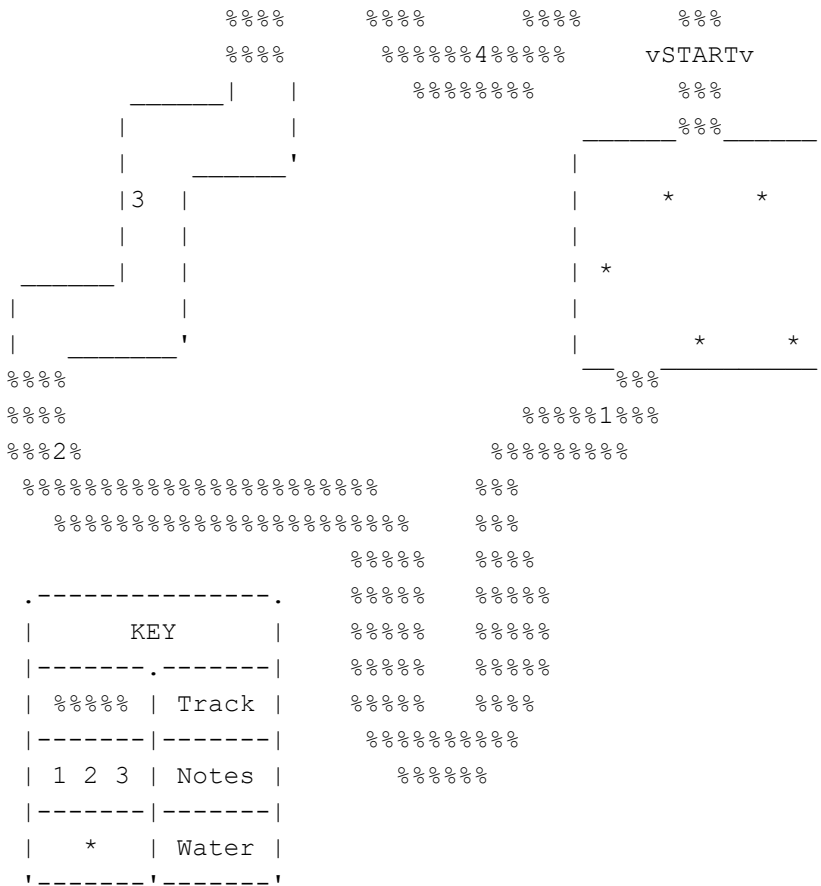
P u r p l e G l o w b o L o c a t i o n

Approaching the second corner, the Glowbo is on the right of the track.

Take the right turn after the Glowbo. The track will now split into 4 narrow paths. Take the second from the left and go through the Speed-Up Ring. There are 3 rings to hit.

C o u r s e M a p





=====

|9d)-----[B r o o m s t i c k C u p]-----[GGPB]|

=====

This cup is unlocked after winning the Skull Cup.

| W i t c h y w o r l d R |

T h e L a p

From the start get ready to move to the right, using a different route to the other racers. Pass the large patch of grass on the left and use the Speed-Up Ring. Whilst you are still boosting pass through the next Speed-Up Ring. Stay to the right and take the right turn. Stay on the left of the pools of water here and collect a Honeycomb. Stay over to the left and go through the Speed-Up Ring. Move slightly to the left, as to avoid the pool and to gain a Honeycomb. Stay slightly over to the left and use the next Speed-Up Ring. Take the right hander, but shift over to the left to obtain a Honeycomb. Take the final right turn and cross the line.

N o t e L o c a t i o n s

- 1) After you pass through the second Speed-Up Ring, the Note is hugging the right hand edge of the track.
- 2) Just before you use the third Speed-Up Ring, the Note is on the left.
- 3) To your left, before you use the fourth Speed-Up Ring.

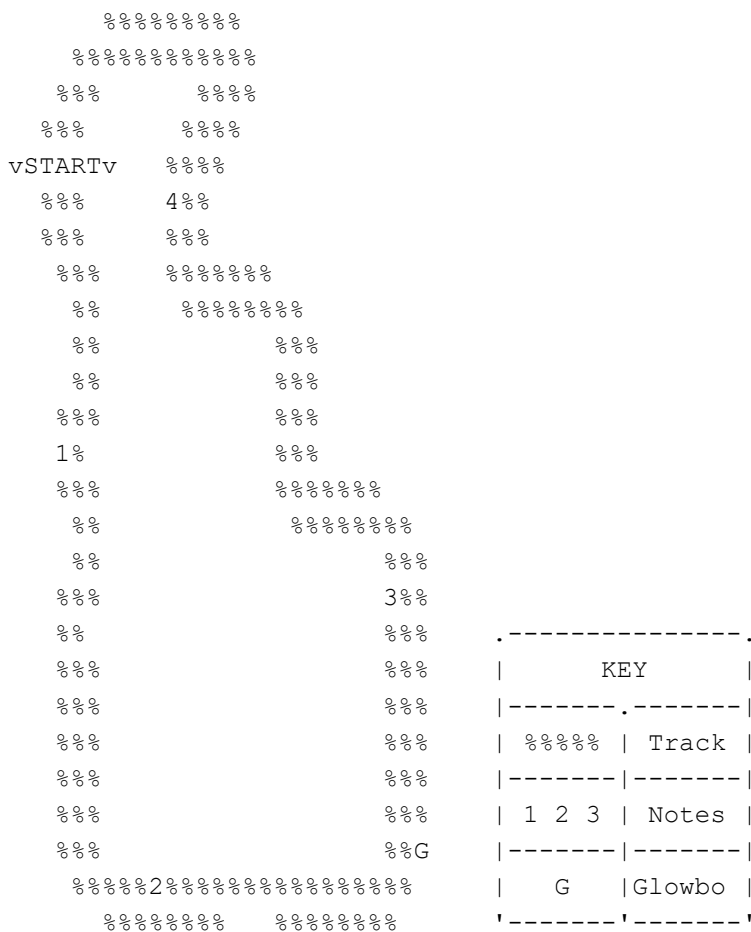
- 2) Just as you come onto the second straight the Note is on the left.
- 3) On the third straight on the left hand side. It is just before the left turn.
- 4) Coming into the penultimate corner, the Note is on the left.

Green Glowbo Location

On the corner between the second and third straights. It is sat on the right.

After you hit the Glowbo, move over to the left of the track. The ring will take you onto the penultimate corner.

Course Map



T e r r y d a c t y l a n d R

The Lap

Move to the left from the start and follow the track around. Either stay on the left or the right and grab a Honeycomb. Take a quick right-left chicane. As you leave stay over to the left. The path will split into two routes. Take the left hand one, it is shorter. Collect a Honeycomb near the start of this path. As the track bends to the left, there is a Speed-Up Ring just to the right. Just as you stop boosting there is a left turn.

C a u l d r o n K e e p R

T h e L a p

Head down the straight but stay to the right. Take the U-bend here on the inside but swing over to the right as you leave and take the next U-bend. Stay to the right as you leave this turn to grab a Honeycomb. As you come into the left hander stay wide out to the right and use the Speed-Up Ring here. As you boost shift slightly to the right to stay on the track. Collect a Honeycomb and take the left hander. Come into the right hander at 45 degrees to set yourself up for the left U-bend here.

As you leave this turn stay wide to the right and use the Speed-Up Ring. Take this long right hander and obtain a Honeycomb on the following straight. Take the final U-bend as close to the inside as you can and as u leave stay to the left. Use the Speed Up ring and cross the line.

N o t e L o c a t i o n s

- 1) As you come into the second corner, the Note is on the left.
- 2) After the first Speed-Up Ring the Note is on the right. Don't use the ring though, otherwise you will boost straight past it.
- 3) After the second Speed-Up Ring, the Note is on the left.
- 4) On the final corner, wide out to the right.

P u r p l e G l o w b o L o c a t i o n

As you come into the final corner, the Glowbo is sat on the right of the track.

Take the final corner and stay out to the right. The Speed-Up Ring is on the edge of the track. There are 3 rings to hit here.

C o u r s e M a p



be slowed down. If you get confused as to the location of a Jiggy, it's rough location will be shown on the map.

You need to complete all tracks in all and in both the Bottles GP races and Grunty GP. Once you have done this, Bottles will be unlocked as a playable character.

```
.=====|
|13a)-----[ H o n e y c o m b C u p ]-----[JCHC]|
'|=====
```

```
.-----|
|           S p i r a l M o u n t a i n           |
'|-----
```

- 1) Leading up to the first corner, the Jiggy is on the left hand side. Collect it and swerve in right for the corner.
- 2) On the straight before the second corner, the Jiggy is on the right of the track.
- 3) Just after the second corner, the Jiggy is on the left.
- 4) Right after you have collected the third Jiggy, head over to the right of the track. Here is the Jiggy.
- 5) Just before the final corner the Jiggy is on the left.
- 6) As you leave the final corner the Jiggy is on the right.

```
.-----|
|           J i n x y ' s D u n e s           |
'|-----
```

- 1) On the straight after the first corner, the Jiggy can be found on the left hand side.
- 2) Just as you leave the second corner, the Jiggy is on the right.
- 3) On the same straight as the second Jiggy, on the left of the track.
- 4) On the inside of the third corner.
- 5) As you come into the final corner, the Jiggy is on the inside.
- 6) As you leave the final corner, the Jiggy is on the left.

```
.-----|
|           F r e e z e e z y P e a k           |
'|-----
```

- 1) Just after the first U-bend, the Jiggy is on the right hand side.
- 2) Just after the second corner is a Jiggy. It is on the left.
- 3) As you leave the third corner, the Jiggy is on the left.

- 4) As you leave the fourth corner, it is found on the outside.
- 5) When you come into the final corner, the Jiggy is on the left.
- 6) Leaving the final corner, the Jiggy is on the left.

```

-----
|                               H a i l f i r e P e a k s                               |
'-----'

```

- 1) A short way after the first corner, on the left hand side.
- 2) Just after the second corner, on the left.
- 3) At the beginning of the diagonal straight, on the left.
- 4) On the same straight as Jiggy 3. It is towards the end of the left.
- 5) Just as you turn onto the penultimate straight, it is in the centre of the track.
- 6) Next to the lava pit, just before you turn onto the final straight.

```

=====
|13b)-----[ J i g g y C u p ]-----[JCJC]|
'=====

```

```

-----
|                               T r e a s u r e T r o v e C o v e                               |
'-----'

```

- 1) Right at the start of the race, on the left hand side.
- 2) At the second corner, on the inside.
- 3) When the route goes over 2 bridges, take the right hand one. The Jiggy is on here.
- 4) On the penultimate corner, on the inside.
- 5) Just before you go onto the bridge near the end of the race, the Jiggy is on the left.
- 6) As you leave the bridge at the end, the Jiggy is on the right.

```

-----
|                               C l a n k e r ' s R i v e r                               |
'-----'

```

- 1) To the left, on the first corner.
- 2) As you come onto the U-bend which is the third corner, it is on the left.
- 3) As you leave the U-bend the Jiggy is on the right.

- 4) Just before the track widens out, the Jiggy is on the right, near a Speed-Up Ring.
- 5) To the left as you come onto the final corner.
- 6) To the right, just as you exit the final corner.

 | G r u n t y I n d u s t r i e s |
 '-----'

- 1) After the first U-bend, the Jiggy is on the right hand side.
- 2) Following the third U-bend is a lava pit. To the right of it is the Jiggy.
- 3) Coming into the penultimate corner, the Jiggy is on the left hand side.
- 4) Right next to the third Jiggy, the fourth is on the opposite side of the track.
- 5) After the last corner the Jiggy is on the right hand side.
- 6) On the left hand side before you cross the start/finish line.

 | G o b i ' s V a l l e y |
 '-----'

- 1) Before the second corner, on the left.
- 2) As you leave the second corner the Jiggy is on the right hand side.
- 3) On the chicane after the second corner. On the left of the track.
- 4) As you come down the second diagonal straight, the Jiggy is on the right.
- 5) Just as you come into the final corner, the Jiggy is on the left.
- 6) As you leave the final corner, the Jiggy is on the right.

=====
 |13c)-----[B e e h i v e C u p]-----[JCBC]|
 '====='

 | F r e e z i n g F u r n a c e |
 '-----'

- 1-3) Coming into the third corner, there are 3 Jiggies in a line. You need to collect one of these on each lap.
- 4-6) Just before you cross the line there are 3 Jiggies in a line. You need to collect one of these on each lap.

Mayahem Temple

- 1) In the first open area. Collect a Honeycomb and then move over to the left. The Jiggy is on the ground here.
- 2) Just as you leave the first open area, the Jiggy is on the left.
- 3) As you come into the second open area, it is on the left of the track.
- 4) To the far left in the second open area.
- 5) To the left, on the bridge after the second open area.
- 6) Just as you come into the final open area, the Jiggy is on the right.

Steamy Vents

- 1) As you leave the second corner, the Jiggy is on the left.
- 2) Right on the inside of the 4th corner, near the Glowbo.
- 3) As you come into the fifth corner, the Jiggy is on the left.
- 4) After the fifth corner, there is a lava pit in the centre of the track. Head around it to the left and you can grab the next Jiggy.
- 5) On the right as you enter the penultimate corner.
- 6) On the outside, on the last turn.

Jolly Roger's Lagoon

- 1) As you leave the first corner, the Jiggy is on the right, sat between 2 trees.
- 2) On the last corner of the twisty bridge, the Jiggy is on the left.
- 3) Between the first and second corners after the twisty bridge, the Jiggy is on the right, between 2 trees.
- 4) As you leave the corner which Jiggy 3 is on, this Jiggy is found on the left.
- 5) Just to the left of centre on the square bridge before the finish line.
- 6) Just to the right of centre on the square bridge before the finish line.

W i t c h y w o r l d

- 1) After the second corner, there is an open area. Just to the right of centre there is a Jiggy.
- 2) See Jiggy 1. This Jiggy is to the left a little.
- 3) As you leave this open area, there is a Jiggy to be found on the right hand side, right at the edge of the track.
- 4) Before you turn onto the final straight there is a Jiggy on the right of the track.
- 5) On the final straight, the Jiggy is on the left, next to a large patch of grass.
- 6) Further up the straight, the final Jiggy is sat on the left, just before the start/finish line.

B r e e g u l l B e a c h

- 1) To the left, near the shoreline on the first corner.
- 2) After the 2 'L' turns near the start, the track straightens out. In the middle of the track, next to a tree is the second Jiggy.
- 3) Further down from Jiggy 2, the next Jiggy is to the left a little, raised in the air.
- 4) On the straight after you have the third Jiggy there is another Jiggy to the right.
- 5) On the final 'straight' there are a few minor turns. As you enter the first of these there is a Jiggy on the right.
- 6) Just before you head over the line, there is a Jiggy to the right, just on the final twist.

T e r r y d a c t y l a n d

- 1) As you leave the second corner, it is on the left hand side.
- 2) When the track splits into 2, take the right hand path. As the tracks bends to the left, the Jiggy is on the left hand side.
- 3) Further down the right hand path, when the track bends back to the right, the Jiggy is found on the ground, just on the right.
- 4) As you leave the penultimate corner, the Jiggy is on the left.
- 5) Just as you come into the last corner, the Jiggy is on the right, sat on the floor.

6) As you leave the final turn, the Jiggy is on the left.

C a u l d r o n K e e p

1) On entrance to the first turn, the Jiggy is way out to the left.

2) On the inside of the second corner.

3) On the third-to-last corner the Jiggy is on the right.

4) Right after the third Jiggy, it is on the left of the track.

5) As you come into the final turn, the Jiggy is on the right.

6) Immediately after the fifth Jiggy, this Jiggy is wide out on the right.

=====
[13e)-----[P u m p k i n C u p]-----[JCPC] |
=====

S p i r a l M o u n t a i n R

1) To the left as soon as you begin.

2) Right on the first corner, to the right.

3) As you leave the second corner, this is on the left.

4) After you have the third Jiggy, head over to the right of the track to collect this one.

5) As you leave the third corner, this is on the left.

6) On the edge of the track, to the right on the final turn.

J i n x y ' s D u n e s R

1) Before the first corner on the right.

2) On the left as you leave the first corner.

3) As you come into the second corner, this is sat on the left.

4) Leaving the second corner, this is on the right.

5) This Jiggy is on the left as you approach the third turn.

6) To the right, on the straight between this third and final corners.

F r e e z e e z y P e a k R

- 1) On the right as soon as you begin.
- 2) To the right, on the first corner.
- 3) As you reach the second turn, this Jiggy is on the right.
- 4) This Jiggy is on the straight between the second and third corners. It is hovering on the right around halfway along.
- 5) This is on the right as you approach the fourth turn.
- 6) Before you reach the final bend this is sat on the left.

-----|
H a i l f i r e P e a k s R

- 1) To the left, on the first turn.
- 2) On the right, just before the second corner.
- 3) As you come into the third turn, this is on the right.
- 4) At the end of the diagonal straight, the Jiggy is on the right.
- 5) This is on the right as you approach the penultimate corner.
- 6) To the right, on a mini-turn before the final turn.

=====|
|13f)-----[C a u l d r o n C u p]-----[JCCC] |
=====|

-----|
T r e a s u r e T r o v e C o v e R

- 1) On the first straight, on the left.
- 2) As you leave the first bridge, the Jiggy is on the right.
- 3) This is sat in between 2 trees, on the inside of the second turn.
- 4) When the track runs over two bridges, this Jiggy is in middle of the left hand bridge.
- 5) On the corner following the fourth Jiggy. It is to the left, bang on the inside.
- 6) As you leave the final turn, this is on the right.

-----|
C l a n k e r ' s R i v e r R

- 1) On the first turn, just to the right of the shortcut.
- 2) As you leave the first turn, this is on the right.
- 3) Before the second corner, this is on the left.
- 4) Coming into the fourth turn the Jiggy is on the left.
- 5) As you leave the fourth corner, the Jiggy is wide out on the right.
- 6) As you enter the final corner to Jiggy is out on the right.

 | G r u n t y I n d u s t r i e s R |
 '-----'

- 1) As you start, the Jiggy is on the right.
- 2) On the first straight, as you approach the first turn, the second Jiggy is on the left.
- 3) As you leave the first U-bend there are two Jiggies, the first is on the left.
- 4) The second is on the right.
- 5) As you leave the second corner, the Jiggy is on the left.
- 6) As you leave the third U-bend, the Jiggy is on the left.

 | G o b i ' s V a l l e y R |
 '-----'

- 1) As you come into the first turn, the Jiggy is on the left.
- 2) Leaving the first turn, the Jiggy is on the right.
- 3) Sat on the left, just before the second corner.
- 4) On the third corner, to the right.
- 5) On the fourth corner, immediately after the fourth Jiggy. This Jiggy is on the right.
- 6) As you leave the penultimate turn, the Jiggy is on the right.

=====
 |13g)-----[S k u l l C u p]-----[JCSC] |
 '====='

 | F r e e z i n g F u r n a c e R |
 '-----'

1,2,3) In a line, just ahead of the start/finish line. You will need to grab

one on each lap.

4,5,6) After the second corner, the next set of 3 are in a line. Again, you will have to get one on each lap.

M a y a h e m T e m p l e R

- 1) As you leave the first open area the Jiggy is on the left.
- 2) On the bridge between the first and second open areas.
- 3) In the second open area, the first Jiggy is on the right.
- 4) As you leave the second open area, the Jiggy is in the right.
- 5) On the right, as you come into the final open area.
- 6) In the centre of the last open area.

S t e a m y V e n t s R

- 1) On the first corner, just to the right.
- 2) Wide out on the left at the second corner.
- 3) After the third corner there is a lava pit. The Jiggy is to the right of this pit.
- 4) On the corner following the third Jiggy, this Jiggy is right on the inside.
- 5) On the turn after the fourth Jiggy, the next Jiggy is on the left.
- 6) The final Jiggy can be found just before the penultimate turn, on the right hand side.

J o l l y R o g e r ' s L a g o o n R

- 1) As you start the race, this Jiggy is just to the left.
- 2) As you start the race, this Jiggy is just to the right.
- 3) On the second corner, the Jiggy is on the right.
- 4) Leaving the first U-bend, the Jiggy is on the left. It is sat between 2 trees.
- 5) As you get onto the twisty bridge the Jiggy is on the right.
- 6) Coming into the final U-bend the Jiggy is on the left, sat between 2 trees.

.=====.
|13h)-----[B r o o m s t i c k C u p]-----[JCRC] |
'====='

.-----.
| W i t c h y w o r l d R |
'-----'

- 1) As you start, this Jiggy is on the right.
- 2) If you take the path right next to the first Jiggy, you can find the Jiggy on the left as you leave this path.
- 3) After the first corner, this Jiggy is on the left.
- 4) After you come into the large open area, the Jiggy is to the right.
- 5) Just a little left of centre in the large open area.
- 6) Bang to the right of the fifth Jiggy.

.-----.
| B r e e g u l l B e a c h R |
'-----'

- 1) On the first mini-corner, just on the left.
- 2) Sat just to the left of the first Speed-Up Ring.
- 3) After the first 'real' corner there is a Speed-Up Ring on the left. After this the Jiggy is sat further to the left.
- 4) On the right as you take the second corner.
- 5) In the centre of the track as you approach the third corner.
- 6) Wide out on the right on the penultimate corner.

.-----.
| T e r r y d a c t y l a n d R |
'-----'

- 1) As you start, the Jiggy is on the right.
- 2) Just after the first Jiggy, the second is out the left.
- 3) The third Jiggy is found straight after the second. As the track bends to the left, the Jiggy is wide out on the right.
- 4) When the track splits into two, take the right hand path. As the track bends to the left, the Jiggy is on the inside.
- 5) Further down from the fourth Jiggy, the next one can be found before the right turn.
- 6) The final Jiggy can be found on the approach to the penultimate corner.

It is sat on the right hand side.

C a u l d r o n K e e p R

- 1) Way out on the right as you take the first turn.
- 2) Leaving the first corner, the second Jiggy is on the left.
- 3) On the third turn, the Jiggy is wide on the right.
- 4) Leaving the third corner, this Jiggy is on the left.
- 5) This is right on the inside of the penultimate corner.
- 6) Out on the right, on the final turn.

\	/		\	/
)		14) Time Trial		[TMTS] (
/				\

In the Time Trial Mode you will have to beat both the record lap times and the overall race record for each of the 32 tracks. As I have mentioned, Bottles is by far the best racer to use. If you need help, check out the tracks in the Bottles and Grunty G.Ps. The Glowbos in these T.Ts are in the same locations as they are in the T.Ts, although you will have to purchase them from Cheato again. Here are the times to beat.

=====O O=====O

H O N E Y C O M B C U P	J I G G Y C U P
-------------------------	-----------------

TRACK	LAP	RACE	TRACK	LAP	RACE
Spiral Mountain	0:30:00	1:30:00	T. Trove Cove	0:30:00	1:30:00
Jinxy's Dunes	0:35:00	1:45:00	Clanker's Cavern	0:35:00	1:45:00
Freezeezy Peak	0:40:00	2:00:00	Grunty Industries	0:40:00	2:00:00
Hailfire Peaks	0:30:00	1:30:00	Gobi's Valley	0:35:00	1:45:00

=====O O=====O

B E E H I V E C U P	F E A T H E R C U P
---------------------	---------------------

TRACK	LAP	RACE	TRACK	LAP	RACE
Freezing Furnace	0:30:00	1:30:00	Witchyworld	0:35:00	1:35:00
Mayahem Temple	0:35:00	2:00:00	Breegull Beach	0:35:00	1:35:00
Steamy Vents	0:40:00	2:00:00	Terrydactyland	0:40:00	1:50:00
J. Roger's Lagoon	0:40:00	2:00:00	Cauldron Keep	0:45:00	2:15:00

=====O O=====O

P U M P K I N C U P	C A U L D R O N C U P
---------------------	-----------------------

TRACK	LAP	RACE	TRACK	LAP	RACE
Spiral Mountain R	0:29:00	1:30:00	T. Trove Cove R	0:30:00	1:33:00
Jinxy's Dunes R	0:36:00	1:50:00	Clanker's Cavern R	0:32:00	1:38:00
Freezeezy Peak R	0:39:00	1:58:00	Grunty Indust. R	0:40:00	2:00:00
Hailfire Peaks R	0:31:00	1:32:00	Gobi's Valley R	0:33:00	1:40:00

S K U L L C U P			B R O O M S T I C K C U P		
TRACK	LAP	RACE	TRACK	LAP	RACE
Freezing Furnace R	0:28:00	1:28:00	Witchyworld R	0:27:00	1:28:00
Mayahem Temple R	0:34:00	1:44:00	Breegull Beach R	0:30:00	1:30:00
Steamy Vents R	0:37:00	1:52:00	Terrydactyland R	0:38:00	1:57:00
J.Roger's Lagoon R	0:39:00	1:56:00	Cauldron Keep R	0:40:00	2:05:00

After you have beaten all the times in the Bottles and Grunty T.Ts, you can purchase the Rare T.T. from Cheato for 800 Pages. These are supposedly the Rare developers times, but I'm sure they aren't. This being said, the times are more difficult. A piece of good news. If you already beat the Rare time when you beat the Bottles or Grunty time, it will count in the Rare T.T. This means you only have to do the work once. Here are the times.

After you have beaten all the times in the Bottles and Grunty T.Ts, you can purchase the Rare T.T. from Cheato for 800 Pages. These are supposedly the Rare developers times, but I'm sure they aren't. This being said, the times are more difficult. Whereas before all you had to do was beat the time, in the Rare T.T. you race a ghost of Bottles around the track. Here are the times.

H O N E Y C O M B C U P			J I G G Y C U P		
TRACK	LAP	RACE	TRACK	LAP	RACE
Spiral Mountain	0:19:00	1:02:00	T. Trove Cove	0:20:00	1:03:00
Jinxy's Dunes	0:23:00	1:12:00	Clanker's Cavern	0:23:00	1:10:00
Freezeezy Peak	0:25:00	1:20:00	Grunty Industries	0:27:00	1:24:00
Hailfire Peaks	0:20:00	1:02:00	Gobi's Valley	0:21:00	1:08:00

B E E H I V E C U P			F E A T H E R C U P		
TRACK	LAP	RACE	TRACK	LAP	RACE
Freezing Furnace	0:20:00	1:00:00	Witchyworld	0:21:00	1:05:00
Mayahem Temple	0:24:00	1:14:00	Breegull Beach	0:21:00	1:05:00
Steamy Vents	0:26:00	1:20:00	Terrydactyland	0:24:00	1:16:00
J. Roger's Lagoon	0:27:00	1:22:00	Cauldron Keep	0:30:00	1:33:00

P U M P K I N C U P			C A U L D R O N C U P		
TRACK	LAP	RACE	TRACK	LAP	RACE
Spiral Mountain R	0:20:00	1:04:00	T. Trove Cove R	0:21:00	1:04:00
Jinxy's Dunes R	0:25:00	1:17:00	Clanker's Cavern R	0:22:00	1:10:00
Freezeezy Peak R	0:27:00	1:21:00	Grunty Indust. R	0:28:00	1:28:00
Hailfire Peaks R	0:20:00	1:03:00	Gobi's Valley R	0:24:00	1:14:00

S K U L L C U P			B R O O M S T I C K C U P		
TRACK	LAP	RACE	TRACK	LAP	RACE
Freezing Furnace R	0:20:00	1:00:00	Witchyworld R	0:21:00	1:03:00
Mayahem Temple R	0:25:00	1:14:00	Breegull Beach R	0:21:00	1:03:00
Steamy Vents R	0:27:00	1:21:00	Terrydactyland R	0:28:00	1:21:00
J.Roger's Lagoon R	0:27:00	1:24:00	Cauldron Keep R	0:27:00	1:24:00

\	/	\	/
)	15) U n l o c k a b l e s		[UNLK] (
/			\

=====
|-----[G P s , T T s , J C s a n d C u p s]-----|
'=====

Jiggy Cup.....Win the Honeycomb Cup
Beehive Cup.....Win the Jiggy Cup
Feather Cup.....Win the Beehive Cup
Pumpkin Cup.....Win the Feather Cup
Cauldron Cup.....Win the Pumpkin Cup
Skull Cup.....Win the Cauldron Cup
Broomstick Cup.....Win the Skull Cup

Jinjo GP.....Win the Broomstick Cup
Endurance GP.....Win the Broomstick Cup

Grunty Jiggy Challenge....Win the Feather Cup and purchase for 550 Pages
Grunty T.T.....Win the Broomstick Cup and purchase for 250 Pages
Rare T.T.....Complete all T.T tracks and purchase for 800 Pages

=====
|-----[C h a r a c t e r s]-----|
'=====

Humba Wumba.....Defeat her in the Jiggy Cup Champion Challenge
Jolly Roger.....Defeat him in the Pumpkin Cup Champion Challenge
Klungo.....Defeat him in the Skull Cup Champion Challenge
Grunty.....Defeat her in the Broomstick Cup Champion Challenge
Bottles.....Complete all the tracks in the Jiggy Challenge

=====
|-----[G l o w b o s]-----|
'=====

Green Glowbo GP.....Purchase for 250 Pages
Green Glowbo JC.....Win the Beehive Cup and purchase for 250 Pages
Green Glowbo TT.....Beat a lap and track record in T.T mode and purchase
for 250 Pages

Purple Glowbo GP.....Purchase for 150 Pages
Purple Glowbo JC.....Win the Beehive Cup and purchase for 150 Pages
Purple Glowbo TT.....Beat a lap and track record in T.T mode and purchase
for 250 Pages

=====
|-----[B a t t l e T r a c k s]-----|
'=====

Battle Track 1.....Purchase for 100 Pages

Battle Track 2.....Purchase for 100 Pages
Battle Track 3.....Win the Feather Cup and purchase for 100 Pages
Battle Track 4.....Win the Broomstick Cup and purchase for 100 Pages

.=====.
|-----[O t h e r]-----|
'====='

R a r e T . T .

After you have beaten all the records in Time Trial mode, go and visit Cheato. You can purchase the Rare T.T. for 800 Pages. You now have some more difficult times to beat. It is said that these are set by the developers themselves. But as most of the records are round numbers I find this hard to believe.

N e w O p e n i n g S e q u e n c e

Achieve all Platinum Trophies in the game and you will unlock a new opening sequence. It isn't really all that new. The Rare logo has changed from gold to platinum.

S t o p N S w a p

Beat all the Rare T.T. records and you can purchase Stop N Swap from Cheato for 999 Pages. Here is what Cheato says after you have purchased it.

'So you want to know about Stop N Swap, eh? I hope you're ready. Here goes... Why don't you stop annoying me and swap this game for a nice book or something?'

This is Rare's idea of a continuing Stop N Swap joke. If you want to know more about Stop and Swap, see my Banjo Kazooie guide or visit <http://www.rarewitchproject.com>.

P h o t o A l b u m

After you have won all Platinum Trophies, all Rosettes and completed all Jiggy Challenges, T.Ts and GPs, you can purchase this photo album. Buy it from Cheato for 999 Pages. It shows all the game screens that you have seen in the game.

```

\          /|                                     | \          /
)          |-----| [CDIT] (
/          |          16) C r e d i t s          |          \
-----|-----|-----|-----|-----|-----|-----|-----|

```

T h a n k Y o u

- GameFAQs for hosting this.
- All the members of the FAQ Contributors Boards for keeping it real baby!
- You, for clicking on this.

