

# Banjo-Kazooie FAQ/Walkthrough

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Banjo-Kazooie

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Game for: Nintendo 64

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1. STORY  
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The story begins when Gruntilda the witch asks her cauldron, Dingpot, who is the fairest in the land. Dingpot answered quite honestly that Tooty was the prettiest, not his...ahem...homely master. Outraged, Grunty realized she needed to kidnap Tooty and switch her ugliness with Tooty's beauty (you see that, I just rhymed). So the witch took her trusty broomstick and flew out of her Lair in search of her lovely victim. Then, as Banjo snoozes and Tooty and Bottles the mole greet each other, the witch strikes. Kazooie hears the racket outside and tries to rouse her partner, but by the time he wakes up, Tooty is already gone! Banjo must save his sister, or else Tooty will become ugly and Grunty pretty!

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2. BASIC CONTROLS  
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Control Stick: move

C: Left and right-turn camera, Down-zoom in or out with camera, Up-look in first-person view

A: jump, swim slowly underwater, press A when flying to go higher  
A+A: double jump  
A+Z: Beak Buster (ground pound)  
Z+A: Flapflip Jump (high jump)  
Z+B: Beaky Barge  
Z+ left C: Talon Trot  
Z+ right C: invulnerability  
Z+ up C: shoot eggs from Kazooie's mouth  
Z+ down C: shoot eggs from Kazooie's...um...behind..  
A+B: Rat-a-Tat Rap (attack with Kazooie)  
B: Claw Swipe if you're standing still or walking slowly, forward roll if you're running, dive in water, swim quickly underwater

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3. CHARACTERS  
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MAIN AND SECONDARY CHARACTERS

Here are the mainest of the characters.

Banjo: Banjo is the bear, and he's not as adventurous as Kazooie, but he has no choice but to rescue his little sister. So get playing and help him recue Tooty already!

Kazooie: Kazooie is Banjo's sassy partner, a bird that spends much of her time in Banjo's roomy backpack. Her moves are the best of the pair, allowing the team to run up steep hills, fly, shoot eggs, and all kinds of other things.

Bottles the Mole: Bottles is a helpful mole that teaches you all kinds of moves. Go to a molehill and press B to talk to him. Him and Kazooie don't get along very well, though...

Mumbo Jumbo: Mumbo is the shaman that lives in those weird skull huts. For a certain number of Mumbo tokens, he'll turn you into different things. What kinds of things, you ask? Well, play the game, and you'll find out.

Gruntilda: Gruntilda is the evil witch that kidnapped Tooty. She wants to switch her looks with Tooty's so that she'll become beautiful and Tooty ugly. She also rhymes when she talks. All the more reason to stop this hag!

Tooty: Tooty is, apparently, the prettiest girl in the land, so she is kidnapped by Gruntilda to have her good looks stolen. Since she's Banjo's little sister, Banjo must save her.

Brentilda: Brentilda is Gruntilda's nice sister. Every time you find her hidden throughout Grunty's Lair, she'll tell you three of Grunty's gross secrets. Make sure you write these down; you need to know this stuff later on...

Cheato: Cheato is a magical spell book that you can find hidden in Grunty's Lair in several places. He gives you...well, cheats.

Jinjo: Jinjos are little critters you find all over. There are five in each world, and when you rescue all five, you get a Jiggy. They also will be helpful much later in the game...

Dingpot: Dingpot is Grunty's dirty, smelly cauldron. He's not bad, though, and he may come in useful later on...

## OTHERS

These are the other characters you find throughout the game. Some are good and helpful, while others will give you trouble.

**Ancient Ones:** The Ancient Ones are statues found in Gobi's Valley. They won't actually help you beat Gruntilda as they claim, but you'll get a Jiggy when you fly through all the rings on their heads.

**Boggy:** Boggy is a polar bear that lives in Freezeezy Peak with his three kids. He enjoys skiing, but you can't race him until you help him with his stomachache.

**Boss Boom Box:** I don't even know if this is the right section for him, but Boss Boom Box is a big box you fight in Rusty Bucket Bay. Not only is he keeping a Jiggy from you, but he doesn't blow up like a regular Boom Box. How misleading.

**Captain Blubber:** Captain Blubber is a hippo in Treasure Trove Cove who crashed his ship and lost his gold. Please find his gold so he'll stop crying.

**Chimpy Kong:** Chimpy is...a chimp in Mumbo's Mountain. Give him an orange, and he'll help you.

**Clanker:** Clanker is a big mechanical whale used as Grunty's garbage disposal. The poor thing is stuck in dirty water with two toothaches. Once you help him get some fresh air, a new area will be open to you in Clanker's Cavern.

**Conga Kong:** Conga is an ape found in Mumbo's Mountain. He likes to throw oranges at you because he's mean like that. Bottles will help you find a way to fight back.

**Croctus:** In Bubblegloop Swamp, you can find some strange, metal crocs called Croctuses. Feed them eggs and see what happens.

**Eyrie:** There's a big egg high up in Click Clock Wood. Hatch it to find Eyrie the "mighty" eagle...baby. Take care of him until he grows up for something special.

**Gloop:** Gloop is a very useful fish in Clanker's Cavern. He lives in the deepest part of the water, releasing bubbles to anyone who needs them.

**Gnawty:** No, this is not a Donkey Kong enemy. Gnawty the beaver lives in Click Clock Wood, and the entrance to his house was blocked by a boulder. You must help him get rid of it.

**Gobi:** I bet you can guess where Gobi the camel lives. You need the water Gobi stores, but he won't give it up willingly.

**Grabba:** Grabba is a mean hand that taunts you with a Jiggy. You need a way to move faster to get it from him.

**Groggy:** Groggy is one of Boggy's kids. She (?) wears pink pants and a pink hat.

**Histup:** Histup is Rubee the snake charmer's snake. If you give him some eggs, he'll help you.

**Jinxy:** Jinxy is the sphinx in Gobi's Valley. He has a stuffy nose, so find a way to clear it and the door on Jinxy will open.

**Juju:** Juju is a spinning tiki that is found in Mumbo's Mountain. Give him some eggs for a few prizes.

Leaky: Leaky is a leaky bucket in Treasure Trove Cove. He wants to empty out the water around the sandcastle, but he can't. Do you have anything that can patch him up?

Little Lockup: Little Lockup is hiding a Jiggy from you in Treasure Trove Cove. Can you find him and your prize?

Loggo: Poor Loggo is a talking toilet. You'll find him in Mad Monster Mansion's bathroom. There's something inside him, but Banjo's too big to get flushed down...

Moggy: Moggy, another one of Boggy's kids, wears blue pants.

Motzand: Motzand is a ghostly hand that plays the organ in Mad Monster Mansion's church. Play a song with him for a prize.

Mr. Vile: Mr. Vile is the greediest croc of all and proud of it. He lives inside of the big crocodile thing in Bubblegloop Swamp. Go talk to him, and you can play a few eating games with him to see if you can beat the greediest croc.

Nabnut: In Click Clock Wood, naughty Nabnut the squirrel ate all his acorns before winter. Help him find more acorns before it's too late.

Napper: Napper is a big ghost that sleeps inside Mad Monster Mansion. Try to get his Jiggy without waking him...

Nipper: Nipper is a big hermit crab in Treasure Trove Cove. Kazooie makes him mad, so you have to fight him. Afterward, you get to see what's in his shell.

Quarrie: Quarries are just the rocks in Spiral Mountain right near where you were taught Beaky Barge. They're not important but they were in the character credits at the end of the game, so I added them.

Rubee: Rubee is a snake charmer living in one of the pyramids in Gobi's Valley. If you give his snake some eggs, he'll help you.

Snacker: Snacker is a mean shark that appears when you go into the water in Treasure Trove Cove and in one corner of Rusty Bucket Bay. He makes swimming very difficult, since he's a biter. With good aim, you can shoot Snacker from the shore with eggs. After enough hits, he'll leave you alone for a while.

Snorkel: Poor Snorkel the dolphin got stuck under the Rusty Bucket's anchor. Free the poor thing for a prize.

Soggy: Soggy is Boggy's green garbed polar bear child.

Tanktup: Tanktup is a big, brown turtle in Bubblegloop Swamp. His feet are cold; help him warm them up.

Tiptup: Tiptup lives inside of Tanktup somehow. He has a little turtle choir, and if you can copy his songs, he'll give you a Jiggy.

The Tiptup Choir: Tiptup has a choir of little, singing turtles. If you can make them repeat Tiptup's songs, you'll get a prize.

Toots: Toots is Rubee the snake charmer's weird, little pet. He's not important, but I wanted to include him.

Trunker: Trunker is a dry palm tree in Gobi's Valley. You need to help him get

some water.

**Tumblar:** Tumblar is a strange thing that you find in the shed in Mad Monster Mansion. It looks like an upside down cup, and it has a Jiggy stuck inside of it. Use it to spell the name of this game to get its Jiggy.

**Twinklies:** Twinklies are little, talking Christmas lights found in Freezeezy Peak. They want to light up the nearby Christmas tree, but something seems to be blocking their path.

**Twinkly Munchers:** Twinkly Munchers love to eat Twinklies for some reason. You must stop these greedy creatures!

**Wozza:** Wozza is a walrus that lives in Freezeezy Peak. He has a Jiggy, but is afraid of bears, so he hides when you come by. How will you get him to trust you?

**Zubbas:** Zubbas are bees that live in the beehive in Click Clock Wood. They aren't very friendly to bears.

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#### 4. ITEMS

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These are items and such you find throughout the whole game. I didn't include things you only find in one place, like oranges in Mumbo's Mountain or acorns in Click Clock Wood.

**Beehives:** Break beehives for three honeycomb pieces. Some beehives have bees around them. They will chase you if you break the beehive, so you'll have to get your honeycomb pieces quickly and then run for it.

**Blue Eggs:** Once Bottles teaches you how to use these, Kazooie can shoot these eggs from her mouth and her...behind. You originally can carry 100 eggs.

**Cauldrons:** Cauldrons are hidden throughout Grunilda's Lair. When you find two of the same color, jump into one to teleport to the other.

**Empty Honeycomb Pieces:** Every world has two empty honeycomb pieces. Find six of these to add one honeycomb to your health.

**Extra Lives:** Extra lives give you...extra lives. They look like white Banjos. (I mean the bear, not the instrument!) You'll also get an extra life whenever you collect all 100 musical notes in a world.

**Gold Feathers:** Once Bottles teaches you how to use these, you can use gold feathers to be invincible. You can only carry 10 at first, though.

**Honeycomb Pieces:** Honeycomb pieces restore lost health. Get them from beating enemies and breaking beehives.

**Jinjo:** I counted Jinjos as characters, but I guess they are items, too, since you collect them. There are five in each world. Save all five for a Jiggy.

**Mumbo Tokens:** Mumbo tokens are found hidden throughout the game. They look like creepy metal skulls, and they frighten me. But, they are useful, since you need them to pay Mumbo for his transformations.

**Red Feathers:** When you're flying, red feathers let you fly higher and use Beak Bombs. Of course, Bottles must teach you these moves first.

Running Shoes: Again, Bottles must teach you how to use these. Yes, apparently you start the game not knowing how to put on shoes. These shoes make you run extra fast for a limited amount of time. Press B to cancel them early.

Wading Boots: After learning how to use these, you can walk through dangerous places with these Wading Boots. These wonderful boots let you cross hot sand and swamp water with ease, but they have a time limit. Press B to cancel them early.

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5. MOVES  
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BASIC MOVES

These are the moves you start out with after you finish your training in Spiral Mountain. I didn't include simple things like simple jumps and controlling the cameras (but if you really must know, they're included in the Basic Controls section).

Claw Swipe: Press B while standing still or walking slowly for a cruddy Banjo attack.

Beaky Barge: Press Z+B for a Beaky Barge. This attack lets Kazooie lunge forward and attack things.

Double Jump: Jump and press A while in the air, and Kazooie will flap her wings, letting you jump farther.

Flapflip Jump: Press Z+A for a high jump.

Forward Roll: Run and press B for a forward roll attack.

Rat-a-Tat Rap: Jump and press B for this useful attack. Not only is it a good beak attack, but it can hit flying enemies.

Swimming: Press B to dive into the water, then, hold B to swim fast or hold A to swim slowly.

LEARNED MOVES

You learn these moves throughout the worlds.

Beak Bomb

Location: Freezeezy Peak

Description: When you're flying, press B for a Beak Bomb. This attack launches Kazooie forward, useful for hitting certain things like targets and such. Be careful, though. You'll get hurt if you hit a wall or another object you weren't supposed to Beak Bomb into. By the way, each Beak Bomb uses a red feather.

Beak Buster

Location: Mumbo's Mountain

Description: This move is essential for activating switches. Jump and press Z for this move. It can also be used to defeat enemies.

Egg Shooting

Location: Mumbo's Mountain

Description: This move lets you shoot eggs. Hold Z and press up C to shoot eggs

from Kazooie's mouth or down C to shoot eggs from Kazooie's bottom. Eggs don't do much damage to enemies, but they are good for shooting at explosive enemies, hitting enemies that are farther away, and for feeding certain characters and other purposes.

#### Flying

Location: Treasure Trove Cove

Description: Flying is quite a fun move. Go onto a flying pad and press A to fly. Press A to go higher, which uses red feathers.

#### Invulnerability

Location: Clanker's Cavern

Description: Press Z+ right C for your invulnerability move, which makes you invincible. It uses gold feathers, though, so use this move sparingly.

#### Running Shoes

Location: Gobi's Valley

Description: These shoes let you run very fast for a limited time. Press B to cancel the move early.

#### Shock Jump Spring

Location: Treasure Trove Cove

Description: Find a shock jump disc and hold A to jump high. You can also move the control stick when you first press A to do a small jump off the disc, then, continue to hold A to do your big jump.

#### Talon Trot

Location: Mumbo's Mountain

Description: This move lets you move quickly and up steep or slippery hills with ease. Just press Z+ left C.

#### Wading Boots

Location: Bubblegloop Swamp

Description: These boots let you safely walk through dangerous places like hot sand and swamp water for a limited time. Press B to cancel the move early.

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**6. ENEMIES**  
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Bawl: Bawl are the onions you find in Spiral Mountain.

Bigbutt: Bigbutt is a bull. Occasionally, you find one of these mean enemies. They charge at you, but you can't beat them. If you hit them a few times, though, they'll be stunned for a short time.

Big Clucker: Big Cluckers are the Click Clock Wood version of Chompas. They pop out of holes in the big tree to snap at you with their big beaks. Like with the Chompas, a Rat-a-Tat Rap will defeat them.

Boom Box: Boom Boxes are TNT boxes found in Rusty Bucket Bay. They chase you until they blow up. You can also shoot them with three eggs to blow them up.

Buzzbomb: Buzzbombs are dragonflies. They are annoying, but they can be beaten with a well-timed Rat-a-Tat Rap.

Chinker: Chinkers are evil ice cubes found in places like Freezeezy Peak and Click Clock Wood during the winter. Break them with a beak attack, and they'll split into two smaller ice cubes. Then, you have to break both of those to defeat it.

Chump: In a few places, you'll find these big, orange fish. To beat them, wait until they get close to the surface of the water, then, jump over them and use a Beak Buster.

Collywobble: These are cauliflowers you find in Spiral Mountain.

Flibbit: Flibbits are frogs found in Bubblegloop Swamp. The normal red ones take only one hit to beat, but the yellow ones take two hits.

Flotsam: Flotsam are the evil life rings in Rusty Bucket Bay. Pop them with two normal attacks or one beak attack.

Grille Chompa: Grille Chompas are terrible. They hide in holes, and when you come near their hiding place, they will pop out and chomp at you. Use a Rat-a-Tat Rap to defeat these ugly things.

Grimlet: Grimlets are scary pipes in Rusty Bucket Bay. They look like normal pipes, but when you get close, they get eyes and fangs and attack. They can't be killed, so just stay away. The only difference between them and normal pipes is that Grimlets have extra lines on them, so pay close attention.

Grublin: Grublins are just the weak, purple enemies found in Mumbo's Mountain.

Grublin Hood: Grublin Hoods are the purple enemies in Click Clock Wood. They take two normal hits to beat.

Gruntling: Gruntlings are the enemies found throughout Gruntilda's Lair. The ones with red clothes are the weakest, the ones with blue clothes are the medium strongest, and the ones with brown clothes are the strongest.

Limbo: Limbo are skeleton enemies found in Mad Monster Mansion. They are just like the Mum-Mums because you can only kill them with your invincibility move. If you attack them normally, they'll break into pieces for a short time, and then they'll come right back.

Lockup: These are the evil treasure chests found in Treasure Trove Cove. They open and close their mouths, and you can jump inside with a Flapflip Jump when their mouths are open to find items inside. Watch out for their sharp teeth, though.

Mum-Mum: Mum-Mums are mummies found in Gobi's Valley. Like Limbo, you can only beat them with your invincibility move. If you just attack it, it'll be stunned for a short time, but then it will come right back.

Nibbly: Nibblies are the bats in Mad Monster Mansion. You can use Rat-a-Tat Rap on them when they're flying. Also, you can get onto the part of the roof they are hanging from and use a Beak Buster on their feet.

Portrait Chompa: These are skeleton versions of the Grille Chompas that are found in Mad Monster Mansion. They come out of certain portraits to attack you. Just use Rat-a-Tat Rap to beat them.

Ripper: When you see a darker colored gravestone, watch out. These are Rippers, and they'll get up and come after you if you get close enough. They're tough and take two beak attacks to beat.

Scabby: These are flying beetles in Gobi's Valley. Beat them with a Rat-a-Tat Rap.



Seaman Grublin: These are the green sailor enemies in Rusty Bucket Bay. They take two normal hits to beat.

Shrapnel: These enemies float in the water in certain places, and if you get near them, they'll come after you and blow up when they hit you. (Don't worry, though, they don't move very fast.) Shoot them from land with three eggs to blow them, and they'll leave behind two honeycomb pieces.

Sir Slush: Sir Slush are annoying snowmen found in Freezeezy Peak and during the winter in Click Clock Wood. They throw snowballs at you and can only be beaten if you Beak Bombs their hats.

Slappa: Slappas are evil hands in Gobi's Valley. They come out of the ground and follow you around, and then they try to fall on you. When they fall, use Beak Buster on them to defeat them.

Snarebear: Snarebears are the flytrap enemies in Click Clock Wood. They try to bite you when you get close, but they usually have useful items on them. Use your invincibility moves to get those items. (You can't beat the Snarebears, though.) Also, when you're a bee, they won't attack you.

Snippet/Mutie-Snippet: Snippets are crabs found in Treasure Trove Cove and Clanker's Cavern. They take two normal hits to beat, though, it's easiest to just use Beak Buster on them to kill them with one hit. Plus, defeating them this way causes them to drop two honeycomb pieces instead of just one. Mutie-Snippets AKA Mutant Snippets are found in Clanker's Cavern. They are extra ugly, but they are the same, otherwise.

Tee-Hee: Tee-Hees are the green ghosts in Mad Monster Mansion. They can only be killed with your invincibility move.

Ticker: Tickers are the termites that are mainly found in Mumbo's Mountain. They're weak enemies and should give you no trouble.

Topper: Toppers are carrots you find in Spiral Mountain.

Whiplash/Whipcrack: These enemies are weird, thin, plant-like things that sit in one place and swing back and forth. The Whipcracks are the brown ones, and the whiter ones inside of Clanker's belly are Whiplashes, I think. Beat them by shooting them with three eggs.

Yum-Yum: These are clams found in Treasure Trove Cove. They can be killed with Kazooie's beak attacks such as Rat-a-Tat Rap and Beaky Barge. Don't let them hurt you because they'll also steal eggs and red feathers.

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7. WALKTHROUGH  
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A. SPIRAL MOUNTAIN  
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SUMMARY

The game begins with a cut scene where Tooty is kidnapped by Gruntilda the witch. Oh, no! When Banjo leaves his house, he'll talk to Bottles the mole, who will ask you whether or not you want some training. If you do, here's the summary of the area, not including the extra lives and empty honeycomb pieces. But, don't worry, I still included their locations just below the summary. Anyway, not far from Banjo's house is another molehill, so press B to talk to Bottles. You'll learn how to control the camera with the C and R buttons. Head left, and you'll find a molehill in a lower area. Here, Bottles

will teach you some useful jumps. (These will allow you to get to the empty honeycomb piece on the nearby stumps. Collect six for more health.) Now go left to another molehill, where you'll get to learn how to swim. Practice in the water nearby, then, cross the small bridge nearby to find another molehill. Here, you'll learn how to climb up things such as trees. Past here is a molehill near some boulders. You'll learn Beaky Barge. Use it on those boulders to find an extra honeycomb piece. Now go to the hill nearby to find your last molehill. You'll learn Claw Swipe, forward roll, and Rat-a-Tat Rap, which you'll practice on some vegetables. Now, you're ready to head on to Gruntilda's Lair. Go to the top of the spiral mountain, and talk to Bottles. Now you can cross the bridge to get into the lair.

#### EMPTY HONEYCOMB PIECES

#1: One empty honeycomb piece is on one of the tree stumps to the left of Banjo's house.

#2: At the base of the spiral mountain is an underwater alcove. Dive down to it to find another empty honeycomb piece.

#3: Over the larger pool of water are ledges. Cross them to get to an empty honeycomb piece.

#4: Climb up one of the trees near the small bridge to find an empty honeycomb piece floating above it.

#5: In the area with the boulders, use beaky barge on the boulders to find an empty honeycomb piece.

#6: When you are learning some attacks on the hill near Banjo's house, you'll get an extra honeycomb piece after you defeat all six of the vegetables.

#### EXTRA LIVES

#1: One extra live is over the chimney of Banjo's house.

#2: Over the larger pool of water are ledges. Cross them, then, double jump to the alcove behind the waterfall to find another extra life.

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B. GRUNTILDA'S LAIR  
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#### SUMMARY

Enemies: Gruntling, Ticker, Snippet, Shrapnel, Chump, Buzzbomb, Sir Slush, Mum-Mum, Scabby, Whipcrack, Ripper, Grille Chompa, Flotsam, Bigbutt

Okay, this is a big area, and you get to all the worlds from here. This section has the main stuff for Grunilda's Lair. If you're looking for Grunty's Furnace Fun or the stuff after that, go to the end of the walkthrough. Anyway, there are a bunch of note doors to go through, plus there are several things to find. There are cauldrons, used for teleporting places. There's Brentilda, Grunty's nicer sister, too. Whenever you find her, she'll tell you three of her mean sister's yucky secrets. Remember these for later... Last is Cheato, the magical spell book. Find him to learn some useful codes. All of these are listed in this part of the walkthrough. Besides that, I listed the basic steps for getting through the Lair, one note door at a time. Most is, as I said, basic, except you may need a little extra help later on. That information is here, too, and I hope it's helpful. So here we are...

At the start...

When you first get here, there will be a cut scene. You can only go one way because you need to learn Talon Trot to get up the steep-sloped hallway, but Mumbo's Mountain is over to the right. After getting the Jiggy on the ledges to the left, head on over to the right. Before you can enter the first world, go over to the puzzle on the wall and stand on the podium. Fill in the puzzle with your Jiggy, and the world will be opened. Finish that world, and once you get Talon Trot, you can go up that steep hallway and find a note door that requires 50 notes to pass it. Bottles will first tell you about it, then, you can go through this note door.

Past the 50 note door...

You'll then find the puzzle that opens Treasure Trove Cove. There's also a shock jump disc here that leads to the puzzle and podium for Clanker's Cavern. Anyway, use the puzzle to open up Treasure Trove Cove (it requires only two Jiggies), then, go up the ramp here and through the doorway. A note door that requires 180 notes is here, plus there's a doorway above the pipe that leads to the third world. In the lower area, you'll find a doorway leading to Treasure Trove Cove and a tunnel under the water leading to the puzzle for Click Clock Wood (though, there is no podium, not that it matters, since this is the very last world).

Anyway, when you're done with Treasure Trove Cove, you'll be looking for the third world. Go through the doorway above the pipe I mentioned in the last paragraph, and go right to find a switch on a lower ledge. Press it to make pipes rise out of the water. Now you can get to the entrance of Clanker's Cavern, and near that is another switch. Press that to make a pipe rise near the entrance of this room. Use that to get up to another switch. Press this switch, and a gate under the water will open. Swim through to find the puzzle and podium to Bubbleloop Swamp.

Past the 180 note door...

This door is in the third room, and past it, you'll find the 260 note door up the ledges to the right (which we'll get to later) and a tunnel on the top of the hill to the left. Through the tunnel, you'll find two tunnels and a thin path. One tunnel leads to Wading Boots. The path leads to the entrance to Bubbleloop Swamp. Behind this world's entrance is a tunnel. Use the Wading Boots I just mentioned to go through here, where you'll find the puzzle and podium for Freezeezy Peak.

Past the 260 note door...

This door is in the fourth room. Past it, you'll find two doorways blocked by bricks. Knock down the bricks, then, through one of the doorways, you'll find Wading Boots. Use these to get to the entrance of Gobi's Valley, since you must cross some hot sand to get there. There's also a doorway in this room leading to the Lair's sixth room. To break those weird webs here, shoot three eggs at them. The 350 note door and the entrance to Freezeezy Peak are down here. Up the ramp, you'll find the 450 note door.

Past the 350 note door...

This door is in the sixth room. Through it, you'll find the puzzle and podium for Gobi's Valley and a narrow path you can't cross yet. There's also a doorway that leads to the entrance of Mad Monster Mansion. Now here's an important part for later. (You can't do this until you open Mad Monster Mansion, so don't forget.) To the left of the Mad Monster Mansion entrance is a gate. Break it down, then, go into Mad Monster Mansion and have Mumbo turn you into a pumpkin. Now leave this world, and go through this gate. Go through the hole in the door of the building and have Mumbo turn you back into a bear. Use Beak Buster on the big coffin to break it. Press the switch inside of it to raise the water in the area past the 450 note door.

Past the 450 note door...

This door is up the ramp in the sixth room. Through it, you'll find a Shrapnel and some water. Swim through the tunnel under the water to get to the next room. A Chump is here, plus another tunnel. Swim through that tunnel to find another Chump and some alcoves. Get on the lowest alcove and jump to the next and so on to get to the Mad Monster Mansion puzzle and podium. Anyway, near Mad Monster Mansion, you'll be able to find a building with a switch that raises the water in this area. (I explained it in the last paragraph.) When you do this, go to the middle of these three rooms, and go to the corner that has the RareWare box. Break that and press the revealed switch to raise the water even more. There's an alcove you can now get to in this room. Go in, and break the grate near the beehive. Through here is the puzzle and podium for Rusty Bucket Bay, which requires 12 Jiggies. (This world's entrance is in the room you were just in.) Now you can also get to the 640 note door, which is in the first of these rooms (the one that has the Shrapnel).

Past the 640 note door...

I explained how to get to this door in the last paragraph. Go through it, and you'll find a tunnel with many Whipcracks in it. Past here is a big, open area. Here is the entrance to Click Clock Wood, but you still need to open it. On the right side are leaves you can climb up. Climb up them to find the 765 note door. Go right a bit, and you'll find a switch. Press it, and a podium will appear in front of the Click Clock Wood puzzle. Remember where you found that? In the third room of the Lair, go to the lower level and swim through the tunnel under the water to find this place. Now you can open up the last world.

Past the 765 note door...

Through here is a big disc. Stand on it to get to Grunty's Furnace Fun. This and the rest of the game will be explained at the end of this walkthrough...

#### MAGIC CAULDRONS

Find and activate two cauldrons of matching color to make a shortcut.

Purple: The first purple cauldron is in the second room in Gruntilda's Lair. Go down the stairs to the left to find it. The second one is in the sixth room. There's a web on the bottom floor of this room blocking a doorway. Shoot it with three eggs to break it and find the other purple cauldron.

Red: The first red cauldron is in the third room of Gruntilda's Lair. Go through the big pipe to find it. The other red cauldron is in the same room as the entrance to Click Clock Wood. After getting through the tunnel with Whipcracks in it, turn around to see a tunnel entrance to either side of where you came in by, hidden by the tall grass. Go through either tunnel to find this cauldron.

Blue: In the sixth room of Gruntilda's Lair, go up the ramp. At the top, break the web by shooting it with three eggs to find the first blue cauldron in a hole. The second is in the same room as the Rusty Bucket Bay entrance. It's in an alcove in the wall, and you can't get to it until you've raised the water.

Yellow: This first yellow cauldron is in the same room as Grunty's Furnace Fun. The other yellow cauldron is in the room after this one.

#### BRENTILDA LOCATIONS

Brentilda is Grunty's nicer sister. Talk to her for three of Grunty's secrets. Remember what she tells you because it will be important later. (The answers are different depending on the file, so I can't help you with this. Sorry.)

#1: Brentilda's first location is the second room of the Lair, the same room as the Treasure Trove Cove puzzle.

#2: Go to the third room of the Lair. On the lower level is some water. Swim through the tunnel under the water to find the Click Clock Wood puzzle. Brentilda is hidden in this room.

#3: Go to the room that has the entrance to Clanker's Cavern. As you probably already know, there are several switches in this room, used for raising pipes. I'll just summarize them, anyway, since you find Brentilda after pressing a few of the switches. Press the switch by the entrance of this room to make pipes rise up in the water. Cross them and press the switch over here. A pipe will rise on the other side of the room. Go back and use that pipe to get up to a higher ledge. Brentilda is up here.

#4: Brentilda is found behind the big Grunty statue in the fourth room of the Lair.

#5: Go to the room that has the entrance to Bubblegloop Swamp. At the entrance to this room, you'll find two short tunnels in the walls. One leads to Brentilda.

#6: Brentilda is behind the entrance to Gobi's Valley.

#7: Brentilda is in the room with the big Grunty head. Go up the ramp in this room, and jump onto the rim of the statue's hat to find Brentilda.

#8: In the room that has the puzzle for Gobi's Valley is a narrow path. Go to Mad Monster Mansion, and have Mumbo turn you into a pumpkin, then, return to this path. Carefully cross it to find Brentilda.

#9: In the room that has the entrance to Mad Monster Mansion, you'll find Brentilda behind a gravestone on the right side.

#10: Brentilda is on the left side of the room that has the entrance to Click Clock Wood.

#### CHEATO LOCATIONS AND CHEATO CODES

#1: Go to the room that has the entrance to Bubblegloop Swamp. Behind here is a tunnel. Go to the entrance to this room, and get the Wading Boots in one of the tunnels here. Now go through the tunnel I just mentioned to find a snowy place. Go up the steep hill here, and break the ice to reveal a small tunnel. Now go to Bubblegloop Swamp, and have Mumbo turn you into a crocodile. Return to this tunnel and go through to find Cheato the spell book. He'll give you your first code. The code is BLUEEGGS. Enter it in the sandcastle floor of Treasure Trove Cove. (Unlike when you entered a code to get a Jiggy in the sandcastle, you can reuse tiles for these codes.) This code lets you carry a maximum of 200 eggs.

#2: In the room that has the puzzle for Gobi's Valley is a narrow path. Go to Mad Monster Mansion, and have Mumbo turn you into a pumpkin, then, return to this path. Carefully cross it to find a tunnel. Go through to find Cheato again. He'll give you the code REDFEATHERS. Enter this in the sandcastle floor in Treasure Trove Cove so that your maximum number of red feathers will be increased to 100.

#3: When you opened Rusty Bucket Bay, you had to raise the water in these rooms a bit. Once you've done that, go to the first of these three rooms (the one with the Shrapnel in it). Go into the big alcove in the wall, and break the

grate here. Go through the pipe to find another switch, then, press it to raise the water for 30 seconds. Go to the room that has the Rusty Bucket Bay entrance, and go to the high up alcove you can now get to. Go up the stairs to find Cheato again. You'll get the GOLDFEATHERS code. Enter it in the sandcastle floor in Treasure Trove Cove, and your maximum number of gold feathers will increase to 20.

#### EXTRA LIVES

#1: An extra life is in the Click Clock Wood puzzle room, hidden behind the trees on the right side.

#2: In the sixth room, go up the ramp to get onto the big hat of the Gruntilda statue. Behind the tall, pointed part of the hat is an extra life.

#3: Go to Click Clock Wood, and have Mumbo turn you into a bee in spring. Then, go to the Lair, and fly to the top of the Click Clock Wood entrance to find an extra life.

#4: Go to the room that is after the one where you played Grunty's Furnace Fun. On one of the windowsills here is an extra life.

#### MUMBO TOKENS

#1: Go to the second room of Gruntilda's Lair, and go down the stairs to the left. Behind the purple cauldron is hidden a Mumbo token at the back wall.

#2: Another Mumbo token is in the Click Clock Wood puzzle room, hidden behind the trees on the left side.

#3: Go to the third room and go through the pipe with the water coming out of it. A Mumbo token is here, on the pipe you came in here by.

#4: Go to the entrance of Clanker's Cavern and high jump to the top of it, then, high jump up to a Mumbo token.

#5: In the room that has the Gobi's Valley entrance is a Mumbo token behind the coffin.

#6: At the Freezeezy Peak entrance, get onto the ledge sticking out of the wall, and use the shock jump disc here to jump to a higher alcove. Go left here to find another shock jump disc. Use it to jump up to a Mumbo token in a higher alcove.

#7: Next to the Mad Monster Mansion puzzle is an alcove with a Whipcrack and a Mumbo token in it.

#8: In the room that has the entrance to Click Clock Wood, climb up the leaves on one side to get to a higher ledge. Go right to find a tunnel. Go through, and you'll end up in an alcove in the previous room, above the 640 note door. There's a Mumbo token in this alcove.

#### JIGGIES

#1: Your first Jiggy is at the very entrance of Gruntilda's Lair. Climb up those ledges on the left side of here to find it.

#2: In Mumbo's Mountain, you'll find a molehill near Conga. Cross the ledges nearby to find a Grunty switch. Use Beak Buster on it to press it. A Jiggy will appear in Gruntilda's Lair, on top of the Mumbo's Mountain entrance. Have

Mumbo turn you into a termite, then, leave the world so you can climb up to the Jiggy.

#3: In Treasure Trove Cove, you'll find the Grunty switch behind the lighthouse. Press it, and a Jiggy will appear in Gruntilda's Lair, in the same room as the entrance to Treasure Trove Cove. It is easy to get. Just get onto that cannon sticking out to get up to the Jiggy.

#4: In Clanker's Cavern, once you raise Clanker partly out of the water, get into his back. When the bolt is blown out of his blowhole, drop through to find the Grunty switch. Press it, and the eyes of the Grunty picture in the second room of the Lair will rise. Go to it, and use Beak Buster on each eye for a Jiggy.

#5: In Bubblegloop Swamp, go to the area with the huts on tall platforms. One of the huts reveals a Grunty switch after you break it with a Beak Buster. Press it, and the top of the Gruntilda statue's hat will break (in the fourth room). Now go to the fifth room. To the left is a doorway blocked by bricks. Knock the bricks down, and go through the doorway to find a switch. Press it and a shock jump disc will appear and spin around the big pot. Use the disc to jump into the pot. You'll fall into the statue, where you'll get a Jiggy.

#6: In Freezeezy Peak, Beak Bomb the hats of the Sir Slush enemies to defeat them. One of them leaves behind a Grunty switch. Press it, and in Gruntilda's Lair, an alcove will open up in the wall that has the Freezeezy Peak entrance and reveal a Jiggy and a flying disc. Now, get onto the ledge sticking out of this wall, and use the shock jump disc here to jump to a higher alcove. Go left here to find a switch and running shoes. This switch will make a flying disc appear for 12 seconds in the main part of this room. Make sure you are ready. This disc appears in a shallow hole that was previously blocked by a web. If it is still blocked, shoot the web with three eggs to break it. Also, defeat all the enemies in this room to get them out of the way. Anyway, press that switch and use the running shoes to quickly run to the flying disc. Use it to fly through the tunnel higher up in the wall and higher up into the alcove I mentioned earlier that has the Jiggy.

#7: In Gobi's Valley is a pyramid that has a maze inside. From the end of the maze, you'll be able to see a Grunty switch. Find your way over to it then press it. In the Lair, a coffin will open in the same room that has the Gobi's Valley entrance. Use the shock jump disc (that you used for getting Jiggy #5) to jump to the Jiggy in the coffin to get it.

#8: In Mad Monster Mansion, inside the church, climb up the organ, and you'll see a flying disc near the wall to the left. Jump to it and use it to fly to the rafters. On the bigger part near the organ, you'll find the Grunty switch. Press it, and in the Lair, a Jiggy will appear in the eye of the statue that is in the room that has the Freezeezy Peak world entrance. You need a flying disc to get to it. For Jiggy #6, I explained how to make a flying disc appear in this room. Use it to fly, and Beak Bomb the eye of the statue that has the Jiggy to break it. Now you can get the Jiggy.

#9: In Rusty Bucket Bay, go onto the ship. Around the middle, back part is a tall pile of boxes. Climb up them, then, jump to the box hanging from the crane's rope. Climb up the rope to get to the top of the crane. From here, facing the back of the ship, you'll see a Grunty switch on top of a high ledge. This switch is hard to jump to, but you should be able to do it if you do it right. From the very tip of the crane, jump towards the switch, then, press A again for a double jump. You should be able to land on the ledge. Press it, and a Jiggy will appear in the Lair. This Jiggy is in the room before the one that has this world's entrance. It's in a big alcove that you can easily get

to.

#10: In Click Clock Wood, in winter, there's a Grunty switch on one of the ledges of the tree. You could climb to this ledge during summer and fall, but you can't now that there are no leaves. (To find this ledge, go to the branch with the now-finished house on it, and look down and to the right to find this ledge.) Fly to the ledge, and press the switch. In the room of the Lair that has the entrance to this world, a Jiggy will appear in a high up alcove. Have Mumbo turn you into a bee, then, leave this world and fly to that Jiggy.

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C. MUMBO'S MOUNTAIN  
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SUMMARY

Requires: 1 Jiggy

To get here: This world and its puzzle are in the first room in Gruntilda's Lair. Just go right, and you'll find it.

Enemies: Grublin, Bigbutt, Ticker

This world has three important moves you can learn from Bottles, and it is the first place where Mumbo Jumbo can turn you into something (a termite, in this case). The termite is needed to go up the steep ledges in the termite hill. Also, every world has a switch with Grunty's face on it. If you press it, something will happen in Grunty's Lair that allows you to get a Jiggy there.

Also, another thing to know is that when you leave a world, some things go back to how they were when you first got there. You'll lose all the notes and Jinjos you've found, so you may have to get them all again.

NEW MOVES

Beak Buster: Go to the molehill near Mumbo's hut, and Bottles will teach you Beak Buster, which is a ground pound attack that can be used to break certain things and activate switches. Just jump and press Z.

Egg Shooting: Once you give Chimpy an orange from Conga's tree, a platform will rise. Use it to get up to a molehill. Here, Bottles will teach Kazooie how to shoot eggs. Hold Z and press up C to shoot them from her mouth and hold Z and press down C to shoot them from behind.

Talon Trot: On the left side of this world, on the top of the hill is a molehill. Talk to Bottles to learn Talon Trot. This lets you run up steep slopes. You just have to hold Z and press left C.

EMPTY HONEYCOMB PIECES

#1: Have Mumbo turn you into a termite, then, go to the steep area over the water. Climb over to the alcove over the water to find an empty honeycomb piece.

#2: In front of Mumbo's hut is Juju the totem pole. Shoot an egg into the spinning heads' mouths until one head is left. Then, get onto the head and jump to the empty honeycomb piece above you.

EXTRA LIVES

#1: Use Beak Buster on the small huts outside of Mumbo's hut to find an extra life.

#2: Have Mumbo turn you into a termite and climb to the top of the termite hill. Outside, you'll find an extra life.



#### GRUNTY SWITCH

Go to the molehill near Conga. Cross the ledges nearby to find the Grunty switch.

#### MUSICAL NOTES

7 notes: on the bridge over the water

6 notes: in alcoves under the water

13 notes: on the path leading up the left hill and then on the path leading to the left up here

14 notes: on top of the structure on top of the left hill

39 notes total: on the ledges on the steep hills

6 notes: on the huts in front of Mumbo's hut

5 notes: when you break one of the huts in front of Mumbo's hut

4 notes: inside of Mumbo's hut

6 notes: inside the termite hill

#### MUMBO TOKENS

#1: One Mumbo token is near the entrance, behind the platform the purple Jinjo is standing on.

#2: Another Mumbo token is behind the structure on top of the hill on the left side of the area.

#3: Another Mumbo token is under the small ramp in front of Mumbo's hut.

#4: Near Conga is a molehill. Cross the ledges near the molehill to find a Mumbo token.

#5: In the termite hill, you can find a Mumbo token on a low ledge.

#### JIGGIES

#1: Go to Conga. He'll throw oranges at you, and you have to get him to throw oranges onto those three squares on the ground. Just stand on a square, then, get off. Conga should throw an orange at you, but it should miss and hit the squares instead. You'll get a Jiggy once he hits all three squares.

#2: Near Conga is Chimpy. Chimpy wants an orange, so climb up Conga's tree to get one. Carry the fruit over to Chimpy, and a Jiggy will appear. Also, the platform Chimpy was on will rise.

#3: Use the platform that rose when you get Jiggy #2 to get to a higher ledge. Learn how to shoot eggs at the molehill, then, go over to the part of the ledge facing Conga and shoot him with an egg. Conga will throw an orange. Avoid it, then, shoot him with another egg. Dodge two more oranges, then, shoot Conga a third time for a Jiggy.

#4: On the left side of the area, go to the top of the hill. There's a Jiggy on the platform here.

#5: On the hill on the right side are ledges, and a Jiggy is on one of those ledges.

#6: A Jiggy is in one eye of Mumbo's hut.

#7: In front of Mumbo's hut are small huts. Use Beak Buster to break the huts,

and you'll find a Jiggy in one.

#8: In front of Mumbo's hut is Juju the totem pole. It has four spinning heads, and you have to shoot an egg into each head's mouth. Every time you shoot an egg into one head's mouth, that head will disappear, and the totem pole will spin faster. Shoot an egg into each mouth for a Jiggy. (But, don't forget to get the empty honeycomb piece above the totem when one head is left.)

#9: Go to Mumbo with five tokens, then, go on the switch and press B to become a termite. Now leave here and go into the termite hill. Climb up the steep ledges and watch out for the termites to get to the top. Go outside to find an extra life and a Jiggy on the very top.

#10: You need to find all five Jinjos to get a Jiggy. The purple one is right near the entrance. The blue Jinjo is on the platform in the water. On the left hill, you'll find the yellow Jinjo on one of the ledges. The orange Jinjo is on top of the structure on top of the hill on the left side of the area. The green Jinjo is in one of the huts outside of Mumbo's hut. You'll have to break the huts with Beak Buster.

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D. TREASURE TROVE COVE  
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SUMMARY

Requires: 2 Jiggies

To get here: Past the 50 note door is the puzzle for this world. Fill it in, then, go to the next room and through the doorway on the lower level to find the entrance to this world.

Enemies: Snippet, Snacker, Yum-Yum, Lockup, Shrapnel

Be careful of the water in this world. If you go in, Snacker the shark will come after you. Luckily, it is possible to get rid of Snacker for a limited time. Make him appear, then, run to land and shoot him with an egg. Repeat, and after about five hits, he'll go away for a little while (and leave behind three honeycomb pieces). This is quite difficult, though, so I suggest just dodging him instead.

NEW MOVES

Flying: Go to the ship and Talon Trot up the rigging to find a molehill and a flying disc. Talk to Bottles to learn how to fly. He'll generously give you 25 red feathers, too. On the disc, press A to fly, then, press A to go higher. Every time you go higher, though, you'll lose a red feather.

Shock Jump Spring: Near the ship are boxes. Climb up them to get to a higher place. Up here is a molehill where you'll learn the Shock Jump Spring. Get on a shock jump disc and hold A to jump high. (If you get on a disc and move the control stick as you hold A, you'll be able to jump off the disc and still do a high jump.)

EMPTY HONEYCOMB PIECES

#1: With your back to the entrance, go right to find a sand island right near the shore. Go to that, and when you're facing the ocean, go left to find a crate floating in the water. Above it is an empty honeycomb piece.

#2: Go to Nipper's shell, and when facing land, go left along the wall to the left and you'll come to an empty honeycomb piece under the water.

## EXTRA LIVES

#1: Near Sharkfood Island is a floating crate with an extra life on it.

#2: With your back to the entrance, go right to find a narrow path near two chests. In the first gap in the path is an extra life in the water. (Just use Beak Buster over it to get it without having to dive.)

#3: In one area are pools of water. From the highest of the ledges here, you'll see a small ledge with an extra life on it.

## GRUNTY SWITCH

This world's Grunty switch is behind the lighthouse.

## MUSICAL NOTES

4 notes: around exit pad

8 notes: on the two palm trees near ship

8 notes: inside the ship, underwater

11 notes: on ship's rigging

6 notes: inside of Nipper's shell

5 notes: in a Lockup (which is near the area with the pillars with the shock jump discs on them)

4 notes: on a narrow path near the last 5 notes

3 notes: over one of the pillars with the shock jump discs on them (to the right of the entrance)

6 notes: on a larger ledge near the last group of notes, fly onto it or Shock Jump Spring to it

12 notes: climb up the stack of boxes near the ship to find these notes on the higher area here

3 notes: not far from Nipper are some pools of water, and these notes are in one of the shallow pools

12 notes: on the ladders not far from the last 3 notes (Slide down the sides of them to quickly and easily get these notes.)

5 notes: on the sandcastle

4 notes: inside of the sandcastle

1 note: on an alcove on the inside of the arch

3 notes: on the ledges leading up to the lighthouse

5 notes: on top of the lighthouse

## MUMBO TOKENS

#1: Go to the ship, and climb up the lower part of the mast to find a Mumbo token below the crow's nest.

#2: On the deck of the ship is a little square. Use Beak Buster to break it, then, fall inside to find a Mumbo token.

#3: Another token is behind Nipper the hermit crab's shell.

#4: To the right of the ship (with your back to the world entrance), you'll find a small island of sand. To the right of it is a Mumbo token behind a large pillar.

#5: Another token is on one of the crates floating on the water under the big arch.

#6: Go to the molehill where you learn Shock Jump Spring, and use the nearby shock jump disc to jump up to a Mumbo token.

#7: Not far from Nipper is an area with pools of water. At the bottom of a deeper pool that has a Shrapnel in it, you'll find a token.

#8-9: Not far from Nipper is an area with pools of water. Near these pools, you'll find some ladders. Near one ladder is a chest with two Mumbo tokens inside.

#10: At the lighthouse, use Beaky Barge to break the door to find a Mumbo token inside.

#### JIGGIES

#1: To the left of the entrance is a big hermit crab called Nipper. After talking to him, you'll need to defeat him. He'll attack with his claws four times, then, stop. Run up to him and use Rat-a-Tat Rap on his eyes. (Yowch!) He'll attack faster now and give you less time to attack back. After hurting him again, you'll have more trouble getting up to him. Try running towards him as he finishes attacking, then, hit him a third time, and he'll somehow disappear into his shell. Now go in his shell, and you'll find two Snippets and a Jiggy inside.

#2: To the right of the entrance is a sandcastle under some water. Over it, you can see a ledge with a bucket on it. Get onto that ledge (It's easiest to climb up the boxes near the ship to get to a higher ledge, then, drop onto this ledge from there.), and talk to the bucket. It is leaky, but if you shoot two eggs from Kazooie's behind into the bucket, its hole will be fixed, and it will get rid of the water around the sandcastle. Now go into the sandcastle. The Snippet will talk to you. You need to enter a code, and it is written on the walls. Use Beak Buster on the lettered tiles to spell BANJO KAZOOIE, but as soon as you hit the first letter, a timer for 100 seconds will start. You will have plenty of time, but remember that you can't hit a tile more than once. When a letter is repeated, you need to find a new tile with that letter. After you finish spelling the code, the gate will open. Defeat the Snippet (which is tougher than normal Snippets), then, get the Jiggy. (This sandcastle is important because you enter other codes here, too.)

#3: Go to the ship and talk to Captain Blubber. He's distraught because he lost his gold, so you must help him. First, go into the nearby water and swim through the hole in the ship. Get the gold here (don't forget that you can still go up for air), then, leave here and get onto the ship. Use Beak Buster on the little square area to break open a hole. Drop in to find the other piece of gold. Now, give both pieces to Blubber for a Jiggy.

#4: Fly to the inside of the big arch and land on the alcove with the Lockup. Use a Flapflip Jump to get inside when it opens its "mouth" to get the Jiggy inside.

#5: Near the ship is a stack of boxes. Climb up to find some shock jump discs on some pillars. Use the shock jump discs on the pillars on the left to get up to an alcove, where you'll find a Jiggy.

#6: In one area, there are some pools of water. In a deeper pool of water with a Shrapnel in it (near some ladders) is a Jiggy at the bottom.

#7: Right near Jiggy #6, there are some ladders. Go down all three to find a narrow ledge along the wall. Cross that then cross some floating crates. Now cross some ledges to get to a Jiggy.

#8: With your back to the entrance, go right to find a narrow path near two chests. Go along the path to find an X and a flying disc. Use Beak Buster on

the X, and it will become an arrow. Fly in the direction of the arrow, and just past some pools of water, you'll find another X. Hit that X, and fly to the next. Repeat until you get to an X on a pillar with a Snippet on it and some musical notes. After hitting this X, it will become a ?, but look down, and you'll see the last X on the small sand island nearby. Drop down and hit that with Beak Buster to make Little Lockup appear. It will bounce around, but if you hit it with an egg, it will break to reveal a Jiggy.

#9: This Jiggy is on top of the lighthouse. (If you didn't simply fly to the top of the lighthouse, when you manage to climb up to it, you can use Beaky Barge to break down the door. Then, you can go through the door to get to the top, and use the shock jump disc to get up to the Jiggy.)

#10: Find all five Jinjos for a Jiggy. Below the exit pad, in the water is a blue Jinjo. Then, go to the ship and up the rigging. Climb to the top of the mast here to find the green Jinjo. Not far from the ship is an area with pillars with shock jump discs on them. On one of these pillars is a purple Jinjo. In another area are pools of water. On one of these ledges is the orange Jinjo. On top of the arch (but not up where the lighthouse is), there are some palm trees. One palm tree is just off of here, on the side of the mountain. On top of that tree is the yellow Jinjo.

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E. CLANKER'S CAVERN  
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SUMMARY

Requires: 5 Jiggies

To get here: Go to the second room in Gruntilda's Lair, and use the shock jump disc to get up to this world's puzzle. Fill it in, then, go to the next room. Go through the doorway over the pipe, then, go right to find a switch on a lower ledge. Press it to raise the pipes in the water. Cross them to get to this world's entrance.

Enemies: Snippet, Mutie-Snippet, Grille Chompa, Whiplash

This is a very annoying water area. In the main part of this world is Clanker, Grunty's garbage disposal. He doesn't like the dirty water, so you have to help him get some fresh air. Swim down below Clanker, and follow the chain down to a lower area. Down here is Gloop the fish. He's very important, since he gives you air bubbles that restore two air honeycombs each. You need to swim through the ring in the key three times, and Clanker will be raised up enough so he is half-way out of the water. Clanker's fins are the easiest way to get onto his back. You can get inside Clanker using his gills, blowhole, and the gaps in his mouth when you knock out his two gold teeth. Go through all the rings inside of Clanker's belly within 50 seconds to raise the water. This makes it easier to get to the flying disc here.

NEW MOVES

Invulnerability: Go inside Clanker, and swim through all the rings in his belly to raise the water. Now you can get to a flying disc on one side of this "room", so get onto it and fly across the room to the doorway in the wall. Here's the molehill, where you'll learn how to use the gold feathers. Hold Z and press right C to become invincible, but use this move wisely, since it will use up your gold feathers. You can only carry ten of these; Bottles will kindly give you five.

EMPTY HONEYCOMB PIECES

#1: In the main room is a ledge in the water that has an extra life, a shock jump disc, and a Grille Chompa. Next to that is a pipe sticking in the water a little bit. Go under it, and swim to the empty honeycomb piece hidden in a

small indent at the bottom of the pipe. (You may want to look in first-person view to see this easier.)

#2: After Clanker is raised partway out of the water, you can use one of his fins to get to a ledge that has an extra life, a shock jump disc, and a Grille Chompa on it. If you use the disc to jump left, you'll get to a thin pipe. Climb up it and jump to the pipe to the left. Talon Trot down the steep part and jump to the next pipe. Use Beak Buster on the grate here, and you'll fall down into an empty honeycomb piece.

#### EXTRA LIVES

#1: In the main area, you'll find a ledge with a beehive, a Grille Chompa, and a pipe. Go up the pipe to find a shock jump disc, and use that to get up to an alcove. Cross the alcoves going to the left to find an extra life at the end.

#2: Once Clanker's raised partway out of the water, you can use one of his fins to get to a ledge that has a shock jump disc and an extra life on it. (Watch out for the Grille Chompa here.)

#3: From extra life #2, use the shock jump disc to jump to a thin pipe to the left. Climb up and jump to the pipe to the left. Use Beak Buster to break the grate here. Drop down the hole and go left. You'll slide down the inside of the steep pipe and then fall through an extra life.

#### GRUNTY SWITCH

Once you raise Clanker partly out of the water, get into his back. When the bolt is blown out of his blowhole, drop through to find the Grunty switch.

#### MUSICAL NOTES

The beginning:

8 notes: Climb up the ladder near the beginning to get up to some pipes. There are 8 notes up here.

6 notes: Go in the water at the beginning, and get the 6 notes in the pipe leading to Clanker's area.

Main area (outside of Clanker):

2 notes: One ledge has a beehive, Grille Chompa, and a pipe. Go up the pipe to get to a shock jump disc. Use it to get into an alcove. There are 2 notes in the alcoves up here.

8 notes: Under the water below Clanker, follow the chain down to find 8 notes in the lowest area.

7 notes: Underwater, there's a long pipe on the bottom. Swim through for 7 notes.

8 notes: Swim through the tunnel underwater behind Clanker to find 8 notes.

Main area (outside of Clanker, found only after he was raised partway out of the water):

10 notes: on Clanker's back

4 notes: Go to Clanker's blowhole, and when the screw is in it, stand on it. Then, the screw will be shot up, and you'll be brought up to a higher ledge. There are 4 notes on the thin pipe here.

4 notes: You can use one of Clanker's fins to get to a ledge that has an extra life, a shock jump disc, and a Grille Chompa on it. If you use the disc to jump right, you'll land on a pipe. From it, you can jump to a thin pipe with 4 notes on it.

5 notes: You can use one of Clanker's fins to get to a ledge that has an extra life, a shock jump disc, and a Grille Chompa on it. If you use the disc to jump

left, you'll get to a thin pipe. Climb up and jump to the left. On the pipe here are 5 notes.

10 notes: Get back onto Clanker's back and get onto his tailfin. (It moves back and forth and is very narrow, so be very careful.) From it, you can jump to a ledge with red feathers on it. Jump down to the pipe below you to find 10 notes.

Inside of Clanker:

8 notes: There are 8 notes inside of Clanker's mouth.

3 notes: Through Clanker's left gill, you'll find 3 notes

5 notes: Through his right gill are 5 notes.

6 notes: Once the water rises in Clanker's belly, use the flying disc to fly through the doorway across the room. Use your invulnerability move (learned in this room) to get the 6 notes among the spinning blades.

6 notes: Get onto Clanker's back and wait for the bolt to be blown out of his blowhole. Drop in to find some blades. The earlier ones spin slower, but the later ones spin faster, so you may want to use your invulnerability move in order to get the 6 notes here.

MUMBO TOKENS

#1: Near the beginning, climb up the ladder and cross the pipes going to the left to find a Mumbo token on top of the big pipe that has the exit pad inside.

#2: After Clanker is raised partway out of the water, you can use one of his fins to get to a ledge that has an extra life, a shock jump disc, and a Grille Chompa on it. If you use the disc to jump right, you'll land on a pipe. From it, you can jump to a thin pipe. Climb up to find two alcoves, one of which contains a Mumbo token.

#3: After Clanker is raised partway out of the water, get onto his back and get onto his tailfin. (It moves back and forth and is very narrow, so be very careful.) From it, you can jump to a ledge with red feathers on it. Jump down to the pipe below you, and you'll find a Mumbo token in front of the Grille Chompa's hole in the wall.

#4: Underwater is a short tunnel in the wall to the right of Clanker's head. Swim in to find a Mumbo token at the end.

#5: After knocking back Clanker's two gold teeth, go into his mouth using the left tooth to find a Mumbo token on it.

JIGGIES

#1: To the left of Clanker's tail is a tunnel underwater. (Both ends are in the wall, but one end is blocked. Go in to find a Jiggy at the end.

#2: Behind Clanker is a tunnel underwater. Swim through to find the Mutie-Snippets. Defeat all four of them as you would normal Snippets (preferably with Beak Buster), and a Jiggy will appear. Get on the pipe to get to where the Jiggy is.

#3: Swim down below Clanker, and follow the chain down to a lower area. Down here is Gloop the fish. He's very important, since he gives you air bubbles that restore two air honeycombs each. You need to swim through the ring in the key three times, and Clanker will be raised up enough so he is half-way out of the water. A Jiggy will appear on the grateful whale's back. Use Clanker's fins to get up onto his back.

#4: After Clanker's been raised partway out of the water, use one of his fins to

get onto his back. Go to the blowhole, and when the screw is in it, stand on it. When the screw gets shot up, you'll be brought up to a higher ledge. Cross the thin pipe here to get to a Jiggy in an alcove.

#5: After Clanker's been raised partway out of the water, use one of his fins to get onto his back. Get onto his tailfin. (It moves back and forth and is very narrow, so be very careful.) From it, you can jump to a ledge with red feathers on it. Cross the thin pipe connecting this ledge to the wall and Rat-a-Tat Rap the grate on the wall to open it. You can now get to the Jiggy here.

#6: After Clanker's been raised partway out of the water, go onto one of the floating platforms near Clanker's head. Shoot his gold tooth with three eggs (this takes timing, since he's moving a little bit in the water) to knock the tooth back. (Don't worry, you won't hurt him.) Now go to the other platform and do the same to his other tooth. Now go into his mouth using the tooth on the right side to find a Jiggy.

#7: Get into Clanker's belly, preferably through his gills or the gaps in his teeth (when you knock out the two gold ones), and you'll find rings. Get on the floating box near the green ring and jump through it. A timer of 50 seconds will start. (The rings get smaller as you go on.) Go through the second ring, then, go through the third, which is in the water after the second. The fourth ring is in the air, so get on the box near it and Flapflip Jump through it. Now go through the fifth ring, which is straight ahead underwater, then, double jump from the floating box to get through both rings 6 and 7. Now go straight ahead and swim through the eighth ring underwater. The water will now rise, allowing you to reach a flying disc, Clanker's left gill, and most importantly, the Jiggy on a ledge.

#8: During Jiggy #7's explanation, the water in Clanker's belly will rise. You can now get onto the flying disc in here. Fly through the doorway across the room. Learn your invulnerability move from Bottles here, then, use this move to run through the spinning blades to get to the Jiggy at the end.

#9: Once you have your invulnerability move, get onto Clanker's back and wait for the bolt to be blown out of his blowhole. Drop in to find some blades. The earlier ones spin slower, but the later ones spin faster, so you'll want to use your invulnerability move to get past them. Once safely through, you'll be able to get another Jiggy.

#10: Find all five Jinjos for a Jiggy. Near the beginning of the world, climb up the ladder. Cross the pipes going to the right to find the yellow Jinjo. Now go to the area with Clanker, and swim down below Clanker, and follow the chain down to find a green Jinjo in the deepest water. Then, after Clanker is raised partway out of the water, you can use one of his fins to get to a ledge that has an extra life, a shock jump disc, and a hole enemy on it. If you use the disc to jump left, you'll get to a thin pipe. Climb up it and jump to the pipe to the left. Use Beak Buster on the grate here to break it. Drop into the hole to find the orange Jinjo. To the right of Clanker are two holes in the wall underwater that are ends of a single tunnel. Go in through either end to find the blue Jinjo. Now go through Clanker's left gill and dive down in the deepest part of the water here to find the purple Jinjo.

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F. BUBBLELOOP SWAMP  
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SUMMARY

Requires: 7 Jiggies

To get here: Go to the third room in Gruntilda's Lair, and go through the



doorway over the pipe. Go right to find a switch on a lower ledge. Press it to raise the pipes in the water. Cross them to get to another switch. Press this to raise a pipe near the entrance to this room. Use that to get to a higher pipe. Up here is a third switch. Press it to open a gate in the water. Go through to find this world's puzzle. Fill it in, then, go through the 180 note door to get to the fourth room. Talon Trot up the hill to the left, and go through the tunnel. Cross the narrow path here to get to this world's entrance. Enemies: Flibbit, Buzzbomb

Don't go in the water, or you'll get bitten by the piranhas. You'll easily find Bottles, though, who teaches you how to use the Wading Boots, which let you safely go through this water. Also, remember to check the tops of cattails for items and such. Also, behind the big crocodile thing, you'll find a maze. Use Wading Boots to go through it, and at the end, you'll find Mumbo's hut. Inside, it costs you 10 Mumbo tokens to turn into a crocodile. Now you can cross the swamp water safely and attack enemies with B. You can now go into the big crocodile via the nose. Also, there's a shortcut back to Mumbo's hut; there's a small hole at the bottom of the fence nearby that the crocodile can go through.

#### NEW MOVES

Wading Boots: In the same part of land that the exit pad is, you'll find a molehill. You'll learn how to use the Wading Boots here, which let you walk through dangerous areas like this world's water safely for a limited time. Press B to get rid of the boots before the time limit is up.

#### EMPTY HONEYCOMB PIECES

#1: After using Beak Buster on all four of Tanktup's feet, you can go into his mouth to find Tiptup and his choir. I think you have to first finish all of Tiptup's three lessons, then, you can go onto his podium. Use Flapflip Jump to get the empty honeycomb piece floating above here.

#2: After crossing the maze behind the giant crocodile thing, you'll find Mumbo's hut. Go in, and get onto the unlit torch. Now get to the thin ledge along the wall, and jump to the empty honeycomb piece floating in the middle of the room.

#### EXTRA LIVES

#1: Shortly after the exit pad is a switch. Cross the floating log to the left of it to find a giant egg across the water. Use the floating leaf or the Wading Boots to get over to it. Use the shock jump disc to get to the top of it, then, use a Flapflip Jump to get to the extra life above it.

#2: Have Mumbo turn you into a crocodile (because you'll have to cross some water), then, go to the area that has tall platforms with huts on them. Near the wall on the right is a tall platform. Behind it is an extra life.

#3-5: After getting a Jiggy from Mr. Vile, beat all three games again to win three extra lives. If you lose, though, you'll lose one life.

#### GRUNTY SWITCH

Go to the area with the huts on tall platforms. One of the huts reveals a Grunty switch after you break it with a Beak Buster.

#### MUSICAL NOTES

5 notes: Near the exit pad is a narrow path over the water. There are 5 notes on it.

20 notes: Not far from the beginning is a narrow slope near a switch. Talon Trot up the slope to get to a higher place. Up here are 20 notes.

5 notes: in the water behind the giant egg (use the Wading Boots in the stumps not far away to get them)

5 notes: In one area are huts on tall platforms. Breaking the huts will reveal 5 notes in one.

9 notes: Below the huts on the tall platforms are 9 notes in the water. You can get them when you're a crocodile.

4 notes: on Tanktup's feet

6 notes: inside of Tanktup

5 notes: on the snout of the big crocodile thing

5 notes: Use the Wading Boots on the big crocodile thing to get the 5 notes in the water near the small island to the right, by the wall.

3 notes: on a cattail near the last 5 notes

12 notes: in the maze

6 notes: inside of the big crocodile thing

15 notes total: on the floating logs found throughout the area, 3 notes on each one

#### MUMBO TOKENS

#1: Use the Wading Boots near the exit pad so you can safely go into the nearby water and get the Mumbo token behind the pillar sticking out of the water.

#2: Shortly after the exit pad is a switch. Go up the steep slope near it, and up here you'll find a Mumbo token in an alcove with some eggs.

#3: Shortly after the exit pad is a switch. At it, cross the floating log to the left. Get on the floating leaf or use the Wading Boots to get to the cattail sticking out of the water. Climb to the top to find a Mumbo token.

#4: Go to the tall platforms with the huts on them, and use the shock jump disc here to jump to a higher ledge. Destroy the hut here to find another shock jump disc. Jump to a higher ledge. Continue this until you get to the ledge that's the second from the top. Use this disc to jump to the ledge nearby that's the same height as this one to jump through a Mumbo token floating in the air.

#5-6: In the water under the huts on the tall platforms are two Mumbo tokens. You need to be a crocodile to safely get them.

#7: After using Beak Buster on all four of Tanktup's feet, you can go into his mouth to find Tiptup and his choir. Behind Tiptup is a Mumbo token.

#8: There's a Mumbo token behind Mumbo's hut.

#9: Another Mumbo token is in Mumbo's hut, behind his chair.

#10: When Mumbo turns you into a crocodile, you can go into the nose of the big crocodile. You'll find a Mumbo token in here.

#### JIGGIES

#1: Not far from the exit pad, you'll find a switch. Press it with Beak Buster, and a Jiggy will appear for 45 seconds. Talon Trot up the steep slope nearby, then, carefully cross the narrow path to get to the Jiggy at the end. Don't hurry, you have plenty of time.

#2: Shortly after the exit pad is a switch. Cross the floating log to the left of it to find a giant egg across the water. Use the floating leaf or the Wading Boots to get over to it. Use the shock jump disc to get to the top of it. You

have to hit these X's to break the egg and make it smaller. Use Beak Buster on this top X, then, use Rat-a-Tat Rap on the X on the side. The X will be on the top again, so use Beak Buster on the X again. Use Beaky Barge on the next X, then, use another Beak Buster on the last X. The egg will break completely to reveal a Jiggy.

#3: Shortly after the exit pad is a switch. Cross the floating leaf to the right of it to get to an area with some stumps. Some Flibbits will appear for you to fight. These yellow Flibbits are tougher than the red ones and take two hits to beat rather than just one. Defeat all the Flibbits for a Jiggy.

#4: Go to Tanktup, the giant turtle. His feet are cold, so use Beak Buster on all four of them to make them go into his shell. Tanktup's feet are better now, so he'll cough up (literally) a Jiggy.

#5: After getting Jiggy #4, go into Tanktup's mouth. In here, go to Tiptup. He's going to give you three lessons. You have to repeat the song the Tiptup choir sings by using Beak Buster on the backs of the little turtles in the right order. (Obviously, I can think of names for most of the colors, but there is one I'm not certain of. While there's a light purple and a dark blue turtle, one looks to be a mix between purple and dark blue, in the back, right corner. I'll just call it violet.) So anyway, Lesson 1's order is light purple, red, and dark blue. Lesson 2 is dark blue, light blue, yellow, violet, and dark blue. Lesson 3 is dark blue, yellow, light blue, dark blue, yellow, violet, and yellow. You'll now get a Jiggy.

#6: Go to the tall platforms that have ledges on them, then, use the shock jump disc here to jump to a higher ledge. Use Beak Buster on the hut here to reveal another shock jump disc. Use this to jump to a higher ledge. This hut here has 5 notes and the Gruntilda switch. Go up to the other hut here, and destroy that for another disc. You may need to look around to see which ledge is lower nearby. Jump to the lower of the high platforms. Now destroy this hut, and use the revealed disc to jump up to the final hut. Use Beak Buster on it to reveal a Jiggy.

#7: Go to the big crocodile thing. Behind it is a path that leads to a maze. Use the Wading Boots to go through the maze until you get to a switch. Press it and a Jiggy will appear for 10 seconds. Carefully cross this very narrow path to get to the Jiggy in time.

#8: Near the exit pad is a green-eyed Croctus. Shoot an egg into its mouth, and another Croctus will appear somewhere else. (Each one opens and closes its mouth faster than the ones before.) Now continue past here, and you'll find a switch after a short time. Talon Trot up the nearby slope, and you'll find a narrow path and the blue-eyed Croctus. Shoot an egg into its mouth to make another Croctus appear somewhere else. The next, red-eyed Croctus is in the area with the tall platforms with huts on them. On the second ledge from the top, you'll see this Croctus on a ledge nearby. Shoot an egg into its mouth to make another Croctus appear. This light blue-eyed Croctus appears near the big crocodile thing. Shoot an egg into its mouth, and a pink-eyed Croctus will appear behind the big turtle. This one opens and closes its mouth the fastest, so shoot the egg when its mouth is closed to time it right. Once this Croctus gets fed, you'll get a Jiggy.

#9: Find all five Jinjos for a Jiggy. Near the exit pad, there's a thin path going over the water. From it, jump to the yellow Jinjo on the pillar. Shortly after here is a switch. Go up the steep ledge near it, and up here you'll find the green Jinjo. Now go to Tanktup, the giant turtle. Talon Trot onto his back to find Wading Boots, then, use these to get to the orange Jinjo in the water behind him. Now go to the big crocodile thing. Go right (either use the Wading

Boots on the big crocodile's back or use the cattails) to get to the small island. Go up the nearest cattail to find a blue Jinjo on top. Now, in one area, you'll find tall platforms with huts on them. Become a crocodile, and get the purple Jinjo, who is in the water below the huts.

#10: Behind the big crocodile is a maze. Use the Wading Boots to get through it, then, go into Mumbo's hut. Pay 10 tokens to become a crocodile. Now leave here and go into the big crocodile's nose. In here, go to the red croc, whose name is Mr. Vile. You have to play three games with him. If you lose, Mr. Vile will bite you. Each game consists of 60 seconds, during which you try to eat more than your grumpy opponent. (You need the running shoes to beat game three, but I highly recommend using them for the first two games, as well.) In game one, just eat the red Yumblies. In game two, eat the Yumblies, but avoid the yellow Grumblies. If you eat the wrong thing, you'll cough a little bit and be slowed down. In game three, you'll need to only eat what's pictured on the top of the screen. You need the running shoes to beat this. (These games can be hard. Just try to be fast. It helps sometimes to try to stay ahead of Mr. Vile and eat what he's running towards before he can get it.) Beat all three games for a Jiggy.

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G. FREEZEEZY PEAK  
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SUMMARY

Requires: 8 Jiggies

To get here: Go to the room in Gruntilda's Lair that has the entrance to Bubblegloop Swamp. In one of the small tunnels near the entrance of this room are Wading Boots. Use them to go through the swamp water and through the tunnel behind Bubblegloop Swamp's entrance. Here, you'll find Freezeezy Peak's puzzle and podium. Now go to the sixth room of the Lair, and through a tunnel on the ground level, you'll find this world's entrance.

Enemies: Sir Slush, Chinker, Ticker

Don't go in the water here. It is too cold and will hurt you. Mumbo's hut is easy to find, but you must fly there, since you can't cross the cold water around it. For 15 Mumbo tokens, Mumbo will turn you into a walrus. As a walrus, you can go through the cold water without getting hurt.

NEW MOVES

Beak Bomb: From the exit pad, go down the steep slope and then go left. Near a pile of presents, you'll find a molehill. You'll learn Beak Bomb, which is an attack you can do when you're flying. Press B while flying to do a Beak Bomb; each time you use this move, it uses a red feather. This move can be used to press certain switches and defeat certain enemies.

EMPTY HONEYCOMB PIECES

#1: Near the small houses is a Sir Slush. Defeat it by using Beak Bomb on its hat, and it will leave behind an empty honeycomb piece.

#2: Have Mumbo turn you into a walrus, then, go to Wozza's cave. Inside it, go into the water and go through the tunnel here. At the end, you'll find an empty honeycomb piece.

EXTRA LIVES

#1: Go up the slope near Wozza's cave, and you'll find an extra life behind the ice here.

#2: There's an extra life on top of Mumbo's hut. Just jump to the "eye", then, jump to the roof to get it.

#3: Have Mumbo turn you into a walrus, then, go to Wozza's cave. Inside it, go into the water and go through the tunnel here. At the end, you'll find an extra life behind the empty honeycomb piece.

#### GRUNTY SWITCH

Beak Bomb the hats of the Sir Slush enemies to defeat them. One of them leaves behind a Grunty switch.

#### MUSICAL NOTES

9 notes: Go down the steep slopes near the exit pad to find a total of 9 notes on them.

4 notes: Go down the slopes near the entrance, then, go right and up the slope here to find 4 notes.

6 notes: on the rooftops of the small houses

15 notes: on the giant snowman's scarf

4 notes: on the part of the giant snowman's scarf that goes around its neck

8 notes: on top of the giant snowman's hat

10 notes: around the giant snowman's feet

5 notes: around the Christmas tree

12 notes: Now get on the pot the Christmas tree is in and climb up the trunk to get inside. On the lowest ledge in here are 12 notes.

4 notes: Not far from the Christmas tree is a pile of presents. On them are 4 notes.

4 notes: around a Sir Slush not far from Wozza's cave

4 notes: outside of Wozza's cave

6 notes: Inside of Mumbo's hut, use the unlit torch to get onto the ledge along the ceiling. There are 6 notes here.

9 notes: in the water near the small houses (can be gotten when you're a walrus)

#### MUMBO TOKENS

#1: Near the exit pad is an igloo. Inside, there is a Mumbo token behind the table.

#2-3: There are two Mumbo tokens around the giant snowman's feet.

#4: When you go up the giant snowman's scarf, you'll find a sled when you get to its neck. Get on to ride the sled down part of the scarf and get another token.

#5: Get on the pot the Christmas tree is in to find a Mumbo token.

#6: Not far from the Christmas tree is a pile of presents. Behind the part going over the water is a Mumbo token.

#7-8: Beak Bomb the hats of the Sir Slush enemies, and two will leave behind a Mumbo token each.

#### JIGGIES

#1: Go to the big Christmas tree, and use Beak Buster on the box nearby to open it to find some Twinklies. You have to help them get to the tree by attacking the Twinkly Munchers that try to eat them. Sorry, I zoned out for a moment and ended up missing how many Twinklies need to get to the tree and how much time you have, but I think you have about a minute to help 15 or so Twinklies get to the tree. Attack the Twinkly Munchers with beak attacks like Rat-a-Tat Rap or

Beaky Barge to hurt them. After saving enough Twinklies, a switch will appear behind the big pot the tree is in. Go shoot the switch with three eggs. A timer for 60 seconds will now start. Run to the left of the tree to find a flying disc on the pile of presents. Use that to fly through the star atop the tree three times. Inside the Christmas tree, some ice will break to reveal a Jiggy. Now get onto the pot the tree is in, and climb up the trunk to get inside. Climb to the top, then, get onto the platform on the top of the trunk to get the Jiggy.

#2: Beak Bomb the three buttons on the front of the giant snowman, and a Jiggy will appear beneath it.

#3: To defeat the Sir Slush, Beak Bomb their hats. Defeat all five to make a Jiggy appear on the top of the giant snowman's hat.

#4: Go down the slopes near the exit pad and go left. Past the Christmas tree, you'll go up a slope and find Wozza the walrus, who is afraid of bears. If you get near him with Banjo, he'll hide in the doorway of his home and block it. Go to Mumbo's hut (you'll have to fly there, since you can't cross the cold water in front of it), and give the shaman 15 Mumbo tokens to be turned into a walrus. Now go back to Wozza, who isn't afraid now, and he'll give you a Jiggy.

#5: Not far from Mumbo's hut is a slope that leads to the giant snowman's scarf. Go along that to get to the snowman's neck. Here, you'll find a shock jump disc. Use it to jump onto the logs that make up the snowman's mouth. Carefully go along the pipe to find a Jiggy at the end.

#6: From the exit pad, go down the first part of the slope here to find Boggy. He's not feeling well because he swallowed something not polar bear friendly. Go over to Mumbo's hut, and go up the slope nearby. Go along the giant snowman's scarf to get to its neck, where you'll find a sled. Get on, and you'll go down part of the scarf and land on Boggy. He'll cough up a Jiggy, and then run off to go practice some racing. Wow, he recovers fast.

#7: After getting Jiggy #6, you can race Boggy. You'll find him if you go down the slopes near the entrance, then, go up the slope to the right. His sled is too small for a bear, so have Mumbo turn you into a walrus. (Yes, in this case, a walrus is smaller than a bear.) Go to Boggy and talk to him, then, get onto the sled to race. You have to go through every red slalom gate, and get to the finish line first to win. This race is a bit hard, since Boggy pretty much stays right around you or right ahead the whole time. Just try to stay right with him, and try to get ahead right at the end to win. (You'll win as long as you're just barely ahead of him.) After, you'll get a Jiggy.

#8: After beating Boggy in the first race, you can race him again. You'll be using the running shoes to run along the same course. This race is very difficult if you try too hard. You can pass Boggy after a short time, but then he'll pass you and stay ahead. So, stay just behind Boggy. Don't try to pass him. Then, at the ramp near where Bottles's molehill is, jump over Boggy and run to the finish line for a Jiggy.

#9: Near the exit pad is an igloo. Inside are three polar bear kids that haven't gotten their presents yet. You need to go find the presents for them. First of all, go behind the giant snowman, and you'll find a green present on an island in the water. Now go to the Christmas tree. Go onto the pot, and climb up the trunk to get inside. In here, on the bottom level of the tree, is a red present. Last of all, go to the area near Mumbo's hut. Not far from here is a slope that leads to the giant snowman's scarf. Go along that to get to the snowman's neck. Here, you'll find a shock jump disc. Use it to jump onto the logs that make up the snowman's mouth. Use the shock jump disc here to jump

onto the snowman's nose to find a blue present. Now return to the igloo, and give the polar bears their presents in exchange for a Jiggy.

#10: Find all five Jinjos for a Jiggy. Near Mumbo's hut are a few small houses. Behind the house with the tall chimney is the green Jinjo. When you climb up the giant snowman's scarf, you'll get to its neck. From here, you can jump onto the snowman's broom and find the blue Jinjo. Not far from the Christmas tree is a pile of presents. On them is the purple Jinjo. In Mumbo's hut, use the unlit torch to get to the ledge to find a yellow Jinjo. Now, after getting the Jiggy from Wozza, you can go into Wozza's cave as Banjo. There's an alcove in the wall that has the orange Jinjo.

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H. GOBI'S VALLEY  
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SUMMARY

Requires: 9 Jiggies

To get here: In the sixth room of Gruntilda's Lair, go through the 350 note door to find this world's puzzle and podium. Fill the puzzle in, then, go to the fifth room of the Lair. You'll find a few doorways blocked by bricks. Break down the bricks, and through one doorway, you'll find Wading Boots. Use these to cross the hot sand on the right side of this area to find the entrance to Gobi's Valley.

Enemies: Slappa, Mum-Mum, Scabby

Don't go in the hot sand in this area. It'll burn you, so you need to cross it with Wading Boots. Also, another secret egg is here. Ride the carpet near the sphinx to an alcove in the wall that has a door. Open it with the correct code to find it. (The rest of the explanation is in the Stop 'n' Swop section.)

NEW MOVES

Running Shoes: Behind the pyramid that has a target above it, near a palm tree between two sloped areas, is a molehill. Talk to Bottles to learn how to use the running shoes, which let you run very fast for a limited time. Good job, this is the last move of the game.

EMPTY HONEYCOMB PIECES

#1: One of the pyramids has a switch on top, hot sand next to it, and a switch behind it. (I'm talking about the pyramid with the memory game inside.) Press the switch behind it, and an empty honeycomb piece will appear in a cactus shaped like a ring. (That cactus isn't too far from here.) Use the flying disc on the sphinx's back to fly to the empty honeycomb piece, but be careful not to get hurt by the spiky cactus.

#2: After you free Gobi, he'll be over by the entrance. Use Beak Buster on his back, and he'll go somewhere else. Now go to the sphinx, and ride the carpet that goes over the hot sand here. You'll be brought to an alcove in the wall, where you'll find Gobi again. Use Beak Buster on his back again, and he'll spit out an empty honeycomb piece (and then leave this world completely).

EXTRA LIVES

#1: Climb across the sphinx's paws to get to his tail, where you'll find Wading Boots. Use these to go straight ahead across the hot sand to find an extra life in the corner.

#2: There's a big building near the back. Climb up the ramp around it to get to

the top, where you'll find an extra life.

#### GRUNTY SWITCH

Inside one pyramid is a maze. From the end of the maze, you'll be able to see the Grunty switch. So find your way over to it and press it.

#### MUSICAL NOTES

5 notes: Talon Trot up the slope right at the beginning for 5 notes.

6 notes: on the sphinx's paws

7 notes: inside of the sphinx, 4 in the corners and 3 on the carpets

8 notes: Climb across the sphinx's paws to get to his tail, where you'll find Wading Boots. Use these to get the 8 notes along the edge of the hot sand to the left. (You may run out of time during this, though, and have to get the Wading Boots more than once to get all the notes.)

5 notes: Near the sphinx, a flying carpet will stop. Get on it and ride it to an alcove in the wall where you can find 5 notes.

8 notes: Inside the pyramid with the target over it are 8 notes.

6 notes: Around the middle of the area is a pit. Once you fill it with water, you can dive in the water and get 6 notes.

9 notes: around the edge of the pit in the middle of the area

8 notes: on the two sets of stairs near the pit in the middle of the area

10 notes: one pyramid has a memory game inside, 4 notes are on it, 2 notes are next to it, and 4 notes are inside

11 notes: Behind the pyramid with the target is a lower area (that has Grabba the evil hand). There are 11 notes in the sand. Go behind the big building nearby, and use the Wading Boots behind it to get those notes.

2 notes: Next to the big building is a small slope in the corner. Go up to find 2 notes.

4 notes: Go up the ramp around the big building to find 4 notes.

4 notes: inside the big building

7 notes: in the pyramid that has a maze inside; there are 3 notes at one end of the maze and 4 notes at the other end

#### MUMBO TOKENS

#1: Go to the sphinx, and from one of his paws, jump to a foot. Use the ledges nearby to climb onto his back. Now go over to its nose and Flapflip Jump to get the Mumbo token floating over his nose.

#2: Inside of the sphinx, there's a Mumbo token in the back of the room.

#3: Go to the sphinx's tail, where you'll find Wading Boots. Use these to cross the hot sand. To the left, you'll find a Mumbo token.

#4: Inside the pyramid with the target over it is another Mumbo token.

#5: There is a Mumbo token inside of the pyramid where you play the memory game.

#6: There's a big building near the back of this area that has a Mumbo token in the doorway that is on ground level (though, the door is closed).

#7: At the big building at the back of this area, once you manage to fall through the door on the top, you'll land in some water. Swim over to the Mumbo token by the wall.

#8: In the middle of this area is a pit, and once you fill it with water, you can dive in and get a Mumbo token.



#9: Once you raise the pyramid that has the maze in it, Talon Trot to the top of it to find a Mumbo token.

#10: Inside the pyramid with the big maze, you'll find a coffin at the end of the maze. In one of the pots nearby is a Mumbo token.

#### JIGGIES

#1: Near the entrance is Jinxy the sphinx (I almost typed sphinxy). Climb onto his back. (From a paw, double jump to the foot, then, climb up the nearby ledges.) Go across his snout, and jump from its nose to one of the cacti. Jinxy will inform you that he has a stuffy nose, so shoot an egg into each nostril. Jinxy's nose is better, so a door will open between his front paws. Go inside. Get onto the lowest carpet, and shoot an egg into the nearby statue's mouth. The carpet will rise for a limited time, so jump to the next. (As you go on, the carpets get smaller and rise for a shorter time.) Shoot an egg into this statue's mouth to make this carpet rise, then, jump to the next. This carpet stays up for a short time. Once you shoot an egg into this statue's mouth, quickly jump to the Jiggy on the next carpet once the carpet you're on rises.

#2: Get onto the sphinx's back and use the flying disc. Fly through the ring of the statue nearby. Another statue will appear behind the sphinx. Fly through its ring, and another statue will appear. Keep flying through their rings. (The third appears in front of the sphinx, and the fourth appears a little bit to the left of the third one. The fifth one appears next to the sphinx again.) After flying through the rings of all five statues, a Jiggy will appear on the sphinx's back.

#3: There's a pyramid with a target over it. Get onto the sphinx's back to find a flying disc, then, use that to fly over to the target. Beak Bomb it, and the pyramid's door will open for 21 seconds. Land on the pyramid and slide down, then, go inside. Here is Rubee and his snake, Histup (in the basket). There's a bowl going around the basket. Shoot an egg from Kazooie's behind into the basket and it will spin faster. Shoot a total of five eggs into the bowl, and Rubee will play his pipe. Histup will stretch up, so climb up him to get to the Jiggy above his head.

#4: Behind the pyramid with the target over it is a lower area in the corner. Go there to find Grabba, the evil hand that is taunting you with a Jiggy. If you get near it, it'll go back under the ground. So go to the big building not too far from here, and in a corner next to it, you'll find running shoes. Get them, then, run over to Grabba and quickly get the Jiggy.

#5: There's a pyramid with a switch on top and hot sand next to it. Press the switch, and the door will open for 10 seconds. Go inside. Defeat the Mum-Mum (with your invincibility move), then, use Beak Buster to flip a tile. A timer for 100 seconds will start. This is a memory game, where you must match two tiles in a row and so on. Once you're done, you'll get a Jiggy. In case you want some help, here's the order of the tiles. From left to right, the first row (the one against the wall that has the entrance) has: Mumbo, egg, Jinjo, Jinjo. Row two has: red feather, note, Banjo, honeycomb. Row three has: Kazooie, red feather, Mumbo, Kazooie. Row four has: note, Banjo, honeycomb, egg.

#6: Next to the pyramid that has the matching game is hot sand. In the hot sand is a small piece of land. You can use the flying carpet here to get to it, but the carpet disappears when it stops, so it's hard to get on. Instead, go behind the big building with the ramp around it to find Wading Boots. Use those to cross the sand to find Gobi the camel. Poor Gobi's trapped here, so use Beak

Buster on the thing here to break it. Gobi is now free and will give you a Jiggy.

#7: Near the entrance is Trunker the palm tree. He's thirsty, so you need to find a way to get him some water. After you free Gobi in Jiggy explanation #6, Gobi will be over by Trunker. Use Beak Buster on Gobi's back to make him spit out some water. Trunker will get some water and will grow tall. A Jiggy will appear on top of him. Climb up a nearby tree to jump to the Jiggy.

#8: Near the back of the area is a big building, and near it is a slope in the corner. Go up the slope to find running shoes. Get them, then, run to the ramp of the big building. You'll find a switch. When you step on it, the door on the top of this building will open for 25 seconds. Run to the top of the building, and drop through the doorway to land in some water. Dive down and get the Jiggy. The door will also open, and the water will drain out and go into the pit outside of here.

#9: After getting Jiggy #8, the pit in the middle of this area will be filled with water. (I don't remember if this is required or not, but it does make this part a lot easier.) There are platforms in the water, and at one is a statue. When you get onto the platform, the statue will move left and right. Shoot three eggs into its mouth. Part of a pyramid will rise, and another statue will appear. Shoot three eggs into the next statue's mouth, then, do the same with the third statue. The pyramid is raised all the way now, and its entrance is revealed. Go inside. Past this hallway is a maze. You have 60 seconds to get through. Pretty much stay around the left side, and shortly after you pass a Mum-Mum, you'll find the end of the maze. Go through this hallway to find a coffin. It will open to reveal a Jiggy.

#10: Find all five Jinjos for a Jiggy. Right near the exit pad is a yellow Jinjo on a rock. Then, inside the sphinx (that I explained how to get inside with Jiggy #1), go onto the lowest carpet, and shoot an egg into the statue's mouth. The carpet will rise, so jump to the carpet nearby that has the orange Jinjo on it. Next, there's a pyramid that has a switch on top and hot sand next to it. Behind it is an alcove with a green Jinjo in it. In the middle of this area is a pit, and once you fill it with water, you can dive in and get the blue Jinjo. Above the pit, you'll raise up a pyramid that has a maze in it. At the end of the maze is a coffin, and in one of the pots here is a purple Jinjo.

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## I. MAD MONSTER MANSION

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### SUMMARY

Requires: 10 Jiggies

To get here: In the room of Gruntilda's Lair that has the Freezeezy Peak entrance, there are two note doors. Up the ramp, go through the 450 note door. Swim through the tunnel here to get to another room, then, swim through the tunnel in the water here. Now cross the alcoves in the walls to find this world's podium and puzzle. Fill it in, then, return to the room with the two note doors. Go through the 350 note door. Cross this room, and go through the doorway in here to find this world's entrance.

Enemies: Nibbly, Limbo, Portrait Chompa, Grille Chompa, Ripper, Tee-Hee, Whipcrack

You can break down windows with light shining through them, doors, and gates with beak attacks. (You can only break gates from the side with the padlock, though.) To get into the church, you must go to the right side of the area. Not far from a shallow pond is a switch and running shoes. Press the switch, and the church door will open for 14 seconds. Run through using the running shoes before time runs out. Mumbo's hut is near the church, surrounded by

walls. One wall has a part that's a little bit lower, so jump over that part of the wall to get to his hut. For 20 Mumbo tokens, Mumbo will turn you into a pumpkin. You can't do anything all that special with the pumpkin, but you can go through small spaces and through the water that was dangerous to you as a bear.

#### NEW MOVES

No new moves here.

#### EMPTY HONEYCOMB PIECES

#1: Inside the church, climb up the organ, and you'll see a flying disc near the wall to the left. Jump to it and use it to fly to the rafters. On the bigger part near the door, you'll find an empty honeycomb piece. Land and use a Flapflip Jump to get it.

#2: Go to the mansion, and break the window on the left side of the second floor, then, go to Mumbo's hut. For 20 Mumbo tokens, have Mumbo turn you into a pumpkin. Go to the walls near the church, and you'll find a small hole you can go through. Through it is a part of the maze you couldn't get to before. Go up the ramp here, and cross the wall to get to the mansion. Go through the window you broke. Under the floorboards is an empty honeycomb piece.

#### EXTRA LIVES

#1: In the dining room on the bottom floor of the mansion, once you get the Jiggy from Napper, you'll be able to use the flying disc here to get the extra life in the chandelier.

#2: Around the back of the church is a stained glass window with Banjo and Kazooie's faces on it. Jump through to find a room containing an extra life. (But watch out for the Portrait Chompas.)

#3: Inside the church, there's an extra life behind the pipes of the organ.

#### GRUNTY SWITCH

Inside the church, climb up the organ, and you'll see a flying disc near the wall to the left. Jump to it and use it to fly to the rafters. On the bigger part near the organ, you'll find the Grunty switch.

#### MUSICAL NOTES

4 notes: at the entrance

8 notes: 4 notes on each level of the mansion's roof

9 notes: through the mansion's front window on the top floor

4 notes: through the mansion's back window on the top floor

8 notes: in the dining room on the bottom floor of the mansion, on the chairs

4 notes: in the cellar

3 notes: Behind the mansion, near a gate are 3 notes.

6 notes: in the hedge maze

4 notes: To the right of the mansion, you'll find an area with shallow water. There are 4 notes around the water here.

14 notes: Go to the church. Get on the gravestone to the right of the entrance, and jump onto the entrance to find 1 note. (Remember, the roof is a bit steep, so use Talon Trot.) Now jump to the higher part of the roof, where you'll find 9 notes. Now use the block sticking out part of the wall to get to the clock. On one side of the clock is a hole. Go through to find 4 more notes.

10 notes: in the church, 4 notes on the giant pews, 2 on the pedals of the

organ, and 4 notes on the pipes of the organ

4 notes: Go behind the mansion, and you'll find a wooden building. Use the shock jump disc behind it to get onto the roof, where you'll find 4 notes.

4 notes: Go behind the mansion, and you'll find a wooden building. Inside this building are 4 more notes.

2 notes: in Mumbo's hut

5 notes: As a pumpkin, go to the front right corner of the mansion. Go inside the thing here at the bottom of the gutter to find 5 notes.

7 notes: As a pumpkin, go to the back right corner of the area to find a well. Go in to find 7 notes.

4 notes: Outside the well are 4 notes on the ledges.

#### MUMBO TOKENS

#1: In the dining room on the bottom floor of the mansion, there's a Mumbo token in the fireplace, behind one of the flames.

#2: On the second floor of the mansion, through the right window is the bathroom. A Mumbo token is in the sink.

#3: On the top floor of the mansion, through the back window is a Mumbo token in the corner to the right of the window.

#4: In the cellar, break the barrels to find a Mumbo token in one.

#5: Go to the church. Get on the gravestone to the right of the entrance, and jump onto the entrance. (Remember, the roof is a bit steep, so use Talon Trot.) Now jump to the higher part of the roof, and jump onto the block sticking out of the wall to get to the clock. On one side of the clock is a hole and a Mumbo token.

#6: There's a Mumbo token in the hedge maze.

#7: In the church, there's a Mumbo token on the chair in front of the organ.

#8: In the church, you can climb up the organ, and you'll see a flying disc near the wall to the left. Jump to it and use it to fly to the rafters. On the middle, narrow part, you'll find a Mumbo token.

#9: Behind the mansion, you'll find a wooden building. Use the shock jump disc behind it to get onto the roof, where you'll find a Mumbo token a bit hidden in the light.

#10: Behind the mansion is a shed. Near it, you'll find a Mumbo token in the corner near the nearby stairs.

#11: When Mumbo turns you into a pumpkin, you can go through a hole near the church that leads to a part of the maze you couldn't get to before. In here is a Mumbo token.

#12: As a pumpkin, go to the back right corner of the area to find a well. Go in to find a Mumbo token.

#### JIGGIES

#1: On the side of the house, use Beak Buster to break the cellar door and go in. Use beak attacks to break the barrels in here. In one is a Jiggy.

#2: If you go to the front door of the mansion, you can break it down with a beak attack. Inside, though, you can't do much. Once you step from the rug to

the creaky wood, Napper the ghost will wake up. You can't get his Jiggy when he's awake. So leave and climb to the roof of the mansion (by climbing up the gutters and by using the shock jump disc on the second floor). On the top, use the shock jump disc to jump into the chimney. You'll land in the big room, in the fireplace. Now cross the chairs without falling to the creaky, wood floor to get to the table. Now get the Jiggy from Napper.

#3: Go to the outside of the church. Shoot an egg from Kazooie's behind into each pot to get a Jiggy.

#4: Go to the church, and use the gravestone to the right of the entrance to get onto the roof. (Remember, the roof is a bit steep, so use Talon Trot.) Use the block sticking out of part of the wall to get to the clock. There's a hole on one side of the clock, so go through to get to a higher place. Climb to the very top of the church to find a Jiggy.

#5: To get into the church, you must go to the right side of the area. Not far from a shallow pond is a switch and running shoes. Press the switch, and the church door will open for 14 seconds. Run through using the running shoes before time runs out. Once inside, watch out for the Tee-Hees in here. Use the pedals of the organ to get onto the chair, then, use the shock jump disc here to get onto the keys. Go up to the sheet music, and Motzand will talk to you. He'll play some notes on the organ, so just follow him and repeat what he does. (Use Beak Buster to play the keys.) After a little bit, he'll say something again, and then he'll play some more notes, but faster. Follow him some more and repeat what he does, and when you're done, a Jiggy will appear on top of the organ pipes. Get onto the sheet music and jump to a higher part of the organ. Now climb up the pipes to get to the Jiggy on top.

#6: A bit behind the mansion is a wooden building. Break the door and go inside. Go to the thing in the middle of the room that looks like an upside down cup. This is Tumblar. Talk to him, then, jump onto him. A timer for about 75 seconds will start, and a purple Tee-Hee will appear and fly around the edges of the room. Now go over the letters to spell out BANJO KAZOOIE. Don't repeat any of the squares (go to a new square to repeat a letter), and watch out for the Tee-Hee. Also, don't touch the Grunty squares, or you'll get hurt. When you're done, you'll get a Jiggy.

#7: Go to the mansion, and break the window on the right side of the second floor, then, go to Mumbo's hut. For 20 Mumbo tokens, have Mumbo turn you into a pumpkin. Go to the walls near the church, and you'll find a small hole you can go through. Through it is a part of the maze you couldn't get to before. Go up the ramp here, and cross the wall to get to the mansion. Go through the window you broke. Go into the toilet to get flushed down, then, go along the pipe here, and at the end, you'll find a Jiggy.

#8: For 20 Mumbo tokens, have Mumbo turn you into a pumpkin. Go to the walls near the church, and you'll find a small hole you can go through. Through it is a part of the maze you couldn't get to before. Go up the ramp here, and cross the wall to get to the mansion. Up here, go to the front right corner of the gutter, and fall through the hole here. You'll end up falling through a Jiggy.

#9: As a pumpkin, go to the back right corner of the area to find a well. Go in to find many Whipcracks. Go into the bucket to find a Jiggy. (You can go through a pipe down here to get out of the well.)

#10: Find all five Jinjos for a Jiggy. Climb to the roof of the mansion to find the green Jinjo. Also, go through the back window up here to find the bedroom. Use the shock jump disc near the bed to jump onto the canopy to find the yellow Jinjo. In the cellar, break the barrels to find a purple Jinjo in one. In the

hedge maze, you'll find the orange Jinjo in one corner. On the right side of the area is a shallow thing of water. Use the shock jump disc here to jump to the blue Jinjo, who is on a tall platform in the water.

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J. RUSTY BUCKET BAY  
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SUMMARY

Requires: 12 Jiggies

To get here: First, go to the room that has the entrance to Mad Monster Mansion.

Break the gate on the left side of here, then, go into Mad Monster Mansion and have Mumbo turn you into a pumpkin. Now leave here and go through that gate, then, go into the building via the hole in the door. Mumbo is in here, so have him turn you back to normal. Use Beak Buster to break the big coffin to reveal a switch. Press it, and the water will rise in the area past the 450 note door.

Now go to this area. Go to the second of these three rooms (the one before the room that has the Mad Monster Mansion puzzle). In here is the entrance to this world, but you still have to open it. In one corner of this room, go to the RareWare box and break it. Hit the switch it reveals to raise the water some more. You can now get to an alcove in this room. Go in, and break the grate in here near the beehive. Go through to find this world's puzzle and podium.

Enemies: Seaman Grublin, Flotsam, Grille Chompa, Snacker, Grimlet, Boom Box, Chump

Be careful in this area. The water is oily and causes you to use up air even when you're on the surface. Underwater, you use air twice as fast. Also, be careful in the front, left corner of the area. Snacker the shark is there. At the tolls, shoot the correct number of eggs into them to make ledges appear that connect different areas. Don't touch the green stuff in the back left corner; it will kill you. By the way, on the ship, some windows look lighter (from an angle) and more 3D than others. You can break those to get inside the ship.

NEW MOVES

No new moves here.

EMPTY HONEYCOMB PIECES

#1: Go to the left, front corner of the area. There is an enclosed area containing Snacker the shark. In the side of the building to the right is a hole. Dive down and swim through the hole to get inside. Now get onto land, where you'll find a flying disc and a switch. Press the switch to make an empty honeycomb piece appear above the boat here. Now fly to it. It is a bit hard to get, but if you are just before and below it, you should be able to then get it when you press A and go higher.

#2: Go to the back smokestack and break the door. Go in, and go down the ladder. Over the entrance here is a hole. Flapflip Jump up into it to find an empty honeycomb piece.

EXTRA LIVES

#1: Go to the left of the entrance, and shoot 2 eggs into the toll thing to make a ledge appear. (Shoot in 4 more so the ledge moves farther from the wall and that Grille Chompa.) Cross is to get to a building. On the roof is a clear window. Use Beak Buster to break it. Fall through to land on a higher ledge in here. On a ledge in here, you'll find an extra life in front of a Grille Chompa.

#2: In the back of the area are blue containers. In the far right one are 4

Boom Boxes. Kill them all, and an extra life will appear.

#3: Now go to the back smokestack and break the door. Go in and down the ladder. In this place, you'll get to a fork in the path where you can go three ways. Forward and to the left is a window in the wall, and the extra life is in front of it.

#### GRUNTY SWITCH

Go onto the ship. Around the middle, back part is a tall pile of boxes. Climb up them, then, jump to the box hanging from the crane's rope. Climb up the rope to get to the top of the crane. From here, facing the back of the ship, you'll see the Grunty switch on top of a high ledge. This switch is hard to jump to, but you should be able to do it if you do it right. From the very tip of the crane, jump towards the switch, then, press A again for a double jump. You should be able to land on the ledge.

#### MUSICAL NOTES

4 notes: From the exit pad, go right to find 4 notes around a beehive.

5 notes: on the ledge in the front left corner of the area that goes around the corner Snacker is in

3 notes: on the drums floating in the toxic, green stuff

6 notes: on the cranes, each crane has a ledge on it that has 3 notes on it

8 notes: in the far left blue container in the back of the area

4 notes: in the far right blue container in the back of the area

4 notes: in the building to the left of the entrance (Beak Buster the clear window on the roof to fall in)

4 notes: follow the anchor chain at the front of the ship to find a hole in it and go in to find 4 notes in the room at the end of the hallway

5 notes: on the ramp leading onto the ship

6 notes: at the back of the ship, along the edge

4 notes: Around the middle of the ship is a ramp leading to the front area. It has 4 notes on it.

2 notes: around the switches and whistles around the front of the ship

8 notes: on the ledges between the two smokestacks

5 notes: found when you go down the normal pipe around the middle of the ship

4 notes: found when you go down the normal pipe at the back of the ship

5 notes: found when you go down the normal pipe at the front of the ship

3 notes: found when you break and go through the window on the front, right side of the ship

4 notes: found when you break and go through the window on the front, left side of the ship

4 notes: found when you break and go through the window on the middle, right side of the ship

12 notes: Now go to the back smokestack and break the door. Go in and down the ladder. In this place, you'll find 12 notes. They are around where the big propellers are. To get to 8 of them, you have to cross the spinning things when they slow down.

#### MUMBO TOKENS

#1: From the exit pad, go left. Shoot 2 eggs into the toll thing to make a ledge appear. Shoot in 4 more eggs, and the ledge will move farther from the wall. Now you can Flapflip Jump to the Mumbo token floating over the ledge.

#2: Now go to the back left corner of the area to find green, toxic stuff. Cross the oil drums floating in it (be careful, they're wobbly) to get to another Mumbo token.

#3: In the back are blue containers. In the far left one is a Mumbo token.

#4: In the back are blue containers. Use the boxes next to the far right one to get to the tops of them. Fall in the hole in the middle one to find a Mumbo token in here.

#5: On the ship, at the back is a boat hanging off the side. There's a Mumbo token on it.

#6: Around the back of the ship is a ladder leading to a higher area. On the back of here is a Grille Chompa and a Mumbo token.

#7: There's a Mumbo token at the very front of the ship.

#8: Go to the front smokestack, and climb up the ladder. Go to the back smokestack and climb up the ladder here. Kill the Grille Chompa here, then, use the shock jump disc here to jump to the top of this smokestack to find a Mumbo token.

#9: In the middle part of the ship, go down the normal pipe. There's a Mumbo token on a box in the corner.

#10: Go down the normal pipe at the front of the ship to find the galley. The Mumbo token is inside the hot oven. Unfortunately, you'll get burned when you get it.

#11: Break the window on the left, front part of the ship, and go inside to find another Mumbo token.

#12: Go to the middle of the ship and break the window on the right side back here. On one of the upper cots is a Mumbo token.

#13-14: Go to the back smokestack and break the door. Go in and down the ladder. In this place, you'll find two Mumbo tokens. They are around where the big propellers are. When you are able to go three ways, to the left and right is a Mumbo token. For each, you must cross the fast spinning thing when it slows down to get to a platform, then, get onto a spinning thing again as it slows down. Once it stops completely, quickly Flapflip Jump to the token, then, return to the platform.

#### JIGGIES

#1: Go to the left of the entrance, and shoot 2 eggs into the toll thing to make a ledge appear. (Shoot in 4 more so the ledge moves farther from the wall and that hole monster.) Cross is to get to a building. On the roof is a clear window. Use Beak Buster to break it. Fall through to land on a higher ledge in here. Nearby is a Jiggy on a box.

#2: Underwater, near the front of the ship, dive down to talk to Snorkel the dolphin, who's been trapped under the anchor. Follow the chain up to a hole in the ship, and go in. Get out of the water and cross the hallway while watching out for the Grille Chompas. At the end, you'll find two Seaman Grublins and a switch. Press the switch to raise the anchor and free Snorkel. He'll leave behind a Jiggy, so go and get it.

#3: On the ship, somewhere around the middle is a code. It is 312-111. Around the front of the ship are numbered switches. Press them in this order to make a Jiggy appear nearby.

#4: Break the window on the front, right side of the ship and go in to find the



captain's bedroom. You can see a Jiggy behind a grate. Break the door below it, then, defeat the Grille Chompa in here. Now get the Jiggy.

#5: On the ship, there's a ladder on the front smokestack. Climb up, then, cross the ledge to get to the back smokestack. Climb up the ladder here, then, cross the ledge to get back to the front stack. Climb up the ladder here to find a Jiggy on top of the smokestack.

#6: Go to the left crane, and press the up switch with a Beaky Barge. The cage on the deck of the ship will rise for 16 seconds. Climb up the ladder near the switches to get to the top of the crane, then, cross it. Drop down onto the deck and get the Jiggy from beneath the cage.

#7: Go to the right crane and Beaky Barge the switch that is shaped like a down arrow. A TNT box will be dropped and will blast a big hole in the deck of the ship. Drop into the hole, and go forward. You have to fight Boss Boom Box. He's just a big box. Hit him four times, and he'll break into two smaller boxes. Now work on one box at a time. If you break both, you'll have more boxes to fight. It takes three hits to make these boxes become two smaller boxes each, then, it takes two hits to make these boxes become even smaller. The smallest boxes are defeated with one hit each. Once you've beaten each box, you'll get a Jiggy.

#8: Find all five Jinjos for a Jiggy. To the left of the entrance is an enclosed area. In the back corner is a floating thing with a yellow Jinjo on it. Now go to the back left corner of the area to find green, toxic stuff. Cross the oil drums floating in it (be careful, they're wobbly) to get to the green Jinjo. Also back here are blue containers. Use the boxes next to the far right one to get to the tops of them. Fall in the hole in the middle one. There are a lot of boxes in here, and on the ground, you'll find a blue Jinjo. Now go onto the ship. Around the middle, back part is a tall pile of boxes. Climb up them, then, jump to the box hanging from the crane's rope. Climb up the rope to get to the top of the crane, then, go towards the back wall. Climb down the ladder here, then, drop down to the ground. On the right is a toll that requires 8 eggs. Once paid, a ledge will appear. Cross it and avoid the Grille Chompas to get to the orange Jinjo. Now, go to the right of the entrance to find a beehive. In the water below here is a hole in the wall. Swim through to find the purple Jinjo. This Jinjo is dangerous to get, since it is so easy to die here. Get this Jinjo last so you can still get the Jiggy if you die.

#9: Go to the back of the ship and go down the normal pipe to find a sailor enemy and a switch. Press the switch, and the propellers inside the ship will slow down. (You can see them through the window here. Yes, you'll have to go through all of that pretty soon. I'm sorry.) Now leave here, and go to the base of the back smokestack. Break the door, and go inside. Watch out for the Grille Chompas and go down the ladder. Down here is a beehive with bees around it and the entrance to a very annoying place. If you fall, you'll die, so be very careful. Start by going straight (the only way you can go). You'll come to part of the path that turns and stops. When it stops, cross it. Now cross these spinning cogs. They go from smaller to bigger, so you'll need a Flapflip Jump to get onto the next cog. Then, you'll be at a Seaman Grublin and a fork in the path. You can go three ways, but for this Jiggy, you need only go straight. (I like talking fancy.) First, you need to get past this propeller. It goes fast, and then slows down thanks to that switch from earlier. I find it easiest to use Kazooie to jump between the blades (in Talon Trot-mode, I mean); I don't know why, but it helps. Now go straight to the Jiggy.

#10: From Jiggy #9, we have an even worse Jiggy to get. Not too far from the Jiggy you just got are two switches. Press both to make the propellers at the back of the ship stop. You have 65 seconds to get to those propellers before

they start again. Behind the propellers is the Jiggy. It's best to hit the right (if you're facing the entrance) switch first, and then the left switch second, since it's easier to get out of here from there. Also, the stuff that spins very fast will stop, so it's easier to get out. (Everything else will keep moving as usual.) Anyway, be careful when you get the Jiggy. The propellers will kill you if they start again, and as I found out this time, you may die if you touch them even when they're still.

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K. CLICK CLOCK WOOD  
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SUMMARY

Requires: 15 Jiggies

To get here: In the third room of the Lair, go to the lower part of the room. Swim through the tunnel under the water to find the puzzle for this world. There is no podium, though. Much later in the Lair, you'll find another forest area past the 640 note door. This is where Click Clock Wood will open up. On the right side of here are leaves you can climb up. Up here, go right until you find a switch. Press it, and the podium will appear in front of Click Clock Wood's puzzle.

Enemies: Grublin Hood, Snarebear, Bigbutt, Big Clucker, Whipcrack, Buzzbomb, Chinker, Sir Slush

When you get to this area, you will find four doors. Each door leads to a different season. In this room is a switch, and when you press it, the spring door will open. To open the other three doors, you need to find their switches.

Summer Switch: In spring, climb high up on the tree. In front of Nabnut's house is the summer switch. Press it to open the summer door

Fall Switch: In summer, go into the dry water area. At the end, you'll find the fall switch. Press it to open the fall door.

Winter Switch: In fall, go to the branch that has Eyrie's nest to find the winter switch. Press it to open the winter door.

By the way, all the seasons but winter have Snarebears. To get items on them, you need to use your invincibility move. In spring, Mumbo will turn you into a bee. The bee can also go on the Snarebears without getting hurt, but the bee can't go to other seasons. With the bee, jump and press A to fly. Press A to go higher, and hold B to go faster. Also, remember that you can't touch the bramble, since it will hurt you. In winter, the water and the bramble are frozen. There's a hole in the ice on the water, but be careful going into the water. It takes air twice as fast. Also, since there is water in spring and fall, when you're climbing on the tree, remember that if you fall, you may be able to land in the water if you're in the right spot and not get hurt. This is a good way to get to the ground quickly without having to climb all the way back down, too. Be careful, though, since you will take a lot of damage if you hit the ground. Another thing, as the seasons go on, certain ledges and such will get more built up, so it is actually easier to climb up the tree in later seasons. And in summer and fall, the tree's leaves are bigger. The leaves are small in spring, and they're gone in winter. Watch out for swarms of bees in the summer.

NEW MOVES

No new moves here.

EMPTY HONEYCOMB PIECES

#1: In winter, the water is frozen, but there is a hole on one end. Swim through the water and go into Gnawty's house, but be quick. Cold water uses double air. Inside the house is an empty honeycomb piece on a shelf.

#2: Winter has the other empty honeycomb piece, too. Over Nabnut's house is a window sticking out on a "ledge" of the tree. Beak Bomb the window to break it, then, fly in or land on the ledge it is on and try to double jump down into it. Inside, use the boxes to get to a higher ledge, then, jump from here to the ledge that has the empty honeycomb piece.

#### EXTRA LIVES

#1: In spring, have Mumbo turn you into a bee. Fly to the stump sticking out of the water to find an extra life on a Snarebear.

#2: In spring, as you climb up the tree, the first branch you get to has an extra life on it.

#3: In spring, climb to the top of the tree. Up here is a door. Break it down and go inside to find many Whipcracks and an extra life.

#4: In spring, have Mumbo turn you into a bee, then, go to the same room as extra life #3. Near the ceiling here, you can fly to another extra life on a higher branch.

#5: In summer, in a corner not far from the dirt with the fence around it, is an extra life. (Face the big tree and go left to find it.)

#6: In summer, go to the unfinished house. In one corner is an extra life. Jump across the wide gaps in here to get to it.

#7: In summer, climb high up on the tree again. Go through that door on the top to find another extra life.

#8: Break the boulder blocking the entrance to Gnawty's in summer, then, swim into his house in fall. An extra life is in the fireplace.

#9: In fall, go to the branch that has the now-finished house. The Snarebear here has an extra life on it.

#10: In winter, you can see an extra life under the part of the frozen water closest to the entrance. On the other side of the ice is a hole in the ice. Swim through the cold water to get to this extra life, but be careful, since you'll use up air twice as fast.

#11: In winter, go outside of Nabnut's house. At the three ledges, on the right one is a Sir Slush. Defeat it, and it will leave behind an extra life.

#### GRUNTY SWITCH

In winter, there's a Grunty switch on one of the ledges of the tree. You could climb to this ledge during summer and fall, but you can't now that there are no leaves. (To find this ledge, go to the branch with the now-finished house on it, face away from the tree, and look down and to the right to find this ledge.) Fly to the ledge, and press this final switch.

#### MUSICAL NOTES

4 notes: in the lobby, outside of the spring door

Spring: 16 notes total

4 notes: in the area with the dirt with the fence around it

12 notes: The giant tree has parts lower down that go from the outer wall of the

level to the ledge that goes around the trunk of the tree. On these parts, you'll find groups of 3 notes at a time.

Summer: 16 notes total

2 notes: straight from the entrance, on leaves on the tree

2 notes: Break the boulder that is blocking Gnawty's house to find 2 notes in the entrance.

3 notes: on the branch with the beehive

4 notes: outside of the unfinished house

5 notes: Outside of Nabnut's house are some ledges. Talon Trot up the middle one to find 5 notes.

Fall: 48 notes total

2 notes: in Gnawty's house

5 notes: near the dirt with the fence around it

3 notes: on the Snarebear across the water from the dirt with the fence around it

4 notes: on the upper ledge in Mumbo's hut

15 notes: on the ledge going around the tree

3 notes: On one of the ledges connecting the ledge going around the tree and the outer wall, between the bramble area and the entrance, is another Snarebear.

There are 3 notes over it.

1 note: From the ledge going around the entire tree, go up the first ramp leading up the tree to find 1 note.

4 notes: inside the beehive

3 notes: in Nabnut's house

8 notes: on Eyrie's nest

Winter: 16 notes total

4 notes: on the first branch of the tree

4 notes: These are on the roof of the now-finished house, but they are hard to get. High jump onto the roof and use Talon Trot as quickly as you can or you'll slide off. You can always try flying to get the notes, too, but it's still hard to get them.

4 notes: Outside of Nabnut's house, at the three ledges, go down the right ledge to find 4 notes.

4 notes: on the ledges near Eyrie's nest

## MUMBO TOKENS

Spring

#1: Near the entrance is a Snarebear with a Mumbo token on it. Use your invulnerability move to get it.

#2: Near where there is some dirt with a fence around it, across the narrow part of the water nearby is a Snarebear. On it is another Mumbo token.

#3: There's a tree stump on the bramble with Wading Boots on it. From here, if you face the nearby Whipcrack, you'll see a Mumbo token just to the left of it. Use the Wading Boots to get to it.

#4: As you climb up the tree, the first branch you get to has a Mumbo token on it.

#5: On one end of the beehive is a Mumbo token.

#6: On one branch is an unfinished house. On part of the floor of the house is a Mumbo token.

#7: There's a Mumbo token on the wardrobe in Nabnut's house.

#8: There's a Mumbo token on the branch with the bird nest on it.

#### Summer

#9: Break the boulder that is blocking Gnawty's house to find a Mumbo token in the entrance.

#10: In the area with the dirt with the fence around it, in one corner (in the direction of Mumbo's hut) is a Mumbo token.

#11: Inside Mumbo's hut, on the upper ledge is a Mumbo token.

#12: From the ledge that goes around the tree, go up the ramp. Go right to some leaves. Cross them to get to a shock jump disc. Use it to get to a higher leaf, then, cross the leaves here to get to a ledge with a Big Clucker and a shock jump disc. Use the disc to jump to a higher ledge. From here, jump to the Mumbo token on a higher leaf.

#13: On the first branch of the tree is a Mumbo token.

#14: Go to Nabnut's house and on the ledges after here is a Mumbo token.

#### Fall

#15: There's a Mumbo token on the Snarebear near the entrance.

#16: On the first branch of the tree is a Mumbo token.

#17: On the branch with the now-finished house is another Mumbo token.

#18: High up on the tree, at the highest ledge you can climb to, there is a Mumbo token on the Snarebear.

#### Winter

#19: At the dirt with the fence around it is a Mumbo token.

#20: Near Mumbo's hut, kill a nearby Sir Slush, and it will leave behind a Mumbo token.

#21: At the broken beehive, there's a Mumbo token inside.

#22: Outside of Nabnut's house, at the three ledges, go down the right ledge to find a Mumbo token.

#### JIGGIES

#1: In spring, climb to the top of the tree. Up here is a door. Break it down and go inside to find many Whipcracks and a Jiggy.

#2: In summer, from the ledge that goes around the tree, go up the ramp. Go right to some leaves. Cross them to get to a shock jump disc. Use it to get to a higher leaf, then, cross the leaves here to get to a ledge with a Big Clucker and the Jiggy.

#3: In summer, go onto the beehive. On the top is an indent. Use Beak Buster to break it and fall in. Go to the Jiggy, and the Zubbas will attack you. Just stand there and use your invincibility move. The Zubbas will fly into you and die when they touch you. Once all of them are defeated, you can get the Jiggy.

#4: In summer, go to the unfinished house. In one corner is a Jiggy. Jump across the wide gaps in here to get to the Jiggy.

#5: You'll first find Gnawty the beaver in spring. He's in the water, and his house is blocked by a boulder. You can't help him yet. In summer, though, the water is dried up, so break the boulder with a beak attack. Gnawty can now get into his house, but you can't yet because the slope that leads into it is too steep. In fall, though, you can swim into his house and get the Jiggy.

#6: In spring, go to the dirt with the fence around it. Shoot 5 eggs from behind into the hole in the dirt, and a plant will grow. In summer, Gobi should be at the plant. (If he's not, you still need to go get the empty honeycomb piece from him in Gobi's Valley.) Anyway, use Beak Buster on his back, and he'll spit out water and make the plant grow. Do the same in fall to make the plant grow more. It now has a flower with a Jiggy on it. You can drop down to the Jiggy from the beehive.

#7: In fall, Nabnut needs 6 acorns because he ate the ones he had. You need to find them for him. Inside his house, there's an acorn on a higher shelf. Then, outside of Nabnut's house are those three ledges. They are more built up now, so the left one leads to a window. Break that and go inside. Under the water here is another acorn. Now leave, and go down the right ledge. On two ledges going off of it are two more acorns. Be careful, though, one ledge goes down very steeply. Now go up the middle ledge. One acorn, you just Flapflip Jump to. The other is floating in the middle of this circular platform, over the air. You need to double jump to it, but it's likely that you'll fall. Anyway, bring the acorns to Nabnut for a Jiggy.

#8: In winter, fly high up to a ledge above Nabnut's house to find a Jiggy.

#9: In spring, climb high up on the tree to find a bird nest. Use the shock jump disc on the nest to jump onto the big egg here. Break it open with Beak Buster to hatch Eyrie the baby eagle. He'll go to sleep now.

In summer, Eyrie wants 5 caterpillars. One caterpillar is near the entrance and another is in the place where the water dried up. Near the area with the dirt with the fence around it, jump across the dry water area to find a ledge with a Snarebear and another caterpillar. Between Mumbo's hut and the dirt with the fence around it is a ledge. On that is another caterpillar. There's also another caterpillar outside Mumbo's hut. There's also a caterpillar on the tree's first branch. Now go to Nabnut's house. Outside it are some ledges. Go down the right ledge to find another caterpillar. Now give Eyrie 5 caterpillars, and he'll grow and then go back to sleep.

In fall, Eyrie wants 10 caterpillars. Start by going to the dirt with the fence around it. On nearby piles of leaves are two caterpillars. On the ledge going around the tree, there's a caterpillar on the part near the bramble area, too. There's also a caterpillar in Mumbo's hut. On the first branch of the tree is another caterpillar. There's a caterpillar on top of and inside of the beehive, too. Then, at the house that is now finished on the next branch, there's a caterpillar on the ledge below it. There's a caterpillar inside of Nabnut's house. At Eyrie's nest is another caterpillar, and when you climb up the ledges nearby, you'll find another caterpillar. Now feed Eyrie 10 caterpillars and he'll grow some more and go back to sleep.

In winter, go to Eyrie again. He's fully grown now. He'll fly away and leave you a Jiggy.

#10: Find all five Jinjos for a Jiggy. In spring, have Mumbo turn you into a bee, then, fly to the beehive and go in. On the back ledge in here is a purple Jinjo. Now fly to a higher ledge. You'll find a Snarebear with a green Jinjo on it. (You can get it as a bear, but it's easier to get as a bee, since the Snarebear won't attack you now.) In summer, go left from the entrance. In one corner over here is a yellow Jinjo hidden in the tall grass. In fall, near the dirt with the fence around it, there's an orange Jinjo on a nearby pile of

leaves. In winter, there's a blue Jinjo on the roof of Mumbo's house.

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### L. GRUNTY'S FURNACE FUN

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When you go through the 765 note door in Grunty's Lair, you find a disc that takes you to Grunty's Furnace Fun when you stand on it. This is a quiz about the game. There are different squares, and you have to answer a question on each square correctly to get to the next square. Giving the wrong answer results in losing one honeycomb piece, and, if you give the wrong answer on a Skull Square, you'll die and have to start this quiz over. You have to pass some Skull Squares to get to the other end of the board, which is your goal. The safest thing to do is to get Joker Cards; these let you skip a square if you press B on it. Joker Cards are given to you, two at a time, when you answer the question correctly on a Joker Square. (Joker Squares give you one chance to answer. If you get it wrong, you'll have to just move on to the next square.)

Anyway, get to the other side to win. Then, Grunty will escape, and there will be credits and a cut scene.

### SQUARE DESCRIPTIONS

**White Squares:** Some squares are just white. Each has either an empty honeycomb piece on it or an extra life. No question here.

**Banjo-Kazooie Squares:** These squares just ask a question about the game.

**Grunty Squares:** These squares ask a question about Gruntilda. Whenever you found Brentilda throughout the Lair, she'd give you these answers when you talked to her, so hopefully you found her in ever location. Every file of the game has different answers, so I can't help you with these.

**Musical Note Squares:** These squares give you a sound. It may be a song from a certain world, a character's voice, or a noise from an item when you pick it up, and you have to answer where, who, or what that sound comes from.

**Eye Squares:** Eye squares show a picture of something or a character, and you have to answer where or who it is. The pictures of worlds usually show things very close up or a place that either looks unfamiliar or looks like several places.

**Clock Squares:** These squares make you complete something in a limited time. I'll list these challenges below.

**Skull Squares:** Like I said before, you'll die if you answer a question wrong on this square. It seems to ask any type of question, so be ready.

**Joker Squares:** You only get one question per Joker Square. Answer wrong, and you must move on. If you answer correctly, you get two Joker Cards. When you get to a square you want to skip, press B to use a card and skip the square. By the way, like the Skull Square, the Joker Square seems like it asks any type of question, too.

### ANSWERS AND HINTS

Here are hints and answers to the questions I got. I tried to get as many questions as I could, but I wasn't able to get them all. This section may not be complete, but I hope it still helps. By the way, I wasn't able to copy fast enough, so these questions aren't phrased like how Grunty said them. What a shame, I rather liked all the rhymes.

### Clock Challenges

**Spell Banjo-Kazooie backwards in the sandcastle floor in 50 seconds:** While this is written the correct way on the wall of the sandcastle, here's help if you need it: EIOOZAK OJNAB

Copy the Tiptup Choir's song in 30 seconds: You may need to repeat the Tiptup Choir's song. It's best to quickly write down the order to make this easier.

Mr. Vile's third game: Remember to use the running shoes to do this, and eat only what is shown on the top of the screen. Eat more than Mr. Vile by the end to win.

Beat the memory game in Gobi's Valley in 70 seconds: Just flip the tiles to match the pictures. In the Gobi's Valley section of this walkthrough, I explained what each tile had on it, if you need help.

Beat Boss Boom Box in 70 seconds: You fought him in Rusty Bucket Bay. Just keep rolling into him and using Rat-a-Tat Raps to beat him.

Beat the Zubbas in 30 seconds: Just stand still and use your invincibility move to easily beat the Zubbas.

#### Questions

Q: What does Clanker do?

A: garbage grinder

Q: In Rusty Bay, what is on the captain's bed?

A: anchors

Q: In Gobi's Valley, what do you pay in the pyramid with the charmer?

A: eggs

Q: What is not seen on the walls of Rusty Bay?

A: Toll 7

Q: In Mad Monster Mansion, what is on the barrels in the cellar?

A: the number 1881

Q: What does the gorilla in Mumbo's Mountain throw?

A: oranges

Q: What can't you slow down in Rusty Bay?

A: the spinning cogs

Q: How many Jiggies does Boggy have?

A: 3

Q: What is the name of the boat in Treasure Trove Cove?

A: the Salty Hippo

Q: What wakes up the sleeping ghost in Mad Monster Mansion?

A: Banjo treads on a creaky floorboard

Q: What is seen gliding over the sand in Gobi's Valley?

A: magic carpet

Q: What does Gobi have at his third location?

A: an empty honeycomb piece

Q: What is the name of the frogs in Bubblegloop Swamp?

A: Flibbits

Q: How many Jigsaws does it take to open the first world?

A: 1



Q: In Rusty Bay, what is on the shelf of the fridge in the galley?

A: Kazooie eggs

Q: What is not on show at Freezeezy Peak?

A: a slippery seal

Q: In Treasure Trove Cove, who would eat your eggs?

A: Yum-Yum the clam

Q: When you are under the water, how many segments of air are shown?

A: 6

Q: What did you learn on Mumbo's Mountain?

A: Talon Trot

Q: What is in the lake of Mumbo's Mountain?

A: shoal of fish

Q: In Mad Monster Mansion, what is the name of the hand in the church?

A: Motzand

Q: In Mad Monster Mansion, what did the hand play in the church?

A: organ

Q: In Mad Monster Mansion, what is not found in the graveyard?

A: ghosts

Q: What is the name of the walrus in Freezeezy Peak?

A: Wozza

Q: Where are Jinjos not found in Treasure Trove Cove?

A: inside a giant treasure chest

Q: How many hoops do you swim through in the whale's stomach?

A: 8

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M. BEFORE THE FINAL BATTLE.../THE END OF GRUNTILDA'S LAIR

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After finishing Grunty's Furnace Fun, go through the doorway here and up the stairs to find the 810 note door. Go through the door to find a puzzle and a podium. The puzzle requires 25 Jiggies to fill it up, then, the big door nearby will open up. (By the way, in the other direction, you'll find the machines that you used to see when you save and quit. There's nothing else over here except for a Gruntling.) Now go through the big door to find Dingpot, Grunty's cauldron. Talk to him, then, open up the note doors here, if you can. Through the 828 note door is a big, blue egg that will refill all your blue eggs. Through the 846 note door is a big, red feather. Through the 864 note door is a big, gold feather. And through the 882 note door is a puzzle and a podium. Fill it in with 4 Jiggies, and your health will turn red, doubling it. Now you're ready to fight. Jump into Dingpot to get shot to the top of the tower.

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N. THE FINAL BATTLE

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Part 1

Now, it's time for a tough battle. I hope you're ready! (Luckily, if you need items, you can get things from around the edge of the roof. They never run out.) Anyway, first Gruntilda will be riding on her broom. She'll swoop at you twice, then, she'll stop. When she stops, attack her with a Rat-a-Tat Rap, then, avoid the fire spell she throws at you. (It's easiest to dodge attacks by having Kazooie do the running.) Grunty will swoop at you two times again. Attack her when she stops, then, dodge the fire spell. This time she swoops three times, and the next time, she swoops four times. Once you hit her the fourth time, she'll drop a honeycomb piece and throw a homing spell. You can't dodge these, so use your invincibility move so it doesn't hurt you. The witch will throw another fire spell, then, she'll fly just off the edge of the tower.

Part 2

Now Grunty is throwing fire spells at you, with short pauses in between every four spells. Hide behind one of the ledges sticking up, then, when she pauses, jump onto the ledge and shoot eggs at her. (Don't get onto the ledge too quickly, though. Wait for the burst of flame from the last spell to disappear first.) After three hits, she'll fly to a different side. She pauses throwing spells at you for long enough, so you should be able to get in all three hits on your first chance. Anyway, the rest of this part of the battle is pretty much the same, except each time she moves to a different side, she'll pause for a shorter time. Try to shoot eggs very quickly to try to hit her as much as possible. After hitting her three times at all four sides of the tower, Gruntilda will shoot a homing spell at you. Then, she'll fly higher up and drop a honeycomb piece.

Part 3

Now Grunty's flying around out of reach, sometimes throwing fire spells at you. If you want, you can get some items at this time. Then, you need to use the flying disc that appeared. Try to Beak Bomb the witch, preferably when she stops and isn't throwing any fire spells at you. As she takes more hits, she'll throw more fire spells. After four hits, she'll get a shield around her. She'll also drop a honeycomb piece, and the flying disc will disappear.

Part 4

You can't hurt Grunty anymore, so land, and four Jinjo statues will appear. The witch will hover the middle of the area and shoot fire spells at you. Run over to a Jinjo statue and shoot three eggs into the hole in the front to make the Jinjo break free and attack the witch. Do the same to all four statues; this shouldn't be too hard if you're quick, since Grunty stops throwing fire spells at you whenever a Jinjo attacks her. Afterwards, her broom will break, and she'll land on one of the ledges on the edge of the roof. (Another honeycomb piece will appear, too.)

Part 5

Time for the worst part. Grunty will shoot a bunch of fire spells at you and sometimes a homing spell. Quickly run back and forth (not in one direction, or she'll hit you) perpendicular to her to try and dodge the spells. After a little bit, a big Jinjo statue will appear in the middle. It is the Jinjonator! It has four holes in its base. Shoot 5 eggs in each hole while dodging the spells. Shoot eggs quickly; hopefully you have enough eggs, so you don't need to worry too much if your aim is off and you miss a lot. Once all four holes have closed up, you're done. The Jinjonator will attack the witch until she falls off the roof. Hooray, you beat the witch. Now you get to see the credits for the characters, and the last cut scene. If you got all 100 Jiggies, Mumbo will show you some secrets.

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## 8. BOTTLES'S PUZZLES AND CODES

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I always heard you have to wait until after you beat the game to do this, but I don't really know. Anyway, go into Banjo's house and stand close to the fireplace. Look up at the picture of Bottles with first-person view, and he should talk to you. Try again if it doesn't work. Bottles will let you play some puzzle games where you fill in the puzzle pieces to a moving picture. You have 99 seconds for the first six and 75 seconds to do the seventh one. Also, with every puzzle after the first two, you need to rotate some pieces. After finishing a puzzle, you get a code and get to go on to the next puzzle. When you beat all 7 puzzles, you can look at Bottles's picture, and he'll tell you all the codes you got. Anyway, here are the controls:

Control Stick: move Banjo's hand

A: pick up or put down a piece

B: return a piece you're holding back to the side of the screen

C: use left and right C to rotate pieces

These are the codes you get from finishing each puzzle. Remember, you enter them in the floor of the sandcastle in Treasure Trove Cove. Enter NO BONUS to get rid of the bonus.

Beat puzzle level 1 for: BOTTLES BONUS ONE. This code makes Banjo's head big.

Beat puzzle level 2 for: BOTTLES BONUS TWO. This code makes Banjo's hands and feet big.

Beat puzzle level 3 for: BOTTLES BONUS THREE. This code makes Kazooie's head big.

Beat puzzle level 4 for: BOTTLES BONUS FOUR. This code gives Banjo a tiny head and a long body.

Beat puzzle level 5 for: BOTTLES BONUS FIVE. This code gives Banjo a tiny head and big hands and feet.

Beat puzzle level 6 for: BIG BOTTLES BONUS. This code makes Banjo have big hands and feet, and both him and Kazooie have big heads.

Beat puzzle level 7 for: WISHY WASHY BANJO. This code turns Banjo into a washing machine (and Kazooie becomes invisible). You can still do all the things you can normally do, except you can't jump as well.

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## 9. STOP 'N' SWOP

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Stop 'n' Swop is still a mystery, even when this game came out about a decade ago. People thought it would somehow connect this game with Banjo-Tooie, but this feature was not completed. Fortunately for us, some people found the codes to get the six eggs and the Ice Key that were hidden in the game. Here are the locations and the codes. I don't take credit for the codes. I found them when searching the Internet, and I don't know who originally found them. By the way, this seems to be a one time thing. I entered the codes in one file, and these places are open in every other file, with all the eggs and the Ice Key already collected.

Remember, you enter these codes in the sandcastle in Treasure Trove Cove, and before every code, first enter the word CHEAT.

Treasure Trove Cove Egg

Code: OUT OF THE SEA IT RISES TO REVEAL MORE SECRET PRIZES (remember to enter CHEAT first!)

Location: After entering the code, Sharkfood Island will rise up and reveal an entrance. Go in, and use the shock jump disc to jump to an alcove. Cross these

alcoves to get to a higher ledge. (Press A to jump out of the alcove, then, press A again to double jump into the next alcove.) At the higher ledge, you can high jump to the top, where you'll find the purple egg.

#### Freezeezy Peak Ice Key

Code: (enter CHEAT then...) NOW YOU CAN SEE A NICE ICE KEY WHICH YOU CAN HAVE FOR FREE

Location: After getting the Jiggy from Wozza, go into his cave, where you'll find an alcove in the wall. The back wall of the alcove is ice, and through it, you can see the Ice Key. After entering the code, this ice will break, so you can go through and get the Key.

#### Gobi's Valley Egg

Code: (enter CHEAT then...) A DESERT DOOR OPENS WIDE ANCIENT SECRETS WAIT INSIDE

Location: Near the sphinx, a flying carpet will float around and stop at certain places. Get on the carpet and ride it to an alcove in the wall that has a door.

The door will open once you enter the code. Go through, and at the end of this hallway, press the switch to open the coffin. Inside is the dark blue egg.

#### Mad Monster Mansion Bathroom Egg

Code: (enter CHEAT then...) AMIDST THE HAUNTED GLOOM A SECRET IN THE BATHROOM

Location: After this code is entered, a green egg will appear in the mansion's bathroom. This room is on the second floor, through the right window.

#### Mad Monster Mansion Cellar Egg

Code: (enter CHEAT then...) DON'T YOU GO AND TELL HER ABOUT THE SECRET IN HER CELLAR

Location: This code breaks a barrel in the cellar. Go through this newly opened area to find the light blue egg.

#### Rusty Bucket Bay Egg

Code: (enter CHEAT then...) THIS SECRET YOU'LL BE GRABBIN IN THE CAPTAINS CABIN

Location: This code makes an egg appear in the captain's room. Around the front of the ship, on the right side, is a window you can break. Break it and go inside to find the red egg.

#### Click Clock Wood Egg

Code: (enter CHEAT then...) NOW BANJO WILL BE ABLE TO SEE IT ON NABNUTS TABLE

Location: In winter, go to Nabnut's house. Break the window and go inside. This is where the yellow egg will be when you enter the code.

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10. COPYRIGHT STUFF  
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I don't own this game, but Rareware does. I wrote the walkthrough, though, so it's mine. Don't copy without my permission.