

-- Hollow Honeycombs HONY The description of hollow honey. Complete 100%
-- Eggs EGGS The description of eggs Complete 100%
-- Red Feathers RFEA The description of red feathers Complete 100%
-- Gold Feathers GFEA The description of gold feathers Complete 100%
-- Mumbo Tokens MUMB The description of the tokens Complete 100%
-- Health/Honeycombs HHHH How the HP in this game works Complete 100%
-- Oxygen OOOO How the underwater HP works Complete 100%
-- Jinjos JINJ The description of the Jinjos Complete 100%
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-- Sprial Mountain SP01 The guide for Spiral Mountain Complete 100%
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-- Grunty's Lair 2 GL02 Getting to Treasure Trove Cove Complete 100%
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-- Bubblegloop return BG02 Returning to Bubblegloop Swamp Complete 100%
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-- Grunty's Lair 11 GL11 Opening Rusty Bucket Bay Complete 100%
-- Rusty Bucket Bay RBB1 Guide for Rusty Bucket Bay Complete 100%
-- Grunty's Lair 12 GL12 Getting to Click Clock Wood Complete 100%
-- Click Clock Wodd CCW1 Guide for Click Clock Wood Complete 100%
-- Grunty's Lair 13 GL13 Getting to Grunty's Furnace Fun Complete 100%
-- Furnace Fun GFF1 Guide for Grunty's Furnace Fun Complete 100%
-- Final Fight FF01 The last part of Grunty's Lair Complete 100%
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(05) THE EGGS AND KEY HFEK The guide on finding the egg/key Complete 100%
-- Grunty's Lair 1 GL.1 Getting to Treasure Trove Cove Complete 100%
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-- Grunty's Lair 2 GL.2 Getting to Freezy Peak Complete 100%
-- Freezy Peak FPGK Getting the Ice Key from Wozza Complete 100%
-- Grunty's Lair 3 GL.3 Getting to Gobi's Valley Complete 100%
-- Gobi's Valley GVE2 Getting Egg Two Complete 100%
-- Grunty's Lair 4 GL.4 Getting to Mad Monster Mansion Complete 100%
-- MadMonsterMansion MMME Getting Eggs Three/Four in MMM Complete 100%
-- Grunys' Lair 5 GL.5 Getting to Rusty Bucket Bay Complete 100%
-- Rusty Bucket Bay RBBE Getting Egg Five in Rusty Bucket Complete 100%

-- Grunty's Lair 6 GL.6 Getting to Click Clock Wood	Complete 100%
-- Click Clock Wood CCWE Getting Egg Six in Click Clock	Complete 100%
+-----+	
(06) MUMBO TOKEN GUIDE MUJU Locations of every token in B-K	Complete 100%
-- Mumbo's Mountain MMT Tokens for Mumbo's Mountain	Complete 100%
-- TreasureTroveCove TTCT Tokens for Treasure Trove Cove	Complete 100%
-- Clanker's Cavern CCMT Tokens for Clanker's Cavern	Complete 100%
-- Bubblegloop Swamp BGMT Tokens for Bubblegloop Swamp	Complete 100%
-- Freezy Peak FPMT Tokens for Freezy Peak	Complete 100%
-- Gobi's Valley GVMT Tokens for Gobi's Valley	Complete 100%
-- MadMonsterMansion MMT. Tokens for Mad Monster Mansion	Complete 100%
-- Rusty Bucket Bay RBBT Tokens for Rusty Bucket Bay	Complete 100%
-- Click Clock Wood CCWT Tokens for Click Clock Wood	Complete 100%
+-----+	
(07) CODES/SECRETS CODE Different secrets in B-K	Complete 100%
+-----+	
(18) LEGAL INFO LIFO Legal information on this guide	Complete 100%
+-----+	
(19) CONTACT INFO CIFO Information on contacting me	Complete 100%
+-----+	
(10) CREDITS/CLOSING CRCL Credits and end-of-FAQ statement	Complete 100%
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|                                     ~~~~~~                                     |
|                                     |%%%%%   Version History   %%%%%|                                     VER. |
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+-----+
VersionFinal| Jan. 2, 2005 | The final update that I am making to this FAQ.
+-----+

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+-----+
|Version1.0x| May 19, 2004 | I'm in a state of sadness here. One of the best
+-----+-----| FAQ writers, Chris MacDonald, has passed away.
| I'd like to dedicate this guide, along with my
| other two Banjo-Kazooie guides, to him. The whole
| dedication can be found in the Credits/Closing.
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+-----+
|Version 1.0| April 9, 2004 | Yes, the WHOLE walkthrough is done. The layout is
+-----+-----| all made and neatly constructed, the search
| feature has been put in, and the following chapters
| have been added: Version History, Introduction,
| Game Basics, Mumbo Token
| Guide, Codes/Secrets, Legal Info,
| Contact Info, and the Credits/Closing. I really
| can't think of anything else to put in this guide,
| so I doubt there will be many more updates. If
| there are, then I'll add them in, but otherwise,
| there will probably be only very small updates now.
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+-----+
|Version 0.9| April 8, 2004 | Well, I said I wouldn't be able to get to Grunty's
+-----+-----| Furnace until Friday but I lied, okay? So anyway,
| the MAIN walkthrough is 100% complete, and rests at
| 151 KB. I was also able to get chapter five done,

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| which is "The Hunt for the Eggs and the Key." It's
| a nice little "sub-walkthrough" seeing as how it's
| written just like the main walkthrough is. Anyway,
| nothing else has been complete still; again, I
| haven't done as much more as the layout. But don't
| worry, since I can probably finish everything
| tomorrow, since I have the whole day off.

+-----

+-----+-----+-----
|Version 0.8| April 4, 2004 | Like promised, I completed Mad Monster Mansion.
+-----+-----+-----| I also got some more of it done, all the way up
| to Grunty's Furnace Fun. I haven't started Furnace
| Fun yet; I won't get to that untill Friday
| unfortunately. But all 100 Jiggies, 900 notes, and
| 24 honeycombs are in the walkthrough, so I'm very,
| very close to completing the walkthrough. Again,
| I haven't gotten a chance to start anything else,
| but I promise you that it'll happen on Friday or
| Saturday. I'll probably have the WHOLE FAQ
| complete on Saturday.

+-----

+-----+-----+-----
|Version 0.6| April 3, 2004 | I've decided to start a guide for one of my
+-----+-----+-----| favorite games, which happens to be Banjo-Kazooie.
| Yeah, shocking. Anyway, I got a great deal done
| today. I finished the walkthrough up to Mad
| Monster. This means EVERYTHING up to Mad Monster
| Mansion. Jiggies, notes, and honeycombs. Now, MMM
| hasn't actually been started yet, but it will be
| tomorrow. I haven't added ANYTHING else yet, not
| even the layout, but I won't get to that until
| next week.

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|                                     |%%%%%   Introduction   %%%%%|           INTR   |
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Six years ago, in 1998, Rare released a game which I thought to be, after a rental, the worst game ever. Well, four days later, my friend got me up that stupid hill near the very beginning of the lair and I started to like the game. A lot. And it has now become one of my very favorites, seeing as how I've played it through at least six times. Rareware has created yet another masterpiece, even though it was made a while ago. Banjo-Kazooie has a concept where there are two friends, a bear and a bird (Banjo and Kazooie) out to save Banjo's sister, Tooty, from an evil witch named Gruntilda. Why the hell would they live in an area where a which's lair is anyway? Ah well. Anyway, this guide will tell you how to get simply EVERYTHING in the game.

The GAME BASICS chapter lists the basic things in the game. I'm talking about the controls, the special moves, the enemies, the items, etc. The WAKLTHROUGH section does just what it suggest: it tells you how to beat the game, start to finish, with 100% items. The HUNT FOR THE EGGS AND THE KEY chapter explains a side-quest that was discovered two or three years after the game came out. Yeah, it was hidden for quite sometime. Then there's the MUMBO TOKEN GUIDE. This lists how to get every Mumbo Token that's found in the game. About half are listed in the main walkthrough, but

every token is listed in the Mumbo Token Guide. The CODES AND SECRETS part of the walkthrough reveal the many codes and secrets in the game (there's a LOT of them). Those are all the chapters that are in this walkthrough.

Now about me, your wonderful author. My name is Colin Scully, a.k.a. "me frog" on the internet. Don't ask how I chose that name. Please. This is my twenty-second FAQ for GameFAQs, and then my first Nintendo 64 FAQ. I have done all Nintendo FAQs, and I'll probably just stick to doing all Nintendo FAQs for quite a while. I mostly do FAQ/Walkthroughs, but I did a few in-depth FAQs in my early years of FAQing. Go me. The reason I'm writing this walkthrough is because I love Banjo-Kazooie. It's one of my favorites, right up there with Final Fantasy VII, Super Mario 64, Orcarina of Time, and Metroid Prime. FAQing, I think, makes games more fun to play, so this was a very enjoyable experience for me. I hope you like this FAQ!

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|          |%%%%%   Game Basics   %%%%%|          GBAS          |
|          ~~~~~                      |
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I decided not to have crap like characters, story, etc. in here. That's what an instruction booklet is for. But it's pretty hard to find an instruction booklet for this game now that I think about it... well then... uh... use someone else's FAQ that has that data. This will just have the items, the SPECIAL characters (that are required for some of the Jiggies), the health list, how bosses and mini-games work, the controls, and the special moves. Sounds like a lot and it really uh.. is.

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|                                     |
|          Jigsaw Pieces                JIGY          |
|                                     |
+=====+
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Jigsaw pieces are the Stars and the Shines of Banjo-Kazooie. These can also be known as "Jiggies," which is how I'll refer to them throughout the walkthrough. There are a total of 100 Jiggies in the game. There are ten Jiggies in each of the nine worlds, and then another ten Jiggies in Gruntilda's Lair. Some can be very easy to find (like they're WAY out in the open), and some can be pretty tough to locate. Other Jiggies can only be gotten by completing mini-games, and you have to fight some bosses for the rest of the Jiggies. Also, you'll get a Jiggy when you rescue all the Jinjos in th world (I'll explain more about the Jinjos later). At first, you can find a Jiggy in the most common area in the easiest location. But as you get to later levels, you'll have to complete difficult tasks to get Jiggies.

Whenever you get a Jiggy in a world, a number will pop up. This number tells you how many Jiggies that you have gotten in that world, so that you can keep track of them. Also, you can pause the game and go to "View Totals." Here, you can view the amount of Jiggies that you have collected in each world, and then the amount of Jiggies that you have collected overall. Now you may be asking yourself, "What the hell are Jiggies for?" Well, they're for the puzzles. Puzzles are like the Star Doors of Banjo-Kazooie, because they open up new worlds for you. There are eleven puzzles in the game, and the first few are very easy, requiring few Jiggies each. They get harder and harder, until you have to have collected almost all Jiggies in the game to open them.

Oddly enough, the very last puzzle is the second-easiest one in the game. Anyway, if you don't have enough Jiggies, then you can't place them in the puzzle and you therefore can't open the world. Don't worry, you don't have to actually solve the puzzle on your own; just press A and you'll place one of your pieces into the puzzle. If you want to take a piece out, then press B. If you want to put all of the pieces in at once, then press Z. Press Z during the later puzzles, when you have to put lots of Jiggies in. You can't take a puzzle piece out of the puzzle after it's

complete, but you shouldn't have to take a piece out at all, so that shouldn't be much of a bother.

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+=====+
|           Musical Notes           MNOT           |
+=====+
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Musical Notes are the Coins of Banjo-Kazooie. You'll notice that I'm comparing this game to Super Mario 64. Well, it's somewhat similar in many ways :) Anyway, there are a total of 900 notes that can be found in the game. Each of the nine worlds has 100 notes in it. Most of the notes are out in the open, but some can be in hard to reach places. Notes can be guarded by traps as well, so don't always rush toward them automatically. Anyway, whenever you get notes, a counter in the upper-right hand corner will pop out. This tells you how many notes you've gotten in that world so far. BE VERY CAREFUL! If you die, you'll lose all the notes and you have to collect them all over again. You lose all notes when you exit a level, but your high score remains.

High scores are the things that really matter though. And yes, you HAVE to have high scores in order to progress. You'll always want your high score to be 100. Why? Well there are twelve note doors in Grunty's lair. They go from a requirement of 50 to 887 (why they chose that number, I do not know). The first eight are required, and you'll have to have a minimum of 810 notes to beat the game. The final four are optional, but they lead to nice rewards. If you don't have the amount of notes that's stated on the door, then you can't get through the door and therefore you can't progress through the lair.

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+=====+
|           Hollow Honeycombs           HONY           |
+=====+
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Hollow Honeycombs are the uh... well... I'll think of it later. Anyway, they extend your life energy. To extend it, you'll have to collect six of the hollow honeycombs to get an extra honeycomb for your life. There are six hollow honeycombs located in Spiral Mountain, which is where Banjo's home is. Then there are two honeycombs located in each of the nine worlds. There is no indication of how many honeycombs you have collected in the current world that you're in. But it's pretty easy to tell, since there's only two. You can always look at the amount on the "View Totals" screen. There is a total of twenty-four honeycombs in the game. However, when you collect your last six honeycombs, you don't get an extra piece of honey for your life.

You can get up to sixteen pieces of honey, but you can only get eight honeycombs by means of the hollow honeycombs. However, the final puzzle is a picture of a honeycomb, and that doubles your life energy. Useful, isn't it? Yeah.

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+=====+
|           Eggs           EGGS           |
+=====+
```

After you learn the EGG move from Bottles, you can use eggs as weapons. It's extremely useful in some situations, and you'll find yourself using eggs persistently. You can learn the egg spitting move in Mumbo's Mountain. Once you ahve that, you'll start seeing blue eggs EVERYWHERE. They are in very common locations, and you should have no trouble finding some if you run out. You can carry up to 100 eggs in total, but if you find Cheato the Spellbook he can give you a cheat that allows you to carry up to 200 eggs at once. Very useful.

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+=====+
|           Red Feathers           RFEA           |
+=====+
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+====+-----+====+
Red Feathers are the things you'll use to fly. You get the flying move from Bottles at Treasure Trove Cove. Once you have the move, you can locate flying pads (I'll tell more about those later) to fly to different locations. When you're simply moving around in the air, then you won't lose any feathers. However, by tapping A, you can fly a little bit higher. This uses up one red feather. You'll have to fly high a lot, so you'll probably use 5-10 red feathers for every average trip. You also use red feathers for the Beak Bomb, which you learn from Bottles at Freezy Peak. When you use the Beak Bomb, one feather is used up. You should rarely use the Beak Bomb on flights, so you don't have to worry about wasting too many feathers. You can carry up to fifty red feathers.

However, if you find Cheat the Spellbook he can give you a cheat that allows you to carry up to 100 feathers at once. Bottles will give you twenty-five red feathers when you first learn the move, which is enough to do most requirements. In places where you need feathers (like in battles), you'll always find some around the arena, so don't worry if you run out. Be VERY CAREFUL when flying without too many feathers. If you run out, then you won't be able to fly any higher and that might put you in a tricky situation (like you're over the edge of a cliff and you can't fly up to the top of it).

+====+-----+====+
| Gold Feathers GFEA |
+====+-----+====+

Gold Feathers are the things you'll use to become invulnerable. You get the invulnerability move from Bottles at Clanker's Cavern. Once you have that move, you can use the golden feathers. These feathers are a lot rarer than eggs and red feathers, and you'll only find ten to fifteen per world (in the first two worlds, you'll find none at all). Sometimes you need to become invulnerable to complete a certain task. By activating the move, you'll use up one gold feather. Then, every second (I think), another gold feather is used up. However, you're completely invincible during this time. You can't attack, but no enemy will be able to hurt you. At first, you can only carry ten golden feathers with you. Bottles gives you five.

You should have found some golden feathers beforehand as well, so when you first learn the move, you should end up with ten feathers. Ten feathers is really all you need to solve all the puzzles where invulnerability is required. However, there are certain points in the game where golden feathers are EXTREMELY helpful, and you might not have enough feathers to use. That's why you need to find Cheato the Spellbook, who will give you one last spell. This spell doubles your feather capacity, so you can now carry twenty golden feathers. It makes things a lot easier during the later course of the game.

+====+-----+====+
| Mumbo Tokens MUMB |
+====+-----+====+

Mumbo tokens are vital for completion of the game, and they are shaped like gray skulls. You can find about six or seven per world, and you need to have collect a total of seventy-five mumbo tokens in order to get everything in the game. In five different worlds (Mumbo's Mountain, Bubbleloop Swamp, Freezy Peak, Mad Monster Mansion, and Click Clock Woods), you'll find a skull hut. This is home to Mumbo, who has the power to transform Banjo and Kazooie into different animals. However, he requires Mumbo Tokens for his services. There is not tally kept of the amount of Mumbo Tokens that you have in a world, since it's not as important as the Jiggies/Notes/Hollow Honeycombs. But they are still very important, and you'll need to keep track of how many you have.

You're not actually required to undergo any of the transformations except for a few. You can get a few Jiggies as an animald, and you can also get a few notes/honeycombs that were previously unaccessable. The transformation in Mumbo's Mountain is a termite. You can crawl up any surface, no matter how steep, and you won't be attacked by other termites. Also, you don't suffer any damage if you fall. The transformation in Bubblegloop Swamp is an alligator. Alligators aren't hurt by the swamp water, and they can fit into tight areas that were unaccessable to Banjo and Kazooie. Also, the alligator is the only transformation that can attack. By pressing B, you'll chomp on whatever's in front of you. The transformation in Freezy Peak is a walrus.

You won't be affected by the cold water, and you can befriend Wozza, who lets you enter his cave (something that Banjo and Kazooie previously couldn't do). The transformation in Mad Monster Mansion is (bear with me here) a pumpkin. Pumpkins are tiny, so you can head into VERY tight areas. You can also travel on thorny areas without fear of damage. The transformation in Click Clock Wood is a bee. This seems like a bad transformation, but it is actually the best. Bees can fly super high in no time at all if you rapidly press A. It can also head into small areas that you couldn't reach otherwise. The Man-Eating Flowers don't try to kill you if you stand on them either, so you can collect their goodies without having to use a golden feather.

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+=====+
|                Witch Switch                WITC                |
+=====+
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There are nine Witch Switchs in the game, and you have to stomp on at least four of them in order to clear the game. There is one Witch Switch in each of the nine worlds. They are just like a regular switch, with Grunty's face on the top. Use a Beak Buster on the switch to activate a certain even in Grunty's Lair. These events either open paths up to Jiggies or make new paths that lead to Jiggies. It's the only way to get nine of the ten Jiggies in Gruntilda's Lair. For the most part, these are in areas where you normally wouldn't have to go to, but you should be able to see them from the majority of places in the game. If you do, head over to one and stomp on it. Remember you might not be able to get the Jiggy that it leads to right away.

You might have to use Mumbo's transformation to get it, or you might have to get new upgrades or go through a new area first.

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+=====+
|                Health/Honeycombs                HHHH                |
+=====+
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This is an action game, and pretty much all action games have health meters in them. Your health meter is made up of honeycombs. You start the game with four honeycombs, but you can get more and more as you progress through (see the Hollow Honeycomb section for information on how to do this). Whenever you get hit by an enemy, you'll lose one honeycomb. Your life meter will appear (it doesn't stay on the screen the whole time unless you're at low health) and one of the honeycomb slots will empty, leaving simply a clear octagon in its place. If you look at Banjo and Kazooie's heads next to the health meter, you can see their expression gets worse and worse as you lose more and more health. When you lose all health, Banjo will fly back and you'll lose a life.

You also lose all the notes that you've collected so far in that world, which is the most annoying thing that can ever happen (especially in difficult levels like Rusty Bucket Bay and Click Clock Wood). However, there are ways to recover your honeycombs. Whenever you defeat an enemy, it'll drop one, two, or three honeycombs

(depending on what type of enemy it is and what move you use to defeat it). Pick these up to recover a single honeycomb from your life. If you are at full health, don't pick the honeycombs up; they won't disappear until you actually leave the world, so save them for later. As you kill more and more enemies, honeycombs become less and less frequent, and that becomes a huge problem in the later levels in the game.

So it's always good to have a few backups lying around, wouldn't you say? Enemies will ALWAYS drop honeycombs, unless they're TNT (which is only found in Rusty Bucket Bay).

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+=====+
|                Oxygen                0000    |
+=====+
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When you dive underwater, a new meter appears below the Banjo-Kazooie head. This is a blue health meter, and it's your oxygen. It's made up of six honeycombs, and it stays like that for the whole game. Six honeycombs is enough to complete any puzzle in the game, but sometimes you'll have JUST enough and won't be able to waste a second. It takes quite a while for you to lose one piece of oxygen (I think it's ten seconds, but I'm not sure). Once you run out of oxygen, you'll drown, no matter how much life you have. There are certain areas in the game that make this especially difficult. In Rusty Bucket Bay, the water is what makes the place hell. It's all oily, so you'll lose oxygen on the surface of the water. If you dive under, you lose oxygen twice as fast.

In Click Clock Wood, there's a portion during winter where you are standing near an icy lake. When you dive under, you also lose oxygen twice as fast. Yes, I know it sucks, but we have to face it.

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+=====+
|                Enemies                ENEM    |
+=====+
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The enemies in this game have all somewhat non-intelligent AI. Also, there's not as many enemies in the worlds as there is in most adventure games, but it doesn't matter. If an enemy sees you, it'll charge at you, but a simple attack or two can take it out instantly. Living bad guys aren't the REAL enemies; it's the environment. You'll find yourself dying 99% of the time due to an obstacle in the game, or by drowning, or by falling. For example, in Rusty Bucket Bay, there are propellers near the back of the boat that kill you instantly if you get near them. Yet there's a Jiggy behind them. So you'll have to risk going past them if you want to survive. Also, in Click Clock Wood, you climb a HUGE tree, taking you higher than you've ever been in the game.

Falling from the top makes you suffer a loss of four honeycombs. There are other things too; messing up on a mini-game can cause you to lose a honeycomb, jumping into swampy or icy water may cause you to lose a few honeycombs, and if you Beak Bomb straight into a wall, you'll lose honeycombs. Like I said before, those are your REAL enemies. The others are just an excuse to give you a way to get your energy back :)

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+=====+
|                Bosses                BOSS    |
+=====+
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The game features an absence of bosses really. In some levels there are bosses, and in some there aren't. For example, one might classify Conga as the boss of Mumbo's Mountain, since he's an enemy you have to defeat for a Jiggy. Also, Boss Boom Box in Rusty Buckekt bay is a huge collection of boxes, and fighting this mass enemy nets

you a Jiggy. You don't get any indication when fighting a boss, although the music may sometimes change. There's always one boss in a level, and nothing more. Sometimes, the boss of a level challenges you to a tough mini-game, where you have to beat it in a limited time or you'll lose energy or your whole life. I guess the only REAL boss you can consider in this game is Gruntilda, since there's many phases to fighting her and she has some hint of difficulty :)

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|           Mini-Games           |           MINI           |
+=====+
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Mini-Games are common in Banjo-Kazooie. Like bosses, there's no really indecation to when you're doing a mini-game, although you should be able to tell. Most mini-games are timed challenges where you have to complete a certain objective before dying. Some mini-games are dangerous as well. For example, in the TipTup Chior mini-game, you have to repeat the song the turtles sing. If you get a wrong note, you'll lose a honeycomb. You'll lose energy in most mini-games if you do something wrong, or if you run out of time. But the reward is almost always a Jiggy, and if it isn't, then it unlocks a path to a Jiggy.

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|           Controls           |           CONT           |
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~~~~~
Control Stick
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~~~Move Banjo~~~

The control stick is used to maneuver, like all games... almost. You can move in any direction within 360 degrees (duh). If you rotate the control stick around with your thumb, Banjo will do a little slide. This is just a warning, so don't play around near and edge or you'll slide off :) Anyway, if you hold it very slightly in any direction, Banjo will start to tiptoe. Running doesn't alert enemies any more than tiptoeing does, so it's perfectly find to run. However, you'll sometimes have to go across very narrow areas, and that's where tiptoeing comes in handy big time. Anyway, if you hold the control stick about halfway, you can walk. That's somewhat handy during those tight bridges. Push it all the way forward and Banjo will then begin to run.

You never get tired, so you can run all you want without fear of slowing down when outrunning an enemy. You can outrun most enemies, but if you can't, then just fight them. When you jump in the water, you can also move around within 360 degrees on the surface. You don't swim very fast in water, but you can swim as long as you want to on the surface. When underwater, it becomes a lot harder to move. The control stick is only used for positioning where you want to swim. If you hold up, you aim at the surface, you use left and right to turn, and you dive down by holding down on the control stick. Sometimes, in icy areas, the terrain becomes slippery. Tread carefully here. There is always a chance of you slipping too far and flying into an enemy/off a cliff/etc.

The best way to maneuver on icy terrain is the Talon Trot (more on that later).

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A Button
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~~~Jump/Swim~~~

The A button is used for, like most action games, jumping. If you tap the A button, you'll slightly rise in the air. Holding the A button allows you to jump pretty high, and you should always hold the A button when you jump. Jumping is used to reach ledges that are a little higher up. You can reach most ledges easily by jumping, but some ledges can't be reached even when you jump. Also, some moves can only be performed by jumping up first. Aside from moving around with the control stick, the jump is the move you'll use most in the game. You'll always have to jump to places in order to progress, and you might have to jump across gaps many times as well. When you get on a Flying Pad, you can press the A button to launch up into the air.

While flying, press A to fly higher (remember, you use up a feather each time). When you get onto a Shock Pad, press and hold A to leap up high into the air. When underwater, if you hold A, Banjo will slowly paddle. This is a very uneffeicient (is that a word?) way to swim, so I suggest sticking to the B button. When on the surface of the water, you can jump as well (how do you jump up when swimming in very deep water?), although not as high.

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B Button  
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~~~Claw Swipe/Swim/Beak Bomb~~~

While standing still (you HAVE to be still), you can do the claw swip. Banjo will swip his claws three times, damaging whatever is in front of him. It is EXTREMELY useless, since pretty much every other move in the game works better. By doing the claw swipe, you risk being hit by an enemy, and then there's the fact that it's the weakest move in the game. Avoid it at all costs. The most useful technique with the B button is the swimming technique. Underwater, hold B. Kazooie will use her wings to propel you forward through the water. This is the fastest way to get around underwater, although it isn't as quick as running. Remember, you don't have to tap the B button when swimming; just holding it will be okay. The final thing you can do with the B button is the Beak Bomb.

While flying in the air, press B (you must have learned this from Bottles) to charge forward. I'll describe the Beak Bomb more in-depth later.

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C Buttons
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~~~Camera Mode~~~

When you're running around the playing field, you may have to adjust the semi-decent camera. To do this, you use the C Buttons. Tap the left C button to rotate the camera left a little. Tap it a few times and you'll do a complete circle. The same applies to the right C button, except you'll be going to your right instead of to your left. By pressing down, you can adjust how close up you'll be to Banjo. Press it a few times to get a close up view. I find this the least efficient, but it's your choice. Press down once more to get a view that's a little further back. This is a lot more efficient than the close-up, but there's one more. Tap it again to get a view far away from Banjo. This is useful, since you can see most of your surroundings.

Some people might find different views that appeal to them, so try them all out to see which one you like best. Tapping the up C button gives you a First-Person view of your surroundings. While in First-Person mode, you cannot move around, but you can look around by using the control stick. This is somewhat helpful in certain situations, but you won't find yourself using it that much. Okay, like all camera

systems, there are many flaws. For once, you sometimes can't shift the camera left or right when you're behind an object, and those are the times where you NEED to shift the camera. Also, the camera can sometimes get stuck at a bad angle when you're creeping across a ledge. This has to be the most annoying thing that could ever happen.

You should get used to the camera system after a little bit, but you'll never fully be comfortable.

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### R Button

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~~~Back View~~~

Hold the R button to activate another part of the camera system. The camera will turn until it's centered behind Banjo. When you turn around suddenly, the camera doesn't shift back, so you'll have to hold R in order to see. You can still move around and perform moves while shifting the camera, so don't worry if you have to get out of an area quickly. Aside from shifting, the R button has no other use whatsoever.

+=====+
| Special Moves SPMO |
+=====+

These are the moves that you learn in Spiral Mountain. They all require some sort of button combination, which is why they get their own section.

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### Flutter

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You have to double tap A in order to perform the Flutter. This is EXTREMELY helpful in Click Clock Wood, and in all other places it can be used to make things a lot easier for you. Jump and while in the air, press A. Kazooie will appear and flap her wings a little, allowing you to float. This can be used to get across gaps that you normally couldn't get across. If you let go of A while floating, you'll drop. Be careful not to do that, because you might be up high, and dropping will cause you to die (beautiful, beautiful rhyme there). As you flutter, you'll slowly fall back to the ground, but you should have enough time to do somewhat of a long jump, as I like to call it. If you hold A for too long, Kazooie will get tired and stop flapping her wings.

You should rarely have to flutter for that long anyway, but it's just a word of warning. With the flutter, you can also stop high falls. If you are falling from a high place, just use the flutter about halfway down and you should float safely. If you're still up high, then use the Beak Buster (more on that later).

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### Rat-a-Tat-Rap

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You'll almost always use this move as your main attacking move, since it can take out pretty much any enemy in one hit (even the ones that require you to be hit two or three times with other moves). To use it, jump up in the air. While in the air, press and hold B. Kazooie will pop out and peck her beak. You hover a bit while you're doing this, so it could also be used as a way of getting across gaps that are too far. The most useful enemies to use this on are the monsters located in Clanker's Cavern, Mad Monster Mansion, Rusty Bucket Bay, and Click Clock Wood. In

those levels, there are places where monsters always pop out of the wall. If you're running somewhere, you can continue running and just use the Rat-a-Tat-Rap to take out any enemy in your way.

But it should also be used on all enemies, like I said earlier. You'll grow to love this move, trust me.

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Beak Barge  
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A useful, but rare move that you'll use is the Beak Barge. To use it, hold the Z button to crouch low. Then press B. Kazooie will come out, and charge forward with her beak. This can be used to defeat most enemies (like the Rat-a-Tat-Rap), but it's main use is destroying doors and windows that block you. For example, in Rusty Bucket Bay, there's a door in one of the funnels. The only way to get in is to break it, but the Rat-a-Tat-Rap won't work. So you can crouch and do a Beak Barge to shatter the door. You can also shatter some boulders with this move, like the ones in Spiral Mountain. Other than that, there is no real use for the Beak Barge.

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High Jump  
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This is a very useful technique, and you'll find yourself using it a lot. Your regular jump won't be able to reach a lot of ledges, so you'll have to use the high jump. To do this, hold Z to crouch. Now press A. Banjo will do a backflip and Kazooie will use her wings to shoot up high. You can move slightly in all directions, which should always be enough to get up onto the platform that you're trying to reach. Remember that when you run and hold Z, you'll slide. So if you want to do the high jump, make sure you're standing still or you might jump to a place where you don't want to be. There is no real way to hover when using the high jump, but you shouldn't need to. Also, keep in mind that the high jump should NOT be used to get across gaps.

You gain almost no distance when jumping, so trying to jump across a large gap with it guarantees failure.

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Roll  
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Useless really. While running, press B to roll forward. You can take out a few enemies with this, but it's as weak as the claw swipe. Just avoid it at all costs.

+=====+
| Advanced Moves ADMO |
+=====+

These are moves that you'll find throughout the first six worlds of Grunty's Lair. There are nine total moves to be learned, and you'll need them all in order to complete the game.

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Egg Spit  
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The Egg Spit is probably the first move that you'll end up learning. By performing this move, you can shoot eggs out of Kazooie's mouth and out from behind her. Eggs can be used for pretty much anything. Patches, food, weapons, seeds, etc. You won't

find yourself using eggs very much for attacking, but rather for completing required tasks in levels. To use the eggs, hold Z to crouch and then press up C to shoot one forward. If you press up C three times in succession, Kazooie will quickly fire three eggs out, one right after the other. If you want to spit eggs out from behind, then press down C while crouching. Again, press down C three times in succession to spit out three eggs rapidly. While crouching, you can use the control stick to aim your shot.

Eggs do moderate damage to enemies. You'll probably only use them five or six times as weapons. But somewhere in every world, you'll need to use them if you want to get one of the world's Jiggies. If you spit an egg out from behind, it'll bounce around a little. If you know it's going to miss your target, you can quickly collect it again. If you wait too long though, it'll break.

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Talon Trot  
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VERY efficient in many different ways. You'll learn the Talon Trot at Mumbo's Mountain and you'll find yourself using it consistently throughout the lair and the worlds. To use the Talon Trot, hold the Z button down and then press the left C button. You can release the C button now. As long as you hold Z, you'll continue to Talon Trot. You move a lot faster with the Talon Trot, and you won't slip when you're on snowy or icy areas. The Talon Trot is not used for any type of attack, so don't bother trying. Probably the best feature of the Talon Trot is the ability to get up steep hills. If you climb a hill and slide right back down, then use the Talon Trot and you can get up with ease. There are VERY FEW hills where you can't get up, even with the Talon Trot.

The final use for the Talon Trot is the jump. You can jump a lot farther with the Talon Trot, useful for running fast and jumping across gaps at the same time.

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Beak Buster  
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This is a pretty painful move for Kazooie, but it's required to progress. Think of the ground pound from Super Mario 64 and you've got the Beak Buster. Hell, even the controls for the two moves are the same: jump up into the air and press Z. You'll stop in the air, do a flip, and Kazooie will slam her beak into the ground. This is a very powerful move, and you can destroy all enemies (except for that stupid Black Crab in Treasure Trove Cove) with one hit. It can also be used to activate the many switches found throughout the worlds, as well as smashing things into the ground. You'll rarely use this for an attack; the main usage is activating switches. The Beak Buster is also an efficient way to save yourself from suffering pain when you're falling.

If you're falling from a great height and have already used the Flutter, then you should be near the ground. However, some heights are REAL high up. In that case, you can use the Beak Buster after you use the flutter and you should save yourself about a honeycomb of damage or so. You'll want to fall a little closer to the ground after the Flutter before you do the Beak Buster, or the thing will be a waste. Be careful though; if you fall too far, Banjo will go out of control and you won't be able to use any moves then.

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Flying  
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This is the first of the two moves that are learned in Treasure Trove Cove. Flying

is needed to get to high places, and it can also serve as a major shortcut if you want to get around quickly. You have to have some feathers with you, and you'll need a flying pad if you want to fly. Once you've found a flying pad (you'll recognize them, trust me), stand on it and press A. You'll fly straight up. You can now move around with the control stick. As you fly, you'll slowly fall to the ground. To get up higher, press A. You'll use one feather, but you'll fly up a little higher. Try to use as few feathers as possible on a trip. So when you think you're really low, use one or two and then wait until you get really low again before using feathers once more.

You are a hard target to hit while in the air for enemies that can throw stuff at you. If you hold down while flying, you'll slowly descend. The best way to get out of a flight is to just press Z; you'll use the Beak Buster and slam down onto the ground. Remember, if you're too high up when you use the Beak Buster, you might suffer damage.

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Shock Jump  
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The second move you learn in Treasure Trove Cove is the Shock Jump. This also requires a certain pad, but you'll find them all over the place in worlds two through nine. When you find one, press and hold A. Kazooie will use her legs to spring up into a super high jump. You can fly forward easily with this jump, unlike the regular high jump. This is used to get to places that are inaccessible any other way, or used as shortcuts to reach areas that are otherwise hard to get to. Be careful if you're on a Shock Pad platform if you don't intend to use the Shock Pad; if you jump on it, you might accidentally jump onto the pad, which could seriously mess you up.

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Wonderwing  
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This is the only move that you learn in Clanker's Cavern (how Bottles made a molehill inside Clanker underwater when there's no way in is beyond me). To perform the Wonderwing, hold Z to crouch and press the right C button. You can release the C button now, but continue to hold Z if you want to keep using the Wonderwing. The Wonderwing is an invulnerability move that makes you completely invincible to any attack that comes at you, as well as any type of obstacle that might hurt you (including swamp water/quicksand/etc.). However, there's a catch; you need golden feathers to use the Wonderwing, and golden feathers are few and far away from each other in the worlds. You can carry up to ten golden feathers at first, although that number can increase.

You use the feathers rapidly as you do this move. But enemies instantly die if they touch you, so this can be VERY useful for boss fights where you have to fight a bunch of enemies at once.

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Wading Boots  
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This is the only move that you'll learn in Bubbleloop Swamp. This allows you to wade through swamp water, quicksand, icy water, thorns, and poisonous water without fear of getting hurt. You'll find Wading Boots scattered about. They look like a green pair of rubber boots. Touch them and Kazooie will automatically put them on. You now have a limited time to wade through dangerous areas, collecting the items there. The time limit is different for each pair of boots depending on where you are. You'll hear a ticking clock when your time is just about to run out. If you

want to stop using them, just press B to take them off. You can jump while in Wading Boots, but you can't attack. Also, make sure not to suddenly stomp in the middle of a dangerous area.

That should go without saying, but I had to point out that that would result in a major honeycomb loss.

~~~~~  
Beak Bomb  
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You learn this move in Freezy Peak, and it is the only move that Kazooie can do while she's flying. To do it, you HAVE to be in the air. Press either B or Z and Kazooie will position herself like a missile and charge forward. This uses up one red feather. Be careful, you'll charge with such force that ramming into a wall can do damage. But this can also be used to activate different things or break things or take out those stupid snowmen. If you charge for a little without hitting anything, you'll stop eventually and fall down a little bit. This attack can't be used without red feathers.

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Running Shoes  
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The final move in the game is learned at Gobi's Valley, and it's how to use the running shoes. In some locations (they're rare, you won't find many places with running shoes), you'll see a pair of white sneakers. Once you learn how to use the running shoes, you can put these sneakers on. This puts you into a Turbo Talon Trot, where you can run twice as fast as usual. This is always used to get to something before a timer runs out, and the timer is usually so short that you can't beat the timer without the shoes. You can jump while in the shoes as well, and you'll do the regular Talon Trot jump. Like the Wading Boots, a timer will tick when you are almost out of time. In some situations, you have infinite time until you complete the task.

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| | Walkthrough | |
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NOTE: WHEN I AM WRITING THIS WALKTHROUGH, I AM UNDER THE TOTAL ASSUMPTION THAT YOU USED IT FROM START TO FINISH. IF YOU HAVEN'T, YOU MAY BE CONFUSED ON SOME PARTS, OR MAY NOT BE ABLE TO PROGRESS IN AREAS WHERE YOU WOULD BE ABLE TO OTHERWSIE.

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| | | | |
|--|-----------------|------|--|
| | Spiral Mountain | SM01 | |
|--|-----------------|------|--|

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The story starts as a huge tower with the face of a witch is shown. There is an actual witch standing before the cauldron. As the cauldron tell the witch, know as Gruntilda, that she's the prettiest girl of ever, but the cauldron tells her there's another girl named Tooty. As Gruntilda runs out with her evil broomstick, we see Tooty running towards her house, and out pops Bottles the mole. After they talk a little bit, we see Banjo still sleeping in his bed, with Kazooie telling Banjo to get off his lazy ass. As Gruntilda flies out, Tooty starts sharking. The comotion is heard while you're looking at Kazooie trying to figure out what's going on. As Banjo finally wakes, you'll head outside and get in control... finally.

Run forward and out will pop Bottles the mole. He'll introduce himself, then explain

that Tooty was kidnapped. At this point, press A and Bottles will tell you to locate his molehills spread everywhere. By doing this, you can learn all the basic moves and get an additional honeycomb added to your life energy, which is always useful considering you're going to be facing some pretty tough enemies. You have no moves except for jumping at the moment, so head forward and talk to bottles, who will explain the camera system. Use the C-Buttons to move the camera around Banjo, to the side or in front. If you hold the R button, the camera will wander back to behind Banjo and Kazooie.

Yes, this game actually has an exceptional camera systems. What a shock. Also, if you ever want to switch into First-Person mode, you can press the Up C-Button. Anyway, continue west. Head down the little path when you see it and you'll find another mole hill. Talk to Bottles, who will teach you about jumping. Press A to jump, and if you hold A, you'll be able to jump a little higher. After trying a jump, you can press A, then tap A in the air, and Kazooie will spread her wings and you'll hover in the air for a second. The next jump is the high jump. Hold Z to get into a crouching position and press A to do a high backflip jump. Now Bottles will retreat back into his molehill. The next thing you'll want to do is head forward, past the hill.

At the southern end, you should find a large tree stump with a holly honeycomb. Use the high jump (remember - Z+A) to get to the stump. Grab the honeycomb and you'll be told that if you collect six of those hollow honeycombs, you can get an extra honeycomb added to your life meter. Now continue north. Another mole hill is here, and Bottles will teach you how to swim under water. Use the control stick to swim on the surface. To go underwater, press B to dive. You can try it in the pool right next to you. Head in and swim around, then press B to dive under the water. You can move around with the control stick and press B to push yourself forward. Near the waterfall, there is a little cave underater. Inside is a HOLLOW HONEYCOMB (2). Grab it and return to the surface.

Make sure you don't spend TOO much time underwater, since you can run out of air and die. Now climb back out of the water. Head north, stick to the west wall. You should see a small platform sticking out of the wall above the water. Use the double-tap jump to float to it, then continue to jump across some more platforms. You'll find a HOLLOW HONEYCOMB (3) at the end. You should see a small statue behind the waterfall here. Do one more jump to it and grab it. This is an EXTRA LIFE. Everyone knows what those are, right? Anyway, jump into the water and swim out, then go right across the bridge. Continue down the path and talk to Bottles once you reach the molehill. He'll tell you about climbing trees. Jump up to the nearest tree and you'll grab on. Climb it to the top.

Now head back across the bridge and climb the tree in the patch of flowers. When you get to the top, jump and you'll grab a HOLLOW HONEYCOMB (4). Cross the bridge once more. From here, make your way to what looks like a big, open, field that's all brown. Talk to Bottles here and you'll teach you how to do the Beak Barge, a useful tactic that you'll be using a lot. Hold Z and press B, and Kazooie will charge forward with her beak. Now destroy all the Quarries here (they look like rocks with eyes) using the Beak Barge. When you destroy the last one, a HOLLOW HONEYCOMB (5) will pop out. Grab it and then leave the big field. Now continue right, and then up the steep hill. Talk to Bottles here and he'll teach you three moves. The first move you learn is simple.

The first move is the slash. While standing still, press B and Banjo will use his paws to slash at enemies. Try it on the Topper (the innocent looking carrot) that's bouncing around. If you touch him, you won't be damaged (however, after enemies appear on Spiral Mountain, they'll be able to damage you). Just destroy him with your Slash and another Topper will pop out. Defeat it and Bottles will teach you the forward roll. While running, press B and you'll roll... well, forward. Try it on the two Bawls that appear and then Bottles will teach you one last move. The Rat-A-Tat-

Rap can be performed by pressing B while in the air. Try it out a few times, then approach the Collywobble and perform a Rat-A-Tat-Tap on it to defeat it. There's one more after that.

Once you defeat the Collywobble, it'll reveal a HOLLOW HONEYCOMB (6). You now have six hollow honeycombs, so you'll net yourself an extra piece of energy! You have five now. Okay, you've mastered everything, so head down the hill. Backtrack a little and cross a wooden bridge leading to the spiral mountain. Climb it and Bottles will appear at the top. He's fixed the bridge, so you're all set to enter Gruntilda's Lair. So you know what? We're gonna do just that. Head across the bridge and into the Lair.

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+=====+
|                Grunty's Lair                GL01                |
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You'll see a scene where Gruntilda and Totty are in a machine which will switch the looks of Tooty and Gruntilda (note how Gruntilda can't fit... heh). Klungo, Gruntilda's servant, will push a button that begins the power. Hurry! Not much time left. Head forward and left and then jump up onto all the rocks. At the top is a golden jigsaw piece. Grab it and you'll find your first JIGGY (1)! Yahoo! Now go right, into an area where the environment changes. Go right here and you'll find a picture with a piece missing. Step on the jigsaw piece and Bottles will explain how to place Jiggys into puzzles. You only have one now, so just press A to place it. The locked door will open and the path to Mumbo's Mountain will appear! So head into the mountain to begin your first level.

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+=====+
|                Mumbo's Mountain                MM01                |
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At first, you'll want to head south and right. You'll find an enemy, as well as a little guy calling for help. Defeat the enemy and do the high jump to reach the pink guy. Grab him! He's your first JINJO (1) on this world. There are five in each world, and rescuing all five means a Jiggy! Drop down behind the platform for a MUMBO TOKEN. Use these to pay Mumbo, the spellcaster, so he can transform you into animals. Now go left, and you should see a bridge crossing water. Collect all the Musical Notes (7) on it. There are 100 musical notes per world. Try to get them all, since musical notes are a requirement for beating the game. To the right of the bridge is a platform. Jump to it and rescue the JINJO (2). Now jump into the water. Down here are two caves.

Collect the Musical Notes (13) inside of them. Now continue across to the area with the bull. This guy can't be defeated, but he can be temporarily stunned. Ignore him for now and look at the strange pillar bouncing up and down. This is a beehive. Break it open and it will reveal three honeycombs. Use these whenever you run low on energy, but don't waste them! Head past the beehive and go left. Conga, one of the evil dudes here, is waiting for you. He throws oranges, which can damage you. Step on one of the three orange switches here and wait until Conga throws an orange at you. Quickly move and it'll land on the switch, making it disappear. Make all three switches vanish and then the first JIGGY (1) for this world will appear. Very, very nice.

There are ten Jiggies per world, and ten in Gruntilda's lair. All but two of the jiggies can be used for something. Once you have the Jiggy, head to the tree which Conga stands on. Climb it and grab one of the oranges. Now head to the little monkey standing on the stump. Give him the orange and he'll raise the platform and give you a JIGGY (2). You're on a roll! Now use the high jump to reach the upper area, the one with the blue eggs. There's a molehill here. Talk to Bottles and you'll learn how to spit eggs out! Simply crouch with Z and press the top C button to shoot and

egg. If you press the bottom C button, you can shoot them out from behind. With that in mind, head right and across the narrow path, and stand on the tree stump, facing Conga.

Spit and egg out at him. He'll scream and throw an orange at you. Dodge it and spit a second egg out at him. He'll throw two oranges. Spit one last egg out and he'll admit defeat, and give you his prized possession, which is none other than a JIGGY (3)! Now go back to the left of bottles. Jump across the platforms, collecting the eggs and the MUMBO TOKEN as you go. You should see a Witch Switch here; there's one in every world, but we can't activate it yet. For now, return to the area that had the beehive. Follow the golden path and climb the stairs, collecting the Musical Notes (22). Now head forward and go left and climb the second set of stairs, grabbing the four Musical Notes (26) here. In the open area, head forward and jump on the platform.

Grab the JIGGY (4) in plain sight. Now go to the molehill here to learn the Talon Trot. Press and hold Z, then tap the left C button to walk on Kazooie's legs. This allows you to climb steep hills. Now, using the tilted pillars as ramps, climb to the top of the structure (you'll have to jump several times to get up the pillars). Grab all the Musical Notes (40) and then the JINJO (3) at the end. You can go behind the large structure, and there's a MUMBO TOKEN behind one of the pillars. Now go down the hill and continue north. Defeat the termites and climb the slight hill to find a spinning totem pole and some notes on top of huts. The first thing you'll want to do is jump up to the platform with the totem pole. Spit an egg into its mouth when it comes near you.

The totem pole will lower and begin to spin faster. Spit another egg in, and then do that once more. When there's one more left, jump onto it and do a high jump to grab a HOLLOW HONEYCOMB. Shoot an egg into the final mouth (it gets faster each time) and a JIGGY (5) will appear. Now grab all the notes on the huts (46). Behind one of the huts is one of Bottle's molehills. Get Bottle's attention and he'll teach you the Beak Buster. Jump up and press Z, and Kazooie will slam her beak into the ground. Jump up onto the hut behind Bottles and use the Beak Buster. You'll push the hut down and reveal notes (51). The hut after that has some eggs. The next hut contains an enemy... oops, wrong hut. The next hut (when you slam it down) has a JINJO (4). The final hut has a JIGGY (6).

Now you should see Mumbo's hut. Below the ramp leading to his hut, there's a MUMBO TOKEN. Grab it and then walk up and stop in front of the door. Do a high jump up to Mumbo's left eye (to YOUR right), and grab the JIGGY (7) there. You only have three more Jiggys left in this world! Now switch to the Talon Trot and head down the hill by means of going south. Head down to the first platform, which has a JIGGY (8). Now Talon Trot around the platforms, collecting all the notes that are there (69). Once you have everything, return to the area where you first learned the Talon Trot (it was near the fourth Jiggy). Get into the Talon Trot position and climb down the left hill. Collect all the musical notes here (90), and then get the final JINJO (5). Once you have the Jingo, he'll thank you and give you a JIGGY (9).

One left! Now head back to Conga's area. Jump up onto the platform where you first got the eggs and climb the left platforms. We're back at that Witch Switch now. With the Beak Buster, you can activate it. So press it down and you'll see the outside of Spiral Mountain, where a Jiggy will appear on the top. We'll get that later. For now, return to Mumbo's House, near the area where you fought the totem pole. In Mumbo's Hut, collect the notes (94). You'll find that you need one more Mumbo Token to be able to participate in Mumbo's magic. So head back to the big mountain area (where all the termites rest). Find the entrance and go in. Defeat the termite in here, then Talon Trot up to the fifth MUMBO TOKEN. With five tokens, head back to Mumbo's place.

Stand on the skull and press B. Mumbo will turn you into a termite. Yay! Now head to

the are where you got the fifth Mumbo Token. Climb the steep slopes here (some require tricky jumps). When you get to the grassy area, grab the final musical notes (100). Congragulations! You have all 100 notes! Now continue climbing the big mountain until you reach the top. Here, carefully make your way over to the extra life, and then take the final few steps to the very top. Get the final JIGGY (10) of this world! Yahoo! Now jump off the side of the mountain (you won't be hurt, because a Termite can survive any fall). Jump off the side of the fence here that's near the little pool. On this mountain side, there's an alcove with a HOLLOW HONEYCOMB (2). You now have everything there is to offer on Mumbo's Mountain!

Excellent! Now exit the world by means of the teleport pad (make sure you're still a Termite).

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|                Grunty's Lair                GL02                |
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You DID hit the Witch Switch in this area, right? I know you did, because you've been following this guide. Anyway, if you didn't, go back and do so. As a Termite, climb the mountain (it proves to be almost difficult enough so the Termite can't handle it, but you'll make it to the top). When you get to the top of the mountain, you'll find a JIGGY (2) that was revealed thanks to the Witch Switch. Once you have that, turn to the main part of the lair. As you go, Mumbo will warn you that the magic is weakening, and you'll become a bear and bird again if you stray too far. Ignore this warning and continue. You'll transform back into Banjo and Kazooie. Doesn't matter, we need them for the next part anyway :) Head to the steep hill past Gruntilda's picture.

Gruntilda will warn you that enemies escape the worlds when you open world doors. Oooh, one termite got out of Mumbo's Mountain, how terrible. Anyway, use the Talon Trot to climb up the steep hill. At the top, you'll find Bottle's molehill, a beehive, and your first Note Door. Head forward and Bottles will pop out. He'll explain that Note Doors must be opened only by, well, notes. You need fifty for the first door, but the number increases as you get farther into the lair. You should have 100 notes, so you have more than enough. Approach the door and it'll disappear. Grunty will warn you that the later Note Doors are going to be much tougher to get through. In this area, there's a lot for you to do, but you can't do it all just yet.

Start by heading left and go down the spiral staircase. You'll find a red cauldron. Cauldrons are scattered throughout the lair. If you find two the same color, you can create a shortcut (you jump into one and you'll appear out of the second). Now head back up the stairs and go over to the picture of Treasure Trove Cove. Stand on the Jiggy and put in two jigsaw pieces to open the treasure chest that leads into the next area. Now climb up the hill and into the sewage area. Drop off the ledge here and into the water. Get out and head into the door and you'll be in the Treasure Cove area. There's nothing for you to do here at the moment, other than going forward and entering Treasure Trove Cove.

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|                Treasure Trove Cove                TTC1                |
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Bottles will tell you (in a bad imitation of a pirate), that there's two new moves for you to learn here, and they both involve two of the special pads that are placed throughout the game. At the start, collect the four notes in the corners (4). Now head down the ramp. Below you, there's a Jinjo trapped in the water, but be careful! Snacker the shark likes to swim in these waters and if you enter water, he'll approach you and take bites out of you, emptying your honeycomb energy. Quickly swim down and grab the blue JINJO (1) and then head back up. Climb the trees on both the

left and right sides. On top of them are FEATHERS. These help Kazooie fly after she learns how (and she will in this level). Now proceed left, under the bridge, to the giant crab that is near the side of the beach.

Twenty seconds in and you're already at your first boss in the area. The crab's name is Nipper, and if Kazooie didn't insult him, he may have helped you. Anyway, eggs don't work on Nipper. Approach him and he'll try to clip at you with his claws. Back away and when he stops clicking, quickly run up to him and perform a Rat-A-Tat-Tap on his face. He'll get angry and start snipping faster. This time, he'll snip at you twice before you can rush up to his face and damage him. He'll snip at you three times after that. When he's done snipping, quickly rush in (he starts it up soon after) and do one final attack. Nipper will scream and retreat into his shell. At this point, go behind his shell and in shallow water there is a MUMBO TOKEN (although Mumbo isn't in this world).

Now enter Nipper's shell. Collect the musical notes (10) as you go through it. At the core of the shell, defeat the two crabs. They take two hits to defeat regularly, but if you use the Beak Buster you can kill 'em in one AND they'll release two honeycombs instead of the usual one. Once they're both gone, grab your JIGGY (1). Now exit the shell. Look to the right of the shell once you're outside and you should see a green, brick wall. You're not gonna like this next part, but too bad. Jump into the water and quickly swim to that green wall. In the corner, underwater, is a HOLLOW HONEYCOMB (1). During this time, Snacker will be trying to eat you. You'll probably be bitten once, but if you keep jumping out of the water as you head back to shore, you should make it there alive.

Now go north, under the second bridge, to find a boat in shallow water. You'll hear someone crying. Head up onto the boat (you'll have to use the Talon Trot) and talk to the captain, Blubber. He's lost his gold, but he can't swim. Now climb up the ropes, collecting the musical notes (16). Bottle's molehill is here. Collect the feathers, then contact Bottles. It's time to learn how to fly! Stand on a flying pad whenever you see one and press A. You'll be launched into the air. You can now move around with the control stick, and press A to fly higher. You slowly lose feathers as you fly, and if you have no feathers, then you can't fly anymore, so make sure to collect as many as possible! Now climb the pole here and at the very top is another JINJO (2).

Now head down the set of ropes that you haven't touched (yeah, we're not flying just yet). Collect all the musical notes (21), and then head back onto the boat. You should find a small part of the floor that's a little lower than the rest. Use a Beak Buster move on it and you'll destroy it and drop into an area below the sunken ship. Drop down and head into the pool of water here. Collect the musical notes (25), the MUMBO TOKEN, and the GOLD BARS. You have another set of gold bars to find, so don't relax just yet. Get onto the crate and high jump out of the area. Now jump into the water on the side of the ship and swim through the little hole. You're back under the ship, on the other side of the fence. There's only two things in this area.

They are some musical notes (29) and the second set of GOLD BARS. Once you have both sets, return to the ship and throw the bars to Blubber. He'll be overjoyed and give you a JIGGY (2), and then he'll run off. Okay two Jiggies so far, eight to go. Now jump onto the beach and climb both trees. Grab the four musical notes that are on each tree (37). Once you have those, return to the ship and climb the ropes to the area where Bottles taught you how to fly. Get on the fly pad and press A. Fly forward, and then enter the little cave on your right [be sure to grab the single musical note (38) as well]. Run to the left, and continue running, until you see a tree on your right with a Jinjo. You have to be careful as you jump to this tree. Why?

If you miss it and fall, you'll lose like four honeycombs. Anyway, once you have the

JINJO (3), continue left until you see a rising hill. Jump on it and travel up, collect all the musical notes (42) as you head up. When you reach the top, go behind the lighthouse and do a Beak Buster on the Witch Switch. The cannon outside Treasure Trove Cove will shoot a Jiggy out. Now break the lighthouse door with an egg and then collect the MUMBO TOKEN. You can enter the lighthouse, so do so and get all the musical notes there (46). There's a Jiggy on the top of the house, but we can't get it just yet. For now, simply head down the spiral mountain and into the main area of Tereasure Trove Cove. Jump into the water and, avoiding Snacker, quickly swim onto the beach.

Once again, return to the ship. Head to the flying pad, and fly once more towards the area with the cave you just went in. Except this time, head left instead of going towards the cave. There's a Man Eating Treasure Chest of Death here, so try to land next to it. When it opens its mouth, quickly high jump inside and collect the JIGGY (3). Now exit the chest by means of a high jump and return to the shore. Here, head up to the ship AGAIN and then locate the crates near it. Climb them and you'll see the molehill. Talk to bottles and instantly all the Shock Pads will become active. Bottles will teach you the Shock Jump. Try the Shock Jump on the pad right next to you. You'll spring up and grab a MUMBO TOKEN. You should have five Mumbo Tokens now.

Now, ONCE AGAIN, return to the ship and the flying pad. Get on the pad and fly to the little cove where we went before. When you're in the next area, make your way to the very top of the lighthouse again. Thanks to the Shock Jump, we can use the pad and reach the JIGGY (4). Once you have the Jiggy, exit the cove. Back out in the main part, jump down into the water. Quickly swim to the other side and jump on the crate with the MUMBO TOKEN. Once you have the token, return to shore and head to the area where Bottles taught you the Shock Jump. Head to the first Shock Pad of the many Shock Pads in this area. Use it to jump to the pad on your left. Here, jump straight up in the air to collect some musical notes (49). From there, jump to the pad ahead of you, and then to the one with the feathers.

Jump straight up to collect all the feathers, and then jump to the platform on your left. Use the series of pads to get to the final platform that has a JIGGY (5) resting on it. Now return to the first Shock Pad. From here, take the left path, over to the JINJO (4). On the Jinjo pad, jump up to the large area on your right. Defeat the crab and collect all the musical notes (55). From there, jump to the tiny island with the single crab. Defeat it. From there, swim behind the structure you were just on and grab the MUMBO TOKEN. From the Mumbo Token, continue northeast, into the sea. Avoiding Snacker, jump onto the crate and grab the HOLLOW HONEYCOMB (2). Quickly return to the shore. From there, return to the area where Bottles taught you about the Shock Pads.

This time, go right. Collect the musical notes (58) along the narrow path leading to the flying pad. Turn around once you have them and take the other path, collecting the musical notes (61). When you reach a junction, take the left path and grab the notes (64) and then take the right path and grab the notes (67). Backtrack a little until you're near the first Shock Pad. There's a platform sticking out on the right here; drop down and you'll find Leaky. He'd empty the water for you, but he has a hole. Spit out two eggs from Kazooie's back into Leaky. As thanks, he'll empty the water. Jump to the top of the sand castle and collect the five musical notes (72) that are here. Then drop down and locate the entrance to the sand castle, then go through.

First thing you'll want to do here is collect the four notes (76) in the water. Then approach the floor with all the letters. The crab will tell you that if you can solve his puzzle, you'll win a prize. The puzzle is simple: Spell "Banjo-Kazooie" out by using the letters. When you Beak Bust the B, the timer will start. You have 100 seconds to spell out the rest. If you don't know how to spell it, it's written up on the wall. Once you finish spelling it, the gate will open and the crab will

walk out. Perform two Beak Busts on him to defeat him. Then run through the gate and collect your hard-earned JIGGY (6). Before you go, let me tell you that this area is the place where you enter all the important cheats for the game, which I'll explain in the secrets section.

Exit the castle now, and then head up out of the pit by heading right. Continue right, past all the pillars, until you get to an area with two Man Eating Treasure Chests of Death. Jump into the first chest and get the musical notes (81) that are inside. If you want some feathers, you can jump in the second treasure chest. Defeat the clam and then cross the thin bridge. Collect the musical notes (85) across the platforms as you carefully make your way up to the top of the tower. Here, you'll find a giant X. Beak Bust it and an arrow will appear. One of those Man Eating Chests will tell you to follow the clues if you want gold. And yes, we do want gold. So use the flying pad and head north, over a good chunk of the level, until the next tower comes into sight.

Follow the rest of the towers (there's a lot). You'll fly across what is basically the whole level before you come to one final X. You've been here before, and that X wasn't there. Stomp on it and a "?" will appear instead of an arrow. Simply jump to the island before to find a huge X. Stomp on this and break open the treasure chest to reveal a JIGGY (7). Yes, it's time to return to that ship again, one last time. Head there and get up to the flying pad. Here, fly across all the water and onto the big area on your left. Land and instead of climbing the steps, head to the back. In the northeast area, there's a THIN walkway. Go across carefully, and then jump across the crates. Jump across lots of platforms next, collecting the eggs if you wish.

At the end, there's a JIGGY (8). Note that if you fall during any of this, you'll end up in water where there are no safe areas closeby so be extremely careful. Hey, guess what? Now we get to make the trip back! Oh boy! Carefully make your way to the stairs again and climb them. Climb two sets here, using the Talon Trot to collect the notes (93) on both sets of stairs. Jump into the Man Eating Chest here and grab the two MUMBO TOKENS (two? Nice) inside. Now climb the third set of stairs, collecting the musical notes (97) on the edge. You should see a pool with a mine. Carefully avoid the mine and dive into the pool. Grab the JIGGY (9) that's at the bottom. Get out of the pool and you should see a ledge sticking out that gets thinner and thinner.

Make your way to the end (be careful) and rescue the final JINJO (5) in this area. He'll give you a JIGGY (10). You now have all ten Jiggys, but we aren't done yet! Drop down to the next area and you should see a small pool with a crab on your left. In it are the final musical notes (100). NOW you should have everything that Treasure Trove Cove has to offer. Nice. Exit this area that's hardly worthy of a vacation spot (might be a good place to shoot another Jaws movie, though).

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|                Grunty's Lair                GL03                |
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Head to the ship opposite you and jump onto the cannon sticking out. Do a high jump to the actual ship, and make your way to the second platform. If you activated the Witch Switch, like I said, a JIGGY (3) will be here. Grab it and then head out of this part of the lair. Back in the sewage area, climb the vine and head out of this part of the lair by means of the door on the right. Defeat the Minion roaming this next part of the lair. Locate the Shock Pad and jump up to find another puzzle. Stand on the switch and as you start putting the pieces in, Bottles will tell you that you can simply insert all your pieces in at once by pressing Z. So press Z to place the remaining pieces and a sewer hole will open up somewhere else, revealing Clanker's Cavern.

Now return to the sewage area, and enter the large gray pipe. Inside, follow it to the end. It's a dead end, but there's a hole in the right side that you can use to enter another area. Here, head forward and defeat the Minion, then activate the cauldron. There's also a MUMBO TOKEN on top of a pipe on your right. Now exit the pipe and head back into the main sewage area. Get on top of the pipe you were just in. Use the high jump to get to another sewage pipe. Enter this one. Go right and drop down onto a switch. Activate it and two pipes will rise. Cross the pipes and use the beehive if you wish. Otherwise, enter Clanker's Cavern.

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|                Clanker's Cavern                CC01                |
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Drop down into the water and defeat the crab. On the left side here, there's a dark pipe that's hidden. Locate it and climb it, then jump onto the pipe to the left of you. Head forward. Whenever you see a black hole, it means that a monster can come out. Approach it and you'll hear a roar. Get back a little and wait for it to retreat before going across. There's two such monsters here, as well as some musical notes (4). At the end is a red feather. Jump to the next pipe to get a GOLD FEATHER. These are valuable feathers that make you invulnerable when you use them. Now jump up on top of the starting pipe and grab the MUMBO TOKEN. Jump to the next gold feather, and from there, make your way across the pipes again, avoiding the green monsters.

Be sure to collect the musical notes (8) as well. When you get to the end, go left. Get some energy from the beehive if you need to, but make sure to rescue the JINJO (1) here as well. Now jump into the water below you. Swim into the pipe, and make sure you collect all the notes (14) as you swim to the other side. It can be hard to do, but make sure that you collect them all. At the end, you'll meet Clanker, Gruntilda's gargabe grinder. He dislikes all the garbage in the sewer, and he wants some fresh air. We'll give him some, but not just yet. Dive down into the water and head to the bottom. Enter the pipe on your right and swim through, collecting all the musical notes (21). When you emerge, head up to the surface, because you're bound to need fresh air.

Now swim up to the front of Clanker. Dive down and head left, into the pipe. Collect the MUMBO TOKEN and swim out. Now enter the second pipe on your left. Swim through, grab the JINJO (2), and continue swimming until you emerge in the main area once more. Swim to the right of Clanker and dive down. Locate a pipe that's in the right wall. Swim up for air, dive down, and as fast as you can make your way to the end of the pipe, which has a JIGGY (1). Quickly swim back to the main area and go up for air. After you have air, swim left. You should see an upside down pipe going into the water. Swim down to the bottom of the pipe and enter it to find a HOLLOW HONEYCOMB (1). Now swim to the left side and locate a beehive in front of a monster hole.

Jump up to that platform and climb the pipe. Use the Shock Pad to rocket up to a little ledge with a single note (22). Now float to all the little alcoves on your left, collecting eggs, feathers, gold feathers, and another note (23). When you have all that, drop back down into the water. Now head to Clanker's tail, which is moving left and right out of the water. Carefully make your way up to the top of his tail. When it reaches the left side, jump to the pipe sticking out of the wall. Here grab all of the notes (33), as well as the MUMBO TOKEN that's being guarded by the monster. Once you have all that, we can finally move on. Head to the back of the cavern and dive down to see a pipe in the middle of the back wall. Enter the pipe and swim through and you'll be in a small cave.

This is somewhat of a mini-boss. There are four mutant crabs here, and if you do a Beak Bust on all four they'll die easily (and they'll spit out two honeycombs each). Once all four are defeated, they'll give you their prize. Jump on one of the pipes

and make your way to the center structure that has a JIGGY (2). Before you go, collect all the musical notes (41). Now return to the main cavern. Take a DEEEEEEEP breath and then dive down to the bottom. In the center, there's a chain which leads to an ever deeper area. First thing, grab the JINJO (3) that's screaming for help. Second, you should notice a fish swimming around in this area. His name is Gloopier, and he spits out air bubbles. If you're low on air, touch a bubble to restore two of your oxygen honeycombs.

Now, you see that giant key? Well, you have to swim through it three times. Each time you swim through it, it'll turn. As you swim here, watch your energy, and collect an air bubble from Gloopier if you have to (never get below three oxygen honeycombs). Once you swim through three times, Clanker will rise up into the fresh air. We aren't done here just yet. You have to swim around and collect all the notes (49) in this area, while getting air. Once you have the notes, head straight up to the surface. Whew, that was pretty tough. Well, now that Clanker has risen up to the surface, the fun begins. When Clanker's body lowers, jump up on top of it. Collect the musical notes (59) here, and then collect the JIGGY (3). Clanker will then tell Banjo and Kazooie that he has a toothache from eating too much garbage.

Now, while you were collecting the notes, you might have noticed a screw that kept shooting up into the air. This is Clanker's "blowhole" so to speak. Stand on the screw and when it shoots up, quickly get off. Carefully make your way across the thin pipe, collecting the notes (63). Grab the JIGGY (4) at the end. Now return to Clanker's body. Head to the back and climb up the tail. At the top, jump to the platform with all the feathers. Collect the feathers and then shoot three eggs at the gate blocking the Jiggy. The gate will open after three shots, allowing you to collect the JIGGY (5) that is inside. Now return to the blowhole. When the screw shoots up, drop down into Clanker's body. Yeah, there's a lot of crap we can get in here.

When you land, turn around and activate the Witch Switch that's right behind you. The eyes of Gruntilda will raise (it's in the area where you opened Treasure Trove and Clanker's Cavern). Now run forward, through the blades. If you get hit, keep running; there's no real way to ignore them. Make sure to collect all the musical notes (69) as you go. At the end, grab the wonderful JIGGY (6) that waits for you. Enter the next part of Clanker. Here, drop into the water and swim through the pipe that's behind you. In this area, defeat all the crabs, then use the Talon Trot to grab all the musical notes (77). Head back through the pipe. Here, locate the pipe that's in the left wall. Swim through, collecting all of the musical notes (82). At the end, you'll exit Clanker.

Return to the top of Clanker and drop down through the blowhole again. Make your way through the spinning blades once more. In the next room with the flying pad, fly across to the other side and land on the platform. Enter the room here. You'll see a bunch of spinning blades going at a rapid speed. Wanna try to get through one of those? =P Anyway, Bottles's molehill is here as well. Walk up and press B and he'll teach you the oh-so-wonderful invulnerability move. Hold Z and press the right C button and Kazooie will use her wings as a shield. This uses gold feathers, and you can only carry ten of them, so use this move wisely. So, it's time to use your new move! Charge through, collecting all the musical notes (88). At the end, collect all the gold feathers and the JIGGY (7).

Now head back across the gates using the same move and exit this area. Drop down to the pool here once again. Are you ready for a tough mini-game? Well, locate the green ring and jump through. Right after, another blue ring will turn green. Each time you go through a green ring, another ring somewhere else in the room turns green. Go through all the green rings in order (you have fifty seconds; that's what makes this difficult) and when you make all of them disappear the water level will rise. Wait until it hits the top and then go and collect the JIGGY (8) as your reward. Now that the water level has risen, we can access one cave that wasn't

possible to access before. Locate it and head through, collecting the notes (91) and defeating the beehive at the end.

Now, in this tiny pool, swim straight down and rescue the JINJO (4). Now exit Clanker and head to the front. On the left and right sides of Clanker are two platforms. Jump on one of them and you should see a gold tooth. Shoot three eggs at it and that will clear part of Clanker's toothache. Do the same thing on the other side and Clanker's toothache will be gone for good. He swallowed the reward, so enter through the left hole in his teeth. Grab the JIGGY (9) that rests here. Exit and enter through the right hole to find a MUMBO TOKEN. Exit Clanker once again. Head to his right fin. When it rises, use it to jump to the platform with the monster hole and the Shock Pad. Quickly get out of the way of the monster, and kill it with eggs.

When it's gone, use the Shock Pad to jump to the right, onto the pipe. From here, grab onto the pole and climb up, collect the musical notes (95). At the end, jump to the grate and collect the eggs, then jump into the little alcove and collect the MUMBO TOKEN. Now return to the Shock Pad platform. This time, jump to the left, and you'll grab onto a pole. Climb it to the top and jump to the platform. Do a Beak Buster on the grate and you'll fall into a little hole. The final JINJO (5) is here. Grab your JIGGY (10). You have all ten Jiggies, but there are two more things that we have to do. First, jump out of the hole and Talon Trot down the small hill, collecting the final notes (100). Just the Holly Honeycomb now. Jump to the little pipe sticking out of the wall and use a Beak Buster on the grate.

You'll break it all fall through a hole, grabbing a HOLLY HONEYCOMB (2). You should now have six honeycombs, increasing your life energy to seven honeycombs! Yay! There's still more honeycombs we can get. You now have everything in Clanker's Cavern, so head back to the exit and go back into Gruntilda's Lair!

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|                Grunty's Lair                GL04                |
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In here, head right and you should notice a switch. Press it down to have a pipe raise across the water. So hop across the pipes and then get onto the pipe that you just raised. Use a high jump to get onto the big pipe. Head forward, past the monster. Talk to Brentilda (Gruntilda's nicer sister) if you wish, but then continue right. At the end is another switch. Press it down to open a grate blocking a pipe. Dive into the pool and head through the pipe that has now become available. When you emerge, you'll be in a wide area. Climb up by means of the left or right hill and you should find your next picture. Stand on the puzzle piece and press Z to place all required pieces in. You'll now open Bubblegloop Swamp, which is the fourth world.

Now that you have the next world open, head back to the sewers. Exit by means of the pipe and you'll be back in the main part of the lair. Here, head through the door on your left. You're back in the room with the giant Gruntilda picture on the floor. Her eyes should now be raised, assuming that you hit the Witch Switch in Clanker's Cavern. Use a Beak Bust on both her eyes and a JIGGY (4) will appear in the center of the picture. Grab it, then return to the previous area. Here, head across the water and Talon Trot up the steep hill to find a Note Door, with a requirement of 180 notes. You have 300 notes, so that shouldn't be much of a problem, should it? After the door opens, head on through. You're now in an area with a giant Gruntilda statue.

Head left and Talon Trot up the steep hill. Enter the wooden hole to be in the Bubblegloop Swamp area. Ignore the holes on your left and right for now; just cross the path to the hut. If you need energy, there's a beehive behind the hut. Otherwise, just proceed forward into the swamp.

There's one new move for you to learn here, and you can learn it instantly if you wish. Turn around at the start and defeat the frog. You should see Bottles's molehill. Talk to him and he'll tell you about the Wading Boots. If you see a pair of boots, you can put them on and wade through dangerous swamp areas for a limited time. It's a huge requirement for this level. Now head back and to your left, you should see a golden crocodile. It's mouth keeps opening and shutting. When it's open, shoot an egg and it'll disappear. Another golden crocodile will appear and he'll say that he wants an egg as well. Head forward, past the Wading Boots, and cross the bridge, collecting the musical notes (5). Make sure to jump to the platform on your left.

It has the first JINJO (1). Now return to the pair of Wading Boots that you passed. Put them on and head into the swamp. Behind the pillar that had the jinjo is a MUMBO TOKEN. Grab it and head to the other side. Here, simply wait until the boots' timer runs out. Head across the log with the musical notes (8). On the next platform, there's a jigsaw switch. Push it down and a Jiggy will appear far away. You have a limited amount of time to make it to the Jiggy. Quickly switch to a Talon Trot position, and charge up the hill. Talon Trot the whole way, since it's fast and efficient. Ignore any musical notes that you miss by accident; well get those in a sec. When you reach the end of the narrow platforms, the JIGGY (1) will be there, assuming you haven't run out of time.

After you have the Jiggy, backtrack down the path, collecting all the musical notes (28) that are there. Also on this path is a beehive, a golden alligator that needs you to feed him an egg, a MUMBO TOKEN, and then a JINJO (2). Now head back to the area with the jigsaw switch. Jump onto the floating lily pad, and use that to get to the platform with all the tree stumps. A frog, known as a Flibbet, will appear. Suddenly, the Flibbets will start to appear. I find the most efficient way to beat a Flibbet is by using the Rat-A-Tat-Tap. No matter what move you use (even the Beak Buster), it'll take two hits to defeat a Flibbet. Once you defeat all of the Flibbets, they'll give up and give you a JIGGY (2). Now jump to the log leading to the turtle.

Collect the notes on the log (31). The turtle will tell you that his feet are numb and cold. First, grab the musical notes that are on all of his feet (35). Now, on whatever foot you want, do a Beak Buster. It'll retreat into the turtle's shell. Do the same for the next three feet and the turtle will thank you in two ways: first, he'll open his mouth, allowing you to enter. Secondly, he'll give you a JIGGY (3). So take his Jiggy, and then enter his mouth. Go left, collecting all of the musical notes (38). You'll encounter a turtle, who is conducting a turtle choir. Listen to their song and then go behind the turtle and get the MUMBO TOKEN. Continue left, grabbing more musical notes (41). Now return to the conductor of the choir and talk to him.

He'll show you the musical once more. Now you have to repeat it. Just do Beak Busters on the turtles in the correct order. The conductor will then give you lesson two. This one is a little more difficult, and you may have to see it again, but you'll get it. Lesson three is tough. You may have to write this one down, or see it quite a few times. Once you have lesson three down, the conductor will give you a JIGGY (4). Beware, if you mess up when you're trying to recite a choir piece, you'll lose a honeycomb, and there aren't many sources of honeycombs in this area. Okay, once you have the Jiggy, get on TipTup's desk. Use a high jump to reach the HOLLOW HONEYCOMB (1) that rests there. Once you have the honeycomb, leave the turtle. Jump onto the turtles head, and then grab the Wading Boots from atop the shell.

Inside the swamp, rescue the orange JINGO (3) that is near a corner. Now return to the area where you fought the Flibbets. Turn right and cross the log, collecting the musical notes (44). Now jump to the platform with the Shock Pad. Jump up to the first hut. Bust it to reveal another Shock Pad. Jump up to another hut. You'll keep encountering huts with Shock Pads, but you'll eventually reach a hut that reveals a Witch Switch and musical notes (49). After collecting the notes, hit the Witch Switch. The hat of the Grunty statue you saw earlier will shatter, revealing an opening. Now climb the hill and bust the hut, then continue jumping up all of the pillars. Eventually, you'll reach a golden alligator (assuming you fed the first two eggs).

Use the Shock Pad to jump to the platform with the alligator (while collecting a MUMBO TOKEN in the process). After shooting an egg in the alligator's mouth, return to the previous platform. Use the Shock Pad to get to the final pillar. Bust the hut for a JIGGY (5). Now return to the place with the first Shock Pad. Jump to the little circular ledge surrounding the first pillar. Jump from ledge to ledge there until you get to a ledge with Wading Boots. Put them on and wade to the back of the swamp. Collect the notes (49) there. We can't get everything under the pillars just yet; we'll do that soon though. Now head back to the Flibbet battle area, and jump onto the log facing the alligator. Collect the notes (52) here, and then jump to the place with the alligator.

Jump up on top of the alligator, collecting all the notes (57). At the top is a pair of Wading Boots. Put them on and QUICKLY rush forward, into the swamp. Rush to the back, and when you reach the back wall, quickly gather all the notes (62). Your time should JUST finish as you get the last few notes. If you don't get all the notes, you could still wade into the swamp by using your golden feathers, so do that if you must. Otherwise, climb the pole here and rescue the JINJO (4). From here, jump to the next pole. Climb it and collect the musical notes (65) it has at the top. Now you can return to the area with the alligator and climb the path on the left. Get energy from the beehive and the wasp if you wish, but then continue right. You should pass some Wading Boots.

Put the Wading Boots on and quickly make your way through the path, collecting all the notes (70). At the end, you'll be at about the halfway point and a patch of land with more Wading Boots will be waiting for you. Put the Wading Boots on and continue through the maze. When you get to the end, you should have collected some more musical notes (74). Here, you can either hit the Jiggy switch or continue through the maze. Let's hit the switch first, shall we? Once you hit the switch, you have ten seconds to get across an EXTREMELY narrow platform. The trick here is not to go fast, but to take your time the first part of the path. Walk slowly, so you don't fall (if you do, you'll get a few bites from the piranhas before you can make it to safe areas; and you'll have to do the maze all over again).

When the wide part of the platform is in sight, quickly jump to it and grab the JIGGY (6). You should reach it with one or two seconds to spare. Yeah. Now you can carefully make your way across, to the other side. Here, grab the third pair of Wading Boots and quickly head through the final part of the maze, collecting the notes (77). At the end is Mumbo's Hut. FINALLY. You should have nineteen Mumbo Tokens, and this only requires ten. Step on the skull and press B and you'll be transformed into a little alligator! Cool! You know what the best thing about being an alligator is? It's the fact that you can now wade through swamp water quickly and efficiently without fear of being damaged by the evil piranhas of death. Exit Mumbo's hut.

Out here, you can crawl through a little hole which saves you the trouble of going through the maze. Head up to the front of the alligator and enter the little hole on the left or right side. When you enter, collect the musical notes in BOTH holes (83) and grab the MUMBO TOKEN. Now proceed forward. Talk to Vile the Crocodile and he'll ask if you want to play his mini-game. Yes, you do. The rules of the game are

simple, but the challenge can be extremely difficult. There are three games you have to play. The first is the easiest, but is still difficult. Simply eat more red munchies than Vile. Press B to eat a munchy as it pops out. You should get around 25, but Vile is literally a machine and can eat a ton. Also note that if you tie, you lose.

And if you lose, Vile will come at you and take off two honeycombs. Ouch. The second game is a lot more difficult: eat more red munchies than Vile, but you have to avoid the yellow munchies. Vile eats a LOT in this game and he always knows where the munchies pop out, while you can't see the whole area, so it's partially luck. The third game is VERY difficult. You have to eat the color munchy of whatever is shown at the top of the screen. Vile can tear you apart here, so you're going to have to work fast. If you can't beat Vile, come back when you have the running shoes from a later world. With them on, you can win this game easily. When you FINALLY win, you'll get a JIGGY (7). Now return to the area with all the pillars (you remember this area, don't you?).

You can head under the pillars and collect all the goodies. So get what's there: some musical notes (87), a few eggs, two MUMBO TOKENS, gold feathers, red feathers, and the last JINJO (5). You'll get the Jinjo JIGGY (8) now. Yahoo. Once you have all that, head back to Mumbo's Hut. You don't remember how to get there, it's through the little hole that's near the alligator area. Now make your way through the maze, and then back to the area with the first Jiggy switch (near the very start of the level). Now jump across the log that you haven't go over yet and collect the notes (90). Defeat both frogs on the other side and collect the eggs. Now use the spinning lilyypad to reach the pole in the center of the swamp. Climb it and grab the MUMBO TOKEN.

Now fly to the platform with the giant pink egg. Here, hit the Shock Pad behind the egg to jump to the top. Here, you'll want to smash the X by using a Beak Buster. You'll shatter the first shell. Now drop down and do a Rat-a-Tat-Tap on the second X. Do a third Beak Buster, then charge at the egg with Kazooie's beak (on the X), and then a final Beak Buster to reveal a JIGGY (9). Now use golden feathers to collect the five notes (95) in the swamp area behind you. After you get them, take the path back to the area with the alligator. Behind the alligator is a platform with a golden alligator. Shoot an egg in its mouth and the final gator will appear. Head to an island behind the turtle and shoot one last egg into the alligator's mouth to get a JIGGY (10).

That's all ten! But we still have to get five more notes and locate that last Hollow Honeycomb! Head back to Mumbo's hut. Go behind the hut to find a MUMBO TOKEN. Inside it, you can find another MUMBO TOKEN behind Mumbo's chair. Also, jump onto the pillar with no flame, and use it to reach the upper platform. Jump to the center to get the second HOLLOW HONEYCOMB (2). Now transform into an alligator. In certain areas of just the swamp, there are random musical notes spread about. Collect the remaining five (100) and you'll have everything in Bubblegloop Swamp. Whew, that was DEFINITELY the hardest level so far. Okay, now that you have everything, exit AS AN ALLIGATOR.

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|                Grunty's Lair                GL05                |
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Back in the lair, head out behind the swamp entrance and you should see a pipe on the left side. Head through and you'll suddenly be in a very cold area. (If you're curious to know why you had to stay an alligator, the pipe is covered in swamp water.) Here, head forward and step on the jigsaw switch. Place all the puzzle pieces in and you'll open Freezy Peak, the next level. Head back to the Bubblegloop area and cross the bridge. When you get across, the magic will fail and you'll become Banjo and Kazooie again. Exit through the pipe in front of you. Here, fall

shattered. Fly down and land near the bridge at the foot of the tree. Jump into the giant pot holding the tree and collect the MUMBO TOKEN, then climb the pole up. Ignore everything as you climb the pole to the very top. Jump onto the platform here, and then high jump up to the highest point in the middle. You'll FINALLY collect your first JIGGY (1). Now drop down to the platform with all the musical notes. Collect them all (26) and hop down to the lowest level. Grab the PRESENT (1). Collect three of these and give them to Bobby's kids later. Now exit the tree and return to the flying pad. Behind the pile of presents is Bottles's molehill. Time to learn a new move!

Talk to him to learn the Beak Bomb. While flying, press B and Kazooie will shoot through the air like a missile. If you hit a wall while doing this, you'll both fall and lose honeycombs. However, if you practice your accuracy, it can be a quick and efficient way to dispose of annoying enemies. For example, THE DAMN EVIL SNOWMEN WHO KEEP THROWING THEIR STUPID SNOWBALLS AT YOU! Get onto the flying pad and locate the two nearest snowmen (they are real close). When you get in a good position, aim for their hat (it has an X) and use the Beak Bomb. Hitting their hat destroys them for good (well, until you die or leave the level). Destroy both snowmen. Once of them has a MUMBO TOKEN under it. The other has the Witch Switch. Stomp on it and you'll be shown a cut-scene.

The wall above Freezy Peak will reveal a hole with a Jiggy and a flying pad. We'll get this much later. For now, return to the flying pad. Jump onto the ledge on your right and collect the notes (30) as well as the JINJO (1). Now head back to the platform which the snowman that held the Mumbo Token was on. Collect the notes (34) around the platform. Now jump to the platform in the middle of the water (let me warn you; as long as you are Banjo and Kazooie, the icy water here can do some serious damage). From there, lead to the big platform in the middle, the one with the HUGE snowman. Run around both its legs, collecting the two MUMBO TOKENS and all of the notes (44). Once you have all of that, jump to the platform that has the steep slope.

Here, turn right and you should spot an island with a present. Jump and grab the PRESENT, and collect the eggs if you wish. Return to the previous platform you were just on. Use the Talon Trot to get up the slope. Now, begin the long, long trek up the scarf, which includes lots of feathers and musical notes (59). When you reach the top, defeat the beehive if you wish, and then go around the snowman, collecting more feathers and notes (63). Now, listen and you should hear a Jinjo calling for help. Go around in a circle until you spot the Jinjo on a giant sled that is stuck on top of a pole. Jump to it and rescue the JINJO. Now head to the Shock Pad near the sled (make sure you don't actually get on the sled, though). Use the Shock Pad to jump to the logs on your left.

Carefully walk across the long log, and then drop down into the little hole to collect a JIGGY (2). Now head to the logs on the right and use the Shock Pad to reach a higher area of the snowman. Collect the final PRESENT (3) and then use the fly pad to fly to the very top of the snowman's hat. Defeat the ice block (I find the Rat-a-Tat-Tap is the best method to use against that enemy) and then head around the tip of the snowman's hat, collecting all the notes (71). Now drop down to the bottom of the hat and drop down the little hole here to be back on the snowman's nose. Return to the sled that you saw when you were near your first Shock Pad. Ride the sled down. Funny how fast Banjo's going actually. You'll automatically collect a MUMBO TOKEN as you ride.

Just Boggy's luck, you land right on his stomach. Ouch. He'll stand up and then cough up the object he swallowed which is *holds suspense*..... a Jiggy. Wow, didn't see that one coming. After thanking you, Boggy will run off. Collect the JIGGY (3) that's on the hill, and then return to the igloo. With all three presents, you can make the kids happy. Inside the igloo, toss the presents to the kids and they'll give you a JIGGY (4). You can also collect a MUMBO TOKEN that's here. Now

return to the flying pad near the first Jinjo and the area with Bottles. Fly up to the three giant buttons on the snowman. Use a Beak Bomb on all three (you can get right up in front of them, so it's quite easy to do) and a Jiggy will appear at the bottom of the snowman.

So fly down to the middle island and get the JIGGY (5). Return to the flying pad. To make your life easier, we're gonna take out the rest of those ****ing snowmen. Spring up and fly right, and you should see your first snowman. Aim and Beak Bomb. This guy reveals a MUMBO TOKEN. There's a second snowman right behind the first. After destroying him, he'll leave behind a valuable HOLLOW HONEYCOMB (1). Now turn left and head straight to see the final snowman. Defeat him and he'll leave behind a golden feather. Hey, a Jiggy appears at the top of the snowman as well. Forgot about that. So fly all the way up to the top of the snowman's hat and grab the JIGGY (6) that rests there. With the snowmen gone, the rest of the level should be pretty simple.

Return to the flying pad, and fly right, all the way across the icy lake, and to Mumbo's hut. Enter the hut. Here, you can be transformed into a Walrus for fifteen Mumbo Tokens. You should have twenty-four tokens. First, jump onto the pillar without a flame and then jump up onto the upper area. Go around, collecting the notes (77) and the JINJO (3). Now step on the pad and press B to be transformed into a walrus. Head outside and into the icy lake, which can no longer damage you. Wander in this lake, and around the village. On the houses and in the lake are a bunch of musical notes (92). Once you have the notes in the lake and on the houses, head near a house with some feathers. Behind it is a JINJO (4). Now head over to the steep hill to the left of the snowman you destroyed earlier.

Climb it and you'll find Boggy. Ignore him for now and collect the musical notes (96). Now jump on the sled and you'll start a race with Boggy. It's realtively simple: you have to go thorough all the flags and beat him to the end. You can steer the sled with the control stick and jump with A. You'll head through the village, where you need to take a few sharp turns and jump over a house. The rest of the course is pretty easy. Just make sure you don't fall too far behind or the race will end auotmatically. Also make sure you don't miss any flags. Anyway, when you win, you'll get a JIGGY (7). Now head back to the village, ignoring all musical notes on the way there. As you descend down the hill, the big walrus will stop you. He'll give you his JIGGY (8) because... well, he just will.

That's a cool walrus. Collect the musical notes on the side (100). Nice you have all 100 notes! Now follow the walrus into his cave. He'll welcome you gladly. Locate an icy puddle, and head through the small opening that's available. Here, you'll find a HOLLOW HONEYCOMB (2) on a platform. Grab the extra life and then retreat back into the saftey of the walrus's main cavern. Head out of his cave and return to Mumbo's hut. Time to change back into Banjo and Kazooie! (Too bad... I like Mr. Walrus.) Now head back into Wozza's cave. He'll let you take the Jinjo if you leave him alone. So rescue the final JINJO (5) and collect the JIGGY (9) as your reward. Now look through the glass in First-Person mode. There's the legendary ice key... we'll come back to it when you finish the game.

Ina surprising twist of fate, we aren't gonna go for the tenth Jiggy now. You need the running shoes to get it, but those aren't found until the next world. So for now, exit. We'll return later.

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Dammit, an evil snowman has escaped from Freezy Peak. Typical. Anyway, we can't get the Jiggy that we revealed by means of the Witch Switch just yet; we need the running shoes. For now, just exit this cave and head up into Gruntilda's mouth. The

Note Door here requires 350 notes, but we have 500, right? RIGHT? Enter and then follow the path right (be careful, if you fall, it's an instant death) to a puzzle. Stand on the jigsaw piece and press Z to place every piece in. You'll open Gobi's Desert, the next level. Head back out through the door and then return to the area with the giant urn (go through one of the doors in this area). Here, break down the wall next to the giant set of stairs (not the ones you just came through) using eggs.

Head in to find some Wading Boots. Put them on and quickly head out and jump up the stairs. Head forward, across the deadly quicksand, and over to the entrance to Gobi's Valley.

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|                Gobi's Valley                GL04                |
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At the start, turn around and you'll find your first JINJO (1). Approach it and make sure you don't fall in the quicksand. Head forward, past carrot top boy, and use the Talon Trot to climb the hill, collecting notes (5) on the way. When you get to the top, jump onto the two paws of the giant Sphnyx and get the notes (11). From the left paw, fly to the platform with eggs. From there, make your way up a few platforms. There's a flying pad here; fly up and over the statue's head (grab the MUMBO TOKEN). Land on the left platform. The statue will tell you that its nose is all stuffed up. Shoot a single egg into the right nostril, and then jump to the platform on your left. Shoot another egg into the left nostril. The statue will sneeze and he'll open the door as thanks.

Jump down to the bottom and go through the door; don't linger, since an evil hand will come up and try to kill you. In this area, go north all the way and you'll find a MUMBO TOKEN that's being guarded by a hand. Avoid the hand and grab the token. In each of the four corners, there is a single music note. Grab the notes (15) and then return to the start, near the magic carpet. Jump up onto the carpet and grab the note (16). Then look at the small statue. Shoot an egg into its mouth and it'll make the carpet rise. Jump to the carpet with the JINJO (2). The first carpet should've lowered by now. Drop back down and shoot an egg to make the carpet rise into the air once more. This time, jump to the opposite carpet. Grab the note (17) and shoot and egg into the mouth of the statue.

Jump to a third carpet with a note (18). Shoot a final egg into the final statue, and jump to the last carpet, which has a JIGGY (1). Drop down to the floor and exit this area. Outside, head back to the platform with the flying pad. But this time, drop off the back of the statue. You'll land near some Wading Boots. Put them on and head left. Start grabbing all the notes (26) and the MUMBO TOKEN as you follow the wall. You should have just enough time to get everything and get onto safe land before the boots run out of time. Now return to the flying pad. Fly up and look around for a giant Kazooie statue with a target. Beak Bomb the target to open a pyramid door and start a timer. You have twenty seconds to get into the door, which is plenty of time.

Once through, collect all the notes (34) in the alcoves, as well as grabbing the MUMBO TOKEN. Now talk to the man, who will tell you that there is treasure in the room. Standing on the basket, spit eggs out from behind into the smaller basket that is spinning. Shoot five eggs into the basket (it spins faster and faster as you go), and then a snake will rise up real high. Climb it up to the top, and use a high jump to grab the JIGGY (2). Now exit this pyramid. Head down the hills and return once again to the flying pad. Head up into the air and you should see a statue with an otagon on top of its head. Fly through the Octagon and it'll disappear and relocate itself somewhere close by. Find it, and it'll hide itself in the sands near the large statue.

Head through once more, and it'll switch to a different part of the sand. Fly through and it'll appear between the two cactus platforms. Fly through one final time and the statues will give you a JIGGY (3). And they said that you would beat the witch... dammit. Now use the flying pad ONCE AGAIN (you're gonna be using it a lot... get used to it). Fly to the northeast area, with another pyramid. On top of it is a sun switch. Press it down and you'll have ten seconds to enter the pyramid. Slide down, collecting all the notes (38), and head through the door. In here, defeat the mummy by using the golden feathers (only way, since the mummy is classified as undead). Once it's gone, collect the notes in the corners (42). Now do a Beak Bust on any panel you wish and then a timer for one-hundred seconds will begin.

This is a simple matching game. Match two of the panels up in a row and they'll remain faced up. Get a mis-match, and the panels will flip back over. It sounds difficult, but you should beat it on your first try easily. Once you have beaten it, you'll get a JIGGY (4). Be sure to collect the MUMBO TOKEN and then exit the pyramid. Go around the pyramid by means of the LEFT side. Carefully jump across the platforms and collect the notes (44). Fly into the little alcove in the back of the pyramid and rescue the JINJO (3), and then stomp on the honeycomb switch. A honeycomb will appear inside a cactus ring. You know what that means? It's time to make your way back to that flying switch! Take the right path this time as you get to the front of the pyramid (safer, but not notes).

As you head to the main statue, you should see a beetle flying in the air. To the left of it are some huge stairs, and on the rails there are notes. Collect the notes (48) on both sides, and then continue to the flying pad. Now locate a huge square pyramid, and land near the bottom. Locate the start, which is near a switch. Step on the switch; you can't make it to the door in time, but it's a good idea to collect all the notes (52) while we're here. Okay, once you have the notes, return to the bottom of the pyramid, where the switch is. Talon Trot down the steep slope. Now head left, along this entire edge. Beware, if you fall, you die. Collect all the musical notes here, and when you get to the stairs and railings, get the two notes on each railing.

Then continue forward, getting the notes. At the end your note total should be (65). What a shock, I now want you to return to the flying pad. There, fly up and into the little alcove to the left of the Kazooie pyramid. Collect the notes (70) in front of the closed door here. Once you have the notes, wait for the magic carpet to arrive, and use it to get out of this area safely. Let it fly you to one of the statue's paws. Just head up to the flying pad from here again :) Fly to the northeast corner, to the left of the pyramid with the matching game. There's a platform here surrounded by quicksand. Gobi the Camel is chained to a rock. Break the rock with a Beak Buster and Gobi will reward you with a JIGGY (5) then run off to find some shade.

Use the magic carpet to get to safety. Wow, we don't have to head to the flying pad instantly for once. Just head north, past the cactus and the square pyramid, and Talon Trot up a steep hill in the corner. Grab the two notes (72) here. Now head to the back of the square pyramid and grab the Wading Boots. Quickly continue forward and down the steep hill, then head into the sand and get all the notes (83) before the Wading Boots' time runs out. Now Talon Trot up the steep hill. Return to the very start, where Trunker (the carrot tree) was. You'll find Gobi facing Trunker. Jump on Gobi's back and do the Beak Buster, and he'll spit water out into Trunker. After Gobi runs off, Trunker will thank you by revealing a Jiggy. Climb a tree and use it to fly to Trunker's top.

Grab the JIGGY (6) here. Now it's time to learn a new move. We could've learned this much earlier, but I thought it best that you just got all the jiggies that didn't need the shoes first. Talon Trot up to the top of the Kazooie pyramid. From there, locate a tree with a molehill behind it (it's closeby). Contact Bottles by means of

the molehill. This is the last move in the game, the running shoes. They are a pair of regular white sneakers, but if Kazooie touches them, she can run really, really fast. Yahoo. Once Bottles retreats, head back to the small hill in the corner where you found those two notes (you hit 72 then). There's a pair of running shoes here. Put them on and quickly run south, behind the square pyramid, past the Wading Boots, down the steep hill, and onto the platform with the hand.

The hand is holding a Jiggy, but you can't get it without the shoes. Quickly rush up into the hand and jump into it to grab the JIGGY (7). Once you have it, get to the top of the hill by means of the Talon Trot. Return to the Running Shoes. Put them on once more and quickly rush to the start of the square pyramid. Push the button. With the shoes, you can now reach the top and fall through the door in time (you'll still have like, one second or less to spare though). When you fall through, you'll be in a room filled with water. Dive down and collect the JIGGY (8) to open the gate. All the water will fill out, into the big chasm, making the quicksand disappear. Now that it's drained, defeat the three mummies by using your golden feathers and then collect the notes (87).

Now exit the pyramid. Grab the MUMBO TOKEN and slide down the hill, into the water. Dive down to the bottom, where you can find a MUMBO TOKEN, some notes (93), and a JINJO (4). Now locate the pillar near the statue. As soon as you get on the pillar, the statue will start moving back and forth. Spit three eggs into it and a tiny part of a pyramid will rise. Another statue will appear somewhere. Do this again and a second part of the pyramid will rise. Repeat once more and the whole pyramid will show. Now head up to it and enter. Kind Sandybutt (I'm not kidding, that's his name) will warn you to turn back or face great danger. He's not joking, but we'll continue anyway. Head forward, collecting the notes (96). The moment you enter the maze, a timer will start.

Quickly get into Tallon Trot mode and move left. The moment you have a path available, move right. It's pretty easy from there on, but if you delay or run into lots of dead ends, you're in trouble. If you run out of time (which is sixty seconds, by the way), then spikes will close on you and you'll die. That means you'll lose your four Jinjos and your 96 notes. Anyway, when you reach the end, head forward collecting the final notes (100). A coffin will open up revealing a JIGGY (9). Now jump into one of the urns to find the final JINJO (5). Get the last JIGGY (10) here. There's two more things to do: the Witch Switch and the last Hollow Honeycomb. To get the Witch Switch, head back into the maze. Quickly make your way thorough to the switch, which is really close to where you just were.

When you find it, push it down and a coffin near the urn in Grunty's lair will open. Quickly head back to the end of the maze, and proceed out of it. When you are out return (for the last time) to the flying pad. Fly to the alcove on your left where the five notes were. You'll find Gobi here. Do a Beak Bust on his back and he'll spit out the 'comb. Afterwords, he'll leave to find "peace and quiet" (don't worry, you'll see him again in Banjo-Tooie). Grab the last HOLLY HONEYCOMB (2). You should now have six Hollow Honeycombs, which should grant you another piece of life energy! So now you have eight pieces, great. NOW it's time to leave. Return to the start and exit this godforsaken desert.

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|                Grunty's Lair                GL07                |
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Use the Wading Boots to get across the quicksand, and then defeat the two mummies with golden feathers. To get the Jiggy revealed from the Witch Switch in Gobi's Desert, use the Shock Pad and leap forward as you begin the jump, then move forward some more so you can grab the JIGGY (6) in the crypt.

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| Return to Bubblegloop BG02 |
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NOTE: If you have not beaten Mr. Vile's game yet, you should be able to now with the running shoes. It's still hard; really hard; but you should have an easier time doing it. If you have beaten his game, then head to Freezy Peak.

+=====+
| Return to Freezy Peak FP02 |
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Back in Freezy Peak, it's time to get that final Jiggy. Rush down the hill, and head up the hill to your right using the Talon Trot. Boggy is here again, and he wants to race you. However, you're on foot. If you didn't have the running shoes, this wouldn't be possible, but with the running shoes it's very easy. There's a pair right in front of you when you start, so grab them and then rush forward. It's the same obstacle course as before, so you should know the layout. The shoes should last you the whole race, and time out just at the end. When you beat Boggy, you'll get the final JIGGY (10). Great, you now have everything there is to offer in Freezy Peak. Now head out into the Lair again.

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| Grunty's Lair GL08 |
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Head left and use a high jump to reach the Shock Pad. Using the pad, jump up to the next level. Here, go left and pass the Shock Pad here. At the end, there's a switch and a pair of running shoes. Stomp on the switch, then quickly grab the running shoes and rush out to where the flying pad appeared. Quickly get onto the flying pad before it shatters and launch into the air. Now fly through the Freezy Peak entrance cave, and back in the Freezy Peak area, fly up high to a plank sticking out in the wall. Land and take the JIGGY (7) that's there. Okay, now use the flying pad to safely make it to the ground. Head out of the cave and turn left, and you'll start to go up a sloping hill. Climb this hill to the top and then head forward, past the note door.

At the end is a spider web on the floor. Spit out three eggs from behind to break it and activate the blue cauldron. Now return to the note door, which has a requirement of, I think, 450 (but we have 600). Enter it and jump into the pool. Dive down and swim through the pipe into the next area. Here, there's another pipe which you should swim all the way through. Keep swimming and you'll get to an area with an alcove on your right (it has a torch on it). Get on that alcove, and then jump left to the second alcove. Jump up two more alcoves and you'll be at a picture. Stand on the jigsaw piece and insert twelve puzzle pieces to be given access to Mad Monster Mansion. Yay! From here, backtrack through all of the water and into the area with the two note doors.

Drop down to the bottom here and enter the area accessed by Gruntilda's mouth. Carefully make your way across the first bridge. You have to make your way across a second bridge, but travel only when the cave has lightened up; otherwise, you could fall into the lava. Once you cross the second bridge, enter the next area. Here, head north, but hug the left wall. When you reach a gate, spit two eggs out at it to open it. We won't go here now, but it'll be useful later. Turn right and enter Mad Monster Mansion.

+=====+
| Mad Monster Mansion MMM1 |
+=====+

Head forward and collect the notes (4) in front of the actual mansion. Now climb the

pipe to your left or right. Collect the notes (8) around the four corners of the pipes and then climb up the hill. Smash the window on the right side and enter. There's a toilet, named Loggo, who you'll use later. For now, collect the MUMBO TOKEN and exit. Now smash the window on the left side of the mansion. You can't get anything here yet, but you'll need to have smashed it. On the back side of the mansion, there is a Shock Pad. Use it to reach the tiny ledge in front of the large window. Smash the window and enter. Collect the notes (12) here, and then defeat the ghost with a gold feather. The pirate painting has a Shock Pad in front of it, but there's a monster.

Defeat the undead monster with a gold feather when it pops out, then use the Shock Pad to reach the upper area of the bed, where a JINJO (1) is being held. Now you can exit this room. Jump to the tiny pipe area on the third floor (to your left). Collect the notes (16) around these four corners, then return to the area where the green JINJO (2) was being held. After rescuing him, head to the other side of the roof, where there's a Shock Pad. Use it to reach the top of the chimney. Do a high jump and you'll fall through the chimney and into the fireplace. There's a Jiggy on the table, but if you make noise on the floor, the ghost will wake up. So use the chairs to jump to the table, and run forward [collecting the notes (18)] and get the JIGGY (1).

The ghost will run off in fear. Now you can collect all of the musical notes (24) on the chairs (musical chairs... heh). Drop down to the floor and bust open the door to get out. Head right, north (take out the gate with a Rat-a-Tat-Tap) and then left. You're at the entrance to the wine cellar. Smash the door blocking your way and drop down. Smash all of the cellar doors with a Rat-a-Tat-Tap to get eggs, a gold feather, a MUMBO TOKEN, a JINJO (3) and a JIGGY (2). You should also collect the notes (28) in the back. Now exit the cellar. Head to the back, past the gate that you broke open earlier. In the grass, there's a little alcove with three notes (31). Now head north, into an area with a shed. Defeat the undead skeletons with golden feathers if you wish.

On one side of the house, there's a Shock Pad. Use it to jump to the roof of the house (NOT to the top of the hedge). Quickly get into Talon Trot mode so that you can stay on the house roof. If you touch the thorns, you'll lose energy, so avoid them at all costs. Collect the notes (35) on the roof, then drop off. Use a Rat-a-Tat-Tap to break the shed door, and then enter. Talk to the bucket and it'll tell you to solve the puzzle and you'll get the Jiggy. Jump onto the bucket. A ghost will appear and start to circle the room and a timer will start to count down. You can move around on the bucket, and you have to run over the letters to spell "Banjo-Kazooie" within the time limit. If you get hit by the ghost, you'll lose energy and be knocked off.

You could also lose energy if you run over a witch panel. Simply locate the correct letters and rush over them. If you get low on energy, jump off the bucket and exit. When you spell out "Banjo-Kazooie," the timer will disappear, as well as the ghost and the bucket. Collect the JIGGY (3) and exit the shed. There's nothing more for you to do in this area (you can collect a MUMBO TOKEN in a south alcove if you wish though), so head out and through the gate that you broke down earlier. You're in a big area, facing the main mansion. There is a graveyard, as well as a bunch of flower pots here. The first flower pot is in front of you. Spit an egg out from behind into it and it'll thank you by... doing nothing. You have to track down four more flower pots and spit eggs into them as well.

The last pot is near the very back, in a darkened area. Once you give all the pots eggs, they'll give you a JIGGY (4). Beware of the gravestones; some come alive and try to attack you. Two Rat-a-Tat-Taps will do them in. In one of the windows of the mansion, there is a picture of Banjo and Kazooie. You can jump through that window to be in a big area with lots of feathers, eggs, and gold feathers if you need them (there's an extra life as well). Once you have all that, exit by means of the same

window. Return to the door of this mansion. Next to the first flower pot is a gravestone. Jump on it, and use it to get to the roof above the door. Get into Talon Trot mode and collect the note (39). Now jump up here and collect all of the notes (49) on this level.

Now jump to the clocktower and carefully go around. Collect the MUMBO TOKEN and then enter the clocktower. You'll emerge at the top of the mansion. Get the notes (53) here, and then use the Shock Pad to jump to the pole. Climb the pole and jump up one last time to collect a JIGGY (5). Now drop down to the bottom of the mansion. Head out of this area and return to the cellar entrance. Climb the pipe near here and then creep across the small walkway to get on top of the hedge of the hedgemaze (don't worry, not thorns here). Creep across the top of the hedge and head to the northwest corner. There's a lost JINJO (4) here. Now go through the maze, collecting all the notes (59). When you have the notes, exit through the south way. From there, make your way to the start of the area.

Head left and south; near here is another part of the world that has a fountain. Defeat the two skeletons with gold feathers, and then use the Shock Pad to reach the JINJO (5). This will net you another JIGGY (6). Now collect the notes (63) around the fountain. Near the fountain, there's some stairs. Climb them to find running shoes and a switch. Hit the switch and grab the running shoes, then very quickly run to the front of the mansion. Head through the now open door (if you take too much time, the door will close). You're now in the mansion, which is a church. For now, just head forward. If you need honeycombs, there are two beehives (with bees) on both sides of the organ. Otherwise, jump up onto the small platforms with the notes (65), and leap onto the chair with the Shock Pad.

Collect the MUMBO TOKEN, then use the Shock Pad to get to the top of the organ. Here, use the Talon Trot to reach the music book, where the hand will ask if you can play his organ. He'll start to play a tune. After he hits a note, hit it yourself with the Beak Buster. Beware, he does sharps and flats as well, to trick you. If you get a wrong note, you lose a honeycomb, so be careful! After playing two easy tunes, the hand will leave and surrender his Jiggy. To get it, climb to the music, and high jump to get to the top of the music book. Do another high jump, then start to climb the organ pipes. Collect the JIGGY (7) here. Climb down the other set of pipes. Make sure you've collected all the notes (69). Kill the skeleton if you wish. Now locate the flying pad on the left side of the pipes.

Get onto it and fly up to the rafters at the top. There's the Witch Switch here. Smash it to reveal a Jiggy in the witch's eye near where one of the Note Doors was. If you creep across the shutters, you can find two gold feathers, a MUMBO TOKEN, and a HOLLOW HONEYCOMB (1). Be very careful going across the thin shutters. If you fall, you'll lose a LOT of health, AND you'll have to get back up here again. Anyway, once you've activated the switch and have the honeycomb, return to the chairs below. Take out the two ghosts and get the musical note (73) on each of the chairs. Now exit the church. Here, locate the top of Mumbo's hut. You can get there by jumping over a thorn bush, but you have to be quick so you aren't damaged and killed. After jumpinig over, enter the hut.

Twenty tokens is the price this time; you should have a little more than enough. Stand on the pad and press B to be transformed into a pumpkin. Collect the notes here (75). Now head to the top of the clocktower (not the very top, don't actually enter it). Go around to the back, so that you're facing the hedgemaze. Look around to your left and you should see a ramp leading up to the hedges. Jump into that area and climb the ramp, then go left and left once more to reach the house. Jump into the first window you see. Here, drop down and head under the floor. Grab the HOLLOW HONEYCOMB (2) here. Head out and go around to the other window on this floor. This one has Lubbo the toilet. Jump in and he'll flush you down. Head forward when you land.

Avoid the monsters (be extra carefully if you're trying to get the gold feathers) and tentacles, and run forward and collect the JIGGY (8). Now head out of this filthy area. Back outside, head into the small pipe on your left. You'll drop down and pick up another JIGGY (9). Also, be sure to collect the musical notes here (80). Now exit through the small hole. You have one last Jiggy left, and it's a rather simple one to get. Head into the area that had the shed. Go north and then east and follow the path. When you reach a junction, turn left. First, go around the swamp and collect all the notes (84). Now head up the ramp and drop into the well. You can jump into the bucket here for a JIGGY (10). We still have to get all of the musical notes, so don't start celebrating yet!

VERY CAREFULLY make your way around the well and collect all the notes in this area (91). Once you have them, head back out. Return to Mumbo and transform back into Banjo and Kazooie. Now head to the house near the beginning. Climb up to the top floor (you have to use a shock pad). There's a window here that you haven't broken yet (opposite the one that you have broken). So smash it and head through, and then collect the final notes (100). Okay, you now have all 100 notes! Return to Mumbo and get transformed into a pumpkin once more. Now exit Mad Monster Mansion as a pumpkin.

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+=====+
|                               Grunty's Lair                               GL09   |
+=====+
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Some of the gravestones now come to life. As a pumpkin it's possible, but difficult, to outrun them. When you exit head left, past the evil gravestone. Remember that gate you took down? Well, now we're going through it. Head down the path, up the stairs, and in to the little room. Mumbo is here, sleeping as usual. Run up and transform in Banjo and Kazooie once more. Then go to the coffin and do a Beak Buster on it. This will reveal a switch. Push it in to raise the water level in a different part of the lair. Head back to Mumbo and transform into the pumpkin once more, then exit this area. Back at the mansion entrance head south, past any dedealy gravestones, and exit. In the next area, you'll find a very thin path that you should cross.

Unless you're on a fairly straight part of the path, travel only when the area lightens up. When you get to the other side, head through the small hole. You'll find a book that flaps around here. Cheato the Spellbook is what the book is called. He'll give you a magic code as a reward for finding him. Once he's told you, return to Treasure Trove Code by means of the warp cauldrons.

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+=====+
|                               Return to Terasure Trove                               TTC1   |
+=====+
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Head to the sandcastle where you spelled out "Banjo-Kazooie" for a Jiggy (you'll have to patch Leaky up with eggs again). After killing the crab, enter "REDFEATHERS" into the floor. This is the cheat Cheato gave you. Now you can carry up to 100 Red Feathers! There are two more codes Cheato can give you. Since I believe in working for rewards, we're not gonna enter the other two cheats until we find Cheato. I don't even think you can enter the cheats until then anyway...

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+=====+
|                               Grunty's Lair                               GL10   |
+=====+
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Make your way back to the red cauldron and warp. When you get out of the warp, return to the Freezy Peak cave. Using the Shock Pads, make your way up to the switch and the shoes again. Use the switch and shoes to make it to the flying pad, then launch up into the air. You see Grunty's left eye? If you hit the Witch Switch in Mad Monster Mansion, it should have a Jiggy. Use a carefully aimed Beak Bomb to dive

at the glass and shatter it. Then fly into the JIGGY (8). We're having very good progress in this game so far, aren't we? 700 notes, 78 Jiggies, and 20 Hollow Honeycombs. But there's still 200 notes, 22 Jiggies, and 4 Hollow Honeycombs yet, so don't start slacking! Anyway, head up the ramp near the Freezy Peak cave. Enter the door that was previously a Note Door.

You'll come out immersed in water, since we raised the water level earlier. Avoid the mine and swim into the next pipe. In this area, swim up to the surface and jump to the platforms near the huge boat. Climb the stairs, head north (avoid the monster), and then jump over a bunch of crates left of you. At the end, leap to a Rareware box. Smash it with a Beak Buster to reveal another water level switch. Stomp it to raise the Water Level to the second floor. Now enter the water, dive down, and head into the previous area. Go up to the surface and you should see a platform with a grate blocking a pipe. Use a Rat-a-Tat-Tap to destroy the grate and head up the long pipe. When you emerge, you'll be in front of another water level switch.

Press it to raise the water level once more. This will start a timer. Quickly dive into the water and head through the pipe. Swim up to the surface here and then turn around. You should see a ledge. Jump to it and climb the stairs. If you take too long, the water level will lower and you won't be able to reach the ledge. Anyway, Cheato is up here, once again. He has another cheat for you, and believe me, you'll want this one. So yes, head back all the way to Treasure Trove Code.

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+=====+
|                Treasure Trove... Again                TTC3        |
+=====+
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Back here, go to the sandcastle once more. Empty it and defeat the crab, then enter the following code: "GOLDFEATHERS" Now, twenty gold feathers is the max instead of ten! Yes, Cheato gave you this code, and it is VERY useful. Now return to Grunty's Lair.

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+=====+
|                Grunty's Lair                GL11        |
+=====+
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Head all the way back to the ship, where you raised the water level a second time. Swim to the right of the boat and enter the cave there. Head forward and when you see a beehive, perform a Rat-a-Tat-Tap on the right wall (if you kept going, you would've encountered a dead end). Head through and stand on the jigsaw piece. Place twelve Jiggies into the puzzle to open Rare's great idea of a cruel joke, Rusty Bucket Bay. Return to the boat and swim down into the entrance.

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+=====+
|                Rusty Bucket Bay                RBB1        |
+=====+
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Hardest. Level. Ever. You'll probably die many times, forcing you to collect the notes again and again. You'll be glad I told you to get those Gold Feathers doubled; real glad. Head forward at the start, collecting the musical notes (5). Head left and you should see a small pipe sticking out of the wall. Jump into it. Here, take out the TNT boxes with eggs, and then make your way across the planks, destroying the monsters. Collect the notes (10) here and then exit. Now jump onto the pipe and you'll be on a higher floor. Head up the bridge on your left, collecting the notes (14). Go around the big pipe on the other side, and take out the killer lifeboat with a Rat-a-Tat-Tap. Do a high jump up to the front of the boat. Get the note (15) and continue forward. You should see three switches.

Beak Bust them in this order: 3, 1, 2, 1, 1, 1. A JIGGY (1) will spit out of the

middle horn. This is about as easy as they come (and if you didn't know which buttons to press, it would be hard, trust me). Now grab the note (16) and then drop down. Climb the ladder up to the platform. Here, walk around and head across the bridge, grabbing notes (20) Head around the next pipe and climb the ladder. Next, head left. Defeat the monster and use the Shock Pad to reach a MUMBO TOKEN. Drop down, and continue forward, grabbing notes (24). Climb the final ladder and grab the JIGGY (2) in the middle of the pipe. Now it's time to get a few hard Jiggies, just so we can get them out of the way. Drop down to the bottom of the ship and head to the start of the ship.

From here, go right, past the killer lifeboat. Climb all of the boxes when you see them, and then you should see a giant TNT box suspended by a rope. Climb the rope to get to the top of a crane. From here, you should see the Witch Switch in front of you. If you jump and float with Kazooie, you should JUST make it onto the platform. Stomp on the switch and a Jiggy will appear outside of the platform. Now drop down and head to the very back of the ship (just continue forward). Collect all the notes (30) around the edge of the ship and grab the MUMBO TOKEN from the lifeboat. Now jump into the right pipe (the left one will try to eat you). Here, defeat the sailor minion, and then collect the notes (34). Stomp on the switch and you'll see some propellers slowing down.

We need to have them slowed down in order to get the Jiggy that they guard. Climb out of this pipe now. Now climb the ladder to the left of the Man-Eating Pipe. Head forward until you see the first large, round pipe on the boat. On one side (you should be looking at that side) is a tiny door. Use a Beak Barge to break it open and head on through. Climb the ladder down to the bottom. If you need energy, there's a beehive, but bees guard it so beware. Stand in front of the entrance to the big room and do a high jump. You should enter a tiny tunnel with a HOLLOW HONEYCOMB (1) inside. Yipee. Now head into the mechanical room. Be prepared for a difficult task. Very difficult task. Head forward and STOP in front of the oddly shaped bridge.

Wait until it turns, and then head forward, jump the gap, and continue onto safe ground. Don't worry about the token, it's better that you just survive this room. Now you have to jump on three mechanical gears. Don't hesitate, just jump there as fast as you can. Take out the sailor and then stop. Look to your left and you should see a rotating bridge. Wait until it stops spinning, then quickly run over it. It'll start to spin before you get to the other side, but you should be able to cross it in time. Grab the notes (38) that are here. Now head back across the bridge and wait for the bridge on the right to slow down. When it does, quickly make your way across. Get the notes (42) that rest here. Cross the bridge once more, using the same method.

This part can be pretty difficult. Head forward, and stop in front of the propeller. Wait until it slows down, then quickly run in between the gaps of the propeller. If done right, you'll make it safely across. Grab the notes (46) that are here, and then head forward, across the small bridge, and get the JIGGY (3). When you have those notes and the Jiggy, carefully make your way across the propeller again. Now go to the left and cross the bridge when it stops moving. Here, wait until the bridge stops spinning, and then head forward, jumping the gap. You'll be at a propeller switch. Stomp on it and the propellers in the back of the steamboat will slow. Now you have two options: you can take a risky shortcut, by heading through two propellers; you'll arrive at your next destination much more quickly.

Or you can take the longer, recommended path. Simply backtrack to the centerpiece, and take the other spinning bridge. Then take the second bridge here when it stops. To take this bridge, quickly head forward, high jump, and then drop down. If you want the extra life, make sure to grab it BEFORE you hit the propeller switch. When you're ready, hit the switch. The propellers outside the steamboat will stop completely. You have sixty seconds to rush out of this room, climb the ladder, exit

this area, charge to the back of the boat, dive into the water, swim down, grab the JIGGY (4), and get away from the propellers all in sixty-five seconds. Sounds difficult? It is, it's REAL difficult. But this is like, the hardest Jiggy, so at least the worst is over. Be VERY careful when swimming near the propellers.

If you touch them, it's instant death, so if you don't have very much time left when you swim towards the Jiggy, you might get trapped. Once you finally make it out, quickly swim to the nearest crate. Since the water is so oily, you'll lose oxygen just by swimming, and lose oxygen twice as fast when underwater. You're gonna spend lots of time underwater, so if it gets REALLY tough, you could always enter the infinite oxygen code (see Secrets section) but then you're a loser and a cheater :) Okay, so you're on the crate now. Make sure it's the left crate. Now look down at the left wall. Perfectly normal right? Take a DEEEEEEEEEEEEEEEEEEEEEEEEP breath, and jump into the water.

Dive down into the oil as VERY QUICKLY rush through the hole in the wall. Turn left and rescue the pink JINJO (1). Now quickly turn around and head back out through the wall. SURFACE the moment you can, so you can breath a little easier. Turn to the left and swim towards the crate that rests there. Jump onto it (you should have like, one oxygen left) and wait until your oxygen refills. Whew, that was what is probably the toughest Jinjo, glad we got it out of the way (just don't die or you'll have to get it again). From the crate, jump to the platform in front of you. Collect the notes (50) in this area. If you're low on energy (chances are you have at least one honeycomb lost), then bust open the beehive. Head up the crate on your right (take out the TNT with eggs while keeping a distance) and climb the shaft by means of the Talon Trot.

Hey, you're back at the start. Continue forward, past the exit, and you should see a hole with a sign above it: Toll 2. Shoot two eggs (that's the toll) into the hole and a bridge will pop out. Head across, taking care of the monster. On the other side, Talon Trot up and down the shaft, then jump into the water. Hey! Check it out, it's Snacker! Avoid him as you swim to the buoy to get a JINJO (2). Now you see the hole in the fence? Swim through to get away from Snaker's territory. From there, swim around the boat so you're back at the starting point (you know how to get there, right? And yes, you can make it with the oxygen you have). Head to the toll again. Feed it four more eggs and another part of the bridge will extend. You can now collect the gold feathers and the MUMBO TOKEN.

Talon Trot up the first part of the shed, but perform a Beak Buster on the glass window when you get to the second part. You'll fall through. Turn around on the plank and jump up some boxes, then grab a JIGGY (5). Halfway done, great. Now head to the other side by jumping from the planks to the platforms (don't fall in the water or you won't be able to reach the platform) and high jumping to the highest platform. Defeat the monster and grab the notes (54). Now return to the plank you first fell on and jump onto the box behind it. From there, jump to the platform that has the Shock Pad. Defeat the monster and then use the Shock Pad to reach the next platform. Defeat the monster here and grab the extra life (in this level, you'll need as many lives as possible).

Now jump into the water, avoiding the evil pirhana fish. Swim down and out of this area. You'll hear a dolphin screaming in pain. He'll tell you that he's trapped under the anchor. We'll help him in a second, your priority at the moment is to get some oxygen! Quickly swim up to the surface and head forward, aiming for the ladder attached to the wall. Climb it to restore your oxygen. Now cross the toll bridge once more and Talon Trot up and down the shed, but DON'T fall into the water with Snacker. Carefully make your way across the fence, collecting all the notes (59). When you get to the other side, Talon Trot over the shaft. Now you're in some kind of toxic waste dump.

Carefully cross over by means of the barrels. Collect the notes (61) and then the

JINJO (3). Now make your way back across the shaft. Dive into the water and swim down to the area near the dolphin. Swim up through the hole in the boat where the anchor comes from (if you take too long finding the hole, swim to the ladder, restore your air, and try again). Once you swim up the hole, surface and head forward. Jump onto the dry land. Head forward, defeating the four monsters. Drop down at the end and kill the sailors, then collect the notes (66). Now push the switch in. The anchor will rise (although you should notice that the hook goes through the dolphin, but Rare couldn't have dead dolphins in this game, now could they?).

The dolphin will swim off and give you a Jiggy as thanks. So head out of the anchor room and grab the JIGGY (6). Now swim to the ladder. Climb it and head all the way to the toxic waste area (where the green Jinjo was). Continue along this thin path. Destroy the TNT with three eggs. Ignore the Shock Pad for now and continue forward, past the big crane. There's a hole with a toll of four eggs, so shoot them in to make a bridge appear. Cross the bridge and enter the giant blue structure. No Jiggy or honeycomb in here. Just jump around the whole room and collect all the notes (74) as well as the MUMBO TOKEN. Now exit the area. Continue forward, past the next blue crate. However, you can enter the third one. Your main priority is the notes (78) to your right, but defeating all TNTs nets you an extra life if you want one.

Continue forward. You'll be halted by the fact that the toll hole is on the other side. Instead, climb the crates near the blue boxes. Jump to the second crate and fall through the hole. There's a few sailors in here, and a lot of red feathers, but there's also a JINJO (4) behind one of the holes. Grab it, and then exit the crate. Now return to the Shock Pad across the bridge that you ignored earlier. Use it to jump to a grate that serves as a platform. You'll want to get the notes (81) around it, then jump to the two switches. Do a Beak Barge on the switch sticking out and then quickly climb the ladder. You have about fifteen seconds to reach the Jiggy before a cage closes on it. At the top of the crane, Talon Trot to the end and drop (don't climb; drop) down to the bototm.

You'll lose two honeycombs, so make sure you have the energy. At the bottom, quickly rush forward and grab the JIGGY (7). You're at the front of the ship. At the very front is a MUMBO TOKEN. Also, one of the pipes here (to the left of you if you are facing the back of the ship) allows you to go inside (the other is Man-Eating). Defeat the two sailors here. You're in the kitchen now; walk around and grab all the notes (86). The eggs are guarded by a monster. The only way to get the eggs is to equip a golden feather, then jump up to the monster so it automatically dies. Only do this if you're low on eggs or if you have lots of gold feathers (we want to save at least thireteen). If you want the MUMBO TOKEN, you'll have to equip a gold feather before heading into the oven (or you'll lose energy).

Once you have everything you want, leave. Head down the left corridor, and stop when you pass the second window on your left. If you notice, the resolution is a little sharper than the other windows. Perform a Rat-a-Tat-Tap on the window to shatter it, and jump in. Defeat the sailor here and grab the notes (89) and gold feathers. Break the cabinet door with a Rat-a-Tat-Tap. Equip a gold feather and enter. The monster will charge out, but die instantly due to the feather. Now you can safely jump up and grab the JIGGY (8). Exit this room. Continue down the corridor, and drop down to a lower level. Keep going, past the Man-Eating Pipe. Next to the pipe is another window with sharp resolution, so shatter it. Jump in. You're now in the sailor's quarters.

Take out the two sailors in here and collect the notes (93) and red feathers. There's nothing else here, so exit. Outside, head to the area near the entrance to the mechanical room. Climb up all the boxes and jump onto the rope that suspends the TNT box. Climb it to the top. Head all the way to the back of the crane. Collect the gold feather, then climb down the ladder to your right. Here, get the notes (96) and then drop down below the grate (make sure you don't fall into the water). On the

left side, there's a toll of six. Pay it to connect this part to an earlier part of the level. On the right side, there's a toll of eight. You'll love the bridge that comes out: a thing, zig-zagging bridge with two monsters at the end. Carefully make your way across, and defeat the two monsters.

Head forward some more and fight one more monster, then rescue the final JINJO (5). You'll get a JIGGY (9) for your troubles. Not head back across the zig-zagging bridge. You should see a Shock Pad. Use it to get back up to the grate. Jump up to the actual crane and Beak Barge the switch that hasn't been touched. You'll release the TNT box, resulting in the total destruction of the Cargo Bay. Yeah. Now climb the ladder and head back across the crane. Drop down to the ship and then fall through the huge hole created by the explosion. Down here, head forward and the box will close on the Jiggy. I thought we'd save the boss fight for last, since it's pretty quick. If you have at least ten gold feathers, just equip them and stand in the center of the box.

As it cracks and breaks, it'll split into smaller boxes. When the last box is gone, a JIGGY (10) will be revealed. We aren't done yet though; only four more notes and another hollow honeycomb, and THEN we can escape this hellhole. Collect the eggs here if you wish, but when you're ready, climb the ladder and get the hell outta there. Head all the way to the front of the ship. Here, go right, past the Man-Eating Pipe. The first window has poor resolution, but if you Rat-a-Tat-Tap it, it'll shatter. You're now in the control room. Defeat the sailors, grab the MUMBO TOKEN, and get the final four notes (100). Yahoo! I remember my first save file four years ago I was missing only one note in the entrie game and it was in the control room :)

Okay, we could've gotten this Hollow Honeycomb a lot earlier, but it's dangerous to get so I thought it'd be better to get the Jinjos and the notes so we wouldn't have to collect them all again if you were to die. Head all the way back to the area where the yellow Jinjo was (it was near the very beginning; head up and over the shaft and jump into the Snacker pool). Stand on the buoy. Now look at the house that doesn't have a broken window. Look down, and you should see a hole (it's hard). Jump into the water, and dive down to the bottom, then swim through the hole. Wala, you're in another room now. Swim to the surface and get to the land behind you. Defeat the Jumbo-Lifeboat and then use the flying pad to fly to the other side of the room.

Defeat the second Jumbo-Lifeboat that's guarding the honeycomb switch. Now push the honeycomb switch down. Swim to the other side and use the flying pad once more to grab the HOLLOW HONEYCOMB (2) suspended in midair. Okay, you now have everything it what is arguably the most annoying level in the game! At this took me four hours to write! Yeah! Okay, now exit Rusty Bucket Bay for GOOD.

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+=====+
|                               Grunty's Lair                               GL12    |
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Out in here, we have to do something I forgot to tell you to do earlier. Swim up to the surface and go right. Jump onto the small patch of land and activate the cauldron here. You have now created a shortcut between the two blue cauldrons. Anyway, swim down below the water and head through the pipe. In this area, head up to the surface and go forward. Jump up onto the platform. If you hit the Witch Switch in Rusty Bucket Bay, a JIGGY (9) will be right in front of you. Grab it and head back into the water. To the left of you are some pillars. Climb them to the top, where there is another note door. 640 is the requirement, but we have 800, don't we? Head through the note door. This next area is filled with tentacles. Equip a gold feather and charge through to make it across safely.

You're out in a big, grassy area with a bull. Head into the grass and go right. You

should see two large leaves. Jump up using the high jump maneuver and you'll be in front of a note door. You could go through, but we don't need to until we complete the final world. Go right all the way, past all the paths, until you get to a jigsaw switch. Hit it and a jigsaw piece will pop up in front of the puzzle to the next world. But where is that puzzle, you ask? Well, drop down to the bottom and head left. You'll go down into a hidden passage. Halfway through this passage is a pink cauldron. Activate it and you'll have activated your third shortcut. We have to take that shortcut right now, so jump into the cauldron. We're WAYYYYYY back into the sewage areas.

Swim down and drop into the small pool, then dive down below. There's a pipe here that you can swim through. Go through it and you'll be at the puzzle. Stand on the jigsaw piece and insert fifteen pieces into the puzzle and you'll open the last world: Click Clock Wood. So head out of this area (before you do, grab the MUMBO TOKEN to the left of the picture) and back to the pink cauldron. Warp to the Click Clock Wood area, and head up the steep hill using the Talon Trot. Enter Click Clock Wood.

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+=====+
|                Click Clock Wood                CCW1                |
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This world possesses something very unique: it's technically four smaller worlds combined into one big one. You see, you can travel into four different seasons (the basic, spring, summer, fall, and winter). You're in the same area, but depending on the season, some paths are opened, some closed, new enemies are shown, and new events can occur. At the start, you can only enter spring. Locate the Spring Switch near the Fall entrance. Push it into the ground to open up Spring. Before you go in, collect the musical notes (4).

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                        Spring
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At the start, head forward and defeat the enemy. There's a Man-Eating Flower guarding a MUMBO TOKEN, but you have to use a gold feather if you want to venture into the flower. I suggest using your feather, since you need lots of Mumbo Tokens for the next transformation. Now head right, into the water. Start swimming, and you should see a beaver. Swim down and talk to him, and you'll learn that because of the stupid boulder, he can't get into his house. You can't do anything for him during spring, so continue swimming. Swim forward across the entire length of the lake. Near the end, you can get a MUMBO TOKEN from a Man-Eating Flower by using a feather. Anyway, outside of the lake, you should see a bull and a garden. Collect the notes (8) inside the garden before you do anything else. Head to the center of the garden and crouch.

Spit eggs out from behind (five of them) and a flower will grow. We can't do anything else about the flower in spring, so turn around. To the left of the lake is a hill, so start to climb it. You'll pass a hole as you head forward. A bird pops out of the hole, similar to the green monsters that roamed the previous worlds. Get rid of them with a Rat-a-Tat-Tap. Kill this bird and follow the path over the lake, grabbing the notes (11). Head forward and take out the bird here. Now go left. You'll find a gap, but when you try to jump over it, a bird pops out. Jump and use the Rat-a-Tat-Tap so you'll kill the bird as you cross gap (hey, I made a cool rhyme!). Continue forward, defeating the next bird. Keep going until you can head right.

Do so and grab the notes (14). If you want the gold feather, you'll have to kill a bird. Get back on the main path and continue forward. Keep going. When you get to a gap, you should notice a bird hole right at the landing point. Jump over the gap and

try to float with Kazooie so you'll jump over the bird as well. Ignore the path to Mumbo's hut and continue forward. When you get to a bridge, head forward and grab the notes (17). Continue left, taking out the birds. When you get to another bridge, grab the notes (20) on it. Now backtrack until you get to the bird right next to the gap you jumped. Take the path to the left and then jump to the tree stump. You can't survive for long in the thorn field, unless you have the Wading Boots. There's a pair right in front of you.

Grab them and proceed toward Mumbo's hut. You'll need twenty-five tokens for the next transformation, and chances are you probably only have about twenty. So it's time to go Mumbo Token hunting! There's a token in the thorn bush (use the Wading Boots). Then take the path that you were previously on. When you get to the first bridge, you should notice a ramp leading upward. Take it up, and defeat the bird. Now use the Talon Trot to climb the steep, wooden path. When you get to the top, go left. Behind the Man-Eating Flower, you should see another MUMBO TOKEN. Grab it and then continue climbing this huge tree. Take out the birds as you go along, and you should reach a beehive at the end. Carefully make your way to the edge, where another MUMBO TOKEN rests.

Those are all the tokens you can get for now, but you're probably still a little short. Your only choice is to exit the level and look around Grunty's Lair for more. When you have enough, head to Mumbo's hut. If you become desperate, or if you're too lazy, you could always enter the 99 Mumbo Token code (see Secrets section). Anyway, Mumbo will transform you into a lovely Bee. How lovely. This is the last, and coolest, transformation. Head outside and fly up as high as you can go (that's real high, by the way). Here, circle the HUGE center tree. Eventually, you'll come to a ME-Flower (Man-Eating Flower). With the Bee, you can enter these guys without fear of being damaged. So grab the JIGGY (1) that's inside of this flower. Now fly down to the beehive that you were in as Banjo.

Enter it (you can fit since you're the bee now). You can't get the Jiggy now, but you can rescue the JINJO (1) that rests here. Now exit the beehive. Follow the path that you would have to travel if you were Banjo and Kazooie. Don't let the path out of your sight, or you'll get lost. Eventually, you'll reach a ME-Flower guarding a JINJO (2). After rescuing the Jinjo, perform a dive bomb (those are so fun) toward Mumbo's hut. Transform back into Banjo and Kazooie. Now return to the beehive (you know how to get there, right?). Jump forward and then quickly float to the little tree alcove on your left. Do that once more to reach a Shock Pad. Head up and continue to jump from alcove to alcove. Be careful; you have a long ways to go if you fall, so that means loss of a lot of lots of honeycombs.

Also, you'll have to treck all the way up to the stupid beehive again. Anyway, once you get to the top, head forward and drop down onto a wooden plank with a beehive. For the first time in a long time, the beehive has no bees. So you can get some energy here if you're low. Anyway, jump onto the small, floating platform. Make your way across several more platforms, and then you'll reach a narrow plank. Head to the top, where you'll find a switch with a sun on it. Stomp it to open the door to the Summer World. You can enter Nabut's house, but there's nothing of interest there at the moment. So continue on. Jump over the gaps (if you fall on a gap, you'll slide down to the bottom of the tree). When you get across, head left into a huge nest with a huge egg, like the one in Bubbleloop Swamp.

At the back of the nest is a Shock Pad. Use it to reach the top of the egg. Perform a Beak Buster to reveal a HUGE baby eagle named Eyrie. He'll go to sleep, but we'll need him in later seasons. For now, you have to jump up a bunch of wooden planks. Be EXTREMELY careful here. They're narrow and it's a long fall. When you get to the top, break open the door with a Rat-a-Tat-Tap. You're now in the heart of the tree. Head around the tentacles and grab the JIGGY (2). Well, eight paragraphs for two Jiggies? That shows you how big this world is. Anyway, exit and then jump off the platform (WHEEEEEEEEEEEEE!) and into the water below. If you miss the water, you lose

four honeycombs. Joy. From here, make your way out of the spring entrance.

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In this area, head towards the summer door. If you need honeycombs, you can get six from the two beehives. When you're at max energy, enter the Summer door.

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Summer  
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The moment you enter, you'll see Eyrie. He's really hungry, and wants five caterpillars. We'll get them as we go along. At the start, head left all the way into the corner (for the first time, we see bees without a beehive anywhere). There is a JINJO (3) here. He can be hard to spot, because he blends in with the golden grass, but you should be able to see the tip of his head. Now return to the starting point and head north. Grab the CATERPILLAR (1) here. One down, four to go. Do high jumps on the leaves and collect the notes (22) that are on them. Then drop down and head left, into the area where the lake is now dried up. Behind the giant tree stump is another CATERPILLAR (2). Now head over to Gwanty. Do a Beak Bust move on the boulder blocking his house.

He'll tell you to follow him inside and he'll give you a reward. Only problem is, the entrance is too steep for you to go in, even with the Talon Trot. Oh well, we'll get our Jiggy later. For now, just follow him and collect the feathers and notes (24). Follow the lake to the corner, where the Fall Switch is being guarded by a bird. Destroy the bird and push the Fall Switch in to open the door to the Fall World. We aren't going there for a while though. Now go south, behind the tree stump, and you should see a long ramp. Go up and defeat the bird, then head left. Keep heading left, defeating the enemies. When you have the opportunity to turn right, do so. Follow the path (kill the bird) down to the area with the bull and the flower.

Hey look, it's our old friend Gobi! He isn't that pleased to see you (even though you rescued him from the stupid rock), but we need to pick on him some more. Do a Beak Buster on his back and he'll spit out water onto the flower, which will grow even bigger. Now go near the edge of the lake and jump to the ledge with the ME-Flower and the CATERPILLAR (3). Jump back to the area with the flower and go north. Head past the two sets of bees and do a high jump to reach the fourth CATERPILLAR (4). Now go left and defeat the bird, and continue forward. Jump over the gap and kill the bird again, the jump to the stump that's in front of Mumbo's hut. Instead of Wading Boots, there's a Shock Pad. We don't need to use it though. Get into Talon Trot mode and jump to the ramp leading to Mumbo.

Here, take the CATERPILLAR (5). If you go into Mumbo's hut, he'll tell you that it's much too hot for magic and he wants a tan. How does he get a tan if he hangs out in his hut all the time? Ah well. Head back outside and use the Shock Pad to get back onto the main path once more. Continue right, and you should see that ramp that begins the long climb up the tree. Head up that ramp and kill the bird, but don't go left; go right instead. Jump up onto a few leaves, and then leap high in the air so you can get to the next leaf. From there, continue. When you see another ledge with a Shock Pad, DON'T jump to the Shock Pad. Instead, jump to the right part of the ledge, the part with the JIGGY (3). If you were to jump to the left, a bird would've appeared and knocked you down into the lake.

Return to the start of the leaves and head left, Talon Trotting up the steep hill. Head up the path, defeating the birds. When you get to the top, head left, collecting the notes (27). On top of the beehive is a square. Beak Bust into it and

you'll fall down into the beehive with the Zubbas. Stand on top of the Jiggy and after the Zubba talks, they'll start to attack. Equip a gold feather and just stand there. All the Zubbas will chage at you and instantly die. If you have four gold feathers, you can hold out the whole battle. Otherwise, stick to the Rat-a-Tat-Tap. Once you've beaten them all, the Zubbas will admit defeat and reward you with a JIGGY (4). Head out of the beehive and then continue up the tree, flying into each alcove.

At the top is another CATERPILLAR (6; although you already have five, you'll need more during fall). Head left, across the golden path, and jump to the front of the house. Collect the notes (31) and then enter the house. Walk as far as you can on the longest part of the wooden board, and then jump and float over to the extra life. From there, jump and float left, over to another JIGGY (5). Carefully make your way back out of the house. Drop down and head up all the floating wooden planks, up to the area where the Summer Switch was. Climb the wooden area behind the beehive and grab the notes (36). Drop down to the lower platform and get the CATERPILLAR (7). Talon Trot back up to the main path. There are birds on the safe platforms now.

You have to Rat-a-Tat-Tap as you land or you'll fall below. When you get across, head left to find Eyrie. Feed him five caterpillars and he'll grow, then go back to sleep. Now head down to the bottom of the level (you can fall down a brief amount of height and land on a slightly lower platform; continue until you reach the bottom). Here, head out of summer.

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Go straight into Fall now.

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Fall  
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It's the fall now, so that means leaf piles galore, a lot of new notes, and the lake has filled agian. Also, Eyrie needs ten caterpillars this time. At the start, Talon Trot up the leaf pile on your right. Take the CATERPILLAR (3) at the top. Now head into the lake. Dive down to the bottom and swim up Gwanty's entrance. At the top, jump up and grab the JIGGY (6) that he's been meaning to give you for months. Make sure to grab the two notes (38) before you head back down. Swim towards the giant flower. As you go there, look leftto see a ME-Flower guarding three notes. Use a gold feather to grab the notes (41). Let me add that the major majority of notes in Click Clock Wood is gotten in the fall, so be on the lookout! When you get up to the flower, stomp on Gobi a final time.

He'll spit out more water, and the flower will grow SUPER tall and reveal a Jiggy when it sprouts. Gobi will run off to the Lava World, one of the worlds in Banjo-Tooie. Anyway, climb up the leaf pile near the hill to find a CATERPILLAR (4). Collect the notes near the back wall (46) and then climb up the second leaf pile. Grab the JINJO (4) there. Now climb up the leaf pile that's near the bird closest to the thorn field. There's another CATERPILLAR (5). Now we have to get that Jiggy that sprouted from the flower. Head up the hill that you've been up so many times (near the flower). Defeat the bird and go right, jumping over the beehive. Defeat the bird at the end, and grab the note (47). Now head right for a while, until you reach the path to Mumbo's hut.

Grab all the notes along the way (52). Defeat the bird guarding the path to Mumbo's hut. Grab the note (53) and the CATERPILLAR (6). Now jump to the tree stump and use the Wading Boots to reach Mumbo's hut. No magic today, since Mumbo is busy sweeping.

However, there is still stuff in here. Grab the CATERPILLAR (7) and jump onto the unlit torch pole. In the upper area, collect all the notes (57). Now use the Wading Boots and return to the main path. From the Mumbo path, continue forward. Now keep going forward, passing the bridge, and stay on the main path. Collect all the notes (65). When you have the sixty-fifth note, head down the closest bridge. Grab the CATERPILLAR (8) guarded by the bird. Now return to the ramp that starts the journey to the huge tree.

Cross the bridge to find a ME-Flower protecting some notes. Jump in with a golden feather and grab the notes (68). Now head up the ramp and defeat the bird. Grab the note (69) and start the path up the tree. Talon Trot until you get up to the top, then go left. Jump past the ME-Flower and grab the CATERPILLAR (9). Now continue up the path, defeating the birds. When you get to the beehive, head on it and grab the CATERPILLAR (10). Drop off the beehive and make sure to land on the giant flower. Grab the JIGGY (7). Now return to the beehive area and continue your climb up the ginat tree. When you get to the top of the little alcoves, drop down and grab the CATERPILLAR (11) on the floating wooden platform. From here, cross the nearly complete bridge (just one gap now).

Watch out for the wasp, which can knock you off the platform. At the top, you'll see the squirrel. He needs six acorns before winter. Turn left and head up the winding bridge. At the top is a window. Smash it with the Rat-a-Tat-Tap and enter. Jump into the water and grab the ACORN (1) here. Now enter Nabnut's actual house. Grab the CATERPILLAR (12) and high jump up to the ledge with the notes (72). From here, fly to the ledge with an ACORN (2). Exit the house. Now Talon Trot up the steep hill. Go around to the back and high jump to get the ACORN (3). This next one is hard. Jump to the acorn suspended in midair. Fall straight down. If done correctly, you'll grab the ACORN (4) and land right next to another ACORN (5). If you miss the bridge, you fall to the bottom of the level.

Annoying, yes, but you still have to do it. From the fifth acorn, make your way to the platform. Kill the enemy, and then Talon Trot down the steep bridge sloping down. Grab the ACORN (6) at the end, and then return to Nabnut. Give him all the acorns and he'll give you a JIGGY (8). Yipee, only two more Jiggies to go. Continue up the tree, defeating the birds. You'll find the Winter Switch near Eyrie's nest. Hit it to open the door to winter. Now head left, to Eyrie's nest, and feed him ten caterpillars. He'll grow real big, and then go to sleep. Collect the notes (80) around his nest. Now make your way down to the beehive. Head to the top and do a Beak Buster to fall in. Collect the four notes (84) in here and then make your way back to the bottom. Exit fall.

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Enter the final door, winter (the hardest one).

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Winter  
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Winter can be pretty difficult, but we're not going to die, are we? Like in Freezy Peak, there's snow everywhere, and you can lose your grip. You can Talon Trot so you don't lose your grip in the snow, so do that whenever you're walking. The evil snowmen return, as well as the ice blocks that split into two more ice blocks when you shatter them. At the start, Talon Trot to to the right, up the hill, dodging the snowman. Near Mumbo's hut, there's a flying pad. Get on it and then fly to the top of Mumbo's hut. The final JINJO (5) is here. Now you get your JIGGY (9)! Only two more left in the game! Drop down and enter Mumbo's hut to find that he's left for a vacation. However, you can break the beehive in his hut for honeycombs if you need

them.

Now return to the flying pad. This time, you need to fly much higher. Head all the way up to Eryie's nest. He has become a magnificent and mighty eagle, just like he said he would. As thanks, he'll drop the final JIGGY (10) as he's flying away. We still have sixteen more notes, two hollow honeycombs, and the Witch Switch to press, so don't start celebrating just yet. From Eryie's nest, make your way up the tiny wooden platforms on your left (you took them to the second Jiggy in spring, remember?). There is a note on each one. Collect all the notes (88). Now begin to make your way DOWN the tree. When you get to Nabnut's house, head right and down the thin bridge. There's a snowman on the floating platform here. Ignore the snowman as you collect the notes (92) around him.

Now Talon Trot back up the hill and climb up the steep ramp to your left. Go around, defeat the enemy, and you should see a second flying pad. Get on this and spring up into the air. From here, look at the second, higher window at Nabnut's house. Aim yourself and perform a Beak Bomb on the window to shatter it. Fly inside. In here, defeat the enemies and grab the HOLLOW HONEYCOMB (1). Now head back outside and return to the flying pad you were just at. This time, fly to the house that had the Jiggy in it (it's a little farther down the tree). You should see notes on top of it. Landing on the roof will cause you to slide off and fall all the way down to the bottom, so you'll have to do something complicated: you have to collect the notes while still flying.

This is hard because you might accidentally land on the roof since you're flying so close to it. If you think you're going to land on the roof, quickly use a feather to fly higher. It may take a few feathers before you finally collect all the notes (96) that are on top of the tree. Drop down and Talon Trot across the narrow bridge leading to Nabnut's house. Return to the flying pad ONCE AGAIN and fly a little down the tree. There's a HUGE branch here (you've past it a few times) with a snowman in the center. Kill the snowman and carefully collect the final notes (100). EXCELLENT! You now have all 900 notes in the game! Okay, we need to return to the flying pad near Nabnut's house one last time. As you spring up, fly to the area with the large house that had the notes on top of it.

Fly down a little below that area and look around here. There should be a single branch with a snowman sticking out. Next to that snowman is the Witch Switch. Fly right above the Wind Switch and do a Beak Buster to slam down on it. The final Jiggy will appear high above the Click Clock Wood area (HIGH). We have one last thing to get in Click Clock Wood, and that's the final hollow honeycomb piece of the game. We could've gotten this at the beginning of winter, but it is the most difficult honeycomb to get, so I thought it'd be best for you to get all the notes first so you wouldn't have to collect them all over again. Anyway, return to the lake area. The lake is now frozen. Head to the VERY back and you'll see a small hole. Jump in and QUICKLY swim to Gwanty's entrance.

Since you're under icy water, you'll lose oxygen twice as fast (like the oily water in Rusty Bucket Bay). When you reach Gwanty's exit, quickly swim up. The final HOLLOW HONEYCOMB (2) is here. You now have six hollow honeycombs, but you don't get another energy piece! What's up with that? Anyway, you now have all hollow honeycombs in the game, and you now only need one more Jiggy. Return to the Hub.

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You need to head back to spring now.

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Spring

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Here, go to Mumbo and transform into a bee, then head back into the Hub.
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Hub  
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Exit Click Clock Wood. Whew, wasn't that exhausting?

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|                Grunty's Lair                GL13        |  
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Here, fly high, way up high, and head to the back. In a little cave, the very last JIGGY (10) in the game is here. Well done! You have ALL JIGGIES, NOTES, AND HONEYCOMBS! But there's still some work cut out for us, so don't relax yet! Fly down a little and to the left to find the next note door. I think the requirement is 760, but you should have 900. Enter it and you'll transform back into Banjo and Kazooie. Head forward and the music will change and a huge platform with Tooty will appear. Head onto it and you'll warp to the final part of the lair.

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|                Grunty's Furnace Fun                GFF1        |  
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Your final "world" in the game is a quiz show, one of the most fun, most interesting, most unique, and most frustrating aspects of the game. Grunty stands at the finish part, while you have to start a long ways back. Each square has a different question, and to progress to the next square, you must answer the question correctly. Get a question wrong and not only do you have to redo the square, but you also lost a honeycomb. Lose all honeycombs and you have to start way back at the beginning. Some squares are a lot easier than others, but some give you hell. There are sevend different types of squares on the board. Here they are:

BANJO-KAZOOIE SQUARE: The Banjo-Kazooie square is, without a doubt, the easiest square. You'll be asked questions about the different worlds, and for the most part they are easy. Some of the questions can be difficult, but most you should get in less than a second if you've been paying even the slightest amount of attention to your surroundings.

MUSIC SQUARE: This is the second-easiest square, and it has to do with sounds. They can be any types of sounds from the game, and some are easier than others. The first type of sound is the music to one of the worlds. If you can't get those questions right, then you either have had your volume turned down all the way or you may as well quit playing. The second type of question is identifying the voice of a character. There are TONS of characters in the game, even though the majority of them have small roles. You should be able to get those as well. If you can't recognize them when you hear their voice, then you should be able to realize the answer once the choices become available to you.

The third type of music is also pretty simple, and that's identifying the sound that a item makes when you pick it up. You'll have been picking up items for so long now that you should not have even the slightest challenge. The fourth music type is no challenge either, and that's identifying the music that happens when you do a certain move.

Those are pretty limited, since only about three moves have a change of music when you used them. Therefore, the fourth music type is pretty rare.

EYE SQUARE: The Eye Square is somewhat simple and somewhat hard. For the most part, you'll be able to get these. However, there are some that can be very difficult. You have to identify either a specific location or a character in a game. Identifying a specific location can be a bit frustrating, even though it seems easy. The screenshots are super close-ups of areas that you'll probably never go near. The color of the area, as well as the type of environment, should be the biggest clue. Sometimes, you'll have to identify a specific character. This is very simple, even if you can't remember the character's name right off hand; it should come to you when you're given the answer choices.

TIMER SQUARE: YARGHHHHHHHHH! This is one of the squares that you will grow to hate in your life. It is just so ANNOYING! Luckily, there are only twelve out of the ninety-four squares, but you'll pass some of them no matter what route you'll take. When you step on these squares, you won't be asked a question; you'll be required to perform one of the puzzles that you had to do earlier for a Jiggy. However, you're timed this time around. If you were already timed during the puzzle, then the time decreases during the Furnace Fun version of it. Some of the most common ones are these: spelling "Banjo-Kazooie" backwards in Treasure Trove Cove, defeating all the bees in Click Clock Wood, playing the matching game in Gobi's Valley, fighting Big-Boom Box in Rusty Bucket Bay, and repeating a difficult turtle tune from Bubblegloop Swamp.

Probably the worst part about these is the fact that you can lose lots of honeycombs. For example, getting a question wrong costs you one honeycomb, right? But if you were to fight the bees again, you could score a Pyrrhic victory and lose four honeycombs, but still defeat the bees in the required amount of time.

GRUNTILDA SQUARE: You could go through the whole game and still have absolutely no idea what the answers to any Gruntilda Square question would be. Brentilda, Grunty's nicer sister, hangs around at certain places throughout the game. If you talk to her, you can learn three facts about Grunty's personal life. Grunty will ask you questions about her personal life on the Gruntilda Squares, so talking to Brentilda is a must. Otherwise, you have one-third of a chance of getting one of these questions right. It's annoying, but you'll have to get through some of these, sorry.

DEATH SQUARE: YEAH! THE DEATH SQUARE! This is one of the most dangerous squares, because it's the difference between life and death. Get a question wrong on the death square and you're instantly knocked into the lava, which means you'll lose a life and have to start at the beginning. The Death Squares can have questions from any other type of square; they can be questions about the world, music questions, eye questions, Grunty questions, and yes, timed challenges. You never know what type of question you'll get, so part of this is luck. Just pray when you get up to this that you'll have an easy question.

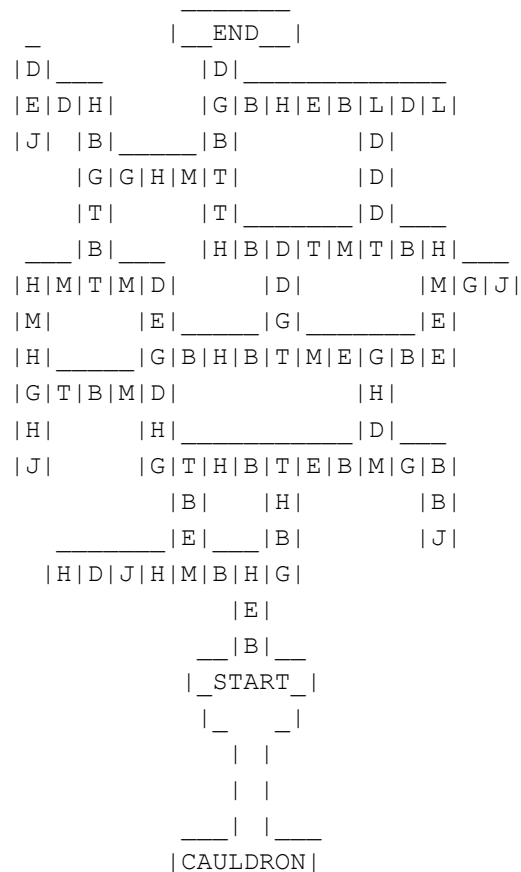
JOKER SQUARE: A life-saver, the Joker Square can help you tremendously if you get one of its questions right. Answer a question correctly on a Joker Square and you'll get two Joker Cards. These allow you to skip a square. If you want to skip a square, stand on one and press B. You'll lose a Joker Card, but you'll get to continue on the gameboard. There are no second chances on a Joker Square; if you get

the question wrong the first time, you won't be able to try again. Like the Death Square, the Joker Square can be any type of question. They are mostly Banjo-Kazooie questions, so you shouldn't have to worry too much.

Save your Joker Cards till the end of the gameboard, when Timer, Gruntilda, and Death Squares become common.

Here, I've given you a nice little map of the gameboard. This is the key for the board:

- B - Banjo-Kazooie Square
- M - Music Square
- E - Eye Square
- T - Timer Square
- G - Gruntilda Square
- D - Death Square
- J - Joker Square
- H - Honeycomb piece (every four or five squares, there will be one square with a honeycomb piece. Collect one to recover your energy. There are no questions asked on these squares, so you don't have to worry. DO NOT pick up a honeycomb if you have full health; you'll need to save as many honeycombs as possible.)
- L - Life trophy (Two areas near the end hold Life trophies. I suggest grabbing the first one, but it's not worth going past two death squares to get the second one.)



There is a route here that I recommend. It is one that I ALWAYS take, and I find it to be the best route. Here it is:

- North 3 squares
- West 4 squares
- East 5 squares
- North 3 squares
- East 5 squares

South 2 squares
North 2 squares
West 2 squares
North 3 squares
East 2 squares
North 2 squares
East 2 squares
West 2 squares
North 1 square
West 2 squares
North 4 squares
West 5 squares
North 1 square

By doing this, you'll get a chance to grab a total of six Joker Cards, six honeycombs, and one extra life. You'll pass over only two Timer Squares, 5 Grunty squares, and five Death Squares.

One final wish of good luck!

```
+=====+  
|                               Final Fight                               FF01                               |  
+=====+
```

When you finally win the quiz, watch the hilarious cinema scene, the somewhat funny credits, and then the scene after that. Banjo, Kazooie, Bottles, and Mumbo will be partying, but then Tooty will come out and tell Banjo and Kazooie that Grunty still needs to be finished off, which ruins like, the whole thing. Nice job Tooty. You'll find yourself back at Grunty's Furnace Fun. Head right, then up all the stairs. Activate the cauldron here. You now have a shortcut between the green cauldrons (you should've already activated the one near the start of the Furnace). This isn't really a shortcut, just stops you from having to make that trek across the gameboard. Anyway, from here, go right to find yet another note door, with a cost of 810 notes. Head through to find the next picture.

There are no pieces at all here. It takes a whopping twenty-five Jiggies to make it complete, leaving you with only six Jiggies left. The door will open, so head left, through the door. Head up to the pot, which is the one you saw at the beginning of the game. He'll tell you that he can get you to the top of the tower, where Grunty lies. But don't jump in yet. There's four final note doors in this room. They have a cost of 864, 828, 882, and 846 (from left to right). The one with 864 has a giant golden feather. Touch it to recover all of your golden feathers. The one with 828 has a giant egg. You can recover all your eggs with this. The third note door has one final picture, one very small one. It only takes four Jiggies to fill. Stand on it and put the four Jiggies in. The picture is of a giant honeycomb.

This doubles your energy bar! Now you have sixteen honeycombs! It looks like eight red ones now. Whenever you get hit, you'll lose a red one, revealing the yellow one below it. When you get hit again, you'll lose that yellow one. Head back and open the note door with 846. Inside is a giant red feather, that gives you all of your feathers back. Anyway, we have everything now, so jump into Dingpot up to the final battle!

```
+=====+  
|                               Roof of the Lair                               LR01                               |  
+=====+
```

This is one hell of a battle. One hell of a tough battle, but also one hell of a fun one. It's fought in a bunch of different phases, each one being tougher than the last. But with sixteen honeycombs and max golden feathers and eggs, you should have

a shot.

~~~~~  
Phase 1  
~~~~~

Grunty will begin by dive-bombing you on her broom. If you keep moving around the arena, never staying in the same place, she'll always miss you. You'll lose a single honeycomb if you're hit, so be careful. Grunty will dive-bomb you twice, and then her broom will run out of steam. At this point, quickly rush up to her and perform a Rat-a-Tat-Rap. This will cause her to get very angry at you. She'll conjure up a ball of fire and hurl it at Banjo and Kazooie, but if you continue to move, it'll miss. Grunty will then dive-bomb you twice more. Again, keep moving and you'll easily avoid her. Once again, the broom's energy runs out. Quickly rush up and perform a second Rat-a-Tat-Rap on her. After she throws another ball of fire at you (and misses, hopefully) the battle will continue.

Dive-bombs again, but this time she'll dive-bomb you three times. It isn't any harder to avoid than before, so just keep moving. Another Rat-a-Tat-Rap after the dive-bombs, and then another fireball, and the dive-bombing will resume once more. This time, it's four dive-bombs. After that, perform one final Rat-a-Tat-Rap and she'll drop a honeycomb. If you lost any energy, pick it up. Otherwise, DON'T TOUCH IT. Grunty will conjure up a swirling green spell. This is homing and unavoidable, unless you use a gold feather. Do so to avoid losing a honeycomb.

~~~~~  
Phase 2  
~~~~~

This is a much harder phase, but you still shouldn't have TOO much trouble with it. Grunty will hover above the tower, throwing fireballs at you. She has a lot better accuracy this time, but if you zig-zag toward her, you shouldn't be hit once. Hiding behind the green brick in front of Grunty guarantees that you won't be hit. Wait behind that green brick as Grunty throws a bunch of fireballs (and misses). When she pauses, quickly jump up onto the brick and spit three eggs out. You have to have good accuracy here, or you'll miss completely. If you don't hit her with three eggs, then you'll have to retreat to behind the brick until she stops throwing fireballs at you once more. Anyway, once you hit Grunty three times, she'll scream and move to a different area.

Follow her (she's pretty quick, but you should be able to keep up) and hide behind the brick in front of her once again. She'll throw fireballs at you once more (I think it's always four now), so you'll have to quickly jump up after she's done. There is a much shorter pause now, so you have no time to aim. Just fire three eggs, hope that your aim was true, and you'll move on. If you do bother to aim, only fire one egg. Otherwise, you'll end up getting hit by a stupid fireball. Grunty will move on once more. Follow her once more. Hide behind the brick once more. She'll throw more fireballs at you, but the amount is random this time. It's between three and five, but I can't tell you what it is each time. When she stops, you have like NO tiem to shoot eggs.

Quickly jump up and shoot a single egg, then retreat. If you take time to aim, you'll be hit definitely and if you shoot more than one egg, you'll also be definitely hit. The fireball she throws will be halfway to you by the time you shoot your egg, so you have no time to do anything else. Repeat this three times and she'll shoot another green spell at you. Block it with a golden feather once more.

~~~~~  
Phase 3  
~~~~~

Grunty will fly up and drop a honeycomb. Bottles will tell you that she's taken to the air, and then he'll make a flying pad appear in the middle of the arena. Quickly rush to it and fly up into the air. You can probably guess what you have to do now. Grunty will fly on her broom, in a circle around the tower. She'll stop and pause for about five or six seconds. This is your chance to aim and do a Beak Bomb at her. She is a rather big target (you can hit any part of the broom or her body to do damage). Try not to Beak Bomb her when she's throwing fireballs at you, or you might fly straight into a fireball. Don't worry if you miss, since there's really nothing to hit up in the air. If you got the 100 feathers before you entered Dingpot, you should have enough to stay in the air for a long, long time.

After hitting Grunty a couple times with the Beak Bomb, she'll start to throw more and more fireballs. Eventually, it'll get to the point where she'll stop, face you, and throw fireballs non-stop. There's really no way to avoid the fireballs, just hope that you charge past them as you Beak Bomb into Grunty. A good thing that comes out of Grunty constantly throwing fireballs is the fact that she'll stay still longer. Since she doesn't move as fast as most enemies do in the air, you could also have a chance of Beak Bombing her while she's moving. She doesn't throw any fireballs then, and you won't hit anything if you miss (unless you're really, really low to the ground), so it's worth a try if you're feeling lucky. Keep hitting Grunty with Beak Bombs and she'll eventually create a force field around herself.

~~~~~  
Phase 4  
~~~~~

Great. The force field that Grunty creates is something that you can't penetrate with any of your moves. Also, touching it with anything calls for a loss of a honeycomb. You're bound to have lost at least one honeycomb now, so fly back to land and collect the honeycomb that has been dropped. Four Jinjo statues will now rise out of the ground. For rescuing them, they want to thank you by helping you stop Grunty. It'd be nice if we didn't have to activate them from these damn statues first, but oh well. Anyway, each statue has a hole in the front of it. You have to crouch and shoot three eggs into the hole to activate the statue. This would be pretty simple but Grunty is in the middle of the arena, throwing fireball after fireball.

She doesn't stop at any point to take a rest either, so you're sort of in trouble. To make matters worse, her accuracy has improved DRAMATICALLY since a few seconds ago, when all three of you (Banjo, Kazooie, and Grunty) were in the air. How'd she improve her accuracy 99% in three seconds? Oh well. Anyway, even if you constantly move, she seems to know where you'll be moving, so you'll be hit anyway. Run up to any Jinjo statue (they are all in corners of the arena) and quickly get in front of them. If you hear the sound of Grunty throwing a fireball at you, move out of the way first. Hiding behind the statue won't help, so don't try. Anyway, when you think you have a second, get in front of the statue and quickly shoot three eggs. If you miss, then don't try again.

Grunty will probably have thrown another fireball at you by then, so you have to move out of the way first before you can continue. Once you shoot three eggs into the hole, the statue will crumble and a giant Jinjo will appear. The first time you activate a statue, a short cinema scene will occur where it'll spin around a few times and slam hard into the force field. This will harm Grunty, but you still have to do this three more times. For the last three, you'll have a problem when you activate any of the statues. There is no cinema scene now as the Jinjo flies up to Grunty, so you'll still have to constantly avoid her as the Jinjo first gets up, yawns, flies into the air, spins around a few times, and then FINALLY slams into Grunty.

You might've taken a few hits while it was doing this, so you'll have to be on your feet at all times. Once you activate all four statues, Grunty's broomstick will shatter into splinters everywhere, dropping her onto one of the bricks. She'll charge another green spell at you, which you need to deflect with your golden feathers.

~~~~~  
Phase 5  
~~~~~

Collect the honeycomb that Grunty dropped, since you're bound to need it now. You should have at least ten honeycombs left, if not more. Anyway, for the first part of this phase, it seems like there's nothing to do. Grunty is still in her shield, so touching her means loss of energy, but there's no Jinjo statues or anything. She just keeps throwing fireballs at you, with insane accuracy. If you move back and forth, while staying in a closed area, you should be able to avoid them. Eventually, she'll conjure up another green spell. Deflect it with your golden feathers, and then the mighty Jinjonator (YEAH!) will rise up. It's a HUGE statue of a Jinjo, with egg slots on all four sides. You'll probably think that the first place to go would be the back.

Although Grunty still has excellent accuracy when you're behind the statue, she can't hit you as much as she would be able to if you were on the sides. But I suggest heading to the front first, since you'll want to get that side over with. Move back and forth in front of the Jinjonator until Grunty conjures a green spell. After deflecting it, Grunty will pause for a moment. This is a perfect opportunity to fire eggs into the hole. You'll hear a sound confirming that the egg is in. When you get enough eggs into the hole, a little door will close. It can be hard to see, and you might still be firing eggs at the same place even after the door has closed, so look closely. If Grunty starts shooting fireballs while you're in the middle of shooting eggs, don't bother to dodge if you're already like halfway done.

When you get to six honeycombs or less (you shouldn't get there at all), THEN you should start avoiding the fireballs at all costs and only shooting eggs into the slots when Grunty has paused. There's a different amount of eggs per slot (some have two, some three, and one has five), so don't always shoot the same amount into each one. It might be good to just fire one egg at a time, since you can see what's going on better than. Once all four holes close, the statue will crumble. The Jinjonator will continuously slam into a terrified Grunty, and then it'll do one last, super charge that will knock Grunty off the tower. As she falls, she'll try to take you out with one last spell, but it'll miss you automatically.

+====+-----+
| Game Ending ED01 |
+====+-----+

As Grunty falls, a bunch of stones will fall as well. She'll slam into a ground and a rock will fall under her, trapping her (yeah, of course a fall like that wouldn't kill her). Now Banjo, Kazooie, Bottles, Tooty, the Jinjos, and Mumbo are on a vacation in Treasure Trove Cove. After watching the cast list (which include the very minor characters, as well as all the enemies), Mumbo will pop out. If you've gotten all 100 Jiggies (which you have done, haven't you?), he'll show you some secret pictures of Banjo and Kazooie collecting two special eggs and a giant ice key. Any B-K fan who's played through this game at least once should know about the legendary eggs and keys. They can only be gotten through B-K illegally (sorta), and they don't play that big of a role in Banjo-Tooie. But the next chapter will explain how to get them, if you want.

=====

```
|          |%%%%% The Hunt for the Eggs and the Key %%%%|          |
|          ~~~~~~|          |
```

WARNING TO WHOEVER IS READING THIS: I'm assuming that you've followed the walkthrough above, so you now have all 100 Jiggies, 900 notes, and 24 honeycombs. So I'm writing this portion as if you have completed the game completely. If you haven't completed the game, you might not be able to access one of these eggs (though you don't need to collect all Jiggies, notes, and honeycombs to get them; you just need to unlock the nine worlds). You have been teh warned.

Now that you've completed the game, there's a little sub-quest you can do. It has no reward, but it's pretty mysterious. There's really no point to doing it, but it can be fun, and you get to go to secret areas that you didn't get to go to earlier! YEAH! Anyway, this is the quest of the six mystery eggs and the odd ice key. When you get them, a level called "Stop 'n Swap" appears in your "View Totals" screen. It has been confirmed the "Stop 'n Swap" does nothing. However, people used to think that you highlighted "Stop n' Swap," took the Banjo-Kazooie cartridge out of the system without turning it off, and placing Banjo-Tooie in. It sounded like a great idea, but unfortunately it didn't work :(Still, the eggs and keys are here, and they're collectibles, aren't they? Of course!

```
+=====+
|          Grunty's Lair          |          GL.1          |
+=====+
```

From here, you'll want to head to Treasure Trove Cove.

```
+=====+
|          Treasure Trove Cove    |          TTCE          |
+=====+
```

Head to the sandcastle area (remember, you have to empty the water with Leaky). Down in the sandcastle area, go into the sandcastle. Enter the following code there:

CHEATOUTOFTHESEAITRISESTOREVEALMORESECRETPRIZES

This splits into:

CHEAT OUT OF THE SEA IT RISES TO REVEAL MORE SECRET PRIZES

You'll hear a "moo" sound when you enter the letters C-H-E-A-T, but no sound when you enter the other letters. However, if done correctly, a cinema scene will occur shortly after. Nothing special, just Shark Food Island has magically risen outside. But don't head out there yet, we still have more codes to put in! Exit and re-enter the sandcastle, and enter the following code:

CHEATNOWYOUCANSEEANICEICEKEYWHICHYOUCANHAVEFORFREE

This splits into:

CHEAT NOW YOU CAN SEE A NICE ICE KEY WHICH YOU CAN HAVE FOR FREE

Again, you'll get the "moo" sound for C-H-E-A-T. Once you input this code correctly, another cinema scene will occur. The ice wall blocking the giant key in Freezy Peak is now gone (this is located in Wozza's Cave, behind the orange Jinjo). Exit and re-enter the sandcastle. We still have five more codes to input, and I'm sorry to say this, but they're as long as the first two are. This time, you'll want to enter the following:

CHEATADESERTDOOROPENSWIDEANCIENTSECRETSSWAITINSIDE

This splits into:

CHEAT A DESERT DOOR OPENS WIDE ANCIENT SECRETS WAIT INSIDE

Again, you'll get the "moo" sound for C-H-E-A-T. Once you input this code correctly, another cinema scene will occur. A new door in Gobi's Valley has opened. It is the door located in the place where Gobi was resting the third time you met him. Exit and re-enter the castle once more. We have four codes left! Enter the following code into the floor:

CHEATDONTYOUGOANDTELLHERABOUTTHESECRETINHERCELLAR

This splits into:

CHEAT DONT YOU GO AND TELL HER ABOUT THE SECRET IN HER CELLAR

Again, you'll get the "moo" sound for C-H-E-A-T. Once you input this code correctly, another cinema scene will occur. This time, you'll be in the cellar of Mad Monster Mansion. The one barrel that you couldn't open before is now open, and it has a view of a turquoise egg. There's yet another egg in Mad Monster Mansion, and we're about to input the code. Exit and re-enter the castle and enter the following code:

CHEATAMIDSTTHEHAUNTEDGLOOMASECRETINTHEBATHROOM

This splits into:

CHEAT AMIDST THE HAUNTED GLOOM A SECRET IN THE BATHROOM

Again, you'll get the "moo" sound for C-H-E-A-T. Once you input this code correctly, another cinema scene will occur. This time you'll see Luggo the Toilet in Mad Monster Mansion. A light green egg is on top of him. We have two more cheats left, so bear with me! Exit and re-enter once again and enter the following:

CHEATTHISSECRETYOULLBEGRABBININTHECAPTINSCABIN

This splits into:

CHEAT THIS SECRET YOULL BE GRABBIN IN THE CAPTINS CABIN

Again, you'll get the "moo" sound for C-H-E-A-T. Once you input this code correctly, another cinema scene will occur. You'll find a bright red egg on the captin's bead in *gasp* Rusty Bucket Bay. Damn, we DO have to go back after all. One more cheat left! Okay, exit and re-enter and enter the last code which is this:

CHEATNOWBANJOWILLBEABLETOSEEITONNABNUTSTABLE

CHEAT NOW BANJO WILL BE ABLE TO SEE IT ON NABNUTS TABLE

Again, you'll get the "moo" sound for C-H-E-A-T. Once you input this code correctly, another cinema scene will occur. The final scene, thank goodness. The last egg will be shown in Nabnut's house, on one of the pieces of furniture.

Okay, now you're all ready to collect the eggs and the key. Head out of the castle and out of the sandcastle pit. Right in front of you is Sharkfood Island. Swim to the box, avoiding Snacker, and jump to the entrance. Inside, you'll hear a noise of congratulatory. Locate the Shock Pad that you saw in the photo and you'll shoot up. You'll now have to jump and float sixteen times, and you'll slowly go higher and higher. Don't fall, or you'll have to do the whole stupid thing over again. At the top, high jump to the very, very top, where a giant purple EGG (1) is. Great, we

have our first egg. Check your "View Totals" screen and scroll all the way to the right. "Stop 'N Swap" has appeared, so we have to fill that screen now! Drop down to the bottom of the tower.

Exit Sharkfood Island, and then exit Treasure Trove Cove entirely.

```
+=====+
|                Grunty's Lair                GL.2        |
+=====+
```

Head out of the Treasure Trove Cove area. Outside, climb the vine and head right, over the water and through the door. Go down the ramp, and then down the stairs, to find the cauldron. Jump in and you'll warp to another area of the lair. Locate the Freezy Peak cave entrance and go through. Now enter Freezy Peak.

```
+=====+
|                Freezy Peak                FPGK          |
+=====+
```

Here, Talon Trot down the two steep hills. Now go left, past the christmas tree, and over to the present bunch. Step on the flying pad and fly to Wozza's Cave, which should be north of the presents. Land and enter the cave. Wozza is still scared of you :) High jump into the little alcove with the Jinjo and head forward. The congratulatory music will sound. Jump up onto the platform and collect the ICE KEY (1). You're now 1/3 complete with the "Stop 'N Swap" collection! After you have the Ice Key, exit Wozza's Cave, and then exit Freezy Peak entirely.

```
+=====+
|                Grunty's Lair                GL.3        |
+=====+
```

Our next destination is Gobi's Valley, where we can find another egg. No cauldrons are needed in this trip. Exit the Freezy Peak area and into the main part of the lair once more. Go through the door on your left to be in the Gobi's Valley area. Head north and through the little door to find Wading Boots. Put them on, then climb the stairs to your right. Head across the quicksand and into Gobi's Valley.

```
+=====+
|                Gobi's Valley                GVEH          |
+=====+
```

You remember our favorite flying pad, don't you? We have to go there again. From the start, head forward, past Trunker. Talon Trot up the steep hill and then jump onto the statue's paw. From there, jump up onto a few more platforms and make your way up to the body of the statue. You should see the famous flying pad of Gobi's Valley. Fly to the little alcove above the quicksand that's surrounding the statue you're on. Here, head through the door. This is the hidden area with the next egg. Go forward, up the slope, and you'll find a coffin with a switch. Push the switch in to open the coffin. You'll reveal a nice blue EGG (2). We are halfway done with "Stop 'N Swap" now! Pure joy! Anyway, now that you have the blue egg, exit the hidden area.

We have to wait for that stupid magic carpet to come to us so we can get back down. Once it has taken you to the statue, make your way down to the exit.

```
+=====+
|                Grunty's Lair                GL.4        |
+=====+
```

We have to go to Mad Monster Mansion next, which holds TWO eggs. Yipee. It is

somewhat of a long journey, but we don't have a cauldron to warp with. Use the Wading Boots to get back across the quicksand and enter the previous area you were in (where you could get to Freezy Peak). Head straight ahead of you, up into Gruntilda's Mouth. Remember this cursed area? I hated this place. Anyway, go left, traveling across the bridge. Pass the Gobi's Valley puzzle and go across the next bridge. Head left once you're across. You're now in the Mad Monster Mansion area. Go forward, defeating or avoiding all of the evil gravestones. Head up into Mad Monster Mansion.

```
+=====+
|                Mad Monster Mansion                MMME                |
+=====+
```

At the start, go right, around to the side of the house. Head north for a bit and turn to the corner left. Continue north, and head down the small set of stairs. You're at the cellar entrance again. Beak Bust on the door to break it. Fall through. Here, defeat the ghost by using a gold feather and then go into the first barrel on your right, the only one that's open. Inside, go across and you'll enter a much, much larger area with the next EGG (3). Only three more eggs left! Once you have that egg, exit the cellar area. Climb the nearest pole, the one near the bat. Now go around to the other side of the house, to the area that has a rather small, but lit, window. Perform a Rat-a-Tat-Rap on the window to shatter it. Jump into the window.

You're back in Lubbo's area. Here, there's yet another wonderful EGG (4) that's on top of Lubbo. Yeah. Once you have that egg, exit this area, then drop down and exit Mad Monster Mansion for good.

```
+=====+
|                Grunty's Lair                GL.5                |
+=====+
```

Head south, past all the mad gravestones, into the lava area again. Go back left, across the two bridges, and head through the cave door there. You'll exit Gruntilda's mouth. From here, head to the FRONT of the Freezy Peak cave and then go right. You'll climb up a large hill. Head all the way to the end and drop down into a small hole with a blue cauldron. Jump into the cauldron to be warped into the Rusty Bucket Bay area. Jump into the water and dive down, and then enter Rusty Bucket Bay.

```
+=====+
|                Rusty Bucket Bay                RBB1                |
+=====+
```

Yeah, you thought you were done with this horrid place, didn't you? Don't worry, we only have to be here for a short amount of time and we don't have to go into any oily water. At the start go north, up the bridge that leads to the ship. On the ship go left and south, past the Man-Eating Pipe. Climb the set of steps near the pipe and from there, turn around and go up another bridge. Once you're up, drop down off the right side. Go north, and smash the first window you see with a Rat-a-Tat-Rap. You're back in the Captain's Quarters. There's the red EGG (5) on his bed. Grab it and defeat the sailors, then exit. NOW you can head out of here. Don't worry, we are TOTALLY done with this level now. I promise.

```
+=====+
|                Grunty's Lair                GL.6                |
+=====+
```

We have two options here, and I can't decide which one is shorter, so I'm just gonna give you the one that I THINK is a tiny bit shorter. When you exit Rusty Bucket Bay,

continue swimming down, and head through the pipe. In the next area, surface. Go left, past the mine, and jump up all the pillars. Head through the door here. Use golden feathers to get through all the tentacles here. You're now in the Click Clock Wood area. Yep, this was definitely the shorter one, I've now decided. Head north, past Bigbutt, and Talon Trot up the steep hill. Enter Click Clock Wood.

```
+=====+
|                Click Clock Wood                CCWE                |
+=====+
```

You'll want to turn left when you get here and head straight into winter. In winter, head right, up the snow and past the snowman, over to the flying pad. Fly up and fly all the way over to the area where Nabnut's house is. In the air, Beak Bomb Nabnut's lower window to shatter it. Land and head through. You'll notice Nabnut is sleeping with a pink squirrl. Cute. Anyway, head up and grab the final EGG (6). "Stop 'N Swap" is now complete!

Well, that's the experience of "Stop 'N Swap" right there. You should now have Every. Single. Item. Now you can brag to your friends about how you got everything on a game that is six years old. Word. Anyway, those are all the collectibles for Banjo-Kazooie! You're done with the game! Although you might want to play it again, it has some excellent replay value...

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|                ~~~~~~                               |
|                |%%%% Mumbo Token Guide   %%%%|           MUJU           |
|                ~~~~~~                               |
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This is just a handy little FAQ that tells you where to find all the Mumbo Tokens in each worlds. Yeah.

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+=====+
|                Mumbo's Mountain                MMTT                |
+=====+
```

1. Behind one of the stones at the bottom of the first hill
2. Near the pillars where Conga and the moneky are
3. In the Termite Mountain, on one of the first few platforms (Talon Trot)
4. Behind the ruins where you learn the Talon Trot
5. Under the stairs leading to Mumbo's Hut

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+=====+
|                Treasure Trove Cove                TTCT                |
+=====+
```

1. Behind Nipper's shell
2. At the top of Captain Blubber's ship
3. Inside Captain Blubber's ship
4. In front of the entrance to the lighthouse
5. Above the Shock Pad right next to Bottles (where you learn the Shock Jump)
6. Inside a chest near two sets of stairs (one leading left and one leading down)
7. Inside a chest near two sets of stairs (one leading left and one leading down)
8. Behind the platform where the "?" appears after you stomp on all the X's
9. Near an archway

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+=====+
|                Clanker's Cavern                CCMT                |
+=====+
```

1. Above the starting point. Climb the pipe and pass the monsters to get to it
2. In the cavern, dive down to the left and head through a pipe
3. Get on Clanker's right fin and jump to the platform. Use the Shock Pad to jump to a pipe. Climb it and then jump into the little alcoves to get the token
4. Climb Clanker's tail and jump to the platform
5. Enter Clanker by means of his left tooth

```

+====+-----+
|                Bubblegloop Swamp                BGMT        |
+====+-----+

```

1. In the first swamp, behind the pillar with the Jinjo
2. On top of the pole near the giant egg
3. Take the large path that's near the Jigsaw Switch
4. Below all of the huts (you must be an alligator)
5. Below all of the huts (you must be an alligator)
6. Inside Mr. Vile's crocodile
7. Behind Mumbo's hut
8. Behind Mumbo's chair
9. Inside TipTank, behind TipTup
10. When climbing the huts, use the shock pad near the top and jump to the right

```

+====+-----+
|                Freezy Peak                MMT        |
+====+-----+

```

1. Inside the igloo near the start
2. Behind the giant Christams tree
3. Below the scarf that the giant snowman wears (near where you get on)
4. Next to the giant snowman's left foot
5. Next to the giant snowman's right foot
6. Ride the sled down the snowman to grab one automatically
7. In the village, fly up to it
8. Inside one of the evil snowmen (you have to kill it)
9. Inside one of the evil snowmen (you have to kill it)

```

+====+-----+
|                Gobi's Valley                GVMT        |
+====+-----+

```

1. On the nose of the giant statue
2. Inside the giant statue
3. In the quicksand near the giant statue
4. Inside Kazooie's pyramid
5. At the bottom of the giant quicksand lake (fill it with water first) surrounding a pillar
6. In the pyramid that you have to enter by using the running shoes
7. At the exit of the pyramid that you have to enter by using the running shoes
8. High above the giant, central pillar (you have to fly to it)
9. Inside the pyramid with the matching tiles
10. At the end of the big pyramid that had the maze (in one of the pots)

```

+====+-----+
|                Mad Monster Mansion                MMN.        |
+====+-----+

```

1. On the second floor of the mansion, break one of the windows. It's inside the bathroom that's accessed through one of those windows
2. In one of the barrels in the cellar

3. On the third floor of the mansion, break the window. It's in front of a picture
4. At the very top of the mansion
5. To the left of the fountain area
6. Near the entrance to the shack
7. Behind one of the gravestones
8. On the roof of the church
9. Near the clock of the church
10. Inside the hedge maze
11. Inside the hedge maze
12. On top of the shack
13. Inside the well (you need to be a pumpkin)
14. Near the organ inside the church

```

+====+-----+
|                Rusty Bucket Bay                RBBN                |
+====+-----+

```

1. At the start, go left to Toll 2. Spit in four eggs to reveal a path. High jump for the token
2. Inside the engine room, on the first rotating platform
3. Near one of the propeller switches in the engine room
4. Near one of the propeller switches in the engine room
5. On one of the barrels in the toxic waste dump
6. In the big storage area
7. On top one of the funnels (the giant pipes)
8. Near the edge of the level, in the giant blue box (the first one)
9. Near the edge of the level, in the giant blue box (the middle one; get in by smashing a hole in the top)
10. In the controls room (shatter one of the high resolution windows on the ship)

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+====+-----+
|                Click Clock Wood                CCWN                |
+====+-----+

```

~~~Spring~~~

1. Guarded by the Man-Eating Flower at the start
2. Swim to the end of the lake and jump to the left, where a token is guarded by a ME-Flower
3. Near Mumbo's hut
4. Start climbing the tree, and you'll get to a huge branch. The token is here
5. When you get to the beehive, carefully drop off the end and you'll land on the token
6. Inside the half complete house a little further up the tree
7. Inside Nabnut's house (high up in the tree)
8. In Eyrie's nest

~~~Summer~~~

1. Near Gnawty's house
2. At the end of the dried lake, jump up to the flower area, go forward and grab the token to your right
3. On the wooden planks inside Mumbo's hut
4. At the start of the tree, go left, up the leaves. Head to the top leaf to find the token
5. Start climbing the tree, and you'll get to a huge branch. The token is here
6. Past Nabnut's house, when you have to jump the gaps and defeat the birds at the same time

~~~Fall~~~



1. Guarded by the ME-Flower at the start
2. At the start of the tree, go left, up the leaves. Head to the top leaf to find the token
3. Start climbing the tree, and you'll get to a huge branch. The token is here
4. On the huge branch in front of the nearly complete house
5. At the very, very top of the tree there is a ME-Flower with the token

~~~Winter~~~

1. On the stem of the giant plant
2. Inside one of the evil snowmen
3. On top of the beehive
4. In Nabnut's area, head down to the platform with the snowman, and then go down the steep ramp right (in Talon Trot mode, of course)

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|          ~~~~~                      |
|          |%%%% Codes and Secrets   |          LIFO          |
|          ~~~~~                      |
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There are many different codes you can enter in this game, and the majority of them are awesome. ALL of these codes must be entered in the Treasure Trove Cove sandcastle area. When you type in a code that has "CHEAT" in it, you'll hear a "moo" sound for the "C-H-E-A-T," but no sound when you're entering the rest of these cheats.

WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING!
 Use more than two of these secret codes in the same save file and your game will be erased. I'm not joking. It's happened to me.
 WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING!

"CHEATANENERGYBARTOGETYOUFAR" a.k.a. "CHEAT AN ENERGY BAR TO GET YOU FAR"
 This gives you eight honeycombs. BE CAREFUL! If you already have sixteen honeycombs, this cheat will bring it back down to eight.

"CHEATDONTBEADUMBOGOSEEMUMBO" a.k.a. "CHEAT DONT BE A DUMBO GO SEE MUMBO"
 This will give you 99 Mumbo Tokens if you're too lazy to find them on your own :)

"CHEATGRUNTYWILLCRYNOWTHATYOUVESMASHEDHEREYE" a.k.a.
 "CHEAT GRUNTY WILL CRY NOW THAT YOUVE SMASHED HER EYE"
 This will shatter the glass of the Grunty statue near the Freezy Peak area. Pointless really, all it takes is a Beak Bomb...

"CHEATGIVETHEBEARLOTISOFAIR" a.k.a. "CHEAT GIVE THE BEAR LOTS OF AIR"
 You get infinite oxygen by using this cheat. Very helpful in certain situations
 coughcoughrustybucketbaycoughcough

"CHEATBANJOBEGSFORPLENTYOFEGGS" a.k.a. "CHEAT BANJO BEGS FOR PLENTY OF EGGS"
 This gives you unlimited eggs. As if 100 isn't enough...

"CHEATGOLDENLOWTOPROTECTBANJO" a.k.a. "CHEAT GOLDEN GLOW TO PROTECT BANJO"
 Now this is something. You'll get infinite golden feathers, which seriously tones down the difficulty of the game.

"CHEATLOTSOFGOESWITHMANYBANJOS" a.k.a. "CHEAT LOTS OF GOS WITH MANY BANJOS"
 Infinite lives. Seriously, do we REALLY need infinite lives? Have you ever gotten a game over?

"CHEATNOWYOUCANFLYHIGHINTHESKY" a.k.a. "CHEAT NOW YOU CAN FLY HIGH IN THE SKY"
Infinite red feathers. Somewhat useful, don't waste one of your two cheats on this though.

"CHEATNOWINTOTHEWAMPYOUCANSTOMP" a.k.a. "CHEAT NOW INTO THE SWAMP YOU CAN STOMP"
This will open Bubblegloop Swamp. TOTAL waste, I'd open one of the later levels instead.

"CHEATTHERESNOWHEREDANKERTHANINWITHCLANKER" a.k.a.
"CHEAT THERES NO WHERE DANKER THAN IN WITH CLANKER"
Opens Clanker's Cavern. If you can't open it by means of the puzzle, then you're extremely sad.

"CHEATTHISONESGOODASYOUCANENTERTHEWOOD" a.k.a.
"CHEAT THIS ONES GOOD AS YOU CAN ENTER THE WOOD"
This opens Click Clock Wood. Great cheat to use if you want to save fifteen Jiggies.

"CHEATTHEJIGGYSDONESOOFFYOUGOINTOFREEZYPEAKANDITSSNOW" a.k.a.
"CHEAT THE JIGGYS DONE SO OFF YOU GO INTO FREEZY PEAK AND ITS SNOW"
Opens Freezy Peak (duh). Another waste of a level, please don't use this cheat. Please.

"CHEATGOBISJIGGYISNOWDONETREKONINANDGETSOMESUN" a.k.a.
"CHEAT GOBIS JIGGY IS NOW DONE TREK ON IN AND GET SOME SUN"
Opens Gobi's Valley. Avoid this cheat.

"CHEATTHEJIGGYSNOWMADEWHOLEINTOTHEMANSIONYOUCANSTROLL" a.k.a.
"CHEAT THE JIGGYS NOW MADE WHOLE INTO THE MANSION YOU CAN STROLL"
Opens Mad Monster Mansion. There's a better use of Jiggies here, so I recommend against using this cheat.

"CHEATWHYNOTTAKEATRIPINSIDGRUNTYSSHIP" a.k.a.
"CHEAT WHY NOT TAKE A TRIP INSIDE GRUNTYS SHIP"
Opens Rusty Bucket Bay. If you want to use two level opening cheats, make it this and Click Clock Wood. It saves like twenty-five Jiggies total.

"CHEATTHESEGORIGHTONTONOTEDOORTWO" a.k.a. "CHEAT THESE GO RIGHT ON TO NOTE DOOR TWO"
Opens the second note door. COMPLETE waste, you'll just have to open the other ones as well, so you'll still have to get the notes.

"CHEATNOTEDOORTHREEGETINFORFREE" a.k.a. "CHEAT NOTE DOOR THREE GET IN FOR FREE"
Opens the third note door. Like number two, total waste.

"CHEATTAKEATOURTHROUGHNOTEDOORFOUR" a.k.a.
"CHEAT TAKE A TOUR THROUGH NOTE DOOR FOUR"
Fourth note door open, one cheat wasted.

"CHEATUSETHISCHEATNOTEDOORFIVEISBEAT" a.k.a.
"CHEAT USE THIS CHEAT NOTE DOOR FIVE IS BEAT"
Opens fifth note door. Can you say... "waste?"

"CHEATTHISTRICKISUSEDTOOPENNOTEDOORSIX" a.k.a.
"CHEAT THIS TRICK IS USED TO OPEN NOTE DOOR SIX"
Opens sixth note door. You know what I'm going to say.

"CHEATSEVENTHNOTEDOORISNOWNOMORE" a.k.a. "CHEAT SEVENTH NOTE DOOR IS NOW NO MORE"
Even if this seems good, you still have to get through note door eight, so don't bother.

"CHEATUPYOUGWITHOUTAHAITHTOTHEWATERLEVELSWITCH" a.k.a.

"CHEAT UP YOU GO WITHOUT A HITCH TO THE WATER LEVEL SWITCH"

This raises the water level near Rusty Bucket Bay. Please don't. I'm begging you.

"CHEATTHEYCAUSETROUBLEBUTNOWTHEYRERUBBLE" a.k.a.

"CHEAT THEY CAUSE TROUBLE BUT NOW THEYRE RUBBLE"

This removes all breakable walls. Of course, it takes three eggs to take down a breakable wall, or a single Rat-a-Tat-Rap, so if you have to do this then... nevermind.

"CHEATWEBSSTOPYOURPLAYSOTAKETHEMAWAY" a.k.a.

"CHEAT WEBS STOP YOUR PLAY SO TAKE THEM AWAY"

This will remove all webs. Three eggs take out a web. Don't even think about it using this cheat.

"CHEATYOUWONTHAVETOWAITTHERESNOCRYPTGATE" a.k.a.

"CHEAT YOU WONT HAVE TO WAIT THERES NO CRYPT GATE"

To remove the crypt gate, you can just use a Rat-a-Tat-Rap. That's all I'm saying.

"CHEATSHESANUGLYBATSOLETSREMOVEHERGRILLEANDHAT" a.k.a.

"CHEAT SHES AN UGLY BAT SO LETS REMOVE HER GRILLE AND HAT"

This removes the gate blocking the Jiggy near Bubbleloop. A waste of a cheat for just one Jiggy? No thanks.

"CHEATITSYOURLUCKYDAYASTHEICEBALLMELTSAWAY" a.k.a.

"CHEAT ITS YOUR LUCKY DAY AS THE ICE BALL MELTS AWAY"

This removes the block of ice near the Freezy Peak puzzle. Don't. Just don't.

"CHEATYOUILLCEASETOGRIPewHENUPGOESAPIPE" a.k.a.

"CHEAT YOUILL CEASE TO GRIPE WHEN UP GOES A PIPE"

This removes the large pipe near Clanker's Cavern. I'd rather you didn't...

"CHEATTHISSHOULDGETRIDOFTHECRYPTCOFFINLID" a.k.a.

"CHEAT THIS SHOULD GET RID OF THE CRYPT COFFIN LID"

It takes a Beak Buster to get rid of the coffin lid. A Beak Buster.

"CHEATBOTHPIPESARETHEREINCLANKERSLAIR" a.k.a.

"CHEAT BOTH PIPES ARE THERE IN CLANKERS LAIR"

There's the two pipes in Clanker's area now, so you can get to the level. Of course, the switch is to the right of the pipes...

Those are the cheats. They are more or less a waste. If you're gonna use them, I suggest the infinite gold feathers one and the infinite oxygen one, but it's your choice.

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|          |%%%%%      Legal Info      %%%%%|          LIFO          |
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|MAJOR NOTE: This FAQ will be hosted by ONLY GAMEFAQS.COM, IGN.COM,          |
|NEOSEEKER.COM, AND GAMENOTOVER.COM! NO! YOU CANNOT PUT THIS ON YOUR SITE! No|
|matter how many times I say don't, WAY too many people take my FAQs without |
|my permission. I have grown to trust only these four sites, who haven't      |
|actually stolen any type of work from people. Even if you want my FAQ, sorry|
|but thanks to some certain sites, only these four are allowed to host it.    |
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Note that if you DO steal my FAQs, you will regret it. Seriously regret it.

Stealing someone's work without asking is something that FAQ writers get really pissed off at. Stealing someone's work and crediting someone else for it is PLAGIARISM! That is a SERIOUS violation and I assure you, you'll pay dearly if you plagiarize any of my work.

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|          |%%%%%      Contact      %%%%%|          CIFO          |
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AIM Contact  
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I tried, I really did, for nearly a year to allow people to IM me for questions. However, people seem to not respect the rules. I understand that there were many that did, and I'm sorry this had to happen, but I am moving to a closed list. There have been many pointless IMs, including people who bash, advertising people (0_0), spammers, and people who "wnt to maek convursashon bye tlking liek thiz" which gets incredibly annoying. So it's only e-mail now, sorry.

~~~~~  
E-mail contact rules  
~~~~~

My e-mail address is cskull@frogdesign.com. There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Information on the game. No this does NOT mean full world guides, because if it isn't there I haven't gotten to them yet but I will. It means additional TIPS on beating a world or correcting information that I messed up. Secrets are TOTALLY accepted.

Praise mail. I used to be against this, but now I realize how rare praise really is. Just don't send me things like, "Yer faq is kewl, lol!!!"

Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least twenty spam e-mails a day and I don't need yours it doesn't help. Please don't send any.

Asking permission to use this FAQ. No, you can't, so don't bother. Only four sites, which I have listed at the top of the guide, can use this FAQ.

Hate mail. No I don't appreciate it if you send me an e-mail saying, "Your FAQ is the biggest piece of **** ever created! It sucks!" That just fills up my inbox and it really annoys me.

Spelling/Grammar mistakes. I used to get about ten e-mails a day saying, "You spelled these two words wrong." or something like, "You used inappropriate grammar in this chapter." Please people! I can find those on my own!

And that wraps up the contact. Once again my e-mail is:
cskull@frogdesign.com

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|                                     |
|          A DEDICATION TO CHRIS MACDONALD          |
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May 19, 2004. I come to GameFAQs when I get home, as usual and I see that Chris, who goes under the screen name Kao Megura, has passed away. I am shocked and greatly upset at the same time. Chris was one of the best contributors to GameFAQs. Many fighting fans used the brilliant "King of Fighters" guides that he wrote. And his Final Fantasy VII FAQ has got to be one of the best guides on the site if not the best on the site. The guide is the definition of the word "format" and is pretty much the definition to the word "depth". It was used thoroughly by many users, including myself. Yes, Chris was the one author that inspired me to submit work to GameFAQs. After reading his guide about five years ago, I printed it out and brought it to my friend's house whenever I came over to his house.

I used it for the whole game of Final Fantasy VII. I might've made my friend print the guide out as well though I don't remember. Anyway, after finishing the game twice with his guide I started submitting reviews. Then I started submitting guides and it became my main hobby. And this is all thanks to Chris. Without his wonderful guides, I would've left GameFAQs years ago and would've never submitted anything or even started a message board account. Chris, I hope you've gone to a better place now. The MacDonald family, words can't express how truly thankful I am for Chris's kindness to authors as well as his dedication to his readers. I can't express how truly sorry I am to hear about his passing either. Chris, you will never, ever be forgotten by FAQ authors.

Rest in peace man. Rest very peacefully.

CJayC: His awesome game site, and for posting this guide on it.

shoecream: he created that cool ASCII art at the top.

GameFAQs Codes and Secrets page: for the codes I couldn't track down, I was able to use this page as a reference.

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You can check out all of my other work at:

<http://www.gamefaqs.com/features/recognition/11408.html>

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