

# Banjo-Kazooie Secrets FAQ

by Light Ranma

Updated to v4.0 on Mar 17, 1999

Banjo-Kazooie "Top Secrets" FAQ  
Version 4.0 (Final) - Modified on March 17, 1999 at 3:55 PM PST  
By LightRanma@aol.com  
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THIS IS THE LAST VERSION OF THE BANJO-KAZOOIE TOP SECRETS FAQ. NOTHING MORE  
WILL BE ADDED ON THIS FAQ RIGHT NOW. Thanks! ^.^;;

To submit anything for this FAQ, write me at [LightRanma@aol.com].

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## I. Introduction

I'm assuming the you, the reader, knows about the three "Top Secrets" of this great game, and is trying to eek out all of the info you can about them, like me. Here, in this FAQ, is the most recent info about these secrets available right now.

Oh, and by the way, please don't use any part of this FAQ on one of your own FAQs unless I give you permission, bcause, even though it's short, I took the time to write it myself. If you do wish to use this FAQ, you can write me at [LightRanma@aol.com]. Be sure to tell me exactly what you're using it for. See? That's not so hard, now, is it? Also, if you wish to use any info on this FAQ that someone else has submitted, please contact them privately. They submitted and/or did it, and it is their accomplishment, not mine. Thanks!

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## II. Version History

Thanks to "Marsh Mallow" at m\_mallow@hotmail.com for suggesting that I make this section!

Version 4.0 - Updated the Banjo-Tooie Section, updated the Ice Key Section,

updated the Thanks Section a little. The Final version of this FAQ.  
Version 3.7 - Updated the Banjo-Tooie Section, updated the SharkFood Island Section.  
Version 3.5 - Changed the FAQ look, corrected some minor spelling errors, updated the Rumors Section, updated the Ice Key Section, updated the Gobi's Door Section, updated the SharkFood Island Section, updated the Banjo-Tooie Section.  
Version 3.2 - Updated the Ice Key Section, updated the Gobi's Door Section. Ice Key found! (GS)  
Version 3.0 - Updated the Rumors section, updated the Banjo-Tooie Section.  
Version 2.9 - Updated the Introduction Section, updated the Banjo-Tooie Section.  
Version 2.8 - Updated the Ice Key Section, updated the Banjo-Tooie Section.  
Version 2.6 - Corrected minor error in the SharkFood Island Section.  
Version 2.5 - Added "Banjo-Tooie" Section, updated the Ice Key Section.  
Version 2.2 - Updated the Rumors Section, updated the Ice Key Section, updated SharkFood Island Section.  
Version 2.0.1 - Corrected MAJOR spacing errors, corrected minor typos.  
Version 2.0 - Added the "What's New" Section, corrected Roman Numeral errors, corrected spacing errors.

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III. What are These "Secrets"?  
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For those of you who actually haven't noticed them, here's some backround info. There are three unaccessable items in the game. The first one, the Ice Key, can be found in Freezeezy Peak, and just looks like a giant transparent key. Getting it would be no problem, except for the fact that there's a transparent ice wall blocking access to it. The second secret, Gobi's Door, is just a door formed in the side of a mountain in Gobi's Valley. Every tactic has been tried on the door, but it won't open. The last secret, the SharkFood Island Cave, can be found in Treasure Trove Cove. It's basically a cave in the side of a risen SharkFood Island. The problem is actually rising it. If you beat the game with all 100 Jiggys, Mumbo will show you three pictures of these items/places, and what's inside the caves that they're located in.

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IV. Rumors, and Why They May or May Not Be True  
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1. "Banjo-Tooie is a secret mode that can be accessed in the game."

This isn't true, because Rare said so themselves. Banjo-Tooie is an actual separate game to be released in 1999.

2. "The two Jiggys that you have left (if you've collected all 100) after completing all the puzzle pictures have something to do with these secrets."

That's not true, because, again, Rare said so themselves. They said that they wanted to give "inexperienced" players a little leeway for completing the game, so they decided that a two-Jiggy leeway would be nice.

3. "Hit the sign that says "SharkFood Island" \_\_\_\_ times and the island will rise!"

Does that sound true to you?

4. "Hit the switch on the machine near the Beauty Transfiers and it will open, revealing Mumbo, who will tell you how to access the secrets!"

Yeah, right.

5. "Beat the game \_\_\_\_ times and the secrets will open up!"

Ok, so this could be true, but do you really think so?

6. "Kill Snacker the Shark \_\_\_\_ times and SharkFood Island will rise. Get the Mystery Egg inside and it will warp you to Freezeezy Peak, where you can now get the Ice Key. This allows you to go through Gobi's Door, and when you get that Mystery Egg, a message appears, saying 'Ha! You don't get ANYTHING!'."

Funny, huh? That one was PURELY for fun.. no seriousness is to be taken in that!

7. "Count the number of Crabs in Treasure Trove Cove, multiply it by the number of red strips on the Giant Snowman's Scarf in Freezeezy Peak, and subtract the number of times that you must hit (including the Jinjos' hits) Gruntilda to defeat her in the Final Battle. When you get this number, put it in a calculator and turn it upside down. Secret message!"

Yeah, like Rare would ever go to all that trouble just for some Secrets.. it's also obviously completely bogus.

8. "Beat the game in a certain amount of time and the Secrets will open up."

That could be true.. I mean, why would Rare put a Game Clock in the game? For personal gain? Maybe, maybe not..

9. "In Click Clock Wood, if you break in Gnawty's house during Spring, you can perform a series of moves that will open up the Secrets."

Rare said themselves that being able to break in during Spring was a glitch, and that it was a complete mistake.

10. "You can break the rock that Gruntilda is trapped under after the end of the game, and when you do, Gruntilda will fly out, open the Secrets, and go to the "Lava World", where you'll have to fight her for the last time."

If you believe this, then you'll believe anything.

11. "You can perform a secret button combination that will make Mumbo turn you into a T-Rex, and then, as the T-Rex, you can open up the Secrets."

Now THAT'S highly unlikely. Granted, Mumbo DID mention a T-Rex transformation, but he said he'd save it for the next game.

12. "You can spell out the word "Cheat" in the Treasure Trove Cove Sandcastle, enter a secret Code, and the Secrets will open up.

Ok, so that might be true.. it does have a good basis. But still.. I don't buy it.

13. "The secrets in Banjo-Kazooie will be opened up via a button Code that you recieve in Banjo-Tooie."

That could be true.. I don't know either way. It seems likely enough.

14. "You can go into the Sandcastle, type in CHEAT, and then SUCKIT. Mumbo will appear, turn you into the professional wrestler "Goldburg", and then, as Goldburg, you can open up the Secrets."

That one was purely for fun. The dead giveaway is "SUCKIT". Nintendo wouldn't allow such language in their games. (Ugh.. I hate Nintendo sometimes..)

15. "In Mad Monster Mansion, go to the bedroom with the Yellow Jinjo in it. There is a treasure chest that you cannot open. Maybe, if you open it, you can get the Secrets."

This seems very likely; I can't really think of anything to disprove that rumor..

16. "Maybe that if you beat the game with ALL the Jiggys, Notes, Mumbo Tokens, all the Cauldrons accessed, all the Cheats accessed, and everything else you can do in the game, the Secrets will open up."

This might be true, but I really doubt that Rare would do anything so obvious to get the Secrets. But, if anyone wants to actually do this, tell me what happens!

17. "Enter CHEAT and the "OPENSESAMENACKER" and SharkFood Island will rise."

Anybody wanna try it? I haven't gotten around to it yet..

Here are the CHEAT Codes.

Infinite Lives - LOTSOFGOESWITHMANYBANJOS (Lots of Goes with Many Banjos)  
Maximum Energy - ANENERGYBARTOGETYOUFAR (An Energy Bar to Get You Far)  
Infinite Air - GIVETHEBEARLOTSOFAIR (Give the Bear Lots of Air)  
Infinite Gold Feathers - AGOLDENLOWTOPROTECTBANJO (A Golden Glow to Protect Banjo)  
Infinite Red Feathers - NOWYOUCANFLYHIGHINTHESKY (Now You Can Fly High in the Sky)  
Infinite Eggs - BANJOBEGSFORPLENTYOFEGGS (Banjo Begs for Plenty of Eggs)  
Infinite Mumbo Tokens - DONTBEADUMBOGOSEEMUMBO (Don't Be a Dumbo, Go See Mumbo)

That's pretty much all of the rumors I've heard so far, though I'm sure that there are more out there. As you can see, some of them can get pretty extravagant..

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V. The Story of the Ice Key  
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The Ice Key, which is in Level 5, Freezeezy Peak, can be seen in Wozza's Cave if you press C-Up to look through the transparent wall that the Orange Jinjo is located in front of. This secret is supposedly going to be used in the sequel to Banjo-Kazooie, Banjo-Tooie. It's not known how to get it as of yet. Rumor has it that it has something to do with Beak Bombing a certain part of the Giant Snowman.

I have also recieved another rumor from Jayson Smith, at xrkun@hotmail.com . He stated that once you actually get the Ice Key, you go to Boggy's Igloo, stand on

the table, and look at the Banjo-Kazooie picture. The picture is supposed to dissappear and be replaced by a door, which is to be opened using the Ice Key. Please note that this could or could not be true; I don't want to get flames in the mail complaining of false strategies.

"jbaker" at jbaker@netcarrier.com comments that when Mumbo is shwoing you the pictures of the Ice Key, Wozza isn't in his cave. He suggests that maybe you're supposed to scoot inside of his cave before he does the first time you meet him, although I did that myself, and the game won't let you inside. But, he does have a good point..

Ryansgreat@aol.com is a godsend! He claims that he has found a way to get the Ice Key! And, I have to say that I believe him, because I think it started to work for me too! Unfortaunately, I wasn't able to get it; I think that you have to have done certain things in the game in order to be able to get the Ice Key. Anyway, here's what to do: In Freezeezy Peak, get to a Flying Pad and start flying. Fly to Wozza's Cave and Beak Bomb (press B) straight into Wozza's Cave, WITHOUT HITTING THE SIDES OF THE CAVE ENTRANCE. If done right, you should fly right in (note that you won't be flying IN the cave), and you'll notice that the transparent ice wall has moved back a bit. Kepp repeating this to get the Ice Key. Be warned, though: if you DO hit the sides, you'll have to start over from the beginning. I can honestly say that I did this once and there was a difference in the ice wall position. But, for some reason, it isn't working for me anymore. Ryansgreat is working on this currently, though. Expect an update soon! And everyone, please E-mail me your results for this!

nooz@mailexcite.com has tried Ryansgreat's theory on the Ice Key, and here is what he has to say about it: he says that Ryansgreat's theory in fact DOES work; but, he says, that when you push the ice wall all the way back, you can go through to the circular room, but there is an invisible, unknown force stopping you from wrapping around the broken wall to the Ice Key. Everyone, tell me your experiments with this! I feel as if we are VERY close to solving the mystery of the Ice Key! Let's all work together, ok?!

korn\_chamber@hotmail.com has found the Ice Key! I have tried his method, and it WORKS! I HAVE GOTTEN IT! But.. you gotta have a GameShark or Pro Action Reply for this trick to work. First, enter the Moon Jump Code - D0281251 0020 + 8137C4BC 43E0. Then, start the game and go to Wozza's Cave. Hold L to float up in the air above the ice wall and go through the wall above it. Finally, land past the Ice Wall and run through that elusive tunnel into the circular room, where you can acquire the Ice Key! Interestingly enough, Kazooie then says that "we should keep this for later..". A HINT about Banjo-Tooie, maybe?!? But that's not all! Go to the Pause Menu under "Game Totals", and scroll through the levels until you get to a NEW one called "Stop N' Swop". Another HINT, maybe?! There, you'll see that the game registers that you have acquired the Ice Key! YEAH!!! Unfortunately, it doesn't seem to do anything for you.. but I didn't expect that it would. It's enough that we've gotten it, right?! Have fun! On a side note.. yes, I did try going up to the Waterfall Cave in Spiral Mountain, and it worked, HOWEVER.. it turns out this cave isn't really a cave at all! It's part of the mountain, as in it's part of the graphics! A blurry opening! How's THAT for a surprise?!

da\_boat@usa.net says that while he was running up the big snowman's scarf in Freezeezy Peak, he noticed that the wall above the entrance to Wozza's Cave looked a bit strange. He says that maybe Beak Bombing it might do something.. I haven't tried it yet, though.

JustiusAz@aol.com says that maybe if you can get the fire in the center of Wozza's Cave to burn higher with a code or something, you could melt the ice wall with it. Seems likely to me.

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VI. The Story of Gobi's Door  
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Gobi's Door, which can be found in Level 6, Gobi's Valley, is simply a closed door that can be seen by riding a Magic Carpet that appears to the right of Jinxy the Sphinx (assuming you're facing him). This also has to do with Banjo-Tooie; inside of the door, there is a long hallway, and then a tomb, which Banjo opens by having Kazooie stomp a switch. Inside the tomb, there is an egg with question marks all over it. There's no rumor that I've heard that tells how to open the door; every tactic and move (even the Beak Bomb) has been used against it, and it won't open.

cmccullo@cobweb.net thinks that opening Gobi's Door has something to do with firing an egg (or something of that sort) on some part of Jinxy the Sphinx. I have to admit, it sounds likely, don't you think? But WHERE though..?

da\_boat@usa.net says that since Gobi says he's going to the "Lava World", and the only two places with lava in the game are Grunty's Furnace Fun and the area with the Gobi's Valley puzzle, you might have to something in one or both of those areas to make him appear and open Gobi's Door. Maybe..

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VII. The Story of the SharkFood Island Cave  
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The SharkFood Island Cave, which can be found in Treasure Trove Cove, cannot be seen normally in the game. Basically, once you beat the game with all 100 Jiggys, you'll see on one of Mumbo's pictures that SharkFood Island has risen up and now reveals a cave. This, again, is supposed to be used in Banjo-Tooie. Inside the cave is a LONG "staircase" that leads up to the top of a very tall, round column. On top of the column, another question mark egg is found. I've heard rumors that the way to make SharkFood Island rise up is by entering a secret Code on the Sandcastle Floor.

I have just recently recieved a rumor from Stuart Manley at smanley@assist.com.au . He says that if you go to Rusty Bucket Bay, break into the Captain's Room through the porthole, and look at one of the maps on the wall, there is a map with a bird's eye view of Treasure Trove Cove. He says that a red X is located right on top of where SharkFood Island is supposed to be. This may or may not have something to do with the rising of SharkFood Island. Again, this is just a rumor, and may or may not be true.

I have just gotten another suggestion from Shaun Manning at shaunm13@hotmail.com . He suggests that the key to opening up SharkFood Island lies within the name itself: SHARKFOOD Island. When you get close to the Shark, he brings up two foods that go together: CHEESE & CRACKERS and COFFEE & MINTS. He suggests that maybe entering the codes in the Sandcastle after activating them will open up SharkFood Island. This seems like a like a likely basis, so let's work together and try to investigate this further..

I have just recieved yet another great idea from Shaun Manning at shaunm13@hotmail.com . He realized that the name of the Shark, Snacker, rhymes with the word "Cracker" from "Cheese & Crackers". Knowing that the CHEAT Codes

all rhyme, this seems like a very likely lead on the SharkFood Island Cave. Heh heh.. I bet that if we told Rare THIS one, they'd fall over in shock. ^\_^

I forgot who mentioned this; if you're reading this, you know who you are. E-mail me, and I'll give you credit! Anonymous mentions that Snacker is not in the ocean when Mumbo shows you the SharkFood Island Cave. Maybe there's a way to kill him permanently..? Hmm..

Starfox587@aol.com has an interesting observation - he thinks that maybe SharkFood Island doesn't rise, but the water lowers! He says this is because he saw that on the tall tower (where you start the treasure hunt) there was a sand line below the water about halfway down! Maybe there's a hidden Leaky..?

Too many people have said the same thing about this secret to give any one person credit, but there are many people saying that they are convinced that you must give Snacker some Sharkfood for him to open up SharkFood Island for you. I admit, it's pretty likely.

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VIII. Banjo-Tooie  
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Banjo-Tooie, for those who don't know, is Rare's sequel to Banjo-Kazooie. It is slated for a late 1999 release, and, don't fear, WILL have Kazooie in it! Rare has said that the ONLY way you can access the Secrets is to play Banjo-Tooie first..

Thanks to Shaun Manning at shaunm13@hotmail.com for suggesting that I make this section.

This section is where you can write me about Banjo-Tooie. Tell me how you think the secrets are linked with it, why you don't think they are in Banjo-Kazooie, etc.

- shaunm13@hotmail.com says:

(I lost the E-mail, so I'm just gonna type out basically what his idea was..)

"I, personally, don't think that the Secrets are accessible in Banjo-Kazooie. I think that, in Banjo-Tooie, you can be warped to the levels in Banjo-Kazooie, where the Secrets will be accessible. I think that there, and only there, will you be able to get the Secrets. So, basically, what I'm saying, is that you can't get the Secrets yet."

- wesley\_bja@hotmail.com says:

"My theory is that Banjo-Tooie is a game all by itself, but has a slot on the top to plug Banjo-Kazooie into it, adding more levels and secrets to the original (like Sonic and Knuckles for Sega). "

- root@cheese.webcast.co.uk says:

"No, I dont think you can get the Secrets in Banjo-Kazooie, because in their FAQ Rare says

"To avoid acusations that we are nasty money-grabbing types who are going to force people to fork out on both games..etc..etc.." This makes me think you'll actually plug in the old cartridge, and that they'll be cheats or something to

type into the equivalent of the sandcastle, or secret words to tell Mumbo or something. It's not so outrageous, because Turok 2 was going to be on three carts, and was going to have a save feature at the end of each..

I'd be surprised if you actually had to do anything in Banjo-Tooie to get the Secrets opened. It seems more likely that there's just going to be instructions to do it. The FAQ also says that "there's no genuine way of getting the Ice Key until Banjo-Tooie comes out." I fear that this is a lie, however, since it's probably either something you enter in the sandcastle, or instructions for something very obscure to do...e.g. go to each mumbo and rat-a-tat him twice, in reverse order, or something."

- jbaker@netcarrier.com says:

"This is probably the way they are going to transfer the secrets back and forth between games - the Stop and Swop! The game freezes, while you switch B-K with B-T, without turning off the N64, the secrets will stay backed up, and the games will be changed for you to simply unpause it! Think about it! Okay, in Banjo-Tooie you find the Lava World, and get something very hot. Stop N' Swop it over to Banjo-Kazooie, to melt the ice wall! Get some SHARKFOOD in B-T and Stop and Swop it over to B-K, and get into Sharkfood Island! You find Gobi along the way, and then he gives you some kind of door opener (if you promise not to pound on his back anymore) for you to Stop and Swop over to Gobi's Door! Then you Stop and Swop the Secrets from Banjo-Kazooie to Banjo-Tooie and actually find a use for them! Geez, Rare must be geniuses or something, I would've went with the lock-on cart!"

- YamYam87@aol.com says:

"I believe that Stop n' Swop is actually a device that you hook into the slot on the bottom of your controller and will be packaged with Banjo-Tooie. This device will probaly make it so that certain games can switch information between the two games and therefore enabling you to get the Ice Key, Gobi's Door, and Sharkfood Island secrets and that Rare had this in mind when programming Banjo-Kazooie and built in the stop n' swop section in anticipation of Banjo 2. This is only a guess but it doesn't sound too unlikely in my opinion."

- ljthomas@nauticom.net says:

"I just thought up a new idea for the Top Secrets in B-K. Okay, first off, "Stop & Swap" IS the Lava World that Gobi talks about. First, you have to get the Ice Key. DO NOT ASK ME HOW!!! I HAVE NO IDEA HERE!!! After that, you have to find Stop & Swap. Once there, you will somehow trade the Ice Key in for a real key. Perhaps the Ice Key melts in the lava. Now you head to Gobi's Valley and open the door there with your brand new key. Get the egg, head back to Stop & Swap and trade the egg in for some Shark Food. See where I'm heading with this? Give Snacker the Shark Food and the SharkFood Island Cave will become available. Now finish this section off and you will be given yet another egg. After that, I'm clueless (moreso)."

Have something to say? Write me!

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IX. Conclusion  
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Based on what I've heard, I've come to two conclusions about these secrets. The



first one is that it is actually possible to get these secrets by trial and error, before ever actually playing Banjo-Tooie. The second one is that you do actually have to play Banjo-Tooie first, and the data for opening these secrets will be transported via Controller Pak or lock-on technology. Either way, you can be sure that I'll be on the lookout for info on this as more of it comes out, and that this FAQ will be updated when enough info is learned to do so. Anyway, I hope this FAQ answers all of your questions about these secrets, despite all of the false rumors people have been making up.

Please feel free to E-mail me at [LightRanma@aol.com](mailto:LightRanma@aol.com) if you have any questions, comments, flames, etc..

If anyone reading this FAQ has any new information on these secrets, or knows how to actually get them, please E-mail me! Rest assured you WILL get credit for submitting info that appears in this FAQ.

For the latest info on Rare games, go visit the folks at Rare at [[www.rareware.com](http://www.rareware.com)].

I would like to thank Rare for making such a kickass game, and letting out this info on the secrets.

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X. Thanks  
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This new section is to thank the people that have submitted info that appears in this FAQ.

Contributors:

Jayson Smith - [xrkun@hotmail.com](mailto:xrkun@hotmail.com) - He submitted info on the Ice Key. Thanks!  
Stuart Manley - [smanley@assist.com.au](mailto:smanley@assist.com.au) - He submitted info on the SharkFood Island Cave. Thanks!

"Marsh Mallow" - [m\\_mallow@hotmail.com](mailto:m_mallow@hotmail.com) - He submitted Rumors 3 - 7 in the Rumors section. He also suggested that I make the "What's New" Section. Thanks! Oh, and don't forget to check out his really cool Banjo-Kazooie FAQ at [www.gamefaqs.com](http://www.gamefaqs.com)!

Larry Thomas - [ljthomas@nauticom.net](mailto:ljthomas@nauticom.net) - He submitted Rumor 8 in the Rumors section. He also submitted his thoughts on Bajo-Tooie. Thanks!

Shaun Manning - [shaunm13@hotmail.com](mailto:shaunm13@hotmail.com) - He submitted vital info on the SharkFood Island Cave. He also suggested that I make the "Banjo-Tooie" Section, AND he submitted a letter to the Banjo-Tooie Section. Thanks!

"Dave" - [david\\_richmond@interact.net.au](mailto:david_richmond@interact.net.au) - He submitted Rumor 13 in the Rumors Section. Thanks!

"jbaker" - [jbaker@netcarrier.com](mailto:jbaker@netcarrier.com) - He submitted Rumors 14 and 15 in the Rumors Section, as well as provided info on the Ice Key. He also provided his thoughts on Banjo-Tooie. Thanks!

"Ryansgreat" - [Ryansgreat@aol.com](mailto:Ryansgreat@aol.com) - He submitted info that could be the way to get the Ice Key! Thanks!

Name Unknown - [nooz@mailexcite.com](mailto:nooz@mailexcite.com) - He/she submitted info that suggests that Ryansgreat's theory on the Ice Key may be true! Thanks!

Wesley Antill - [wesley\\_bja@hotmail.com](mailto:wesley_bja@hotmail.com) - He submitted info that appears in the Banjo-Tooie Section. Thanks!

Janey Ruemmele - [Janey@ruemmele.com](mailto:Janey@ruemmele.com) - She submitted Rumor 16 in the Rumors Section. As a side note, she also thought this up herself. Good job! Thanks!

"Chewy" - root@cheese.webcast.co.uk - He submitted info that appears in the Banjo-Tooie Section. Thanks!  
Charles McCollough - cmccullo@cobweb.net - He submitted info that appears in the Gobi's Door Section. Thanks!  
Jack Lockhart - korn\_chamber@hotmail.com - He told us how to get the Ice Key using a GameShark! Thanks!  
Michael Woodhouse - E-mail Unknown - He submitted Rumor 17 in the Rumors Section. Thanks!  
Name Unknown - da\_boat@usa.net - He submitted info that appears in the Ice Key Section and Gobi's Door Section. Thanks!  
Name Unknown - Starfox587@aol.com - He submitted info that appears in the SharkFood Island Cave Section. Thanks!  
David - YamYam87@aol.com - He submitted his thoughts on Banjo-Tooie. Thanks!  
Micheal Oxford - JustiusAz@aol.com - He submitted info about the Ice Key. Thanks!

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Check out my other FAQs at GameFAQs! -

Xenogears DeathBlow/Ability FAQ  
Xenogears Boss Strategy FAQ  
The Legend of Zelda: Ocarina of Time Piece of Heart/Gold Skulltula FAQ

And my Reviews!:

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