

Banjo-Tooie FAQ/Walkthrough

by Wiej

Updated to v2.18 on Jul 21, 2014

```
.MMMM,
MMMMMM
      MMM   MMM   MMM   MMM `MMMM'  MMMMM
MMMMMMMMMM  MMMMM  MMMMM  MMM  MMMMMMMMM
MMMMM  MMMM  MMM  MMM  MMMMM  MMM  MMMMM  MMM  MMMMM  MMM,
MMMM  MMMM'  MMM  MMMM  MMMMMMMMM  MMMM'  MMM  `MMMMMM  MMMMM
MMMMMMMMMM  MMMMMMMMMMMMM  MMM  MMMMM  MMMM  MMMM  MMMMM  `MMM
      MMM  MMM  MMMM  MMMMM  MMM  MMMM  MMMM  MMMMMMMMMMM
MMMM  MMMM  MMMM  MMM  MMM  MMM  MMMM  MMMM  MMMMMMM
MMMMMMMM                                         MMMM
                                         MMMM  MMM
                                         MM   MMMMM
                                         MMM'       TM
           MMMMMMM  MMMMM   MMMMMMM  MMMMMMMMMMMMM.
MMMMMMMMMMMMMMMM  MMMMMMMMM  MMMMMMMMM  MMMM  MMMMMMMMMMMMM
MMMMMMMMMMMMMMMM  MMM  MMMMM  MMM'  MMMMM  MMMM'  MMMM
MMM,  MMMMMMMMMMM  MMM  MMMMM  MMM  MMMMM  MMMM  MMMMMMMMMMM.
MMMMM  MMMM  MMMM  MMMM  MMMMM  MMMM  MMMMM  ,MMM  MMMMMMMMMMMMM
`MMM   MMMM.  MMMMMMMMM  MMMMMMMMMMM  MMMMM  `MMMMM
           `MMMM.  MMMMMMM  MMMMMMMMM  MMMM'  MMMMMMMMMMMMM.
           MMMMM                                         MMMMM  MMMMMMMMMMMMMMMM
```

"Banjo-Tooie"

```
-----+-----+-----+-----+
|                                     |                                     |
|               ~~FAQ/Walkthrough~~  |                                     |
|                                     |             ~~Created October 21, 2009~~   |
|-----+-----+-----+-----+
| RATED E (FOR EVERYONE) |           "By Wiej"            | Version 2.18 | XBLA |
|-----+-----+-----+-----+
```

```
=====  
|                                     |                                     | |
|                                     |   Table of Contents   |                                     |
|                                     |             ~~~~~             |                                     |
|-----+-----+-----+-----+
```

No.	Name	Search	Description
(01)	Introduction	INTRO	The introduction to this FAQ.
(02)	Game Basics	BASICS	The basic skills you need
2a	Story	STORY	The story behind the game.
2b	Controls	CONTROL	The controls of the game.
(03)	Walkthrough	WALKTH	The walkthrough for the game.
3a	Spiral Mountain	SPIRAL1	Getting to the Digger Tunnel.
3b	Inside the Digger Tunnel	DIGGER1	Defeating Klungo #1.
3c	Isle o' Hags (Jinjo Village)	JINJO1	Getting your 1st Jiggy.
3d	Isle o' Hags (Wooded Hollow)	HOLLOW1	Opening the first world.
3e	Mayahem Temple	MAYAHEM1	Your first world.

3f	Terrydactyland	TERRY1	Getting a Mayahem Temple Jiggy.	
3g	Mayahem Temple	MAYAHEM2	Your first world.	
3h	Isle o' Hags (Wooded Hollow)	HOLLOW2	Opening world number two.	
3i	Isle o' Hags (Plateau)	PLATEAU1	Going to Glitter Gulch Mine.	
3j	Glitter Gulch Mine	MINE1	The second world.	
3k	Isle o' Hags (Plateau)	PLATEAU2	Going back to Mayahem Temple.	
3l	Isle o' Hags (Wooded Hollow)	HOLLOW3	Going back to the Temple.	
3m	Mayahem Temple	MAYAHEM3	Getting Jiggy #10.	
3n	Glitter Gulch Mine	MINE2	The second world.	
3o	Isle o' Hags (Plateau)	PLATEAU3	Getting to the pine grove.	
3p	Isle o' Hags (Pine Grove)	GROVE1	Going to Witchyworld.	
3q	Witchyworld	WITCH1	The third world.	
3r	Isle o' Hags (Pine Grove)	GROVE2	Going back to Jinjo Village.	
3s	Isle o' Hags (Jinjo Village)	JINJO3	Heading back to Spiral Mt.	
3t	Spiral Mountain	SPIRAL2	Returning pages and saving fish.	
3u	Isle o' Hags (Jinjo Village)	JINJO4	Going to Wooded Hollow.	
3v	Isle o' Hags (Wooded Hollow)	HOLLOW4	Going to Mayahem Temple.	
3w	Mayahem Temple	MAYAHEM4	Entering codes one and two.	
3x	Isle o' Hags (Wooded Hollow)	HOLLOW5	Going to the plateau.	
3y	Isle o' Hags (Plateau)	PLATEAU4	Reaching the Cliff Top.	
3z	Isle o' Hags (Cliff Top)	CLIFF1	Going to Jolly Roger's Lagoon.	
3aa	Jolly Roger's Lagoon	JOLLY1	The fourth world.	
3bb	Grunty Industries	GRUNTY1	Fixing the toxic waste problem.	
3cc	Jolly Roger's Lagoon	JOLLY2	The fourth world.	
3dd	Glitter Gulch Mine	MINE3	Getting the fifth Jinjo.	
3ee	Jolly Roger's Lagoon	JOLLY3	The fourth world.	
3ff	Grunty Industries	GRUNTY2	Getting a Jinjo.	
3gg	Jolly Roger's Lagoon	JOLLY4	The fourth world.	
3hh	Isle o' Hags (Cliff Top)	CLIFF2	Warping to the Pine Grove.	
3ii	Isle o' Hags (Pine Grove)	GROVE3	Finding the Wasteland.	
3jj	Inside Another Digger Tunnel	DIGGER2	Battling Klungo again.	
3kk	Isle o' Hags (Wasteland)	WASTE1	Going to Terrydactyland.	
3ll	Terrydactyland	TERRY2	The fifth world.	
3mm	Witchyworld	WITCH2	Picking up a dino.	
3nn	Terrydactyland	TERRY3	The fifth world.	
3oo	Isle o' Hags (Cliff Top)	CLIFF3	Getting Mumbo's help.	
3pp	Terrydactyland	TERRY4	The fifth world.	
3qq	Isle o' Hags (Wasteland)	WASTE2	Warping to the Plateau.	
3rr	Isle o' Hags (Plateau)	PLATEAU5	Returning to Glitter Gulch Mine.	
3ss	Glitter Gulch Mine	MINE4	Getting Jiggies nine and ten.	
3tt	Hailfire Peaks	PEAKS1	Getting the Mega Glowbo.	
3uu	Glitter Gulch Mine	MINE5	Leaving the mine for GOOD.	
3vv	Isle o' Hags (Plateau)	PLATEAU6	Warping to the Wasteland.	
3ww	Isle o' Hags (Wasteland)	WASTE3	Reaching the Quagmire.	
3xx	Isle o' Hags (Quagmire)	QUAGM1	Going to Grunty Industries.	
3yy	Grunty Industries	GRUNTYI1	Activating the Train Switch.	
3zz	Isle o' Hags (Quagmire)	QUAGM2	Warping to the wasteland.	
3aaa	Isle o' Hags (Wasteland)	WASTE4	Going to Terrydactyland.	
3bbb	Terrydactyland	TERRY5	Taking the train to Grunty Ind.	
3ccc	Grunty Industries	GRUNTYI2	Actually doing the sixth world.	
3ddd	Isle o' Hags (Quagmire)	QUAGM3	Warping to the Pine Grove.	
3eee	Isle o' Hags (Pine Grove)	GROVE4	Going back to Witchyworld.	
3fff	Witchyworld	WITCH3	Getting the final Jiggy.	
3ggg	Terrydactyland	TERRY5	Getting the ninth Jiggy.	
3hhh	Hailfire Peaks	PEAKS2	Getting the first Jiggy.	
3iii	Terrydactyland	TERRY6	Leaving Terrydactyland for good.	
3jjj	Isle o' Hags (Wasteland)	WASTE5	Warping to Wooded Hollow.	
3kkk	Isle o' Hags (Wooded Hollow)	HOLLOW6	Doing a few things.	
3lll	Isle o' Hags (Cliff Top)	CLIFF4	Going to Hailfire Peaks.	
3mmm	Hailfire Peaks	PEAKS3	The seventh world.	

3nnn	Mayahem Temple	MAYAHEM5	Transforming into a stony.	
3ooo	Hailfire Peaks	PEAKS4	The seventh world.	
3ppp	Mayahem Temple	MAAYEHM6	Transforming back.	
3qqq	Hailfire Peaks	PEAKS5	The seventh world.	
3rrr	Grunty Industries	GRUNTYI3	Getting a Hailfire Peaks Jiggy.	
3sss	Hailfire Peaks	PEAKS6	The seventh world.	
3ttt	Isle o' Hags (Cliff Top)	CLIFF5	Warping to the wasteland.	
3uuu	Isle o' Hags (Wasteland)	WASTE6	Going to Cloud Cuckooland.	
3vvv	Cloud Cuckooland	CLOUD1	The eighth world.	
3www	Isle o' Hags (Wasteland)	WASTE7	Warping to the cliff top.	
3xxx	Isle o' Hags (Cliff Top)	CLIFF6	Going back to Hailfire Peaks.	
3yyy	Hailfire Peaks	PEAKS7	Warming the pigs' water.	
3zzz	Jolly Roger's Lagoon	JOLLY5	Getting the last items in JRL.	
3AAA	Isle o' Hags (Cliff Top)	CLIFF7	Warping to Wooded Hollow.	
3BBB	Isle o' Hags (Wooded Hollow)	HOLLOW7	Solving the last puzzle.	
3CCC	Isle o' Hags (Jinjo Village)	JINJO5	Going back to Spiral Mountain.	
3DDD	Spiral Mountain	SPIRAL3	Doing a few things.	
3EEE	Isle o' Hags (Jinjo Village)	JINJO6	Warping to the plateau.	
3FFF	Isle o' Hags (Plateau)	PLATEA10	Getting the last energy unit.	
3GGG	Isle o' Hags (Quagmire)	QUAGM4	Going back to Grunty Industries.	
3HHH	Grunty Industries	GRUNTYI4	Getting the final Jiggies.	
3III	Isle o' Hags (Quagmire)	QUAGM5	Going to Cauldron Keep.	
3JJJ	Cauldron Keep	CAULDRON	Defeating Grunty and the game.	
3KKK	Ending	ENDING	The ending of the game.	

+-----+-----+-----+-----+
|(04)| Appendicies |APPENDIC| The closing chapters. |

+-----+-----+-----+-----+
4a	Items	ITEM	The items found in the game.
4b	Moves	MOVE	The moves used in the game.
4c	Transformations	TRAN	The transformations in the game.
4d	Mumbo Magic	SPELLS	Mumbo's different spells.
4e	Enemy List	ENEMY	The enemies in the game.
4f	Character List	CHARA	The characters in the game.
4g	Multiplayer & Replay Modes	MULTIREP	The two bonus modes of the game.
4h	Cheat Codes	CODE	The game's cheat codes.
4i	Achievements	ACHV	The game's X360 achievements.
4j	Legal Disclaimer	LEGAL	The legal info about this FAQ.
4k	Contact Information	CONTACT	READ THIS BEFORE CONTACTING!
4l	Credits	CREDIT	The credits for this FAQ.

```
=====
|                                           ~~~~~~
| (01)            |    Version History    |            VERS            |
|                                           ~~~~~~
=====
```

+-----+-----+
| August 24, 2007 | Version 1.00 |
+-----+-----+
| | I submitted the file to www.gamefaqs.com after working on it
| | for a few day. It's been a pleasure and I hope using it will
| | be as well. |
+-----+-----+
+-----+-----+
| | |

+-----+-----+
| September 2, 2007 | Version 1.01 |
+-----+-----+
| | I made a couple changes in the walkthrough. I also made
| | some minor changes in the Game Basics chapter and there

Banjo and Kazooie have become by far my favorite video game characters of all time.

Banjo-Tooie is a HELL of a lot longer, harder, but also more fun than Banjo-Kazooie. The tasks required of you to get Jiggies are a lot more complicated, often requiring more than just two or three steps. There are only 8 worlds, as opposed to Banjo-Kazooie's 9, but the worlds are so much larger and way less linear than Banjo-Kazooie's. Whereas with Banjo-Kazooie, I could finish a guide for a world in about an hour. Here, it takes me about two hours to finish just one world, sometimes more.

The GAME BASICS chapter tells you all the basic game knowledge like the story and controls. The WALKTHROUGH chapter will take you step-by-step through the entire game, telling you how to get 90 Jiggies, 900 Musical Notes, 25 Empty Honeycombs, and 25 Cheato Pages. The APPENDICES includes the credit and legal information and also tells you extra stuff like cheat codes. It also includes comprehensive lists containing game information. I'll enjoy writing this, and I hope you enjoy using it just as much.

```
=====
|                                     =~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~|
|           (03)                       |           Game Basics           |           BASIC           |
|                                     ~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~|
-----
```

This section will give you basic information about the different aspects of the game.

```
=====
|                                     =====|
|           2a                       |           Story           |           STORY           |
|                                     -----|
-----
```

(Taken from Dallas' FAQ, which is from the manual)

A midnight storm raged outside, and Banjo the bear nodded ruefully as he observed the varying fortunes of the players huddled around the card table. His breggull partner, Kazooie, was losing badly, and Bottles the mole was about even. It had been a good night, however, for Mumbo Jumbo the shaman, who was shaking excitedly as he dealt the next hand.

"S-Stop rocking the t-table--you're spilling our d-drinks!" Kazooie squawked accusingly at the shaman.

"N-Not Mumbo. W-Whole h-house s-shaking," Mumbo replied unsteadily.

He was right. Banjo's house was shaking, but it suddenly ended just as abruptly as it had begun.

"I wonder what that was? Perhaps someone should go and take a look," Bottles blinked nervously.

"Mumbo much brave. Me go outside," declared the shaman confidently, striding toward the door and out into the howling storm.

As rain pattered down on his bony head, Mumbo noticed two witches hurrying toward where Banjo's arch enemy, Gruntilda the witch, had been buried two years before. By the time he found a suitable hiding spot close to the action, the two witches were standing in front of the boulder that covered Grunty's

grave, mumbling in a strange language. Suddenly the large boulder rose into the air and vanished!

As the smoke cleared, a figure slowly emerged from the freshly-opened grave-- it was Gruntilda! But it wasn't the Grunty they all remembered. The two years she had spent underground had taken their toll on her warty body, reducing her to a mere skeleton! Grunty looked down at her new bony body in disgust.

"Nice Grunty looks. Lost weight you have," the thin witch grinned.

Grunty glared at her sisters. "I hate bones, a body I need. Can you help me with this little deed?"

Just then, Mingella, the thin witch, turned in Mumbo's direction and pointed a long, crooked finger toward him. "Arrgghh! Seen us, bony man has!" she screeched.

"Leave it to me--he's no hassle. I'll kick butt, then off to the castle!" cackled Grunty as she lumbered after him.

Mumbo fled frantically from his hiding place and crashed through the front door of Banjo's house. "Grunty spell coming! Quick, must all run!"

Gruntilda watched gleefully as the bright light of her spell slammed into the side of Banjo's house, reducing it to a pile of smoking rubble. Cackling maniacally, she hurried across to where her sisters were waiting.

The three of them climbed into the giant digging machine Mingella and Blobellda had used to tunnel their way to Spiral Mountain. As they headed back to their castle, the two fleshy sisters described a machine that they had created.

They explained to the skeletal Gruntilda that it could suck the life force from the ground itself and from any creature standing on it. Once enough of that life force had been collected, they could use it to restore her former bloated body. Grunty couldn't wait to give it a try!

Some time later, a very groggy Banjo sat up on the grass, where he'd been thrown when the spell struck. Kazooie emerged from the safety of his backpack and watched in amusement as Mumbo rubbed his bruised skull gingerly.

"Ooooh, Mumbo's head hurt," the shaman groaned.

Banjo surveyed the smoldering wreckage of what used to be his house. "Well, at least everyone got out safely..." he sighed.

"Hang on. Where's Goggle Boy?" trilled Kazooie.

Everyone turned to look as a blackened shape stumbled out of what was left of the house. Bottles wobbled and staggered toward his friends, then collapsed to the ground and lay there motionless. Banjo and Mumbo rushed to help the stricken mole.

"Grunty's killed poor Bottles!" the bear gasped.

Kazooie screeched excitedly. It seemed like such a long time since their last adventure.

"Those witches are gonna pay! C'mon, Banjo, let's go!"

```
=====
|          2b          | Controls | CONTROL |
|          |          |          |
|          |          |          |
=====
```

```
=====
|          Left Control Stick          |
=====
```

~~Move~~

The left control stick is used to maneuver Banjo anywhere within 360 degrees. This allows you to move and head to different areas. Holding the control stick lightly will cause Banjo to tip-toe. Push it further and he will walk. Hold it all the way and Banjo will run. Running is the most efficient way to explore the worlds, so you should always do so. However, when moving across narrow bridges, tip-toeing is safer and more advisable. A sudden change in direction will cause Banjo to slide. Be wary of this while on high, narrow ledges, as it can easily cause you to fall off.

Underwater, the control stick allows you to move as well. However, it is much more difficult to swim to precise locations or to objects underwater. Pushing the control stick up causes Banjo to go down while holding it down causes Banjo to go up. On icy terrain, Banjo will slip and slide around. If you use Kazooie's feet via the Talon Trot, you won't slide around like that.

```
=====
|          Right Control Stick          |
=====
```

~~Camera~~

The right control stick controls the camera system. Like pretty much all camera systems, it can often infuriate you to no end. However, Banjo-Kazooie's camera is generally better than most.

Moving the control stick right will rotate the camera left. If you hold it, the camera will keep spinning around. Moving the control stick left will rotate the camera right. Move the control stick back toward you to move the camera further away from you. The first view (the close up one), is inefficient and won't allow you to see most enemies. The second view is a little farther, and is much better. The third and final view is very far away, allowing you to see all of your surroundings. To move the camera closer to you, hold the control stick up, away from you.

```
=====
|          A Button          |
=====
```

~~Jump/Swim~~

Like in pretty much every adventure game, the A button is used to jump. Tap A and Banjo won't jump very high. Press it and he'll jump a little higher. Hold it down for a little longer and Banjo will jump high. If you press A while in the air, Kazooie will flap her wings, giving your jump a little more distance. This is the single best move for crossing gaps, as it gives you a fair bit of distance.

The A button will also allow you to use many pads the game has. Stand on a Flying Pad and press A and you will take flight. Press A to fly higher (this uses up one Red Feather. Press and hold A while on a Shock Jump Pad to leap high into the air, allowing you to reach high alcoves and ledges.

While underwater, holding the A button will make Banjo kick his legs. This is a slow swimming technique, and is inefficient for getting around underwater. However, it is very useful when trying to grab an underwater item, as using the faster swimming technique will often making you go over or around the item. Lastly, the A button is used to accept offers such as requests to play mini-games.

X Button

~~Attack/Swim~~

The X button will allow you to perform many different attacks, as well as swim. Press X while holding still to perform the Claw Swipe. This move, since it requires you to be stationary, will usually end up getting you hurt anyways, and is very weak, so completely avoid it. Press X while holding still to roll attack. This move is pretty much useless unless you're attacking a short enemy, or attacking an enemy on lower terrain than you.

While underwater, holding the X button will make Kazooie propel you forward with her wings. This is a fast swimming technique, and is good for getting around the water. However, when trying to grab items underwater, the X button will only infuriate you.

Y Button

~~Camera~~

Press the Y button to go into Banjo's first-person view. Press it again to go back to the normal view. You can't move while in Banjo's perspective. However, you can turn the right control stick to look around. This is useful for scoping out new areas or trying to view things up on high distances that you can't see from the normal view point.

B Button

~~Moves/No~~

The B button is used for several moves in the game, although by itself it does nothing. Additionally, the B button is used to decline offers such as requests to play mini-games. When you learn the egg spit, hold the trigger and press B to fire eggs backward.

Left Bumper

~~Camera~~

The left bumper has one purpose. This purpose is to center the camera behind

you. Hold the left bumper to do so. This makes traversing ledges and cliffs much easier, as the camera won't rotate in wild directions. However, it is not without flaw. If your back is facing a ledge or some other area the camera can't collide with, the camera will not center behind you properly.

=====
| Right Bumper |
=====

~~Camera~~

The right bumper has only one purpose. This purpose is to center the camera behind you. Hold the right bumper to do so. This makes traversing ledges and cliffs much easier, as the camera won't rotate in wild directions. However, it is not without flaw. If your back is facing a ledge or some other area the camera can't collide with, the camera will not center behind you properly.

=====
| Left Trigger |
=====

~~Crouch~~

Holding the left trigger will make Banjo crouch. If you rotate the left control stick, Banjo will turn around while crouched 360 degrees. You cannot move while crouching. The only use of this is to perform other moves, which I will discuss later.

=====
| Right Trigger |
=====

~~Crouch~~

Holding the right trigger will make Banjo crouch. If you rotate the left control stick, Banjo will turn around while crouched 360 degrees. You cannot move while crouching. The only use of this is to perform other moves, which I will discuss later.

=====
| Start |
=====

~~Pause Game~~

The start button allows you to pause the game, giving you several options. On the right side of the screen your totals of notes, eggs, feathers, Mumbo Tokens, and Jiggies are shown. At the bottom of the screen, the Jinjos you have collected in the world you are in are shown (the ones you have collected are not faded). Your number of lives and health meter are shown at the top. Use the left control stick to scroll through the options. Resume game will unpaue the game. View totals allows you to view the total number of items you've collected in the different worlds. Help & options allows you to choose options and access tutorials. Achievements will show your Xbox 360 achievements earned for Banjo-Kazooie. Exit game will save and end your current game. Press X to go back through menus and at any time, press select or start to unpaue the game.

=====
| ~~~~~ |
| (03) | Walkthrough | WALKTH |
=====

This will take you step-by-step to get all 90 Jiggies, 900 Musical Notes, and 25 Empty Honeycombs. Note that I assume you will use this start-to-finish. I give out totals for the aforementioned items as well as others, and these will not make sense if you just skip to any old part.

```
=====
|           |=====| |
|          3a   | Spiral Mountain   |          SPIRAL1 |
|           |-----|
|           |=====|
|-----|
```

On a rainy, stormy night, Banjo, Kazooie, Mumbo, and Bottles are playing cards. Meanwhile, Grunty's sisters crash through the rock in the area with a giant digger machine, known as the Hag 1. They go to the rock where Grunty was buried in Banjo-Kazooie and raise it with their magical powers, then destroy it. Gruntilda, who is now reduced to a skeleton with clothes, comes out of the hole and immediately wants a way to get her body back. The sisters tell her they have a plan. Meanwhile, Mumbo heads outside to see what the shaking when the digger was drilling was about. He sees Grunty and her sisters. Gruntilda spots him and tries to blast him with spells as he desperately runs back. Since Kazooie pulled a trick about Grunty being outside to cheat in the card game, Bottles doesn't take Mumbo's warning seriously. Grunty blasts the house with one powerful spell and the sisters leave. In the morning, after the storm is over, Banjo, Kazooie, and Mumbo collect outside. Bottles comes out, falls to the ground, burnt, and dies. Banjo and Kazooie go off to seek vengeance against Grunty, while Mumbo goes to wait in his skull.

Spiral Mountain isn't the cheery, happy old place anymore. Banjo's house is desecrated, there are craters in the ground, crevices in the sides of the mountain. The whole area has been destroyed, and the music has been replaced by a sad tune with the same melody. There's a Cheato Page here, and that's it for now. From Banjo's house, head forward to the boulder. Roysten, Banjo's pet goldfish, will ask for help. We can't do anything right now, so go forward. A cutscene of Klungo waiting for you at the digger tunnel will play. Go right instead of left. Get the eggs in the crater, then head past Grunty's lair. Get the red feathers. On the right are some boulders. Jump up them and use the shock jump pad into the alcove. Grab the CHEATO PAGE (1).

Cheato, who is in Grunty's Lair and has lost his pages (as punishment for helping you in BK, tells you to collect five and bring them to him. Everytime you collect five you get a cheat. We're not going in the lair yet, so head past the broken bridge nearby and into the digger tunnel ahead.

```
=====
|           |=====| |
|          3b   | Inside the Digger Tunnel |          DIGGER1 |
|           |-----|
|           |=====|
|-----|
```

Head forward to engage your first boss battle.

```
-----
                        Boss 1 - Klungo (Minion with a Mission)
-----
```

This is your first battle, which is extremely easy. Klungo will select one of three potions - green, red, or blue. The green potion will make him invisible, the red will make him huge, and the blue will make clones of him. It takes three hits to beat him no matter what. In between hits he forms a forcefield and throws potions at you. If he uses the green potion, hit him right away each time before he moves, and stay close. If he uses the blue potion, attack the one that moves last, as that is the real Klungo. If he uses the red potion, just attack him before he stomps you.

When he throws potions at you, just circle him, since he doesn't know how to lead his shots. Eventually, he'll use his potion again, starting the cycle again. After you've hit him three times, both of the gates open and he drops three honeycombs (all bosses do this), then leaves.

Head through the green tunnel to Jinjo Village.

```
=====
|                                     |                                     |
|           3c                       | Isle o' Hags (Jinjo Village) |           JINJO1          |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
```

Go to the middle of the houses and activate the Silo. Once you activate at least two, you can jump in them and warp around the Isle o' Hags, like the cauldrons in BK. Get some supplies, then head over to the big yellow castle up the hill. Go into the throne room.

You'll automatically go forward to meet King Jingaling, ruler of all things Jinjo. He'll ask you to save his people, who have been scared off by Grunty's Digger. There are five Jinjos per world, and everytime you rescue all the Jinjos of a certain color, they give you a Jiggy. As an incentive for you to rescue his people, Jingaling gives you a JIGGY (1).

Jingaling also opens a secret door to Wooded Hollow. He explains that you need to see Jiggwiggy, master of the crystal Jiggy. He will open the various woldrds in your quest. You'll leave the castle.

Meanwhile, Grunty's sisters introduce her to the plan to get her body back. They're going to suck up life force from the Isle o' Hags using the Big o' Blaster. Since Jingaling gave you a Jiggy, Grunty blasts the poor fellow and turns him into a zombie, which somehow blackens the castle. Head directly forward into Bottle's house.

Talk to Mrs. Bottles. Banjo doesn't want to spill the beans to the Bottles family about what happened to the mole, and Mrs. B. is worrying about Bottles missing dinner... Look on the left and head down the hallway. Go left at the split to find Goggles, one of Bottles' son. Talk to him to get the Amaze-O-Gaze Goggles. These basically work like a sniper in Banjo's eye view. You can move the right control stick right to zoom in and move it left to zoom out. Go back to the intersection and take the right path. You can talk to Speccy, although it's not necessary. Head through the secret entrance to Wooded Hollow.

```
=====
|                                     |                                     |
|           3d                       | Isle o' Hags (Wooded Hollow) |           HOLLOW1        |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|
```

Go forward to the main path with the digger tracks. Jiggywiggy will talk to you and show you his temple. Before you go, activate the Silo and continue forward. Head through the green tunnel. Kill the Ugger and in the back, get the JINJO (1).

A cut-scene will explain the Jinjo system as the Jinjo heads back to it's house. Now head into Jiggywiggy's Temple. You have one Jiggy, the requirement, so the doorman will let you go in.

Jiggywiggy will explain that you must approach the golden monolith (the jigsaw puzzle). Head to it and press X to take the challenge. You only need to complete a jigsaw puzzle. The picture moves, making it a little harder. Press A to pick up a piece, the control stick to move Banjo's hand, X to put a piece down, and A to put a piece in the puzzle. Unlike in the first game, you don't have to use your actual Jiggies, so you get to keep them. The first puzzle only has a few missing pieces, so it's easy to complete in 100 seconds. Just do edge pieces before inner pieces and you will be fine. The picture is of the Treasure Chamber.

After you complete the puzzle, Jiggywiggy will summon the awesome power of the crystal Jiggy and a giant ray will beam out of it. The beam will be directed toward the wall on the other building in Wooded Hollow and instead of blowing up the door, it merely opens. Leave the temple. Go to the other building in this area and head through the door Jiggywiggy opened.

```
=====
|                                     |                                     | |
|           3e                       |           Mayahem Temple           |           MAYAHEM1           |
|                                     |                                     |
|                                     |                                     |
-----
```

Set in a beautiful ancient stone city, this level contains stone temples, hidden groves and compounds, and a moat surrounding Targitzan's temple, the Mayan god of dart shooting. This level is a hell of a lot harder than Mumbo's Mountain from Banjo-Kazooie.

Moves - Egg Aim, Breegull Blaster, Grip Grab
Difficulty - 1.5/10
Enemies - Sput Sput, Moggie, Snapdragon, Dragunda

You might notice that the words MAYAHEM TEMPLE appear on the screen. In this game, all the areas of the worlds are named, making things much easier for me. Activate the Warp Pad at the start. Since the worlds are so much larger this time around, you can warp around them by pressing X while on the pad and choosing a destination, once you've activated two or more. Head forward and avoid the dart-shooting statue. Go to the right and dive in the water. Turn around and get the underwater JINJO (1).

Go back on land and head up the ramp past the dart statue, getting the notes (20). Notes come in nests of 5, which makes it incredibly easy to find the notes. Head past the Mumbo Pad and get some more notes on the ramp (40). Head over to the hatch thing (Jamjars will show you where it is in a rather assholeish fashion) and stand on it. Press X to learn the egg aim, which lets you use a crosshair in first-person to fire eggs, giving you better accuracy. Jamjars requires notes for his advanced moves, but since the notes are so easy to find, you should have no problem.

The red light turns green, so continue up another ramp, getting the notes (60). Continue and make a right, which leads to Targitzan's temple. Get the notes on the ramp (75), then get the note on the ramp near Mumbo's skull (80). Activate

the Warp Pad and head inside the skull. Get the GLOWBO (1) and head up to the second floor. Give the Glowbo to Mumbo to get his help. You can control him, so leave the skull and warp to the start of the world.

Head forward to the Mumbo Pad near the golden statue head. Press X on the pad to raise the statue. You have quite a few things to do with this guy, and you might need to use him twice, since you only have 75 seconds. Head up the ramp past the statue and you'll see a huge door with a skull. Use the X button kick attack to smash open a small hole just to the right of the middle of the door. Go back to the start of the level and destroy the boulder to uncover a Flying Pad. Smash another door with a skull and enter, since the doors open.

Make a left and head across the quicksand marsh. On the island, get the JIGGY (1). Go back across the quicksand and take the right turn this time. Go down the stairs and activate the Warp Pad, then go up the other set of stairs on the LEFT to a temple area. Smash open the door at the bottom. If you manage to do it all in one trip, you will have NO time left, so you might need to resummon the statue. Once all the work is done, warp back to Mumbo's skull and enter, where you should regain control of Banjo and Kazooie by jumping into the chair.

Leave the skull, and warp to the start once you've done that. We had to do some backtracking, but since everything is open, we'll be able to work our way to the end of the world now. Enter the chamber with the open doors. Go forward and talk to Jamjars to use the Grip Grab, a life-saving move. It lets you hold onto ledges, which is EXTREMELY useful if you happen to fall off a ledge. Immediately use it to backflip to the ledge. You can drop down by pressing the left or right trigger and bring yourself up by pressing A. Press A and get the JINJO (2).

Head down the stairs to the Warp Pad. Take a left and go up the stairs to the temple area. Talon trot to the first level and head around the right side to a ledge. High jump and Grip Grab your way to the right. If you see those yellow dots on the wall, Snapdragons will come out and try to eat you when you go near. Press X to have Kazooie peck them. Drop down at the end of the ledge and get the CHEATO PAGE (1).

Go back across and highjump to the second level. The top has a snake called Ssslumber (it ain't called the Jade Snake Grove for nothing). You should notice that only the lower-right corner isn't covered in the cloth material. High jump to it and very carefully tip-toe. If you walk too fast, Ssslumber wakes up and eats the Jiggy (you can restart by dropping off the ledge), so just tiptoe your way to the JIGGY (2).

Ssslumber is asleep permanently now. Head back to the Warp Pad and go up the stairs on the left. This is Humba Wumba's tent, who now transforms you. Get the GLOWBO (2) behind the tent, then go in. You'll meet the Native American Humba Wumba, who will explain that Mumbo is an amateur and she is the best magic person on the island. Anyways, give her the Glowbo when she asks if you want to and Banjo will throw it in the pool. This gives it magical properties. Jump into the pool to transform into the stony. The stony is short, letting it fit in small holes, among other uses. It can talk to other stonies, as well as press X for a barge attack.

Leave the tent and warp to the start of the level. Behind the entrance of the level is a small alcove in which you'll find an EMPTY HONEYCOMB (1). Go to the golden goliath and make a left. Talk to the chief guarding the entrance. The kickball league is in need of a player, so the chief will let you in despite seeing through your obvious disguise. Activate the Warp Pad and head forward to talk to the Stony. He will open the quarter finals for you.

In this mini-game, you need only score more than the other three stonies. To do

this, get yellow balls by touching them. They appear in random locations. Press the left or right trigger to kick them into your goal to score 2 points. As long as you constantly move around and kick balls into your goal, you should easily out-score the other players with your superior speed. Head into the now opened semifinals.

Here the rules are the same, but you also get red balls which you can throw into your opponent's goals to reduce their score by 1. Keep an eye on the scores and shoot the red balls into the goal of the player with the highest points. Remember, if you have a choice between scoring and reducing their score, choose to score, assuming your in the lead. Finally, play the last round in the finals.

The rules are the same once again, but you have gold balls, which you can kick into the other players to stun them for a while. I recommend using these when the opponents are clumped up. Follow the tips from the semifinals and you should win relatively easily. The stony gives you a JIGGY (3).

Warp back to Wumba's area and head into the tent, where you should jump back into the pool to become Banjo and Kazooie again, then leave. Warp to the start of the world and use the Flying Pad that was under the boulder you crushed with the goliath to fly to the top of the kickball stadium to find a JINJO (3). Drop down and head up the ramp on the left outside the kickball area, then enter the small hole in the wall.

This is the Prison Compound, where Dilberta the rat is trapped. You have to hit the buttons in a specific sequence to free her (which the stony tells you, but you can't understand him unless you're a stony). We're not going to do it yet since we can't get the Jiggy anyways. Activate the Warp Pad and jump into the lake on the right. Jump up the ledges on the left. From the top of the building, Grip Grab onto the ledge on the right and go right. Kill the Snapdragon and pull yourself up at the end. Head along to an entrance in the wall. Follow through it and get the CHEATO PAGE (2).

Head back across the ledge to the building. Grip grab across the left ledge this time to a pair of Wading Boots. Put on the boots and drop into the quicksand below, where you should head to the land across the swamp. At the end, cancel the boots and jump to get the JIGGY (4). Grab the boots in the above alcove and head across the quicksand. Use the Warp Pad to warp to Mumbo's skull. On the left past the dart statue is a building with six dragon heads on it. Go into first person and shoot the dragon head things on the wall. When you've shot all six heads on the sides, the door will open, so head in.

You'll meet Chief Bloatazin, who is Targitzan's servant guy. He guards Targtizan's priceless relic thingy. Unlike BK, the characters in this game apparently come right out and tell you they'll give you a Jiggy. He'll open a door for you near the top of the temple. Talon trot up the coin stack on the left for an EMPTY HONEYCOMB (2).

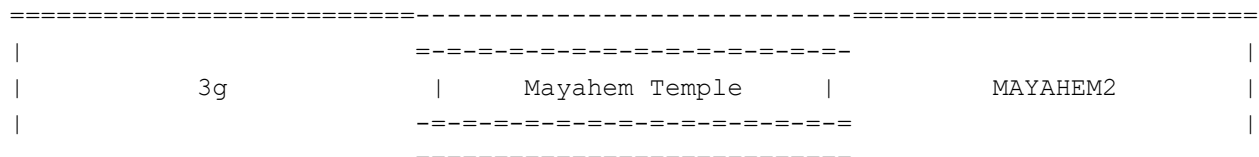
High jump to the ledge above and head right. Kill the Snapdragon and climb up at the end. Use the Shock Jump Pad to reach another ledge. Go right and kill the two Snapdragons. Climb up at the end and head forward. Hug the left wall so you will go into the secret passage. It's between the second and third torches. Use the Shock Jump Pad to leap outside the temple. Can someone explain to me how this works? You leap up vertically and come out the wall horizontally? Wtf? Get the CHEATO PAGE (3) and go back in, then head past the secret passage and hit the Cage Switch so you can continue.

```

|-----|
Well, technically speaking, you are in Terrydactyland, but of course, since this
is the fifth world, you can't access any other useful parts of the world. You
should see a sleeping caveman guarding his priceless relic thingy above in the
alcove. You have to very quietly tip-toe across the grassy "carpet" so you don't
wake him up, like with the snake. You have to start over if you mess up.
High jump to the top and grab TARGITZAN'S PRICELESS RELIC THINGY (1).

```

Follow the passage and you'll drop down. Go back to the chief. The path is marked by a yellowish cloth hanging above it with red dots. You have to turn around when you drop off to find it. Head back to Mayahem Temple.

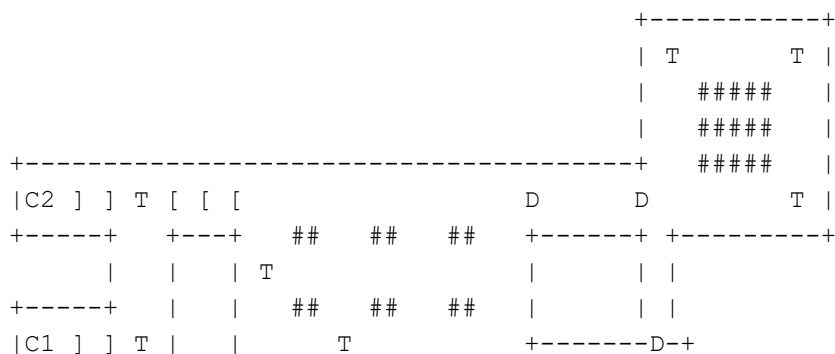


Drop down to the chief and give him the relic. He'll give you the JIGGY (5) on top of a small coin stack. Unga Bunga wakes up and realizes his relic is gone after the Jiggy appears. He is scared of being in trouble, so he leaves. Exit the Treasure Chamber after the cutscene is over and head straight forward from the chamber to find a huge staircase leading up to Targitzan's temple. Go behind the temple to the right and you'll see a bridge that you should cross. In the middle of the bridge is a JINJO (4).

At the end of the bridge you'll meet Bovina the cow. She is upset because her field is infested with flies. Go into egg aim and shoot all the flies down with eggs. Lead your shots, since they move. The Amaze-O-Gaze Goggles might help a bit. When you're done, Bovina gives you a JIGGY (6). High jump on top of her "shed" thing and the high jump to the alcove above with an EMPTY HONEYCOMB (3).

Go back across the bridge and make a right, heading to the back of the temple, where you will find the TREBLE CLEF (100). Keep heading in the same direction and head right along the narrow ledge ahead to find Jamjar's hatch. Talk to him to learn the Breegull Blaster. This move will allow you to control Kazooie as a hand-held gun in certain areas of the game. It is a first person shooter. Press the left or right trigger to fire eggs and hold the right control stick left and right to strafe. The left control stick will allow you to move forward, backward, and turn.

Go back toward the temple and make a right to the front. Climb up the large stairs, but don't go in yet. First, head around to the back. Talon trot up the slopes to the top, where you will find a JIGGY (7), then go in the temple. Since you've mastered the art of "bird-handling", which apparently is a prized skill among Mayan gods, Targitzan will let you through the door in the back. Pick up some blue eggs on the sides if you need them. Here is a map of the temple:



```

+-+D+----+ | ## ## ## ## ## |
| | |J| +----+ T |
| | | +-D ## ## ## ## ## |
|T| +---D T |
| | | +-----+ ## ## |
| | | | | T +-----+
|T| |__| | ## ## [ [ | |
| | |__| | | +-+ |
| | |__| +-----+ | |
|T| |__| | 3 |
| | ++ ++ +-----+
+-+D+----+ +-----+ +-----+ +-----+ |
|E 2| |2 | 3 | |
+-----+ +-----+ +-----+ | |
++__++ | T(x5) !| |
|__| | +-----+ | |
|__| | | 1 | | |
+-----+ +-----+ +-----+ +-----+ |
| +-----+DDD+-----+
| ## ## | | ] ] ] ] ] 1 | | |
| T | | -----+ T |
| ## ## | | D T |
| T | | +-----+
| ## ## | | |
| T | | +-D |
| ## ## D-+ +D |
| D-----+__+--+__+--+__+--+
+-----+ |__| |__| |__|
| T | | | T |
+-----+ |__| +-----+
|__|
ENTER

```

LEGEND

ENTER = Entrance ! = Dart-Shooting Statue # = Pillar
 T = Targitzan Statue C1 = Slightly Sacred Chamber J = Jinjo
 D = Openable Door C2 = Really Sacred Chamber E = Rapid Fire Eggs

Note that the numbers 1 through 3 indicate connecting passages that go underneath paths above them. Also note that there are more than 20 statues, but when you collect 20, the others disappear. Lastly, be aware that whichever chamber you enter first becomes the Slightly Sacred Chamber, and the other one becomes the Really Sacred Chamber. I labeled them as they will be if you follow the guide below.

You have to find 20 statues in the shape of Targitzan to gain access to Targitzan's chambers. At the start, turn left or right and you'll find two sets of stairs on either side leading to TARGITZAN STATUES (2). Go down the stairs on the left side of the room. Kill the two Moggies in this large room and head to the back where you will find two ramps on either side. Take the left one to find a room with a dart statue. Shoot it by holding the left or right bumper (which lets you use the egg aim) and lobbing an egg between its eyes. This deactivates it for a bit. Grab the five TARGITZAN STATUES in front of it (7). Drop down on the right and turn around. Look for a green hallway in the corner of the room and go through it. You'll be facing a Snapdragon. Lure it out at the end of the hall, then get the rapid fire eggs, granting you unlimited fire power for 60 seconds.

Open the door on the right by pressing A in front of it, then collect the TARGITZAN STATUES (10). This opens Targitzan's Slightly Sacred Chamber. Go down

the stairs and grab the TARGITZAN STATUE (11) and get the TARGITZAN STATUE in front of the other stairs (12). We need 8 more statues to open the really sacred chamber. Go up the stairs on the left side of the room in the back and you'll find a bunch of pillars. Fully explore the room through the pillars to get some TARGITZAN STATUES (17). On the right side of the room it starts going more of a turquoise color. When you find a door near the start of the color change, open it and go through the passage to find a JINJO (5).

Head back and go forward. On the right is where you got the rapid fire eggs. Go forward into the blue room. Take out the Moggie and get the TARGITZAN STATUES (20). This opens the Really Sacred Chamber. Head back into the four-way intersection and go back to the rapid fire eggs. Go through the door on the right and take a left into the Slightly Sacred Chamber, where you will find a JIGGY (8) in plain sight, then leave the room. If you want to make the next Jiggy comically easy, go back and pick up the rapid fire eggs. If, on the other hand, you want some semblance of a challenge, head to the other side and enter the Really Sacred Chamber. Kazooie notices there's another Jiggy in plain sight to take. Banjo remarks that the game will be over in no time. However, as you approach, Targitzan pops out of nowhere with the Jiggy now on his head, starting the first boss fight of the game.

=====
Boss 2 - Targitzan (Despotic Dizzy Totem God)
=====

Difficulty : 2.5/10

This boss battle is actually a bit tougher than you might expect it to be. Targitzan spins around the room. Shoot targets on his lower segment as they spin around. Targitzan has 16 HP, and each target hit costs him one point. Hit four targets and he will send a Moggie to attack you. His lower segment blows up. Retreat to the inner corner and shoot the Moggie down.

Now you have to hit four targets again, but some sides have faces and shoot darts at you. Hold the right control stick left or right to strafe and shoot targets as they come. You'll need to use the control stick to aim at them. If you keep moving, you shouldn't get hit. The targets recolor after fading, so you just need to hit four. At 8 HP, the god will send two Moggies, so retreat backwards so you can get the full scope. After the Moggies are dead, you need to lower him to 4 HP. There are only two targets and more darts, so don't stop moving. Three Moggies come out. Kill them and Targitzan will have a segment with tons of darts.

Keep moving and stay away. Use the strafing technique while aiming with the control stick to shoot four darts, then get him down to 0 HP. He sends four Moggies. Kill them all and Targitzan will announce his sacred self-destruct. Hide behind one of the stone slabs in the room so you don't take damage while he blows up. Get any of the honeycombs which are most likely littering the floor, then grab the JIGGY (9). Leave the Really Sacred Chamber.

Head down the stairs and take out the Moggie. Go up the stairs and open the door straight ahead. Open the door at the end of the passage, then turn right immediately and open another door. Go forward and turn left in the corner to go up the stairs. Kill the Moggies and go right, then go through the nearby opening ahead. Take the middle stairs to leave the temple, then exit the room to the outside. We can't get the final Jiggy without a move from the next level, so go down the stairs and use the Warp Pad by Mumbo's skull to warp to the start so you can leave Mayahem Temple.

```

=====
|                                     |                                     |
|           3h           | Isle o' Hags (Wooded Hollow) |           HOLLOW2           |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

That should have given you some idea of how much harder and longer this game is than Banjo-Kazooie. The difficulty and length of Mumbo's Mountain does not even compare to that of Mayahem Temple. Go back into Jiggwiggy's Temple.

Press X by the puzzle to take the second challenge. Here you have to put in more pieces, but it's still not hard. Put in sides pieces followed by inner pieces and you should have no problem with 100 seconds. The picture is one of the prospector's hut. Jiggwiggy will use the laser beam to destroy a grate blocking the way to Glitter Gulch Mine. Press X to take the third challenge. Again, put in side pieces before you put in inner pieces. That should let you breeze through the puzzle. The picture is of the Crazy Castle Stockade. Jiggwiggy summons the laser to open Witchyworld's gate in the pine grove. You don't have enough Jiggies to solve the fourth puzzle, so leave the temple.

Go left and look on the lefthand side. Jump up some rocks you should see and jump to the ledge. Grip grap right and kill the Snapdragon. Pull up at the end and go through the door.

```

=====
|                                     |                                     |
|           3i           |   Isle o' Hags (Plateau)   |           PLATEAU1           |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

Carefully Talon Trot up the narrow planks. High jump to the Glitter Gulch Mine sign and get the notes (10). Since there are only 8 worlds, there are notes in the Isle o' Hags to keep the total 100. There's a Jinjo crying for help, but you can't save it. Go left and activate the Silo on the coal pile. Head northeast to the giant pile of cole. Near the bottom, talk to Jamjars to learn the fire eggs. This is your first type of special egg. The egg nests cycle through the available types, and you can use the left or right bumper to select the egg you want to use. Talon trot up the cole hill to a giant beehive. Get the notes by the front legs (20), then go to behind the back right leg. Snag the EMPTY HONEYCOMB (1), then enter the beehive.

You'll walk up and meet Honey B, mistress of honey. She will give you extra energy units if you give her your Empty Honeycombs. The price for one energy unit starts at one and goes up by two every time. Since you have four, trade them in to increase your bar to seven. Leave the hive. Go to the right and make sure to jump onto the rope. Climb down without jumping off the rope to reach Glitter Gulch Mine.

```

=====
|                                     |                                     |
|           3j           |   Glitter Gulch Mine   |           MINE1           |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

An old mine where you'll find hillbillies popping up to greet you. The miners have left several TNT barrels blocking entrances which can be destroyed with the detonator. The miners have clearly done a fairly good job, as there are huge stacks of gems all around the mine. A train lays in the station with a train track plus a river going around the mine.

Moves - Bill Drill, Beak Bayonet
Difficulty - 2.5/10
Enemies - Billy Bob, Bang Box, Diggitt

From the rope, jump to the top of the Glitter Gulch Mine sign and get the CHEATO PAGE (1). You're supposed to wait until you get the Springy Step Shoes, but Rare screwed up. Activate the Warp Pad in front of the sign, then head forward and go right. Talon trot up the nearest purple jewel hill. Get the GLOWBO (1). The wigwam is right across from us, but we're not giving it to her yet. Follow the river the way it's flowing and jump on the right land after passing the track. Climb the log pillar things to find a hatch. Talk to Jamjars to learn the Bill Drill. This handy move will desecrate boulders and do other things. They stand out from other boulders than cannot be destroyed.

Head to the ledges on the other side. Get the notes (25) and Bill Drill the boulder in the middle for an EMPTY HONEYCOMB (1) as you work your way up. Talon trot up the purple gems and get on the train track. Go up the hill on the tracks to the tunnel, inside which you'll find a JINJO (1). Head back and you should see Mumbo's skull atop some ledges further down the river. Head over it, avoid the TNT box, then go left of the ledges. Get the GLOWBO (2) and Bill Drill the boulder to reach the pit below. Go past the jail cell and Bill Drill the boulder. Head into the cavern. Drop down and avoid the TNT box, then Bill Drill the boulder on the left and go through. Take a right at the intersection to head through the red entrance.

In this place, you have to activate a bunch of generators by shooting their green lights with fire eggs. This will turn on the crappy lighting system. Shoot the first one and head to the next. Hurry, because the generators wear out after a while. Shoot another one and head along the path, more carefully since this one is windier. The next one makes you jump across gaps. You have enough time to get onto the hanging walkway. Use the egg aim to shoot the one on the island and head along the walkway. Jump across the gap with the caution stripes and use the egg aim to shoot one last generator. Continue along the walkway, jumping several gaps marked by caution stripes (shoot the previous generator again by turning around if you need more light), then ignore the last generator. Kill the hillbilly and high jump for the JIGGY (1). Climb down the ladder to the start to leave. Of course you can't climb UP the damn ladder. Head up the ledges to the place with the jail cell, then exit the cave.

Head over to the log pillars where Mumbo's hut is. Jump on the pillars and grab the notes (40), then activate the Warp Pad and enter the skull. Give Mumbo your Glowbo, then leave the skull. It's time for some magic. Go near the river and follow the river to the right. When you cross under the train tracks, jump onto the land on the right. Follow the train tracks to the end, activate the Warp Pad, then enter the train station.

Use the Mumbo Pad in front of the train to raise the engine car. Before you go, look for a rareware crate left of the exit (if you're facing the exit) Bust it open with the zap stick (press X) to get an EMPTY HONEYCOMB (2), then leave the station and warp to the start of the level. Jump in the river but take the left path this time, against the current. When you swim under the train tracks, jump to the land on the right. Head over to a shed that you should see. Activate the Warp Pad in front of the boulder, then use the Mumbo Pad to levitate the boulder into the crushing shed, which, of course, isn't turned on yet. Warp back to the skull and enter it, then regain control of Banjo and Kazooie and leave the skull. Warp to the crushing shed and go inside.

Go up the large stairs and jump to the boulder on the right. Wait for the smashers to lift, then go past them. Stay in Talon Trot for the speed you need.

The smashers have shadows, so you'll know where the safe area is. When you reach the back, go to the left and Beak Barge the Red Button to deactivate the smashers and turn on the conveyer belt and crushers. The boulder will get crushed as well as the Jiggy inside it, splitting it into three pieces outside the mine. We could go out and get the pieces right now, but we have to come here as the transformation, so we'll transform first. Leave the crushing shed.

Talon trot up the green gems on the right to get four note nests (60). Now head across the end of the river where the waterfall is and head through the door atop the slope. You're in the toxic gas cave, which makes you lose oxygen. Bill drill the rock northwest for the EMPTY HONEYCOMB (3) and get the JINJO (2) in the northeast behind the light-colored boulder. Leave the gas chamber and go over to the shed, then warp to the start. Head over to the purple gem stack on the right. Climb the one across the river to find Wumba's Wigam, which you should enter.

Activate the Warp Pad which is actually inside the wigam, then give Wumba the Glowbo. Jump in the pool to become a detonator. The detonator hops around and has an exploding attack, activated by pressing X. This actually uses up a honeycomb, but we aren't going to use it kill enemies. Leave the wigam. Head down the gem pile (lined up with the wigam's entrance) and you should see a TNT barrel plus some rocks on the wall. Stand on the end of the fuse rope to detonate the barrel, opening up the passage. Go back in the wigam and warp to the crushing shed.

Go near the river and avoid the hillbilly and pick up the first Jiggy piece. Since that was only a part of the Jiggy, you hear only a part of the Jiggy music. Grab the Jiggy piece left of the crushing shed, then head to the other side. Look for a passage very close to the train tracks. Grab the final Jiggy piece, which gives you the actual JIGGY (2). Head through the doorway now. At the end you'll find a hillbilly. Kill it, then stand on the end of the fuse stick to destroy the door. Head back to the crushing shed and warp to the start. Head past the sign and follow the train tracks left into the fuel storage.

Avoid the TNT box. On the right, left, front, and back of the room are barrels. Get the notes on all of them (80). Jump from the barrels to the tracks above where the Saucer of Peril box is. Go to the right and destroy the TNT barrel. This will give the box a path to Witchyworld, so leave the fuel depot. We have one last task to accomplish as the detonator. Warp to Mumbo's skull from the Warp Pad at the start and go down the pit that had the boulder (it lead to our first Jiggy).

Blow up the jail cell, then avoid the hillbilly and get the JINJO (3). Leave the cavern and warp back to Wumba's wigam, then jump in the pool to become Banjo and Kazooie again. Now leave the wigam and head down the purple gem slope. Go into the cave in the train tracks where the TNT barrels were. This is canary cave. Rat-a-tat-rap the cage open to free Mary Canary, who will then fly to near the train station.

Exit canary cave and go back to the start. Bust open the rareware crate closest to the sign and put on the Turbo Trainers. Head over and press the Gate Switch by the river. For a limited amount of time, a gate at the end of the river will open. Quickly rush to the right on the river (you can walk on water with the trainers) and at the end, go through the path. This is Waterfall Cavern. Jump off the waterfall and land in the water. On the ledge surrounding the water, is a JIGGY (3). Down in the water below is a door on a ledge (I'm referring to the one on the water's surface). Jump to it and go through.

We're back in the Gloomy Caverns. Jump in the dirty water past the TNT box and get the TREBLE CLEF (100) underneath in the right. Go to the land across the

water and high jump to the tank right in front of you. Climb the ladder to the top and get the CHEATO PAGE (2) at the bottom of the water. Climb down the tank and head through the passage past the second TNT box. You're back by the crushing shed, so take the Warp Pad to the train station. Talon trot up the blue gem stack left of the train station. At the top, Bill Drill the boulder for a JINJO (4). Go down and enter the train station, then jump to the ladder on the engine car to get in and jump into the boiler via the small window.

Boss 3 - Old King Coal (Grubby Boiler Monarch)

Difficulty - 1.5/10

Banjo will wonder what is under the pile of coal, and Kazooie suggests it might be a Jiggy. When they get near it, the coal lump stands up and yells to reveal itself to be Old King Coal, the boss of the mine. The boss is gonna fight you for control of the train. Immediately stand on one of the taller platforms, not the little one. For some reason, this boss is easier than the last. Go into egg aim and use your blue eggs. Pelt him with a few eggs and he'll raise the temperature, making you lose oxygen as the place boils. Lob non-stop eggs at him and he'll lose an arm. The boiler cools down a bit.

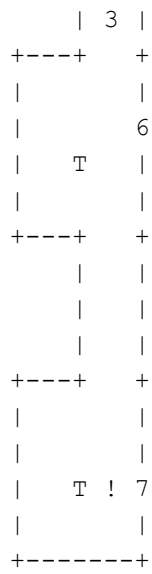
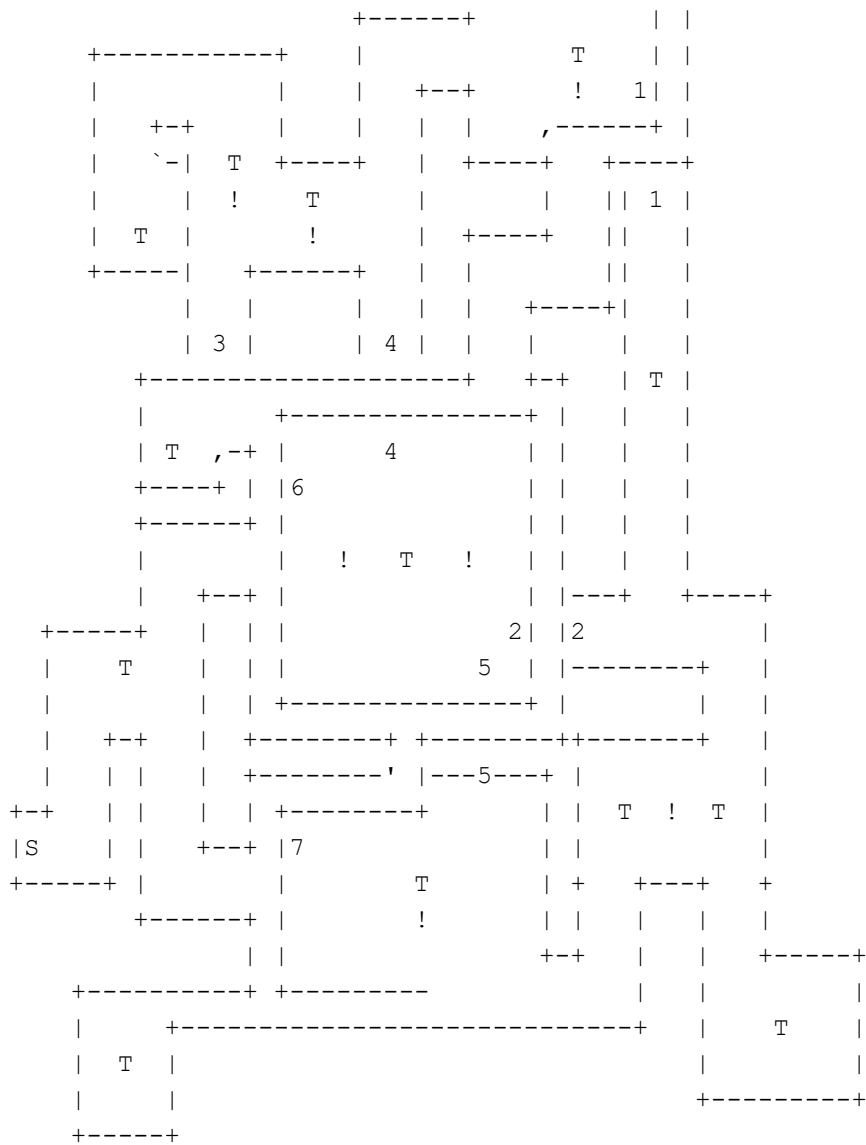
This is how you defeat Old King Coal. As gruesome as it is, you have to take apart his body. Each body part has 15 HP, for 60 total. After a few eggs each time, he'll raise the boiler temperature. After he's done with that, just pelt him non-stop. He will never hurt you as long as you stay on the platform. He loses his another arm now and claims he doesn't need arms, although I'm not sure how he would operate a train with no arms.

He'll be down to 30 HP now, so lob him with more eggs to destroy his upper body and head. As Old King Coal says himself, negotiating would be a better idea. It'd be pretty sad if you lost to a pair of legs. Shoot him down to 0 HP and he will agree to let you use his train, then explode and drop three honeycombs plus a JIGGY (4).

Leave the boiler, the train, and the station all together. Warp to the start and take a left. Head up the slope right of the fuel depot and Bill Drill the boulder to enter another portion of the mine. Go down the stairs and take an immediate left. Head past the crates and you'll find a Jamjars hatch. Talk to him to learn the Beak Bayonet. This move is sort of useful as it allows you to kill enemies while in Breegull Blaster mode without wasting eggs. Press X to have Kazooie lunge her beak forward. We're about to enter a breegull blasting area where this move is critical. Go over to the back of the room and stand in front of the door. Prospector Bill will explain that due to his idiocy and forgetfulness, his improperly secured dynamite sticks have escaped and threaten to blow up the whole mine (he fails to mention the part where the sticks magically came to life). Enter the door after he opens it for you.

This can be really confusing, but you shouldn't have too much trouble with the guide. There are 15 dynamite sticks. You have to use the Beak Bayonet to defuse them because eggs will cause the whole mine to blow up. Once you hit the first one, the 200 second timer starts. If you want, you can go around and explore before you hit the first one to get used to the area. There are also hillbillies scattered throughout the place. Here is a map:

+-----+
| -----+ |



LEGEND

- S = Start
- T = Dynamite Stick
- ! = Hillbilly

Note that numbers 1-7 represent connecting passages on the bottom floor that go underneath the top floor. Each area marked by a number connects to the other area marked by the same number. In my opinion, the most logical way to do this is to do the top floor ones first, then the second ones. In the first room, hit

the first DYNAMITE STICK (14). Take the right turquoise path and then on the walkway, take another right to enter a green hall. Go up and hit another DYNAMITE STICK (13). Go back to the walkway and head past the hall you came from. Head into the other passage. You're on a big square walkway now.

Take a left and pass the first hall, then go into the second. Hit the DYNAMITE STICK (12) and go back to the walkway. Continue around the walkway in the same direction and head into the first path. Go through the bend and drop down and hit the DYNAMITE STICK (11). Turn around so you can see the green hallway under the hallway you came from. Head through it, hit the DYNAMITE STICK (10) and continue. Make a right and you'll be below the big square walkway.

Take out the DYNAMITE STICK (9) and go through the first path on the left. Take out the DYNAMITE STICK here (8). Take the path on the left side of the room and follow the bend to a room with two DYNAMITE STICKS (6). Make a U-turn to the right to find a path in the corner leading to another DYNAMITE STICK (5). Go back and take the path straight ahead. Continue and take the first right you can. You're back in the place where you dropped off the walkway.

Take the path on your left to reach a green room with two DYNAMITE STICKS (3). Make two rights as you head through the room and there will be a path on the left with a ramp. Go up the ramp, then hit the DYNAMITE STICK (2) and go back. When you get back to the green room, take a right and head through the path, then hit the DYNAMITE STICK (1). Continue forward through the next path. You'll end up in a room with a hillybilly and the last DYNAMITE STICK (0).

Now that you've saved the mine, prospector Bill will give you a "funny-shaped nugget", in other words a Jiggy. Turn around and head back into the previous room. Go through the right path to the room with the big walkway above. Take the upper-right path and head up the walkway. Head to the other side of the walkway to get on top of the big square walkway. Take a left and head through the first hall. Make a right after the bend and head to the corner to find the exit. Once outside, take your JIGGY (5) and leave the storage.

Take a right to find Mary Canary. She will challenge you to a race around the whole mine. Jump on the mine cart to race her. This can be a little tricky, although it's nothing too daunting. Pound the A button AS FREAKIN FAST AS YOU CAN to pump the mine cart. This propels it around the mine. The race ends at the fuel depot. If you don't hammer the A button enough, Mary Canary will get ahead. If she gets too far ahead, she'll force you to restart the whole damn race. After you beat her, she'll give you a JIGGY (6).

You have to race the damn canary AGAIN, so jump on the minecart. This is harder, but still not THAT difficult. Hammer the A button and you should be fine. If you have an autofire controller, this will be easy as pie. After you win, she gives you a CHEATO PAGE (3). Mary Canary will go off to the clouds, where she'll get tons of wing exercise. You'll be back at the fuel depot. Head to the start and warp to the crushing shed.

You should see the mine entrance ahead. Go towards it and make a right towards the river. Near the river is the doorway leading to the TNT barrel that you blew up with the Detonator. Head down that path (the last crushed Jiggy piece was in front of it) and through the door. This is the Flooded Caverns. It's made up of a series of underwater rooms with pipes leading to other rooms. If you didn't have this guide, you could've been in a fair amount of trouble here, as there's no area to submerge save an extra piece of land and the start.

This is the order of pipes you must go through: north, east, west. Jump onto the land and kill the hoard of ambushing hillbillies, then grab the JIGGY (7). Now follow the exact same directions to get back and exit the Flooded Caverns. Head

back through the tunnel and warp from the crushing shed to the start. Leave the mine. We need to go to Mayahem Temple to get the 8th Jiggy. The other two require later moves, and we need to get to Jolly Roger's Lagoon to get the last Jinjo.

```
=====
|                               |
|                               |
| 3k           | Isle o' Hags (Plateau) | PLATEAU2 |
|                               |
|                               |
-----
```

Bill drill the boulder between Honey B's Hive and the Glitter Gulch Mine sign to uncover a JINJO (2), then take the Silo to Wooded Hollow.

```
=====
|                               |
|                               |
| 3l           | Isle o' Hags (Wooded Hollow) | HOLLOW3 |
|                               |
|                               |
-----
```

We could open the fourth world, but we're going to wait until we need to, that way we can do more puzzles in one trip. Head to Mayahem Temple for now.

```
=====
|                               |
|                               |
| 3m           | Mayahem Temple | MAYAHEM1 |
|                               |
|                               |
-----
```

Warp to Wumba's Wigwam and become a stony, then warp to the Prison Compound. Turn around and talk to the Stony in front of the exit. He will tell you the combination to the Prison Compound's jail cell, so remember it or write it down. Once you have it, warp back to Wumba's Wigwam, become Banjo and Kazooie, then warp back to the prison comound.

First, drop into the water ahead and swim through the underwater tunnel. Here is a new room. Bill drill the boulder in the center of the pillars and head down the stairs. In this room you'll find a bunch of pillars. You have to Rat-a-Tat-Rap them all to make the Jiggy outside drop to a lower pillar. However, once you hit them all, a time limit starts. Now you have to keep hitting the pillars one at a time to make the Jiggy keep moving down to the lowest pillar. I recommend you keep switching to Talon Trot after each hit. You'll see a cut-scene each time you tap a pillar of the Jiggy moving down. After all the pillars are hit, hug the wall in the middle until you find the way back up the stairs. Get to the small pillar and grab the JIGGY (10) before the time limit runs out.

Head back through the underwater tunnel. Go up to the jail cell and press them in the order the stony told you. This opens up the jail cell. Head in to meet Prospector Bill's pardner, Dilberta the rat. Bill drill the rock in the back of the cell to free her. Head through, because it's a secret entrance to the prospector's shack.

```
=====
|                               |
|                               |
| 3n           | Glitter Gulch Mine | MINE2 |
|                               |
|                               |
-----
```

Talk to the prospector and Dilberta will come out. As a reward, the prospector gives you a JIGGY (8). Exit the prospector's hut and leave the mine.


```

=====
|                                     |                                     |
|           3o           |   Isle o' Hags (Plateau)   |           PLATEAU3           |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

Head to your left and you should see a giant gate at the end of the digger tracks blocking your path. Shoot the Fire Egg Switch above it with a, whoa, fire egg. I don't believe it. This opens the gate, allowing you head through to the next area of the Isle o' Hags.

```

=====
|                                     |                                     |
|           3p           |   Isle o' Hags (Pine Grove)   |           GROVE1           |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|

```

Activate the Silo and go over to the sand, under the flume of doom sign. Get the notes in the log (30), then go to the sandy area and talk to Jamjars to learn the grenade eggs. These are powerful blasting eggs for blowing up barriers in your way, though if you stand too close you'll get hurt as well. Jump into the pond near the hatch and dive underwater. There is another log in here. Grab the notes in it (40). On the other side of the pine grove is Humba Wumba's tent. You need the Mega Glowbo to use the transformation, however, and it's a completely optional transformation. Head through the gate and into Witchyworld.

```

=====
|                                     |                                     |
|           3q           |           Witchyworld           |           WITCH1           |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|

```

Grunty's old and horrifying carnival, where her sick sense of humor is evident. Not surprisingly, her park was closed down due to violations of safety rules. You'll find insane employees looking to smack you with mallets, an inflatable boss, and five different main areas: Ticket Booth and Area 51, Western Area, Space Zone, Haunted Zone, and the Big Top area in the middle, which has some concession stands. The attractions range from a hundred foot dive to a lava world to a space attraction in which you must jump from stars that raise you hundreds of feet in the air.

- Moves - Split-Up, Pack Whack, Airborne Egg Aiming
- Difficulty - 3/10
- Enemies - Jippo Jim, Fruity, Hothead, Minjo

Activate the Warp Pad at the start. On your left is Mrs. Boggy, Boggy's wife. Talk to her and she'll ask you to round up her three kids, Moggy (small boy), Soggy (girl), and Groggy (fat boy). We can't complete the mission on our first trip, but we can do most of it. The locations of the kids are random. Moggy can be found in Area 51, the Dodgem Dome, or the Cave of Horrors. Soggy can be found in the Crazy Castle Stockade, the Star Spinner, or the Inferno. Groggy can be found next to the Dodgem Dome, in the train station, or the Inferno.

Use the Shock Jump Pad to leap onto the ticket booth where you'll find a burger switch. This opens Big Al's Burger stand. You'll need a burger for Groggy. Kill the crazy employee on the right and break the electrified gate with a grenade egg. Head into Area 51. There are a couple of alien guys here, so avoid them. If you find Moggy, he'll say he's not leaving. Whack him and he'll run to his mom. Use the Shock Jump Pad in the bottom right corner to leap onto one of the fence

poles. There are two note nests on the poles (10).

Get out of Area 51 and make a right, continuing into the level to a killer cash register. You'll find a few of them around the big top tent, which is up on the hill in front of you. The cash registers have tickets to the tent, so head all the way around the big top. Along the way, blast the registers with grenades and get their BIG TOP TICKETS (4). Also get the notes (50). When you find the fry stand, go behind it and step on the fry switch to open Salty Joe's Fry Stand. Get some fries, as you'll be needing them for Soggy. Also get a burger when you pass the burger stand. Talon trot up to the big top and slowly walk up one of the ropes. Talon trot on the big top, where you'll find a JINJO (1).

Go to the back of the tent and activate the Warp Pad, then talk to Jamjars to learn the Split-Up, an extremely important move. It allows Banjo and Kazooie to split up and perform their various solo tasks. Facing the tent, make a right and go down the slope, heading into the Space Zone where the Star Spinner is. Activate the Warp Pad left of the Star Spinner and go over to the Dodgem Dome on the left. Get the notes in front of it (60), then Talon Trot up the small dome part and climb up the pole. Talon trot up the bigger dome and get the JINJO (2).

Head back down and go to the right of the Dodgem Dome. Look for Jamjars, then talk to him to learn the Airborne Egg Aiming move. This allows you to fire eggs while in the air. Go to the right of the dome. If you find Groggy, feed him a burger, which makes him unable to move. I'm not sure how he was able to move before eating the burger. Leave the Space Zone and head to the opposite side of the big top, where the Western Zone is.

Kill the employee go over to the right, where you'll find the Cactus of Strength. You have to hit the switch three times with three different attacks in a time limit of 20 seconds. Lob a grenade egg at it, then Beak Bust it, followed by a Bill Drill. This destroys the bell, allowing you to climb up to the top of the pole and get the JIGGY (1). Drop down and kill the bad guy again. Get the notes behind the wooden doors (70) and high jump to the right door. Jump onto the ledge and go right for a JINJO (3), then drop down and head through the door to the Crazy Castle Stockade.

You might find Soggy here. Feed her fries and she will go home to her mommy. Behind the deflated castle is the entrance to the pump room. Destroy the grate with a grenade egg and head over to the right of the area. Use the Split-Up Pads by pressing A while standing on the Banjo pad. Go to the other side of the castle and avoid the Minjo. From now on, you have to be careful when you see "Jinjoes". Minjoes look exactly alike and even go "help", but they attack you. Talk to Jamjars to learn the Pack Whack, Banjo's only method of defense while alone. Press x to swing your backpack around. This also gives us a secret double jump move. Jump and do a Pack Whack, then press A to jump again.

Enter the pump room in the back now, getting the EMPTY HONEYCOMB (1). Destroy the employee and stand on the Banjo Switch on the left. Press A to swap characters. This can be done on a Split-Up pad, but it can also be done in the swirly mess of colors on the switch, called a Swap Cloud. Now enter the pump room as Kazooie. Stand on the Kazooie Switch on the right to activate the pump and inflate the Crazy Castle. Leave the pump room as Kazooie and enter the castle, then go into the left door.

This is the hoop hurry challenge, a really easy mini-game. You have 60 seconds to score 30 points by jumping into the hoops that appear. They come in three colors, red, green, and blue. The reds are worth 1, the greens are worth 2, and the blues are worth 3. Go for greens and blues to score more points. The hoops that are worth less points are bigger. Grab the Turbo Trainers in the middle of the room and start jumping through the hoops. This mini-game is really easy, so

you should have no problem. After 60 seconds are up, a Jiggy will appear on top of the castle.

Exit the castle and head back to the pump room. Join back with Banjo and leave the pump room, then go back in the castle. Go into the door on the right. This is the balloon burst challenge, which is significantly harder. You have to shoot balloons rising in the air. The same color system as in the other game applies to this. The color system applies to all mini-games in BT. You get unlimited rapid-fire eggs for this, so it's perfectly ok to hold the trigger. Stay near the middle height-wise and shoot green and blue balloons when you have a choice. If you aim well, you should be able to score 50 pts. Another Jiggy appears on top of the castle, so leave. Go around the castle to the Shock Jump Pad, then leap to the top. Jump on the tip-tops to get two JIGGIES (3), then leave the stockade.

High jump to the left door and Grip Grab along the ledge (watch out for the Snapdragon) to where you'll find a bunch of ledges. Jump up them to find Wumba's Wigwam. Activate the Warp Pad and go in, then get the GLOWBO (1) near the green pot and give it to Wumba. Jump into the pool to become the van. You can use the button to beep the horn, which lets you open special van doors. The van is invincible and can streamroll over enemies. Leave the wigwam and warp to the start of the world.

Go to Area 51 on the right and head to the end of the road. Beep the horn in front of the door to find a JINJO (4), then warp back to the Space Zone. Head to the right side to find a van door. Beep it open and get the TREBLE CLEF (90). Warp to the big top and go to the Haunted Zone (the red place with the big pool) and head to the back of the middle. You should see a box that says PAY HERE left of a scary door. Go near it to pay up, opening the Inferno, then go inside.

You might find Soggy and/or Groggy here (Groggy is on a branch on the right). Take the left path and you should see a bad guy and a van door. Open the van door for a CHEATO PAGE (1), then leave the Inferno. Head back to the big top and warp to the wigwam, then enter and detransform and warp to the big top. Go back to the Haunted Zone. Climb the ladder behind the dive of death to the top. Purposely fall in a way so that you grab hold of the edge of the board. Grip grab to the end, then high jump for the JIGGY (4). Jump down into the pool and get the two notes in the water (100).

Get out of the water and head into the doorway right of the Inferno (it has green eyes). This is the train station. You might find Groggy here, so give him a burger if you do. Go left and kill the bad guy, then high jump to the coffin in the back. Backflip again to a ledge, then head left. Kill the Snapdragons and at the end, activate the Train Switch, then leave the station.

Go to the otherside of the Inferno entrance and go through the purple-eyed door. Now you're in the Haunted Cavern. Ghosts fly above here to illuminate your path. Don't touch the teeth on the sides of the winding bridge or you'll lose health. Head to the doorway along the middle of the bridge (wait for the ghosts as you go) and enter the Cave of Horrors. This is another place you might find Moggy. If you do, give him a good smack. You'll find three prisoners; our good old friend Gobi the camel, a Jinjo, and a dinosaur. Free all three prisoners by shooting grenade eggs at the locks, giving you a JINJO (5). Make sure you actually hit the locks, not just the cage, or it won't work. The dino won't leave till you call the train (we won't get her until much later) and Gobi continues his journey to the lava world, so leave the Cave of Horrors.

Go right and continue to the end of the bridge. Though it may not look like it, the brown line on the left is a ledge. Grip grab and head left, then get the CHEATO PAGE (2) at the end. Jump down to the start and leave the cavern, then

enter the Inferno. Use the Split-Up Pads to become Banjo, then head over to the right. You should see a small island. Stand on the Shock Jump Pad Switch on it, which creates a Shock Jump Pad at the top of the tower. You can't leave the switch or the pad explodes, so switch to Kazooie.

Head up the spiralling slide. Ignore the Turbo Trainers, they are unnecessary and only make it harder. Whenever one of the Hotheads comes down, stop and jump over it. Once you reach the top of the slide, shock jump to the very top and get the JIGGY (5). Drop down and wingflap (Kazooie can flap her wings for an unlimited amount of time when she's alone), then join back with Banjo. Head to the back of the Inferno. Activate the Warp Pad and head left of the skull to another branch of land. Kill the bad guy and get the GLOWBO (2), then head across the toothy bridge and enter Mumbo's skull.

Take out the employee and get the EMPTY HONEYCOMB (2), then give Mumbo the Glowbo and take control of him. Go downstairs and leave, then warp to the start. Head into Area 51 and left of the road is a power generator (it has a red light). Use the Mumbo Pad to turn it on. This activates the Saucer of Peril. Now warp to the Space Zone. Kill the bad guy and go to the left of the Dodgem Dome. Use the pad to power the Dodgem Dome, then enter the Star Spinner. Kill the bad guys and head forward and left slightly. It's time to power one last attraction, the ludicrously dangerous Star Spinner. Once that's done, leave and warp back to Mumbo's skull and regain control of Banjo, then warp to the big top. Before we start tackling attractions, let's make a stop to enter the big top. Since you have four tickets, Conga, the bastard who threw oranges at you in Banjo-Kazooie will let you in.

=====
Boss 4 - Mr. Patch (Strange Wobbly Inflatable Thing)
=====

Difficulty : 5.5/10

Banjo and Kazooie will head over to the dinosaur on the room, thinking it's where they're supposed to sit. Unfortunately, it turns out to be the boss of this world, Mr. Patch, who is a giant inflatable dinosaur. The big thing will challenge you for no apparent reason other than the fact that Kazooie challenged his size. He inflates himself to a ridiculous size, and that's where things start.

Mr. Patch has twelve hit points, each representing his twelve patches. Go into first person and shoot one of his patches with a grenade egg. From the ground, this is relatively simple. The patch will let out some air and the boss will call on some boxing gloves to punch you on the ground, forcing you to fight him in the air. Take flight via the Flying Pad that appears to start the main part of the battle.

This is a hell of a lot harder than the previous battles, but you should be able to handle it. You have to shoot all of his patches. The good thing is that his only attack is shooting beach balls at you. You can Beak Bomb these or shoot them down with grenade eggs. The bad news is that since he wobbles, it can be difficult to shoot the patches, especially the smaller ones. You'll find them all over his body, front and back. When you're low on eggs, land and restock. At first it's easy because Mr. Patch is really huge, but he shrinks as you shoot more and more patches.

When you need to restock on eggs/feathers, Talon Trot and jump away when one of his beach balls nears you. The boxing gloves are easy to deal with if you keep moving constantly. Sometimes you'll end up right in front of Mr. Patch's body. Turn away and fly behind him. I find this battle is easier if you deal with the

front patches (which make you more vulnerable to beach balls) early on when you have more honeycombs. Do the back ones once you have less honeycombs.

Mr. Patch will get smaller and smaller. This forces you to stay lower to the ground. Don't press A unnecessarily or you'll end up above Mr. Patch. His wobbling makes shooting patches harder, so you want to be relatively close when you do so. The Beak Bomb is useful for getting further away. I also find it helpful to use the Amaze-O-Gaze Goggles so you can shoot patches from FAR away. After you've shot all twelve patches, Mr. Patch will deflate into nothingness and give you a JIGGY (6), so leave the tent.

It's still not time to start tackling the attractions. First, warp to Wumba's wigwam and become a van, then warp to the Space Zone. Enter the Dodgem Dome (which is the last place you can find Moggy) and put in coins (the coin box is left of the entrance) to open the the first dodgem. Leave and warp back to the wigwam.

Transform back into Banjo and Kazooie and take note of the giant ladder in the middle of this area. Climb up it, then high jump to the above ledge. Kill the employee and Grip Grab across the cable to the Red Button. Stand on it to activate the ghetto ass cable car ride. It's no wonder this park was closed down. After it moves to the start of the western platform, drop down to the car and press X to ride to the Space Zone. Backflip to the platform above and get the EMPTY HONEYCOMB (3).

Ahead of you you should see a pipe going up the wall. Right of that is a thin pipe going to a platform. Wingflap to the pipe going right and Grip Grab across it. You have to stop in front of the shockers (since Mumbo electrified everything) and wait until it stops to cross safely. Drop down at the end and press the Shock Jump Pad Switch to make a Shock Jump Pad appear below. Beak barge the Red Button on the wall to open the door leading to Glitter Gulch Mine. The Saucer of Peril (you should have destroyed the TNT in the fuel depot) will come out, allowing you to play its mini-game. Hop onto the thing to start.

This thing will take around the entire park. It goes around the Space Zone, into the Star Spinner, through the Haunted and Western Zones, and ends in Area 51. You get rapid-fire eggs, as targets will appear along the way. They come in groups of five and form an arch shape. Therefore, you should move your control stick in that arch shape to shoot as many as possible. The red, green, blue system is used, and you have to score 500 points for first prize (a Jiggy) or 400 points for second prize (a Cheato Page). If you use the arch motion, you should be able to do it. Sometimes the saucer goes by too fast for you to hit all five. In that case, you should go for the targets worth the most. At the end of the ride (assuming you scored 500 points), the saucer will give you a JIGGY (7) and a CHEATO PAGE (3).

Drop down to the Space Zone and enter the Star Spinner. The Star Spinner is the last location that you might find Soggy, the girl, in. This attraction pretty much defines danger. Kill the bad guys at the start and high jump to the star. The star will spin and head upwards. You don't have much time, so look for the second star and jump to it. The next one is a bit on the left. If you fall, you lose tons of honeycombs, but there's a beehive and plenty of employees to refill. When the third star takes you up, you have to jump to the ring of a planet. You can switch to Talon Trot, which may or may not make it easier for you. Wait for the planet to spin away from you, then jump on and and get the JIGGY (8) on top.

Take the stars down to the bottom and leave the Star Spinner, then enter the

Dodgem Dome. If Moggy is here, whack him, then enter Dodgem #1. Bumper cars with a twist. Instead of trying to mash the other guy, you have to collect Twinklies (which look like Jinjos), which use the RGB color system. You have 45 seconds to collect 60 points. It sounds hard, but Twinklies appear in large numbers, making it easier. Go for the greens and the blues and avoid corners so you don't get squashed by the guy trying to ram you. You want to keep your movement pretty crazy so you don't get hit. Once you're done, the second dodgem opens for you to go in.

This time it's 2 v 1. Should've known Grunty would be an unfair cheat. 50 points in 45 seconds. Let's see you do it, punk. You have to keep your movement even more irregular to stay out of trouble this time. If you end up in corners, it might be tough to get out. Go where there are lots of Twinklies to get the most points. Move in a general circle so that the bad guys are always moving toward you in a dog chasing his tail sort of motion.

The final dodgem is 3 v 1, wtf? You have 45 seconds to get 40 points. If you get trapped in corners, you'll be in a lot of trouble. Of course, if Twinklies are there, you'll have to take a quick pit stop to get them. You want to go into areas where there are the most twinklies (meaning choose two red and two green over one blue). If you keep picking up twinklies at a constant rate and keep your movement irregular to avoid getting hit, you should be able to win, earning a JIGGY (9).

We can't do anything else in the park, as the final kid can't move and we need a later move to take him to his mom, so leave the Dodgem Dome and warp to the start, then exit the park. Grunty will rob you of your precious snacks as you go out, as food bought in Witchyworld cannot be taken out of Witchyworld for no good reason, but it doesn't matter right now.

```

=====
|                                     |
|           3r           | Isle o' Hags (Pine Grove) |           GROVE2           |
|                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

Warp to Jinjo Village.

```

=====
|                                     |
|           3s           | Isle o' Hags (Jinjo Village) |           JINJO3           |
|                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

First, jump to the arch doorway on the red Jinjo house. Now high jump to the roof and pull yourself up to the TREBLE CLEF (60). We have another task to complete while we're here. Head behind the green Jinjo house to reach a sandy area. Backflip to the ledge on the left, then backflip again to the ledge. Grip grab right and kill the Snapdragons, then head through into an icy area. You'll find a Banjo-Kazooie Game-Pak. Break it open and get the ICE KEY (1). Now head out of here and return to Spiral Mountain by making a U-turn left as you leave the sandy area.

```

=====
|                                     |
|           3t           |           Spiral Mountain           |           SPIRAL2           |
|                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

Make a right and follow the path toward the farm hill near the path to Banjo's

house. Remember at the very start, you heard a fish cry for help? Well, look for a boulder near the path out of Banjo's yard and Bill Drill it to reveal Roysten the fish. Pick up the fish out of water by walking into him, then jump into the water around the mountain. To Kazooie's annoyance, Roysten is out of Jiggies. Instead, he'll teach you faster swimming. Hold A+X to combine Banjo and Kazooie's strokes to swim faster. He also gives you four more bubbles, increasing your total to ten.

Now head up to the top of the mountain and take flight. In the area with the tree stumps and the special shoes, you should see a big gate thing on the wall above the stumps. Shoot it with a grenade egg and land in the alcove. Bust open the Banjo-Kazooie game pak and collect the BRONZE SECRET EGG (1). Use the Flying Pad to fly over to the area with the two waterfalls. Land on the top of the smaller waterfall on the left and enter the pathway. Swim through the path until you reach land. Head to the end of the ledge with the grate, then high jump to hold onto a ledge behind a waterfall. Grip grab right and pull up at the end, then head through the path to behind the grate. Break another BK game pak to get the SILVER SECRET EGG (1), then leave the waterfall. Quickly jump to the land on the left and use the Flying Pad to fly into Gruntilda's old lair. Talk to Cheato and return the first ten pages. In return, he'll tell you the first two codes: EGGS and FEATHERS. Leave the lair and head back to Jinjo Village.

```
=====
|                                     |
|           3u           | Isle o' Hags (Jinjo Village) |           JINJO4           |
|                                     |
|-----|
```

Warp to Wooded Hollow.

```
=====
|                                     |
|           3v           | Isle o' Hags (Wooded Hollow) |           HOLLOW4           |
|                                     |
|-----|
```

Enter Jiggywiggy's temple. Press B in front of the puzzle and complete the fourth puzzle of the game. You have to put in about half the pieces, but there's not much to write about, these puzzles are all pretty easy. Just do edge pieces first and you'll be fine. The picture is of the Ancient Swimming Baths. The laser beam opens a gate to Jolly Roger's Lagoon. Complete the fifth puzzle, using the same tips. The picture is of the train station. The laser beam destroys the teeth blocking the way to Terrydactyland. Now do the sixth puzzle. The picture is of the Electromagnet Chamber. After the laser beam opens the doors to Grunty Industries, leave the temple. Now head to Mayahem Temple.

```
=====
|                                     |
|           3w           |           Mayahem Temple           |           MAYAHEM3           |
|                                     |
|-----|
```

Warp to outside Wumba's wigwam and head up the stairs on the left. Remember that little door we smashed with the Golden Goliath in the pyramid leading up to Ssslumber? Enter it to find the Code Chamber. Stand on the star in the middle. Enter EGGS, which doubles your maximum amount of eggs. Now enter FEATHERS, doubling your maximum amount of feathers. Now head over to the cheat sheet, which is on the right wall. Press X in front of it, then press A when highlighting the cheats to activate them. Leave the code chamber, warp to the start, then head back to Wooded Hollow.

```

=====
|                                     |                                     |
|          3x          |   Isle o' Hags (Wooded Hollow)   |   HOLLOW5   |
|                                     |                                     |
|-----|-----|

```

Warp to the plateau.

```

=====
|                                     |                                     |
|          3y          |   Isle o' Hags (Plateau)         |   PLATEAU4   |
|                                     |                                     |
|-----|-----|

```

Go to Honey B's Hive. Talk to Honey B. to trade in five of your Empty Honeycombs , boosting your max energy to eight. Leave the hive. Head to the left side of the plateau (opposite the Pine Grove entrance). Overlooking the cliff are a pair of Split-Up Pads. Use them to become Banjo, then head over opposite the pads. Go up a ramp you should find and stand on the Banjo Switch. Switch to Kazooie and take her to her Kazooie Switch, opening the door to the Cliff Top, where the next world is.

```

=====
|                                     |                                     |
|          3z          |   Isle o' Hags (Cliff Top)       |   CLIFF1    |
|                                     |                                     |
|-----|-----|

```

Talk to Jamjars ahead of you to learn the Ice Eggs. These will freeze enemies in their tracks, which is pretty useless since all the enemies are easy to kill anyways. They are good for only a few specific purposes. Head past Jamjars and high jump to the ledge. Grip grab left, drop down, then activate the train station switch, opening the nearby station. Go back to Jamjars and head the other way, around the narrow cliff top ledge. When you reach a part that goes out, kill the two Uggers and activate the Silo. Head past the Silo area and enter Jolly Roger's Lagoon.

```

=====
|                                     |                                     |
|          3aa         |   Jolly Roger's Lagoon          |   JOLLY1    |
|                                     |                                     |
|-----|-----|

```

Welcome to the merry and happy waterland of Jolly Roger's Lagoon. The first part of the level is an old-fashioned like town, where doubloons are the only accepted currency. Thanks to Mumbo's spell, you'll be able to breathe underwater , which is where 90% of the items are. You'll find octopi, giant fish, and even the lost city of Atlantis!

- Moves - Sub-Aqua Egg Aiming, Wing Whack, Talon Torpedo
- Difficulty - 4.5/10
- Enemies - Blubbul, Inky, Swellbelly, Frazzle, Whirlweed, Keelhaul, Minjo

The first thing to do is gather 30 doubloons. You don't need all of them, but it can be fun. Thanks to Croco's FAQ for telling me where they all are. At the start you should see a dark patch of ground, a little bit raised. Bill drill it for a DOUBLOON (1). Head over to the left and you should find another patch. Under it is a DOUBLOON (2). Nearby, in front of the wall, you'll find another patch hiding a Shock Jump Pad. We can't use it yet, so turn right and activate

the Warp Pad. Behind you is a treasure chest on some steps. Blast the side with the crack with a grenade egg to reveal a pair of Split-Up Pads.

Go left toward Jolly's bar and Bill Drill another patch for a DOUBLOON (3). Head down the stairs toward the water and make a right. Talk to the mutated pig, who will tell you the water is cold and dirty. Jump in it and dive under. On the grates you'll find four DOUBLOONS (7) total. Get out of the pool and get the DOUBLOON (8) on the black ledge thing in front of you. There are two more DOUBLOONS (10) on similar platforms on the right. Go back to where you got doubloon #8 and make a right, towards a shop. On the way, get the DOUBLOONS (12) as well as the DOUBLOON (13) in the corner near the shop. Jump into the lagoon and swim to the back wall. There's a Jinjo in an alcove. Underneath the alcove are four DOUBLOONS (17).

Head back to the shop where you got doubloon #13 and high jump to the level above. On the right wall are some stairs leading up to Mumbo's skull, so head in. In the green light are four DOUBLOONS (21). Look for a crack on the left wall. Blast it with a grenade to reveal a secret passage. We're not going in yet, so head out of the skull. Use the Split-Up Pads in the center to become Kazooie, then head over to the Shock Jump Pad you uncovered.

Leap up to an alcove above to find three DOUBLOONS (24). Drop down and head right, dropping to the shop mentioned before. Enter Turtle View Cave past the side of the shop. Get the DOUBLOONS (28) at the end of the cave and speak to Jamjars to learn the Wing Whack. Press X to make Kazooie swirl her wings, allowing her to defend herself without wasting eggs. Head back to the Split-Up Pads and join with Banjo. On the side of the area with the Kazooie Pad is the largest shop in the lagoon, Jolly's bar. Enter it, getting the note in front (5).

You'll meet frogger, I mean Jolly, who has lost his partner when she was out on a waveracer. Refuse his offer to rent a room. Jump over the counter and onto the ledge, then high jump to the shelf. Get the notes (20) and go over to the right and go past the table into another room, where you'll find the seasick (read: drunk) Blackeye the pirate. Talk to him four times and he'll give you two DOUBLOONS (30). Leave his cabin and look for a door left of the table. It's our turn to be a complete asshole to the characters in this game. Blast the door open with a grenade egg to piss off Jolly, then go in the room and talk to Jamjars to learn Sub-Aqua Egg Aiming, a mighty important skill for this world. Leave Jolly's place.

Over on the left is a dirt patch covering up a Shock Jump Pad. Use it to jump to the roof, then Talon Trot up to the smokestack and use another Shock Jump Pad to reach a ledge. Grip grab left around the corner, killing two Snapdragons, then drop down on the pipe to get an EMPTY HONEYCOMB (1). Jump back to the ledge and head to the right. Drop down to the alcove with the Information Sign, then drop down from there to another pipe. Bill drill the cracked seal to enter the pipe.

```
=====
|                                     |
|           3bb                       |   Grunty Industries   |   GRUNTY1   |
|                                     |-----|-----|-----|
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|
=====
```

This is like with the Mayahem Temple link to Terrydactyland: you can only access a very limited portion of the world. Head forward and turn left, then high jump over the pipe ahead. Beak barge the Red Switch on the tank to turn off the toxic sludge being dumped into the pigs' pool. This solves their first problem. The Jinjo is really a Minjo, so leave the pipe.

```

=====
|                                     |                                     | |
|           3cc                       |   Jolly Roger's Lagoon   |   JOLLY2                       |
|                                     |                                     |
|                                     |                                     |
=====

```

Get out of the pool and head to the town square, up the steps. On the side opposite Jolly's place is a smaller shop. It's labelled "Pawno's Emporium". Go in and get the note nest (25). There's a Jiggy on display. High jump from the B-K box to the shelf, where you'll find some notes (40). Jump over to the shelf behind Pawno's counter to get the GLOWBO (1). Drop down and talk to Pawno, who is selling the Jiggy for 20 doubloons. Talk to him a second time to pay up and get the JIGGY (1). Exit and re-enter the pawn shop and he'll have a Cheato Page on display. Talk to him twice and pay five doubloons to get the CHEATO PAGE (1), then leave the shop.

Head over along the same side past the skull to where you'll find the third shop, lower down. Enter it, getting the notes (45), to find our good old burping friend Blubber. He'll tell you that business is going badly. All his waveracers are shipwrecked. Say yes to his offer to sell you his last possession for one doubloon, granting you a in the center of the room. First, go behind the shop's counter and look for a Shock Jump Pad. Use it to leap to the shelf. Head around the left side and get the JINJO (1), then get the notes in the window shelf (60). Bust open the crate and put on the Turbo Trainers, then head outside, where you should rush to the back of the lagoon and jump into the alcove for the JINJO (2).

Head over to Mumbo's skull just above Blubber's shop and up the stairs, then go in, since you have a Glowbo now. Give Mumbo the Glowbo to enlist his help and head outside, where you should go to the center of the platform on the edge of the water to find a Mumbo Pad. Use the magic pad to oxygenate the water, allowing Banjo and Kazooie to breathe under it. Head back to the skull and regain control of Banjo and Kazooie, then head to the lagoon.

Dive underwater into the hole in the middle. Down here are three sea anenomes. Paralyze the two closest to the bottom via shooting their eyes (use blue eggs). Get the notes they were trapping (70). Behind the lowest sea anenome is a green tunnel leading to another area. Go through it and you'll find an octopus. Shoot its mouth to freeze it, then quickly swim past it to Atlantis.

Head forward and to the right to the big pillar building. Grab the two notes on top of it (80), then go in. This is the electric eels' lair. Avoid the eels and head to top of the water. Head into the alcove across from the start and go up the stairs to find Jamjars, who will teach you the Talon Torpedo. Press the left or right trigger to launch Kazooie out of the backpack underwater, which will let her break open doors with her face on it, among a couple other functions. Using the move does, however, use up five red feathers. We have 200 though, so that's not a problem. Leave the eels' lair.

Take a right and you should see a giant green building. Look for a small alcove on the right side of the base supporting it to find an EMPTY HONEYCOMB (2). On a pillar between the green building and the eel lair is a Warp Pad for you. Head to the front of the building where the door is. You'll find a randomized sequence of Greek letters. Write down or memorize the combination, then head to the middle of the area where you'll find four woman holding pots. Shoot the pots according to symbol (use blue eggs) in the same order as on the door and the door to the Temple of Fishes will open for you to go through.

Surface to meet the unfortunately named pig, Chris P. Bacon, who wants to take pictures of the walls, but cannot because fish keep biting him underneath. He'll

ask you to protect him from the fish while he snaps photos. Say yes and he'll go under. Follow him underwater and position yourself so you're above the cage. Killer fish will start coming at the cage from all around. This is easy so long as you spin around and constantly look for fish to shoot. Use your blue eggs, since there's no need to use a special egg. You only need to survive for sixty seconds. Once you've done so, Chris P. Bacon will give you a JIGGY (2), so get it and leave.

On the left side, opposite the electric eels' lair, you'll find a sea anenome. Shoot its eye with a blue egg to get the TREBLE CLEF (100). Search around the area for a transparent smiling fish. These are called Seemee fish. The prizes inside are randomized, but you'll always find an Empty Honeycomb, a Jiggy, and a Cheato Page. You can find the fish in Atlantis, Locker's Cavern, the Big Fish Cavern, near Wumba's Wigwam, and in Smuggler's Cavern. To get the prizes, you have to shoot Kazooie through them with the Talon Torpedo. Try to be near them when you do so. Since the prizes are random, I'll just tell you the totals as I find the items in my game. First, shoot the one in this area to get a JIGGY (3).

Look next to the sea anenome where you got the Treble Clef. Head through the passage by it. Shoot the mouth of the octopus to freeze it, then continue to a shipwreck. Activate the Warp Pad on top of the ship, then go in the ship. At the very start, look right and blast open the treasure chest with a Jinjo's face to uncover a JINJO (3). Head to the back of the ship and Talon Torpedo the Kazooie door. Go through the pipe and switch to ice eggs. You'll find several propellers along the way, and you'll have to freeze them to avoid getting hurt. The end leads to Glitter Gulch's Mine's water storage.

```
=====
|                                     |
|           3dd                       |   Glitter Gulch Mine   |           MINE3           |
|                                     |   -----   |                                     |
-----
```

You appear on top of the tank we couldn't previously get on, so get the JINJO (5). Highjump to the chain and climb back to the lagoon.

```
=====
|                                     |
|           3ee                       |   Jolly Roger's Lagoon   |           JOLLY3           |
|                                     |   -----   |                                     |
-----
```

Freeze the propellers again as you work your way through the pipe and leave the sunken ship area. Freeze the octopus so you can get back to Atlantis. From here, you'll want to head directly forward towards a building with a door already open for you. Head inside. This is the Seaweed Sanctum, which has three floors, this being the bottom. The seaweeds appear docile, but they'll attack you when you get near. Swim past the electric eel to land. On the pillar in the back is a Shock Jump Pad. Use it to leap to the right, then head to the opposite side. Use another Shock Jump Pad to reach the third floor (jump right). Go around and pass the doorway. Kill another seaweed, then get the JINJO (4) on the ledge. Head back to the 3rd floor doorway and leave the sanctum.

Now you're in the Big Fish Cavern. Get any eggs you need, then dive into the water. There's a transparent fish here, so Talon Torpedo it if there's anything good in it (mine only had eggs). Now hunt around for a gigantic orange fish with huge teeth. Shoot all of its teeth with grenade eggs. First, activate the Warp Pad below and to the left of the entrance, then enter the fish's mouth. Kill the seamen dudes on the land ahead and take the right path in it's stomach to find a JINJO (5). Go back and take the left path. You'll find Merry Maggie, Jolly's

partner. After a conversation about what happened to her, leave the fish's stomach.

Go near the Warp Pad and face it, then go right and look for a hole at the bottom. Go through it and freeze the octopus, then continue to Locker's Cavern. You'll find a bunch of lockers. First, locate the two transparent fish. Talon torpedo them to get the EMPTY HONEYCOMB (3) or whatever else is in there. If the other fish has something useful, grab it. Now activate the Warp Pad on the right side of the room on top of a pillar and warp back to Atlantis.

Turn around and look for a purplish tunnel right of the Electric Eel's Lair. Swim through it to find Wumba's Wigwam at the top of the place. There's an underwater arch in the pillar holding up the wigwam at the bottom. Swim through it and get the GLOWBO (2). Talon torpedo the transparent fish if it has anything useful, then swim to the top and go in the wigwam. Give Wumba the Glowbo and transform into the submarine. The sub can withstand high water pressure, fire unlimited torpedos with the left or right trigger, and use a ping attack with the X button. Hold A to make it move. Leave the wigwam and head back to Atlantis, then warp to Locker's Cavern.

The only duties of the sub are in here. Turn to the right, going back a bit to find a black pit which you should enter. This is Grunty's little shooting game. You have 60 seconds to score 60 points of color-coded mine things. Just constantly hit the trigger and move the control stick. You want to get a little closer than you start, and keep moving once you've cleared out an area of most of its mines. The mines come back though, so you can turn around again. If you go for greens and blues and keep shooting the mines, you shouldn't have much trouble. I find it easier if you hold A and keep moving around the place. Once you win, Grunty gives you a JIGGY (4).

Leave the mine area back to Locker's Cavern. Hunt around the area for a locker that says D. Jones. The location is random, so I can't tell you where it is, but I can tell you that it's rusted and cracked. Once you find it, shoot it open and go inside.

Boss 5 - Lord Woo Fak Fak (Self-Important Angler Fish)

Difficulty : 4.5/10

Kazooie will see a Jiggy in the water, but it turns out to be the light of an anglerfish, who rises up and accuses you of trying to steal his Jiggy and worse. The battle begins.

Stage 1 - I'm Pretty Sure Fish Don't Get Boils

In the first stage, you have to shoot Lord Woo Fak Fak's boils, which he places great value on. He has three on each side of him, and you can only blast the one that's lit up. The order in which the boils is lit up is random, unfortunately (this level has the most randomness). When he faces you, he will shoot electric shock attacks at you. As long as you keep moving, these are simple to avoid and shouldn't hurt you. You want to stay sort of close but not right next to him. Since there are three boils per side, you'll have to keep switching sides. The sub has unlimited torpedoes, making this battle relatively easy.

After you shoot one, the fish will get mad. The boil will be replaced by a red dot and another will light up. Keep on the side of the fish. He has six HP in

this stage, representing his six boils. Once you've shot all six boils, he suddenly decides to open his eyes so he can actually see what he's doing.

Stage 2 - Fighting Someone Who Can Actually See What They're Doing :(

Fak Fak will open his eyes (why he chose to spend half the fight with his eyes closed is beyond me) and add another attack to his arsenal: shooting bubbles at you. If you get hit, they'll trap you and leave you vulnerable to the electric attacks. However, if you keep moving, you shouldn't get hit by the bubbles. This stage is a little harder because you have to be in front of him to get a good shot at his eyes. You want to fire as many torpedoes as you can, then get out of the way so you don't get hit by his attacks. After you shoot his eyes six times, he'll go belly up and drop his JIGGY (5). Leave the Locker.

Now you'll want to warp back to Atlantis. Head through the tunnel and into the wigwam. Transform back into Banjo and Kazooie and return to Atlantis, then warp to the town square. Go to into Jolly's place and talk to the frog and he'll give you a JIGGY (6) for rescuing Merry Maggie. Left of Merry you should see a window above a stool. Stand on the stool and go into egg aim, looking through the window. Shoot the keg of gun powder to blast open a crack in the wall. Leave the bar and head around the side of the building and through the hole you made in the wall. Go down the stairs to find Smuggler's Cavern.

We have a couple things to do here. First, there's a Jiggy on a pillar, but we can't get that. Dive underwater and look around for the transparent fish. Talon torpedo it to get the CHEATO PAGE (2), or whatever is in there. The final Cheato Page requires the same move the Jiggy does, so we can't get that either. Look on the underwater wall below the entrance. Talon torpedo the Kazooie door and go through. Again, freeze the propellers with ice eggs and head through the pipe to another part of the Grunty Industries' Waste Disposal Plant.

=====
3ff	Grunty Industries	GRUNTY2

Swim around and get the JINJO (1). Keep in mind that counts as a Grunty Industries Jinjo, not a Jolly Roger's Lagoon one. Go back through the pipes.

=====
3gg	Jolly Roger's Lagoon	JOLLY4

Freeze the propellers as you head through the pipes, then leave Smuggler's Cavern. Jump into the lagoon and head down the pit in the middle. Look for an underwater UFO. Blast open the Kazooie door with a Talon Torpedo, then go inside. You'll find a bunch of aliens, who's ship has crashed. Their ship is run by ice, and it has run out of fuel. Since you have ice eggs, stand in the very middle of the ship and go into egg aim. There are four holes in "tanks" in the sides of the ship with crystals on them. Once you shoot one, a 20 second time limit will start. This is really easy, just spin around in the middle and shoot the four holes to power the ship. The aliens will take off, so leave the UFO. There's a hole underneath the ship, so the aliens will leave behind a JIGGY (7).

Head to the surface and to the town square. Leave the lagoon for now, as we can't get the other items now.

```
=====
|                                     |
|           3hh           | Isle o' Hags (Cliff Top) |           CLIFF2           |
|                                     |
|-----|
```

Warp to the Pine Grove. There's actually a Jinjo in Spiral Mountain that we could get now, but we're going to wait way until after Cloud Cuckooland, when we return the final Cheato Pages (since cheats three and four are lame cheats that make the game easier, we'll wait until we have all the pages to return them).

```
=====
|                                     |
|           3ii           | Isle o' Hags (Pine Grove) |           GROVE3           |
|                                     |
|-----|
```

Jump in the lake. Talon torpedo the Kazooie rock and swim through.

```
=====
|                                     |
|           3jj           | Inside Another Digger Tunnel |           DIGGER2           |
|                                     |
|-----|
```

Head forward out of the water to encounter Klungo again.

```
=====
|                                     |
|                                     |           Boss 6 - Klungo (Revenge-Seeking Mininion)           |
|                                     |
|-----|
```

Difficulty : 1.5/10

This is your second Klungo battle, which is still easy. Klungo will select one of three potions - green, red, or blue. He won't use the one he used last time. The green potion will make him invisible, the red will make him huge, and the blue will make clones of him. It takes three hits to beat him no matter what. In between hits he forms a forcefield and throws potions at you. If he uses the green potion, hit him right away each time before he moves, and stay close. If he uses the blue potion, attack the one that moves last, as that is the real Klungo. If he uses the red potion, just attack him before he stomps you. Klungo is a little faster with his potion throwing and his attacking, but he's still no challenge at all. You'll notice Klungo has got beaten up.

When he throws potions at you, just circle him, since he doesn't know how to lead you. After you've hit him three times, both of the gates open and he drops three honeycombs, then leaves. Head through to the other side of the digger tunnel.

```
=====
|                                     |
|           3kk           | Isle o' Hags (Wasteland) |           WASTE1           |
|                                     |
|-----|
```

Follow the digger tracks and talk to Jamjars on the left. He will teach you the Clockwork Kazooie eggs, which you can only carry 20 of (assuming you activated

the EGGS cheat). You also can only carry ten at a time. They are red with yellow polka dots and contain a Clockwork Kazooie bomb inside. Press X to detonate them (they'll detonate automatically in 20 seconds). Activate the Silo further ahead then make an immediate left. You should see a bunch of ledges. Climb up them, getting the notes (70). At the top, shoot a blue egg at one of the "Jinjoes". Kill the one that takes damage, as it's a Minjo, then get the JINJO (3). Drop down the ledges and head to the other side of the Silo. Go in the dinosaur head to enter Terrydactyland.

```

=====
|                                     |                                     | |
|           311                       |           Terrydactyland           |           TERRY2           |
|                                     |                                     |                                     |
|                                     |                                     |                                     |
=====

```

In the land before time, where dinosaurs roamed and cavemen lived among the rocky terrain, you'll find dinosaurs, eggs, and a giant mountain. You'll have to perform various tasks to help out prehistoric inhabitants, such as finding and hatching eggs for Terry, fixing up a family of Styracosauruses, and feeding a tribe of cavemen.

- Moves - Springy Step Shoes, Hatch, Taxi Pack
- Difficulty - 5/10
- Enemies - Bargasaurus, Soarasaurus, Rocknut, Mucoid, Stomponadon, Red-Eyed Beehive, Minjo

Terrydactyland is definitely one of the most complicated levels in Banjo-Tooie. Right on Banjo's right (your left) at the very start is a Warp Pad to activate. Now go into egg aim and shoot the Cage Switch on the pillar ahead with a grenade egg to open the jail trapping the Jinjo. We can't get it right now, so go up the stone ramp ahead and head into the mountain entrance. Inside, head up the caged-in ledge and exit the mountain at the top.

You'll find a caveman in armor, called a Rocknut. There are five of these guys and you have to shoot them all with Clockwork Kazooie eggs from behind, since their armor protects them from attacks from the front. Fire one over the Rocknut and blast his miniature ass by pressing X. Drop down to find a grassy area on the right. Get the notes on the mounds (15), then dive into the lake. Go near the entrance to inside the mountain on the right side of the lake and go underwater. Talon torpedo the Kazooie button to open a jail. Swim to the jail and get the JINJO (1).

Head out of the lake on the other side. Look for a pair of Turbo Trainers in an alcove on the left wall, then grab them and head back into the lake. Next to the cliff thing where the Jinjo was is an alcove with an EMPTY HONEYCOMB (1). Go back to where you got the trainers and kill the dinos. Past the trainers are a pair of Wading Boots. Put them on and head into the swamp water, then go over to the land and jump up the ledges. Activate the Warp Pad and get the GLOWBO (1) behind the skull, then head back over to the other side of the swamp. You'll need to use the tiny stones on the swamp.

Cross the narrow bridge across the swamp on the left, avoiding the flying dinos. Right after you cross the bridge, go left and jump up the ledge. Go left and high jump to a boulder, which you should Bill Drill for the TREBLE CLEF (35). Head back down and go forward. High jump to the ledge with the train station switch so you can open the station. Go over to the right side and jump up the ledges to Wumba's wigwam. Activate the Warp Pad and go back down. You should see a red-yellow tunnel past the wigwam, so head through it and across the bridge. Continue forward to a bunch of cages with a Rocknut and a Jinjo. Shoot a Clockwork Kazooie into the small hole between the cages. Steer the bomb into the

middle hole to appear on a cliff, where you should go into the first hole on your right (the bomb's left) and destroy the Rocknut from behind. Now shoot another bomb into the hole right of the Rocknut cage for a JINJO (2).

Head right and look for a ramp on the right side past the huge stone pillar. Go up it and enter the cave. This is the family cave of some dinosaurs. Kill the killer beehive, then head up the ramp on the left. Bill drill the boulder to uncover a Shock Jump Pad. Split up and become Kazooie, then shock jump to the alcove above to get an EMPTY HONEYCOMB (2). Join with Banjo and head right. Bill drill another boulder to find a Mumbo Pad, then leave the cave.

Go right and on your left, there should be a cave with notes in front of it. Get the notes (45) and head into the cave. Kill the Rocknut on a ledge on the right with a Clockwork Kazooie egg, then drop down and call forth Chuffy by pressing X in front of the sign. Go in the engine car and stand on the Go Pad, which allows you to press X then select a world to go to (provided the train station for that world is open). Go to Witchyworld.

```
=====
|                                     |                                     | |
|           3mm                       |           Witchyworld           |           WITCH2           |
|                                     |                                     |
|                                     |                                     |
-----
```

The dinosaur you freed in the Cave of Horrors will automatically come running into the train, so drive it back to Terrydactyland.

```
=====
|                                     |                                     | |
|           3nn                       |           Terrydactyland           |           TERRY3           |
|                                     |                                     |
|                                     |                                     |
-----
```

The dino will head back to its family cave. Jump out of Chuffy and leave the train station. High jump up the ledges next to the station. Get the note nest (50) and talk to Jamjars to learn the Springy Step Shoes. You can put a pair of purple spring shoes on for one super high jump. Head toward the pillar past Jamjars and make a left up to the entrance, where you should warp to the wigwam and head inside it. Give the Glowbo to Wumba and jump in the pool to become a baby T-Rex. Leave the wigwam.

Find one of the dinosaurs below and talk to them to learn how to roar. Press X for a short roar and hold it for a long one. Head back to the wigwam and go behind it. Roar in front of the T-Rex circle to open it, then go through. Get the CHEATO PAGE (1) and exit the way you came. Head past Wumba's wigwam to the right. You should see a sign that says PATH TO NEST. Open the T-rex circle next to it and go through. Head right and jump the gaps around the mountain. Get the notes as you go (65). At the end, you'll find a cage. Roar in front of it like this: short roar, short roar, long roar, short roar, long roar, long roar. The cage opens to give you the JIGGY (1).

Head left across the gaps and go down the stairs. Drop down to the wigwam area. and become Banjo and Kazooie again. Grab the Springy Step Shoes left of the wigwam and go to the PATH TO THE NEST sign. Jump up to the top and head into the cave on your left. Make a quick stop to open the Cage Switch ahead, then go back out. I know it seems useless, but this will be very important later on. Head up the stairs. Launch a Clockwork Kazooie. Have it jump over the gaps in the mountain and make a left U-turn once you've made it across the gaps. Head into the red-yellow cave and destroy the Rocknut.

Jump across the gaps as Banjo and Kazooie, then jump another PtN (path to nest) sign with the step shoes. Wingflap over the gap. Here's where it gets a little funky. Go down the stairs and head around the windy ledge, getting the notes (80). When you reach a bridge going down, head into the cave on the left.

You'll meet Unga Bunga, who is nice enough to let you in. Little does he know that you are the one who stole his precious golden relic. Head past him and step on the Cage Switch. Continue and high jump to the alcove on the right. Head down the hall and kill the beehive, then use the Split-Up Pads on the right to become Kazooie. Go through the green tunnel across from the pads and go down the ledges to find a Jamjars hatch. He will teach you the Hatch move, which allows Kazooie to hatch eggs by holding the left or right trigger and pressing X.

Head back and join with Banjo, then high jump to the alcove and head back to Unga Bunga. In an alcove in front of him are some Springy Step Shoes. Put them on and leave the cave. Go right and carefully head around the winding ledge. Head up the stairs and jump where it says PATH TO NEST. Terry, the pterodactyl, will start spitting purple gloop at you because he thinks you stole his eggs. Switch to Talon Trot and head around the mountain. If you keep moving, you won't get hit. You also have to jump a couple gaps. When you reach the top, Terry will stop, so activate the Warp Pad and head across the very narrow bridge and enter the cave at the end. You might want to use grenade eggs to kill the pterodactyls first so they can't knock you off

Kill the pterodactyl with a grenade egg, then freeze the fire with an ice egg. Freeze the next fire, then jump the gap and continue to the next area. These are the Stomping Plains. Activate the Warp Pad in front of you and head forward. The music will change and you will get a boss like introduction for the Stompanodon, whose ENORMOUS feet will crush you along the path. For the first time, you're actually going to use gold feathers. Hold the left or right trigger and move the right control stick right to activate the Wonderwing. Head across the footprints to reach the end of the Stomping Plains. You're safe when you reach the three switches. Press the Banjo-Kazooie Switch on the right to uncage the JIGGY (2).

High jump to the alcove and head up the stairs. You'll slide down back to the start. Split-Up and become Kazooie, then head across the plains. You can't use the Wonderwing, but if you use the footprints (he can't hit you in the prints, so get in one, wait for him to stomp, then rush to the next one), you can get there in time. At the end, open the cage on the left via the Kazooie Switch to uncage a JINJO (3).

Head back to the start and join with Banjo. You probably noticed there is a Banjo Switch at the end too, but Banjo is too slow to get across in time. We need a move from the next world to make it across. Warp to the top of the mountain and continue past the bridge. Go up the stairs on the left at the top, then head left and enter the hole in the nest.

Boss 7 - Terry (Disgruntled Pterodactyl Parent)

Difficulty : 4/10

After Terry accuses you of stealing his eggs, he'll soar up into the air. The view switches to his perspective and she starts spitting gunk at you. Terry is a better shot than most of the idiot enemies in this game, so simply moving around won't cut it. However, if you run in small circles (rotate the control stick at a steady, moderate pace, his shots will completely fail. After a while of dodging, the view goes back to normal and Terry starts flying around. Switch to grenade eggs so you can begin blasting at his HP. Once you lower him down, he'll

fly down after spitting mucous buddies to tackle you down. Use the roll attack or Rat-a-Tat-Raps to deal with them, then the cycle starts all over again.

Once again, just move around in circles and you won't get hit. The snot buddies tend to come in compact groups, so the roll attack works well against them. He increases the number of snot buddies each time. He'll send them after you've dealt enough damage. Always use grenade eggs for maximum damage against Terry. Another goop round, then blast his final HP away to make him give in.

Banjo will explain that he doesn't have the eggs. Terry will instantly believe him (why the hell didn't he do this before trying to kill you?) then ask you to round them up for him. To help you, he gives you a Flying Pad. He also gives you half the reward now. You might take it literally and expect half a Jiggy like in Glitter Gulch Mine's crushing shed, but you get a whole JIGGY (3) Look for a strange-looking cracked patch in the middle of the nest. Bill drill it and drop down. This is a little part of inside the mountain which contains a JIGGY (4), so shock jump back and leave the nest. Go down to the Warp Pad and warp to the start.

Head left to the lake. You should see an opening in the mountain in the back of the lake. Head through it and use the Split-Up Pads on the right ledge to become Kazooie, then head out to the water. Northwest of the pillar in the middle is an alcove with a Flying Pad. Use the pad to fly up to the opposite side of the room. You have to go pretty high, but you'll eventually see a vine on a ledge. Above the vine is an egg. Land on the egg and use the hatch move to hatch the egg. The baby pterodactyl will fly off to Terry.

Drop down and rejoin with Banjo , then use the Flying Pad again to land on the base of the pillar. Beak Barge the Stone Button on the pillar to raise a land bridge, then use the Springy Step Shoes to jump on top of the pillar. Another boss intro will introduce you to the Chompasaurus, who will swallow you whole. The Chompasaurus promises not to digest you if you solve his ulcer problem. Lovely. You have to score 75 points worth of RGB ulcers that pop out of his stomach. This is laughably easy so long as you go to the middle, hold the right control stick down button a little bit, then spin around and hold the trigger. If you do that, you should easily score almost twice the necessary amount. As thanks, Chompa will give you a JIGGY (5).

Leave the dino via his throat. He'll cough you up on top of the pillar, so head back out of the mountain. Swim over to the waterfall by making a left U-turn. In it is a vine that you should climb to get to the River Passage. Climb up and once you reach the top, switch to Talon Trot and head up the grassy path above the drop downward to get an EMPTY HONEYCOMB (3). Now start making your way through the passage. Go over to the left side of the river. Head along the left ledge until the ledge breaks off, forcing you to go in the water. Below you is an electric eel. Shoot it with a grenade egg using your sub-aqua egg aiming skillz, then grab the notes in the four corners of this area (100).

Just past the eel is a ledge on the left to jump to. Grip grab your way to a pair of Split-Up Pads, then become Banjo and jump in the water. Head to the opposite side and use the double jump (A+X+A). Normally, you would have to shoot the Snapdragons guarding the ledge above the river and then switch to Banjo and Grip Grab across the ledge in time, but this is a little shortcut. Talk to Jamjars to learn the Taxi Pack. Hold the left or right trigger then press the right control stick left to bring out the backpack. Press X to scoop up certain passengers, allowing you to transport them to other places. Head back to the ledge and Grip Grab to the pads, then join back with Kazooie. Continue to the end of the river passage and head through the exit.

Head right at the start and jump to the land. Follow the path to the right on the mountain side to find a GLOWBO (2) on a ledge. Now go back to the big lake area. Shoot the pterodactyl patrolling the area down with a grenade egg, then jump to the center platform. Shoot a Clockwork Kazooie egg to the ledge left of the cage behind the waterfall, then head through the tiny hole. Kill the Rocknut with one last bomb. You'll have to shoot another Clockwork Kazooie egg to get the JIGGY (6).

Drop down from the lake to your left to get back to Wumba's area. Use the warp pad by her wigwam to get to Mumbo's skull. Left of the skull is a ledge on the wall. Backflip to it and Grip Grab your way left. Kill the Snapdragon as you go. At the end, Bill Drill the boulder for a CHEATO PAGE (2). Head back along the ledge and go in Mumbo's hut, where you should give him the Glowbo and leave the skull. Mumbo's job in Terrydactyland is to do what Rare did with DK64's bosses: enlarge things. First, use the Mumbo Pad below the ledges leading to the skull to make the stepping stones bigger. Use the Warp Pad to warp to Wumba's wigwam.

Use the spell again on the wigwam to make it huge, then drop down from Wumba's ledge. Head over through the red-yellow tunnel. When you get through the tunnel, immediately turn right and go along the narrow ledge. Enter the cave at the end. Destroy the killer beehive and use the Mumbo Pad in the middle to enlarge the dinosaur. We're done, so leave the cave. Slide down the ramp and head to the start. Warp to Mumbo's skull and get Banjo and Kazooie back, then warp to Wumba's wigwam. Go in and jump in the pool. Because the wigwam's huge, you get to become a daddy t-rex this time. He can steamroll over any enemy, but can't use Warp Pads. Leave the wigwam.

Head through the red-yellow tunnel and make a right. You should see a ramp a bit ahead on the left. Go partially up it so you can see the Unga Bunga. Use a roar to scare him off, allowing you to go inside the Oogle Boogle's cave. Head back through the red-yellow tunnel. Step on the Daddy T-rex Switch on the right. The Jinjo cage will open (why are all the Jinjos in this level trapped in cages?) for 45 seconds. Quickly head back into the wigwam, then transform back into Banjo and Kazooie and leave. Head to the cage and get the JINJO (4).

It's time to hatch Terry's eggs and get the very first Jinjo we freed, right at the start of the level. Head through the red-yellow tunnel again and go over to the Split-Up Pads on the high ledge past the pillar. High jump to them and become Kazooie, then go over to the Springy Step Shoes. Getting to them is tricky. You have to jump from the base of the pillar. Put them on and jump onto the nearby pillar, where Terry gave you the Flying Pad. Take flight and head towards the start. When you reach the pillar in front of the entrance, fire a Clockwork Kazooie egg into the alcove on the right to get that first JINJO (5).

This allows you to keep flying. Go back to where you got the Springy Step Shoes and fly through the tunnel. You should see a big wall ahead, with a little rectangle sticking out of the ledge. This next part can be difficult. Fly over the ledge and into the hole. It's okay to land. Go through the hole and head into egg aim. Fire a Clockwork Kazooie egg at the CHEATO PAGE (3). Ordinarily, you would have to wait until after Cloud Cuckooland to get this page. Head back through the red-yellow tunnel and use the step shoes to get to the Flying Pad. Fly past the start and over to the lake. Land on the egg and hatch it. Another baby will return to Terry.

Rejoin with Banjo by using the step shoes to get to the Split-Up Pads, then head towards the start. Go up the spiralling ramp on the left near the train station and enter the Oogle Boogle's cave. The Oogle Boogles are hungry and cold. We can fix their heating problem right now, but the food problem will have to wait. Light up the first guy's fire with... a fire egg! Right of the Split-Up Pads is

a boulder. Bill drill it and use the Shock Jump Pad to reach a ledge. Grip grab left and head down the hall at the end, then shoot a fire egg at a second guy's fire, then head back.

Split up to become Kazooie, then jump up the ledges behind the first guy's fire. Go down the stairs and press the Cage Switch at the end to open a secret entrance to Witchyworld. It's no use right now, so head back. Make a right coming out of the tunnel to Witchyworld to reach a hall to a third guy's fire. Light it up with a fire egg, then use the nearby Shock Jump Pad to reach an egg. Hatch it and the third baby will return to Terry, then rejoin with Banjo and leave the cave.

Go up the bridge in front of the cave entrance and head into another cave on the mountain side. Head past Unga Bunga and high jump to the alcove in front of you. Go down the hall and kill the killer beehive, then use the Split-Up to become Kazooie. Look for a red part of the room, then head down a barely visible crack (just hug the red part of the wall). Hatch the egg at the end. The baby is too big to fly, home so head back and switch to Banjo. Use the Taxi Pack to put the baby in your backpack leave the cave.

Go over to the right a little near the windy ledges. Drop down so that you land by Jamjars' Springy Step Shoes hatch. Head over to the start and warp to the top of the mountain. Go up to the top and head into Terry's nest. Unpack the baby (hold the left or right trigger and move the right control stick left) in the nest and Terry will give you his other JIGGY (7).

Banjo has one last task to accomplish alone, so leave the nest and take the Warp Pad down the mountain a bit to Wumba's wigwam. Head through the red-yellow tunnel AGAIN and use the ledge on the right that you used with Mumbo to get to the Styraosaurus Cave. Kill the killer beehive go up to talk to the mother dinosaur, who tells you that her child Scrat is sick (on the left). Taxi pack the sick dino and leave the cave. Drop down, then head toward the start. Go into the cave near Jamjar's hatch and hop into the caboose of Chuffy. Deposit the dinosaur here and leave the caboose.

There's a Swap Cloud in front of the ramp up to the exit. Use it to become Kazooie, putting you back in the Unga Bunga's cave. Destroy the killer beehive, then go out via the exit past where you learned the Hatch, which is across from the Split-Up Pads. Now you understand why I had you press that Cage Switch. Drop down to the right over to the wigwam area. Go through the red-yellow tunnel one last damn time and enter the train station where Banjo is. Join with Banjo and go into Chuffy's engine, then take the train to the Isle o' Hags (Cliff Top).

```
=====
|                                     |
|           3oo           |   Isle o' Hags (Cliff Top)   |           CLIFF3           |
|                                     |-----|                                     |
|                                     |                                     |                                     |
-----
```

Head out of the train and go all the way to near Jolly Roger's Lagoon. On your right, before you reach the entrance to JRL, head down spiralling stairs going down the cliff ledge. At the bottom, step on the Stone Switch to create a bridge leading to the Hailfire Peaks entrance. Go back up and cross the bridge. Head all the way around the building and get the notes (90), then climb the vine in the back. Get the GLOWBO (1) here and head back across the bridge. Go along the cliff top ledge and enter Mumbo's skull.

Give him the Glowbo and leave the skull. Head back to the train. Use the Mumbo Pad overlooking the train tracks to heal the dinosaur inside. Head back to the skull and regain control of Banjo and Kazooie, then leave the skull and take the

train back to Terrydactyland.

```
=====
|                                     |
|           3pp                       | Terrydactyland | TERRY4         |
|                                     |               |               |
|                                     |               |               |
-----
```

DAMN, this is annoying! At least the dinosaur goes back on his own. Better yet, the mom gives you the JIGGY (8). Head out of the train station and go left, then leave this world for now.

```
=====
|                                     |
|           3qq                       | Isle o' Hags (Wasteland) | WASTE2         |
|                                     |               |               |
|                                     |               |               |
-----
```

Warp to the plateau.

```
=====
|                                     |
|           3rr                       | Isle o' Hags (Plateau) | PLATEAU5       |
|                                     |               |               |
|                                     |               |               |
-----
```

Go to Honey B's Hive. Talk to Honey B and trade in your HH to get nine honeycombs total, then exit. Head to Glitter Gulch Mine.

```
=====
|                                     |
|           3ss                       | Glitter Gulch Mine | MINE4          |
|                                     |               |               |
|                                     |               |               |
-----
```

Warp to Mumbo's skull, then head to the left of the skull and down underground to where you got your first Glitter Gulch Mine Jiggy (the Generator Cavern). Go past the jail cell and into the room with the TNT box. Instead of going to the Generator Cavern, head past the TNT box and over to the ledges behind it. Locate a pair of Split-Up Pads, then become Banjo. Head into the shack just to the right of the ledges. Climb up the ladder to the top room. Find the Lightbulb Switch and stand on it, turning on the lights in the basement, then switch to Kazooie and head into the same room.

Go downstairs on the left instead of up the ladder (Kazooie can't climb anyways). Kill the hillbilly and start traversing the planks. You have no time limit, so go as slowly as you want. Kazooie is fast, so she can easily fall off the planks. At the end, you'll find a JIGGY (9). Head back to Kazooie's Split-Up Pad and switch to Banjo. Climb down the ladder and rejoin with Kazooie, then head back to the jail cell room by climbing up the ledges across from the Split-Up Pads and leave the underground area. Use the Warp Pad by Mumbo's skull to warp to the crushing shed.

Bust open the crate near the river to reveal a pair of Springy Step Shoes. Put them on and head across the train tracks. Avoid the hillbilly and go on the ledge behind the waterfall, then jump to the alcove above where the water is coming from for the JIGGY (10). We have one last thing to do, so warp to the train station. Follow the train tracks to the river, where you should follow the river to the end and head into Waterfall Cavern. Jump into the water and dive under. Look on your right. Break the Kazooie rock with a good old Talon Torpedo

and head through.

```
=====
|                                     |                                     | |
|          3tt                       | Hailfire Peaks                     |          PEAKS1                     |
|                                     |                                     |                                     |
|                                     |                                     |                                     |
=====
```

Head up to the surface and on your left, you'll find the ice safe. Open it with the Ice Key and get the MEGA GLOWBO (1), then head back to the mine.

```
=====
|                                     |                                     | |
|          3uu                       | Glitter Gulch Mine                 |          MINE5                     |
|                                     |                                     |                                     |
|                                     |                                     |                                     |
=====
```

Head into the doorway on the nearby ledge, then go forward, crossing the dirty water. Go through the exit at the end and head forward to the crushing shed. Warp to the start and leave.

```
=====
|                                     |                                     | |
|          3vv                       | Isle o' Hags (Plateau)             |          PLATEAU6                 |
|                                     |                                     |                                     |
|                                     |                                     |                                     |
=====
```

Warp to the wasteland.

```
=====
|                                     |                                     | |
|          3ww                       | Isle o' Hags (Wasteland)          |          WASTE3                   |
|                                     |                                     |                                     |
|                                     |                                     |                                     |
=====
```

Follow the digger tracks past the Terrydactyland entrance, where you'll find the tracks have gone up the wall. Head right of the wall when the tracks go up the wall and kill the Ugger, then put on the pair of Springy Step Shoes you should find. Jump into the hole atop the digger tracks going up the wall to find the last portion of the Isle o' Hags.

```
=====
|                                     |                                     | |
|          3xx                       | Isle o' Hags (Quagmire)           |          QUAGM1                   |
|                                     |                                     |                                     |
|                                     |                                     |                                     |
=====
```

Head forward and activate the Silo. Now head northwest and go to Grunty Industries.

```
=====
|                                     |                                     | |
|          3yy                       | Grunty Industries                 |          GRUNTYI1                 |
|                                     |                                     |                                     |
|                                     |                                     |                                     |
=====
```

The normal level headers aren't here because we're only here to activate the Train Switch. Yes, you have to use the train to get into the damn factory. Head right and jump across the toxic waste barrels, then high jump to the ledge. Kill the Snapdragon and climb the ladder. Climb down the ladder on the other side and

hit the Train Switch. Now go back and leave.

```
=====
|                                     |
|          3zz           |   Isle o' Hags (Quagmire)   |           QUAGM2           |
|                                     |-----|
|                                     |
|-----|
```

Warp to the wasteland.

```
=====
|                                     |
|          3aaa           |   Isle o' Hags (Wasteland)   |           WASTE4           |
|                                     |-----|
|                                     |
|-----|
```

Go to Terrydactyland.

```
=====
|                                     |
|          3bbb           |   Terrydactyland   |           TERRY4           |
|                                     |-----|
|                                     |
|-----|
```

Take a right at the start and then make another right past the ledges up to the Springy Step Shoes hatch. Head into the train station and take Chuffy to Grunty Industries

```
=====
|                                     |
|          3ccc           |   Grunty Industries   |           GRUNTYI2           |
|                                     |-----|
|                                     |
|-----|
```

Grunty's abandoned industry produces underwear. There are five floors to explore in this extremely large world, and they're all entered in different ways. The place is filled with an incredible amount of toxic waste, with a huge waste disposal plant and the entire industry being surrounded by waste. Tintops, which are little robot droids that pop out of tanks, are put in various areas throughout the industry to attack you. There's a camera that sends the droids out if it sees you, so you can destroy it with a grenade egg.

Moves - Claw Clamber Boots, Snooze Pack, Leg Spring
Difficulty - 8/10
Enemies - Worker, Drumble, Tintops, Screws/Bolts/Washers, Red-Eyed Beehive, Minjo

Hop out of the train car. We can actually play this level now. It's extremely long and complicated because you have to spend an eternity activating 4000 different things before you can actually collect any of the damn items. Kill the toxic waste drums at the start, then head up the stairs on the right. Go around the balcony to the other side, then break the box. Use the Shock Jump Pad to reach the metal bar. Grip grab to the middle and get the EMPTY HONEYCOMB (1).

Hmm.. an Empty Honeycomb in five seconds, not bad. Head through the hallway below the balcony. You should see a metal tank thing on the ground. These things are all over the industry. When you get near, a camera will see you and the Tintops (electric shocker robot things) will come out. They're invincible until they open up to reveal their "eyes". You can also kill the camera to

disable the system for a little bit. Kill the camera, which is on the opposite wall, then grab the three note nests on the boxes on the sides of the room (15). Continue to the next area.

Welcome to the first floor. Head around the room to the right. You'll pass a big machine thing, called the trash compactor. When you see a large platform with stairs, head up the stairs to find a pair of Split-Up Pads. On a pipe connecting the platform to a tank in the middle is a Jamjars hatch. Talk to him to learn the Claw Clamber Boots. Put on a pair of blue boots with red suction cups and you can walk up walls with Kazooie's footprints on them, though the boots don't last forever. Split up and become Banjo. Head to the front where the main entrance door is. Stand on the Banjo Switch and switch characters, then use Kazooie to stand on her switch. The main entrance opens. Switch to Banjo again and activate the Warp Pad, then head outside.

Kill the worker and double jump to the toxic waste barrels. Head up the ramp over the entrance to the world to find a Bazza battery. These things are used to activate doors in the plant with insufficient battery power. First, you have to Pack Whack it to stun it senseless. Then, use your Taxi Pack move to stuff it in. Head back inside. Go up the stairs that lead to the Split-Up Pads, then jump off the platform to the corner on the right. You'll see a big cylinder here. The speakers will tell you that the battery power to the Waste Disposal Plant is insufficient. Place the battery in the power socket to open up the plant.

Climb up the ladder, but before you go in, jump to the pipe on the left. Grip grab (avoid the shockers) to the notes below (25). Double jump back to the cylinder and head into the plant. Talk to Jamjars to learn the Snooze Pack, an incredibly useful move. Hold the left or right trigger and move the right control stick right to have Banjo take a nap, recovering lost honeycombs. Not only is this good for when Banjo is alone, you can also use this move anytime and join with Kazooie to almost fully restore your energy.

Head past the hatch and step on the Toxic Waste Switch on the pipe. This raises the toxic waste level in the plant. It doesn't matter right now, so drop down onto the pipe. Go to the left and right sides and get the notes in front of the toxic waste (35). Head to the left side (facing the entrance) and climb up the ladder to reach the top again. Leave the Waste Disposal Plant. Oh yeah, I forgot to mention something about those annoying toxic waste drums. Not only do they take two hits, but they also sometimes release toxic gas particles when you kill them. These gas particles can make you lose oxygen when they attach themselves to you at an EXTREMELY RAPID RATE! Be careful!

Back in the first floor, head over to the right. You should see that machine thing again in the corner opposite the Waste Disposal Plant. Head into it through the conveyer belt-like entrance. This is the trash compactor, which has giant crushers that can kill you in two hits. Head forward and the compactor will be turned on. Purposely go forward and get hit. Keep going to the conveyer belt and go into the alcove on the right, where you'll see a Jiggy. Use the Snooze Pack, then continue past the conveyer belt to the next compactor. You'll get hit, so continue past it and Snooze Pack, then hit the Banjo Switch, opening the glass door. Head back to the door after getting hit and get the JIGGY (1).

Kill yourself on purpose to appear back at the Split-Up Pads with Kazooie. Join with the bird and head over near the Waste Disposal Plant. Take a left where you'll find a worker and an incline in the corner. Go up the incline and head left. Pass the service elevator (biological personnel can't use the elevator) and enter the workers' quarters. There are Tintops here, but it's safe to ignore them. Head along the left wall and blast open the men's room (the second door on the left) with a grenade egg. You'll find Loggo, the toilet, from Mad

Monster Mansion. He's been clogged up by the workers, so give him a good bill drill. This somehow unclogs him, causing him to spit out a CHEATO PAGE (1).

We can't have a good Banjo game without some literal toilet humor. Leave the workers' quarters. Head over to the Claw Clamber Boots on the platform and go up the incline. Head up the Kazooie footprints to reach a platform. Go along the platform and you should see a square pipe with a crack in it. Use the Shock Jump Pad in it to reach the second floor. Drop off the platform and kill the worker, then head to Wumba's wigwam on the left. Avoid the killer beehive and get the GLOWBO (1) behind a cracked pipe on your right as you enter. Activate the Warp Pad in front of the wigwam and go in.

Give her the Glowbo, but don't jump in the pool. Facing away from the wigwam, head right into another room. Shoot the camera on the wall opposite you and get the notes on the boxes on the side (45). Break the box blocking the doorway on the side of the room with the camera and head down the stairs. This is the fire exit. Step on the switch next to the exit to open a door on the side of the plant. Head back up the stairs.

On your left is a hallway. Head down it to find something resembling an industrial version of the Inferno from Witchyworld. Avoid the toxic waste drum and climb the pipe on the tower (there's a shocker). Split up and become Banjo, then head to the pipe in front. Get the note (50) and high jump to the pipe. Grip grab over to the platform with a Bazza battery. Whack it and pack it in, then drop down. Jump along the platforms on the toxic waste and climb the pipe again. This time take the right pipe. Get the note (55) and deposit the battery in the socket to open the Electromagnet Chamber.

Switch to Kazooie and head back to the room with the Tintops. Bust open the crate right in front of you and put on the boots. Head back into the tower room and take a left. Go up the footprints to reach a platform. Head to the left along the platform to find Jamjars in an alcove. Talk to him and he'll teach you the Leg Spring. As much as we all hate Grunty Industries, it's filled with excellent moves, like this one. Hold the left or right trigger and press A to jump as Kazooie alone about as high as a Shock Jump Pad. Speaking of Shock Jump Pads, drop down and use one behind the tower to reach the Split-Up Pads. Take the pipe closest to the Banjo pad and grab the note (60), then Leg Spring to the JINJO (2).

Join back with Banjo across the opposite pipe. Break the door right of the entrance with a grenade egg. Now go in the chamber. Head forward and take a right. Kill the waste drum and head up the stairs. Head along the platform and kill the worker, then Beak Barge the Red Switch next to the elevator shaft to open the door. Leave the Electromagnet Chamber and go through the secret path you busted open with a grenade egg. Break a second door with a grenade egg. This is a secret and important shortcut between the wigwam and the magnet chamber.

Head right to the room with the Tintops. This time take the path on the left to find yet another damn room. Break the box on the right immediately as you enter and put on the clamber boots. To reach the somewhat footprints, make a U-turn to the right. Grip grab right across the pipe, avoiding the shocker, then head through the metallic hallway. Press the switch in front of you to open a door, then head back. Go along the platform and you'll see a bunny. Ignore him and continue to Grip Grab along another pipe on the right. Climb the ladder and you'll reach the third floor.

We have a few things to do here, so drop down to begin the adventure. When you come to a point where there's no ground (just a box you have to jump over), use the box to jump to another box behind you. From here, work your way up the boxes toward the ladder you came from, then at the top of the boxes, continue in

the opposite direction. Wingflap over the gap and begin heading over to the corner. In the corner is a FRAGILE box. Break it and use the Shock Jump Pad inside to reach the top of the corner boxes (you'll just make it high enough to Grip Grab). Break another FRAGILE box for an EMPTY HONEYCOMB (2).

Now work your way to the opposite side of the room along the boxes. Drop down at the end and get the GLOWBO (2). Drop off the boxes and head to the corner where you got the Empty Honeycomb. This time, go left and you should see the elevator. Head right of the elevator to where you'll find a worker. Kill it and climb up the right ladder. This is how we get to the fourth floor, but we're not going to do that yet. Go over to the other side and head up the ramp platform. Take a left immediately and ignore the right path going to the Minjo, then jump the gap by rolling off the platform and wingflapping and get the notes (70).

Drop down and take a left, heading to the start of the area. Split up using the pads on the box by the doorway and become Banjo, then go into the doorway. Avoid the Tintops and head into the corner on the immediate left. Pack the battery in and leave this room. Make a left and head forward. Work your way up the boxes from the middle. Use the double jump to get up the boxes, heading toward where the Glowbo was. Continue up to the top of the boxes where you'll find a doorway to the boiler plant. Head in, drop, and run right. Go between the two giant tanks and deposit the battery in the socket to open the packing room. Use the Swap Cloud to switch to Kazooie. Use the Leg Spring to head up the boxes and enter the boiler room. Once you get there, join with Banjo and enter the packing room.

Here's a fun little mini-game: pack Twinklies by picking them up as they appear and depositing them by running over the colored bins. Twinklies will appear (red, green, blue) from the mesh floor. Mesh floor.. so that's what those stupid platforms are called... Anyways, the more Twinklies you pack, the slower you get. When you're running out of speed, run over the three chutes to score your points. You have 60 seconds to score 40 points. At the start, grab the Turbo Trainers right of the blue chute. Now start packing up as many Twinklies as you can. Go for greens and blues, and try to go where there are lots of Twinklies. You want to go for greens and blues here (the number of Twinklies of each color you have is displayed at the top of the screen), more so than the previous mini-games. It's much harder than previous mini-games you have played. If you waste time with too many reds, you won't win this one. When you win, the speakers will give you a JIGGY (2).

Leave the packing room, then head up the stairs and go right. Beak barge the Red Switch to open the 3rd floor elevator shaft door. Go back down the stairs. Near the stairs you will see a plate with four bolts in it. There are a few of these throughout the factory, and they are important. Bill drill all four bolts and something will fall to a lower floor. This one makes a Mumbo Pad fall to the Electromagnet Chamber. Leave the boiler room. Go back to the doorway where you found the battery for the packing room. Head up to Mumbo's skull and activate the Warp Pad, then go in and give him the Glowbo. Warp to Wumba's wigwam and go through the secret hall so you can enter the Electromagnet Chamber. Go up the stairs and along the walkway, then use the pad to EMP the electromagnet. The auto-fixing program, which takes 90 seconds, will be turned on. That's your time limit.

Quickly get out of the chamber, head through the secret entrance, then warp to the skull. Get Banjo and Kazooie back, then head out of the skull and warp to the wigwam. Jump in the pool and transform into the washer. Press the left or right trigger to fire underwear (weak attack) and use A to make a pathetic jump. Head into the magnet chamber via the secret entrance. Go forward and press the huge switch. The washer is heavy enough to activate it, so the switch turns on and opens a door in the air conditioning plant. We could go there now, but since

it's all the way on the first floor, we're going to wait until the end of the trip. Head back to the wigwam and transform into Banjo and Kazooie. Leave the wigwam and warp to Mumbo's skull.

You might notice there's a pipe leading up on the side of the skull. Take the pipe up and you'll find a secret entrance. Go through and you're directly across from where you want to be. Head forward and kill the worker on the platform, then climb up the pipe on the right and go through the fire exit. Go up the criss-crossing stairs and head into the fourth floor at the top. Drop down and avoid the drums, then take the hallway on the right. In the next room, avoid the Tintops and press the Flying Pad Switch on the left side of the room. This creates some Flying Pads outside the plant. Head through the giant "doorway" to where you'll find some boxes and... wall crushers. What the **** are wall crushers?

Head up the boxes to the platform. You'll find a pair of Split-Up Pads, but there is a ledge sticking out with a box on it. Break it open to find a Mumbo Pad. Drop down in front of the wall crushers and activate the Warp Pad, then warp to Mumbo's skull. Gain control of Mumbo, then warp back to the wall crushers. Head up the boxes and use the pad to deactivate the wall crushers for 45 seconds, which gives you little time to waste. Jump off the platform to the Warp Pad and warp to the skull, then get Banjo and Kazooie, followed by warping back to the crushers. Quickly Talon Trot to the other side of the crushers. Press the Banjo-Kazooie Switch to permanently deactivate the crushers.

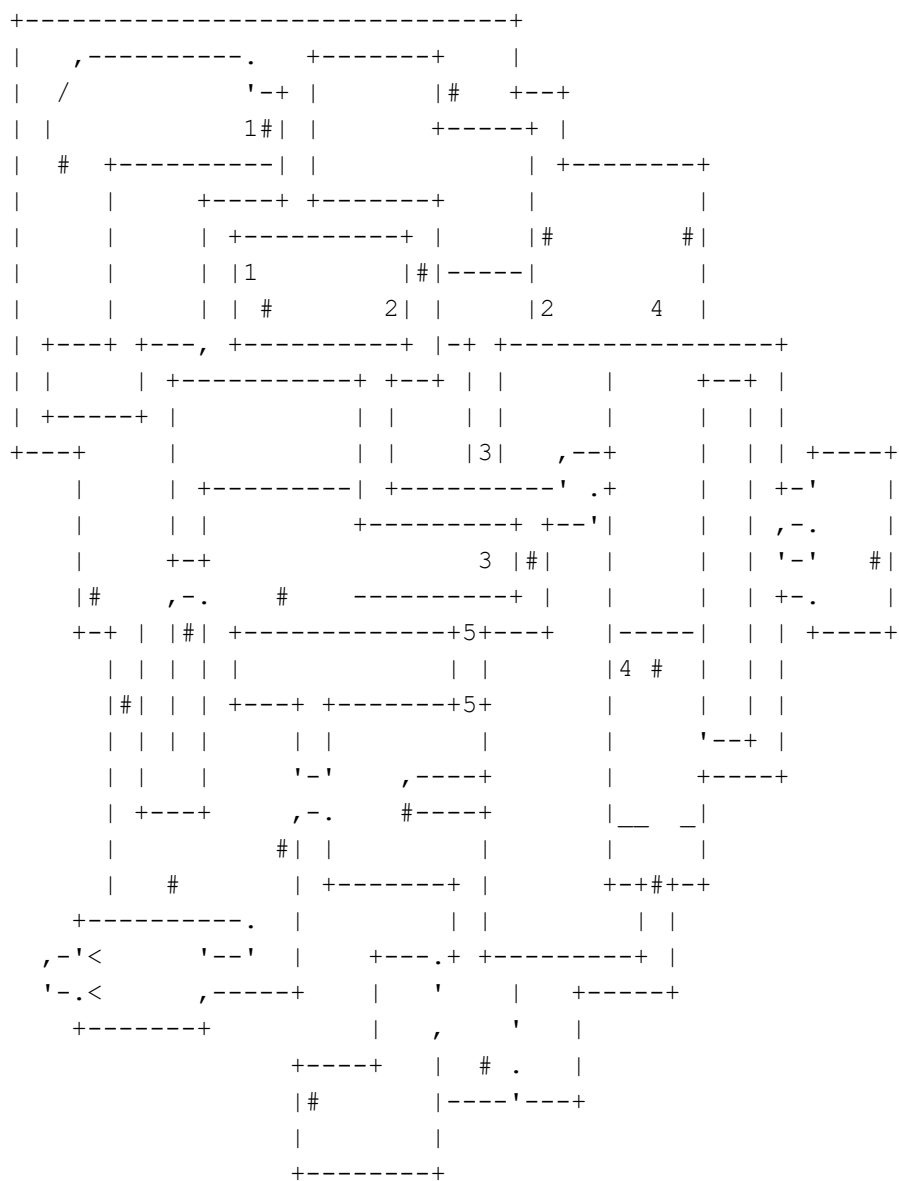
Break the box on your right side for a beehive, then head down the chute near it. You appear back at the Split-Up Pads. Become Banjo and drop down, then warp to the wigwam. Go to the room with the Tintops. Banjo can't destroy the camera, so avoid them. Go through the hall on the left, where you first accessed the third floor. This time continue past the two workers to a room with Tintops. Avoid the Tintops and pack in the battery in the back, then head back to the wigwam and warp to the wall crushers.

Head to the end of the crushers and go down the hallway on the left. You have to avoid more Tintops, so head to the corner of the room across from yours and go up the pipe. Go up the ramp on your left and into the doorway. Deposit the battery into the socket to open the Cable Room. Use the Swap Cloud left of the entrance to become Kazooie. Go to the room with the Tintops at the end of the crushers. This time, just head forward and use the Shock Jump Pad ahead. Head down the hallway and join with Banjo, then enter the Cable Room. You'll find, whoa, cables in here. They hurt you, so jump over them and take note of the Fan Switch in the upper left corner. You might need to use this in a bit, so take a mental note of its location and enter the room.

Here you have to play a relatively easy shooting challenge. The "Jinjo" below is a Minjo, so go into egg aim and look at the conveyer belt. Since Grunty evidently gives zero ****s about the environment, tons of toxic waste drums move right along the belt. Occasionally, a blue Rareware drum appears. You want to shoot those with grenade eggs. As you shoot more and more, the drums become closer together and the belt speeds up. Timing becomes more important. If you hit a toxic waste drum, you have to leave and turn on the Fan Switch, then re-enter. You can start where you left off, fortunately. Once you get to the point where the drums are almost touching, you have to lead your shots about three drums ahead. After you shoot enough Rare drums, the Jiggy appears ON THE OTHER GOD DAMN SIDE, which only the washer can reach. Fantastic...

Hop the cables and go back to the room with the Tintops. Go back to the pipe where Banjo climbed and head right of it this time. Beak barge the switch to open the door, then continue to the corner above the start. Avoid the Tintops and grab the Claw Clamber Boots in the pipe, then continue up the next part. Go

up the footprints and go left, then enter the sewer. Can anyone explain why the sewer is on the FOURTH floor? You'll enter breegull blasting mode, so head forward to the door. It's time for the hardest Jiggy in Grunty Industries: Clinker's Cavern. What you have to do is shoot clinkers, brown smudge crap blocking the air vents. There are 20 of them, and you have to shoot them all in 200 seconds. It's a hell of a lot harder than the Ordance Storage. If the time runs out, you lose oxygen, then health, then you die. Thanks to King Kool's FAQ, I found a good route. Here is a map:



LEGEND:

- < = Entrance/Exit
- # = Clinker
- 1, 2, 3, 4, 5 = Connecting Passages (1 connects to 1, 2 connects to 2, etc.)

There's a window on the left side that you should see. Look through it and shoot the CLINKER (19). You'll want to use blue eggs. Head through the tunnel to the next room. Shoot the CLINKER (18) on the right side, then turn U-turn left and look up at the wall to shoot another CLINKER (17). Go past the other Clinker to find two tunnels. Take the right blue tunnel and shoot the CLINKER (16), then go through the tunnel on the right to find a room with a bunch of pipes. Shoot the obvious CLINKER (15) and go right around a few bends. Kill the enemy and shoot the CLINKER (14). Turn around to face the pipes and head through them, going through the green brick tunnel.

You'll find another room, which has pipes and is green. Go forward and kill the enemy, then shoot the CLINKER (13). Turn 180 degrees and look up to

shoot yet another CLINKER (12). Go through the doorway left of the lower clinker and you'll take several turns till you reach the room. Shoot the CLINKER (11), then look on the opposite wall. Way up is another CLINKER (10). Go through the tunnel opposite where you came from and shoot the CLINKER (9). Go up the ramp and you'll find a balcony. Head to the end of the balcony and turn left 90 degrees to shoot a CLINKER (8). Turn around another 90 degrees and look under where you entered the room (below the balcony) and shoot the CLINKER (7). Go back to where you entered the room and take the other tunnel (which is on your right).

You'll be on a balcony, so shoot the CLINKER (6) below you and another CLINKER (5) on the left. Go back to the previous room and go down the balcony ramp. Go to the green room and through the tunnel. Here you will find a CLINKER (4) on your right and two ramps on either side. Go up the brown ramp on the right first and kill the worker. Take a U-turn left and kill the CLINKER (3). Look on your close to that clinker to shoot another CLINKER (2). Make a 45 degree turn right and you should see a CLINKER (1) on the wall. Head back to the room with the two ramps and take the blue ramp this time. You have to take a turn right, putting you on a balcony.

Walk along the right side of the balcony and take the tunnel on the right to the red room where you shot the two clinkers (from the window, though). Take the green tunnel on your left, where'll you'll take a few turns. Head directly forward into another tunnel. Now you have to take a right turn. There are two paths on your left. Go into either one and shoot the last CLINKER (0). The cleanup bonus will appear in the sewer room. Head to the end of the hallway with the two paths on the left and you will have to take a turns. Kill the worker and take the right path, going around the bend. In the room, go left immediately into the green tunnel. Take the immediate left and head into the path opposite where you are. Turn right and go down the path, followed by turning left and going up the blue path to the exit. Once outside, get your JIGGY (3). Wow, how long has it been since we actually got a Jiggy? Jesus Christ. Anyways, leave the sewer.

Drop down to the bottom of the room and the Tintops will attack you. Go through the doorway back to the wall crushers and head back to the end of the crusher, where you should warp to the 1st floor. I said we were going to head into the room we opened with the Electromagnet Chamber switch at the end. I lied, we're going to do it now. Turn around and head towards the first floor. On your left is a little drop (there are stairs from the trash compactor segment). Drop down it and enter the doorway to the air conditioning plant.

Go to Banjo's left or right from the camera's view. Jump the gap and head to the end to pick up a note (75). Head back to the start and take the opposite path. Get another note (80) and high jump to the ladder. Grip grab across the yellow-blue pipe at the top and drop down. Get grenade eggs (unless you're maxed) and go in the door to the Repair Depot. We can't get the Cheato Page across the spinning cog yet (actually, you can if you constantly jump, but if you make the slightest timing error you'll just plummet to the bottom), so make the seemingly suicidal move of jumping to the bottom. You will then fall approximately 500000 feet. Fortunately, a cut-scene saves you from certain death.

Boss 8 - Weldar (Visually-Impaired Welding Torch)

Difficulty : 8/10

It's time for the most difficult boss yet, Weldar. A giant tank with a hose attached to it will pathetically struggle its way into the room through a door.

He'll stupidly believe Banjo when he claims he isn't a bear, but decides to kill you anyway simply because he's already out.

Stage 1 - Easy Mode

Weldar stays near the center of the room most of the time. He begins by firing blue electric shocks at you. While he does lead his shots, you can simply run in circles and you won't get hit. If you do see a shot about to hit you, move out of the way. After a few shocks, he will try to suck you up like a vacuum. If he manages to, he'll spit you up and you lose a honeycomb. Before that happens, fire a grenade egg in his mouth. This causes a painful reaction because he's full of flammable gas. While in reality this would easily destroy the entire Repair Depot, this is a video game, so it merely causes Weldar some heartburn.

Next, the torch will spit out a few nuts and bolts. Kill them all for a honeycomb. While this would normally be easy to deal with, you want to be facing Weldar when he tries to suck you up, which he does right after you kill the bolts. I actually recommend standing still and letting the bolts come, then using the stationary Rat-a-Tat-Rap. Fire another grenade egg.

Now Weldar jumps up into the air (how does he do that, he weighs a ton?). Switch to Talon Trot and avoid his shadow. When it gets larger, it means he's about to land. Next, simply run around avoid Weldar as he bounces around the floor trying to hurt you. Weldar will then take a huge leap into the air. He always lands in the middle, so get out of Talon Trot and face the center. Shoot a grenade egg in him.

Stage 2 - Easy Mode With an Electric Grid on the Floor

Since Weldar is losing, he decides to turn on an electric grid. The electric is in the lines of the squares on the floor. Touch it and you lose a honeycomb. Now this battle becomes a hell of a lot more difficult. He starts firing blue electric shocks at you again (he repeats the phases). While he does lead his shots, you can simply run in circles, throwing some irregularity in your movements every so often. As long as you jump before the shock hits you, you won't get hit. It is, however, harder with the grid on the floor. You can't land on the grid, so you have to be careful about where you jump. A wingflap can save you, but then you'll be hit by his next shock. Fire a grenade egg in his mouth after he fires like twice as many shocks as last time. You also have to avoid being sucked into the electric grid after dodging the electric shocks. Stand near the edge and face him when he's about to suck you in.

Now prepare yourself for more nuts and bolts. Again, stay facing Weldar and use the stationary Rat-a-Tat-Rap. Be careful! Go back if you start approaching the grid. Fire a grenade egg into Weldar. Since you get sucked in, you'll pretty much always lose a honeycomb when you fire an egg. That restricts the amount of honeycombs you can afford to waste.

Finally, Weldar jumps in the air. If you made it this far and still have at least three or four honeycombs, you've got this made. Switch to Talon Trot and avoid his shadow, then just jump around the grid, avoiding his bouncing. Stop Talon Trotting once he jumps high and face the center. Fire one last grenade egg and he will FINALLY explode. Of course, it doesn't destroy the Repair Depot or even lay a scratch on Banjo.

Weldar's head hits a switch that turns off the spinning cog in the Repair Depot (which extends to the air conditioning plant). You've probably realized how long it takes to get a single Jiggy in this level. For that reason, Weldar doesn't just have a Jiggy inside of him like the other bosses. No, instead the Jiggy is in the fan on the other side of the cog in the AC plant. Wonderful. Use the Shock Jump Pad Weldar gives you to climb up the ladder. Head across the cog to get the CHEATO PAGE (2). Head back across the cog and leave the Repair Depot, then cross the cog and jump to the fan for the JIGGY (4). Go back to the cog and switch to Talon Trot. Jump to the slanted wall and Talon Trot to the platform where you can leave. If you just drop down, you'll land in toxic waste.

Use the Split-Up Pads on the platform to become Banjo, then head outside the plant. Double jump to one of the toxic barrels. Head over to the ledge (make the Snapdragon come out, then rush past it, or just take the damage from the toxic waste) then high jump to it. Climb the ladder on the other side and head past the Train Switch. Go over to the land on the side of the factory past the switch. You'll have to take a few hits in the toxic water. Bust open the box and stand on the Metal Switch. This opens an alcove with a Jinjo on the back side of the plant. Switch to Kazooie.

Head to where Banjo is. You have to Leg Spring over the wall sticking out of the building. Right of Banjo is a narrow bridge that leads to a box. Open it for a pair of Claw Clambers. With the boots on, head to the back of the plant. Find the prints and head up the longest set of Kazooie footprints in the game. I swear, it's unbelievably huge! Once you actually reach the top, get the JINJO (3).

Drop down and join back with Banjo. Go to the Flying Pad on the wall sticking out of the building near the Train Switch and use it. Shoot a Clockwork Kazooie on top of the entrance to the building, where you'll find the TREBLE CLEF (100). The plant has several windows that are clear and can be broken with a Beak Bomb or grenade egg. Destroy the first one, which is just above the Flying Pad, and head inside, where you should get the CHEATO PAGE (3) and leave. Use the Flying Pad on the window and head to the left side of the building, which is the side opposite the Claw Clamber boots. Break and enter a second floor window, where you should unscrew the bolts with the Bill Drill to make a box fall to the first floor. This allows the washing machine to get over to the trash compactor. Leave.

Use the Flying Pad to fly to the top of the building. First off, look for the smokestack that has boards covering it up on one side. Blast that open with a grenade egg. Now land between the spikes in the roof. There are a couple of windows to break here. You can use a Beak Buster or Rat-a-Tat-Rap. First, break open the one on the same side that the boarded up smoke stack is on. Fall through to the fifth floor. Look over to the other side of the room. You'll see a Jiggy on a box. If you want, shoot a Clockwork Kazooie egg on top of the box and grab it, otherwise continue on to do it the correct way. Below the boxes you should see a plate. Jump down and unscrew the bolts to make a plate drop to the fourth floor, creating a shortcut. Once everything is unscrewed, drop down to the fourth floor. Head over along the walkway to the Split-Up Pads and become Kazooie, then shock jump to the fifth floor and leg spring to the top of the boxes to the JIGGY (5).

Drop down and reunite with Banjo. Shock jump to the fifth floor. Now it's time to get back on the roof. Look to the opposite side of the room where you should see a ladder. Climb up the ladder to the mesh floor and jump to the exit. You'll probably fall off the roof, so head around to the smokestacks and activate the Warp Pad. In front of the Warp Pad (near the edge) is a Flying Pad. Use it to fly back to the roof, then Talon Trot and break the other window (on the

opposite side) We have only one thing to do here. There are Tintops, so drop down and quickly head to the other side of the room. Jump to the box with the quite visible JINJO (4).

Near the Jinjo is a ladder. Climb up it to reach a red bar. Carefully walk across the bar and jump to the pipe. Grip grab left and avoid the shocker, then jump to the top box and jump to the exit. Go over to the Flying Pad. Fly to the top of the smokestack that's spewing green gas from it and get the EMPTY HONEYCOMB (3). Drop down and use the Flying Pad to fly into the hole we made in the other smokestack. You're on the third floor tank. Can someone explain that to me? How does falling through a smokestack put you there? Wtf? Anyways, get the JINJO (5) and exit the boiler room to the main part of the third floor. Go to Mumbo's skull ahead and warp to the wigwam, where you should become the washer again.

The washer can access restricted doors and use the elevator, but to keep things sufficiently annoying, it cannot use Warp Pads. Head to the room with the lone worker (across from the wigwam). It's where you first entered the second floor. Use the elevator by standing in it and pressing X. Select the first floor. The task of the washer is to clean six bunnies, called Skivvy workers (wtf?), around the industry. They need their overalls washed on the spot. This Jiggy probably requires the most preparation, but we've already set everything up as we worked for the other Jiggies in the level. Head into the workers' quarters, which is just left of the elevator. Go into the bedroom in the upper right corner of the room. Talk to the bunny and he'll throw in his clothes. Leave the workers' quarters. Go right and use the platform you unbolted to reach the second bunny. Take the service elevator to the second floor.

There's technically only one bunny here, but the second floor allows us to reach two bunnies. Head to the wigwam, then to the room with the Tintops. Take the SECOND left hallway. Not the first. Remember when we originally went up the footprints with the boots here and we activated that switch before proceeding to the third floor? Now head through that door you opened to the platform. Clean another bunny. Head back to the room with the Tintops and go through the door with the FLOOR 1 sign and go through the fire exit. Head down the stairs and follow the toxic waste platforms (the toxic waste monster can't hurt the washer). Jump into the ugly brown leaves covering the platform up and you'll find another bunny.

Head back into the plant via the fire exit. Go back to the elevator and use it to reach the third floor. Head straight forward from the elevator. On the wall is a sign that says "BOILER PLANT". Break the box in front of it by pressing the left or right trigger to fire underwear, then head in the mechanical personnel only door. In here, kill the worker and wash the bunny. Nice, just one left. Leave the boiler plant and take the elevator to the fourth floor. Drop down and go left, avoiding the Tintops (shouldn't the Tintops respect the mechanical personnel instead of trying to kill them?). Avoid the toxic waste drums and head up the slope on the other side of the room (you'll have to take a northeast turn). Go through the mechanical door. Now we can actually pick up the damn Quality Control JIGGY (6).

Head back to the Tintop room and take the elevator to the fifth floor. Kill the nuts and bolts and head to the opposite side of the room. Go through the mechanical door. There are Tintops in here, so quickly head left and up the ramp on the wall of the room to reach the final bunny. He will, of course, give you a JIGGY (7). Head back to the elevator and go to the second floor, where you should transform back into Banjo and Kazooie and warp to the first floor. We are FINALLY done with this place (actually, we still have freaking three Jiggies left, which we can't get until later), so leave this cursed world.


```

=====
|                                     |                                     |
|           3ddd                     |   Isle o' Hags (Quagmire)   |           QUAGM3   |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

Are you guys happy with the length of that world ? It took me five hours to write up that guide. We have a TON of stuff to do, so firstly, warp to the pine grove.

```

=====
|                                     |                                     |
|           3eee                     |   Isle o' Hags (Pine Grove)   |           GROVE1   |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|

```

Go in the wigwam on the left and give Wumba the Mega Glowbo. If you want Kazooie to be a dragon, jump in. You can go anywhere with this transformation. The only change is that her stationary Rat-a-Tat-Rap becomes a fire breath again. Her voice becomes lower-pitched too. Leave the wigwam and go to Witchyworld.

```

=====
|                                     |                                     |
|           3fff                     |       Witchyworld           |           WITCH3   |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|

```

Warp to the big top and become Banjo alone. Now warp to wherever you found Groggy, the fat kid (next to the Dodgem Dome, in the train station, or in the Inferno). Assuming you fed him the burger, he can't move, so Taxi Pack him and warp to the start. Un-Taxi Pack him and give him to Mrs. Boggy. After Groggy tries to tell his mom that Banjo forced him to eat the burger, Mrs. Boggy disciplines him in a manner that would be considered child abuse by any reasonable standard. Seriously. She hits her kid in the head with a pocketbook. This causes him to run off crying. Hey! The kid can actually move! Anyway, for your work, Mrs. Boggy gives you a JIGGY (10).

Warp back to Kazooie and buy some burgers from Big Al. Head to the top of the big top, where we got a Jinjo. Opposite the Jinjo is a pair of Claw Clamber Boots. Put them on and rush to the back of Area 51, near the start. You'll find some footprints, so head up them and enter Terrydactyland. This allows you to sneak food out of Witchyworld and violate its no food outside the park rule (they have it completely backwards, the standard rule is no outside food in the park can come in). **** the system, man.

```

=====
|                                     |                                     |
|           3ggg                     |   Terrydactyland           |           TERRY5   |
|                                     |                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|

```

You're in the Oogle Boogle's cave. Head forward up the path and toss the first caveman a burger. Turn right and go up the small slope to find another hungry caveman. Give him a burger, then turn around and head back to the first guy. Go directly forward to a Shock Jump Pad, which you should use to reach a ledge. Grip grab to the left, then pull yourself up and head forward to the last caveman. After feeding him, you'll get a JIGGY (9). Leave the cave and head to the left, past Jamjars. Go to the start and warp to the Stomping Plains.

Now that you have the Snooze Pack, Banjo is capable of getting across the plains

alone. Simply head across, let yourself be stomped, then snooze in the footprint. Repeat the pattern until you get to the end. Step on the Banjo Switch, then use the Swap Cloud below to switch to Kazooie. Head across the plains (she's fast enough to make it from footprint to footprint without being stomped) and reunite with Banjo, then head into the entrance you opened.

```
=====
|                                     |
|           3hhh                     | Hailfire Peaks |           PEAKS2 |
|                                     |           ===== |                                     |
-----
```

```
=====
|                                     |
|                                     |           Icy Side |                                     |
-----
```

Go forward and get the JIGGY (1). Remember, this counts as a Hailfire Peaks Jiggy, not a Terrydactyland Jiggy, so leave.

```
=====
|                                     |
|           3iii                     | Terrydactyland |           TERRY6 |
|                                     |           ===== |                                     |
-----
```

Use the alcove nearby to fall down to the start of the plains. Warp to the exit of the level and head out.

```
=====
|                                     |
|           3jjj                     | Isle o' Hags (Wasteland) |           WASTE5 |
|                                     |           ===== |                                     |
-----
```

Warp to Wooded Hollow.

```
=====
|                                     |
|           3kkk                     | Isle o' Hags (Wooded Hollow) |           HOLLOW6 |
|                                     |           ===== |                                     |
-----
```

We're going to head to an area of the hollow we've never been to before. Across from the Silo is a fairly visible crack in the wall. If you can't find it, just hug the wall opposite Jiggywiggy's Temple and Mayahem Temple. Go down it and you'll find a giant egg shed. Enter it.

You have the special eggs, so Heggy will hatch them for you. Banjo will automatically deposit the eggs in the nest. One egg will give you homing eggs. You have to enter a code in the code chamber, but we're not going to do that for a long while. Another egg gives you the Breegull Bash move. Press X twice in quick succession and Banjo will slam Kazooie on the ground. This is almost as painful for enemies as it is for Kazooie. Now head to the bottom right corner of the room. Bill drill the cracked plate and become Kazooie with the pads. Head up the plank on either side of the shed and hatch the Yellow Egg, giving you the final prize, which include allowing you to use the Jinjo in multiplayer. Rejoin with Banjo and head back to Wooded Hollow. Enter Jiggywiggy's Temple.

Solve puzzle seven, eight, and nine. Do edge pieces first, then inners. The seventh puzzle is of the lava side train station, the eighth puzzle is of

Central Cavern , and the ninth puzzle is of outside Cauldron Keep. The first laser destroys the snowflake/fireball door blocking Hailfire Peaks. The second one creates the bubble elevator that takes you to Cloud Cuckooland. The third laser turns off the lasers blocking the Cauldron Keep entrance. Warp to the cliff top.

```

=====
|                               |                               | |
|             3lll             | Isle o' Hags (Cliff Top) | CLIFF3 |
|                               |                               |
-----

```

Head across the bridge. Before you go to Hailfire Peaks, head behind the building and grab the Claw Clamber Boots. Take them across the bridge and past the Silo. Run up the footprints for a JINJO (4). Nice, that's all the Jinjos in the Isle o' Hags. Head back and now enter Hailfire Peaks.

```

=====
|                               |                               | |
|             3mmm             | Hailfire Peaks | PEAKS3 |
|                               |                               |
-----

```

The most unique level in the game, Hailfire Peaks, features two sides. One oozes in lava and has boiling hot lakes, while the other is an icy glacier coated in snow. This level also has two bosses, one on each side, and you must defeat them both to earn a single Jiggy.

Moves - Shack Pack, Glide
Difficulty - 7/10
Enemies - Hothead, Hothand, Red-Eyed Beehive, Gargoyle, Biggafoot, Icicle, Minjo

```

=====
|                               |                               |
|                               |           Lava Side           |
|                               |                               |
-----

```

This is one of the more difficult levels in the game. There are a lot of hazards to watch out for, like lava, falling projectiles, and icy water. The half you start out on is the lava side, which oozes with lava and has fire based enemies. The second half is the icy side, which has cold based enemies and snow covering the icy terrain. You'll be greeted by a cut-scene in which Gobi will head into the upper portion of the train station. Keep a very close eye on where he goes, as you'll be needing to head there later on. Head forward up several sets of stairs and activate the Warp Pad. Go RIGHT along the boiling lake, being wary of the Hothead. Go up the molten slope in the mountain side to reach a ladder, in front of which are two note nests (10). Head back to the boiling lake and go left this time. Keep the camera on the wall. The yellowy cracks are enemies, and when you approach, a giant Hothand will come out. You can kill them with ice eggs or wait for them to retreat into their holes.

As you head down the path, collect the notes (20). At some point, you'll hear a screeching noise. I'm not kidding. Chili Billi, the fire dragon, will accuse you of trespassing on his volcano. If you keep moving, you shouldn't get hit by his shots of molten lava. From Mumbo's skull, drop down below to find a stone building. First, get the GLOWBO (1). Now wander around until Chili Billi gets pissed again, then he'll destroy his own building with a fireball. This reveals a Flying Pad. We'll use it later, for now, head past the building and jump over the lava. Hit the switch to reveal a shortcut between the tent and here. Take the shortcut right now.

Head across the bridge from the tent to the start. Now head across more pillars in the lava. Avoid the Hothead and enter the colosseum. There's a gargoyle in here that spits fireballs at you. Go forward and head up the stairs on the left. Now go left again (make a quick stop to blast the arch door with a crack in it to reveal Claw Clamber Boots) and head up the stairs. Press the Pillar Switch to raise some pillars outside in the lava. Head back down the stairs and go forward. Look on the left wall, next to the stairs heading up to a Stony. You should see another cracked stone arch door. Blast it with a grenade egg to reveal a secret passage to the Mayahem Temple Kickball Stadium that you should enter.

```
=====
|                                     |
|           3nnn                     |           Mayahem Temple           |           MAYAHEM5           |
|                                     |                                     |                               |
|                                     |-----|                               |
-----
```

Hit the Cage Switch and warp to the wigwam to become a stony, then warp back to the stadium and go back to Hailfire Peaks.

```
=====
|                                     |
|           3ooo                     |           Hailfire Peaks           |           PEAKS4           |
|                                     |                                     |                               |
|                                     |-----|                               |
-----
```

```
-----
|                                     |
|                                     |           Lava Side           |
|                                     |                                     |
-----
```

Go up the stairs in the back to find a stony. The Colosseum has a much tougher and different kickball league where the lowest score wins. Talk to him and enter the quarter-finals. Everyone starts with 0 points and you have to kick the balls into your opponents' goals. The stonies here are more competitive, so you will have to adjust your style a bit as well. You want to kick as many gold balls into your opponents' goals as possible and block your own goal. Keep an eye on which player has the least points. You want to kick the balls into his goal. Targetting your kicks like this is much more important than in the Mayan League. After you win, the semi-finals open.

In this stage, you both start with 50 points and can kick red balls into your own goal. This is basically exactly like the previous round, except you want to kick the balls into your own goal. You have to be fast so you can steal as many balls as possible. Take the balls from your opponents by pressing X. Since you will be kicking balls only into your own goal, you don't have to target your kicks. Making lost distance shots allows you to lower your score more. Enter the finals after you win.

You have 0 points and all three types of balls. This round may take a few tries, but combine the tips from both rounds and you should do well. Remember, you want to kick the yellow balls into your opponents' goals. However, you want to mix in some red balls in your goal or else you'll start racking up points. Try to kick the balls into the goal of whichever player has the lowest score. Once you win, the coach will give you a JIGGY (2).

```
=====
|                                     |
|           3ppp                     |           Mayahem Temple           |           MAYAHEM6           |
|                                     |                                     |                               |
|                                     |-----|                               |
-----
```


the cold, so you will whack him down to 5 HP. Now hit him with two more ice eggs to reduce him to 3 HP. After a cannon has fired three eggs, it will disappear. After you can't hit the dragon anymore, the cannons lower until he starts spitting fireballs at you again.

Chili Billi attempts to lick you. Just switch to Talon Trot and stay in place, then keep jumping when his tongue passes you. However, if he hits you, you can easily be knocked off the entire lava crater. He's pretty slow, so you shouldn't get hit. After that, you have to run to another cannon in Talon Trot. Shoot three eggs into it to toast Chili Billi. You would think you'd get a Jiggy, but you have to defeat his brother first. That's right, Hailfire Peaks has two bosses.

Wingflap down to an area directly below the ledge you're on to reach Split-Up Pads and a Warp Pad to activate. Since you defeated Chili Billi, you don't have to deal with the fireballs anymore. Become Banjo alone and head along the right side, over to the colosseum. Avoid the Hothands and get the note nest as you go (25). Carefully jump along the stepping stones in the lava to reach the train station. Go up the stairs in front of you. A gargoyle will begin spitting at you, so you have to be quick. Use the sign to call Chuffy forth. On your right is a platform sticking out of the lava. Jump to it and then to the train station gate. Jump over to the ledge on your right and Grip Grab right. You don't have Kazooie, so you'll have to lure the Snapdragon out, then quickly climb across. Get the EMPTY HONEYCOMB (1) and leave the station.

You want to be on the side of the ledge going around of the lava that's closer to the start of the level. Line yourself up halfway between the first two stepping stones you used to reach the station, then jump off the ledge, hit X to Pack Whack, and then jump again onto the ledge below. It's hard, but you should land on the ledge with a Jamjars hatch. Talk to him to learn the Shack Pack. Hold the left or right trigger and move the right control stick down to go inside your backpack, somehow allowing you to go into tight spaces and even more ridiculously, survive lava and toxic waste. We're going to work backwards from the Shack Pack.

Head along the left ledge, avoiding the Hothands. Get the first two notes as you go (30), continuing along the ledge past a lava pool and a Hothead. Head down the staircase you should see nearby. We're going to make a quick detour for a Jiggy. Head around to the front of the ledge (which overlooks the boiling lake at the start) and jump across the platforms, avoiding the fireballs being shot by the gargoyle. Get the honeycombs if you need them, then proceed into an area known as "Inside the Volcano".

You have to hit switches in here to raise bridges. You have limited oxygen (but it drains slowly), so don't waste time. Drop down at the start and hit the "I" switch on the right. This raises a bridge on your left. Head up it and hit the "II" switch to raise a third bridge. Jump to the center platform and then to the third bridge where you can hit the "III" switch. From the switch, you can double jump to the two segment bridge you just rose and hit the "IV" switch. Head back to the center platform via a double jump and jump to the "V" switch. Double jump back to the center and double jump to the Jiggy switch. Hit it and on top of the center platform, a JIGGY (4) will appear. It also raises a path to three Information Signs. Leave the volcano area via the start.

Head back across the platforms and up the stairs on the right. Continue upwards to the left where you'll have to jump several ledges and bypass a Hothand. Up here is another boiling lake. Shack pack into it. In the middle is Din-Din the fish, which you should pick up, and in a back alcove you'll find a JINJO (2).

Use the ramp in the front to get back out, then head right past the lake. Go along the ledge. You'll have to face some hot hands. Get the note nest as you go (40). Join with Kazooie at the Split-Up Pads and head back to the boiling lake where you got the Jinjo. Talon trot up the slope right of it. Before you head to the icy side, highjump to the left ledge and go left. Kill the Snapdragon and at the end and get the EMPTY HONEYCOMB (2). Grip grab back and go to the icy side.

=====

| Icy Side |

=====

Unlike in Freezeezy Peak, you won't slip on the snow. You slip on the ice instead, unless you Talon Trot. The aliens who's ship you powered up in the lagoon are here to get their kids back. The ship malfunctions and the turbulence results in the alien dad falling off the ship and dying. Lovely. Head around the icy ledge at the top once the scene is over, going past the buildings. Jump down the ledges at the end, smashing the two ice cubes for notes (50), then continue to the snow. You will encounter a Biggyfoot. These guys are yetis who patrol the icy side. They take two Rat-a-Tat-Raps, but their ice base causes them to fall to one measley fire egg. Continue forward and you should find Split-Up Pads. Head across to the right from here to activate a Warp Pad, then turn around and head back to the pads. Make a turn to the right and get the two notes in ice cubes at the edge of the cliff (60).

Chilly Willy will accuse you of trespassing on his glacier and begin to hurl ice balls at you at some point during the above paragraph. Great. Drop down the cliff to the lower part of the icy side. Head forward, following the ice trail, to meet Biggafoot, a Biggyfoot on steroids with an enormous foot. Don't get too close or he'll smack you with it. Since he's guarding a pair of Claw Clambers, wander around him until Chilly Willy hurls an iceball, severely injuring Biggafoot's precious giant foot. We're going to deal with the ice dragon right now, so put on the boots and turn around. Follow the ice path (don't go in the snow) and head up the first footprint set. Turn left, head up another and head into the ice crater after switching to fire eggs.

=====

Boss 10 - Chilly Willy (Cold n' Icy Dragon)

=====

Difficulty : 6.5/10

Chilly Willy will think you're the pizza delivery boy and accuse you of not giving him the pizza. He begins by spitting iceballs at you. If you Talon Trot and don't stop moving, he should come very close to hitting you but not actually hit you. Stand behind one of the cannons you see. Shoot a fire egg into it to magnify it and make it 100% accurate. Also, you're protected from the iceballs while behind one of the cannons. Yeah! Chilly Willy can't stand the heat, so you will whack him down to 11 HP. Whichver dragon you fight has more HP and is a bit faster. Now hit him with two more fire eggs to reduce him to 9 HP. After a cannon has fired three eggs, it will disappear. After you can't hit the dragon anymore, the cannons lower until he starts spitting iceballs at you again.

Chilly Willy attempts to lick you. Just switch to Talon Trot and stay in place, then keep jumping when his tounge passes you. However, if he hits you, you can easily be knocked off the entire ice crater. He's a bit faster, but you still shouldn't get hit. After that, you have to run to another cannon in talon trot. Shoot three eggs into it and you're half done. Dodge his licks again and head over to a cannon once they raise again. Fire three more eggs in the cannon to lower him to 3 HP. After another licking round, head to the last cannon. Depending on when you start running, you may get hit once, but that's okay. Fire

the last three eggs to toast Chilly Willy. Since you've beaten both dragons, you get a JIGGY (5). Leave the ice crater.

Take the Claw Clamber Boots down. Going down is something I've never told you to do, and it can be tricky. You have to jump into the footprints. Near the bottom of the footprints is the Warp Pad in the alcove. Head across from it toward the Warp Pads and you should see a crack in the mountain left of the pads. Go through it and head down the ramp in it. Make a right and head through the arch. Go forward and jump up the icy ledges near the big ice wall trapping a Jiggy. Bust open the ice cubes for some notes (70) and talk to Mildred Ice Cube. Her husband, George, was knocked off into the sky by a blizzard, and she wants you to find George. We'll meet him in the next level. Mercilessly bill drill Mildred to get her JINJO (3), killing her in the process, then head inside Boggy's igloo.

Talk to Boggy and he'll go on about his wide-screen TV. As Mrs. Boggy said in Witchyworld, Boggy has gotten fatter. He'll tell you he wants a hot fish, so give him Din-Din and he'll cough up a JIGGY (6). If you want to see the kids, go downstairs. There isn't anything useful, but it can be fun. Once you've done that, leave the igloo. Drop off the ledge and go forward. Head up the ramp on your right to find a Warp Pad to activate, plus some Split-Up Pads. Ahead are some ledges with ice cubes that have notes (80). Warp to the lower fiery side. Head left from the boiling lake and avoid the Hothands, then enter Mumbo's skull.

The left wall has a segment with a crack in it. Break it open with a grenade egg, which creates a useful link between the wigwam and the skull. Head upstairs and give Mumbo the Glowbo. Head to the icy side via the shortcut. Exit the wigwam and go to the left immediately up the ramp (Mumbo's right). Carefully tread to the ice cube on the ledge and break it open. Use the Mumbo Pad to revive the alien dad. After some arguing, the alien will tell you the three alien kids are around the glacier and need to be rounded up. The three alien kids will be shown to you. One of them, which is below you, is dead. Unfortunately, we can't revive it yet. Use the shortcut to go back to the skull and become Banjo and Kazooie again, then head back to the icy side with the shortcut.

Head left at the start until you reach the edge of the ramp. Bill Drill the ice covering the dead alien. Banjo and Kazooie can't do anything, so look for a gap in the wall across from it leading to icy water. Go to it and head to the ground on the left. High jump to the ledge and Grip Grab right, killing the Snapdragon. Bill Drill more ice and the alien will return to the dad. Also get the GLOWBO (2). Head back to the skull via the shortcut and become Mumbo once more, then go back to the icy side.

Use the Mumbo Pad where you revived the dad to revive the child, who will return to her dad, who is five feet away... Now drop off the ledge and head through the arch over to the igloo. Jump up the ledges to reach the igloo. Left of the igloo is another icy ledge that leads to an ice cube trapping a Mumbo Pad. Perform the heal spell to resurrect Sabreman. The Sabrewulf chased him here, and the ice dragon froze him in his tracks. To get him back to his tent on the lava side, we have to use the Taxi Pack. We'll save this for a bit later. Take the shortcut back to the skull.

Head to the lava side and change to Banjo and Kazooie, then go back to the icy side. Throw the Glowbo into the pool and jump in to become the snowball. While it looks small at first, you can roll around in the snow to gain size as well as honeycombs. Hold X to use the roll attack. Now exit the wigwam. Go up the ramp

near the aliens leading to the upper icy side. Go left and use the Warp Pad in the alcove. Select "Fire Side - Upper Area." As quickly as possible, hold X and charge leftward. You'll kill the Hothands as you go. Charge up the ramp back to the icy side. Head left to roll around in the snow to gain weight if you lose any energy. Make sure you get to full energy. Now head to the right to go on top of the building thing near the oil drill. Hit the Power Switch to turn on the drill, which will dig up a Jiggy.

Roll off the platform and head forward. You're in the upper side of the icy side. Go down the SECOND ramp on the left to the lower side. Go up the ramp on your left to the Split-Up Pads and head across from the pads. Hit the icy side Train Switch. Roll back to the upper side and make a left. Drop off the ledges leading to the Claw Clamber Boots. There's a giant ice pillar in the middle. To the right of that you'll find a Jinjo in a crack. Roll forward to get it (roll attack), but a FIERCE wind will come out. You have to keep rolling forward while holding X. It's hard, but you'll eventually get the JINJO (4).

The wind stops once you get the Jinjo. Head to the opposite side of the ice pillar and go up the ramp, then immediately turn right and head down toward the lower side. Drop off the ledge and head into the icy water, as you are too large to fit through the archway leading to the wigwam. Continue along the wall until you reach an archway you can go through to reach the wigwam. Use the fire next to the tent to reduce yourself to one honeycomb, which will allow you to fit into the wigwam, then become Banjo and Kazooie.

We're going to discover the final area of Hailfire Peaks. Go up the ledges near the wigwam to the Warp Pad, then head up the stairs past the Train Switch. Go down the ramp on the right, then make a left and head toward the mountain side. Go northeast a bit and you should find a cave entrance to head into. Welcome to the Icicle Grotto. Switch to Talon Trot and just zoom up the icy pathway. You'll go through two rooms where icicles will attack you, but you can just ignore them.

Once you get past the icicles, bust open the Shock Jump Pad in the right ice cube (the "Jinjo" is a Minjo). Shock Jump to the next level, then kill the icicle and Shock Jump to the final level. Activate the Warp Pad and head along the ledges on the left. Kill the icicles and head to the Split-Up Pads. Become Banjo and backtrack all the way to the very first room of the grotto. Look at the middle of your righthand side and you should see a green area. Go to it and you'll see a greenish icicle. Climb up it and you'll find a tiny hole. Shack Pack to get through the hole to find a CHEATO PAGE (2).

You can't get back to Kazooie, so let yourself die to the icicles. Switch to Kazooie and backtrack a little. Take a left turn and go into egg aim, facing the other end of the grotto. On the ceiling you will find a bunch of icicles. Shoot them with grenade eggs to make them fall. When they're all laid down, hop across them to the other side. Make a quick stop to fire a grenade at the ice cube on the icicle on the left trapping the Treble Clef. From the third icicle, jump and wingflap to the icicle on the left, then do it again to reach the TREBLE CLEF (100). Head back to the main icicle path and continue to the other end. Go up the slope and kill the icicles in the room. Head to the lava side via the path on the right.

Lava Side

Get the EMPTY HONEYCOMB (3) and go back.

Icy Side

Head out of the Icicle Grotto through the exit on the right. Talk to Jamjars to learn the Glide, a truly great move that lets you soar through the air without red feathers as Kazooie alone. Though you can't fly higher, it's extremely useful for getting to high or otherwise hard to reach places. Press A to jump and hold the left or right trigger to Glide. You can combine this with the Leg Spring to get a higher start. Head back into the Icicle Grotto. Go down the slope and Leg Spring from the ledge, then Glide across the icicles you knocked down. You'll easily make it into the alcove across with the JINJO (5).

Drop down and head left, then use the Warp Pad to warp to the upper icy side. Go left (Kazooie's right) and use a Leg Spring + Glide to reach the snowy ledge in front of you on the icy pillar. Leg Spring up the snowy ledges of the pillar, which head around it, until you reach the top to find a CHEATO PAGE (3). Turn so you're facing the drill where you used the snowball to hit the switch and dig up the Jiggy. Now look a little to the right of that. You should see a ledge sticking out. It's above the Split-Up Pads. Glide to it to find the final alien child.

Use the hatch move on him and he'll return to his dad. The aliens will board the ship and leave a Jiggy behind. Drop down to the right and head down the slope to the lower side. Leg Spring and Glide to the icy ledge where the igloo is, then Glide again to reach Sabreman on the snowy area past the icy ledge. Shoot him with three fire eggs to thaw him out. Sabreman appears to be the only character Kazooie shows even the slightest amount of respect for. She's glad to help out an old hero. Head to the Split-Up Pads on the ledge near the wigwam and switch to Banjo.

Head down the icy ledge, killing the icicles, then use the Warp Pad to warp to the lower icy side. Make a left and drop off then ledge, then head over to Sabreman. Put him in your Taxi Pack and head back toward the wigwam. Ignore the ramp and head past it through the arch, then go forward and get the alien JIGGY (7). Now turn around and jump up the ledges to the Warp Pad, then use it to get to the upper icy side. We're gonna get that oil Jiggy. You can actually use the other pack moves while you're Taxi Packing, so head over to the right and double jump up the ledges. Find the small hole in the pipe and Shack Pack into it.

```
=====
|                                     =====
|          3rrr          |  Grunty Industries  |          GRUNTYI3          |
|                                     =====
=====
```

Get the JIGGY (8) and leave. Even though we're in Grunty Industries, it counts as a Hailfire Peaks Jiggy.

```
=====
|                                     =====
|          3sss          |   Hailfire Peaks   |          PEAKS6          |
|                                     =====
=====
```

```
=====
|                                     Icy Side                                     |
=====
```

Use the Warp Pad on the upper side to get to the lower fire side.

=====
| Lava Side |
=====

Head back and over to the tent. Unpack Sabreman and he'll give you a JIGGY (9). Use the Split-Up Pads right by the start of the level to get Kazooie, then warp to the lower fire side. Join with Banjo and use the shortcut behind the tent to reach the Flying Pad. Use it to fly across from here and toward the colosseum. You'll see a lava lake with a bunch of stepping stones leading to an entrance in the colosseum. This is the train station, which is where we're going, but we don't want to go through that entrance.

Instead, land on the ledge above the lake and head through the entrance ahead, to the right of the Hothands (do not go in the left entrance left of the Hothands unless you want to end up on the icy side). It's time to piss off Gobi... ONE... LAST... TIME (those of you who have played Banjo-Kazooie will know what I'm talking about). Go left and Beak Bust his hump to make him spit his water into the boiler of the train, cooling it enough for you to go to the icy side. Head into the train and go to the icy side.

=====
| Icy Side |
=====

Hop out of the train and go toward the nearby water. Climb the icicle you should see in front of the water (well, it's actually a broken track rail). Head forward into the door, avoiding the Minjo, then get the JIGGY (10). Yay! For once, we got all the items in one go! Take the train back to the fire side.

=====
| Lava Side |
=====

Leave the train station. Hop across the platforms on the lava lake and head RIGHT around the ledge. Now go left and head along the ledge past the Hothands to the Warp Pad. Warp to the bottom of the lava side, then leave Hailfire Peaks.

=====
| 3ttt | Isle o' Hags (Cliff Top) | CLIFF5 |
=====

Warp to the wasteland.

=====
| 3uuu | Isle o' Hags (Wasteland) | WASTE6 |
=====

Left of the Terrydactyl land entrance is a slope leading to a blue wall with a crack in it. Head through the crack and immediately turn around. Get the Isle o' Hags last few notes (100) on either side. Now jump in the bubble ahead to be transported to Cloud Cuckooland above.

=====
| 3vvv | Cloud Cuckooland | CLOUD1 |
=====

Up in the sky, on a giant mountain, you'll be performing some of the most absurd tasks known to video-game kind, such as going in a cheese wedge and a jelly castle. Inside the mountain is a HUGE hub called Central Cavern, which has about a dozen different entrances. Since there are only two Warp Pads, the emphasis is on using Blastaplants (which are eggplants that shoot you around the level) and the Central Cavern exits to get around the world.

Moves - Sack Pack

Difficulty - 6.5/10

Enemies - Zubba, Flatso, Red-Eyed Beehive, Flower, Eyeballus Jiggium, Minjo

There are a couple things you should know about Cloud Cuckooland. First, there are a mere two Warp Pads. One is at the start, the other is inside the gigantic mountain. The inside of the mountain (which is enormous and has about twelve different exits to the outside) is called Central Cavern. Activate the Warp Pad behind the bubble. You should see a rat guy in a gym uniform. His name is Mr. Fit, and despite being fat he is capable of insane athletic feats. We have to beat him in three competitions to get his medal. The first event is the high jump. Go past the bubble in the other direction and you'll see an eggplant, called a Blastaplant. Jump into it and it will propel you to a pre-determined direction onto gelatin. There are several of these in this world.

You should see a bunch of dirt patches. Bill Drill them all to uncover a pair of Springy Step Shoes, two MAGIC BEANS (2), and an EMPTY HOENYCOMB (1), among other prizes. Put on the Springy Step Shoes and take the Blastaplant back to the start. Jump over the bar set by Mr. Fit and he'll move onto the next event, since you've beaten his absurdly high best height. Head back to the dirt patches and head into the cavern. Get the note nest (5) and wingflap down. You should see a killer beehive on your left. All the notes are in the cavern, and the bad guys are flat guys that pop out of the ground.

Head forward and up the ledges on the right, then go up the ramp. Activate the Warp Pad and get the three note nests (20). Split up and become Kazooie. To me, the best way to do this world is to activate everything before attempting to get Jiggies. Below the Split-Up Pads you should see an egg. Use the hatch move on it to hatch a Floatus Floatium. These guys will let Banjo fly around certain areas for a limited amount of time when he Taxi Packs them. From here, Glide to the platform with the jelly on it. Left of the jelly is a Shock Jump Pad. Use it to reach a JINJO (1).

Glide back to the Split-Up Pads. Now head down the ramp and you should see some Claw Clamber Boots. Turn the camera left so you can see a safe and a big ramp leading up. Put the on the boots and QUICKLY rush up the ramp and up the footprints. Get the note nests (25) and head outside. Hatch the Floatus Floatium and look northeast. You should see a giant trash can. Glide to the top of it and in the center you'll find an EMPTY HONEYCOMB (2). Drop down to the BACK of the trashcan. Look for a hole, then shoot a Clockwork Kazooie egg inside of it. Detonate the bomb on the switch. This is one of the four numbers needed to open the safe (Superstash) inside the Central Cavern. He'll open up once you activate all four switches. Head to the front of the trash can. Press the Kazooie Switch and head inside.

Go to the middle and talk to Guffo the trash can. He's going to be evicted if he doesn't score at least 50 points worth of germs, so we're going to help him. RGB germs pop out of the floor of the can. Just use the Wing Whack. If you constantly Wing Whack and move around, going to where the most germs are, you'll score 50 points. Guffo will give you a JIGGY (1). We're not done in here. Look for a brown bottle that says "Jolly's Juice". Leg Spring on top of it and

quickly Leg Spring again. Glide to the nearby Snacky Fatty yellow and purple box. It may take a couple tries, but you'll eventually get it and the JINJO (2) on top of it. Leave the can.

Use the Flying Pad nearby to fly the other side of the mountain. When you find purple ground and a cheese wedge, land on the ledge that's sticking out of the mountain. While you're in the air, the eyeballus jiggium plants that Gruty owns will try to attack you. They can't do jack squat unless you're airborne, so land on the ledge sticking out of the mountain alligned with the cheese wedge. Hatch the Floatus Floatum and Glide left (if you're facing the mountain) to the blue Mumbo skull. Kill the flower and enter Central Cavern. Get the notes (30) and join up with Banjo again by Leg Springing up the ledges ahead.

Head up the ramp to where you found the Kazooie footprints. Grip Grab left across the ledge above the jelly. Kill the Snapdragon. At the end, fire a Clockwork Kazooie egg in the jelly hole, then go right behind the jelly and blow up the bomb on the switch. Drop down and head forward, then make a left. High jump up the ledge ahead and you should see a big pool of water. Backflip to the ledge on your left and jump into another pool here. Underwater is a GLOWBO (1). Now head out and jump into the other pool, the first one you saw. Get the note in front of the exit (35), then swim through the exit.

Head forward and you should see a Kazooie rock. Talon torpedo it to unblock the drain. The water will drain into Dippy the dinosaur's pool. As a reward, he'll give you Terrydactyl's final JIGGY (10). Go towards the entrance to the cavern. On your left are some ledges. Use them to get to the land, then head around the ledge (be careful of the bee). Use the Flying Pad to head leftward. Ignore the eyeball and fly past the trash can. You should see Wumba's wigwam. Land on her platform and go left of the wigwam to meet Mary Canary again! Jump on the clockwork mouse for another round of torment.

The clockwork mouse race is a HELL of a lot harder. The clockwork mouse is less responsive, and Mary is faster. On the first race, you can get away with pounding the button like ****. She'll give you a JIGGY (2). Now jump on for the second race. Here, you can't just pound the button. If you pass Mary, she'll speed up and it'll become impossible to win. You have to stay just behind her, speed up when she starts getting ahead, then slow down if you almost pass her. At the end of the race, pound the button and she won't be able to pass you quickly enough. She'll give you a CHEATO PAGE (1).

Once you win, head in the wigwam. Give her the Glowbo and transform into a bee.. again. Except this time, you can hold the left or right trigger to fire stingers and X to get a speed boost. Fly to the top of the wigwam, onto the support beams. On the beams you'll find a JINJO (3). Now leave the wigwam. Our first order of business is to destroy the damn eyeball plants. Press A twice to take flight (continue tapping A to go higher), then hold the trigger to start firing. First, head over to the lake in the green land directly across from the wigwam. Near the edge of the cliff is the first plant. Zap it with a stinger and it'll die, passing its Jiggy to another plant.

Now, head right around the mountain. head to the cheese wedge and on the purple ledge below the wedge is another eyeball. Kill it and fly to the orange ledge where you drained the water by continuing in the same direction and going down a bit. You'll find another eyeball. Kill it, then keep heading around and up to the red Mumbo skull. Kill the eyeball on the ledge above the skull. They're all gone, so they can no longer pass on the JIGGY (3). Grab it and fly up to the very top of the mountain. You'll see a Zubba target. Shoot it and a small time limit appears. If you stay in the air and hold the trigger, you should be able to shoot it enough times for the Zubba's hive to open. Go in.

These bees are really nice. They want you to shoot their own hive members to score enough points. 50 points gets you first prize, and 40 points gets you second. All you have to do is fly somewhat close to the top of the room and hold the left or right trigger. Shoot the green and blue Zubbas. You might want to keep moving around the area to change your vantage point. If you score 50 points, you'll receive a JIGGY (4) and a CHEATO PAGE (2). Leave the hive and fly back to the wigwam (fly down and to the right, facing away from the mountain), then transform back into Banjo and Kazooie and exit the wigwam.

Take the Blastaplant right of the wigwam back to near the start. Drop down to the ledge below. Kill the flower and head forward to meet George Ice Cube, who wants you to push him, since he reckons he's above the icy side. Give him a Beak Barge. Unfortunately, he lands in the lava side, in the boiling lake. This turns out to be good for us, as it cools the water. Head over to the lake in this area and you should see a ledge on your right, above the lake. Shoot a Clockwork Kazooie egg to it and steer the bomb into the hole. Detonate it on the switch. Now the safe has three numbers put in it. Jump into the lake and dive under to get a GLOWBO (2). Go into Central Cavern via the underwater exit to get the note nest (40), then go back outside.

What you want to do now is use the Flying Pad George was trapping to fly near the top of the mountain directly above the lake. There's a red ledge sticking out of the mountain, so land on it and head into the cavern. Shoot the Zubba immediately. Very carefully head across the narrow ledge. Get the notes and the TREBLE CLEF (70). Fire a Clockwork Kazooie into the small hole at the other end. Detonate the bomb on the final switch. This opens Superstash to reveal a Jiggy. We're not going to get the Jiggy right now, so head back across the bridge and leave the cavern. Take the Flying Pad down and to the left to the blue Mumbo skull. Go in. If the Jinjo is a Minjo, head to the red skull on the other side of the mountain instead. Otherwise, collect the JINJO (4). Talk to Mumbo and he'll zap you.

Boss 11 - Mingy Jongo (Crafty Shaman Impersonator)

Difficulty : 6.5/10

Mingy Jongo can be a little tricky, but he's not bad at all for the last world boss. His eyes turn red and he begins zapping you with fireballs. They home in on you if you're close, but if you keep your distance, they don't home. Stay far away until his zapstick fails. Take the opportunity to Rat-a-Tat-Rap him. Mingy Jongo's disguise is broken a bit, and his HP lowers from 8 to 7. Mingy will teleport to either the windows, near the windows, in the chair, or on the fire stands and begin firing more zap shocks. Don't use eggs, use Rat-a-Tat-Raps. Eggs are too slow. The Rat-a-Tat-Rap works best because it can hit him when he teleports to higher places like windows. Everytime his zapstick fails, hit him before he fixes it. After you lower him to 4 HP, things get a little different.

Now things get a bit more difficult, as the robot shaman's attacks will home at any distance. Mingy Jongo will fire a shock, then teleport quickly. Therefore, you have to wait for him to fire some shocks. His zapstick will fail eventually, giving you the opportunity to hit him. Since he's teleporting all over the place, you're not going to be able to hit him until his zapstick fails. Keep hitting him until his disguise is completely ruined. If you need health, there's a honeycomb in front of the window. Once his disguise is gone, hit him with one last blow and he'll explode, leaving behind a JIGGY (5). Now leave the skull.

Use the Flying Pad nearby to fly to the cheese wedge, which will be very close if Mingy Jongo was in the blue skull. Otherwise, it'll be on the other side of the mountain. Head to the back of the platform underneath the cheese wedge and plant one of your beans in the dirt. Use the Blastaplant on the side to launch yourself back to a platform near the blue skull. Go in the cavern. Get the note nest (75) and wingflap down. Head right past the green tunnel and drop off the ledge, then look for a red part of the cavern. Get the note nest (80) and head outside.

Use the Flying Pad and heFfloatium is a Blastaplant. Land there and deposit your other bean into the hole. Now use the Blastaplant to reach the gold platform. Kill the Zubba and head across the ledges. If you found Mingy Jongo in the blue skull, go in the red skull. If you found him in the red skull, use the Flying Pad to reach the blue skull on the other side of the mountain and head inside. Give Mumbo the Glowbo and head outside, then go in the Central Cavern First, head over to the Superstash and make a quick stop to get the JIGGY (6).

Now head up the ramp leading to the Kazooie footprints next to Superstash. Jump up the ledges on the right and head along the narrow ledge to reach an exit. Go outside, getting the note nest (85). Go forward. You should see a ledge sticking out of the right of this giant platform. Go up towards that to find the Mumbo Pad. Press X to perform the Rain Dance. This creates a rainbow leading to the Pot o' Gold and makes your beans grow into beanstalks. I suggest killing yourself to appear back at the skull, then getting Banjo and Kazooie back. All you have to do is jump off =p. Head back into the cavern.

Go around the cavern. Look for a green entrance with a note nest in front of it. Get the note nest (90) and head outside. Kill the flower and highjump to the coin stack on your left. Hit the Rareware Switch to open up the Pot o' Gold temporarily. Talon trot across the rainbow and jump into the Pot o' Gold. There's a fun little mini-game to play here, but you have to activate it first. On the sides of the podium in the center are holes, with pictures of four types of eggs. Shoot the corresponding eggs into their holes to activate the game.

Jump onto the podium. You have 45 seconds to shoot at least 90 Jiggies for first prize and 75 Jiggies for second prize. You get rapid-fire eggs, so hold the left or right trigger. Look up at the wall to see the Jiggies. When you hit one, it becomes clear. Just hold the trigger, aim at a Jiggy, then move the control stick left or right to hit the row (all around the room). You'll miss a few, but that's okay. When you've hit most of the Jiggies in one row, move onto the next. When all the rows are done, hit the Jiggies you missed. You should score at least 90 points, so Grunty gives you a CHEATO PAGE (3) and a JIGGY (7).

You can also try to hit all 100, if you want. It's not easy, and you'll only have like a couple seconds left. I've only managed to do it a couple times. Leave the Pot o' Gold. Head behind the pot and get the EMPTY HONEYCOMB (3). Use the Blastaplant in front of the pot to get back to the start. Go in the cavern. Head to the Split-Up Pads to become Banjo. Use the close Floatus Floatium to reach the platform with the jelly on it (you got the Jinjo there). You have to Taxi Pack it, and you can press X to release it once you're on the other side.

Go to the right side of the platform. Use the Shack Pack to go into the small hole (just hug the wall) and enter the part behind the jelly. Get the final notes (100). You have all 900 notes now, so talk to Jamjars to learn the game's last move, the Sack Pack. Hold the left or right trigger and move the right control stick up to make Banjo use his backpack as a sack. This lets you hop across dangerous liquids and survive dangerous terrain. We could've learned this MUCH earlier, but we haven't needed it yet. Head back out of the hole and drop down. Go outside through the blue entrance to the blue Mumbo skull. It's on your right.

Make an immediate left U-turn and climb up the vine. Use the Blastaplant and it will take you to the jelly castle. This is pretty much the lowest platform in Cloud Cuckooland. Drop off the castle and find the tiny hole. Use the Shack Pack to go inside and get the JIGGY (8). Leave the castle and take the Blastaplant to the blue Mumbo skull. Climb the vine again and very carefully Sack Pack across the thorns. You have to be careful because the Zubba could easily knock you off. At the end, use the Floatus Floatium to reach the bean stalk. Climb it and head into the cheese wedge.

You have limited air due to the toxic gas inside the cheese. Activate the sack pack and wait for a spiked onion to come down. Hop onto it. This can be a little tricky, but you'll get it eventually. Just remember not to move on the onion, as you hop when you move. When the onion comes to another onion, jump to it. Remember, if you're low on air, you can always exit and re-enter the cheese. Wait for the third onion to come to you, then jump for it. It will take you to the fourth onion. Jump to it, then jump to the ledge to get the final JINJO (5) in Cloud Cuckooland. Shack Pack into the tiny hole to leave the cheese wedge. Head around the jelly encased ledge and into another small hole, then get the JIGGY (9).

Head back through the tiny hole and into the main part of the cheese wedge, then jump down and leave the wedge. Climb down the beak stalk and use the Blastaplant. It will take you back to the platform above Mumbo's skull. Head back into the Central Cavern. Jump down. You'll lose energy, but you can Snooze Pack it back. Head straight forward to the red exit and go outside. Now you're by the red Mumbo skull. Make a left and climb another vine. Wait for the god damn Zubba to get near you, then Pack Whack it. Jump across the ledges and use the Floatus Floatium to reach the bean stalk. Climb up it to find Mr. Fit's second event, the sack race. Put on your Sack Pack and talk to him.

If you want to win, you have to use the shortcut dead ahead. Be careful! It's easy to fall, and then you have to start the race all over again. You don't have to hold the left or right trigger to maintain your Sack Pack during this. When you win, Mr. Fit moves on to the final event. He accuses you of cheating. Of course, if it's cheating, then why is the shortcut there in the first place? Take the Blastaplant back across to the ledge and go back in the cavern. Drop down and Snooze Pack your lost energy. Head back to the Split-Up Pads and switch to Kazooie.

Go near the footprints. Like with Mumbo, head right of the footprints and go up the narrow ledge. Pass the exit and you'll find a pair of Turbo Trainers. Slap on the shoes, then backtrack and head through the exit. You'll find Mr. Fit again. The final race is the footrace, which has a difficulty of about zero. This is what you do: hold the control stick forward. Seriously. Mr. Fit will give you his JIGGY (10) once you win. Head back in the cavern. Wingflap down and join up with Banjo. Warp to the start and leave Cloud Cuckooland through the bubble.

=====
| 3www | Isle o' Hags (Wasteland) | WASTE7 |
|=====

Warp to the cliff top.

=====
| 3xxx | Isle o' Hags (Cliff Top) | CLIFF7 |


```

=====
|           |-----| |
|          3CCC   | Isle o' Hags (Jinjo Village) |          JINJO5   |
|           |-----|
-----

```

Head to Spiral Mountain.

```

=====
|           |-----| |
|          3DDD   |      Spiral Mountain      |          SPIRAL3   |
|           |-----|
-----

```

Head over to the waterfalls. Dive underwater and look around for a Kazooie door. It's underneath the larger waterfall. Talon torpedo it to get the game's final JINJO (1). Go to Grunty's lair.

Give Cheato the final pages. He'll tell you the last three cheats: FALLBACK, HONEYBACK, JUKEBOX. I'm not going to tell you to put these in the code chamber. The first two cheats are cheap cheats that make the game less fun (fallback prevents you from losing honeycombs from falling, and honeyback makes your honeycombs regenerate), and the last one is purely a bonus. It fixes the jukebox in Jolly Roger's Lagoon so you can perform a sound test. Leave the lair and go back to Jinjo Village.

```

=====
|           |-----| |
|          3EEE   | Isle o' Hags (Jinjo Village) |          JINJO6   |
|           |-----|
-----

```

Warp to the plateau.

```

=====
|           |-----| |
|          3FFF   |      Isle o' Hags (Plateau)  |          PLATEA10  |
|           |-----|
-----

```

Enter Honey B's hive. Talk to her and trade your last nine Hollow Honeycombs for your tenth and final honeycomb in your life bar. Honey B reveals that she's not really the mistress of honey, so she doesn't have anymore honeycombs to give you. Leave her hive and warp to the quagmire.

```

=====
|           |-----| |
|          3GGG   |      Isle o' Hags (Quagmire)  |          QUAGM4    |
|           |-----|
-----

```

Go to Grunty Industries.

```

=====
|           |-----| |
|          3HHH   |      Grunty Industries      |          GRUNTYI3  |
|           |-----|
-----

```

Yep. We're here to get the game's very last Jiggies. Head inside the industry. Split up on the nearby platform and become Banjo. Head into the Air Conditioning Plant. Head to the right along the ledge. Remember you got that note nest, then went back before fighting Weldar? This time, go up the ladder at the end. You'll head through a really long and dark tunnel. When you reach the end, kill the nuts and bolts. Left of the giant fan is an entrance to the Waste Disposal Plant. Go through and use the Shack Pack to go into the toxic water and get the JIGGY (8), then leave the Waste Disposal Plant. Go back through the super long and dark tunnel, then leave the AC plant.

Head around the room clockwise until you reach the cylinder in the corner. Climb up the ladder and head into the main part of the Waste Disposal Plant. Assuming you raised the toxic water on our first trip, you can get this Jiggy. Sack Pack across the toxic water and hit the Banjo Switch to destroy the glass container with the JIGGY (9), then climb the ladder on the left to reach an exit to the main first floor. Go back to the Split-Up Pads and become Kazooie, then head outside the plant. Go up on the ramp above the entrance to the level. Use the egg aim to shoot the window across from you (above the building entrance). Leg Spring and Glide into it. You'll barely make it in.

You're on a secret platform on the first floor. A cut-scene will show you a tank with a Jiggy above a Tintop unit. Switch to grenade eggs and Glide over to it and land as soon as you reach the very edge. QUICKLY go into egg aim and start shooting the Tintops. You can only kill them when they open up to reveal their insides. Once they're all gone, you can get the game's last JIGGY (10). Jamjars will tell you there is a bonus for you on the cinema scene for getting all 90 Jiggies. Join up with Banjo and leave Grunty Industries for good.

```

=====
|                                     |
|           3III           |   Isle o' Hags (Quagmire)   |           QUAGM5           |
|                                     |-----|
-----

```

On the pipe in this area, head right along it. Kill the dragons and at the end, you should find a pair of Claw Clamber Boots. Put them on and follow the pipe to the other end, then head up the footprints to reach the Cauldron Keep entrance. First, head past the entrance to hit a Shock Jump Pad Switch. A Shock Jump Pad appears below, which lets you Shock Jump to a pipe you can climb to reach this ledge more easily. Now go into Cauldron Keep.

```

=====
|                                     |
|           3JJJ           |   Cauldron Keep           |           CAULDRON           |
|                                     |-----|
-----

```

Cauldron Keep is Grunty's castle, which towers above the Isle o' Hags with the B.O.B. sticking out of the top. A moat of toxic gunk greets you at the entrance. Are you ready for the ultimate challenge?

Moves - None
Difficulty - 6.5/10
Enemies - Minjo

Head up the ramp on either side at the start and activate the Warp Pad. Use the Split-Up Pads to become Banjo. Double jump, Shack Pack, or Sack Pack across the moat and hit the Banjo Switch. Switch to Kazooie and Glide across to hit the Kazooie Switch. The drawbridge opens, but there's an electric gate blocking it. Join up and head to the back of the tower. Kill the Minjo and press the Banjo-

Kazooie Switch to turn off the gate. Head into the tower and go forward.

=====
Boss 12 - Klungo (Career-Questioning Minion)
=====

Difficulty : 3/10

Banjo thinks the room is empty, but Kazooie points out that the music has changed, and that means that there's going to be a fight. Klungo falls out of a hole in the ceiling to defend Grunty's castle. Klungo is a little tougher this time, but he's still no problem. Klungo will select one of three potions - green, red, or blue. He won't use the one he used last time. Whichever one he hasn't used yet he'll use now. The green potion will make him invisible, the red will make him huge, and the blue will make clones of him. It takes three hits to beat him no matter what. In between hits he forms a forcefield and throws potions at you.

If he uses the green potion, hit him right away each time before he moves, and stay close. If you don't, you'll lose track of him and will have to wait for the potion to fail, temporarily exposing him. If he uses the blue potion, attack the one that moves last, as that is the real Klungo. If he uses the red potion, just attack him before he stomps you. Klungo is terribly beaten up, but he's learned to lead you when he throws his potions. What you want to do is switch to Talon Trot and change direction everytime he throws a potion. That will pretty much ensure that you won't get hit. Alternatively, you can run in circles. Once you hit Klungo three times, the lasers blocking off the next room deactivate and he leaves the castle. He abandons Grunty and decides to find a new career in making video games, so head forward into the next room.

=====
| Tower of Tragdy |
=====

~~~~~  
Round 1 - One Gets Tonned  
~~~~~

Yep, another game show to play! This time, you'll be facing Gruntilda's sisters, Mingella and Blobbelda, as opponents. Here's how it works. Each contestant starts with zero points. Gruntilda reads questions off of her question cards. To buzz in, press B. Select one of the three answers and press A to submit it. You only have five seconds to answer, so think quickly. If you answer incorrectly, you lose two points (the points CAN go negative). Answer correctly and you earn two points. If you get it wrong, another contestant can buzz in, but they only get one point. The sisters almost NEVER get a question wrong, so you have to be aggressive.

A lot of the questions involve you looking at a picture from the game. The sisters often jump the gun and answer correctly. I recommend doing this unless there are long phrases in the picture. Sometimes you'll be asked something like how many letters are in the picture, and you'll have no idea because Grunty didn't ask the question yet. However, usually you can identify what the question was from the answers. There is an overall time limit of 180 seconds. When it's over, the contestant with the lowest score loses. Whoever loses gets a one ton weight dropped on them. If you lose, you have to start from round one again. After you win, the sister with the lowest score loses. Yes, Grunty actually kills her own sisters. Nice lady. It's also worth noting that you don't have to actually win. You just can't lose.

~~~~~  
Which Gets Squished?  
~~~~~

In this round, the rules are the same, but it's harder. Here, you actually have to win your game or you'll lose. The sister here is more aggressive on the questions that require you to look at the screen. Some questions require you to pick out which area does not exist in a particular world. If you've been paying attention to the level area titles, you shouldn't have much trouble. Other questions have to do with characters and events that happened in the game. Those you should ace easily if you've been paying the slightest amount of attention. A few questions are really tricky and are extremely trivial facts that no one would even consider. Fortunately, these don't pop up very often. Once you win, whichever sister survived the first round gets squashed.

~~~~~  
Banjo Lost or Grunty Squashed?  
~~~~~

In the final round, Grunty decides to change the rules. She sets herself a score of 15 points and requires you to beat that score within the 180 second time limit. She also allows you to pass questions you don't know by pressing Z. This lets you avoid losing points. Also, there are no questions that make you look at the screen in this round. Nope, it's all question cards. This makes it a little easier to rack up points. There's no competition, so there's no need to press X right when she starts asking the question. Wait so you know what she's asking.

If you don't know a question, always pass. It's better to not get any points than it is to lose points. If you're score is higher than 15 once the time limit expires, Grunty will declare the win invalid due to faulty equipment. As Kazooie suggests, Grunty escapes in a cowardly fashion like in Banjo-Kazooie. Her podium happens to have a built-in rocket, so she flies off to the top of the tower to wait for you.

~~~~~  
Banjo and Kazooie will leave their seat, which is immediately crushed afterwards. They head into the gun chamber and you get to watch the credits. Banjo and Kazooie head down to the B.O.B. controls. Kazooie presses a few buttons and the B.O.B. activates... Jamjars accuses Kazooie of not knowing what she's doing. However, the life force of Jingaling blows back into the castle, and Jingaling is restored. The castle turns yellow again. Kazooie forces Jamjars into apologizing, which he reluctantly does. Kazooie holds up her end of the bargain and blows the life force into Bottles. But wait, the B.O.B. didn't suck the life force out of Bottles. He was killed by Grunty's spell. So how could Kazooie blow it back?

Anyways, Bottles comes back to life and realizes he's late for dinner. He runs off home and is forced to eat his dinner, despite it being burnt to a horrible crisp. Jingaling and Klungo come to the house to party. Mrs. Bottles goes off to make scones. When the cut-scene is over, head left and jump over the pipe. You should see Dingpot, who is here to help you again. Jump in and he'll restock all of your eggs and feathers. Now head outside through the hole the laser is sticking out of. Head up the ledge and activate the Warp Pad. Go inside.

=====  
Boss 13 - Hag 1 (Monstrous Mechanical Mud Muncher)  
=====

Yeah, a 10/10. This is one hell of a fun but difficult fight. Even though you have ten honeycombs, Grunty has a massive 100 HP and has some of the most brutal attacks in Banjo-Tooie. You have to go through 10 grueling phases to take her down. Banjo and Kazooie believe that Grunty isn't there, but then they turn around and realize the Hag 1 is behind them. Grunty pops out of the hatch and declares it's revenge time!

---

### Stage 1 - Lasers

---

After struggling to find the manual, Grunty turns on two lasers of the Hag 1 and makes it spin around. If you simply stand still and jump whenever a laser comes to you, you won't get hit. Eventually, Grunty will pop out of the hatch and ask you a question. If you get the question right, she'll use a slower attack. If you get it wrong, she'll fire her spells much faster.

You'll switch into bregull blasting mode. Move the right control stick up until you're high enough to blast her. Switch to grenade eggs and hold the right control stick left or right. As long as you keep strafing, you won't get hit. Blast her with four grenade eggs, since each egg does three damage. You can't get her any lower than 90, so stop when you've done so. Gruntilda goes back into the hatch and drops a honeycomb. Take it if you need it.

---

### Stage 2 - More Lasers

---

Grunty turns on another two lasers of the Hag 1 and makes it spin around. If you simply stand still and jump whenever a laser comes to you, you won't get hit, despite the fact that there are four lasers. This time, the Hag 1 spins a lot faster, but it still isn't hard to dodge the lasers. Don't switch to talon trot, or you'll be facing backwards when you go into bregull blasting mode. Eventually, Grunty will pop out of the hatch and ask you a question. If you get the question right, she'll use a slower attack. If you get it wrong, she'll fire her spells much faster.

Once you're in bregull blasting mode, aim at Grunty. Strafe left or right to avoid her spells. You won't get hit if you keep moving. Use the control stick to aim. After you've lowered her to 80 HP, stop, because you can't do any more damage right now. If you need the honeycomb, which you hopefully don't at this point, grab it.

---

### Stage 3 - Bombs Away

---

Grunty deactivates the lasers and calls in the mortar cannons. This time, you want to switch to Talon Trot. Head around in a circle. The Hag 1 will spin, then stop and fire a cannon. It's easy to dodge the initial blast, but you also have to jump, or the shrapnel will hit you. You know when the blasting is over when the Hag 1 stops for a long time. When that happens, get out of Talon Trot and face her. She'll pop out of the hatch and ask a question. Answer it correctly so she uses her slow attacks.

If you want to avoid the spells, you have to move non-stop. Fire grenade eggs at her and aim with the control stick. You might have to adjust your vertical direction with right control stick so you can hit her. Blast her down to 70 HP. Grunty drops another honeycomb~

---

### Stage 3 - Double Bombs Away

---

Grunty will call in another mortar cannon. This time the Hag 1 spins faster and the blast is larger. There are also more shrapnel to avoid. If you stay in talon trot and keep moving and jumping when the shrapnel come, you shouldn't get hit. However, you have to move back a little when you jump or you'll land on the shrapnel and get hurt anyways. Answer Grunty's question correctly or she'll use the quick spells.

Again, keep moving right or left and aim with the control stick. Blast her down to 60 HP with grenade eggs. When you hit 60 HP, stop firing or you'll just waste eggs. Grunty drops another honeycomb, fortunately. Take it if you need it, or save it for later if you don't.

---

### Stage 5 - Crank Up the Drill...

---

Grunty calls the cannons back in, fires up the drill, and switches on two lasers. She also opens the exhaust port to air out the engine. You absolutely have to Talon Trot if you expect to avoid damage. She'll spin around, then try to move forward with the drill, attempting to hit you. Talon trot to the edge of the castle. Eventually, she'll throw in a sudden change in direction. You have to anticipate these so you can jump at the right moment. It's much easier if you make sure you're equally distant from both lasers on your sides. You want to be near the edge, but not on the absolute edge, or you won't be able to jump properly. You also have to be near the back of the Hag 1. Don't expect to be constantly in the back, but you want to be near it when she stops. Once Grunty pops out of the hatch, answer her question and start blasting.

You have to be a little more careful when you strafe. The lasers stay turned on, so you only have a limited area to move. Keep an eye on the lasers or you'll strafe right into them. Blast her with grenade eggs until she's down to 50 HP. The engine will crack down because of her reckless driving. Quickly shoot a Clockwork Kazooie egg and make it jump into the exhaust port, which isn't letting out exhaust anymore. If you don't make it before the exhaust comes out again, you'll have to go through another round of dodging lasers and the drill.

Another-nil to the pesky bear. Good for you. Take it if you need it. Hop over the cables inside the Hag 1 and avoid the enemies. Clockwork Kazooie bombs detonate automatically on contact with enemies, so you don't want to hit them. Head to the back and blow up either of the batteries. Grunty hears the explosion and proceeds to the next stage.

---

### Stage 6 - And Switch Four Lasers On

---

This stage can be pretty difficult, but if you make it out, you stand a pretty good chance of winning. The Hag 1 is a hell of a lot faster and changes direction more suddenly as well. If you don't anticipate the direction changes, you're going to get hit. Stay equidistant between the two lasers to make the direction changes as easy as possible. The drill will force you back, but head to the left or right a little if you get too close to the edge. Being right on the edge will impair your ability to jump. Stay close to the back of the Hag 1, as you'll need to be for this stage. Grunty will eventually pop her question, so answer it correctly for the sake of you

When you see that you're about to strafe into a laser, head back the other way. Keep changing direction like this and you won't get hit by her spells. Blast her with grenade eggs down to 40 HP. It's okay to start picking up honeycombs now, as you might be running low. Grunty drops another honeycomb. The engine breaks down, so fire another Clockwork Kazooie into the exhaust port. Hop the cables and destroy the other battery.

---

### Stage 7 - Faulty Machinery

---

This stage is extremely easy. Grunty sticks to the fast spells now and ditches the questions, but you have unlimited space to move as the drill is no longer here to scare you and neither are the lasers. Just strafe left or right to dodge the spells. Blast her down to 30 HP to start the next phase. The rest of the battle is in breegull blasting mode, by the way. Grunty drops a honeycomb. Pick it up if you are in need, which you almost definitely are at this point.

---

### Stage 8 - The Flying Minions

---

Grunty ponders whether or not there's anything left the Hag 1 can do, and indeed, there are still a couple of tricks you haven't seen. Grunty sends minions to hop out of the hatch and attack you. The minions can actually be a good thing. First of all, if you keep moving, you probably won't get hit by them. Second of all, they sometimes drop honeycombs, and I bet you'll be needing them now.

Strafe to avoid the spells and blast Grunty down. In between spells (you have to be really fast), grab a honeycomb or kill off a minion. This is of superb importance. When you lower her to 15 HP, stop. She drops a honeycomb and starts the next stage.

---

### Stage 9 - Toxic Shock Syndrome

---

I should note that minions keep coming out here, and Grunty continues to fire spells. She releases purple cyanide into the air, limiting the amount of time you have to kill her. You should've gotten 10 bubbles from Roysten, so you definitely shouldn't lose due to running out of oxygen.

Continue blasting her with grenade eggs. You might not have many greandes left, so switch to blue eggs and blast her down. Keep strafing to avoid minions and spells. Pick up honeycombs in between spells. When you get her down to a mere 1 HP, the final stage begins, after she drops a honeycomb, of course.

---

### Stage 10 - Winkybunion's Big Mistake

---

Keep strafing. DO NOT STOP OR YOU WILL DIE! You probably are down to a couple honeycombs, and her final purple spell will roast you if you stop moving. She doesn't stop firing these things, so you can't rest. What you have to do is shoot an egg at her while she holds the spell, causing her to drop the explosive spell. Oops.

Grunty doesn't manage to find the spell in time, and as a result, the entire Hag 1 along with her body explodes into a million pieces. Congratulations, you've



beaten Grutilda Winkybunion! Banjo and Kazooie head to the party at Bottles' house.

|  |               |        |
|--|---------------|--------|
|  | =====         |        |
|  | -----         |        |
|  | 3KKK   Ending | ENDING |
|  | -----         |        |
|  | -----         |        |

Unfortunately, when they get there, the party is already over and the guests are asleep. Bottles comments that Klungo was hungry and ate everything in the house. Jamjars blames Banjo and Kazooie for taking too long. Mumbo says he wanted to boogie, and Wumba says it's a big heap bummer. Jamjars blames Kazooie for taking too long with the witch, and Kazooie claims she wasn't hiding in her Silos. Mumbo comments that Wumba hid in her wigwam, and Wumba threatens to turn Mumbo into a frog. Mumbo in turn threatens to summon the golden goliath to kick Wumba's butt. Bottles tells them to go outside if they want to argue. However, Kazooie has another idea, and the gang head to the top of Cauldron Keep.

They have a "kick around", as Kazooie calls it. They take turns kicking Grunty's head and passing it to each other. Grunty's eye falls out. Her final words are "You'll be sorry, all of you! Just you wait until Banjo-Threeie..." Blubber flies by in the saucer of peril and you're treated to a fireworks display as the words "THE END" appear on the screen. And guess what? Banjo-Threeie became Banjo-Kazooie: Nuts n' Bolts for the Xbox 360. Congratulations, you've beaten Banjo-Tooie with all 90 Jiggies, 900 Musical Notes, 25 Empty Honeycombs, and 25 Cheato Pages!

|  |                                                   |          |
|--|---------------------------------------------------|----------|
|  | =====<br>~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~ |          |
|  | -----                                             |          |
|  | (04)   Appendicies                                | APPENDIC |
|  | -----                                             |          |
|  | -----                                             |          |

|  |                |      |
|--|----------------|------|
|  | =====<br>----- |      |
|  | -----          |      |
|  | 4a   Items     | ITEM |
|  | -----          |      |
|  | -----          |      |

~~~~~

Collectible Items

~~~~~

=====  
-----

Jiggy

-----

The Jiggy (which is a golden jigsaw puzzle piece) is the most important item in the game. They're like the Golden Bananas of BT. Collecting Jiggies allows you to open the eight worlds. To open a world, you have to visit Jiggywiggy's Temple in Wooded Hollow. Stand near the golden jigsaw puzzle and press X. You'll have to solve a jigsaw puzzle with a moving picture (like Bottles' challenge in the last game). There are ten puzzles, although only nine of them are necessary to complete. For the most part, they are easy. Press A to pick up a piece, A to put it in, and X to put the piece back. You have 100 seconds. As the puzzles go on, you have to put in more pieces. This time, you get to keep your Jiggies, as you only need a certain amount of Jiggies to enter the temple rather than actually put them in the puzzles.

Each of the eight worlds holds ten Jiggies. The first Jiggy (an Isle o' Hags Jiggy) is given to you by King Jingaling. Whenever you rescue all the Jinjos of the same color, you get an Isle o' Hags Jiggy. The colors of each individual Jinjo you find in the game is random. Since there are nine colors, there are a total of ninety Jiggies. In the early stages of the game, you'll find Jiggies out in the open for you to take. But later on, you must defeat difficult challenges and puzzles to get Jiggies.

When you collect a Jiggy, the Jiggy will spin around and disappear. Fortunately, Banjo does not stop to dance like in the last game. A number will pop up, telling you how many Jiggies you have collected throughout the game. You can also go to the start menu and go to view totals to view how many Jiggies you have in each world and how many Jiggies you have overall (this is viewed on the start menu).

=====

| Musical Notes |

=====

Musical Notes are like the regular bananas in DK64. They look like an golden 8th note, and you can find 100 of them in each world, plus the Isle o' Hags, for a total of 900 notes. In the first few worlds, notes can be found almost anywhere, in easy to spot locations. Later on, notes will be in secret and hard to reach locations. Also, the notes in this game are, unfortunately, EXTREMELY easy to find. They come in nests of five instead of singles, plus there is a treble clef, which is worth twenty notes. This makes the notes incredibly easy to find.

You may wonder what notes are for. Well, since Bottles is dead, Jamjars is in charge of teaching you new moves. This game has FAR FAR FAR more moves than the last game, including the ability to split Banjo and Kazooie up, which leads to even more solo moves. There are 27 moves (including a few that Jamjars does not teach you) and you'll need at least 765 notes to get all of them.

When you pick up a note nest, a number will appear on the screen, indicating how many notes you have overall. You don't lose your notes when you die like before. Once you pick up a nest, the notes are gone forever. The view totals screen will allow you to view how many notes you have collected in each world.

=====

| Treble Clef |

=====

The Treble Clef is a "super note" worth twenty musical notes. This means each world has only sixteen note nests and one Treble Clef, making the notes extremely easy to find. Treble clefs are usually well hidden and fairly difficult to find.

=====

| Empty Honeycombs |

=====

Empty Honeycombs are like Candy's melon upgrades in DK64. They're basically like regular Honeycombs, except they're shiny and have no honey in them. You can find three in each world and one behind Honey B's hive for a total of 25. It is not necessary to collect any of the Empty Honeycombs, but it will be very hard to finish the game if you don't. In the plateau area of the Isle o' Hags, you'll find Honey B's Hive. You can trade your Empty Honeycombs to her for more honeycombs in your life bar. At first, she only charges one, but the price goes up as you go on. If you want all the honeycombs she has to offer, you'll need to collect all the Empty Honeycombs in the game. Your energy bar can be

increased to ten honeycombs via Empty Honeycombs.

---

---

| Honeycombs |

---

---

Honeycombs make up your energy bar in this game. You start the game with five, but you can boost your energy bar up to ten later. When you make contact with an enemy, you lose one honeycomb. Some enemies take away two honeycombs. Depending on the enemy, you can sometimes get two or more honeycombs. Bosses always drop three honeycombs. Luckily, it is extremely simple to take out the enemy, which then drops a honeycomb. After a while, the bad guys will regenerate. However, don't pick up their honeycomb if you don't need it, since then it will still have it when it regenerates. If you kill an enemy that you have already destroyed, it doesn't drop a honeycomb. This means that honeycombs become scarcer and scarcer as you kill more enemies. In difficult levels, this can become problematic. Also, beehives can be broken for three honeycombs. However, be wary of the killer beehives with red eyes in the later levels.

In this game, there are also two special honeycombs that sometimes appear when you kill an enemy. They are skill stop honeycombs, which have a blue ! on them and random stop honeycombs, which have a blue ? on them. The skill stops will clear out all your honeycombs, then the unfaded one will move from honeycomb to honeycomb. You have a time limit. Press X at the end of the energy bar to set your energy to full. Be careful! If the time runs out, it stops wherever it last was. You could accidentally hit X at the wrong time and put yourself at 1 honeycomb. The random stop works the same way, but it's harder because the unfaded honeycomb moves around randomly.

Fortunately, there are not many enemies in this game, and the few enemies there are are quite pathetic. The real threat is falling off a cliff, running out of oxygen, or other kinds of environmental damage. When your health is low, your energy meter will stay on the screen at the top left. Honeycombs are like the melon slices in DK64.

---

---

| Oxygen |

---

---

Oxygen isn't a real item, but it's kind of like honeycombs, so whatever. Whenever you dive underwater, your oxygen meter will appear on the left side of the screen as six blue bubbles. About once every ten seconds, one bubble will fade, indicating that you are losing oxygen. If you run out of oxygen, you will start losing honeycombs at a rapid rate. Whenever you are underwater, keep a close watch on your oxygen meter, or you will quickly find yourself in a hopeless situation.

You can get ten bubbles via Roysten the fish, who is trapped under a boulder you cannot destroy until you get the Bill Drill from Glitter Gulch Mine. This makes pretty much every underwater task simple in terms of oxygen, unlike in the first game. Also, unlike in BK, there are some areas with toxic gas that will make you lose oxygen. Some of this gas will make you lose oxygen EXTREMELY quickly (like faster than 1 per second), and you'll need to get out right away.

---

---

| Jinjo |

---

---

The Jinjo is a small, cute little creature, a lot like the Blueprints in DK64. There are 5 of them in each world, and there are a lot more colors this time

(red, blue, green, orange, yellow, black, white, brown, and purple). The color of one particular Jinjo is random, unlike in the first game. In Jinjo Village, all the homes are empty because the Jinjos were scared by Grunty's digger. When you collect all the Jinjos in one family, they will give you a Jiggy. The number of Jinjos in one family is not always the same.

---

Blue Eggs

---

You can shoot eggs via holding the left or right trigger and pressing Y. Holding the left or right trigger and pressing X will let you fire an egg backwards. Eggs are very weak against enemies, and therefore should not be used for that. The purpose of eggs is to activate switches and to be shot into holes, etc. Doing so will result in some sort of event, almost always resulting in a Jiggy.

Eggs can be found virtually ANYWHERE, and are extremely easy to locate. Like the notes, eggs come in nests. One nest is worth a whopping twenty eggs. You can pack a total of 100 eggs, but that total can later be doubled to 200. Eggs are exactly like the fruit weapons in DK64. This game has more than one type of egg, and all the special eggs are learned in the Isle o' Hags.

To select the type of egg you want, press the left or right bumper multiple times in succession. The egg types will appear on the right side of the screen. Stop pressing the bumper when the type of egg you want is highlighted. Eggs come in nests which cycle through the various egg types, forcing you to pick it up at the correct time to get what you need.

---

Fire Eggs

---

In this game, you get to use more than one type of egg. The first special egg is the fire egg, which shoots slowly and is fairly weak. It can ignite enemies, but usually doesn't kill them in one blow. Fire eggs are better used for specific purposes, like hitting switches and lighting fires. Fire eggs are learned in the plateau. You can pack a total of fifty, but later, 100. You will collect ten from one fire egg nest. The eggs cycle through the types you have once you get special eggs.

To select the type of egg you want, press the left or right bumper multiple times in succession. The egg types will appear on the right side of the screen. Stop pressing the bumper when the type of egg you want is highlighted. Eggs come in nests which cycle through the various egg types, forcing you to pick it up at the correct time to get what you need.

---

Grenade Eggs

---

Grenade eggs are the most powerful special egg, learned in the pine grove. They can be used as weapons, but you only get 25 (50 if you use the EGGS cheat), so you want to keep them for their main purpose: blowing up barriers. Don't stand close when you lob a grenade egg or you will get hurt from the explosion. The explosion will destroy specified barriers and walls, allowing you access new areas of the worlds. You can collect ten grenade eggs from one nest. The eggs cycle through the types you have once you get special eggs.

To select the type of egg you want, press the left or right bumper multiple times in succession. The egg types will appear on the right side of the screen.

Stop pressing the bumper when the type of egg you want is highlighted. Eggs come in nests which cycle through the various egg types, forcing you to pick it up at the correct time to get what you need.

---

| Ice Eggs |

---

Ice eggs are the fourth special egg, found on the cliff top. These eggs will allow you to freeze enemies, which is pretty much useless, since they're all simple to kill anyways. I suppose it's good for freezing the killer beehives, but other than that, you'll need to use these like twice in the whole game. You can carry fifty of them at a time (100 later) and pick up 10 eggs per nest.

To select the type of egg you want, press the left or right bumper multiple times in succession. The egg types will appear on the right side of the screen. Stop pressing the bumper when the type of egg you want is highlighted. Eggs come in nests which cycle through the various egg types, forcing you to pick it up at the correct time to get what you need.

---

| Clockwork Kazooie Eggs |

---

Clockwork Kazooie eggs are the final type of special egg, learned in the wasteland. Fire one of these red yellow polka dot eggs to unleash a miniature Kazooie bomb. Press X to detonate it, or it will explode in twenty seconds anyways. You'll be using these for several specific purposes, but don't use them for anything else, since they're scarce. You can only pack ten of them (twenty later) and pick up one at a time.

To select the type of egg you want, press the left or right bumper multiple times in succession. The egg types will appear on the right side of the screen. Stop pressing the bumper when the type of egg you want is highlighted. Eggs come in nests which cycle through the various egg types, forcing you to pick it up at the correct time to get what you need.

---

| Rapid-Fire Eggs |

---

The rapid-fire eggs don't need to be learned, and you'll only find them once or twice in breegull blasting arenas. They look like peachish colored eggs and once you get them, you have an unlimited amount for a limited amount of time. You can use these to wipe out enemies with ease, but they'll eventually run out.

---

| Red Feathers |

---

Red feathers are required to fly. Stand on a Flying Pad and press A to take flight. You will steadily go downwards, but you can fly higher by pressing A. This uses up one red feather. Also, you can press X to thrust forward, which also uses up one feather. Be careful! If you Beak Bomb into a wall, you'll lose a honeycomb. The beak bomb, however, is almost never used in this game.

At first, you will only be able to carry 100 red feathers, which is already enough. However, later this can be doubled to 200, which is a huge amount. You pick up a whopping twenty feathers at a time. The nests cycle through red and gold feathers.

---

---

Gold Feathers

---

---

Gold feathers are not nearly as valuable or rare as before, since they come in nests and you get two at a time. You can hold the left or right trigger and hold the right control stick right to activate the Wonderwing. During this time, you are completely invulnerable. If you walk into enemies, the enemy will die instantly. You can safely tread into most dangerous areas (toxic water or anything that will cause you to lose control of the Wonderwing are exceptions). However, during this time, you will lose Gold Feathers at a rapid rate. Once you run out, you will no longer be able to stay invulnerable.

At first the max capacity is only ten. But later, this number can be doubled to twenty. There is only like one time where you need this move, and you won't find it coming in handy anywhere near as much as in Banjo-Kazooie.

---

---

Glowbos

---

---

Instead of Mumbo Tokens, you have to collect Glowbos this time around. Mumbo now is a playable character who performs various spells, while the Indian Humba Wumba has taken over transformation duties. The glowbos are easy to find and are near Humba's tent or Mumbo's skull. Find it and give it to them (you only need one) to be able to take advantage of their magical prowess.

---

---

Mega Glowbo

---

---

To get the Mega Glowbo, you first need the Ice Key from Jinjo Village. Then, you can Talon Torpedo the Kazooie rock in Glitter Gulch Mine's Waterfall Cavern to reach the ice safe. Use the Ice Key to open it to get the Mega Glowbo, which is basically a giant Glowbo. Give it to Humba Wumba in the Pine Grove to transform Kazooie into a dragon. Her stationary Rat-a-Tat-Rap is replaced by a fire-breathing attack, and she can go anywhere with the transformation.

---

---

Stop n' Swop Eggs

---

---

There are three Stop n' Swop Eggs, recolored from the N64 version. The first requires you to fly to the top of one of the waterfalls in Spiral Mountain and go into its source. Then, you can Grip Grab along a ledge behind waterfall inside the Waterfall Cavern to reach the egg. The second egg requires you to blast a gate with a Grenade Egg so you can get the Egg. You can take these eggs to Heggy's Egg Shed in Wooded Hollow to get various prizes including the Breegull Bash and the HOMING eggs cheat. The Yellow Secret Egg is also found in Heggy's Egg Shed, although Kazooie has to hatch it herself.

---

---

Ice Key

---

---

The Ice Key is found inside a cave that you reach by Grip Grabbing along a ledge in a sandy part of Jinjo Village. There, you'll find the Ice Key. If you Talon Torpedo the Kazooie rock in Glitter Gulch Mine's Waterfall Cavern, you can reach a link to the icy side of Hailfire Peaks, where'll you find the ice safe. You

can use the ice safe to get the Mega Glowbo, which can be used for Humba Wumba's transformation in the Pine Grove. Kazooie becomes a dragon, and her stationary peck attack is replaced by a fire-breathing attack. You can go anywhere with this transformation.

---

| Targitzan's Priceless Relic Thingy |

---

Once you open the Treasure Chamber in Mayahem Temple by shooting the dragon heads, you can enter to meet Chief Bloatazin, guarder of Targitzan's Priceless Relic Thingy. The relic was stolen by Unga Bunga, and you'll need to climb a coin stack and Grip Grab along a ledge leading to a link to Unga Bunga's cave. Here, you can tip-toe across the tinder and steal the relic back without being heard by Unga Bunga.

---

| Targitzan Statues |

---

Inside Targitzan's temple, you'll find green statues resembling Targitzan. You have to collect ten of these to open his Slightly Sacred Chamber, where you'll find a Jiggy. If you collect twenty, you'll open the Really Sacred Chamber, where you'll find Targitzan himself.

---

| Big Top Ticket |

---

In Witchyworld, around the Big Top tent, you'll find evil cash registers. Blow them up with Grenade Eggs to retrieve four Big Top Tickets. If you enter the Big Top tent, you'll be able to give Conga your tickets to enter the tent, where you'll fight the world's boss, Mr. Patch.

---

| Doubloon |

---

In Jolly Roger's Lagoon, you'll find Doubloons scattered throughout the Town Square. Some of them are in shallow water, while others are under Bill Drillable patches of ground. You'll need twenty Doubloons to pay for Pawno's Jiggy, five to pay for his Cheato Page, and one to pay for Blubber's Turbo Trainers. You also can pay Jolly two Doubloons to rent a room, but you can also blast it open with a grenade egg.

---

| Bazza Batteries |

---

In Grunty Industires, you'll find three Bazza Batteries. Use Banjo to Pack Whack them, then put them in your Taxi Pack to deposit them in power slots, thereby opening the doors that require additional power. The first battery is on top of the world entrance, the second is guarded by Tintops on the second floor, and the third is near Mumbo's skull. The doors that require power are the first floor Waste Disposal Plant, the third floor Packing Room, and the fourth floor Cable Room.

---

| Dindin |

---

Dindin is found in the boiling hot lake left of the upper fire side Warp Pad. Use Banjo's Shack Pack to go in the lake and get the fish (there's also a Jinjo), then go to Boggy's igloo on the icy side. Feed him the fish and he'll cough up a Jiggy.

---

| Magic Bean |

---

Once you use Cloud Cuckooland's first Blastaplant, you'll find several patches of dirt. Bill Drill these to reveal prizes, including two Magic Beans. Plant them in the dirt holes under the cheese wedge and the sack race, then use Mumbo's Rain Dance spell. Part of the spell's effect includes growing the beans into bean stalks, allowing Banjo alone to access these areas (which he needs to do).

~~~~~  
| Pads, Switches, and Misc. |
~~~~~

---

| Information Signs |

---

Scattered throughout the Isle o' Hags and the eight worlds are brown signs with yellow question marks. Press X while in front of them and Jamjars will give you a subtle clue about the game. Of course, with a less obscure guide to help you, you shouldn't need these anyways.

---

| Silo |

---

In every section of the Isle o' Hags you'll find a silo, which is like a metal circle with a rounded surface. When you go near it, the rounded surface opens and you can jump inside. Once you've activated at least two, you can warp to any other area of the Isle o' Hags. This is very useful, as you'll be doing a lot of skipping around the different areas. These replace the warp cauldrons from Banjo Kazooie.

---

| Warp Pad |

---

Since the worlds are so much larger this time around, there are purple and blue swirly pads around the different worlds. There are five of these in each world, except Cloud Cuckooland, which has a measley two Warp Pads. Activate all of them, as it makes getting around the huge worlds much, much easier. They'll save you tons of time.

Once you activate at least two Warp Pads in a world, stand on it and press X to get a list of the different Warp Pads you have activated. Press A to warp to the selected location or X to cancel. Every world has a Warp Pad near the entrance, near or inside Humba Wumba's wigwam, and near or inside Mumbo's Skull, with a few exceptions.

---

| Jamjars' Hatches |

---



Thanks to me frog's FAQ, I know what to call these. They look like metal circles on the ground with a flashing red light. Go near it and your note total and the amount of notes you need to learn the move appears. If your note total is less than the other one, you can't learn the move. Sometimes you need to be only Banjo, only Kazooie, or both together to learn a move. Stand on it and press X and Jamjars will teach you one of his strange and advanced moves. Some of these moves require a pad or require you to be in a certain area. There are a few moves in every level, unlike in the last game.

---

Mumbo Pad

---

The Mumbo Pads have various colors and have Mumbo's face on it. Stand on it and press X while controlling Mumbo to perform a various spell. This is always vital to the completion of the level.

---

Beehive

---

The beehives are scattered throughout the worlds. If you break it open, you'll get three honeycombs. From Terrydactyland onward, the beehives will have red-eyes and be superfast. They'll chase you and try to kill you when you get close, but they're not hard to deal with.

---

Shock Jump Pad

---

There is at least one Shock Jump Pads in pretty much every level. They are green and have a picture of Kazooie's foot on them. Hold A while on one to perform a super high jump. This allows you to reach ledges otherwise unaccessible.

---

Shock Jump Pad Switch

---

There are only a few of these in the entire game. When you stand on the switch, (you don't have to beak bust switches in this game), a Shock Jump Pad will appear somewhere else, usually allowing you to get a Jiggy or some other important item.

---

Flying Pad

---

Flying pads are somewhat common. They are blue and have three red feathers on them. Stand on one, then press A to take flight. You'll slowly sink down. Press A to go higher, using up one red feather. Holding up on the control stick makes you go down, while holding it down makes you go up.

---

Flying Pad Switch

---

There's only like one of these in the entire game (Gruntz Industries). Stand on it and a Flying Pad will appear somewhere else. This will let you access other areas fo the world, letting you clear out more Jiggies and other important

collectibles.

-----  
| Wading Boots |  
-----

The Wading Boots are a pair of green rubber boots. You can put on the boots and walk around in dangerous terrain safely. Be careful, though, because after a hidden time limit, the boots will disappear. When your time is almost up, you'll hear a clock ticking. Whenever you put a pair of the boots on, always get down to business right away. Press X to cancel the boots prematurely.

-----  
| Turbo Trainers |  
-----

The white shoes with red lightning bolts, previously known as the running shoes, are only used a few times. You can put on a pair and run around at super speed. This allows you to get into areas within a very small time limit and to defeat challenges that require super speed. However, you'll have to get right down to it as soon as you put the shoes on, because after a while, the shoes will disappear. You'll hear a clock ticking when your time is almost up. Press X to cancel the boots prematurely.

-----  
| Springy Step Shoes |  
-----

Once you learn the move in Terrydactyland, you can use these purple shoes with springs to leap high into the air. Note that you're only allowed one super jump (which is higher than the Shock Jump Pad) per pair of shoes, so be careful. Springy step shoes are always found near the area you need to jump to, and there is usually no other way to get to the ledge. Press X to cancel the boots prematurely.

-----  
| Claw Clamber Boots |  
-----

Learned on the first floor of Grunty Industries, these blue boots with red suction cups allow you to walk up walls with Kazooie's yellow footprints. You can also go down, which is why a second pair of boots is placed at the top of the prints. This allows you to reach higher areas of the world. Press X to cancel the boots prematurely.

-----  
| Split-Up Pads |  
-----

These look like a blue pad with Banjo's face next to a red pad with Kazooie's face. After Jamjars teaches you the corresponding move in Witchyworld, stand on the blue Banjo pad and press A to split up. This allows you to learn solo moves and do tasks that can only be done by one character. Press A while in a swap cloud or on one of the Split-Up Pads to change character.

-----  
| Banjo-Kazooie Switch |  
-----

This is a gray switch with Banjo and Kazooie's switch on it. Stand on it while

controlling both Banjo and Kazooie to trigger some event.

---

Banjo Switch

---

This is a gray switch with Banjo's face on it. Stand on it while controlling Banjo alone to trigger some event. However, usually you need to activate a Kazooie Switch as well before the event happens. For this reason, there is usually a Swap Cloud (which lets you switch characters on the spot) placed on the switch.

---

Kazooie Switch

---

This is a gray switch with Kazooie's face on it. Stand on it while controlling Kazooie alone to trigger some event. However, usually you need to activate a Banjo Switch as well before the event happens. Banjo is usually used first, so there is almost always a Swap Cloud (which lets you switch characters on the spot) placed on the Banjo Switch.

---

Swap Cloud

---

A Swap Cloud is a mess of yellow, red, and blue "particles" or dots or whatever you want to call them swirling around a small area. Stand in it while controlling Banjo or Kazooie alone to switch characters. Usually this is placed on Banjo Switches where you need to have Banjo and Kazooie standing on both of their switches at the same time.

---

Banjo-Kazooie Game Pak

---

Behind the waterfall and behind a grate in Spiral Mountain, you'll find Banjo-Kazooie Game Paks. If you break these open, you'll get a Secret Egg, which you can give to Heggy to get special bonuses. A third Banjo-Kazooie Game Pak in a cave along a ledge in Jinjo Village has the Ice Key.

---

Sun, Star, and Moon Switches

---

These are found in front of the Prison Compound of Mayahem Temple. Talk to the Stony in the area (you have to be a stony to understand him) to learn the combination, then hit the switches in the appropriate order to open the compound. Once you have the Bill Drill move from Glitter Gulch Mine, you can destroy the boulder inside to free Dilberta. Go to the prospector's hut through the now open entrance and Dilberta and the prospector will be reunited. You'll get a Jiggy, of course.

---

Cage Switch

---

The Cage Switches of the various worlds (most notably Terrydactyland) will open up cages blocking your path directly in front of you. This allows you to reach new areas of the world.

=====  
| Dynamite Sticks |  
=====

In the Ordnance Storage, you have to defuse fifteen dynamite sticks in Bullion Bill's mine. They bounce around and can be hard to find in the 200 second time limit (which doesn't start until you hit one). You have to use the Beak Bayonet to destroy them, since using eggs will make the entire mine blow up.

=====  
| Gate Switch |  
=====

This is found near the beginning of Glitter Gulch Mine. Once you have the Turbo Trainers on your feet, hit the switch and take a right. Follow the stream to the end to where the gate was opened. You'll enter Waterfall Cavern.

=====  
| Red Button |  
=====

There are two Red Buttons, one in Glitter Gulch Mine and one in Witchyworld. The GGM one is in the crushing shed. You have to pass the smashers and beak barge the button to activate the crushers. The one in Witchyworld is found near the saucer of peril. You have to beak barge the button to open the gate, allowing the saucer to come back to Witchyworld, assuming you blow up the TNT in GGM.

=====  
| Train Switch |  
=====

After you defeat Old King Coal in Glitter Gulch Mine, you'll be able to use his train, Chuffy, to go around the worlds, but not until you open the worlds' stations. To do this, stand on the Train Switches (which have a picture of the engine car on them) to open them). Once you open them, you can enter Chuffy's engine car and press X while on the GO pad to select which station you want to go to.

=====  
| Go Pad |  
=====

After you defeat Old King Coal in Glitter Gulch Mine, you'll be able to use his train, Chuffy, to go around the worlds. Press X while on the Go Pad in the engine car to select a station. Note that you must press the Train Station Switch in a world before you can ride to it.

=====  
| Light Switch |  
=====

This is only found in Glitter Gulch Mine, in a power shed. Stand on it with Banjo to turn on the lights in the basement. This will allow Kazooie to safely walk across the narrow planks to reach the Jiggy.

=====  
| Fire Egg Switch |  
=====



=====

| Terry's Eggs |

=====

Once you defeat Terry, she'll ask you to hatch her eggs, which were stolen. They are blue eggs with red spots, and there are four of them. One is on a platform in the lake, one is inside the mountain, another is in the Oogle Boogles' cave, and the last one is in Unga Bunga's cave. Hatch them with Kazooie's hatch move and three of them will return. The fourth one is too big to return home, so Banjo will have to return them with his Taxi Pack move.

=====

| Toxic Waste Switch |

=====

This is found on top of the pipe in Grunty Industries' Waste Disposal Plant. Hit it to raise the toxic waste level in the plant. Once you get the Sack Pack move from Cloud Cuckooland, sack pack across the water and hit the Banjo Switch to destroy the case trapping the Jiggy.

=====

| Metal Switch |

=====

This is found in back of a metal door in Grunty Industries. Step on the switch to open the door, allowing the washer to access one of the Skivvy workers.

=====

| Fan Switch |

=====

This is found outside Grunty Industries' Quality Control Room. If you accidentally hit a toxic waste drum, exit the room and hit this switch to turn on the fan, which will air out the room so you can re-enter.

=====

| Clinker |

=====

Once you get past the wall crushers on the fourth floor, you can access a new area, which has the sewer entrance. In here, you can access Clinker's Cavern. Clinkers are brown smudges clogging up the vents in the sewer. You have 200 seconds to hit all 20 before the 200 second time limit runs out. At that point, the air will become toxic, killing you after it depletes your oxygen.

=====

| Pillar Switch |

=====

In Hailfire Peak's Colosseum, you can hit this switch to raise pillars in the lava leading to a Jinjo behind a boiling hot waterfall.

=====

| Stone Switch |

=====

The first one is down a winding staircase on the cliff top, which creates a bridge that lets you go to Hailfire Peaks. The second one is inside the said level, which creates a shortcut between the Flying Pad area and Sabreman's tent.

=====  
| Roman Numeral Switches |  
=====

The Roman Numeral Switches are found inside the volcano of Hailfire Peaks' lava side. Press them in numerical order to raise bridges. Each bridge has the next switch. When you hit the V switch, the final bridge raises, which has a Jiggy switch.

=====  
| Jiggy Switch |  
=====

This is found inside the volcano of Hailfire Peaks' lava side. Once you raise all five bridges by hitting the Roman Numeral Switches, the sixth bridge appears, which has a Jiggy Switch on it. Hit the switch to make a Jiggy appear on the center platform.

=====  
| Power Switch |  
=====

This is found near the oil machine. Only the snowball can activate it, but the snowball has to head through from the fire side to reach the high ledge. Once you activate the machine, it will dig up a Jiggy.

=====  
| Superstash Switch |  
=====

There are four in these hidden in areas of Cloud Cuckooland that only the Clockwork Kazooie bomb can access. Detonate the bomb on the four switches to reveal the Superstash safe in Central Cavern's combination, who will then open to reveal a Jiggy.

=====  
| Rareware Coin Switch |  
=====

After Mumbo has performed his rain dance spell in Cloud Cuckooland, you'll be able to cross the rainbow to the Pot o' Gold. However, first you have to hit the Rareware Coin Switch, which opens the pot temporarily.

=====  
| Floatus Floatium |  
=====

In Cloud Cuckooland, you'll find purplish eggs around the ledges and one inside Central Cavern. Use Kazooie to hatch these and you'll find floating creatures called Floatus Floatium. Use Banjo to Taxi Pack them and he'll be able to cross wide gaps, as they allow him to float. Be warned, you have a limited amount of time before the Floatus Floatiums escape.

=====  
| 4b | ===== | |
| | Moves | MOVE |  
| | ===== |  
=====

## Basic Moves (Banjo-Kazooie)

~~~~~

The basic moves are the simple moves you learned in Spiral Mountain from Bottles in Banjo-Kazooie. In Banjo-Tooie, you can press X while on these molehills and he will explain how to use these moves as well as the moves he taught you throughout the worlds in Banjo-Kazooie.

Camera Controls

Just outside Banjo's house, Bottles will teach you how to control the camera. The Y button lets you see in Banjo's perspective, rendering you immobile. Moving the right control stick down controls how far the camera is from Banjo, offering three different views (one close, one medium, one far). Moving the right control stick right and left will move the camera left and right, respectively. Holding the left or right bumper will center the camera behind Banjo, making it easier to traverse ledges and cliffs.

Jump

Near a bunch of tree stumps, Bottles will show you how to jump. Tap A for a short jump, press it for a bigger one, and hold it for a high jump. Press A and A again while in the air to have Kazooie flap her wings. This is a very useful technique that allows you to traverse gaps. Hold the left or right trigger and press A to do a high jump, giving you large amounts of airtime and propelling you high into the air. This move is great for getting onto high ledges, but should never be used for getting over gaps, as it gives you very little distance.

Swim

By the river, Bottles will give you swimming lessons. Jump into the water and press X to go under. Your oxygen meter will appear. Once every 10 or so seconds, you lose an oxygen piece. Surface when you're low or you will drown and die. While underwater, hold A to have Banjo kick his legs. This is only good for getting items trapped underwater. Hold X to use Kazooie's wings to propel you forward, which is a much more efficient way of getting around underwater.

Climb

Near Grunty's Lair, Bottles will tell you how to climb. Jump onto a tree or pole and Banjo will grasp hold of it. Move the control stick up and down to climb the tree. When you reach the top, Banjo will automatically leap onto the surface.

Beak Barge

In an area with a bunch of rocks near Grunty's Lair, Bottles teaches you to use the Beak Barge. Hold the left or right trigger and press X to have Kazooie thrust forward with her beak, which can destroy barriers and activate switches. It should be used for this and rarely for attacking enemies, as it is not a very

accurate attacking move. The Beak Barge is rarely used in Banjo-Tooie.

Roll

On a hill with a dirt farming patch, Bottles will teach you three attacking moves. Press X while running to perform the roll. This is also a weak move, but it is useful when the enemy is on lower terrain than you or when the enemy is very short, which can make the Rat-a-Tat-Rap difficult to aim.

Rat-a-Tat-Rap

On a hill with a dirt farming patch, Bottles will teach you three attacking moves. The third attack is the Rat-a-Tat-Rap. Press X while holding still to have Kazooie peck, moving you forward slightly and attacking enemies in front of you. This is generally not useful and should be avoided, because standing still puts you at risk from enemies. Jump and press X while in the air to make Kazooie come out of the backpack and peck her beak. This is a powerful move that should be used as your main attacking move. It's very effective against aerial enemies as well as enemies that come out of the wall. You can also press X to peck while Grip-Grabbing a ledge, which allows you to kill the Snapdragons that inhabit these ledges.

~~~~~  
Advanced Moves (Banjo-Kazooie)  
~~~~~

These are the moves that were learned throughout the worlds in Banjo-Kazooie. In Banjo-Tooie, you start out with these moves. Bottles' molehills in Spiral Mountain will explain how to use them.

Egg Spit

Bottles will explain how to use this move on a hill with a dirt farming patch. Hold the left or right trigger and press Y to spit an egg forward. Hold the left or right trigger and press B to fire an egg backwards. Eggs are quite useless for dealing damage, as it is usually a waste of eggs on enemies that can easily be defeated by other means. However, they are extremely useful for activating switches and various other purposes, triggering events that will usually end in a Jiggy.

Unlike in Banjo-Kazooie, there are multiple types of eggs now. The blue eggs, your standard eggs, are useable from the start of the game. You can carry 100 at a time. They are pretty much completely useless after you get the first special egg, fire eggs. These eggs do more damage and light enemies on fire. You can carry 50 at a time. Grenade eggs, which you can pack 25 of, blow things up. Ice eggs freeze enemies and you can hold 50 of them at a time. Clockwork Kazooie eggs, which you can only carry 10 of at once, give you control of a bomb that you can move around to blow things up.

To select the type of egg you want, press the left or right bumper multiple times in succession. The egg types will appear on the right side of the screen. Stop pressing the bumper when the type of egg you want is highlighted. Eggs come in nests which cycle through the various egg types, forcing you to pick it up at the correct time to get what you need.

| Talon Trot |

Bottles explains how to use this on a molehill close to Gruntilda's Lair. Hold the left or right trigger and then hold the other trigger to have Kazooie stick her legs out of the backpack. You only need to continue holding one trigger to keep the move in effect. The Talon Trot allows you to move at a much quicker pace, as well as allowing you to get up steep slopes. On icy terrain in worlds such as the icy side of Hailfire Peaks, the Talon Trot will prevent you from slipping (which can be very dangerous on high ledges).

The Talon Trot is a more efficient way of exploring the large worlds. However, it is extremely dangerous when on high ledges and cliffs. It is more advisable to use Banjo, who does not move as quickly, to walk in these places.

| Beak Buster |

This move can be found in an area with a lot of rocks near Grunty's Lair. Press A to jump, then press the left or right trigger while in the air. Banjo will turn upside down and Kazooie will slam the ground with her beak. This is a powerful, but inaccurate move, making it less useful against enemies. In the last game, this move was used all the time. Now that switches no longer need to be hit with it to be activated, the move is practically useless.

| Flying |

Flying can be learned on a molehill at the top of Spiral Mountain. Press A while standing on a Flying Pad to take flight. While you move around, you will slowly sink towards the ground. Holding the control stick down makes you go up, while holding it up makes you go down Press A to go higher. This uses up a red feather. Flying allows you to reach areas otherwise unaccessible. You can carry 100 red feathers at a time (which is very adequate), but later you can get 200, which is an enormous amount.

Feathers come in nests which cycle through the two types of feathers, forcing you to pick it up at the correct time to get what you need. Each nest will get you 20 red feathers.

| Shock Jump |

The Shock Jump can be learned near Grunty's Lair on a molehill. Press and hold A while standing on a Shock Jump Pad to leap high into the air. You can also use the control stick to move forward in the air. The Shock Jump allows you to reach high up areas, often leading to a Jiggy.

| Wonderwing |

The Wonderwing is learned on the dirt farm patch on a hill. Hold the left or right trigger and hold the right control stick right to activate the move. To continue using the move, keep holding the trigger, releasing it stop the move.

While the move is in effect, you will be totally invincible, letting you steamroll through enemies and go through dangerous terrain unharmed. However, you lose gold feathers at a rapid rate. Once your supply is completely drained, the Wonderwing can no longer be used. Gold feathers are rare and valuable. You can only carry ten of these at a time (twenty eventually), so use them wisely. Activate the move just before you make contact with the danger, and end it as soon as you reach safety.

Feathers come in nests which cycle through the two types of feathers, forcing you to pick it up at the correct time to get what you need. Each nest will get you two gold feathers. This means stocking up on gold feathers is far easier than it was in Banjo-Kazooie, where they were far rarer. Ironically, the move is used far less than it was in Banjo-Kazooie.

Wading Boots

Use of the Wading Boots can be learned on a molehill next to a bunch of stumps. Put on a pair of the giant green boots to activate the move. This allows you to cross dangerous terrain such as icy water, swampy water, or thorns unharmed. Be careful, though, because the boots will disappear after a certain amount of time. If that happens while you're still in the dangerous terrain, you will start taking damage. Wading Boots are usually found very close to a dangerous area you need to traverse. Don't waste any time once you put them on. Press X to cancel the boots.

Beak Bomb

The Beak Bomb can be learned at the very top of Spiral Mountain. While flying, press X and Kazooie will lunge forward in a powerful strike. This uses a red feather. Fortunately, you hardly ever need to use it. You should get fairly close to your target before you Beak Bomb, as it can be hard to control and aim. Also, be careful not to Beak Bomb into a wall, or you will lose a honeycomb. If you hold down the X button, you will continue Beak Bombing until you hit a wall or release the button, which makes for speedy air travel.

Turbo Trainers

Usage of the Turbo Trainers can be learned on a molehill by a bunch of stumps. Put on the pair of white shoes with red lightning bolts and you will be able to move at super speed. You can also walk on water. Don't waste time once you have the shoes on, as eventually they will disappear. The Running Shoes are usually used to get into a temporarily opened door within a time limit, or to give you the speed you need to complete a race or challenge. Press X to cancel the shoes.

~~~~~  
Jamjars' Techniques  
~~~~~

Jamjars the mole takes over Bottles' responsibility in this game. His metal hatches are scattered throughout each of the eight worlds and the Isle o' Hags. When you find him, press X while standing on the hatch and he will teach you the move, provided you have enough musical notes. The number of notes he requires appears next to an icon of his head on the bottom of the screen, while the number of notes you have also appears on the screen. Some moves require Banjo

and Kazooie to be together, while other moves are for only one character. Jamjars will not teach you a solo move if you're together or controlling the wrong character.

Egg Aim

~~25 notes~~
~~Mayahem Temple~~

The very first move you'll learn in the game is the Egg Aim, which is a move you'll have to use CONSTANTLY throughout the game. Press Y to go into Banjo's eyesight. Once you have the egg aim, you can use the left control stick to aim a crosshair, allowing you to aim your eggs. This allows for shooting targets and whatnot that are higher than Banjo is.

If you get the Amaze-O-Gaze Goggles from Goggles, you can move the right control stick right to zoom in and move it left to zoom out. This lets you hit further away targets with greater accuracy. Also, hold the stick down to toggle the crosshair on and off. Egg Aiming is something you probably SHOULDN'T use as a method of attack. Not only does this waste eggs, it also makes you vulnerable to attack. Physical attacks are more efficient.

Breegull Blaster

~~30 notes~~
~~Mayahem Temple~~

The Breegull Blaster hatch is found on a ledge near the back of Targitzan's Temple. You don't even decide when you get to use it. When you enter special arenas, Banjo holds Kazooie like a gun and you go into his perspective, making it a first-person shooter. Press the left or right trigger to shoot eggs, X to use Kazooie's beak as a weapon (once you learn the Beak Bayonet), and move the right control stick left and right to strafe left and right. This lets you avoid enemy fire while firing your own weapons. Move the right control stick up and down to aim up and down, and use the left control stick to move and turn. Hold the left or right bumper to aim with the crosshair. Using the control stick to aim can be done when strafing, allowing you to dodge and fire at the same time.

Without the Breegull Blaster, you won't be able to go into special arenas like Targitzan's Temple and Clinker's Cavern. This means you can't get the Jiggies and other items inside the arenas.

Grip Grab

~~35 notes~~
~~Mayahem Temple~~

I can guarantee that this move will save your life over and over without you even intending to use it. The hatch is found inside the Jade Snake Grove, once you've smashed the door open with the Golden Goliath. The Grip Grab allows Banjo to hold onto ledges. Press the left or right trigger to drop down and A to pull yourself up. This means that when you fall off a ledge, there's a chance Banjo will hold onto it and prevent you from falling, thereby saving you from a dangerous fall. Most of the time you won't even mean to do this, yet it could

mean the difference between life and death.

The Grip Grab also allows you to use the control stick to move right or left, letting you reach new areas. Be careful, as yellow dots on the wall are Snapdragons, which pop out and try to eat you when you go along the ledge. Press X to use Kazooie as a weapon against the dragons. Ledges look more like cracks in the wall than actual ledges. Whenever you see one, it's always in your best interest to Grip Grab it, as it will usually lead to a new area.

=====
| Fire Eggs |
=====

~~45 notes~~
~~Isle o' Hags (Plateau)~~

The Fire Egg is the first type of special egg you learn. It's learned in the plateau, below Honey B's Hive. Shoot a fire egg and it will flame up. Fire Eggs are generally pretty weak for attack, so they're best used to light your way when you're in dark places and for their specific uses, such as activating generators in Generator Cavern. Fire Eggs are a little more powerful than Blue Eggs, but they fire much more slowly.

After you have two types of eggs, press the left or right bumper rapidly to cycle through the egg you're currently using. The egg nests will also cycle through the eggs, so you have to wait to restock on the egg you want to.

=====
| Bill Drill |
=====

~~75 notes~~
~~Glitter Gulch Mine~~

The hatch is across from Bullion Bill's hut, on a bunch of ledges. The Bill Drill allows you to use Kazooie as a jackhammer. Press A and hold the left or right trigger to use the move. If you just press it, you'll do a Beak Buster, so be sure to hold it.

The Bill Drill allows you to destroy boulders containing items and blocking passages. The rocks that can be destroyed are much less smooth than the ones that cannot, so it should be pretty obvious whether or not you can Bill Drill a particular boulder. When you destroy it, you'll find a new path or an item like a Treble Clef or a Jinjo.

=====
| Beak Bayonet |
=====

~~95 notes~~
~~Glitter Gulch Mine~~

The Beak Bayonet is learned in the entrance to the Ordance Storage. It allows you to attack while in Breegull Blasting mode without wasting eggs. Press X to use Kazooie as a weapon. This is a pretty powerful attack that can take out pretty much any enemy in one hit.

In the area you learn the Beak Bayonet, it's good for defusing the dynamite sticks without making them detonate. In later areas, it can be useful if you don't feel like using up an egg but have to destroy an enemy in a FPS arena.

=====
| Grenade Eggs |
=====

~~110 notes~~
~~Isle o' Hags (Pine Grove)~~

The Grenade Eggs are the most commonly-used special egg. Learned under the Flume of Doom sign in the Pine Grove, these explosive eggs allow you to blow up items and doorways. This is extremely useful to discovering new areas, but you generally shouldn't use them for attacking, as you only get 25 grenades.

Since you use Grenade Eggs so much, you should probably activate the EGGS cheat Cheato gives you for the first five pages. This brings your total to 50, which is plenty. When you fire a Grenade Egg, be sure to be far from your target, or you'll lose health to the explosion. Many walls have cracks in them. Cracked walls can be broken with a Grenade Egg, so always fire a grenade at a cracked wall.

You pick up ten Grenade Eggs per nest, which is pretty fortunate. I would've expected more like five per pick up. The nests cycle through the different egg types once you have special eggs. You can use the left or right bumper to select which egg you want to use.

=====
| Airborne Egg Aiming |
=====

~~120 notes~~
~~Witchyworld~~

The hatch for this move is in Witchyworld's Space Zone. If you can aim eggs on the ground, why should you have to learn how to do it in the air? Once you learn this move, the crosshair will appear when flying. Move the right control stick up to toggle the crosshair. This allows you to hit targets while in the air and kill aerial enemies when you're playing on their turf.

The Airborne Egg Aiming skill is used mostly in Witchyworld for the battle against Mr. Patch and for the Balloon Burst Challenge in the Crazy Castle. After that, it will only be used a couple times for firing Clockwork Kazooie eggs while in the air.

=====
| Split-Up |
=====

~~160 notes~~
~~Witchyworld~~

This is, along with the egg aim, the most important move in the game, as it will allow you to access many of the game's items. Once you learn the move behind Witchyworld's Big Top Tent, stand on the blue Banjo pad next to the red Kazooie pad to split up the characters. This allows you to learn moves intended for only one character, as well perform solo tasks.

When split up, you can use your solo moves. If you want to switch characters, press A while standing on a Split-Up Pad. You automatically start out as Banjo. Also, if you find a Swap Cloud (which are a bunch of colors swirling in the air), you can stand in them and press A to switch characters as well. If you want to

rejoin, then simply touch the other character.

Often, Banjo and Kazooie have to stand on two switches, one with Banjo's face, and the other with Kazooie's face, at the same time. For that reason, you'll almost always find a Swap Cloud placed on Banjo and Kazooie Switches. Note that switches with one character's face cannot be activated when you're together, and switches with both characters' faces cannot be activated when you're split up.

=====
| Pack Whack |
=====

~~180 notes~~
~~Witchyworld~~

The Pack Whack is a move you'll probably use everytime you play as Banjo alone. Press X and he'll swing his backpack around, killing enemies. This is a fairly powerful attack that'll wipe out all but the most powerful enemies in one hit. The hatch for this move is in an alcove on the side of the Crazy Castle Stockade.

The Pack Whack is Banjo's only method of defense when alone, so you'll be using often. It also allows you to use a glitch technique, the double jump. Jump and use the Pack Whack in the air, then press A again to jump again. This allows you to accomplish several tasks that were meant to be completed in other ways. Note that the Pack Whack has a long windup time, so begin the attack before you actually make contact with an enemy, or you'll probably get hit anyways.

=====
| Ice Eggs |
=====

~~200 notes~~
~~Isle o' Hags (Cliff Top)

The Ice Egg is probably one of the least used special eggs, learned at the edge of the Cliff Top. You can use them to freeze enemies, but that's pretty much completely useless since they eventually thaw and are easy to defeat in the first place. The Ice Eggs have a couple specific uses, and then you'll never use them again.

Ice Eggs are used in Jolly Roger's Lagoon to get past the octopus, since a hit to the mouth will freeze them, allowing you to get past their tentacles. They're also used in JRL to freeze spinning propellers, letting you pass them safely. You'll also use Ice Eggs to put out bonfires in Terrydactyland to reach the Stomping Plains.

You get fifty Ice Eggs to start, which is already more than enough. The EGGS cheat doubles this to 100, which is just unnecessary. You pick up ten Ice Eggs each time you pick up a nest. The nests cycle through the different egg types once you have special eggs. You can use the right or left bumper to select which egg you want to use.

=====
| Wing Whack |
=====

~~265 notes~~
~~Jolly Roger's Lagoon~~

The Wing Whack is a relatively useful move you'll learn in Turtle View Cave, in the Town Square of Jolly Roger's Lagoon. It's a Kazooie solo move that lets you use her wings as a helicopter-like weapon. Press X while standing or while moving and she'll spin around, attacking enemies.

This is a move you'll be using fairly often, since it's the only way Kazooie can defend herself without wasting eggs. Though with the EGGS cheat, that's not really a big problem. The Wing Whack will destroy earlier enemies in one hit, but it will take more than one for the later enemies. The Bigfoots in Hailfire Peaks take THREE Wing Whacks to go down.

Sub-Aqua Egg Aiming

~~275 notes~~
~~Jolly Roger's Lagoon~~

The hatch for this move is found in Jolly Roger's bar. You can either rent the room for two doubloons or you can blast open the door with a Grenade Egg. The Sub-Aqua Egg Aiming is like the Airborne Egg Aiming. Why should you have to learn it? Also, like the AEA, you'll use this in Jolly Roger's Lagoon and pretty much no other place. You absolutely have to have it for JRL, to shoot the sea anenomes and the octopi, among other things you need eggs for underwater. Once JRL is over, you'll pretty much NEVER have to use eggs underwater. The only other use for this move I can think of is for killing the electric eel in Terrydactyland's River Passage, making it easier to get the notes it guards.

Talon Torpedo

~~290 notes~~
~~Jolly Roger's Lagoon~~

The Talon Torpedo is a move you'll use when the opportunity arises, which happens every so often. The hatch is found inside the Electric Eels' Chamber of Atlantis. Press the left or right trigger to fire Kazooie like a torpedo underwater. This uses up five Red Feathers. You have twenty seconds to accomplish whatever task is at hand before Kazooie returns to the backpack. You can also press X to return her prematurely. Press A to move forward at high (and often hard to control) speeds.

In Jolly Roger's Lagoon, this move allows you to get the valuables trapped in the transparent Seemee fish. However, the main use of this is to break open doors and rocks with Kazooie's face on them. This allows you to reach new areas underwater.

Clockwork Kazooie Eggs

~~315 notes~~
~~Isle o' Hags (Wasteland)~~

The Clockwork Kazooie Egg.. Man.. Learned in the Wasteland, this is the last as well as the most absurd and abusable egg in the game. They're red with yellow polka dots and you can only pick up one at a time. The maximum capacity is a mere ten, though it can be doubled to twenty via the EGGS cheat. When you fire a Clockwork Kazooie Egg, you get to control a Clockwork Kazooie bomb. The bomb is

extremely small, so the main use of this is to get in small holes, particularly in Cloud Cuckooland and Terrydactyland. There's always something to use the bomb for on the other side. Press X to detonate it, or it will detonate automatically in 20 seconds. You can jump, but not very high. The bomb detonates when it comes into contact with enemies or when it hits the water.

The mechanics of the Clockwork Kazooie Egg make it a highly abusable tool. The fact that it becomes a controllable character means it can be used to collect items. Combine this with the fact that you can fire these high into the air and you'll realize you can fire these things to reach items that were meant to be collected in other ways. Pretty much any item that's out in the open can be gotten with a CK egg. Though that's normally a speedrunning trick, I use it a time or two in the walkthrough.

Eggs come in nests that cycle through the different types of eggs available to you. Wait for the correct egg type to appear, then pick it up. To cycle through the different egg types, press the left or right bumper rapidly until the egg you want is highlighted.

=====
| Springy Step Shoes |
=====

~~390 notes~~
~~Terrydactyland~~

The hatch for the shoes is found on some ledges right of Terrydactyland's start. The Springy Step Shoes are the first advanced footwear you'll learn in Banjo-Tooie. They are purple shoes with white springs. Put them on and you get only one super jump. Press A to jump higher than a Shock Jump Pad. Kazooie can jump MUCH higher with these when she's alone. You only get one jump, so be careful when you use these. The shoes allow you to access places otherwise unreachable.

The Springy Step Shoes are often found in crates or in alcoves. You'll always find them near a place where you have to perform a super high jump. Usually, these are used either to get items or to reach new areas. Also, you only have a limited amount of time to jump before the shoes wear off. You'll hear a ticking sound when time is almost up. The time you have varies from pair to pair. If you want to cancel the shoes whenever you want, press X.

=====
| Taxi Pack |
=====

~~405 notes~~
~~Terrydactyland~~

The Taxi Pack hatch is a rather well-hidden hatch found in the middle of the River Passage in Terrydactyland. Though normally you have to use Kazooie to shoot the Snapdragons (or lure them out and bypass them), you can use Banjo's double jump to access it with ease. The Taxi Pack is one of Banjo's more important moves. Hold the left or right trigger and move the right control stick left to make Banjo pull out his pack. Press X to scoop it up, allowing you to put in specific passengers, such as Groggy and Sabreman. When you want to deposit them (you can only do so when you're in the correct area), hold the trigger and move the right stick left again.

This move is actually pretty funny. The size of the characters Banjo can put in his backpack is simply ridiculous. It's also worth noting that you can still use the Pack Whack as well as the Shack Pack, Snooze Pack, and Sack pack when you're

Taxi Packing characters.

Hatch

~~420 notes~~
~~Terrydactyland~~

The Hatch is learned inside Unga Bunga's Cave in Terrydactyland. As strange as it is, Kazooie can't hatch eggs without being taught how. There are, I believe, four uses for this move: hatching Terry's eggs, hatching Tiptup's baby, warming the alien child, and hatching the Floatus Floatium creatures.

To use the Hatch, position Kazooie onto the target (which is usually, but not always, an egg), then hold the left or right trigger and press X. Kazooie will automatically hatch the egg assuming you're on the correct target. The Hatch will allow you to retrieve a few Jiggies, and that's pretty much it.

Claw Clamber Boots

~~505 notes~~
~~Grunty Industries~~

The Claw Clamber Boots are the final special footwear learned in Banjo-Tooie. The hatch is found on the first floor of Grunty Industries. When you find a pair of blue shoes with red suction cups, put them on and look for a nearby set of yellow Kazooie footprints. The shoes allow you to walk up these marked walls and reach new areas. Atop the ledge that the footprints lead to, you'll always find another pair of shoes in case you want to go down.

Know that, you only have a limited amount of time before the shoes wear off. You'll hear a ticking sound when time is almost up. The time you have varies from pair to pair. If you want to cancel the shoes whenever you want, press X.

Snooze Pack

~~525 notes~~
~~Grunty Industries~~

It seems that as you progress through the game, the moves you get become more and more useful, and the Snooze Pack is one of the best examples. Once Jamjars teaches you the move in the Waste Disposal Plant of Grunty Industries, you can hold the left or right trigger and move the right control stick right to take a nap inside your backpack while playing as Banjo alone. There are a whopping TWO places where you need to use this: the Stomping Plains and the trash compactor.

Despite the lack of situations in which using the Snooze Pack is necessary, you'll find yourself constantly using this move. In areas like Hailfire Peaks where you're likely to lose a lot of honeycombs, you can simply Split-Up and do a quick Snooze Pack. When you join back with Kazooie, you'll have all but one honeycomb restored (assuming you snoozed until Banjo's honeycomb meter was full). This is an easy and quick way to restore your energy. Also, you should always find an enemy-free area when you want to take a snooze, or it defeats the purpose of using the smove.

=====
| Leg Spring |
=====

~~545 notes~~
~~Grunty Industries~~

The Leg Spring is yet another useful move, this time for Kazooie alone. You have to use a pair of Claw Clamber Boots to reach a mesh ledge in the toxic waste part of the second floor in Grunty Industries. Jamjars will teach Kazooie to perform a high jump all her own. Hold the left or right trigger and press A to perform a leap about as high as a Shock Jump Pad. There's pretty much like ONE place you have to use this (to get a Jinjo on the second floor). However, like the Snooze Pack, the Leg Spring is a useful move you'll be using frequently. It's great for when you're first exploring a world, as it allows you to cross tall barriers. The Leg Spring can also be combined with the Glide for an excellent combo.

=====
| Shack Pack |
=====

~~640 notes~~
~~Hailfire Peaks~~

This hatch is a bit tricky to get to. It's on a ledge near the middle of the lava side of Hailfire Peaks. The hatch is in an alcove on a ledge guarded by a force of Hothands. Once you actually get to the move, you can hold the left or right trigger and move the right control stick down to have Banjo go inside his backpack. This decreases his size a bit to allow him to get inside small holes and reach items (usually Jiggies).

The Shack Pack also allows Banjo to survive lava and other dangerous areas. If you go into toxic or boiling water while Shack Packing, you will sink, but remain unharmed, allowing you to get any collectables trapped underneath.

=====
| Glide |
=====

~~660 notes~~
~~Hailfire Peaks~~

Again, the Glide is a move you have to use about three times, but it's a great move for exploring and just getting to places in general. The hatch is pretty well hidden. At the exit of the Icicle Grotto in Hailfire Peaks (across the icicles), you'll find the hatch. While playing as Kazooie alone, jump into the air and hold the left or right trigger to Glide across the air. You'll slowly sink and cannot go higher, but that means you don't need to use Red Feathers.

You'll find the hatch for this below and to the left of the ice crater entrance. You can get to it by crossing the icicles in the Icicle Grotto and heading out. You can combine the Glide with the Leg Spring by using the Leg Spring to give the Glide a nice, high starting point, allowing you to reach higher areas.

=====
| Sack Pack |
=====

~~765 notes~~

The Sack Pack is a move Banjo will use several times in the last level, since that's where it's learned. In the middle of Central Cavern, split up to become Kazooie. Hatch the nearby Floatus Floatium, then have Banjo use it to reach the platform with the jelly. Use the Shack Pack to go in a hole on the right of the ledge and behind the jelly where you'll find the move.

Hold the left or right trigger and move the right control stick up to make Banjo use his backpack as a sack, like in a sack race (you actually have to sack race Mr. Fit in Cloud Cuckooland). The Sack Pack is basically like the Shack Pack, but with different properties. First of all, you bounce around while using it, which can make it difficult to control. When you go on liquids, you bounce across the surface instead of sinking. This means you can't use it to get underwater items, but you can use it to get items on land across a body of water.

~~~~~  
Special Moves  
~~~~~

Special moves are moves that aren't taught to you by Jamjars.

=====

Amaze-O-Gaze Goggles

=====

If you talk to Goggles in Bottles' house, he'll give you the Amaze-O-Gaze Goggles, which work like a sniper. While in Banjo's eyeview, hold the right control stick right to zoom in and hold it left to zoom out. This allows you to hit far away targets with the Egg Aim skill.

=====

Faster Swimming

=====

After you Bill Drill the boulder near Roysten's house and put him in the water, he'll give you four extra bubbles and teach you a faster swimming technique. Hold A and X at the same time. Since this makes Banjo and Kazooie combine their strokes, it allows you to move through the water at a faster rate.

=====

Breegull Bash

=====

The Breegull Bash allows Banjo to slam Kazooie (ouch) onto the ground, hurting enemies that get hit. While this is quite a powerful attack, it takes a second for Banjo to slam Kazooie, so don't do it half an inch away from an enemy. To perform the technique, press X twice in rapid succession. This technique can only be used after Heggy hatches the Stop n' Swop eggs for you in her egg shed.

~~~~~

Hidden Abilities

~~~~~

Hidden abilites are glitches that weren't meant to be moves.

=====

Double Jump

=====

The double jump is an incredibly useful Banjo only technique that allows you to accomplish tasks that were meant to be done in other ways. It requires you to have the Pack Whack move. Press A and do a Pack Whack in the air, then press A again to jump. This allows Banjo to basically do a slightly higher highjump (though with the advantage of him being able to do it while on the surface of water). One use is to get the Taxi Pack with ease. I use this several times throughout the walkthrough.

```
=====
|                                     |
|           4c           | Transformations |           TRAN           |
|                                     |                                     |
=====
```

In this game, Humba Wumba deals with transformations. You have to find her only one Glowbo in order for it to work. Unfortunately, these are incredibly easy to find and are almost always right next to (or very close) to the wigwam. Once you give it to her, jump in the pool to transform and detransform. Unlike in the first game, transformations cannot leave the worlds (with one exception). All transformations have the ability to withstand falls of any height.

```
=====
|                                     |
|                                     |           Stony           |
|                                     |                                     |
=====
```

~~Mayahem Temple~~

The Mayahem Temple wigwam is located in the Jade Snake Grove, which you need to use the Golden Goliath to smash open the door to. The Stony is basically a humanoid stone and has a few properties. First, it's smaller than Banjo and Kazooie, letting it fit into small holes. Second, it's a Stony. Yeah. That allows it to understand the other Stonies, as well as enter the Stony-only Kickball League.

The Stony can go to Hailfire Peaks via a secret entrance that you must open in Hailfire Peaks. This allows you to participate in Hailfire Peaks' Colosseum Kickball League.

```
=====
|                                     |
|                                     |           Detonator       |
|                                     |                                     |
=====
```

~~Glitter Gulch Mine~~

The wigwam in Glitter Gulch Mine is atop a gem stack right of the world's start. The detonator is a rather unliked transformation. It bounces around, which makes it hard to control. If you want to attack, you have to press B to detonate. This takes a honeycomb away, so you won't benefit in the first place. You also have to be still to do it, putting you at risk. The detonator is useful for blowing up TNT barrels located throughout the mine. This opens up new passages in the level. To do so, you only have to stand on the fuse. The detonation happens automatically.

```
=====
|                                     |
|                                     |           Van             |
|                                     |                                     |
=====
```

~~Witchyworld~~

You have to highjump from the left door and Grip Grab across a ledge at the start of the Western Zone to reach the wigwam in Witchyworld. The van is a pretty carefree transformation. It's completely invincible, so you can do whatever you want when you're transformed. The van can steamroll over the cash registers to get the Big Top Tickets. It also has coins, letting you pay for Witchyworld's premium attractions. The final use of the van is to open up van doors, which all have special items behind them. To do so, stand in front of one and press B.

It is worth noting that you have to transform into the van twice, because the van must pay for the Inferno, where you'll find Mumbo. Mumbo has to power the Dodgem Dome before you can enter it, and the van has to enter it to pay for the attraction.

Submarine

~~Jolly Roger's Lagoon~~

The wigwam in Jolly Roger's Lagoon is found at the end of a tunnel near the Warp Pad in Atlantis. The submarine can withstand extreme water pressures and has two attacks. Press B for the ping attack and Z to fire an unlimited supply of torpedoes. To move, you have to hold A to turn on the propellers.

Fighting Lord Woo Fak Fak, the lagoon's boss, is easier as the sub, since you have no limit to the number of torpedoes you can fire. The submarine also can access a high pressure cave in Locker's Cavern.

o-----o
Baby T-Rex

~~Terrydactyland~~

When Wumba's wigwam (found on the left end of the world) is small, you can transform into a Baby T-Rex. The Baby T-Rex, once it learns how to roar by talking to one of the dinosaurs, can use its roar to open Baby T-Rex doors, letting you reach other areas. The Baby T-Rex cannot attack, but you won't be approached by enemies anyways.

Daddy T-Rex

~~Terrydactyland~~

Enjoy the whopping two uses of this transformation (which you can only use after Mumbo enlarges Wumba's wigwam). You have to scare off the Unga Bunga guarding the entrance to the Oogle Boogles' cave and step on a Daddy T-Rex Switch to open a cage trapping a Jinjo.

The Daddy T-Rex can streamroll through enemies and kill closeby enemies by merely roaring at them, so it can be pretty fun, though you'll spend about five minutes using it.

Washer

The second floor wigwam transforms you into one of my least favorite transformations, the washer. This time, the transformation was intentional. The washer has only one attack (firing underwear through use of the Z button), which is pretty weak and has crap range since underwear is actually affected by gravity, unlike eggs. The washer can barely jump, meaning you have to use platforms and special entrances to perform its tasks. While the washer CAN use the service elevator and go through mechanical personnel only doors, it can't use Warp Pads.

=====
| Snowball |
=====

~~Hailfire Peaks~~

When you hop into the pool of the lower icy side wigwam, you become one of the coolest transformations in the game: the snowball. The snowball is incredibly unique. You start out small and with one honeycomb, but bulk up and gain energy by rolling around in the snow (which makes you use the fire to shrink when you want to go back into the wigwam). To gain speed and kill enemies, you can hold the B button to use the roll attack. Though it can't jump very high or go through small doors, its sheer uniqueness and amount of tasks makes it my favorite transformation.

=====
| Bee |
=====

~~Cloud Cuckooland~~

Yes, yes, I know Rareware has used the bee transformation for a second time, but what would you guys do if you were forced to pump out original idea after original idea every day of your life? Wumba's bee transformation is a lot better than Mumbo's. Like with the previous one, you can jump and press A again to fly into the air, but this bee also has two other properties. You can hold Z to fire an unlimited supply of stingers and hold B for a turbo boost.

The bee's stingers fire much faster when you're in the air, which turns out to be significant when you want to go in the Zubbas' hive.

=====
| ===== |
| 4d | Mumbo Magic | SPELLS |
| ===== |
=====

Mumbo's magic has changed a lot since Banjo-Kazooie. First, you have to pay one Glowbo (which are incredibly easy to find), to gain his services. Second, you get to control him, and his magic no longer transforms you. Instead, you can use Mumbo Pads (by standing on one and pressing B) to perform various different spells, depending on the world. B is also used to perform the zap stick attack, which is extremely powerful.

=====
| Summon (Golden Goliath) |
=====

~~Mayahem Temple~~

Mumbo's skull is at the end of the outside of Mayahem Temple, making it easy. The Summon spell allows you to summon the Golden Goliath, which is a giant gold statue capable of destroying the dart-spitting statues. It can also smash open a boulder as well as the entrances to the Jade Snake Grove, the Prison Compound, and the Code Chamber. However, you have to use it twice due to the fact that you only get 75 seconds until the spell wears off.

Levitate (Chuffy the Train/Jiggy Boulder)

~~Glitter Gulch Mine~~

Mumbo's skull is found along the river, near the middle of Glitter Gulch Mine. In Glitter Gulch Mine, Mumbo has two things to levitate. He first levitates Chuffy the train to put it back on its tracks, allowing you to go inside. He then levitates the boulder by the crushing shed. Once Banjo and Kazooie turn the crushers on, the boulder will be crushed, along with the Jiggy inside. The Jiggy pieces will be scattered throughout the crushing shed area.

Power (Saucer of Peril/Dodgem Dome/Star Spinner)

~~Witchyworld~~

To actually reach Mumbo's skull, you must first open the Inferno by paying for it with the van. Mumbo can power the generator by Area 51 to activate the Saucer of Peril, the one in the Star Spinner to activate the Star Spinner, and the one left of the Dodgem Dome to power and open the Dodgem Dome. This allows Banjo and Kazooie to get the prizes within the attractions (though the they must become the van again to pay for the Dodgem Dome).

Sunlight (Oxygenate the Water)

~~Jolly Roger's Lagoon~~

Mumbo's skull is up some stairs on the left side of the Town Square. He will use the Mumbo Pad near the water to oxygenate the water. Since 90% of Jolly Roger's Lagoon is underwater, you'll get nowhere until you use this spell. This will let you cover the ridiculously large depths (does Jolly even know how humungous his lagoon is?) of the lagoon with ease.

Enlarge (Stepping Stones/Wumba's Wigwam/Small Styracosaurus)

~~Terrydactyland~~

Mumbo's skull is easy to find, and it's across swampy water on the left side. Mumbo has three different pads in Terrydactyland. The first is outside his skull, which enlarges the stepping stones on the swamp, making it easier to get to his skull (though it's pretty pointless since there's a Warp Pad PAST the stones). The second is in front of the wigwam, which enlarges the wigwam, allowing Banjo and Kazooie to become the Daddy T-Rex. The final one requires Banjo and Kazooie to Bill Drill the boulder covering it, and it's in the Styracosaurus family cave. It enlarges the small dinosaur.

=====
| Heal (Sick Styracosaurus) |
=====

~~Isle o' Hags (Cliff Top)~~

Mumbo's skull is found along the ledge of the cliff top, making it easy to find. This spell can only be used once the sick dinosaur is in Chuffy and Chuffy is in the Isle o' Hags train station. Mumbo can then use the pad to heal the dinosaur, allowing you to bring him back to Terrydactyland. Once all the mother dinosaur's children are problem-free, you'll get a Jiggy.

=====
| EMP (Electromagnet/Wall Crushers) |
=====

~~Grunty Industries~~

Mumbo's metallic skull is found on the third floor, guarded by damned Tintops. The EMP spell is used twice in Grunty Industries, and you can't do them both at once. The first is used to deactivate the electromagnet in its chamber (which requires you to use a secret entrance to reach it as Mumbo and the washer). You are allowed 90 seconds to regain control of Banjo and Kazooie and transform into the washer so you can hit the switch in the Electromagnet Chamber before the magnet reactivates. You have to Bill Drill bolts on the third floor's boiler plant to release the Mumbo Pad.

The second Mumbo Pad is on the fourth floor, and it deactivates the wall crushers. You have 45 seconds to regain control of Banjo and Kazooie and head to the other side of the wall crushers, where you'll find a Banjo-Kazooie Switch that permanently deactivates the crushers.

=====
| Revive (Alien Dad/Alien Child/Sabreman) |
=====

~~Hailfire Peaks~~

In Hailfire Peaks, Mumbo's pads are in ice cubes on icy ledges. You can use his extremely powerful revive spell to ressurect the dead Alien dad, Alien child, and Sabreman. Note that you have to become Banjo and Kazooie to Bill Drill the ice covering the child before you can ressurect it. However, you can't do this until you talk to the Alien dad, meaning you need to use Mumbo twice. Fortunately, there's a crack in Mumbo's skull on the lava side that leads to Wumba's wigwam on the icy side.

=====
| Rain Dance |
=====

~~Cloud Cuckooland~~

The coolest and most unique spell is in the craziest world, Cloud Cuckooland. There are two skulls, one blue and one red. One contains the boss, Mingy Jongo, while the other contains Mumbo. Mingy Jongo's skull is random, so you'll never know. The rain dance spell (the Mumbo Pad is on the same ledge where you'll participate in the footrace) will create a rainbow letting you reach the Pot o' Gold and also create two beanstalks, assuming you planted the beans. These allow Banjo to access the cheese wedge and the sack race.

4e	Enemy List	ENEMY
----	------------	-------

Ugger

Difficulty : *

~~Spiral Mountain~~
 ~~Isle o' Hags~~

Uggers are green monster guys that patrol the Isle o' Hags. If they see you, they'll charge at you. They have to be close so they can whack you with your hands, so they're no problem at all. A simple roll attack will destroy it.

Gruntydactyl

Difficulty : *

~~Spiral Mountain~~
 ~~Isle o' Hags~~

These are the dragons that patrol the Isle o' Hags and Spiral Mountain. The ones in Spiral Mountain are WAY up high, so you won't even have to worry about them. The ones in the Isle o' Hags are lower to the ground. They try to swoop down on you. Since these guys are flying enemies, a Rat-a-Tat-Rap works best.

Sput Sput

Difficulty : *

~~Mayahem Temple~~

Sput Sputs are the dart-shooting statues found in Mayahem Temple. They start spitting darts at you when you get within range. You can disable it temporarily by shooting an egg between its eyes, but that's usually just a waste, since you shouldn't get hit anyways so long as you keep moving. You'll be especially safe from them if you Talon Trot.

Moggie

Difficulty : *

~~Mayahem Temple~~

Moggies are cat-like warriors in armor. They try to hit you with their clubs, but a simple roll attack or Rat-a-Tat-Rap will kill them. In Targitzan's Temple, they sometimes sneak up on you, but you can avoid that by constantly moving and staying towards the wall. You'll also hear them yell when they spot you.

| Dragunda |

Difficulty : **

~~Mayahem Temple~~
~~Terrydactyland~~
~~Grunty Industries~~

Dragundas are the giant swamp monsters that eat and spit you out when you trespass in the swamps or the toxic water outside Grunty Industries. Sometimes, you'll be able to using Wading Boots to safely go through. Othertimes, you have to jump from platform to platform to avoid getting eaten. If you do land in the dangerous water, jump as much as possible, to minimize damage.

| Snapdragon |

Difficulty : ***

~~Isle o' Hags~~
~~Mayahem Temple~~
~~Witchyworld~~
~~Jolly Roger's Lagoon~~
~~Terrydactyland~~
~~Grunty Industries~~
~~Hailfire Peaks~~
~~Cloud Cuckooland~~

The Snapdragons live in tan colored dots above or below places where you have to Grip Grab on a ledge. When you get near, they'll come out and try to snack on you. If you use Kazooie's peck attack (press B), you can eliminate them, though you have to time it correctly. Also, keep the camera view as far from Banjo as possible, or you might not even see the dragons.

The Snapdragon is an extremely common enemy, appearing in nearly every world. You'll almost always find them on a Grip Grab ledge, so stay alert and keep the camera far from Banjo.

| Billy Bob |

Difficulty : *

~~Glitter Gulch Mine~~

Billy Bobs appear only as brown cowboy hats in the ground. When you get within range, they'll pop out and yell "Yeehaw!" They often come in groups, but they have to be near you so they can punch you. A simple roll will defeat them, and you're faster than them, so you can just avoid them as well.

Billy Bobs are found almost everywhere in Glitter Gulch Mine. You can find them in the Gloomy Caverns, in the Flooded Caves, and throughout the main area of the mine.

Bang Box

Difficulty : **

~~Glitter Gulch Mine~~

Bnag Boxes are placed in areas of Glitter Gulch Mine. They're usually found inside caves like the Water Storage and the Fuel Depot. When you get near them, they start throwing explosive dynamite sticks at you. If you keep moving, you generally won't get hit. Attacking them causes them to explode, damaging you, so the only safe way to kill them is to shoot eggs from afar. Blue Eggs and Fire Eggs take more than one hit, but Grenade Eggs will do them in with one blow.

Diggitt

Difficulty : *

~~Glitter Gulch Mine~~

Diggits are the shovels found inside the train station of Glitter Gulch Mine. Diggits are found in coal piles and have eyes. They will chase you when they see you, but a simple roll will kill them. Rat-a-Tat-Raps should not be used, as they are small, making them hard to hit with that attack.

Jippo Jim

Difficulty : *

~~Witchyworld~~

These are the rat employees that you find all over Witchyworld. If they actually get near you, they slam their mallet down. Even though their attack is a bit faster than most enemies, a roll will kill them in one hit.

Jippo Jims wear masks (cowboy outfit in the Western Zone, alien mask in the Space Zone, and monster mask in the Horror Zone) to fit with the themed areas of Witchyworld, but it doesn't change their difficulty.

Fruity

Difficulty : **

~~Witchyworld~~

A Fruity is an evil cash register around the Big Top. Only a Grenade Egg/Bill Drill can kill them, but they relinquish a ticket for the Big Top (you need four to get in) when defeated. The van can also run over them. The Fruities will fire coins at you from afar, though you shouldn't get hit, and try to smash you with their "arms". You're best off just avoiding them once you get their tickets.

Minjo

Difficulty : ***

~~Isle o' Hags~~
~~Witchyworld~~
~~Jolly Roger's Lagoon~~
~~Terrydactyland~~
~~Grunty Industries~~
~~Hailfire Peaks~~
~~Cloud Cuckooland~~

The Minjos look exactly like Jinjos and even yell "help", but they attack when you get near. They change color each time you enter the room, and they're the evil counterparts to Jinjos. Roll attacks do not work at ALL vs. these guys, and Rat-a-Tat-Raps are really hard to hit them with because of their size. You're best off just avoiding these, though they are pretty fast.

If you want to tell if a "Jinjo" is really a Jinjo, fire an egg at it. If the egg goes through it, it's a Jinjo. If it takes damage, it's a Minjo. Usually, if a "Jinjo" is way out in the open, it's a Minjo.

=====
| Hothead |
=====

Difficulty : **/**

~~Witchyworld~~
~~Hailfire Peaks~~

In Witchyworld, these guys slide down the hell slide in the Inferno, trying to hit you as you go up. These are relatively easy to jump over as long as you stop when they come. In Hailfire Peaks, they roam freely around the lava side on their magic carpets. They're always placed on narrow ledges where you can be knocked off. If you keep moving, you'll rarely be hit, but if you sit idle for too long, you will probably be hit. The ones in Hailfire Peaks can be killed, but given the fact that they float above the ground, you're better off just avoiding them.

=====
| Blubbul |
=====

Difficulty : *

~~Jolly Roger's Lagoon~~

Blubbuls are giant sea anenomes that you'll find under the water in Jolly Roger's Lagoon. Though they can't be killed, you can fire an egg (preferably a Blue Egg, since it doesn't matter) at their eye to stun them. This will paralyze them (including their tentacles, which collapse) for a limited amount of time, allowing you to get the valuables they trap.

Two of the three Blubbuls on the sea floor of the lagoon (the first part) have note nests, while the one in Atlantis is trapping the world's Treble Clef. That's thirty notes total.

=====
| Inky |
=====

Difficulty : **

~~Jolly Roger's Lagoon~~

Inkies are the octopi in Jolly Roger's Lagoon that block off paths which connect the different areas. They madly wave their tentacles up and down, and it's extremely difficult to get past them without getting hit. However, what you can do is shoot their mouths with an ice egg. This will freeze them and allow you to get past. However, you have to be quick, since they'll thaw out eventually. Also be warned that their tentacles will still knock you back (though not actually take health away) when they're frozen.

=====

| Swellbelly |

=====

Difficulty : ***

~~Jolly Roger's Lagoon~~

Swellbellies can be extremely annoying. Though they remain flat when they're far from you, they blow up when you get close. Sometimes, you won't have to go near them. However, they'll often get in your way en route to an underwater area or building. If you stay near them for too long, they'll blow up and take away a honeycomb. You can blow them up yourself by shooting a Grenade Egg at them or hitting them with a Talon Torpedo. Keep your distance when doing so, or you'll get hit yourself anyways.

=====

| Frazzle |

=====

Difficulty : **

~~Jolly Roger's Lagoon~~

~~Terrydactyland~~

Frazzles, which are electric eels, are found in the Electric Eels' Lair. What a shock. Anyways, they almost always come in groups, and can also be found in the Seaweed Sanctum and the Ancient Swimming Baths. If you swim as fast as possible, you shouldn't get hit. However, sometimes they block your way out of a building, so it can be a little annoying. You can shoot them with Grenade Eggs using your Sub-Aqua Egg Aiming.

You'll also find an electric eel in Terrydactyland's River Passage. It's guarding four note nests, so it might be wise to shoot it down before you attempt to collect the notes.

=====

| Keelhaul |

=====

Difficulty : *

~~Jolly Roger's Lagoon~~

Keelhauls are the sailors found in the Ancient Swimming Baths, inside the giant fish, and on the beach that you access through a crack in Mumbo's skull. They'll charge at you if they see you, but a simple roll will defeat them. They usually

come in pairs.

Whirlweed

Difficulty : *

~~Jolly Roger's Lagoon~~

Stay alert while in Jolly Roger's Lagoon Seaweed Sanctum. Sometimes, the seaweed (Whirlweeds) will come to life and try to kill you. However, a simple roll will kill them. The real threat is one coming to life without you expecting it.

Bargasaurus

Difficulty : *

~~Terrydactyland~~

Bargasauruses are Stegosaurus-like dinosaurs that patrol Terrydactyland. It takes two rolls to kill them, so their large size and strength makes the Rat-a-Tat-Rap the best option, as it will do it in in one hit. They sometimes come in groups, but they need to be close to use their barge attack, so they're not too difficult to defeat.

Soarasaurus

Difficulty : **

~~Terrydactyland~~

Saorasauruses are the Pterodactyl-like dinosaurs that patrol the skies of Terrydactyland. Though sometimes they can knock you off ledges due to their swooping attack, you can use their swoop against them. Their swoop makes them vulnerable to the Rat-a-Tat-Raps, which is the attack of choice.

Mucoid

Difficulty : *

~~Terrydactyland~~

The Mucoids are Terry's mucous buddies, who she uses to attack you while she rests. If they surround you, you could be in trouble, but that shouldn't happen as long as you continue to use your roll attack against them. Terry will come back once they're all gone.

Rocknut

Difficulty : **

~~Terrydactyland~~

In Terrydactyland, five armed cavemen called Rocknuts are found. To defeat them, you have to bomb their behinds with Clockwork Kazooie Eggs. Once you obliterate all five of them, they'll relinquish their Jiggy.

=====

| Stompanodon |

=====

Difficulty : **

~~Terrydactyland~~

In Terrydactyland's Stomping Plains, the Stompanodon is constantly slamming the ground with his foot. He's so large you only see his foot. You have to make it across as Banjo and Kazooie, Banjo, and Kazooie. To make it across together, use the Wonderwing. The Banjo-Kazooie Switch opens a cage with a Jiggy. To make it across as Banjo, you have to purposely get hit, then Snooze Pack in each footprint. This allows you to make it across without actually dying. The Banjo Switch opens a cage blocking off a Hailfire Peaks link with a Jiggy. Kazooie is fast enough to make it from footprint to footprint without getting hit. The Kazooie Switch opens a cage blocking off a Jinjo.

=====

| Cursed Beehive |

=====

Difficulty : **

~~Isle o' Hags~~
~~Terrydactyland~~
~~Grunty Industries~~
~~Hailfire Peaks~~
~~Cloud Cuckooland~~

From Terrydactyland onwards, the beehives that you break open for honeycombs will have red eyes and attack you when you get near them. One Rat-a-Tat-Rap will do them in, but they're extremely fast. You might actually consider using an Ice Egg to freeze them. Unlike normal beehives, the cursed ones only yield two honeycombs. If you freeze one and then kill it with dragon Kazooie's fiery breath, you might get a Skill Stop Honeycomb. Additionally, killing an unfrozen cursed beehive with dragon Kazooie's fiery breath will yield either 4 or 6 honeycombs, depending on how close you are to the beehive.

=====

| Guvnor |

=====

Difficulty : *

~~Grunty Industries~~

Guvnors are pinkish monsters in yellow suits, who carry wrenches to kill you. This means it takes a while before they can actually hit you, making a roll attack an easy way to kill it. These dudes shouldn't pose a problem, as they're incredibly simple to defeat.

=====

| Klang |

=====

Difficulty : ****

~~Grunty Industries~~

The Klangs can be very very annoying. They pretty much always come in groups of three, and a new player might not realize they're not just ordinary waste drums. Unlike the other drums, these guys are a dark color and aren't stained by toxic waste. If you get near, they'll attack. They're strong, and take two Rat-a-Tat-Raps. Roll attacks are completely ineffective. Sometimes, they'll gang up on you and surround you, which can be a problem.

The worst thing about a Drumble is that when you kill it, there's a chance that it will release a toxic gas particle (Toxi-Gag), which attaches itself to you to cause RAPID loss of oxygen. You have to either get out of the room or get onto some kind of high terrain if you want to escape the toxic gas.

Toxi-Gag

Difficulty : ****

~~Grunty Industries~~

Toxi-Gags are the green, poisonous gas clouds that are sometimes released upon killing a Klang. They will attach themselves to you, causing you to lose oxygen extremely rapidly. They can only be destroyed with the Wonderwing or by freezing them with an Ice Egg and then killing them. If you get out of the room or get onto some high terrain, you can avoid them.

Tintops

Difficulty : *****

~~Grunty Industries~~

The Tintops are robot droids that come out of the glowing tank things on the floors in rooms of Grunty Industries. When you enter the room, the robots will come out of the tank and start shocking you. They open up to reveal their eyes and insides, which is the only time you can destroy them with Grenade Eggs. Sometimes you have to go on boxes or collect items, and Tintops can make doing so problematic. If you just need to reach the next room, they usually aren't a big problem.

Tintops can only attack you because a security camera (Spy-I-Cam) sees you in the room. The cameras are fairly well-hidden on the upper floors, but if you do spot them, you can use a Grenade Egg to destroy it. Then, the Tintops won't come out. Be warned, you have a very small amount of time before the camera regenerates and the Tintops come out. These guys are probably the worst enemy in the game.

Washup, Nutta, and Boltoid

Difficulty : *

~~Grunty Industries~~

Washup (washer), Nutta (nut), and Boltoid (bolt) are found in a few parts of Grunty Industries. When you approach them, they'll attack, though a simple roll will defeat them, as they're slow and weak. They always come in packs, but they're not hard to deal with. Weldar, the Grunty Industries boss, also fires some of these at you.

Hothand

Difficulty : ***

~~Hailfire Peaks~~

On the lava side of Hailfire Peaks, you may notice yellowish cracks in the walls. When you get near it, a giant Hothand will come out. If you keep the camera so it's facing the wall, these shouldn't be a big problem. However, you sometimes forget to do so or they are placed in unexpected locations. In that case, they can easily knock you off a high ledge, which can be very, very annoying.

You can only defeat the Hothands with an Ice Egg or the snowball roll attack. What you have to do if you don't want to kill them is wait for them to retreat into their cracks, then quickly run past it. You can also jump over them if you use Banjo's double jump or the Talon Trot (provided the Hothands don't have the high ground).

Gobgoyle

Difficulty : **

~~Hailfire Peaks~~

You'll find these on the lava side of Hailfire Peaks, in the Colosseum, the train station, and one guarding the entrance to the volcano's inside. They are gargoyles placed on interior walls. They can be annoying if you're trying to use the Claw Clamber Boots or climb up a chain, but otherwise, they shouldn't hit you if you keep moving. They spit fireballs at you, so you'll know when one is coming. Grenade Eggs will kill the gargoyles, though they regenerate quickly (like the Spy-I-Cams in Grunty Industries).

Biggyfoot

Difficulty : *

~~Hailfire Peaks~~

Biggyfoots are yeti who are commonly found on the icy side of Hailfire Peaks. They're strong, so it takes two Rat-a-Tat-Raps to kill them. Biggyfoots often come in packs, but there is an easy way to kill them. Simply use a fire egg, which will wipe them out in a single hit.

| Biggafoot |

Difficulty : *

~~Hailfire Peaks~~

Biggafoot is found at the end of the lower side of the icy side of Hailfire Peaks. He is a Bigfoot with an enormous right foot. If you stand too close, he will kick you. Wait for Chilly Willy to hurl a ball of ice at him and it will hit his foot, causing him to go away, giving you access to the Claw Clamber Boots he guards.

| S'Hard |

Difficulty : *

~~Hailfire Peaks~~

S'Hards are the icicles found in the Icicle Grotto of Hailfire Peaks. These have legs that you can see, making them different from the icicles that don't come to life to kill you. Anyways, they always come in large packs. However, they're extremely simple to kill. Just use a roll attack.

| Flatso |

Difficulty : *

~~Cloud Cuckooland~~

In Cloud Cuckooland's enormous Central Cavern, the only bad guys are paper monsters with various weapons (like candy canes and sausages) who pop out of the ground. If they pop out of nowhere and you run into them, you might get hit, but they're easy to defeat. Just use the roll attack.

| Zubba |

Difficulty : ***

~~Cloud Cuckooland~~

By far the most annoying enemy in Cloud Cuckooland, the Zubbas are always placed along ledges to knock you off into the oblivion. Therefore, it's always in your best interest to shoot it with a Grenade Egg before you attempt to cross the ledge. However, sometimes you'll be playing as Banjo alone, making Grenade Eggs out of the question. Then, you'll have to lure the Zubba to you so you can give it a good Pack Whack.

| Pansie |

Difficulty : *

~~Cloud Cuckooland~~

For the last level, Cloud Cuckooland has some of the easiest enemies found in the game. These purple-petalled flowers will spin and attack you when they see you, but a mere roll attack will reduce them to nothing.

=====
| Eyeballus Jiggium Plant |
=====

Difficulty : *

~~Cloud Cuckooland~~

In Cloud Cuckooland, you'll find eyeball plants, which are owned by Grunty. Use the bee to shoot them with stingers. Once all five are gone, you'll be able to take their Jiggy, as they'll have no partners left to pass it to.

=====
| 4f | Character List | CHARA |
=====

A list of the game's characters, which includes all beings who do not attack you and/or can't be attacked by you, with Gruntilda and Klungo being exceptions.

=====
| Banjo |
=====

In the main adventure, you play as Banjo, the loveable honeybear. While he would prefer a more relaxed life, the murder of his friend Bottles forces him to go on yet another adventure.

=====
| Kazooie |
=====

Kazooie is Banjo's bregull buddy, who you play as too. She is smart-mouthed and Jiggy-hungry, and unlike Banjo, enjoys adventures.

=====
| Roysten |
=====

Roysten, Banjo's pet fish, is trapped under a boulder near his house. Return to Spiral Mountain once you have the Bill Drill from Glitter Gulch Mine and Bill Drill the boulder to free Roysten. Deposit him in the moat around Spiral Mountain and he'll give your four extra air bubbles and teach you to hold A and X at the same time to increase your swimming speed.

=====
| Mumbo Jumbo |
=====

Mumbo Jumbo is the game's shaman. Unlike in the first game, you actually get to control him and can press X while standing on a Mumbo Pad to perform various spells. You need only one Glowbo for his services.

=====
| Bottles |
=====

Bottles the mole, the character who taught you all your precious moves in Banjo-Kazooie, met his maker when Grunty fired her spell at Banjo's house. His corpse lays on Banjo's yard in Spiral Mountain.

=====
| Mrs. Bottles |
=====

Mrs. Bottles, who seems to be a good cook, is Bottles wife and is completely unaware of Bottles' death. You'll meet her in Bottles' house.

=====
| Goggles |
=====

Goggles is Bottles' daughter. You'll meet her in Bottles' house. Talk to her and she'll give you the Amaze-O-Gaze Goggles. Hold the right control stick right while in Banjo's eyeview to zoom in and hold it left to zoom out.

=====
| Speccy |
=====

Speccy is Bottles' son, who plays with an airplane. Talk to him and he'll tell you about his secret entrance to Wooded Hollow, though King Jingaling tells you that information as well.

=====
| Jamjars |
=====

Since Bottles is dead, his military-like brother, Jamjars, takes over the responsibility of teaching Banjo and Kazooie new moves. This time, you'll need to collect a certain amount of Musical Notes to learn his advanced techniques. The amount of notes he requires raises. Jamjars' techniques are far more numerous and advanced than Bottles'.

=====
| Gruntilda |
=====

In the previous game, Gruntilda took a fall off her tower and remained under a rock for two years. Her sisters came and destroyed the rock, allowing her to escape. While she has been reduced to a mere skeleton, that doesn't make her attacks any less deadly.

=====
| Mingella |
=====

Grunty's broomstick thin sister, who carries a spellbook and has purple-pink hair. She is one of the two parties responsible for Gruntilda's return, along with Blobbelda.

=====
| Blobbelda |
=====

Gruntilda's extremely obese sister, who carries her cat and has red-orange hair. She is one of the two parties responsible for Gruntilda's return, along with Mingella.

Cheato

Cheato, Grunty's spellbook, has had his pages ripped out by Grunty for helping you in the last game. Each time you give him five Cheato Pages (you can talk to him in Gruntilda's old Lair), he'll give you a cheat. To enter these cheats, type them in in Mayahem Temple's Code Chamber (the door you open with the Golden Goliath in the Jade Snake Grove).

Klungo

Grunty's right-hand man, Klungo, is a dim-witted green monster. He has three different potions to use to enhance his capabilities when he fights you in the digger tunnels and Cauldron Keep.

King Jingaling

King Jingaling is ruler of all things Jinjo. He lives in his castle in Jinjo Village and gives you your first Jiggy. Unfortunately, Gruntilda soon turns him into a zombie by sucking his life force out with the B.O.B.

Toots

Toots is King Jingaling's pet, who sits at his throne. Somehow, he got it from Rube in Banjo-Kazooie (if you look closely, you'll notice).

Heggy

Heggy, who lives in a giant egg in Wooded Hollow, will hatch the Bronze and Silver Secret Eggs to give you prizes including the HOMING eggs cheat and the Breegull Bash. Use Kazooie's Hatch move to hatch the Yellow Secret Egg, which allows you to use the Jinjo as a multiplayer character.

Jiggywiggy's Disciple

Outside Jiggywiggy's Temple is his disciple and doorman, whose name is never mentioned. He opens the door to the temple if you have enough Jiggy to be considered worthy. The number of Jiggies required raises each time, and you'll need a minimum of 70 Jiggies to complete the game.

Master Jiggywiggy

Jiggywiggy, master of the Crystal Jiggy, will summon the power of said Crystal Jiggy to open the ten doors to the worlds. However, he only does so if you complete moving picture jigsaw puzzles of places in the worlds.

Humba Wumba

Humba Wumba is the arch rival of Mumbo Jumbo. Give her a Glowbo and jump into the pool in her wigwam to transform into something else. The transformation in each world is different, and they'll always allow you to get some of the world's Jiggies.

The Golden Goliath

The Golden Goliath is the statue in Mayahem Temple. To control him, you need to use Mumbo's magic. You only have 75 seconds and you need to destroy a boulder blocking a Flying Pad, open the Prison Compound, open the Jade Snake Grove, get a Jiggy inside the Jade Snake Grove, and open the Code Chamber.

Hak

Hak is one of the three Stony competitors in the kickball tournament in Mayahem Temple and Hailfire Peaks. He wears a yellow helmet.

Wak

Hak is one of the three Stony competitors in the kickball tournament in Mayahem Temple and Hailfire Peaks. He wears a red helmet.

Krop

Hak is one of the three Stony competitors in the kickball tournament in Mayahem Temple and Hailfire Peaks. He wears a purple helmet.

Ssslumber

Ssslumber is the snake for whom the Jade Snake Grove is named. On top of the temple inside, you have to tiptoe across his bed to get his Jiggy. If you walk too fast, you'll have to start over, as he'll swallow his Jiggy whole.

Chief Bloatazin

Chief Bloatazin, who you'll find in Mayahem Temple's Treasure Chamber, guards Targitzan's Priceless Relic Thingy, which was stolen. You need to tiptoe across Unga Bunga's red carpet in the nearby Terrydactyland link to steal back the relic. Return it to the chief for a Jiggy.

=====
| Unga Bunga |
=====

Unga Bunga is a caveman who lives in Terrydactyland. He stole Targitzan's Priceless Relic Thingy, which you have to get back. However, he also lets you in his cave in Terrydactyland.

=====
| Bovina |
=====

Bovina is a cow who lives on a field across a bridge from Targitzan's Temple. Her field is ridden by flies, and she'll give you a Jiggy if you can shoot all four of them down with your Blue Eggs.

=====
| Officer Unogopaz |
=====

Officer Unogopaz is the cat-like warrior who guards the entrance to the Mayan Kickball Stadium. He'll only let you in once you transform into a Stony, as the kickball league is for Stonies only.

=====
| Honey B |
=====

Honey B, who claims to be the Mistress of Honey, is a bumblebee found in the giant beehive on the plateau. If you trade in your Empty Honeycombs, she'll extend your life bar. She has five honeycombs to give you. Her price starts at one and raises by two each time. If you want to get all five units, you need to collect all the Empty Honeycombs in the game.

=====
| Bullion Bill |
=====

Bullion Bill, Glitter Gulch Mine's prospector, has lost his rat pardner, who went missing after she was looking for gold. You can talk to the Stony in Mayahem Temple's Prison Compound to learn the combination needed to open the jail cell. Then, you can Bill Drill the rock inside to free Bill's pardner. Go back to Glitter Gulch Mine through the now open path and talk to bill. When his partner comes back, Bill will give you a Jiggy.

=====
| Dilberta |
=====

Dilberta the rat is Bullion Bill's pardner, who is trapped in Mayahem Temple's Prison Compound. You can talk to the Stony in the compound to learn the combinationn needed to open the jail cell. Then, you can Bill Drill the rock inside to free Bill's pardner. Go back to Glitter Gulch Mine through the now open path and talk to bill. When his partner comes back, Bill will give you a Jiggy.

=====
| The Saucer of Peril |
=====

The Saucer of Peril, which is inside its box in Glitter Gulch Mine's Fuel Depot, won't be able to head back to its home of Witchyworld's Space Zone until you blow up the TNT blocking its path. However, you'll need to head to Witchyworld and press the button to open the gate, freeing the saucer. Once Mumbo has powered the Saucer of Peril, you'll be able to ride it to win a Jiggy and a Cheato Page.

Canary Mary

Canary Mary, who is trapped in a cage within a toxic gas chamber, won't be free until you blow up the TNT blocking the cave and destroy the cage. Then, she'll challenge you to a mine cart race. Beat her twice to win a Jiggy and a Cheato Page, then she'll fly off to Cloud Cuckooland. Beat her twice again to win another Jiggy and another Cheato Page.

Boggy

Boggy is the polar bear who moved from Freezeezy Peak to Hailfire Peaks. He lives in a larger igloo and has gotten fatter, due to the fact that he's given up sled racing and taken to watching his wide-screen TV all day. If you feed him Dindin the fish gotten by Shack Packing into the upper boiling lake on the lava side, he'll cough up a Jiggy.

Mrs. Boggy

Mrs. Boggy is the wife of Boggy, who you'll meet in Witchyworld. Round up all three of her cubs and she'll give you a Jiggy. The kids are Moggy, Soggy, and Groggy. The locations of the kids are random.

Moggy

Moggy is the young boy cub who will go home if you give him a smack. He can be found in Area 51, the Cave of Horrors, or inside the Dodgem Dome.

Soggy

Soggy is the girl cub who will go home if you feed her fries. She can be found in the Crazy Castle Stockade, the Star Spinner, or the Inferno.

Groggy

Groggy is the fat older boy cub who wants a burger. Once you feed it to him, he won't be able to move. This forces you to wait until Terrydactyl Land to get the Taxi Pack move so you can carry him home to his mom. He can be found next to the Dodgem Dome, in the train station, or in the Inferno.

| Conga |

Conga, a returning character from Banjo-Kazooie, guards the entrance to the attraction in the Big Top tent. If you get four tickets by blasting the slot machines nearby with Grenade Eggs, he'll let you in to fight the boss of Witchyworld, Mr. Patch.

| Big Al |

Big Al is the rhino who runs Witchyworld's burger stand. Talk to him and he'll give you burgers for free, once you open the burger stand (the switch is on top of the ticket booth at the start). You can use these to feed Groggy and the Oogle Boogles.

| Salty Joe |

Salty Joe is the fox who runs Witchyworld's french fry stand. Talk to him and he'll give you fries for free, once you open the french fry stand (the switch is freakin' behind the fry stand). You can use these to feed Soggy, which will make her return to her mom.

| Crash |

Crash is a Twinky Muncher who fights you in the 1v1, 1v2, and 1v3 Dodgem Dome challenges in Witchyworld. He wears a red helmet and drives an orange car.

| Bang |

Crash is a Twinky Muncher who fights you in the 1v2 and 1v3 Dodgem Dome challenges in Witchyworld. He wears a yellow helmet and drives a black car.

| Whallop |

Crash is a Twinky Muncher who fights you in the 1v3 Dodgem Dome challenges in Witchyworld. He wears a purple helmet and drives a purple car.

| Gobi |

The left exhibit in the Cave of the Horrors is showcasing Gobi the camel. Free him by blasting the lock on his cage with a Grenade Egg, allowing him to resume his journey to the lava world. Beak Barge his hump in the lava side train station and he'll spit water into Chuffy's boiler, allowing you to access the icy side train station and get the Jiggy within.

| Jolly Roger |

Jolly Roger is the frog guy who owns the bar and lagoon in Jolly Roger's Lagoon. If you find his partner, Merry Maggie (who is trapped inside the giant fish in the Big Fish Cavern), he'll give you a Jiggy. He will also rent you a room for two Doubloons, although you can just blast the door open with a Grenade Egg.

Merry Maggie Malpass

Merry Maggie, Jolly's paratner, was swallowed by a giant fish while waveracing. If you find her inside the big fish, she'll go to Jolly. Go back to Jolly and he'll give you a Jiggy.

Captain Blackeye

Captain Blackeye is the seasick pirate who is renting a room in Jolly's bar. If you talk to him enough times, he'll give you two Doubloons.

Pawno

Pawno is the Jolly Roger's Lagoon pawnbroker. He'll sell you a Jiggy for 20 Doubloons and a Cheato Page for 5.

Captain Blubber

Blubber, another returning character, will sell you a crate with a pair of Turbo Trainers, allowing you to reach a Jinjo on a high up alcove across the lagoon.

Trotty

Trotty is the pig with three arms who wants to go swimming in the pool in Jolly Roger's Lagoon. However, there is a pipe spewing toxic waste into the pool, and the water is cold. You need to use Shock Jump to Jolly's roof and Grip Grab along a ledge to reach the pipe. You can Bill Drill the plate to go inside, then find a switch that will turn off the pipe. To fix the temperature problem, you have to Beak Barge George ice cube in Cloud Cuckooland to the lava side of Hailfire Peaks. This cools down the boiling water. You can then use Banjo's Shack Pack to activate the switch at the bottom of the pool, dumping the water into the JRL pool, warming it up. Trotty and Piggles will give you a Jiggy.

Piggles

Piggles is one of the two pigs who wants to go swimming in the pool in Jolly Roger's Lagoon. However, there is a pipe spewing toxic waste into the pool, and the water is cold. You need to use Shock Jump to Jolly's roof and Grip Grab along a ledge to reach the pipe. You can Bill Drill the plate to go inside, then find a switch that will turn off the pipe. To fix the temperature problem, you have to Beak Barge George ice cube in Cloud Cuckooland to the lava side of

Hailfire Peaks. This cools down the boiling water. You can then use Banjo's Shack Pack to activate the switch at the bottom of the pool, dumping the water into the JRL pool, warming it up. Trotty and Piggles will give you a Jiggy.

Tiptup

Tiptup, yet another returning character, is found on a beach accessible through a crack in Mumbo's skull. Use Kazooie's hatch move to hatch his baby, who is born upside down. Wing Whack him to turn him right side up. In return, Tiptup will give you a Jiggy.

Tiptup Jr.

Once you find Skull Beach (accessible through a crack in Mumbo's skull), you can use Kazooie's hatch move to hatch Tiptup's baby. Wing Whack him to turn Tiptup Jr. right side up and you'll get a Jiggy.

Alph

Alph is one of the three aliens on the UFO in Jolly Roger's Lagoon. You have to activate all four generators with Ice Eggs in 20 seconds to power up the ship, allowing them to leave. They'll give you a Jiggy in turn and head to Hailfire Peaks to find their children.

Alph falls off the ship in Hailfire Peaks and dies, forcing Mumbo to restore him. He then asks you to find all of his children. Once you do so, you'll get a Jiggy.

Beti

Beti is one of the three aliens on the UFO in Jolly Roger's Lagoon. You have to activate all four generators with Ice Eggs in 20 seconds to power up the ship, allowing them to leave. They'll give you a Jiggy in turn and head to Hailfire Peaks to find their children.

Gammo

Gammo is one of the three aliens on the UFO in Jolly Roger's Lagoon. You have to activate all four generators with Ice Eggs in 20 seconds to power up the ship, allowing them to leave. They'll give you a Jiggy in turn and head to Hailfire Peaks to find their children.

Alphette

Alphette is one of the three alien children. You can Bill Drill the ice covering him (once you revive the Alien dad) and he'll return to his parents. If you find all three children, the parents will leave and leave behind a Jiggy.

=====
| Betette |
=====

Betette is one of the three alien children. You can Bill Drill the ice covering her (once you revive the Alien dad), then use Mumbo to revive her. She'll return to her parents afterwards. If you find all three children, the parents will leave and leave behind a Jiggy.

=====
| Gamette |
=====

Gamette is one of the three alien children. You have to Glide from the ice crater and use the Hatch move to warm him up, making him return to his parents. If you find all three children, the parents will leave and leave behind a Jiggy.

=====
| Chris P. Bacon |
=====

Chris P. Bacon is a pig (no joke) who wants to take pictures of the walls in the Temple of the Fishes. Unfortunately, the fish keep biting him. You'll have to keep shooting the fishes without any of them biting him for 60 seconds to get his Jiggy.

=====
| Chompasaurus |
=====

If you use the Springy Step Shoes to jump onto the pillar inside the mountain of Terrydactyland, Chompasaurus will swallow you hole. If you shoot 75 points worth of ulcers, he'll give you a Jiggy.

=====
| Dippy |
=====

Once you use the Talon Torpedo to drain the water from Cloud Cuckooland into Dippy's pool, finally allowing him to get a drink, he'll give you a Jiggy.

=====
| The Oogle Boogles |
=====

After you scare off the guard using the Daddy T-Rex's roar, you'll be able to head inside the cave. You must light all three cavemen's fires with Fire Eggs, then use the Claw Clamber Boots on top of the Big Top in Witchyworld to head up the footprints in Area 51. This allows you to feed the Oogle Boogles' Big Al burgers. Once they're all warm and full, they'll give you a Jiggy.

=====
| Scrotty |
=====

Scrotty is the mother of the three Styracosauruses. If you fix the problems of all three of her children (one is sick, one is tiny, one ran off), she'll give you a Jiggy.

=====

| Scrat |

Scrat is one of Scrotty's children. Taxi Pack her into Chuffy and take her to the Isle o' Hags (Cliff Top). Use the Glowbo on top of the entrance to Hailfire Peaks to get Mumbo's help. He will perform a spell that heals Scrat's illness. Take her back to Terrydactyland and she'll run home.

| Scrit |

Scrit is one of Scrotty's children. Bill Drill the rock in their cave to reveal a Mumbo Pad. Use the pad to restore Scrit to full size.

| Scrut |

Scrut is one of Scrotty's children. She's trapped in Witchyworld's Cave of Horrors, so blow up the lock on her cage with a Grenade Egg. Use Chuffy to take her back to Terrydactyland. She runs into the train and to the family cave on her own, thankfully.

| Loggo |

Loggo is the toilet found in the Workers' Quarters of Grunty Industries. He's blocked up with paper, so give him a good Bill Drill to get a Cheato Page.

| The Skivvy Workers |

There are six Skivvy rabbit workers around Grunty Industries. You need to clean their dirty coveralls with the washing machine. Since the washer has a very poor jump, platforms and secret doorways are necessary. You need to fly into a window to Bill Drill a plate that drops a platform onto the first floor, hit a switch that opens a door on the second floor, and open the second floor fire exit to the outside. One worker is on the trash compactor, one is in the Workers' Quarters, another is on a second floor mesh platform, a fourth is outside, a fifth is in the third floor boiler plant, and the final one is on the Tintop patrolled room on the fifth floor. When you wash all six's coveralls, they'll give you a Jiggy.

| Biggafoot |

Biggafoot is found guarding a pair of Claw Clamber Boots on the icy side of Hailfire Peaks. Go near and he'll kick you with his giant foot. Once Chilly Willy is angered, he'll toss an iceball, which hits Biggafoot's giant foot. This makes him go away, allowing you to use the Claw Clamber Boots to reach the ice crater, where you can battle Chilly Willy.

| Sabreman |

Sabreman, who was frozen by the icedragon, is dead. You have to revive him using Mumbo's healing spell, then hit him with a few Fire Eggs to warm him up. The last task is to Taxi Pack him back to the tent on the lava side of Hailfire Peaks. He'll give you a Jiggy in turn.

Mildred Ice Cube

Mildred Ice Cube, who you'll meet outside Boggy's igloo, rather rudely demands you to go looking for her husband, who was blown into the sky by a blizzard. Bill Drill Mildred to get the Jinjo inside of her.

George Ice Cube

George Ice Cube, who you'll meet on a ledge in Cloud Cuckooland, wants you to give him a push as he reckons he's above the icy side. Unfortunately for him, pushing him in makes him land in a boiling lake on the lava side. Fortunately for you, this cools the water, allowing you to Shack Pack into the lake and hit the Banjo Switch, which dumps the water into Trotty and Piggles' pool. This warms it up, and as long as you solved their toxic sludge problem, they'll give you a Jiggy. Once George is gone, you'll also be able to use the Flying Pad that was trapped underneath him.

Guffo

Guffo the can of beans, who lives inside the trash can in Cloud Cuckooland, is going to be evicted unless you score 50 points worth of germs in 60 seconds. You need to be Kazooie alone so you can hit the Kazooie Switch, allowing you to go in. If you score 50 points, he'll give you a Jiggy.

Zubba

The Zubbas serve as targets in the minigame inside the beehive at the top of Cloud Cuckooland. By scoring enough points you can earn a Jiggy and a Cheato Page. You must be a beehive to participate in this challenge.

Superstash Deluxe

Superstash is a safe inside Central Cavern, who only has four digits, which means he only has 10,000 combinations. That means he's not really a Superstash. Oh well, you need to shoot Clockwork Kazooie bombs into four tiny holes around the world. This allows you to get into small areas where you'll be able to shoot the numbers that will fill in Superstash's combination. Once all four switches are hit, he'll open up to reveal a Jiggy.

Mr. Fit

Mr. Fit is a rat gymnast who challenges you to three events for the gold medal. The first is the high jump. Use the Blastaplant and get the Springy Step Shoes

trapped under one of the Bill Drillable patches, then head back and jump over Mr. Fit's best high jump height. The second event is the sack race. Plant a bean below the sack race and use the Rain Dance spell to grow the bean stalk, then have Banjo use his Sack Pack move to compete. Use the shortcut to win. Now head to where Mumbo left Central Cavern to reach his pad. Go past the exit and put on the Turbo Trainers as Kazooie alone, then head into the cavern. Beat Mr. Fit at the footrace and he'll give you a Jiggy.

Dingpot

Dingpot, Grunty's cauldron who helped you in the last game, can be found in the Gun Chamber. Jump in him and he'll restock your egg supply to the full maximum, as well as your feathers.

| 4g | Multiplayer & Replay Modes | MULTIREP |

Multiplayer and Replay Modes allow for some additional fun past the main adventure. I'll describe them here.

~~~~~  
Multiplayer Mode  
~~~~~

In multiplayer mode, which is accessed through the Xbox 360 console on the file selection screen, allows you to play some of the mini-games in the adventure with friends. You need to hook up at least two controllers, naturally. There are a couple types of games here. You should know that these are only descriptions of what the modes have to offer, so you won't find strategy and whatnot here.

Mini-Games

The Mini-Games are the games that are played just like in the adventure, only you're playing them against humans. That means games like kickball, the hoop hurry challenge, balloon burst, and other games. The screen is split, so you'll have to pay attention to which screen is yours. If two or more players select the same character, then the characters become different colors. You can also select the game type, which means something like first to 20 or whoever has the highest score after, say, five minutes.

First-Person Shooters

In the large and confusing arenas that were hell in the adventure (which includes Targitzan's Temple, Ordnance Storage, and Clunker's Cavern), you get to play a first-person death match. The screen is split, so if you know the arena well, you'll be able to find your opponent with ease. You get to select characters, which includes more than just Banjo and Kazooie. You use eggs as weapons, so get used to the Breegull Blasting controls when in the main menu.

You have to collect the different types of eggs (though only blue, fire, and

grenade eggs are available) to fire at your opponents. You also get proximity eggs, which you can fire at the wall to make them stick to it. When an opponent gets near, it will blow up and cause damage. When you lose all your energy, you lose a life and respawn, unless you died with no lives. You can set a time limit, and the player with the most amount of lives at the end wins, or it can just be a standard elimination. Also, you can boost your energy by finding the Honey Pot (there's only one per stage). The FPS arenas also expand to some of the other shooting games, like the mine shooting game in Jolly Roger's Lagoon.

| Trivia |

A multiplayer version of the Tower of Tragedy. You can't select characters, but you can select game type, meaning first to whatever or a time limit. Though it is a lot of fun, it's much harder playing against humans (assuming their knowledge of the game is equal to yours).

~~~~~

Replay Mode

~~~~~

Replay Mode allows you to replay some parts of the main adventure without actually playing through the whole game again. You have to see a scene or defeat a mini-game or boss in adventure mode before it's unlocked in replay.

| Mini-Games |

This allows you to replay the mini-games from the main adventure. This includes Mayan Kickball, the Hoop Hurry Challenge, the Balloon Burst Challenge, the Dodgem Dome, the Saucer of Peril, Chompa's Belly, the Packing Room, Colosseum Kickball, the Pot o' Gold, the Trash Can, and the Tower of Tragedy. Your high score is recorded like in the adventure, so it can be fun to try and defeat your old score. The biggest challenge is to hit all 100 Jiggies in the Pot o' Gold. I have only managed to do it twice, in about 43 seconds.

| Bosses |

This allows you to fight all the bosses from the main adventure. This includes all three Klungo fights, Targitzan, Old King Coal, Mr. Patch, Lord Woo Fak Fak, Terry, Weldar, Chilly Billi and Chilly Willy (Chilly Willy is always harder in Replay Mode), Mingy Jongo, and Grunty. Keep in mind the EGGS and FEATHERS cheat aren't applied, so you only get half the eggs and half the feathers. You also get only five honeycombs (what you start the game with), making the bosses much, much more difficult to defeat. The biggest challenge is to defeat Gruntilda in Replay Mode with five honeycombs and half eggs! I have only managed to do it once, and I had like two honeycombs left. In fact, it's probably the biggest challenge in the entire game!

| Cinema |

This allows you to view all the cut-scenes from the main adventure. This includes the Opening Story, King Jingaling Gets Zapped, Bottles and Jingaling Restored, Grunty Defeated, and the Credits. If you collect all 90 Jiggies in

adventure mode, the Character Parade will be unlocked, allowing you to see all the game's characters.

```
=====
|                                     |
|           4h           |           Cheat Codes           |           CODE           |
|                                     |           -----           |
|                                     |
-----
```

All codes are entered in the Code Chamber of Mayahem Temple, in the Jade Snake Grove. You have to open the door with the Golden Goliath. Stand on the podium and shoot the letters in order. If you screw up, you have to start over. Thankfully, the codes are not nearly as overly, unnecessarily long as in the first game.

```
~~~~~
~~ Cheato Page Cheats ~~
~~~~~
```

Cheato Page cheats can be entered once you give Cheato his pages. Every five pages will earn you a new cheat. If you want to get all his cheats, you need to collect all the pages. If you want to use a code without having the necessary amount of pages, you have to type it in backwards and put CHEATO in front of it.

EGGS
or
CHEATOSGGE

This doubles your egg count, meaning 200 blue eggs, 100 fire eggs, 50 grenade eggs, 100 ice eggs, and 20 Clockwork Kazooie eggs. Useful for the double grenade and CK eggs.

FEATHERS
or
CHEATOSREHTAEF

This doubles your feather count, meaning 200 red feathers and 20 gold feathers. Although 100 is usually enough, 200 can be good for places like Cloud Cuckooland, though there are freaking four feather nests in front of BOTH Mumbo skulls.

FALLBACK
or
CHEATOKCABLLAF

This makes it so you won't lose energy from falling. Pretty useful code, but it ruins the first time experience.

HONEYBACK
or
CHEATOKCABYENOH

Your energy replenishes as you lose it. Makes the game really easy, but it ruins the first time experience.

JUKEBOX
or

CHEATOXOBEKUJ

This fixes the jukebox in Jolly's place, allowing you to perform a sound test.

~~~~~  
~~ Cheato Cheats ~~  
~~~~~

These are cheats that have CHEATO in front of them.

CHEATOSUPERBANJO
CHEATO SUPER BANJO

This makes Banjo run faster.

CHEATOSUPERBADDY
CHEATO SUPER BADDY

This makes the enemies run faster.

CHEATOJIGGYWIGGYSPECIAL
CHEATO JIGGY WIGGY SPECIAL

This opens all eight worlds, plus Cauldron Keep and the tower top.

CHEATOJIGGYCASTLIST
CHEATO JIGGY CAST LIST

This plays the castlist for the game.

CHEATOPLAYITAGAINSON
CHEATO PLAY IT AGAIN SON

This unlocks all the cinemas in Replay Mode.

CHEATOHONEYKING
CHEATO HONEY KING

This gives you unlimited honeycombs and energy. Be warned, you can still be knocked off ledges, as you still get "hit" by enemies, and you'll still die from falling into oblivion.

~~~~~  
~~ Special Cheats ~~  
~~~~~

These are cheats that are gotten in special ways. You can type them in backwards if you don't feel like performing the task needed to get the cheat.

HOMING
or
CHEATOGNIMOH

Return the Stop n' Swop eggs to Heggy to get this code. It makes your eggs home

in on enemies.

GETJIGGY

or

CHEATOYGGIJTEG

You have to enter Madame Grunty's fortune telling tent in Witchyworld to get this, but the chance that you'll get it is EXTREMELY low, so you might want to type it in backwards. It makes the signs in Jiggywiggy's Temple tell you where all the Jiggies are, which is pretty useless when you have a guide.

NESTKING

or

CHEATONESTKING

(Thanks to Ninkobra I now know that you do not have to type NESTKING backwards after Cheato). This cheat is the answer to the riddle behind Jiggywiggy's Temple (go through the banner in the back). The code gives you unlimited eggs and feathers.

```

=====
|                                     |                                     | |
|          4h                         |          Achievements          |          ACHV                    |
|                                     |          -----              |                                     |
|                                     |          -----              |                                     |
=====

```

This is a list of the Xbox 360 achievements to be earned in Banjo-Tooie. When you achieve one of these, a box will appear on your screen notifying you of your achievement. Each achievement will give you achievement points, which total up to your gamerscore on your Xbox profile ID card. There are a total of 12 achievements in Banjo-Kazooie, for a total of 200 achievement points.

Achievement	Points	Description
All Beaten Up	20	Kill any 20 bad guys with any of these attacks: Mumbo's wand, your Pants Attack or the Daddy T-Rex.
A Merry Old Soul	20	You'll find Old King Coal in Chuffy's boiler and he's a bit on the grubby side. Scrub him out!
After the Storm	10	Ahhhh, a pretty rainbow. You did that, you old softy!
Calamari Bonanza	20	Don't be suckered! You'll have to freeze every single octopi.
Hatch the Future	20	Separate our heroes for the first time, or hatch a Banjo-Kazooie Stop 'N' Swop Egg with Heggy.
It Lives!	15	Miracles do happen! Bring Sabreman back to life.
Knocked Out Klungo	20	He's out for revenge; not once, not twice, but three times. You need to beat him once.
My Nemesis	10	Do it properly this time! Get rid of Grunty and save us from her rhymes. Off with her head!
Points Make Prizes	15	Balloons of any color will do, get 60 points worth or more and you're a winner... sort of.

Shoot Em Up!	15	It痴 great fun exploding these little	
		lovelies! Any 20 Ulcers, Clinkers or	
		Mines will earn this.	
They think it's all over...	15	Win a Colosseum Kickball final. The	
		worst scorers rule at this game, so	
		you should be good at it!	
Treasure Hunt	20	You'll probably end up with many more	
		, but to achieve this you need just	
		one of each.	

```

=====
|                                     |
|          4i          |          Legal Disclaimer          |          LEGAL          |
|                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

This FAQ may not appear in any way, shape, or form on any site but gamefaqs.com without express, written permission from me, the author. Understand that this document is protected by copyright, and to publically display it without permission is a violation of copyright. However, IF I DO give you permission to use this document on your site, you are welcome to do so. But please, DO NOT use it UNTIL (read: UNTIL) I give you permission.

All trademarks and related indicia belong to their respective owners and holders , NOT me!

Copyright 2007-2010 Ethan Alwaise

```

=====
|                                     |
|          4j          |          Contact Information          |          CONTACT          |
|                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

You can contact me only through email. My email address is zoophoria@gmail.com. Be sure to include in the subject the phrase "Banjo-Tooie FAQ", or something along those lines, so I'm aware that it's not junk.

These are the things you CAN contact me about:

- Correcting things I messed up and giving extra tips. Sure, I'll add whatever you contribute and give you full credit for your information.
- Praise mail. Yeah, if you liked this guide, you're welcome to tell me so.
- Hate mail. I don't really care if you hated my FAQ. If it's hate mail, I'll just ignore it.
- Permission to use the FAQ. Yes, like I said, you're welcome to use the FAQ IF AND ONLY IF I GIVE YOU PERMISSION.

Now these are the things I DON'T want to be e-mailed about:

- Spam. Just no.
- Spelling/grammar corrections. I can find these on my own and they (in almost all cases) do affect your ability to understand what is being said.
- Questions or emails "wrtn lik thiz". This gets really annoying and sometimes actually makes it difficult to read your message.
- Questions that are answered in the FAQ. Unless there is something missing from the FAQ or the description of how to do something is unclear to you, just check the FAQ.

That's pretty much it. These rules are not very difficult to follow. Failure to follow them will result in me not answering your questions, so it's in your best interest to follow them.

```
=====
|                                     |=====
|         4f                         | Credits | CREDIT |
|                                     |-----|
|                                     |=====
-----
```

I would like to thank the following people...

me frog - His BT FAQ inspired me to write this. Also, his guide helped me with Hailfire Peaks boss info and note requirements for the moves.

Croco - His FAQ helped me with the enemy list.

King Kool - I used his route for Clinker's Cavern. Thanks a TON, King Kool.

Dallas - I took the story from his FAQ, as I do not own an instruction manual.

mike89mkselite - His speed guide gave me ideas for speedrunning tricks that helped even though this is not a speed guide, such as abusing the Clockwork Kazooie Egg.

Prima's Official Strategy Guide - Their manual was a TON of help with its maps displaying items and solutions.

shampoo_chan97@yahoo.com - He told me that CHEATONESTKING does not have to be typed backwards.

bradlestix_oloughlin@hotmail.com - He told me Fruity's can be killed with a Bill Drill.

Banjo-Kazooie Wiki - This site provided me with information about the enemies.

```
MMM.           ,MM.
MMMM          MMMM
`MMM          MMMM `MM'
MMM           MMMM
MMMMMMMMM
MMMMMMMMM M MMMMMMM MMMM MMMM
MMMMMMMMM MMM MMMMM  MMMM MMMMMMM MMMM
MMMMMMMMMMMMMMMMMM  MMMM MMMMMMM  MMMM
MMM MM  MMM  MMMM  MMM  MMMM
MM      MM  MMMM  MMMMMMMMM MMMM
                MMMMMMM  MMMM
                    MMMM
                        MM
```