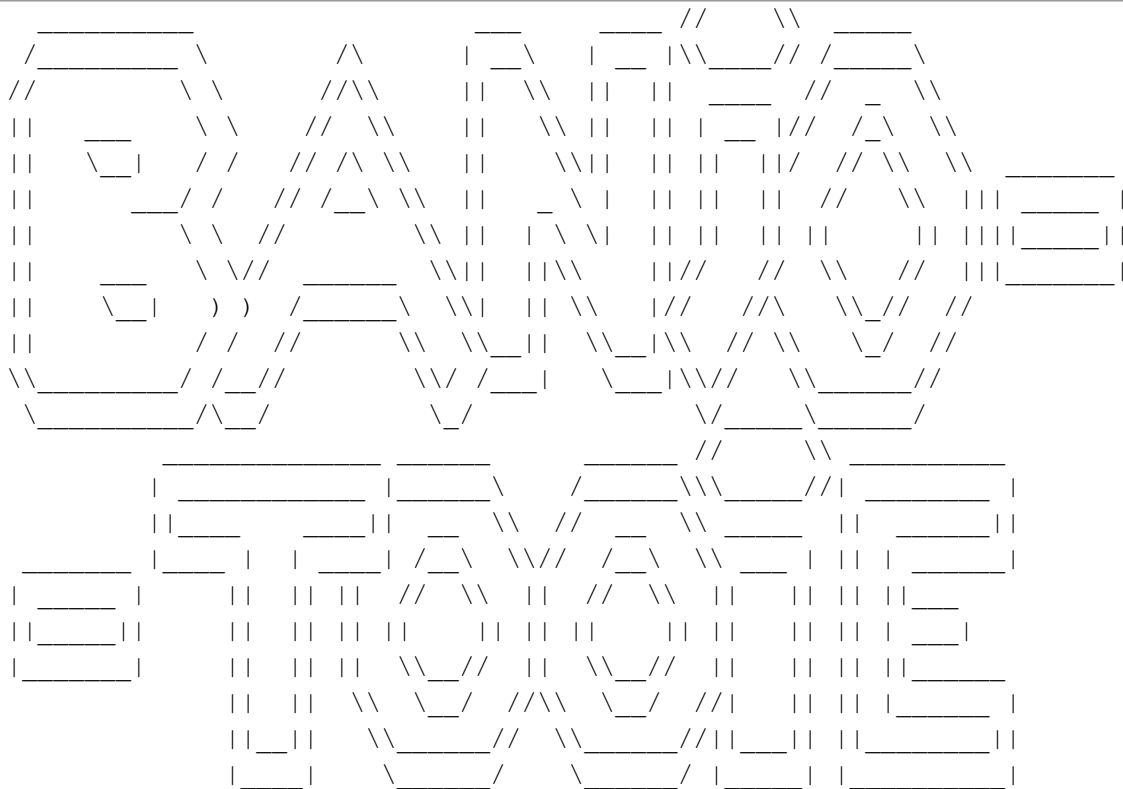


Banjo-Tooie FAQ/Walkthrough

by Croco

Updated to vFinal on Apr 21, 2001



~An FAQ/Walkthrough Created By: Croco~

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This complete FAQ/Walkthrough to the Nintendo 64 game Banjo-Tooie Includes the Following Features:

- *All the Levels Covered in Full
- *Where to Find Collectibles Such As Jiggies, Jinjos, and More
- *Lists of Enemies, Items, Objects, and Transformations
- *Guide to the Multiplayer Mode
- *Guide to the Game's Secrets
- *More! Read On...

Contact Me: croco64@yahoo.com (See Part 4, Section 4 for details)

-VERSION HISTORY-

This is currently the Final Version of the Croco FAQ/Walkthrough for Banjo-Tooie, Created 4/21/2001.

Final Version - Created 4/21/01

Wow, who'd have thought that I'd actually finish this FAQ? After those couple months of no progress, I bet you didn't think it would ever be complete. See, your good friend Croco doesn't let you down... all the time. Anyway, I've

wrapped up the last remaining parts in the FAQ, of most interest the Cloud Cuckooland and Cauldron Keep Walkthroughs. The last thing I've added is a few samples for the Tower of Tragedy Quiz Questions. Well, this is it. Th-th-th-that's all folks!

Version 1.6 - Created 4/9/01

Due to the whining and nagging of all you readers (Croco! Please update the FAQ! Croco! Please update the FAQ!... yech), I've decided to fulfill all of your wishes and put some more stuff in the FAQ you've come to know and love. As expected, this update includes a walkthrough to the Hailfire Peaks stage, but there's also some new things, such as codes that allow you to get the secret items in Banjo-Kazooie and a history of the connection between the two games.

Version 1.5 - Created 2/4/01

Gee, it's nearly been a month... where does the time go? If you're wondering what wily shenanigans I've been doing throughout January, I'll let you know that I didn't update due to laziness. Well, actually, after a year of hard work on my FAQs (yup, my 1st FAQ Writing Anniversary was on the 11th!), I decided that I've earned a little break. After a few weeks of doing nothing, I'm back and ready to write. This update includes everything you need to know about the incredibly-complex level, Grunty Industries.

Version 1.4 - Created 1/5/01

Well, since the webmaster of GameFAQs (CJayC) took a little time off (good for him), I didn't get to update right before Christmas like planned. But I probably wouldn't have anyway, knowing my work habits. Anyway, after having a nice long break, I'm back for the first update in 2001! Terrydactyland is completed.

Version 1.3 - Created 12/18/00

Hey hey! Sorry for taking almost a week for this update, but there was another FAQ that I wanted to update (still haven't, but getting closer to updating it). But I bet you don't care about that other FAQ, just this one. So what's new? Like usual, a new level has been added to the Level Walkthroughs, this time Jolly Roger's Lagoon. I still haven't gotten around to getting some of the Tower of Tragedy Questions here, but I hope to within the next couple updates.

Version 1.2 - Created 12/12/00

Only 13 days until Christmas. Wow, I'd better get some of my shopping done. Stupid greedy pigs! Nonetheless, I've managed to come out with another update, which seems to be beginning a trend of an extra day added on between updates. My first update was three days after the first version, this one is four days after Version 1.1, and I expect to update again in five days. Woe is you, being forced to wait longer and longer for more of my magnificent work (ahem, of course it is). Take a look at the new WitchyWorld guide, as that's pretty much all I've added this time around.

Version 1.1 - Created 12/8/00

Hey, it's Friday, the beginning of the weekend! Why not celebrate with another update? I know, incredible, aren't I, getting by my severe laziness and having an update in three days? So, wondering what's new? This update includes the Glitter Gulch Mine Walkthrough, the complete Transformations Guide, and updates to the Secrets Section (including a new section, the Code Guide).

Version 1.0 - Created 12/5/00

Another new FAQ, another first Version. How nice, I got this one out earlier than I expected. I was planning at first for this to come out on the fifth, but then decided the tenth would be more realistic. Strangely, progress was faster, so I got it out by the original date of the fifth. Crazy. Anyway, since I did get this out sooner, it's less than complete. Level 1 is the only one completed as of now, but also in this FAQ is Spiral Mountain and some of the Isle O' Hags.

Some more sections that are completed include the Multiplayer Mode, The Secrets, Parts 1 and 5, and much of Part 2. Updates are sure to follow shortly, so stay tuned.

UPDATE NOTICE: New to this Version is the Cloud Cuckooland and Cauldron Keep Walkthrough, as well as updates to the Spiral Mountain and Isle O' Hags Walkthroughs. Also included are a few samples of the Tower of Tragedy Quiz Questions.

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*: This symbol indicates that this section has been started on, but is currently under completion. Expect more in future updates.

** : This symbol Indicates that this section has not been started on at all. When it will be started on is usually based on the order it is on the list.

: No Marks indicate the section has been completed.

Where Should You Go?

Part 1- Generally just an Introduction and not much information that will help you beat Banjo-Tooie or collect items. Look here for fun, not for info.

Part 2- This describes the basics, but also has some guides to other things such as transformations, enemies, and characters, which could be helpful, and at the very least interesting to read.

Part 3- If you're stuck finding something on one of the Levels, look here. The walkthrough includes Jiggies, Jinjos, Jamjars' Moves, Cheato Pages, Empty Honeycomb Pieces, Notes, and more, as well as where the levels are located and what it takes to get in.

Part 4- This section not only covers the Multiplayer Mode, but also secrets found in the game. You can also find a guide to how many Jinjos you need to complete the families and how many Honeycomb Pieces are needed for a new energy piece. The last section goes over some of the questions on Grunty's Tower of Tragedy Quiz.

Part 5- If you've looked in the other sections and haven't found anything, this is where some additional tips are located. If they don't help you, feel free to send in an e-mail, but first check this part for details on how to do so. Also, there's a section on connections between Banjo-Tooie and other Rare games, which is very interesting. Finally, I wrap up the FAQ here.

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===== INTRODUCTION =====

Banjo-Kazooie... Rare's Mario, released over two years ago in the summer of 1998. For those of us that played it for hours and collected all the Jiggies, a special ending was shown. That crazy shaman Mumbo Jumbo fell down from the coconut tree with pictures... pictures of the sequel.

While it took a lot of us a while to get it through our heads that this "Banjo-Tooie" Mumbo talked about was a sequel, when we did discover the meaning of these things we were overjoyed. We would get to play another Banjo, a sequel. This sequel to the first game was announced already, and was something to look forward to. And those pictures that Mumbo showed of the places that were impossible to reach, we would finally be able to get the items shown when the new game would come.

Well, finally we'll get a chance to go back and do those things. Or can we? It seems that the gaming community is having a hard time deciding whether or not you can either go back or at least access new areas in Banjo-Kazooie with information gained in Banjo-Tooie. As great as it would be to do this (and after disappointedly getting the Ice Key and Mystery Eggs), it's much more exciting to have this great new game to play. Is it as good as Kazooie? That's up for you to decide. I can tell you, though: it's an excellent game. Banjo-Tooie is a game filled with wonders, wonders that all should experience.

===== THE STORY BEHIND THIS FAQ =====

I'll get to the point: I hope to make this one of my biggest (not size, but in quality and popularity) FAQs yet. Not an easy task for someone as incredibly talented as me (of course I am, you know it), but I like a challenge. In all seriousness, though, it's going to take a bit of work to make this FAQ great. So, I've decided to do things a little differently. In all of my previous FAQs, there are four main parts, each relatively the same. In this FAQ, there are five. I felt another part as needed, because the some things just didn't go in the others. Not only does this organize things better, it allows me to go into things that I probably wouldn't have incorporated elsewhere in more detail. For those of you that will read more of my FAQs, you might be wondering whether the five-part FAQ will stay. I'm not sure myself, but I can tell you one thing: it's gonna help make this FAQ one of my best yet!

===== GAME STORY =====

For those that are interested about how Banjo-Tooie is set up (hmm... perhaps you fell asleep during the opening cutscene?), here's the game's story. For those that are lazy, I sum it up at the end.

~THE STORY OF BANJO-TOOIE~

 / _ \
 /_|_\
 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 bregull 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 s-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 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 Blobbelda had used to tunnel their way to Spiral Mountain. As they headed back to their castle, the two fleshy sisters described a machine they had created.

They explained to the skeletal Gruntilda that it could suck the life force from the ground itself and from any creatures 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 lest 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!"

~TO SUM IT UP~

Gruntilda is freed from her grave, destroys Banjo's house, and kills Bottles. As you can imagine, Banjo might not be too happy. But there's more trouble to come...

===== CONTROLS & PLAY =====

Here I'll go over how to control the game, as well as a few special controlling tricks that may be helpful to know. After that, I'll explain the game basics, such as how to open levels and what Jinjos are for.

~CONTROLS~

-Control Stick: This moves Banjo, and he will move at different speeds depending on the pressure applied.

*Very Slight Push: Banjo will tiptoe. This is helpful for sneaking up on sleeping characters.

*Moderate Push: Banjo will walk. This is good for places where you need to move carefully, such as when you are high in the air on a rope.

*Full Push: Banjo will run. This is the best way to get around.

-A Button: This makes Banjo jump.

*Tap: Banjo will jump.

*Hold: Banjo will jump higher.

*Press While in Air: Kazooie will help slow the decent.

-B Button: This is the action button. When standing still in front of a sign or character, Banjo will read/talk. In any other location, Kazooie will attack when standing still and Banjo will roll while running.

-Z Button: This makes Banjo duck.

*Z+A: Banjo will do the Flip-Flap jump, which allows him to jump higher than usual.

*Z+B: Banjo will do the Beak Barge, which is a charging attack.

-Top C: Switches to first person view (Banjo cannot move).

-Bottom C: Makes camera go out. There are three camera distances.

-Left C: Moves camera to the left. Hold it to continue camera movement.

-Right C: Moves camera to the right. Hold it to continue movement.

-R Button: This have several functions.

*Hold: The camera will move behind Banjo.

*Tap: Brings up egg list. Press R again to select a different egg type.

-WHILE SWIMMING-

-A Button: Banjo does the flutter kick. This gives you more control of Banjo's movements, but is very slow.

-B Button: Kazooie does the wig stroke. This gives you good speed, but is harder to control.

-DURING TEXT-

-A Button: Will speed up the text.

-Z Button: Will slow down the text.

-B Button: Will cancel the text.

-Hold L & R, Press B: Will cancel even important text (though some cannot be canceled ever).

~GAME BASICS~

-Collecting Items: The main focus of the game is to collect certain items. The most prized item is the Jiggy, which will allow you to progress further into the game. Notes are another important item, as they allow you to learn new moves. The other items, however, pretty much simply help you in your quest. For example, collecting Empty Honeycomb pieces will raise your energy level. While helpful, it is not necessary.

-Opening Levels: Opening levels is different from Banjo-Kazooie. To do so, you must complete one of Jiggawiggy's Challenges. However, Jiggawiggy will only allow you to attempt these challenges once you have enough puzzle pieces. If you do, you can either walk into his temple or transport there from the yellow Jiggy statue outside the level's entrance.

-Jinjoes: Jinjoes are scattered throughout the Isle O' Hags and the levels. In the Jinjo Village, there are nine houses. Each contains a specific colored Jinjo family, with a specific number of members. When all are reunited, they will show their thanks with a Jiggy.

===== CHARACTERS =====

While this game is filled with a bunch of crazy and lovable characters, the main ones are listed below, along with some information that you may find useful... or at least interesting.

-BANJO-

Appearance: Bear wearing fashionable yellow shorts and blue backpack.

Role: Main character (along with Kazooie), i.e.- you control him

Status: Returnee from Banjo-Kazooie

Home: Spiral Mountain Gibberish Quote: "Guh-huh!"

Description: Banjo the Honey Bear prefers a quiet life to the thrill of adventure that his bregull partner seeks. Unfortunately for him, Gruntilda's up to her old tricks, so he won't get to relax anytime soon. And this time around, Banjo will have to learn some new tricks, since his partner plans to ditch the backpack and head out alone...

-KAZOOIE-

Appearance: Red-crested bregull

Role: Banjo's partner and main character.

Status: Returnee from Banjo-Kazooie

Home: Spiral Mountain Gibberish Quote: "Bree!"

Description: This red-crested bregull is ill-mannered, foul-mouthed, and proud of it! She's the attacking force behind the formidable bear-and-bird partnership, but Banjo's steady head makes too many sensible decisions for her liking. Kazooie can't wait to see what kind of trouble she can get herself into once she's free from his backpack!

-BOTTLES-

Appearance: Short-sighted Mole

Role: Reviews Moves from Banjo-Kazooie, One Reason for Quest

Status: Returnee from Banjo-Kazooie

Home: Isle O' Hags (Bottles' House)

Description: This timid mole's moves enabled Banjo and Kazooie to defeat Gruntilda in their first adventure. But he chose the wrong night to visit his old friends as the recently-exhumed witch blasted him with her fatal spell. Will Bottles ever see his family again? The bear and bird are his only hope...

-JAMJARS-

Appearance: Rhyming Military Mole Sporting Sunglasses

Role: Teaches Advanced Moves

Status: New Character

Home: Unknown Gibberish Quote: "Hey-huh!"

Description: As different from his brother as chalk is to cheese, Sergeant Jamjars joined the mole military when he was just a nipper. Those years of rigid rodent discipline may explain his lack of manners and nonexistent sense of humor, but his advanced ability training will be essential if Banjo and Kazooie are to stand any chance of defeating the evil coven.

-MUMBO JUMBO-

Appearance: Shaman with Skull on his Face

Role: Best Shaman in All Game (will perform magic)

Status: Returnee from Banjo-Kazooie

Home: Various Skulls Gibberish Quote: "Oobalaka!"

Description: This skull-headed shaman has spent the last two years at witch doctor school, so his mysterious powers have never been greater. Mumbo hopes that this time he'll get a chance to leave the safety of his skull hut to show Banjo and Kazooie what he can really do with his newfound skills.

-HUMBA WUMBA-

Appearance: Sexy Native American with No Mouth

Role: Best Magic Person in All Game (transforms Banjo and Kazooie)

Status: New Character

Home: Various Wigwams Gibberish Quote: "Han-na!"

Description: The Isle O' Hags' resident magic user takes none too kindly to the intrusion of Mumbo Jumbo and his supposed reputation. She, too, has the ability to transform subjects into other forms and is determined to expose the shaman as the amateur he is.

-KING JINGALING

Appearance: Large Jinjo with Crown

Role: Rules Over all Jinjos

Status: New Character

Home: Jinjo Village

Description: King Jingaling is the king of all things Jinjo and the ruler of Jinjo Village. At least he was before Grunty and her sisters plowed through the peaceful kingdom with their digging machine, scattering his subjects to the far corners of the island.

-MASTER JIGGYWIGGY-

Appearance: Figure in Cloak with Jiggy for its Head

Role: Opens New Worlds, Controls the Power of the Jiggies

Status: New Character

Home: Isle O' Hags (Wooded Hollow)

Description: Little is known about the ancient order of the Jiggywiggy except that it is based in a bizarrely-shaped temple and led by a recluse known only as Master Jiggywiggy. Legend has it that Master Jiggywiggy controls the all-powerful Crystal Jiggy and that those seeking help must first prove their worth...

-HONEY B-

Appearance: Giant Bee

Role: Gives Banjo and Kazooie More Life Energy

Status: New Character

Home: Isle O' Hags (Plateau)

Description: She is one of the few friendly characters you're likely to meet on Grunty's Isle O' Hags. In exchange for the tasty empty honeycombs she craves, Honey B will provide passing travelers with much-needed extra energy. Be on the lookout for her distinctive home-a gigantic beehive, naturally.

-GLOWBOS-

Type: Collectible

Number Per Level: 2

In this game, Mumbo and Wumba will not use Mumbo Tokens for magic, but instead the magical creatures known as Glowbos. These guys pack more of a wallop than the Mumbo Tokens, and only one is needed for magic. They are always found near the homes of Mumbo or Wumba, and thus are fairly easy to find. However, I must note how these poor creatures are treated. They're just captured and thrown around, their powers sucked out so you can get a few Jiggies. How cruel.

-CHEATO PAGES-

Type: Collectible

Number Per Level: 3

After Banjo-Kazooie, Gruntilda ripped out most of Cheato's pages (how she did this when she was buried under a rock...). Because of this, Cheato can't help Banjo and Kazooie with the spells as they are on the pages (or maybe he's just greedy and wants you to do tons of work when you don't have to). Anyway, he wants you to collect five of his lost pages for each new cheat he gives you. There are three of these in each level.

-EMPTY HONEYCOMB PIECES-

Type: Collectible

Number Per Level: 3

Empty honeycomb pieces are what you need to increase your energy. When you give an ever-increasing amount of these to Honey B, she'll increase your energy meter with more Honeycombs. Needless to say, these are quite helpful.

-EGG NESTS-

Type: Item

These nests contain a certain amount of eggs, which varies depending on the type. Once more than the standard Blue Eggs become available, these nests will cycle through each of the types so you can stock up on whichever kind you're low on. These are very common and are found in abundance in each level. The number of eggs for each type is listed below.

Blue Egg: 20 per Nest

Fire Egg: 10 per Nest

Grenade Egg: 10 per Nest

Ice Egg: 10 per Nest

Clockwork Egg: 1 per Nest

-FEATHER NESTS-

Type: Item

These nests, much like Egg Nests, contain a certain amount of Feathers (depending on the kind displayed). They will usually cycle between Red and Gold Feathers, allowing you to stock up on whichever is low. Like Egg Nests, these are quite abundant. The number of feathers for each type is listed below.

Red Feather: 20 per Nest

Gold Feather: 2 per Nest

-HONEYCOMB-

Type: Item

Honeycomb pieces are usually found when an enemy is defeated. These tasty little hexagons will refill one Honeycomb on the energy meter. They will stick around (he he) after they first appear, but sometimes will disappear if you take your eyes off them.

-SKILL HONEYCOMB-

Type: Item

Skill Honeycombs look just like regular Honeycombs except they have a "!" in the center. When collected, the Honeycomb segments on your energy meter will

flash in order. When it gets to the top, tap B and you'll have full energy. If you tap it anywhere else, that's what you get. While incredibly easy to get at the beginning of the game, stopping it at the top gets harder as the game progresses. Avoid these if you have full energy, because there's nothing you can gain from it.

-MYSTERY HONEYCOMB-

Type: Item

Mystery Honeycombs are much like Skill Honeycombs, only instead of flashing in order, they flash randomly. This makes things a little trickier, but it still shouldn't be hard to get the full energy you need.

-WADING BOOTS-

Type: Item (Kazooie Footwear)

Wading Boots, a returning item from Banjo-Kazooie, allow you to tread in murky waters and swamps or over other places that would normally bruise your poor little feet.

-TURBO TRAINERS-

Type: Item (Kazooie Footwear)

Also returning from Banjo-Kazooie, the Turbo Trainers (the white tennis shoes) give Kazooie incredible speed. She's so fast with these on, in fact, that she can even run across water (don't slow down though, or you'll fall in).

-SPRINGY STEP SHOES-

Type: Item (Kazooie Footwear)

A new shoe for Kazooie to wear in Banjo-Tooie, the Springy Step Shoes unfortunately don't let you bounce around the entire world. Instead, their super-springiness can only be used once, but the height from the leap is humongous.

-CLAW CLAMBER BOOTS-

Type: Item (Kazooie Footwear)

The second new shoe for you to use (sorry, I had to keep the rhyme going) is the Claw Clamber Boots. These allow you to climb up the steepest of walls, providing that there are footprints going up there.

===== SPECIAL OBJECTS =====

This section will go over some special objects you'll encounter. These aren't items or collectibles, but rather things like switches and special pads. Read on to find out more.

-SHOCK SPRING PADS-

If you've played Banjo-Kazooie, you'll already know all about these. When you stand on them and hold A, Kazooie will perform a jump that'll go much higher than a normal jump or even the Flip-Flap Jump.

-FLIGHT PADS-

Flight Pads, strangely, make you fly. Crazy, huh? Press A while on one and you'll take to the skies.

-WARP PADS-

A new Special Object in Tooie, Warp Pads allow you to quickly warp to other Warp Pads so you don't have to trek through the same territory over and over. Once you walk onto a Warp Pad for the first time, it'll activate and you can warp to others. Simply stand still on one and Press B, then choose the one you want to

go to and you're off.

-MUMBO PADS-

Since Mumbo Jumbo is now a controllable character, there are certain things that he and only he can do. One of the main (and usually only) things he's useful for is to provide his magic at the point indicated by a Mumbo Pad. Stand on one and press B, and Mumbo will perform his magic.

-SPLIT-UP PADS-

Once you learn how to split up from Jamjars, when you see one of these Pads you can break the two characters apart for some separate exploration. Just stand on one of the pads and Press A. To change characters, press A while on the Split-Up pad or a special swap point (they aren't specified, but it may be apparent when you need to do swap).

-SWITCHES-

Switches do all sorts of things, from raising blockades to opening doors. Sometimes both Banjo and Kazooie must stand on separate switches, causing you to find a Split-Up Pad first.

-MOLEHILLS-

Bottles' Molehills are only found in Spiral Mountain, which is the only place that you've already been to in Banjo-Kazooie. Bottles will help you re-learn some of the old moves from the last game when you stand on these and press B.

-JAMJARS' HATCHES-

These Hatches work just the same as Bottles' Molehills, but they're found on the Isle O' Hags and teach you new, advanced moves. Stand by them and press B to have the rhyming Jamjars teach you what you want to know.

-JAMJARS' SILOS-

Jamjars not only teaches you new moves, but he also gives you easier transportation around the Isle O' Hags. This are the same as Warp Pads, but allow you to warp around the Isle instead.

-BEEHIVES-

Beehives are a welcome sight to the weary traveler. Inside are three Honeycombs. Handy indeed, and there are usually a few in each level.

-SIGNPOSTS-

Signposts give out helpful hints or tell you some information needed. They can be on a wide variety of subjects, and will usually help you complete some nearby task.

-JIGGYWIGGY'S ALTARS-

One of Master Jiggywiggy's mystical altars is located by the entrance to each world. They will tell you how many Jiggies are required to enter, and if you have enough, will warp you to Jiggywiggy's Temple to open the level.

===== BASIC MOVES =====

These moves should be familiar to those that have played Banjo-Kazooie. To review, I've placed them in this section. They're oldies, but are still used frequently. You'll start out being able to perform all of these moves.

RAT-A-TAT RAP: Jump and Press B

This attack is one of the most commonly used in the game, because it has decent

range and is quite powerful. When A then B are pressed, Kazooie will perform three short pecks. While this move is intended for enemies in the air (as you jump first), you can also hit most enemies on the ground by jump tapping A for a small hop.

BEAK BUSTER: Jump and Press Z

The Beak Buster is a slow but powerful attack. After leaping into the air, Pressing Z will cause Kazooie to smash into the ground beak-first, destroying anything there and also sometimes activating stuck switches. This isn't very useful for enemies, because it takes longer to perform than most attack and the enemy must be directly under you.

TALON TROT: Hold Z and Press Left C

The Talon Trot is Kazooie's way of getting around. She comes out of the background and carries Banjo until you let go of Z. Kazooie can go up steeper slopes than Banjo, and also moves faster (though more recklessly).

EGG SHOT (FORWARD): Hold Z and Press Top C

The Egg Shot is a commonly used attack, which will fire eggs forward. While this is good for shooting things with eggs, it is rather weak and won't hurt enemies much. However, you can fire from a distance, so it may be worth it.

EGG SHOT (BEHIND): Hold Z and Press Bottom C

While the forward Egg Shot will fire quickly, an Egg Shot from Behind will bounce around. It's not very useful unless you have no time to react. Even then, it takes longer than turning around and attacking. Not much use unless there's something on the floor you need to hit.

FLYING: Press A on Flight Pad

Flying is very helpful, as it will allow you to reach place normally inaccessible. Flying is a quick and easy way to get around the world.

BEAK BOMB: Press B while Flying

The Beak Bomb is a very powerful attack, which sends Kazooie at top airborne speed through the air, and I pity whatever is in her way. It also is a good way to get around quicker while flying.

===== ADVANCED MOVES =====

The moves in this section are all new to Banjo-Tooie, and are learned throughout your trek through the Isle O' Hags. Also listed here is where they are found, which character(s) learns it, and how many notes you need to learn them.

-EGG AIM-

Level: Mayahem Temple

Notes Needed: 25

Perform: Top C, Then Z to Fire

This move will allow you to aim with accuracy. Whenever you switch to the first-person view, crosshairs will appear. Target what you want to shoot with an egg, then fire. After you learn this move, you'll never go back to using eggs any other way.

-BREEGULL BLASTER-

Level: Mayahem Temple

Notes Needed: 30

Perform: When Enter Specific Areas

When you learn this, you can use Kazooie as a gun, so you move around like in Perfect Dark or Goldeneye (a First-Person Shooter). You won't be able to do this whenever you want, but when you enter certain areas, you'll automatically switch.

-GRIP GRAB-

Level: Mayahem Temple

Notes Needed: 35

Perform: Jump to Ledge

The Grip Grab allows you to hang onto ledges, and also to scooch across them. Simply jump to a ledge and you'll grab on to it. While on ledges, you can attack to the left or right by moving the control stick in the desired direction then pressing B.

-FIRE EGGS-

Level: Isle O' Hags

Notes Needed: 45

Perform: Press R to Switch

Fire Eggs are the first type of special eggs you'll learn to use. Fire eggs can be used for a variety of purposes, including lighting fires, warming someone up, or just in attacking an enemy. You can access the Egg Menu by tapping R, then switch by pressing it again.

-BILL DRILL-

Level: Glitter Gulch Mine

Notes Needed: 85

Perform: Jump and Hold Z

This is one of the most common moves you'll use in Banjo-Tooie, and it's especially useful in the first two levels. Large rocks, special patches of ground, ice, and more can be broken with the Bill Drill. The Bill Drill is much like the Beak Buster, but drills into the object, causing it to shatter if it's the right kind.

-BEAK BAYONET-

Level: Glitter Gulch Mine

Notes Needed: 95

Perform: B (while in 1st-Person)

This attack will become your main attack when in 1st-Person mode, as it makes it is an attack that doesn't use up any eggs. By simply pressing B, Kazooie will smash enemies with her beak. While it doesn't have the range of eggs and takes a second to pull her back, it is useful.

-GRENADE EGGS-

Level: Isle O' Hags

Notes Needed: 110

Perform: Tap R to Switch

Yipee, another type of egg! This is a very commonly used egg, not only for destroying things with cracks in them but also for damaging enemies severely. Jamjars' Hatch is located just under the ride where the log cars are falling out, right on the beach. Tap R to bring up the Egg Menu, and select this egg by tapping R again and again until you reach it.

-PACK WHACK-

Level: WitchyWorld

Notes Needed: 120

Perform: B (while Banjo)

This is Banjo's main attack when he's separated from Kazooie. When performed, Banjo takes off his backpack and swings it around twice, whacking any enemies that get in the way. It's quite slow to start and ends sooner than you'd think, so you must time it just right if you want to do any damage. It's can also be used for getting across larger pits, as Banjo floats while doing this.

-SPLIT UP-

Level: WitchyWorld

Notes Needed: 160

Perform: Press A on Split up Pad

Splitting Up is one of the main features of this game, and you'll be doing it quite a bit throughout the course of your adventure. Simply stand on a Split Up Pad and Press A. You'll now only control one character. The characters can perform attacks they could normally; for example Kazooie can still shoot eggs. However, moves requiring both members of the team (which is most of them) can't be performed. New, single-character moves can be learned, however, and is one of the main reasons for Splitting Up.

-AIRBORNE EGG AIMING-

Level: WitchyWorld

Notes Needed: 180

Perform: Top C to Aim (while Flying)

While you can shoot eggs normally, you can't while flying... and this move will now let you do just that. It's handy to be able to hurt enemies while flying around, but you won't use it all that much.

-ICE EGGS-

Level: Isle O' Hags

Notes Needed: 200

Perform: Tap R to Switch

Add another egg type to your repertoire. Ice Eggs, like Fire Eggs, aren't used all that much. However, they are useful for putting out fires and freezing things. When shot at an enemy, they will not harm them. Instead, they freeze them in their tracks. This makes it a rather worthless attacking egg. Tap R to bring up the Egg Menu, and select it by tapping R until you reach it.

-WING WHACK-

Level: Jolly Roger's Lagoon

Notes Needed: 265

Perform: B (while Kazooie)

This move is one of Kazooie's few attacks when she's separated from Banjo. While standing still, Kazooie will slice the air (or an enemy) with three chops, and while running, she'll spin around. A good attack, and helpful for dispatching baddies when away from the backpack. Just press B.

-SUB-AQUA EGG AIMING-

Level: Jolly Roger's Lagoon

Notes Needed: 275

Perform: Top C while Underwater

You can shoot eggs on land, you can shoot eggs in the air, now learn to shoot them underwater. This is an incredibly useful move to know, especially in Jolly Roger's Lagoon, a level that's almost entirely underwater. You'll fire eggs like

you normally do; just press Top C.

-TALON TORPEDO-

Level: Jolly Roger's Lagoon

Notes Needed: 290

Perform: Z while Underwater

This attack is one of the few ways you can choose to attack underwater, and it's good in some cases while not so good in others. When Z is pressed underwater, Kazooie will shoot out from the backpack and swim around at high speeds. This is most useful for destroying things with her picture on it, but it can also be used to hurt enemies or steal items from the Clear Fish in Jolly Roger's Lagoon. There's a time limit and also a cost of five Red Feathers each time you use it.

-CLOCKWORK KAZOOIE EGGS-

Level: Isle O' Hags

Notes Needed: 315

Perform: Tap R to Switch

The final type of egg you learn how to use is the Clockwork Kazooie egg. While its explosion is identical to that of the Grenade egg, Clockwork Kazooie eggs have a special feature. When they hit the ground, they will break open and a controllable bird will come out. While it can only run and perform small jumps, you can take it anywhere you want, including small openings. If it hits a wall with force or an enemy/character, it'll explode like a Grenade egg. After you take the bird to where you want it to go, press B to detonate it. It can also collect items.

-SPRINGY STEP SHOES-

Level: Terrydactyland

Notes Needed: 390

Perform: A While Wearing S.S. Shoes

Jumping on the Shock Spring Pads allows for increased jumping height, and jumping on them with only Kazooie allows for even more. But a jump while wearing the Springy Step Shoes surpasses both. These shoes are found just like Running Shoes or Wading Boots are, but instead of gaining speed or swamp-treading powers, the Springy Step Shoes gives Banjo a huge jump. The best part is that you can use them wherever you want, so long as you can reach the location before the time runs out. For the highest jump in the game, wear the shoes while only Kazooie, and you'll rocket incredibly high into the air.

-TAXI PACK-

Level: Terrydactyland

Notes Needed: 405

Perform: Hold Z, Press Left C

The Taxi Pack is one of Banjo's most common uses of his backpack. When Kazooie is gone, Banjo can use his backpack to hold other characters and transport them places. When you hold Z and press Left C, Banjo takes off his backpack. He can then grab certain characters and put them in his backpack, then drop them off at a certain location.

-HATCH-

Level: Terrydactyland

Notes Needed: 420

Perform: Hold Z, Press Left C (Kaz.)

This move is learned by Kazooie and is used to hatch eggs. By holding Z and then pressing Left C, Kazooie will sit down on any kind of egg and will use her bird

instincts to hatch it open. There are many different kinds of eggs found throughout your quest, so this move will be used often.

-CLAW CLAMBER BOOTS-

Level: Grunty Industries

Notes Needed: 505

Perform: Run Up Walls

The last type of shoe you'll learn, and one you've likely needed to learn for a while, are the Claw Clamber Boots. With these you can run up walls. Sounds pretty sweet, doesn't it? Well, you can't run up any wall, just areas with footprints going up. Still, there are quite a few of these places in the game. Also known as the "suction cup shoes".

-SNOOZE PACK-

Level: Grunty Industries

Notes Needed: 525

Perform: Hold Z and Bottom C

This is one of Banjo's most useful moves. When Kazooie's away, Banjo can hop inside his backpack and take a quick nap. This nap refills his energy. Yup, it really does. This makes being careless with Banjo a whole lot easier.

-LEG SPRING-

Level: Grunty Industries

Notes Needed: 545

Perform: Hold Z and Press A

The Leg Spring is an incredibly powerful jumping move that Kazooie learns by herself. This jump will allow Kazooie to leap much higher than even the Flip Flap Jump, though not as high as a Shock Spring Pad. Still, having a great jump at your disposal to use anywhere is very handy.

-SHACK PACK-

Level: Hailfire Peaks

Notes Needed: 640

Perform: Hold Z and Press Bottom C

Another move that Banjo performs with his famous blue backpack is the Shack Pack. Banjo throws the backpack over his head, squeezing himself into the tight space. This not only protects him from hot and toxic liquids, but it also makes him smaller and allows him to enter small holes.

-GLIDE-

Level: Hailfire Peaks

Notes Needed: 660

Perform: Press Z While in Air

Kazooie's Glide move allows you to fly at any time without the use of red feathers, but is very limited. You cannot fly higher than your starting position, and you will gradually lose height. You will also not be able to perform the Beak Bomb attack. However, being able to fly anywhere is very handy. Simply press Z while at the top of a jump, during a drop, or any other time you're in the air. Gliding does offer more precise maneuverability than flying, though it is slower. This move is very useful because performing a Leg Spring to gain height then gliding at any spot is quite handy.

-SACK PACK-

Level: Cloud Cuckooland

The final move you'll learn is Banjo's Sack Pack, which is vital in completing the game. When alone as Banjo, hold the Z button and press Top C. Banjo will get inside his backpack from the top, as if it were a sack. He can then hop around without getting injured by thorns, toxic water, or anything else beneath his feet.

===== ENEMY GUIDE =====

Here you'll find a long list of all the enemies found in Banjo-Tooie, including what you can do to beat them, where they're found, how they attack, how to get extra Honeycombs from them, and descriptions.

---~KEY~-----

1. Name: What I refer to the creature as. Note that this is not their official name (although in some cases it is), but something I've come up with.
2. Level: This is where the enemy can be found.
3. Attack: This is how the enemy attacks, how it hurts you.
4. Defeat: This is how you can defeat the enemy.
5. Defeat (x2 HC): For some enemies, you can get two honeycombs for defeating them a special way (not all, though). If there is no way to do this, this will not be listed.

-GRUNTLING-

Level: Spiral Mountain, Isle O' Hags
Attack: Ground Smash
Defeat: Any Attack (Peck, Roll, Rat-a-tat Rap, etc.)

Gruntlings are the common ground troops of Grunty's army, and patrol the Isle O' Hags and have recently invaded Spiral Mountain. They're quite easy and they must be right next to you before they attack, so defeating them shouldn't be a problem.

-GRUNTYDACTYL-

Level: Spiral Mountain, Isle O' Hags
Attack: Dive
Defeat: Any Attack (Beak Bomb in Air)

Grundydactyls inhabit the same areas as Gruntlings, but they attack from the air. Most of the time they hang around near the ground and dive down to attack, but there are instances where they fly high above the ground in the clouds. The Rat-a-tat Rap is the easiest way to defeat them.

-MOGGY-

Level: Mayahem Temple
Attack: Club
Defeat: Any Attack (Beak Barge, Rat-a-tat Rap work well)

Moggies are the tiger warriors found across the jungle of the Mayahem Temple. They're quite easy to defeat, and are slow to attack. The only time you'll probably get hurt by them is when you accidentally run into them.

-DART STATUES-

Level: Mayahem Temple

Attack: Dart Shot

Stun: Shoot Jewel On Head with Egg

Defeat (x2 HC): Kick with Golden Goliath

Dart Statues are found in many places in the Mayahem Temple. Though immobile, they pose a threat as their darts shoot quickly and far. Always stay on the run when you're near these guys. Shooting the jewel on their head will stun them for a little while, but the trouble usually isn't worth it. You can destroy them completely with a swift kick from the statue, Golden Goliath.

-GRIP GRAB PLANT-

Level: Mayahem Temple, WitchyWorld, Jolly Roger Lagoon, Terrydactyland

Attack: Chomp

Defeat: Grip Grab Beak Attack, Grenade Egg

Grip Grab Plants live inside small, tan, circular hives either above or below places where you use the Grip Grab to go across a ledge. You'll have to get near them to get them to come out and attack, but don't get so close that they'll hurt you. Once they're out, Press B to use the Beak Attack and kill them.

-GULCH MINER-

Level: Glitter Gulch Mine

Attack: Punch

Defeat: Any Attack

These guys like to surprise you. From a distance, all that you can see of them is their hat. When you come near, they pop up, yell "Yeeha!", and attack. While they're jumping out of the ground is the ideal time to attack.

-TNT CRATE-

Level: Glitter Gulch Mine

Attack: TNT Throw, Explosion

Defeat: Eggs (Any Attack Defeats But Causes Explosion)

TNT Crates are menacing items. When approached, they hurl sticks of explosive dynamite at you. While they can be destroyed with pretty much any attack, they will explode and hurt you. Therefore, the only safe way to take them out is from a distance with eggs.

-SHOVEL-

Level: Glitter Gulch Mine

Attack: Hop

Defeat: Any Attack

Shovels are an unlikely enemy, and that's why it's so surprising when one first attacks you. They are always found near piles of dark, black coal, so be on your guard if you come across any. Their small size makes Shovels somewhat harder to hit than other enemies.

-RAT EMPLOYEE-

Level: WitchyWorld

Attack: Mallet Smash
Defeat: Any Attack

These guys are very common throughout WitchyWorld, and they patrol each of the zones. To make the themes of each zone more apparent, they wear masks or clothing that represent it, such as an alien mask for the Space Zone and a Cowboy outfit for the Western Zone. They're a bit quicker than the usual enemy at attacking, but are still quite easy to defeat.

-JACKPOT-

Level: WitchyWorld
Attack: Coin Shot, Handle Smash
Defeat: Grenade Eggs, Money Van

This is one of the more difficult enemies that you'll face early on. These guys are like living slot machines, and they run around and, of course, try to kill you. They're impervious to normal attacks, but a Grenade Egg or running over them with the Money Van will defeat them. Inside each one is a ticket to Conga's Big Top. It's best to just run by these guys.

-MINJO-

Levels: WitchyWorld, Jolly Roger Lagoon, Terrydactyland,
Grunty Industries, Hailfire Peaks, Cloud Cuckooland
Attack: Energy Charge
Defeat: Any Medium-Strength Attack (rolling is too weak)

By far the most annoying enemies in the game, the Minjos also take the prize for being the most common. I'll bet your superior intellect made you notice the connection between the name "Minjo" and "Jinjo". Minjos are in fact the evil counterparts of the Jinjos, and love playing pranks on people... then killing them. They look and act just like normal Jinjos, even yelling "Help!" and whistling. But behold, the second you walk up to these guys thinking you've found another Jinjo, ZAP! They growl at you and use their energy powers to deal damage. You can identify them by shooting an egg at them. If it goes through, than its a real Jinjo. These guys are also usually in easy to find places, so that is also a good indication.

-FLAME CARPET RIDERS-

Levels: WitchyWorld, Hailfire Peaks
Attack: Flame Charge
Defeat: Rat-a-Tat Rap, Eggs

These lively little guys come in two variations. The first, found in WitchyWorld, rides down the Inferno slide, running into anyone who tries to ascend it. The more dangerous kind is found in the Hailfire Peaks. This kind floats around in the air, then dives down to attack. Not only are they hard to hit, but they'll likely knock you into the lava. It's best just to leave these guys alone.

-SEA ANENEMY-

Levels: Jolly Roger's Lagoon
Attack: Tentacles
Defeat: Stun with Egg in Eye/Talon Torpedo

What clever names I come up with. This guy, to my knowledge, can't be killed. However, if you shoot an egg into its eye or run into it with the Talon Torpedo,

it'll collapse for a few seconds, allowing you to get the item that it was guarding with its tentacles.

-OCTOPUS-

Levels: Jolly Roger's Lagoon
Attack: Tentacle Whack
Defeat: Invincible

These guys guard narrow underwater passages in Jolly Roger's Lagoon, furiously waving their tentacles up and down. While it's difficult to get by, I've managed to do it unscathed by staying against the far wall and right in between the ceiling and the ocean floor. It's much easier, however, if you freeze them with an Ice Egg (shoot them in the mouth). Definitely one of the worst enemies you'll come across.

-ELECTRIC EEL-

Level: Jolly Roger's Lagoon
Attack: Electric Shock
Defeat: Grenade Egg

Another underwater baddie that is the Electric Eel. These guys swim around somewhat slowly, and are only a threat if you're swimming directly in their path. They're easy to avoid and not all that common, so they shouldn't be a big pain. A Grenade Egg, however, will defeat them.

-BLOWFISH-

Level: Jolly Roger's Lagoon
Attack: Enlarge
Defeat: Grenade Egg, Talon Torpedo

This fish is the most common enemy in Jolly Roger's Lagoon, and an annoying one to boot. This fish is covered with spikes, and flat from a distance. When you get near, however, it will enlarge, poking you with its spikes. A Grenade Egg or Talon Torpedo will defeat it.

-PIRATE-

Level: Jolly Roger's Lagoon
Attack: Club
Defeat: Any Attack

This is the basic land trooper of Jolly Roger's Lagoon, though there isn't much land to be found in the level. These guys are very easy to defeat, any attack will take care of them quickly.

-SPINNING SEAWEED POT-

Level: Jolly Roger's Lagoon
Attack: Seaweed Spin
Defeat: Any Attack

Inside the Seaweed Sanctum of the Atlantis area, there are several pots of Seaweed-like plants (most likely seaweed). Some just sit there like the good seaweed they are, while others are possessed by some evil magic and come spinning at you. A quick attack will destroy them.

-STEGOSAURUS-

Level: Terrydactyland

Attack: Charge

Defeat: Strong Attack (or Weak Attack x2)

Stegosaurus are the common enemy of Terrydactyland and they can be found patrolling around the base of the mountain. Their thick skin makes them harder to defeat than most enemies, as a roll won't defeat them in one hit. Use the Rat-a-Tat Rap to defeat them quickly. They're pretty slow, so you don't have to worry about them too much.

-SWAMP MONSTER-

Level: Terrydactyland, Grunty Industries

Attack: Chomp

Defeat: Invincible

These annoying guys live in swamps or sludge and will attack if you so much as set a foot inside their territory. After taking a bite, they come up for a few seconds, giving you a chance to get out. These guys are very annoying, but can be avoided (see the Additional Tips section).

-TERRONODON-

Level: Terrydactyland

Attack: Dive

Defeat: Any Attack

Another dinosaur and very common enemy of Terrydactyland is the Terronodon, or "Don" for short (just like "Terry"... sometimes I amaze myself with my creativity). These guys can be a bit of a nuisance, especially in areas where you don't want to be knocked off a small path into swamps or the sky below. They, of course, inhabit these areas most frequently and dive to try and knock you off. Respond with a well-timed Rat-a-Tat Rap to defeat them.

-FAST GRIP GRAB PLANT-

Level: Terrydactyland

Attack: Fast Chomp

Defeat: Grip Grab Beak Attack, Grenade Egg

This is basically a much faster version of the Grip Grab Plant, and waits until you're even nearer before attacking. It's best just to take it out from afar with Grenade Eggs and not have to deal with it up close.

-MUCOIDS-

Level: Terrydactyland

Attack: Blob Walk

Defeat: Any Move

Mucoids help Terry in the great boss battle in Terrydactyland. These green guys vary in size and speed and are dangerous in large numbers. Be sure to defeat them on your first try, or they'll likely do some damage.

-TINTOPS-

Level: Grunty Industries

Attack: Electric Shock

Defeat: Grenade Eggs

Say hello to one of the most annoying enemies in the game. Tintops are round, hovering robots that serve as security at Grunty Industries. The backbone of their functionality is a camera that will sound off if it sees any intruders, signaling the Tintops to come out. If you want to avoid the Tintops altogether, you can find and blast the camera (though it will regenerate). Tintops themselves can be defeated with Grenade Eggs, but are quickly replaced by another. It's best just to avoid these guys.

-WRENCH WORKERS-

Level: Grunty Industries

Attack: Wrench Swing

Defeat: Any Attack

Wrench Workers carry huge wrenches, and won't hesitate to smack you across the head with it. They react slowly, mainly do to the fact that they gasp/scream whenever they see you. They're pretty easy to take out.

-TOXIC WASTE BARRELS-

Level: Grunty Industries

Attack: Charge

Defeat: Powerful Attack (x2)

The barrels of toxic waste in Grunty Industries have mutated into some living creature that only thinks to attack you. They sometimes blend in with other barrels, but you can usually tell the difference if you give them a good look. They're pretty strong, and can take a large beating before smashing into pieces. Even when they're gone, you're not safe. A green cloud of toxic gas will chase you, depleting your air (and possibly honeycomb) supply. Jump and run to get it off. The gas is more of a threat than a barrels, so hit them once, then leave while they're stunned.

-NUTS/BOLTS/SCREWS-

Level: Grunty Industries

Attack: Charge

Defeat: Any Attack

The three enemies mentioned above all all similar, so I've listed them all under the same enemy. They lie on the ground until Banjo approaches, then jump up and attack. They're easy to defeat.

-FLAME HANDS-

Level: Hailfire Peaks (Fire Side)

Attack: Hand Swing

Defeat: Ice Eggs, Snowball Roll

Flame Hands rely on surprise and trickery. They come out of small holes in walls on the Fire Side of Hailfire Peaks, and swing themselves around trying to hit you. Their reach is further than you might think, so keep a safe distance. You can also jump over them, but this is more risky than just waiting for a second for them to retreat back into the hole.

-FIREBALL GARGOYLES-

Level: Hailfire Peaks (Fire Side)

Attack: Fireball

Defeat: Grenade Egg

Fireball Gargoyles are a large nuisance. They shoot Fireballs at you from their stationary position, meaning you can't stand still while you're in range of their attack. You can defeat them with Grenade Eggs, but they re-materialize quickly.

-BIGFEET-

Level: Hailfire Peaks (Ice Side)

Attack: Charge, Kick

Defeat: Strong Attack (x2)

Bifoot, Yeti, the Abominable Snowman... whatever you call them, this enemy resembles it. They patrol the Ice Side of Hailfire Peaks and are quick sturdy. It'll take two strong attacks to defeat them. Other than that, there's nothing really special about them.

-ICICLE CRYSTALS-

Level: Hailfire Peaks (Ice Side)

Attack: Charge

Defeat: Any Attack

Icicle Crystals inhabit the Icicle Cavern of Hailfire Peaks' Ice Side. They are quite fragile, and any attack will defeat them. The only thing that makes them somewhat dangerous is that they blend in with their surroundings and other icicles. However, you'll hear their cry whenever they're about to attack.

-CUT-OUT CREATURES-

Level: Cloud Cuckooland

Attack: Object Swing

Defeat: Any Attack

These paper-thin denizens of Cloud Cuckooland's Central Cavern can be menacing, but fortunately they're not hard to defeat. These guys pop out of the ground when you come near, and shortly thereafter swing the object they hold at you. Your biggest danger is running in to them when they suddenly appear out of nowhere. Thankfully, these guys are easy to defeat (they're about as thick as a piece of paper, what do you expect?).

-POWER FLOWERS-

Level: Cloud Cuckooland

Attack: Spin Charge

Defeat: Any Attack

These flowers look stationary at first, but then they come spinning at you... slowly. You'll have plenty of time to react and put these flowers to rest with a quick attack or two.

-ZUBBAS-

Level: Cloud Cuckooland

Attack: Sting Dive

Defeat: Any Attack

The Zubba swarm has moved from Click Clock Wood to Cloud Cuckooland, and they're as fiesty as ever. These wasp-like creatures are rather hard to hit, as they fly

up rather high above the ground. The real chance you'll have to hit them is when they come diving down. Of course, assuming they don't hit you first.

-EVIL BEEHIVE-

Level: Many

Attack: Charge

Defeat: Any Attack

The Beehives have never been too happy with Banjo breaking them into a million pieces and stealing their honeycombs, but these guys have decided not to take it anymore. Evil Beehives look normal enough from a distance, but when Banjo approaches, their eyes glow red and they charge. Taking them down yields the normal honeycomb amounts.

===== TRANSFORMATIONS =====

In every level, Humba Wumba will transform you into some object or creature. Here's a complete list of the transformations, including strengths and weaknesses of each.

-STONY-

Level: Mayahem Temple

Advantages: Can Talk to Other Stonies, Can Fit in Small Places

Disadvantages: Low Jump

Attack: Charge

Wumba's first transformation changes the bear and bird into a Stony, which looks like a small statue of Banjo's head (with feet and arms, of course). The Stony moves a tad more slowly than Banjo and also can't jump as high. His only real advantage is that he can understand the Stony language and can also fit into small openings. He's also the only guy who can enter the kickball tournament.

-DETONATOR-

Level: Glitter Gulch Mine

Advantages: Can Detonate Explosives

Disadvantages: Can't Do Much Else

Attack: Explode (-1 Energy)

This is one of the most peculiar transformations. As a Detonator, Banjo will hop around with little bouncing jumps. The only reason to transform into this bizarre thing is to find a barrel of TNT or dynamite and explode. Everything that can be blown up with the Detonator will have a fuse leading out of it. Stand on it and explode, which will cause the fuse to light and will clear away whatever's in the way.

-MONEY VAN-

Level: WitchyWorld

Advantages: Frightens Enemies, Money Supply, Can Enter Van Doors

Disadvantages: Low Jump

Attack: Runs Over

Not a very creative transformation, but a useful one. Not only can the Van run over enemies, but it also has a stash of money in the back that can pay entry to some of the star WitchyWorld attractions. Finally, there are certain doors

throughout WitchyWorld that have a van sign on them, and you can only enter while transformed into the Van.

-SUBMARINE-

Level: Jolly Roger Lagoon

Advantages: Missile, Fast Movement, Can Withstand Severe Water Pressure

Disadvantages: Cannot Leave Water

Attack: Missile (Sonic Ping with B)

The Submarine is a useful transformation. It can go as deep as it wants in the water, it can fire explosive missiles, and it moves at a decent speed. This is one of the most fun transformations, and it even has a Sonic Ping attack, which emits green sound waves (which can damage enemies and also makes a cool "Ping!" sound).

-T-REX-

Level: Terrydactyland

Advantages: Daddy- Roar, Weight

Child- Roar, Small Size

Disadvantages: Few Attacks, Poor Jumping, Sink to Bottom of Water

Attack: Roar

This is my favorite transformation, more because of the coolness of being a T-Rex than the advantages of it. Nonetheless, the roar from an adult T-Rex is enough to blow away, or even defeat enemies, and it will even freak out cavemen. By using Mumbo to change the size of Wumba's Wigwam, you can either turn into an adult T-Rex or a baby T-Rex. The only difference between the two (besides size) is that the adult T-Rex can push down large switches with his heavy body, while the baby can fit into small holes marked with a T-Rex.

-WASHING MACHINE-

Level: Grunty Industries

Advantages: Can Wash Clothes, Throw Undergarments at High Speed, Can

Enter Machine-Only Areas, Can Use Service Elevator

Disadvantages: Very Low Jump

Attack: Underwear Shot

The Washing Machine changes from a bonus in Banjo-Kazooie to a useful transformation in Banjo-Tooie. In Kazooie, the Washing Machine was pretty much the same as Banjo and Kazooie, while in this game it's entirely different. Not only can it wash clothes (you wouldn't expect a washing machine to be able to that, would you?), but it also can fling Underwear from inside, which does about as much damage as an egg. The most useful feature, however, is its ability to enter places that are restricted to Banjo and Kazooie. It's also one of the most drastic changes, as its jump can barely be considered one, causing you to switch back frequently.

-SNOWBALL-

Level: Hailfire Peaks

Advantages: Weight, Can Increase in Size, Gain Energy

Disadvantages: Poor Jumping, Melts on Lava Side

Attack: Roll

Perhaps one of the unexpected (and most useless) transformations is the snowball. Of all the cool snow things you could be, why a snowball? Oh well. The Snowball's only purpose is to use its weight to push down large switches. When

rolling through the snow, it increases its size and energy, which is good if you're low but bad if you want to enter a small opening (you'll need to melt yourself down to get in). You won't be using it that much on your visit to the Hailfire Peaks

-BEE-

Level: Cloud Cuckooland

Advantages: Fast Flying, Fast Ascent (Flying), Stinger

Disadvantages: Slow Walking, Light Weight

Attack: Stinger Shot

Perhaps the best transformation from Banjo-Kazooie returns, and this time it has a couple new features. Not only can the Bee fly forward faster, but it also fires unlimited stingers at a fast pace. It's fun flying around as the Bee, but not as fun as it was in Click Clock Wood.

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|  _  /***** PART 3: LEVEL WALKTHROUGHS *****/|  |
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If you need help finding a Jiggy, Jinjo, Cheato Page, Empty Honeycomb, Move, or anything else in any of the levels, look no further. This section holds the complete guide to everything in Banjo-Tooie (besides Multiplayer & Secrets, see the next section for that). Enjoy!

---~LEVEL WALKTHROUGHS KEY~-----

1. Level Information: Each level will start out with basic information on it. This includes where on the Isle O' Hags the level is found, how many Jiggies are needed to get in, the number of moves taught to you, enemies found, characters found, Mini-Games, and the Transformation.
2. Things To Do: This is the first section, as this is top priority stuff. The stuff here is stuff that you should do right away (if possible), because it'll help you greatly and is sometimes needed in several situations. You won't get an item directly out of it, but it'll help you get items later. For the Training Level and Overworld, this will be replaced by a "Beginning Walkthrough", which takes you through the first things you need to do.
3. Jiggies: This is what everyone wants, right? Since Jiggies are so important, they get to be the first of the items presented.
4. Notes: Notes are generally easier to find than other items, but their importance is quite significant so they get to be second. This also includes the location of the hard-to-find Treble Clef.
5. Empty Honeycombs: While easier to find than some of the other items, Empty Honeycombs are next.
6. Jinjos: Jinjos are usually well hidden, so look here to find them.
7. Cheato Pages: The hidden Cheato Pages are next in the order.
8. Moves: The moves you learn in the level are listed here, including how many notes you need to get them.
9. Glowbos: Glowbos are the easiest collectible to find, so they get to be last.
11. Boss: Look here for how to beat the Boss of the level. While they usually yield a Jiggy, the Jiggy Description will simply tell you how

- to get there and such, not how to beat them. Look here for that.
12. Mumbo Pads: Mumbo will do several things in each level that will help you out. Find out where the Pads are where he performs his magic.
 13. Warp Pads: Warp Pads are very helpful in transporting across the level, so be sure you've found them all.
 14. Area Descriptions: Each of the areas listed at the beginning of the Level Walkthrough is listed here. Make sure you've been to every place. Since you probably have, this comes last in each Level Walkthrough.
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===== TRAINING AREA: SPIRAL MOUNTAIN =====

Areas: Spiral Mountain, Gruntilda's Lair, Behind the Waterfall,
Banjo's House
Characters: Bottles, Cheato
Enemies: Gruntling, Gruntydactyl
Boss: Klungo
Moves Learned: All Basic Moves

Spiral Mountain, Banjo's beautiful and quiet home. It's filled with lush fields, a sparkling river, and a spiraling mountain (thus the name). At least it was until Gruntilda destroyed most of it with her spell, ripping the picturesque landscape to shreds. This should be familiar territory to players of Banjo-Kazooie. Not much of the game takes place here, but it will be beneficial to revisit it every so often.

===== BEGINNING WALKTHROUGH =====

The game will start out with Banjo outside his house after Bottles has collapsed. If this is your first time playing a Banjo game (i.e.- you never played Banjo-Kazooie), then you'll want to visit each of the Molehills found throughout the ruins of Spiral Mountain to learn all of the Basic Moves. If you've already played Kazooie, and remember all the moves, you can skip this. After you're sure you know all the moves, head on into the tunnel that Gruntilda and her sisters escaped through. Inside is poor Klungo, Gruntilda's assistant, whom she left behind. He'll be a little angry, and you'll go into a battle. See this area's Boss Walkthrough for how to beat him. Once you've trounced him, the exit to the Isle O' Hags will open.

~INCREASE AIR SUPPLY/LEARN NEW STROKE~

After you've learned the Bill Drill in Glitter Gulch Mine, return to Spiral Mountain. As you may remember, Banjo's Goldfish was stuck under a large boulder. Use the Bill Drill to clear the rock from him, then take the goldfish to the moat around the mountain. He'll be so happy to be alive that he'll increase your air meter and also teach you a new Stroke (Hold A & B) that will allow you to swim even faster with the combined efforts of the duo.

===== BOSS: KLUNGO =====

~MINION WITH A MISSION~

Klungo is simple, despite his new potion that he thinks is so great. His

attacks are simple and, like most of the bosses, follows a consistent pattern. He'll start out by drinking (then eating) his potion. Klungo's potion will do one of the following three things.

1. This potion will create clone images of Klungo, and to proceed you must find the real Klungo and attack. You can tell him apart from the others by his slightly whiter lab coat. He's also the last one to start moving when the clones appear. After you attack the real Klungo (the Rat-a-tat Rap works good), he'll form a protective shield and will start hurling beakers of poisonous chemicals at you. Run around him in a circle until he stops throwing. He'll begin again with making clones, but this time they're be two. The last time there's three. After hurting Klungo three times, he'll flee in pain.

2. The second potion variation makes Klungo grow to monstrous proportions. Soon after, he will leap into the air and come crashing down. Simply attack when he stands still, then he'll activate his protective shield and throw beakers of potion at you. He'll then start over with growing large and will repeat the process until you've hit him three times. He'll run away after the battle.

3. The third potion turns Klungo invisible. After a short period of time, Klungo's potion will wear off and you'll be able to see him. Attack him then. He'll go into his regular routine of throwing chemicals, then back to invisibility. Two more hits and he's beaten.

===== JINJOS =====

-JINJO: UNDER THE WATERFALL-

Area: Spiral Mountain Location: Waterfall Lake
Moves Needed: Talon Torpedo Magic Needed: None

Though one of the easiest Jinjos to get, this guy is easy to miss because you don't think about looking here later in the game. The Jinjo is waiting under the large waterfall, in a small cave underwater. You'll need to have the Talon Torpedo move in order to demolish the Kazooie boulder blocking access to him.

===== CHEATO PAGES =====

-CHEATO PAGE: SHOCK SPRING CAVE-

Area: Spiral Mountain Location: Near Gruntilda's Lair
Moves Needed: None Magic Needed: None

This is one of the two collectibles found in Spiral Mountain, and with three Cheato Pages in each world, makes an even 25 pages to be found (just enough for five cheats). This page is found in the northern part of Spiral Mountain, between the entrance to Gruntilda's lair and the stream that flows into the moat around the mountain. On a rock around here is a Shock Spring Pad. Jump up to a cave above which contains a Cheato Page. You can also get to this cave by flying.

===== AREA DESCRIPTIONS =====

SPIRAL MOUNTAIN:

This is the main area, including the stream, fields, and the mountain itself. You'll start out here.

GRUNTILDA'S LAIR:

You can fly into what's left of Gruntilda's Lair by taking off from the flight pad at the top of Spiral Mountain or by doing a flip-flap jump up to the hanging bridge (which serves as a ladder). Inside is Cheato, Grunty's helpful spellbook.

BEHIND THE WATERFALL:

This isn't behind the main waterfall, but the smaller one next to it. If you're flying around, you can see the entrance at the top where the water comes out of.

BANJO'S HOUSE:

You can go back in to Banjo's demolished house, but there's not much to see.

===== OVERWORLD: ISLE O' HAGS =====

Areas: Jinjo Village, Mole's House, Wooded Hollow, Plateau, Pine Grove, Clifftop, Quagmire

Characters: Bottles' Family, King Jingaling, Honey B, Master Jiggwiggy

Enemies: Gruntling, Gruntydactyl

Moves Learned: Fire Eggs, Grenade Eggs, Clockwork Kazooie Eggs

The Overworld is set in the humongous Isle O' Hags, which Banjo arrives from an underground tunnel. This island is where the Jinjos, Bottles, and others live, as well as Grunty's two ugly sisters. All of the levels are connected to this Island. You'll encounter a variety of terrains here, ranging from the lush valley of Jinjo Village to the murky lakes of the Quagmire. There are notes, moves, and even an extra honeycomb piece to be found here, though it's not an official level.

===== BEGINNING WALKTHROUGH =====

You'll arrive at the once-peaceful town of Jinjo Village when you come up through the tunnel from Spiral Mountain. It seems that the digger Grunty, Mingella and Blobellda were riding through the Village in scared all the Jinjos away, and even crushed the Grey Jinjo house and family. You'll need to go see King Jingaling, the ruler of the Jinjos that is the only of his kind that hasn't fled. His palace is in the center of the Village area. He'll tell you how he needs to get all the Jinjos back in order for the Jinjo/Mole kickball game coming up. The Jinjos are hiding throughout the levels and the Isle O' Hags, and the only way to get them to go back is by taking upon the arduous task of finding each and every one. Each Jinjo family has a certain number of members, and once all members are reunited, they will give you their family treasure, a Jiggy (see Part 4, Section 3 for the Jinjo Guide). To help you out in your quest, the Jinjo King will give you a Jiggy and open up the passage to Jiggwiggy's Temple. Tragically, the moment you leave the palace, Gruntilda and her sisters suck the life out of Jingaling and the palace grounds, turning him into a zombie (and another incentive to trounce Grunty). When you leave the Palace, you'll be right in front of Bottles' House, where the passage to Jiggwiggy's Temple is located. In Bottles' House, talk to his wife and kids, and Goggles (Bottles child with the room on the left) will give you the Amaze-O-Gaze Glasses, which allow you to zoom in and out (with Left and Right C) while in the first-person view. In Speccy's Room (down the right path) is the exit to

the Wooded Hollow, where Jiggywiggy's Temple can be found. Talk to the doorman and he'll let you enter. Inside, you'll have a brief conversation with Jiggywiggy, then be asked to attempt Jiggywiggy's Challenge one. Approach the altar to the right and press B. You'll have to assemble a puzzle (similar to the one in Bottles' Challenges in Banjo-Kazooie) in order to open up the first level. Only a few pieces are missing, so this should be a piece of cake. When the puzzle is completed, Jiggywiggy will open the door to Level 1, Mayahem Temple.

~ACTIVATE TRAIN SWITCH~

After you gain access to the Clifftop, go over by the hatch where you learn how to use the Ice Eggs (by the Train Station). Nearby is a ledge. Climb across it and you'll reach the Train Switch.

~FORM BRIDGE~

Also in the Clifftop, go near the entrance to Jolly Roger's Lagoon. Nearby are steps that go down along the face of the cliffside. At the bottom of the stairs is a switch that forms a bridge to the Hailfire Peaks entrance.

===== NOTE LOCATIONS =====

-TREBLE CLEF-

Area: Jinjo Village

Location: Near Spiral Mountain Entrance

Moves Needed: Grip Grab

Magic Needed: None

The Treble Clef is on top of the Red Jinjo house near the entrance to Jinjo Village from Spiral Mountain. Use a Flip-Flap Jump to get above the doorway, the another to grab onto the rooftop (with the Grip Grab). Pull yourself up and run to the center to get the rare note.

-10 NOTES-

Area: Plateau

Location: Entrance Sign

Moves Needed: Grip Grab

Magic Needed: None

Two Note Nests sit above the "Glitter Gulch Mine" sign near the entrance to the Plateau. Use the Flip-Flap Jump and the Grip Grab to reach them.

-10 NOTES-

Area: Plateau

Location: Beehive

Moves Needed: None

Magic Needed: None

Two more Note Nests reside on the Plateau, these in front of the two front legs of the gigantic beehive that Honey B lives in.

-20 NOTES-

Area: Pine Grove

Location: Log Cars

Moves Needed: None

Magic Needed: None

The Pine Grove has a few log cars thrown from WitchyWorld, and inside two of them are ten notes. The first can be found on land, the second underwater.

-10 NOTES-

Area: Wasteland

Location: Left of Center

Moves Needed: None

Magic Needed: None

In the Wasteland, head to the center from the entrance (leading from the Pine Grove) and go left to find a few notes. There in a rocky area.

-10 NOTES-

Area: Wasteland

Location: Near Cloud Bubble Ride

Moves Needed: None

Magic Needed: None

Head through the Wasteland and toward the entrance to Cloud Cuckooland. When you go out of the small tunnel and into the sky area, look to the left and right. There will be two note nests there.

-20 NOTES-

Area: Clifftop

Location: Outside Hailfire Peaks

Moves Needed: None

Magic Needed: None

After forming the bridge across the clifftop to the Hailfire Peaks entrance you'll be able to obtain these notes surrounding the entrance to the level.

===== JINJOS =====

-JINJO 1: IN THE DIGGER TUNNEL-

Area: Wooded Hollow

Location: Digger Tunnel

Moves Needed: None

Magic Needed: None

This Jinjo is pretty easy to find, and you don't need to do anything fancy to get him either. He's simply waiting at the back of the tunnel that the Digger made, which is down past the entrance to the Mayahem Temple and Jiggyswiggy's Temple. Follow the treads' imprints.

-JINJO 2: SMASHED BY THE DIGGER-

Area: Plateau

Location: Digger Entrance

Moves Needed: Bill Drill

Magic Needed: None

This Jinjo was probably walking around on the Plateau happily, only to have a rock thrown up from the Digger entering land on its poor colored body and trap it there. Free it by using the Bill Drill on the rock. The rock is located near the entrance sign to the Plateau, where the Digger tracks begin.

-JINJO 3: THE GOOD, THE BAD... AND THAT'S IT-

Area: Wasteland

Location: Rocks

Moves Needed: None

Magic Needed: None

Above the notes in the rocky area of the Wasteland, there's two Jinjos... or is there? One is real, and one is a Minjo. Take out the baddie and collect the real one.

-JINJO 4: CLIFFTOP CLAW CLAMBER-

Area: Clifftop

Location: Near Silo

Moves Needed: Claw Clamber Boots

Magic Needed: None

Near Jamjars' Silo on the Clifftop is a cave with a Jinjo at the top. Leading up

to it are Kazooie footprints. So, where are the Claw Clamber Boots you're gonna need? Go across the bridge to the Hailfire Peaks entrance, then go behind the building. You'll find a pair of the suction cup shoes that you can use to scale the wall and grab the Jinjo.

===== EMPTY HONEYCOMBS =====

-EMPTY HONEYCOMB 1: BEHIND THE BEEHIVE-

Area: Plateau Location: Honey B's Hive
Moves Needed: None Magic Needed: None

This is the only Collectible besides notes (and the Jiggies from the Jinjos and Jingaling) on the Isle O' Hags. Is located underneath Honey B's hive, behind one of the legs. Not hard to find if you know where to look.

===== JAMJARS' MOVES =====

-FIRE EGGS-

Area: Plateau Location: Dirt Mound Near Mine Entr.
Notes Needed: 45 Perform: Tap R to Switch

Fire Eggs are the first type of special eggs you'll learn to use. Fire eggs can be used for a variety of purposes, including lighting fires, warming someone up, or just in attacking an enemy. You can access the Egg Menu by tapping R, then switch by pressing it again.

-GRENADE EGGS-

Area: Pine Grove Location: Beach
Notes Needed: 110 Perform: Tap R to Switch

Yipee, another type of egg! This is a very commonly used egg, not only for destroying things with cracks in them but also for damaging enemies severely. Jamjars' Hatch is located just under the ride where the log cars are falling out, right on the beach. Tap R to bring up the Egg Menu, and select this egg by tapping R again and again until you reach it.

-ICE EGGS-

Area: Clifftop Location: Near Train Station
Notes Needed: 200 Perform: Tap R to Switch

Add another egg type to your repertoire. Ice Eggs, like Fire Eggs, aren't used all that much. However, they are useful for putting out fires and freezing things. When shot at an enemy, they will not harm them. Instead, they freeze them in their tracks. This makes it a rather worthless attacking egg. Tap R to bring up the Egg Menu, and select it by tapping R until you reach it.

-CLOCKWORK KAZOOIE EGGS-

Area: Wasteland Location: Center Area
Notes Needed: 315 Perform: Tap R to Switch

The final type of egg you learn how to use is the Clockwork Kazooie egg. While its explosion is identical to that of the Grenade egg, Clockwork Kazooie eggs have a special feature. When they hit the ground, they will break open and a

controllable bird will come out. While it can only run and perform small jumps, you can take it anywhere you want, including small openings. If it hits a wall with force or an enemy/character, it'll explode like a Grenade egg. After you take the bird to where you want it to go, press B to detonate it. It can also collect items.

===== BOSS: KLUNGO =====
~REVENGE-SEEKING MINION~

You'll encounter Klungo again on your way to the Wasteland. Klungo, though bruised (either from your beating or Grunty's), is back for more and will fight just as hard as the last time you saw him. This time, Klungo will perform one of the other attack variations from the one he did when you first met up with him. Like before, it's easy and you should be on your way to the Wasteland in no time.

1. This potion will create clone images of Klungo, and to proceed you must find the real Klungo and attack. You can tell him apart from the others by his slightly whiter lab coat. He's also the last one to start moving when the clones appear. After you attack the real Klungo (the Rat-a-tat Rap works good), he'll form a protective shield and will start hurling beakers of poisonous chemicals at you. Run around him in a circle until he stops throwing. He'll begin again with making clones, but this time they're be two. The last time there's three. After hurting Klungo three times, he'll flee in pain.

2. The second potion variation makes Klungo grow to monstrous proportions. Soon after, he will leap into the air and come crashing down. Simply attack when he stands still, then he'll activate his protective shield and throw beakers of potion at you. He'll then start over with growing large and will repeat the process until you've hit him three times. He'll run away after the battle.

3. The third potion turns Klungo invisible. After a short period of time, Klungo's potion will wear off and you'll be able to see him. Attack him then. He'll go into his regular routine of throwing chemicals, then back to invisibility. Two more hits and he's beaten.

===== GLOWBOS =====

-MUMBO'S GLOWBO-

Go behind the entrance to Hailfire Peaks (found in the Clifftop area) and climb up the vine. On the roof of the building is the Glowbo.

-WUMBA'S GLOWBO-

See the Secrets section (Part 4) for directions on how to find the Mega-Glowbo Wumba needs (see the Ice Key information).

===== JAMJARS' SILOS =====

Jamjars' Silos are the Warp Pads of the Isle O' Hags. I don't know why these are here instead of Warp Pads, but they get you around just as well. Here's where they are.

-SILO 1: JINJO VILLAGE-

The first Silo is found in the center of the Jinjo Village, near where the entrance from Spiral Mountain is.

-SILO 2: WOODED HOLLOW-

This is near Jiggywiggy's Temple, Heggy's Egg, and the entrance to Level 1. It's right on the path, so you can't miss it.

-SILO 3: PLATEAU-

Silo #3 is on the dirt-covered mounds of the Plateau. This will let you come to Honey B's Hive and Level 2 quickly.

-SILO 4: PINE GROVE-

The Pine Grove is where Wumba's Wigwam and Level 3 is, and the Silo connecting to this place is easy to find.

-SILO 5: CLIFFTOP-

This Silo is on the far part of the Clifftop, away from the train station and closer to Mumbo's Skull and the entrances to Levels 4 and 7.

-SILO 6: WASTELAND-

The Wasteland is where Levels 5 and 8 are. The Silo is near the entrance to Level 5.

-SILO 7: QUAGMIRE-

This Silo is on a hill in the middle of this area. Activating it will allow you to go to Level 6 and 9 quickly.

===== AREA DESCRIPTIONS =====

JINJO VILLAGE:

You'll arrive here from Spiral Mountain. This place includes the Jinjo Houses, King Jingaling's Palace, and a sandy area.

BOTTLES' HOUSE:

Bottles house can be accessed from across the path from King Jinaling's Palace. Inside is Bottles' Family.

WOODED HOLLOW:

This area can be entered from Speccy's (Bottles' son) bedroom. You can find Jiggywiggy's Temple, Heggy's Egg, and the entrance to Level 1 here.

PLATEAU:

The heights of the Plateau can be reached only after you have the Grip Grab. climb across the ledge near the back entrance to Bottles' House in the Wooded Hollow. The Plateau includes Honey B's Hive and the entrance to Level 2.

PINE GROVE:

Enter the Pine Grove by shooting a Fire Egg at the switch above the western part of the Plateau. The Pine Grove is home to Wumba's Isle O' Hags Wigwam and Level 3.

CLIFFTOP:

Also accessible from the Plateau (Split Up and have each character stand on the seperate switches), the Clifftop can be opened by splitting up Banjo and Kazooie on the eastern part. The Clifftop in loaded with things, including the Isle O' Hags Train Station, Mumbo's Skull, and the entrances to Levels 4 and 7.

WASTELAND:

The Wasteland is where you can find the entrances to Levels 5 and 8. To get here, smash the Kazooie Rock underwater in the Pine Grove.

QUAGMIRE:

The final area on the Island is where the Entrances to Levels 6 and 9 are. You can get here from the Wasteland using the Shock Spring Shoes.

===== LEVEL 1: MAYAHEM TEMPLE =====

Isle Area: Wooded Hollow Train Station: No
Jiggies Needed: 1 Moves Learned: 3
Characters: Officer Unogopaz, Bovina, Chief Bloatazin, Dilberta,
 Ssslumber the Snake
Enemies: Moggies, Dart Statues, Grip Grab Plants
Boss: Targitzan
Transformation: Stony
Mini-Games/Shootouts: Targitzan's Temple
Levels Connects To: Terrydactyland, Hailfire Peaks

The first level, the Mayahem Temple, is a jungle filled with ruins, temples, and quicksand. It's not quite as large as some of the later levels, but there's still plenty to see and do, such as entering the kickball tournament, finding lost treasure, and transforming into a statue.

===== THINGS TO DO =====

-OPEN SKULL DOORS-

There are two large doors with giant skulls on them, one near the entrance and another up the hill a ways. Use the Golden Goliath (see Mumbo Pads) to smash one open and the other open an opening.

-OPEN CODE CHAMBER-

The Code Chamber is where you will put in Cheato's Codes that will give you special abilities. While a Stony can fit in through the hole, you'll need to go in as Banjo and Kazooie to enter the codes. Blast the door open with a Grenade Egg (found before Level 3) to gain access to the special room.

-UNCOVER THE FLIGHT PAD-

There's a flight pad at the beginning of the level, resting under a giant boulder. It will make travel across the world much easier (plus you'll need to fly to get some items), so destroy the boulder as soon as you've learned the Bill Drill from Level 2. You can also do this earlier by using the Goldem Goliath to smash the boulder.

===== JIGGIES =====

-JIGGY 1: THE TOP OF THE TEMPLE-

Area: Mayahem Temple Location: Targitzan's Temple
Characters Involved: None
Worlds Traversed: None
Moves Needed: None Magic Needed: None

Grip Grab to go across the ledge on the left. At the end is a pair of Wading Boots. Jump down to the quicksand, which you can go across in the boots. On the other side is a Jiggy, and also another pair of boots for your return trip.

-JIGGY 6: TARGITZAN'S SLIGHTLY SACRED CHAMBER-

Area: Targitzan's Temple Location: Slightly Sacred Chamber
Characters Involved: None
Worlds Traversed: None
Moves Needed: Breegull Blaster Magic Needed: None

Now it's time to enter the FPS (first-person shooter) area, Targitzan's Temple. Simply go inside the entrance at the top of the temple after learning the Breegull Blaster. Inside, you must find ten statues to get into Targitzan's Slightly Sacred Chamber. Statue locations are shown below:

- *2 Statues rest in the alcoves on either side of the entrance door.
- *To the right of the beehive in the entrance room is a door. Go into the tunnel inside to find 2 Statues.
- *5 Statues are in the main, central room, in front of the Dart Statue. While on the walkway above, shoot the gem on the Dart Statue's head, the scurry over to collect the Statues.
- *3 Statues can be found in the blue-colored pillar room.
- *Under the Grip Grab Monster (or near the entrance to the Slightly Sacred Chamber) is a door. Enter to find 3 Statues.
- *In the orange and green-colored pillar room, there's 3 more Statues.
- *2 Statues are located in the room near the entrances to the two Sacred Chambers.

After the door to the Slightly Sacred Chamber opens, enter to find a Jiggy.

-JIGGY 7: TARGITZAN'S REALLY SACRED CHAMBER-

Area: Targitzan's Temple Location: Really Sacred Chamber
Characters Involved: None
Worlds Traversed: None
Moves Needed: Breegull Blaster Magic Needed: None

To get into Targitzan's Really Sacred Chamber, you must find all 20 Statues. Consult the guide in the description for Jiggy 6 for their locations. When you enter the Really Sacred Chamber (the entrance is near the entrance to the Slightly Sacred Chamber), Targitzan will challenge you to a battle. Defeat him to win a Jiggy.

-JIGGY 8: THE KICKBALL TOURNAMENT-

Area: Kickball Stadium Location: Kickball Stadium Lobby
Characters Involved: Officer Unogopaz
Worlds Traversed: None
Moves Needed: None Magic Needed: Stony Transformation

Officer Unogopaz, the tiger guard at the kickball stadium, will not allow anybody but a Stony to enter. To solve this problem, go visit Humba Wumba and have her transform you into a Stony. Unogopaz will let you in, and you can play in the tournament. The series of challenges you'll have to go through is listed below. A good basic strategy is to steal any beneficial balls from the other players by charging them.

- *Quarter-Finals: In a quarter-final match, there are only yellow balls and the Stony competitors aren't very aggressive. It won't be hard

to win, just remember to kick the ball into your goal, not bring it.

*Semi-Finals: Semi-final matches add the red ball into the game. A red ball will give -1 points to whomever's goal it goes into. This isn't intended as an item to avoid, but rather one you shoot into other players' goals to hurt them. Use it to your advantage.

*Finals: The last round of the kickball tournament features tough opponents that won't hesitate from stealing a ball out of your hands. Also added is the bomb, which will stop a player from moving for a few seconds. Even with the harder competition, it won't be too hard to emerge victorious.

After you complete all of the matches, you'll be given your prize: a Jiggy, of course.

-JIGGY 9: TARGITZAN'S TREASURE

Area: Treasure Chamber Location: Treasure Mound
Characters Involved: Chief Bloatazin
Worlds Traversed: Terrydactyland
Moves Needed: Grip Grab Magic Needed: None

If you enter the Treasure Chamber near Mumbo's skull, you'll meet up with Chief Bloatazin, who's missing a priceless relic of Targitzan's. Help him find it before the totem god gets angry. He'll open the door to the top of the Treasure Chamber, which you can easily fly to if you have the Bill Drill. It's actually easier (and you can do it if you know the Grip Grab) if you simply climb up the ledge on the side of the chamber. Go up the mound to the left when you enter the door, then jump up to the ledge. Proceed down, killing the Grip Grab Plants, Shock Springing, and climbing until you reach the tunnel. Go down and hit the switch that will open the gate. Enter the room and you'll arrive in Unga Bunga's cave, a part of Terrydactyland (Level 5). It seems the caveman has stolen the relic, and has put crunchy sticks around the good so if anyone comes he can hear them. Simply tiptoe across the sticks to the relic, pick it up, then go down the tunnel behind it. When you come out, you'll bypass going across the sticks again and simply have to go back to the Treasure Chamber and give the relic to Chief Bloatazin. He'll give you a Jiggy for your trouble.

-JIGGY 10: STONE PILLARS-

Area: Prison Compound Location: Pillar Clearing
Characters Involved: None
Worlds Traversed: None
Moves Needed: Bill Drill Magic Needed: None

Right next to the Prison Compound is a beautiful lake. Dive in and swim through the underwater tunnel to come to a beautiful clearing filled with tall pillars. Unfortunately, they're too tall for you to jump up. Instead, you'll need to bump the Jiggy down. This requires using the Bill Drill to clear the rock from the stairs leading down. Underground, you must Beak Barge the pillars' bases to make the Jiggy hop down to where you can reach it. You will have 45 seconds to do this, which is more than enough time to smash into all of the pillars. Just be sure to hit them in order after finding the first one.

===== NOTE LOCATIONS =====

-TREBLE CLEF-

Area: Mayahem Temple Location: Outside Targitzan's Temple
Moves Needed: None Magic Needed: None

You'll find the Treble Clef resting behind the Mayahem Temple on the ground. It's pretty easy to get, I must say.

-80 NOTES-

Area: Mayahem Temple Location: Hill Path
Moves Needed: None Magic Needed: None

On the way up the hill to the top of the Mayahem world you'll come across 75 Notes. You can find the last nest of five Notes over by the hill leading up to Mumbo's Skull.

===== EMPTY HONEYCOMBS =====

-EMPTY HONEYCOMB 1: BOVINA'S HONEY-

Area: Mayahem Temple Location: Bovina's Field
Moves Needed: Grip Grab Magic Needed: None

After you learn the Grip Grab, go to Bovina's Field (across the bridge from Targitzan's Temple). Jump on top of her house (or shack or whatever it is) and from there jump up to the small cave. If you have the Grip Grab, you'll grab onto the ledge and can pull yourself up. Inside is an Empty Honeycomb Piece.

-EMPTY HONEYCOMB 2: BEHIND THE ENTRANCE-

Area: Mayahem Temple Location: Entrance
Moves Needed: None Magic Needed: Stony Transformation

Use Humba Wumba's magic to transform yourself into a Stony, then go back to the entrance to the level. Behind the entrance is an opening that leads to an Empty Honeycomb piece. It's quite visible, but you'll need to be the small Stony to fit in.

-EMPTY HONEYCOMB 3: GOLDEN HONEY ON GOLDEN TREASURE-

Area: Treasure Chamber Location: Treasure Mound
Moves Needed: None Magic Needed: None

The final Honeycomb is found in Targitzan's Treasure Chamber. The golden piece of honey rests on top of the small mound of treasure to the left when you enter the chamber.

===== JINJOS =====

-JINJO 1: ON THE BRIDGE-

Area: Mayahem Temple Location: Bridge
Moves Needed: None Magic Needed: None

This Jinjo (which I previously thought was always white) is found on the bridge connecting Targitzan's Temple and Bovina's Field. The easiest to get of them all.

-JINJO 2: DIVING FOR JINJOS-

Area: Mayahem Temple Location: Lake

Moves Needed: None

Magic Needed: None

Right near the entrance is a lake which the water from the river flows into from near the top of the mountain. Waiting at the bottom is a Jinjo. You won't see him if you walk up to the lake and don't switch the camera, because he's close to the wall.

-JINJO 3: GRIP GRAB-

Area: Jade Snake Grove

Location: Entrance

Moves Needed: Grip Grab

Magic Needed: None

The Jinjo is conveniently right above Jamjars' Hatch that teaches you the Grip Grab technique. After learning it, jump up to the cave above where the Jinjo awaits. The Grip Grab will allow you to grab onto the ledge.

-JINJO 4: INSIDE TARGITZAN'S TEMPLE-

Area: Targitzan's Temple

Location: Exit Room

Moves Needed: Breegull Blaster

Magic Needed: None

If you've been inside Targitzan's Temple, chances are you've seen this Jinjo waving at you from above the entrances to the sacred chambers. To reach him, go up the stairs opposite the exits and go up. In the green section of the pillar room is a door. Enter it and go down the tunnel to find the Jinjo.

-JINJO 5: WATCHING THE GAMES-

Area: Mayahem Temple

Location: Kickball Stadium

Moves Needed: Bill Drill

Magic Needed: None

The last Jinjo will require a trip to the next level to learn the Bill Drill (or you can just use the Golden Goliath). Once you've learned it, clear the rock off the Flight Pad near the entrance. Use the Pad to fly to the roof of the stadium, where the last Jinjo waits patiently... well, maybe not so patiently with all those "Help!"s and whistling.

===== CHEATO PAGES =====

-CHEATO PAGE 1: GRIP GRAB FROM CODE CHAMBER-

Area: Jade Snake Grove

Location: Above Code Chamber

Moves Needed: Grip Grab

Magic Needed: None

Talon Trot to the area above the Code Chamber. To the right of the temple is a ledge that you can scooch across. Go across, defeating the Grip Grab Plants along the way, and soon you'll come to the Cheato Page.

-CHEATO PAGE 2: GRIP GRAB FROM PRISON-

Area: Prison Compound

Location: Pillar Clearing

Moves Needed: Grip Grab

Magic Needed: None

Getting this Cheato Page is just like the first one, only you must scurrying along the ledge to the right of the Prison Compound. At the end of the ledge, pull Banjo up and head through the tunnel. You'll emerge high above the Pillar Grove, and a Cheato Page will be waiting for you.

-CHEATO PAGE 3: TO THE TOP OF THE TREASURE CHAMBER-

Area: Mayahem Temple Location: Outside the Treasure Cmbr.
Moves Needed: Grip Grab Magic Needed: None

From the inside of the Treasure Chamber, go to the left side nearest to the door and scooch up the ledges to the top of the room. Go down the tunnel, and about halfway there will be an opening on your left. Go down and Shock Spring Jump outside. You'll come out at the top of the tower, where a Cheato Page awaits your arrival. You can also get this by Flying from the Flight Pad.

===== JAMJARS' MOVES =====

-EGG AIM-

Area: Mayahem Temple Location: Hill Path
Notes Needed: 25 Perform: Top C, Then Z to Fire

This move will allow you to aim with accuracy. Whenever you switch to the first-person view, crosshairs will appear. Target what you want to shoot with an egg, then fire. After you learn this move, you'll never go back to using eggs any other way.

-BREGULL BLASTER-

Area: Mayahem Temple Location: Vine Wall
Notes Needed: 30 Perform: When Enter Specific Areas

When you learn this, you can use Kazooie as a gun, so you move around like in Perfect Dark or Goldeneye (a First-Person Shooter). You won't be able to do this whenever you want, but when you enter certain areas, you'll automatically switch.

-GRIP GRAB-

Area: Jade Snake Grove Location: Entrance
Notes Needed: 35 Perform: Jump to Ledge

The Grip Grab allows you to hang onto ledges, and also to scooch across them. Simply jump to a ledge and you'll grab on to it. While on ledges, you can attack to the left or right by moving the control stick in the desired direction then pressing B.

===== GLOWBOS =====

-MUMBO'S GLOWBO-

This is the easiest Glowbo to find in the game (not like any of them are particularly hard, though). It's hopping around in the lobby of Mumbo's Skull, inside the beam of green light.

-WUMBA'S GLOWBO-

This is another sickeningly easy Glowbo to find. It's jumping around behind Wumba's Wigwam in the Jade Snake Grove.

===== BOSS: TARGITZAN =====

DESPOTIC DIZZY TOTEM GOD

Targitzan will protect his treasure (a Jiggy) from you after you enter the Really Sacred Chamber of his temple. He's quite large, and with a few layers of a totem pole, he'll grow even larger. Each level of the totem has four targets that you must shoot in order to destroy it. Each totem level has a certain number of dart shooters, and after you destroy it a certain number of Moggies will attack. The first totem level has no dart shooters. After you shoot four targets, the level will be destroyed and Targitzan will send a Moggy out to attack. When you defeat it, the second level will begin it's spinning. It has one dart shooter. Preceding the attack will be two more Moggies. The next level has two dart shooters followed by three Moggies, and the final level has three dart shooters and four Moggies attacking after it. After all four Moggies are killed, Targitzan will explode, sending out a wave of darts. They're not hard to dodge, but to be safe hide behind one of the rocks before he explodes. During the explosion, the Jiggy on Targitzan's head will fall to the ground.

===== MUMBO PADS =====

-MUMBO PAD: SUMMON GOLDEN GOLIATH-

Area: Mayahem Temple

Location: Hill Path

Moves Needed: None

The Mayahem Temple's only Mumbo Pad is only a short way up from the entrance along the Hill Path, right in front of the entrance to the Kickball Stadium. Here there's a Mumbo Pad, which will summon the Golden Goliath statue so that you can control it.

===== WARP PADS =====

-WARP PAD 1: ENTRANCE-

The first Warp Pad greets you when you enter the temple. You can't miss it, no matter how bad you are.

-WARP PAD 2: NEAR MUMBO'S SKULL-

For quick access to Mumbo's Skull, activate the Warp Pad in front of the crazy shaman's home.

-WARP PAD 3: NEAR WUMBA'S WIGWAM-

You'll warp to this location several times, as it is the quickest way to get to the Code Chamber. It also, obviously, is near Wumba's Wigwam.

-WARP PAD 4: PRISON COMPOUND-

In the field in front of the Prison Compound, there's a Warp Pad.

-WARP PAD 5: KICKBALL STADIUM LOBBY-

After gaining entrance to the Kickball Stadium by being a Stony, you can warp there easily by activating the Warp Pad just inside.

===== AREA LOCATIONS =====

MAYAHEM TEMPLE:

The main area. You'll start out in here. This leads to any other place in the level.

JADE SNAKE GROVE:

If you've visited the Waterfall Cavern in this level, you've probably seen the Jiggy resting high above, near the pool above where the water from the waterfall collects. To reach it, you must come from the top of the waterfall. This is located at the end of the river in the main area, but normally a grating covers it. Near the beginning of the level is a switch, but before you can reach the opening, it'll close. You'll need to be faster, and the Running Shoes in one of the crates near the rope at the level's entrance will allow you to do this. Slip the shoes on, then run to the switch near the purple mound to the right of the entrance. From here, follow the river (you can run on top of the water with the Running Shoes) to the end, where the entrance to the Waterfall Cavern is. Go in, then jump down to the pool below. Jump out of the water onto the sides of the pool and go to collect the Jiggy.

-JIGGY 2: THE CRUSHING SHED-

Area: Glitter Gulch Mine Location: Crushing Shed
Characters Involved: None
Worlds Traversed: None
Moves Needed: None Magic Needed: Mumbo

Outside of the Crushing Shed is a large boulder with a Jiggy imprinted on the side. In the core of the rock is a Jiggy, but you must find a way to get it out. The Mumbo Pad next to it is the key. Visit Mumbo Jumbo and take him to the pad, where he will levitate the Jiggy boulder and move into the Crushing Shed. Enter the shed. Go on the conveyor belt to the back, where the big red switch is (watch out for the crushers above). Beak Barge into the switch, which will take the Jiggy boulder into the spinning spiky-things (sorry for not using very good terminology). They'll rip the boulder up and spit the pieces outside. The Jiggy is split into three pieces, and you'll have to collect them all to get the Jiggy. However, first you must make it back out. Use the Talon Trot and jumping to get across the fast-moving conveyor belt, then go outside to search for the pieces. There is no set locations, but they will always be near the shed. Check by the river, the entrances to the mine, and on the green hiss to the right of the shed.

-JIGGY 3: GENERATORS-

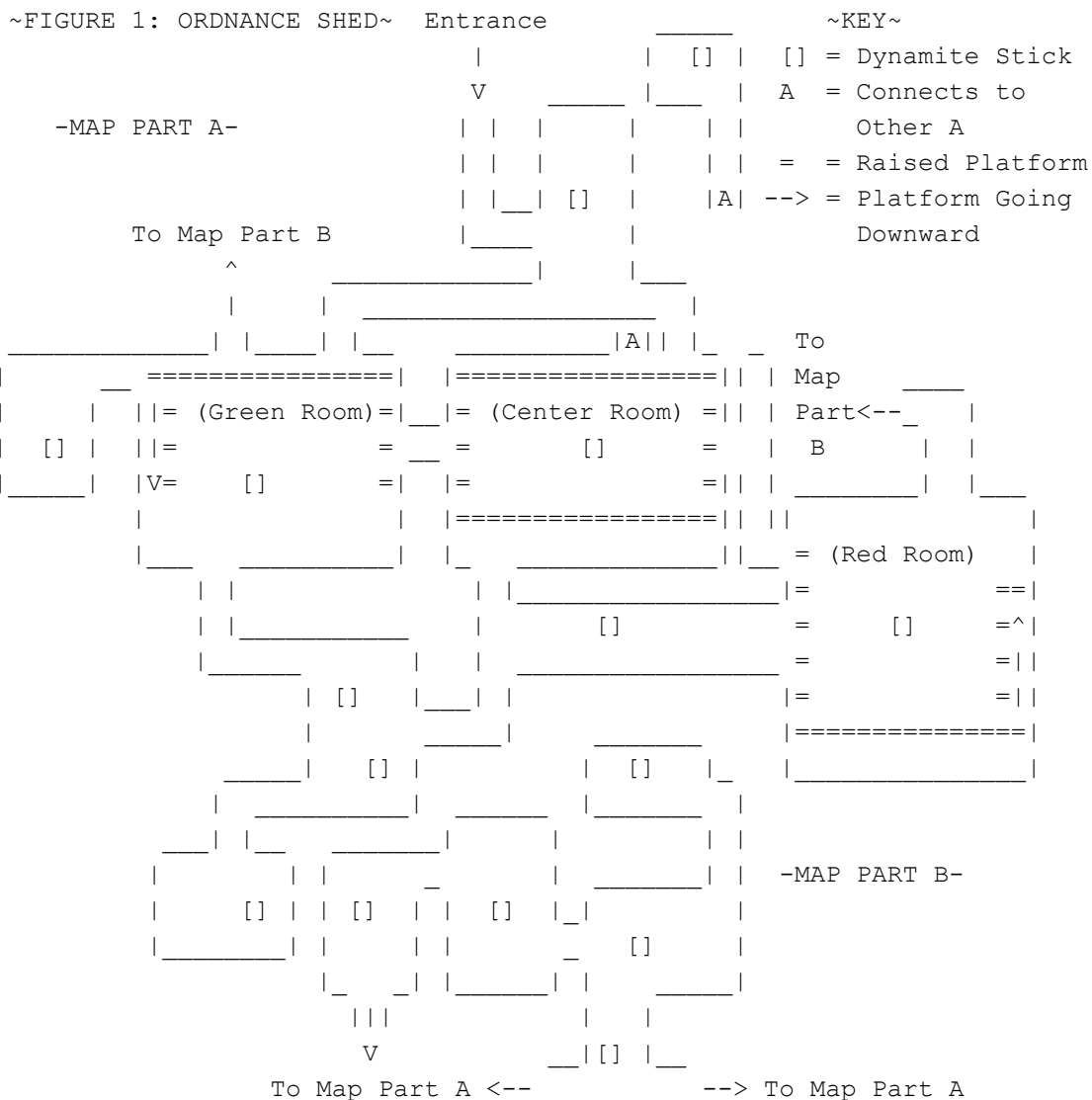
Area: Generator Room Location: Generator Room
Characters Involved: None
Worlds Traversed: None
Moves Needed: Fire Eggs Helpful Magic Needed: None

Head to the third Mine Entrance, located near the train station. Enter the tunnel and follow the left path to get to the Generator Room. This room is dark, and filled with power generators. The generators, when shot (on the green light) with a fire egg, will momentarily light up, allowing you to see the surroundings. It really depends on the brightness of your TV and the glare in whether or not you actually need to use these generators, though. On one of the TVs I play on, the path was easy to see without help from the generators, but on another I couldn't see the path at all. Anyway, the winding path goes across and above the chasm, eventually leading above the entrance where a Jiggy waits.

-JIGGY 4: ORDNANCE STORAGE DYNAMITE-

Area: Ordnance Storage Location: Ordnance Storage Mine
Characters Involved: Bullion Bill
Worlds Traversed: None
Moves Needed: Bill Drill, Beak Bayonet, Breegull Blaster
Magic Needed: None

To the left of the entrance is a hole leading downward to the Ordnance Storage, but it's blocked by a large rock. Use the Bill Drill to smash the rock, and enter. Inside, learn the Beak Bayonet, then head to the opposite side of the entrance to strike up a conversation with Bullion Bill. 15 sticks of dynamite have gotten loose in the mine, and if you take longer than 200 seconds after defusing the first one, they'll explode. Because directions would be rather tedious, I've composed a map below of the area.



Use the Beak Bayonet on each stick of Dynamite to defuse it. When they're all defused, return to the entrance area to receive your reward, which is of course a Jiggy.

-JIGGY 5: HANDCAR RACE-

Area: Glitter Gulch Mine Location: End of Track

Characters Involved: Canary Mary

Worlds Traversed: None

Moves Needed: None Magic Needed: Detonator

OK, for sure you've deduced by now that the track in this level isn't just scenery, but something you can ride. And ride it you can, but first you must meet up with Canary Mary. Speaking of her, why must the most annoying characters always have larger roles than most? Thanks a lot, Rare. Anyway, the first step in getting this Jiggy requires the transformation into the Detonator. Visit Wumba and transform, then go down the side of the mound of purple minerals that her wigwam is on. Conveniently, the place you need to go is right next to her home. Near the track is a doorway covered by rocks. Stand next to the fuse of

the powder keg and detonate. Now you can go back to Wumba and turn into Banjo and Kazooie. Go into the mine entrance you just cleared, and you'll run into Canary Mary. Use the Beak Barge to open her cage, then run to the Fuel Depot (by the entrance) where she flies to. She'll have fixed the broken handcar, and she challenges you to a race. The race is pretty simple, and you simply must Press A repeatedly (and quickly). I prefer to use my index finger, but hey, do whatever works. Mary is a tad slow, so beating her shouldn't be a problem. When you reach the end of the track (by the Train Station), you'll be awarded a Jiggy (if you win... which I hope you will).

-JIGGY 6: BILL AND DILBERTA REUNITED-

Area: Prospector's Hut Location: Prospector's Hut
Characters Involved: Bullion Bill, Dilberta
Worlds Traversed: Mayahem Temple
Moves Needed: Bill Drill Magic Needed: Stony Transformation

Bullion Bill's House, located above the river in between Mumbo's and Wumba's places, is where the sad prospector awaits the return of his friend, Dilberta. Dilberta isn't anywhere near, and is actually in an entirely different level. Head back to the Mayahem Temple and turn into a Stony. Your next stop is the Prison Compound, where Dilberta is being held. Talk to the Stony near the entrance to learn which of the switches (sun, moon, and star) that you have to press to enter (this changes depending on the game, so you must talk to him). Once you know how to get in, un-transform into Banjo and open the prison door. Inside, talk to Dilberta and you'll see that she's trapped in this level by a rock. Use the Bill Drill to clear it, and she'll go running into the hole. Go in too. You'll emerge in the Prospector's Hut, but Dilberta is nowhere to be seen. Talk to Bill, and during the conversation Dilberta will show up. The pair is overjoyed to be reunited, so they'll give you a Jiggy.

-JIGGY 7: THE UNDERGROUND PIPE NETWORK-

Area: Pipe Network Location: Dark Room
Characters Involved: None
Worlds Traversed: None
Moves Needed: None Magic Needed: None

The underground pipe network is a maze of underwater pipes, and I'll tell you that it is very helpful to have an increased Air Supply for this (see Spiral Mountain). There are two ways to get here. The first is by blowing up the rocks that block the main entrance, found near the Crushing Shed. The other is by jumping down from the pool underneath the waterfall in the Waterfall Cavern and onto the boards sticking out on the wall. Neither way is particularly advantageous. To get to the Jiggy from the main entrance, go forward, right, then left. To get to it from the Waterfall Cavern entrance, go forward, left, forward, then left. The Jiggy room is very dark, and the only thing that lights it up is the Jiggy. Defeat the Gulch Miners before collecting the Jiggy, so you're not left in the dark as to their location.

-JIGGY 8: OLD KING COAL-

Area: Train Station Location: Chuffy's Boiler
Characters Involved: Chuffy the Train
Worlds Traversed: None
Moves Needed: None Magic Needed: Mumbo

Time to confront this level's boss. He lives inside the Train, but visits to the Train Station have shown that it's turned over. No problem, especially for the mighty Mumbo Jumbo. Bring Mumbo to the station and have use his magic to put the

train back on the track. Now it's working just fine, and ready to go. But when you return as Banjo, a strange monster refuses to let you use the train. Enter the boiler of the train, and you'll initiate a fight with Old King Coal (a coal monster, not the king of fairy tale fame). Defeat him to earn a Jiggy and the power to use the Train.

-JIGGY 9: THE POWER SHED-

Area: Power Shed

Location: Power Shed Basement

Characters Involved: None

Worlds Traversed: None

Moves Needed: Split Up

Magic Needed: None

The Power Shed is located deep in the mine, and can be gotten to from Mine Entrance 2 (near Mumbo's Skull). Go past the prison and soon you'll come to a large part of the mine with a building on one side. Enter it and split up. Have Banjo go up the ladder and stand on the switch, which will turn the lights on. Switch to Kazooie, then go through the basement to the Jiggy. If you don't have the Split Up ability, you can make your way through by lighting up the area with Fire Eggs or the Wonderwing, but this is very tedious and its much easier just to turn on the lights.

-JIGGY 10: SPRINGY STEP SHOES-

Area: Glitter Gulch Mine

Location: Source of the Mine River

Characters Involved: None

Worlds Traversed: None

Moves Needed: Springy Step Shoes

Magic Needed: None

This is the easiest Jiggy to get, but you'll need to learn how to use the Springy Step Shoes from Terrydactyland first. Go to the source of the river, which is near the Crushing Shed. The Jiggy is easily seen from behind the waterfall. A nearby crate conceals a pair of Springy Step Shoes, which you can use to reach the Jiggy. That's it, pretty easy, huh?

===== NOTE LOCATIONS =====

-TREBLE CLEF-

Area: Mine Entrance 1

Location: Dirty River

Moves Needed: None

Magic Needed: None

The Treble Clef is found in the room with the two large water tanks. In the center is a bridge. While it may look like a foggy pit is underneath, this is actually water. Jump in and swim to the end near the water tanks to find the Treble Clef.

-25 NOTES-

Area: Glitter Gulch Mine

Location: Prospector's Hut

Moves Needed: None

Magic Needed: None

There's twenty-five notes located outside the Prospector's Hut. Follow the river running through the main part of the mine and you'll see them.

-20 NOTES-

Area: Fuel Depot

Location: Entrance Are

Moves Needed: None

Magic Needed: None

Inside the Fuel Depot (near the entrance) is twenty notes, most of which are on the barrels. Watch out for the TNT Crate as you collect them.

-20 NOTES-

Area: Glitter Gulch Mine Location: Near Crushing Shed
Moves Needed: None Magic Needed: None

Next to the Crushing Shed is a mound of green minerals. Ascend it to find four note nests.

-15 NOTES-

Area: Glitter Gulch Mine Location: Outside Mumbo's Skull
Moves Needed: None Magic Needed: None

In front of Mumbo's Skull, you'll find fifteen notes.

===== EMPTY HONEYCOMBS =====

-EMPTY HONEYCOMB 1: TOXIC GAS CAVE-

Area: Toxic Gas Cave Location: Far Side
Moves Needed: Bill Drill Magic Needed: None

After learning the Bill Drill, head into the Toxic Gas Cave, which is across the river from the Crushing Shed. Inside, demolish the center boulder to uncover an Empty Honeycomb.

-EMPTY HONEYCOMB 2: TRAIN STATION DELIVERY-

Area: Train Station Location: Near Entrance
Moves Needed: None Magic Needed: None

Near the entrance to the Train Station, you'll see a crate with the Rareware "R" on the side, indicating that you can break it open. Instead of eggs or feathers, this crate has a valuable Empty Honeycomb inside.

-EMPTY HONEYCOMB 3: PROSPECTOR'S HUT-

Area: Glitter Gulch Mine Location: Outside Prospector's Hut
Moves Needed: Bill Drill Magic Needed: None

This Empty Honeycomb Piece also requires the Bill Drill. Outside Bullion Bill's cabin is a large boulder. Use the Bill Drill to destroy it and collect the Empty Honeycomb underneath.

===== JINJOS =====

-JINJO 1: SURVIVING THE TOXIC GAS-

Area: Toxic Gas Cave Location: Far Side
Moves Needed: None Magic Needed: None

Enter the Toxic Gas Cave (located across the river from the Crushing Shed) and head to the back. Behind one of the light rocks (the ones you can't destroy with the Bill Drill) is a Jinjo.

-JINJO 2: WAITING FOR THE TRAIN-

Area: Glitter Gulch Mine Location: Track
Moves Needed: None Magic Needed: None

This Jinjo is waiting on the track that runs through the main area of Glitter Gulch Mine. While you can follow the track the entire way to be sure to find him, if you start from near Mumbo's Skull or the Train Station you'll find him sooner. He's at the top of the steep hill, which is up a hill of purple minerals from Mumbo's. He's waiting at a turn.

-JINJO 3: TRAPPED UNDER A BOULDER-

Area: Glitter Gulch Mine Location: Near Train Station
Moves Needed: Bill Drill Magic Needed: None

This poor Jinjo is trapped underneath a boulder on the blue pile of minerals near the Train Station. Use the Bill Drill to get him out from between the rock and a hard place.

-JINJO 4: GO DIRECTLY TO JAIL-

Area: Mine Entrance 2 Location: Jail Cell 2
Moves Needed: Bill Drill Magic Needed: Detonator Trans.

Before you can rescue the Jinjo located in the jail cell, you must clear the entrance to Mine Entrance 2 with the Bill Drill. Return as the Detonator and go down to the jail area. Enter the first cell, and detonate at the fuse (watch out for the Gulch Miner!). When the path is cleared, enter the adjacent cell and grab the captive Jinjo.

-JINJO 5: FROM YE OLDE LAGOON-

Area: Mine Entrance 1 Location: Water Tank
Moves Needed: Ice Eggs, Talon Torpedo Magic Needed: None

This one will require further advancement in the game, at least to Level 4, Jolly Roger's Lagoon. Head to the Sunken Ship near the Atlantis area in Jolly Roger's Lagoon. Swim into the pipe at the end. Inside this water pipe are several fast-moving fans. To get them to stop, shoot them with Ice Eggs. When you reach the end, go through the exit and you'll come above the Water Tank you couldn't reach before. Here you'll find the last Jinjo.

===== CHEATO PAGES =====

-CHEATO PAGE 1: GLITTER GULCH MINE SIGN-

Area: Glitter Gulch Mine Location: Entrance
Moves Needed: None Magic Needed: None

This page is easy to miss, but whenever you enter the level it's in plain view. It rests above the big "Glitter Gulch Mine" sign. While you can use the Springy Step Shoes nearby, if you don't have them you can simply jump from the entrance rope and get it just as easily.

-CHEATO PAGE 2: IN THE WATER TANK-

Area: Mine Entrance 1 Location: Water Tank

Moves Needed: None

Magic Needed: None

Go into the first Mine Entrance and use the Flip-Flap jump to reach the lower platform around the first Water Tank. Proceed to climb up the ladder and jump in the tank. Swim to the bottom to find a Cheato Page.

-CHEATO PAGE 3: REMATCH RACE-

Area: Glitter Gulch Mine

Location: Near Fuel Depot

Moves Needed: None

Magic Needed: Detonator Trans.

After defeating Canary Mary in the first race (see Jiggy 5), she'll ask you to race again. Do it if you want another Cheato Page. She'll be a little faster this time, but it still won't take much effort to defeat her.

===== JAMJARS' MOVES =====

-BILL DRILL-

Area: Glitter Gulch Mine

Location: Across River from Bill's

Notes Needed: 85

Perform: Jump and Hold Z

This is one of the most common moves you'll use in Banjo-Tooie, and it's especially useful in the first two levels. Large rocks, special patches of ground, ice, and more can be broken with the Bill Drill. The Bill Drill is much like the Beak Buster, but drills into the object, causing it to shatter if it's the right kind.

-BEAK BAYONET-

Area: Ordnance Shed

Location: Entrance Area

Notes Needed: 95

Perform: B (while in 1st-Person)

This attack will become your main attack when in 1st-Person mode, as it makes it is an attack that doesn't use up any eggs. By simply pressing B, Kazooie will smash enemies with her beak. While it doesn't have the range of eggs and takes a second to pull her back, it is useful.

===== GLOWBOS =====

-MUMBO'S GLOWBO-

Mumbo's Glowbo has strayed rather far from Mumbo's Skull, and is found over by the Mine Entrance 2.

-WUMBA'S GLOWBO-

Wumba's Glowbo hops around on the hill of minerals to the right of the entrance.

===== BOSS: OLD KING COAL =====

GRUBBY BOILER MONARCH

Old King Coal is quite large, so hitting him won't be a problem. He has a total of 50 hit points, and a Rat-a-Tat Tap will take off three, while an egg takes off one. Periodically he will heat up the floor so it's burning hot. At this time, stay on one of the platforms. At 40 HP he loses an arm, 30 he loses his other one. At 15 his upper body falls off, and at 0 his lower body is destroyed. Stand on the large platform and the middle for best results, and wait

for him to come around so you can Rat-a-Tat Rap him (the most effective). He himself likely won't hurt you, but the burning floors might, so be careful with your jumps.

===== MUMBO PADS =====

-MUMBO PAD 1: LEVITATE JIGGY BOULDER-

Area: Glitter Gulch Mine Location: Near Crushing Shed

Moves Needed: None

This Mumbo Pad is outside the Crushing Shed. Use it to move the Jiggy Boulder from outside the shed to inside, ready to be smashed up.

-MUMBO PAD 2: LEVITATE CHUFFY THE TRAIN-

Area: Train Station: Location: Near Train

Moves Needed: None

In front of the toppled train is a Mumbo Pad. Use your shaman magic to lift it back onto the track so Banjo and Kazooie can enter.

===== WARP PADS =====

-WARP PAD 1: MINE ENTRANCE-

The first Warp Pad is below the entrance rope.

-WARP PAD 2: OUTSIDE CRUSHING SHED-

This one's in plain sight, right near the Jiggy Boulder.

-WARP PAD 3: INSIDE WUMBA'S WIGWAM-

Because the hill Wumba's Wigwam is on has little room for anything more than the wigwam itself, this time the Warp Pad is located inside Wumba's Wigwam, to the left of the entrance.

-WARP PAD 4: OUTSIDE MUMBO'S SKULL-

Mumbo's Skull is located on the far side of the mine, about halfway down if you follow the river. On the cliffs before it is a Warp Pad.

-WARP PAD 5: OUTSIDE TRAIN STATION-

Just in front of the entrance to the Train Station is a Warp Pad. This allows for quick transportation to the other side of the mine.

===== AREA LOCATIONS =====

FUEL DEPOT:

The Fuel Depot is located to the left of the entrance.

TRAIN STATION:

Follow the handcar track from the level entrance to the end or follow the river and you'll arrive at the entrance to the Train Station on the other side of Glitter Gulch Mine.

MINE ENTRANCE 1:

Find the first mine entrance near the Crushing Shed.

MINE ENTRANCE 2:

Another entrance to the mine is near Mumbo's Skull.

MINE ENTRANCE 3:

The final mine entrance is near the Train Station.

TOXIC GAS CAVE:

This cave, filled with gas that drains you air supply, is found across the river from the Crushing Shed.

MUMBO'S SKULL:

Mumbo's Skull is halfway down the river, near the Mine Entrance 2.

WUMBA'S WIGWAM:

Wumba's Wigwam is on top of a hill of purple minerals near the entrance to the level.

===== LEVEL 3: WITCHYWORLD =====

Isle Area: Pine Grove Train Station: Yes
Jiggies Needed: 8 Moves Learned: 3
Characters: Mrs. Boggy, Groggy, Soggy, Moggy, Conga, Big Al, Salty Joe,
 Gobi, The Saucer of Peril
Enemies: Rat Employee, Jackpot, Minjo
Boss: Mr. Patch
Transformation: Money Van
Mini-Games/Shootouts: Dodgems, Hoop Hurry, Balloon Burst,
 Saucer of Peril
Levels Connects To: Glitter Gulch Mine, Terrydactyland

So, ready to enter a world of many worlds? The different themes of the areas in WitchyWorld make traveling across a unique experience, as some are filled with lava, while others are positioned in a wasteland. Of course, what would be an amusement park with out carnival-style rides, some food, and employees that try to kill you? WitchyWorld is designed to hurt those that are visiting and to benefit Gruntilda in any way possible. There's a bunch of Mini-Games here, like the Bumper Cars and the crazy Saucer of Peril. You'll also run into old characters like Conga and Boggy's kids, as well as his wife Mrs. Boggy. WitchyWorld's them has many different themes, which makes it a unique level.

===== THINGS TO DO =====

-TRAIN SWITCH-

The Train Switch is located right in the Train Station, so it's very convenient if you need to use it. Go over to the end opposite the entrance, and Flip-Flap jump onto the second coffin you come across. Above it is a ledge. Scurry across, watching out for the Grip Grab Plants. At the end is a small cave with the Train Switch.

-OPEN THE FOOD STANDS-

Gruntly has graciously given the visitors to WitchyWorld a chance to eat, and surprisingly its free. Perhaps it is because the food is of so low quality that... never mind. Anyway, the stands are closed when you first enter the park, and you'll need to open them up to receive the food items. The Hamburger Stand's

switch is on top of the Ticket Booth at the park's entrance. Use the Shock Spring Pad behind it to get up there. The Fry Stall's switch is located right behind the stand itself.

-BLAST GATE TO AREA 51-

Area 51 is normally closed off by a gate, but a quick blast from a Grenade Egg will open the gate and give you access.

-ACTIVATE LIFT ACROSS PARK-

In the Western Area, climb the tower in the center. At the top, walk out on the rope (don't fall!) to the lift, and push down the red switch on the top of it. Now the lift will be ready to take you across the park.

-INFLATE CRAZY CASTLE-

There's a couple Jiggies you'll receive from inflating the Crazy Castle in the Western Zone, so you'll need to do this if you want to get everything. Simply head to the Crazy Castle area and go to the back. Blast open the vent with a Grenade Egg, then go to the Split Up Pad and split up. Take Banjo and Kazooie into the Pump Room and have them stand on their respective switches. When both switches are down, the pump will inflate the Crazy Castle.

===== JIGGIES =====

-JIGGY 1: THE CACTUS OF STRENGTH-

Area: Western Zone Location: Cactus of Strength
 Characters Involved: None
 Worlds Traversed: None
 Moves Needed: Bill Drill, Grenade Eggs
 Magic Needed: None

In the Western Zone, you'll see a large Cactus, titled the Cactus of Strength. You'll have 20 seconds to make the bell ring. You must use the Beak Buster, Bill Drill, and Grenade Eggs on the switch at the bottom to ring the bell. Climb up to the top and grab the Jiggy afterwards.

-JIGGY 2: BALLOON BURST GAME-

Area: Western Zone Location: Crazy Castle
 Characters Involved: None
 Worlds Traversed: None
 Moves Needed: Split Up, Airborne Egg Aiming
 Magic Needed: None

Before you can play this game, you must inflate the Crazy Castle (requires Split Up move, see the Things To Do part of this level). Once this is done, enter the Castle with both Banjo and Kazooie and go into the open door. Inside is the Balloon Burst game. Your goal is to shoot as many Balloons as possible with eggs. You can fly upward while aiming by simply pressing A. Spin around the room searching for the high-point balloons. Never stop firing eggs, because you have an unlimited supply. You'll have 60 seconds to score 50 points, which shouldn't be hard. The Jiggy will appear on top of the castle. Shock Spring up to get it.

-JIGGY 3: HOOP HURRY GAME-

Area: Western Zone Location: Crazy Castle
 Characters Involved: None
 Worlds Traversed: None
 Moves Needed: Split Up Magic Needed: None

This Jiggy also is found inside the Crazy Castle, and you'll need to inflate it (see Things To Do). After it's inflated, enter as only Kazooie, then go into the open door. You'll now play the Hoop Hurry game. Go for the Blue and Green rings the most, but the Green are easiest to jump through and will still give you a good amount of points. You'll need to score 30 points in 60 seconds, which shouldn't be exceedingly difficult. The Jiggy will appear on top of the castle. Shock Spring up to get it.

-JIGGY 4: DROP OF DEATH-

Area: Haunted Zone Location: Drop of Death
Characters Involved: None
Worlds Traversed: None
Moves Needed: None Magic Needed: None

This one is easy to get. Just go to the Haunted Zone, where in the center of the main area lies a tank of water and a tall diving board above it. Climb up ladder on the side and go to the very top. Slowly walk across the board (don't worry, if you begin to fall Banjo will most likely catch himself with the Grip Grab) to the end. Above it is a Jiggy. Use a Flip Flap jump to get it, then plunge down into the tank for fun.

-JIGGY 5: THE INFERNO'S SPIRAL SLIDE-

Area: The Inferno Location: Spiral Slide
Characters Involved: None
Worlds Traversed: None
Moves Needed: Split Up Magic Needed: Van Transformation

Enter the Inferno, then go to the Split Up Pad near the entrance. Split Up, and as Banjo go down the lava path, circling the slide tower. Soon you'll see a switch. This activates the Shock Spring Pad. After tripping it, switch to Kazooie. Now, grab the Running shoes at the bottom of the slide and commence running up it. Along the way, you'll encounter many Carpet Flame Riders. When they begin to approach, it's easiest to stop running. Jump when they come near, then continue on. It's harder to leap over them if you're running upward at the time, so slowing down is the best. At the top, take off the Running Shoes and Shock Spring up to the Jiggy on top of the tower. You can also reach the Jiggy, and bypass tripping the switch if you know Kazooie's super-high jump.

-JIGGY 6: STAR SPINNER-

Area: Space Zone Location: Star Spinner
Characters Involved: None
Worlds Traversed: None
Moves Needed: None Magic Needed: Mumbo

Power up the Star Spinner with Mumbo's magic, the Mumbo Pad located in the back of the room. Come back as Banjo and Kazooie. The new power won't seem to make much of a difference, but when you hop on the star near the ground, it'll shoot up into the air. Hop from star to star until you reach the grey planet at the top. The stars will only stay at each height for a few seconds, so be prepared. Jump onto the rings of the planet when you reach it. The Jiggy is at what would be the north pole of this planet. Because it constantly is turning, you'll need to Talon Trot up the side of the planet. Do it quickly and you'll reach the Jiggy. Now just be careful getting down, because a drop from this height is sure to be fatal.

-JIGGY 7: ABUSE THE TWINKLIES: DODGEMS CHALLENGE-

Area: Space Zone

Location: Dodgems Dome

Characters Involved: None

Worlds Traversed: None

Moves Needed: None

Magic Needed: Mumbo, Van Trans.

It's time for those poor Twinklies to be abused again... in the first game, countless of these cute little lights were eaten by the evil Twinklie Munchers, and now you're running them over just for fun. Cruel, but you'll get a Jiggy out of it... and that makes it OK. Anyway, power up the Dodgems Dome using Mumbo's magic on the Mumbo Pad outside, then pay to play with the money from the back of the Money Van. After visiting the two magic people's houses several times, you're ready to play. The challenges are as follows.

*1 VS. 1 GAME: Your goal is to collect 60 points worth of Twinklies in 45 seconds. With only one guy trying to stop you, this goal shouldn't be too hard.

*2 VS. 1 GAME: With two opponents trying to stop you from getting points, the point total has been reduced to 50 needed to go on, but the time of 45 seconds remains the same. Don't get yourself into any corners and you'll be fine.

*3 VS. 1 GAME: This is the hardest of the games, with three opponents trying to stop you from winning. Fairly, the score you need to obtain has been lowered to 40 (still 45 seconds to do it in). Unfortunately, you'll get stuck many times, because usually whenever you go near the walls these guys will get you. Just try to avoid them if possible.

There are only three Twinklies on screen at once, and you should always go after the highest point Twinklies (or clusters of Twinklies). I should also note that whenever an opponent goes over a Twinklie, it disappears, so don't waste time getting the good ones. Win all three games to find a Jiggy in the lobby.

-JIGGY 8: SAUCER OF PERIL-

Area: Space Zone

Location: Saucer of Peril

Characters Involved: The Saucer of Peril

Worlds Traversed: Glitter Gulch Mine

Moves Needed: None

Magic Needed: Mumbo

Getting this Jiggy is a very long and complicated process, but the fun Saucer of Peril ride and the Jiggy and Cheato Page you receive make it worth the effort. The sequence starts out in Glitter Gulch Mine. Enter the Fuel Depot (to the left of the level entrance) and smash open the box. It'll move to the end of the track, but it won't be able to go further because the door to WitchyWorld's Space Zone is blocked. Go back to WitchyWorld, and instead of the Space Zone, the Western Zone. Climb up the center tower and take the lift across to the Space Zone. Jump over to the wire that goes to the right, and it'll serve as a ledge for climbing to the roof of the Saucer of Peril building. Watch out for the sparks of electricity and move across to the roof. Once you make it, trip the Shock Spring switch so you won't have to climb across the wire when you come back. Now head to the closed door. Beak Barge the switch to the right to open it up. The Saucer of Peril will come through, but it still isn't over. The UFO now needs the power turned on. Head to Mumbo's Skull and trade places with the shaman. As Mumbo, go to Area 51 and stand on the Mumbo Pad and do the magic dance-thingie to power up the Saucer of Peril. Now return to the Saucer via the lift from the Western Zone. If this wasn't enough, to get the Jiggy you'll need to beat the Saucer's game. During the fun and frantic ride, always aim for blue and green targets first, and always keep firing, even when no targets are in sight. Several times you'll come across all blue target patches and will pass them quickly. Be ready for them, as they can help your score out. It shouldn't

be hard getting the second place prize, but it will be a bit harder to get first, which is a Jiggy.

-JIGGY 9: CONGA'S EVIL BIG TOP-

Area: WitchyWorld Location: Conga's Big Top
Characters Involved: Conga
Worlds Traversed: None
Moves Needed: Airborne Egg Aiming Magic Needed: None

The big tent in the center of WitchyWorld is where Conga, the arrogant ape from Mumbo's Mountain has set up his circus. He charges four tickets to enter, and one ticket is found inside each of the four Jackpots (the slow machine enemies) that walk around the path outside the tent. Use Grenade Eggs to destroy them and uncover the tickets. After you've got four tickets and have learned Airborne Egg Aiming, go into the tent and Conga will let you in. Unfortunately, you won't be watching a show, but battling this level's boss, Mr. Patch. Mr. Patch is a bit more difficult than the previous bosses, so look below for how to beat him. When he's defeated, a Jiggy will appear.

-JIGGY 10: THE BOGGY TRIPLETS-

Area: WitchyWorld Location: WitchyWorld Entrance
Characters Involved: Mrs. Boggy, Soggy, Groggy, Moggy
Worlds Traversed: None
Moves Needed: Taxi Pack Magic Needed: None

Mrs. Boggy, who has been visiting the park with her three sons, is ready to go but can't find where her children are. You'll need to round the kids up so that they can go home to the Hailfire Peaks. The location of the kids is random, but they can be found in the Inferno, Outside the Crazy Castle, Outside the Dodgems, or in the Star Spinner. More than one of the kids may be found in one area. Two of the kids are hungry, and you'll need hamburgers and fries from the food stands to feed them. One of these two will go after you feed it, but the other is too fat to move. Use the Taxi Pack (learned in Terrydactyland) to carry him to the entrance. The last kid refuses to leave, but a quick peck from Kazooie will make him go crying home. For getting all the kids, Mrs. Boggy will reward you with a Jiggy.

===== NOTE LOCATIONS =====

-TREBLE CLEF-

Area: Space Zone Location: Money Van Door
Moves Needed: None Magic Needed: Van Transformation

The prize note of WitchyWorld can only be collected while in the Money Van transformation. Head to the Space Zone after transforming and enter the Van Door on the Saucer of Peril building. Inside is the Treble Clef.

-40 NOTES-

Area: WitchyWorld Location: Path Around Big Top
Moves Needed: None Magic Needed: None

Follow the path circling Conga's tent and you'll accumulate an entire forty notes! Not bad, huh?

-10 NOTES-

Area: Area 51 Location: Electric Fence
Moves Needed: Grenade Egg Magic Needed: None

After breaking open the gate the Area 51, use the Shock Spring Pad near the electric fence to jump on top of it and collect the two note nests.

-10 NOTES-

Area: Space Zone Location: Outside Dodgems
Moves Needed: None Magic Needed: None

Outside the Dodgems' entrance are two note nests.

-10 NOTES-

Area: Western Zone Location: Near Door to Crazy Castle
Moves Needed: None Magic Needed: None

Look behind each side of the wooden leading to the Crazy Castle Area in the Western Zone to find a note nest.

-10 NOTES-

Area: Haunted Zone Location: Water Tank
Moves Needed: None Magic Needed: None

Take a dip in the water tank under the Drop of Death to find ten more notes, finishing off the notes in this level.

===== EMPTY HONEYCOMBS =====

-EMPTY HONEYCOMB 1: TO THE PUMP ROOM!-

Area: Western Zone Location: Crazy Castle Area
Moves Needed: Grenade Eggs Magic Needed: None

In the Western Zone's Crazy Castle Area, you'll see a vent in the back with an Empty Honeycomb sitting inside. Blast it open with a Grenade Egg. Not only will this allow you to pick up the golden treasure, but you'll also have access to the Pump Room.

-EMPTY HONEYCOMB 2: MUMBO'S SKULL-

Area: Mumbo's Skull Location: Lobby
Moves Needed: None Magic Needed: None

This one is just too easy to get. Like the Glowbo in the first level, this Empty Honeycomb Piece is just sitting in the green light of the lobby in Mumbo's Skull. Looks like Rare ran out of places to hide things...

-EMPTY HONEYCOMB 3: SPACE ZONE LIFT-

Area: Space Zone Location: On Top of Star Spinner
Moves Needed: None Magic Needed: None

Activate the lift over in the Western Zone and take it across the park to the Space Zone. Above the station where you get off is an Empty Honeycomb. Flip-Flap jump up to the top to grab it.

===== JINJOS =====

-JINJO 1: ATOP THE BIG TOP-

Area: WitchyWorld Location: On Top of the Tent
Moves Needed: None Magic Needed: None

On all sides of the Big Top are ropes. They aren't there for no reason. Slowly walk up them as Banjo, then use the Talon Trot to get to the top of the tent. On one of the platforms on the top is a Jinjo.

-JINJO 2: WESTERN ZONE-

Area: Western Zone Location: Near Door to Crazy Castle
Moves Needed: Grip Grab Magic Needed: None

In the Western Zone, go to the door that leads to the Crazy Castle area, but do not enter. Instead, use a Flip Flap Jump to grab onto the right door, and pull yourself up. Jump to the wall to the right, right above the wooden ledge. Grip Grab over to the Jinjo.

-JINJO 3: TRAPPED IN THE CHAMBER OF HORRORS-

Area: Haunted Zone Location: The Chamber of Horrors
Moves Needed: Grenade Eggs Magic Needed: None

Enter the Haunted Cavern in the Haunted Zone and proceed to the back and enter the chamber of horrors. Inside is Gobi, a dinosaur, and a Jinjo. The characters aren't important to you yet, but the Jinjo of course is. Blast open the cell door with a Grenade Egg and collect it.

-JINJO 4: AREA 51 VAN ACCESS-

Area: Area 51 Location: Money Van Door
Moves Needed: None Magic Needed: Van Transformation

After blasting open the gate to Area 51 with a Grenade Egg, warp to Wumba's Wigwam and transform into the Money Van. Head back to Area 51 and go into the building. At the end is a Van Door, and inside is another lovable Jinjo.

-JINJO 5: WATCHING THE DODGEMS-

Area: Space Zone Location: On Top of Dodgems Dome
Moves Needed: None Magic Needed: None

Hey! This guys trying to watch the Dodgems games for free! Grunty should zap him. Then again, he is helpful in getting another puzzle piece. Save him from impending doom by traversing to the roof of the dome. Jump on top of the brown entrance to the Dodgems, then climb the circular pole to the top (watch out for the sparks). The Jinjo is at the very back of the roof.

===== CHEATO PAGES =====

-CHEATO PAGE 1: THE HAUNTED CAVERN-

Area: Haunted Zone Location: The Haunted Cavern
Moves Needed: Grip Grab Magic Needed: None

rides in the Space Zone. The last Mumbo Pad is just outside the Dodgems ride. Use it to open up the entrance to this fun mini-game.

===== WARP PADS =====

-WARP PAD 1: WITCHYWORLD ENTRANCE-

Like most levels, you'll find the first Warp Pad at the entrance so you can leave the level quickly. It's just to the right when you enter.

-WARP PAD 2: BEHIND CONGA'S BIG TOP-

There's another Warp Pad found right behind Conga's tent, right next to Jamjars' Hatch where you learn how to Split Up.

-WARP PAD 3: SPACE ZONE-

To the left of the Star Spinner building in the Space Zone is a Warp Pad, connecting one of the Zones to the other Warp Pads.

-WARP PAD 4: OUTSIDE WUMBA'S-

Not only does this Warp Pad give you quick access to Wumba's Wigwam, but it also allows you to get to the Western Zone quickly. Climb over on the left ledge from the wooden door going to the Crazy Castle area, then up the cliff to find it.

-WARP PAD 5: OUTSIDE MUMBO'S-

Once you gain entry to the Inferno, you'll come across Mumbo's Skull. In front of it is a Warp Pad, like usual.

===== AREA LOCATIONS =====

CONGA'S BIG TOP:

This is the big tent in the center of WitchyWorld. You'll need four tickets to enter.

SPACE ZONE:

Going clockwise from the entrance, this is the first Zone you'll come across. The Dodgems, Star Spinner, and Saucer of Peril are located here.

HAUNTED ZONE:

Going clockwise from the entrance, this is the second Zone you'll come across. You'll find the Inferno, Train Station, and Chamber of Horrors in this Zone.

WESTERN ZONE:

Going clockwise from the entrance, this is the third and last Zone you'll come across. You'll find the Crazy Castle and Wumba's Wigwam here.

CRAZY CASTLE AREA:

This is in the back area of the Western Zone. An inflatable castle is the main attraction.

HAUNTED CAVERN:

Go into the leftmost cave in the Haunted Zone to find the Haunted Cavern, which leads to the Chamber of Horrors.

THE INFERNO:

The Inferno is in the middle cave of the Haunted Zone. A payment of a coin from the Money Van is required to enter.

TRAIN STATION:

The cave to the right (in the Haunted Zone) leads down to the Train Station.

===== LEVEL 4: JOLLY ROGER'S LAGOON =====

Isle Area: Clifftop Train Station: No
Jiggies Needed: 14 Moves Learned: 3
Characters: Pawno, Piggles & Trotty, Captain Blackeye, Jolly, Captain
 Blubber, Alph, Betti, & Gammo, Merry Maggie, Chris P. Bacon, Tiptup
Enemies: Sea Anenemy, Octopus, Blowfish, Electric Eel, Pirate,
 Grip Grab Plant, Spinning Seaweed Pot
Boss: Lord Woo Fak Fak
Transformation: Submarine
Mini-Games/Shootouts: Submarine Challenge
Levels Connects To: Glitter Gulch Mine, Grunty Industries

Arr, ye olde Lagoon. My personal favorite level, Jolly Roger's Lagoon, is not only huge, but it has the best music. The two parts of this level are drastically different, one being the harborside town and the other the vast underwater zone. There's tons of stuff hidden in the depths, such as a UFO, Atlantis, and a sunken ship. There's also a huge number of characters... from the perfectly named pig Chris P. Bacon to Captain Blackeye, a pirate who's picture could be seen in Banjo-Kazooie's Mad Monster Mansion. And of course, starring in his third Rare game, Tiptup the turtle.

===== THINGS TO DO =====

-DESTROY CHEST-

The Treasure Chest in the Town Center is a local landmark... unfortunately, you'll have to blow it up. On the back is a large crack, indicating that a Grenade Egg will destroy it. Underneath the chest is a Split Up Pad, which will definitely come in handy.

-COLLECT THE DOUBLOONS-

Doubloons are the currency in Jolly Roger's Lagoon, and you'll need a total of 28 if you want to get everything: a Jiggy, a Cheato Page, a new move and a Jinjo. There's 30 of these to be found, and there locations are as follows:

- *4 Doubloons: Look in Turtle View Cave to find these.
- *6 Doubloons: Circle the harbor, and you'll find six Doubloons resting on those... um... gray-things. I dunno what they're called, but you can spot these easily.
- *2 Doubloons: Talk to Captain Blackeye four times, and he'll hand you two Doubloons to go get him some more water. You can use them yourself, though, he won't ever know...
- *3 Doubloons: It seems that the town is a popular place for pirates to bury their treasure. There are several odd-colored patches of ground in the town. Bill Drill them, and you'll see that three of these patches contain Doubloons.
- *4 Doubloons: Swim to the far side of the Lagoon, where a Jinjo waits. Below the cave are four Doubloons.
- *3 Doubloons: There's a small cave high above the town, near Mumbo's Skull. Bill Drill the odd-colored patch of dirt in front of it, then use the Shock Spring Jump found under it with only Kazooie (Split Up)

Swimming from the harbor of the town into the hole in the center of the Lagoon, one will come across a UFO sunk at the bottom. Use the Talon Torpedo on the door to enter. Inside, you'll hear that the aliens have a problem, and they are stuck here until their engine be refueled. Stand in the center of the room (where the lines meet), and look in the direction of each line. There's a hole at the end of each line. Shoot an Ice Egg into all four in under 20 seconds (easy if you stand in the middle of the room). When powered up, the UFO will take off, and you can pick up the Jiggy that was buried under it when it crashed.

-JIGGY 4: CHRIS P. BACON'S UNDERWATER PHOTOGRAPHS-

Area: Atlantis Location: Large Building
Characters Involved: Chris P. Bacon
Worlds Traversed: None
Moves Needed: Sub-Aqua Egg Aiming Magic Needed: None

In the center of Atlantis, there are four statues of women holding pots, each with a different symbol on them. The symbols are greek, standing for eta, delta, omega, and one that looks like the pi symbol. But that's OK if you don't know them (heck, someone had to send me the symbols for me to know them), so if you non-genius readers couldn't understand me, then it wouldn't be nice. The four symbols, one looking like an E, one a triangle, and another... well, sorta like a pair of headphones, and of course Pi, are displayed in a random order above the door to the largest building in Atlantis. Shoot the jars the statues hold in the order shown above the door to open it up. Inside, you'll meet up with Chris P. Bacon, the underwater photographer. He needs you to shoot all the Nippers that approach him while he takes pictures. When he goes down, follow him and get a position right above his cage. When the 60 seconds begin, you can't let a single Nipper bite Chris. Spin around quickly looking for Nippers, and remember that you can shoot through the cage. After the minute is up, Chris will reward you with a Jiggy.

-JIGGY 5: SUBMARINE CHALLENGE-

Area: Sea Bottom Cavern Location: Sea Bottom Cavern
Characters Involved: None
Worlds Traversed: None
Moves Needed: None Magic Needed: Submarine Trans.

The Sea Bottom Cavern is so deep that the pressure would cause Banjo's head to explode. You can only enter as a Submarine. Transform at Wumba's, then head to the Davy Jones' Locker area and into the Sea Bottom Cavern. Inside is a game. You need to shoot 60 points worth of mines in 60 seconds. Switch to first-person view as soon as you begin, and the challenge will be simple. Just remember to hold A so you keep going and press Z as much as you can so you keep firing. A mere 60 points is all you need to get the Jiggy, which will appear on a small platform near a larger one.

-JIGGY 6: JOLLY'S PARTNER-

Area: Jolly's Location: Entrance
Characters Involved: Jolly, Merry Maggie
Worlds Traversed: None
Moves Needed: Sub-Aqua Egg Aiming Magic Needed: None

Jolly is... hmm... let's just say that he's very "jolly". Anyway, Jolly's partner Merry Maggie is missing, and you of course must find her. If you hadn't made the connection when Jolly said she was riding a waveracer and Blubber said his waveracer was eaten by a fish, go to the Big Fish Cavern. The most notable

This Jiggy is very complicated and not only requires going through a bunch of different worlds, but you'll also have to wait a while before getting it. The two Pigs want their pool warm and non-polluted. A picky bunch, aren't they? First, jump from the town to the pipe spewing the toxic waste. Bill Drill the top, and enter the pipe. In the room you go into, walk to the back an Beak Barge the switch, turning off the sewage. Next, travel to Cloud Cuckooland. From the entrance, shoot across to the grassy area by the flower, then jump down the ledges until you reach the water area. Above the Flight Pad is George the Ice Cube. Rat-a-Tat Rap him off the edge, and he'll meet his gruesome fate in the scalding pool by the entrance Warp Pad in Hailfire Peaks. Go to the Peaks, and Shack Pack as Banjo to the switch in the pool. It'll empty into the Pig's pool, and they'll happily reward you with a Jiggy.

===== NOTE LOCATIONS =====

-TREBLE CLEF-

Area: Atlantis	Location: Outside Ruins
Moves Needed: None	Magic Needed: None

If you head left from the entrance to Atlantis (if you enter from the Lagoon), you'll come across a Sea Anenemy. Shoot it in the eye with an egg, which will cause it to retract its tentacles, which before held the coveted Treble Clef.

-15 NOTES-

Area: Town Center	Location: Shop Entrances
Moves Needed: None	Magic Needed: None

In front of the entrances to Pawno's Emporium, Jolly's, and Blubber's Waveracer Hire are note Nests. Three shops with three nests equals 15 notes.

-15 NOTES-

Area: Pawno's	Location: Shelf
Moves Needed: None	Magic Needed: None

In Pawno's Emporium, look up on the shelf that's opposite the entrance. There's three note nests on it.

-15 NOTES-

Area: Jolly's	Location: Shelf Behind Counter
Moves Needed: None	Magic Needed: None

At Jolly's, go behind the counter and Flip-Flap jump up to the shelf above. Resting there are three note nests, increasing your note count by 15.

-15 NOTES-

Area: Blubber's	Location: Window Shelf
Moves Needed: None	Magic Needed:

Like in the other shops, you'll find fifteen notes in Blubber's. They're resting on a shelf near the window.

-10 NOTES-

Area: Jolly Roger's Lagoon	Location: Near the UFO
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Moves Needed: None

Magic Needed: None

When you dive down from the Lagoon, you'll come across a UFO and several Sea Anemies. Two of these creatures hold Notes Nests. Shoot an egg at their eyes and they will retract their tentacles, allowing you to grab the notes.

-10 NOTES-

Area: Atlantis

Location: Outside Electric Eel's Lair

Moves Needed: None

Magic Needed: None

In Atlantis, go to the tall (but thin) building near the Warp Pad, known as the Electric Eel's Lair. Outside are two Note Nests.

===== EMPTY HONEYCOMBS =====

-EMPTY HONEYCOMB 1: GRIP GRAB TO THE PIPE-

Area: Jolly Roger's Lagoon

Location: Above Pig's Pool

Moves Needed: Grip Grab, Bill Drill

Magic Needed: None

You've likely seen a shimmering Empty Honeycomb over Piggie's and Trotty's pool, but haven't been able to get it. It all starts in the town near Jolly's. Bill Drill the odd-colored patch of dirt near the entrance to Jolly's, and you'll find a Shock Spring Pad. Use it to jump to the roof. Talon Trot up to the chimney, then jump from it to the ledge above. Climb along the ledge (watch out for the two Grip Grab Plants, one is colored green and blends in) until you're over the pipe, then simply drop down and claim your prize.

-EMPTY HONEYCOMB 2: THE CLEAR FISH RETURNS-

Area: Random

Location: Random

Moves Needed: Talon Torpedo

Magic Needed: None

Many of the clear fish swimming throughout Jolly Roger's Lagoon contain items inside. Sometimes its a worthless egg nest, but sometimes its a Empty Honeycomb, Cheato Page, or even a Jiggy. Snatch it from them with the Talon Torpedo. Which fish contains what is random, so check all of the places below to find the item you're looking for:

*Smuggler's Cavern - Swimming Around

*Big Fish Cavern - Swimming Around

*Wumba's Cavern - Swimming Around

*Atlantis - Swimming In Center

*Sea Bottom - Near Davy Jones' Locker (2 Clear Fish Here!)

-EMPTY HONEYCOMB 3: HIDDEN IN ATLANTIS-

Area: Atlantis

Location: Near Warp Pad

Moves Needed: None

Magic Needed: None

This Empty Honeycomb is hidden very well, and it is very easy to miss even if you know where it is. From the Warp Pad in Atlantis, go down to the ocean floor and start swimming towards the largest building in the underwater city. There's a steep incline a little ways, and if you search along it, you'll find a small cave with a Empty Honeycomb tucked away inside.

-JINJO 1: BLUBBER'S SHOP-

Area: Blubber's Location: Rafters
Moves Needed: None Magic Needed: None

Go down to the harbor and enter Blubber's Waveracer Hire. Behind the counter, hidden from view is a Shock Spring Pad. Use it to spring up to the rafters at the top of the shop, where a Jinjo is waiting.

-JINJO 2: ACROSS THE LAGOON-

Area: Jolly Roger's Lagoon Location: Lagoon
Moves Needed: None Magic Needed: None

This is pretty much the only item that is actually in the Lagoon. You can see it easily in the cave on the far side of the Lagoon, but you can't reach it from the water. You'll need to run across the water, because jumping from the height of the water will be enough for you to reach the cave. So, where can Running Shoes be found? Blubber's, of course. Go to the old hippo's shop, and Blubber will sell you the shoes for a mere 1 Doubloon (see the Things To Do section for Doubloon Locations). Put the shoes on, run out of the shop, across the Lagoon, and grab the Jinjo.

-JINJO 3: JINJO TREASURE-

Area: Sunken Ship Location: Inside Sunken Ship
Moves Needed: Grenade Eggs Magic Needed: None

Inside the Sunken Ship, there's a lot of junk. However, in a random location is a treasure chest with a Jinjo's picture on the side. Blast it open with a Grenade Egg to free the Jinjo.

-JINJO 4: SEAWEED SANCTUM PILLAR-

Area: Seaweed Sanctum Location: Top Floor
Moves Needed: None Magic Needed: None

Enter the Seaweed Sanctum, the building just to the right of the Atlantis entrance from the Lagoon. Inside, go to the back and Shock Spring up a floor. Go around and Shock Spring up again to the top floor. If you walk around, you'll come across an exit. Continue on the path and soon you'll see a pillar, with a Jinjo sitting on top of it.

-JINJO 5: BIG FISH'S BELLY-

Area: Big Fish Cavern Location: Inside Big Fish
Moves Needed: Sub-Aqua Egg-Aiming Magic Needed: None

The most notable landmark of the Big Fish Cavern is of course the big fish. The fish has swallowed a Jinjo, so you'll need to go in after it. But you can't go in the fish's mouth, so what's the logical thing to do? That's it! Shoot its teeth out with eggs! Makes sense to me. Each of the five teeth take three shots with an egg, and when they're all gone, it'll open up and you can swim in. Inside the fish, take the right path to find the Jinjo.

-CHEATO PAGE 1: PAWNO'S PAGE-

Area: Pawno's Location: Container
Moves Needed: None Magic Needed: None

After you purchase the Jiggy from Pawno, he'll make a Cheato Page available. Knowing its value, Pawno won't let go of it for less than 5 Doubloons. See the Doubloons part of the "Things To Do" section to locate the Doubloons you need for this, then hand them over to Pawno for the Cheato Page.

-CHEATO PAGE 2: MY FISH ATE IT-

Area: Random Location: Random
Moves Needed: Talon Torpedo Magic Needed: None

Many of the clear fish swimming throughout Jolly Roger's Lagoon contain items inside. Sometimes its a worthless egg nest, but sometimes its a Empty Honeycomb, Cheato Page, or even a Jiggy. Snatch it from them with the Talon Torpedo. Which fish contains what is random, so check all of the places below to find the item you're looking for:

- *Smuggler's Cavern - Swimming Around
- *Big Fish Cavern - Swimming Around
- *Wumba's Cavern - Swimming Around
- *Atlantis - Swimming In Center
- *Sea Bottom - Near Davy Jones' Locker (2 Clear Fish Here!)

-CHEATO PAGE 3: THE ANCIENT SWIMMING BATHS-

Area: Ancient Swimming Baths Location: Above Entrance
Moves Needed: Glide Magic Needed: None

Enter the Ancient Swimming Baths, the building to the left of the entrance to Atlantis from the Lagoon (use the Talon Torpedo to break the door open). Inside you won't find much, save a Cheato Page above the entrance. How do you get it? First, Split Up on the Split Up Pad nearby. Then take Kazooie to the pillar sticking out of the water by the entrance. From here, perform Kazooie's super-high jump (dang! forgot what it was called... I'll have to get back to you on the name), then Glide over to the Cheato Page (if you Glide from the highest point of the jump, you'll likely soar over the page).

===== JAMJARS' MOVES =====

-WING WHACK-

Area: Jolly Roger's Lagoon Location: Turtle View Cave
Notes Needed: 265 Perform: B (while Kazooie)

This move is one of Kazooie's few attacks when she's separated from Banjo. While standing still, Kazooie will slice the air (or an enemy) with three chops, and while running, she'll spin around. A good attack, and helpful for dispatching baddies when away from the backpack. Just press B.

-SUB-AQUA EGG AIMING-

Area: Jolly's Location: Room (Costs 2 Doubloons)
Notes Needed: 275 Perform: Top C while Underwater

You can shoot eggs on land, you can shoot eggs in the air, now learn to shoot

them underwater. This is an incredibly useful move to know, especially in Jolly Roger's Lagoon, a level that's almost entirely underwater. You'll fire eggs like you normally do; just press Top C.

-TALON TORPEDO-

Area: Electric Eel's Lair

Location: Hallway Above the Water

Notes Needed: 290

Perform: Z while Underwater

This attack is one of the few ways you can choose to attack underwater, and it's good in some cases while not so good in others. When Z is pressed underwater, Kazooie will shoot out from the backpack and swim around at high speeds. This is most useful for destroying things with her picture on it, but it can also be used to hurt enemies or steal items from the Clear Fish in Jolly Roger's Lagoon. There's a time limit and also a cost of five Red Feathers each time you use it.

===== GLOWBOS =====

-MUMBO'S GLOWBO-

Look inside Pawno's Emporium. Behind the counter, next to the Grunty doll is the Glowbo high on the shelf.

-WUMBA'S GLOWBO-

Wumba's Glowbo is right underneath the Wigwam. Swim to the floor in Wumba's Cavern, and right underneath the twisting rocks that support the island Wumba's Wigwam is on hops that cute little Glowbo.

===== BOSS: LORD WOO FAK FAK =====

SELF-IMPORTANT ANGLERFISH

Lord Woo Fak Fak is one of the more difficult bosses in this game. While you can face him as Banjo and Kazooie, it's much easier to fight as the Submarine. Why? It's all because of unlimited Torpedos and smoother swimming. As Banjo, you'll need to constantly stock up on eggs and will likely be more conservative with your shots. As the Sub, you can shoot as much as you want. So, what do you shoot? First, Woo Fak Fak will have six boils, three on each side. The one you need to shoot will glow yellow. Watch out for the energy shot from the angler. After all of the boils are gone, Woo Fak Fak will open his eyes, indicating that you need to shoot him there now. Six shots in the eyes will defeat him.

===== MUMBO PADS =====

-MUMBO PAD: SUNLIGHT: OXYGENATE WATER-

There's only one Mumbo Pad in this level, but it's very important that you bring Mumbo to it. This Mumbo Pad, located in the harbor of the town, will fill the waters with oxygen so that Banjo and Kazooie can breath without air bubbles. Very helpful in this large underwater level.

===== WARP PADS =====

-WARP PAD 1: TOWN CENTER-

This is right behind the chest in the middle of the town, in between the

entrance to the level and the harbor. Easy to find, and a useful place to warp to when you're deep in the underwater caverns.

-WARP PAD 2: ATLANTIS-

The Warp Pad in Atlantis is a common warping point, as Atlantis connects most of the other underwater areas. The Warp Pad is on a large pillar, in between the largest building and the exit to Wumba's Cavern.

-WARP PAD 3: SUNKEN SHIP-

Take the left tunnel from Atlantis to reach the Sunken Ship (left from the entrance from the Lagoon, that is). On top of the outside of the ship is a Warp Pad.

-WARP PAD 4: BIG FISH CAVERN-

The next Warp Pad is in the Big Fish Cavern. You can get to the Cavern by either going through the Seaweed Sanctum or taking an exit from the Sea Bottom (where Davy Jones' Locker is).

-WARP PAD 5: DAVY JONES' LOCKER-

Swim all the way to the deepest part of the sea that Banjo can enter, near Davy Jones' Locker, which is either past the Sunken Ship or the Big Fish Cavern (your choice). Near the hole going down to the Sea Bottom Cavern is a Warp Pad in a rock formation.

===== AREA LOCATIONS =====

TOWN:

This is the town you're in when you first enter. Shops located here include Pawno's, Blubber's, and Jolly's.

JOLLY ROGER'S LAGOON:

This is anywhere in the main area of the Lagoon other than the town, including the Pig's Pool, the UFO area, and Turtle View Cave.

ATLANTIS:

The sunken city lies in the depths. Swim here from where the UFO is.

SMUGGLER'S CAVERN:

Blow up the powder keg in Jolly's to create an entrance to the Smuggler's Cavern. You can also get here from near the UFO.

BIG FISH CAVERN:

Get here from the Sea Bottom or Seaweed Sanctum.

SUNKEN SHIP:

Take the left path from Atlantis to find the Sunken Ship.

SEA BOTTOM:

This is where Davy Jones' Locker is. You can get here from the Sunken Ship or from the Big Fish Cavern,

WUMBA'S CAVERN:

This is where Wumba's Wigwam is. Take a right from the Lagoon entrance in Atlantis to get here.

WUMBA'S WIGWAM:

Obviously located in Wumba's Cavern.

MUMBO'S SKULL:

The Skull is easy to find on a small cliff in the town.

===== LEVEL 5: TERRYDACTYLAND =====

Isle Area: Wasteland Train Station: Yes
Jiggies Needed: 20 Moves Learned: 3
Characters: Dippy, Scrotty, Scrat, Scrit, Scrut, The Oogle Boogle Tribe,
 The Rocknuts Tribe, The Unga Bunga Tribe, Chompa
Enemies: Stegosaurus, Swamp Monster, Terronodon, Faster Grip Grab Plants,
 Mucoids
Boss: Terry
Transformation: Baby T-Rex, Daddy T-Rex
Mini-Games/Shootouts: Chompa's Challenge
Levels Connects To: Hailfire Peaks

This world is full of creatures from the past, particularly dinosaurs. You'll come across a wide variety of these giant reptiles, as well as cavemen that live amongst them. In fact, there are three distinct caveman tribes: The Oogle Boogles, the Rocknuts, and the Unga Bungas. The Oogle Boogles are pretty helpless, the Rocknuts are fierce warriors, and the Unga Bungas are in between about. The main feature of this level is the huge mountain in the center, which even has several water-filled caverns running through it. Also expect to encounter lush grasses and murky swamps while you travel through this world.

===== THINGS TO DO =====

-TRAIN SWITCH-

The Train Switch is located near Wumba's Wigwam, beneath Dippy's pool. It's not hard to find, you shouldn't have any trouble spotting it.

-LEARN HOW TO ROAR-

The Baby T-Rex, unlike the adult version, doesn't know how to roar from the start. However, if you walk up to any Stegosaurus, you'll learn how to do so. The roar isn't as powerful as the Adult's, but you'll need it.

-MOVE OOGLE BOOGLE GUARD-

There's a guard preventing you from getting in the Oogle Boogle cave, and you'll need to get rid of him if you want to get Jiggy 9. Walk by as the Adult T-Rex and roar. This will scare him off.

-UNGA BUNGA CAVE SWITCH 1-

Enter the Unga Bunga Cave and walk down the path to find the switch that connects Terrydactyland to the room where you found Targitzan's Relic in the Mayahem Temple.

-UNGA BUNGA CAVE SWITCH 2-

Another entrance to the Unga Bunga Cave is found past the cage where you get Jiggy 1. Simply walk into the cave at the end of the path and you'll find the switch. This leads to a series of caves and eventually the room where you found Targitzan's Relic.

-MOUNTAIN DOOR SWITCH-

From Terry's Nest, go down into the Inside of the Mountain and you'll find a switch opening a gate on the upper part of this cavern.

-MOUNTAIN BRIDGE-

Inside the Mountain, fly to the center island. On the back side is a switch. Beak Barge it to form a natural bridge from the entrance to the Island.

===== JIGGIES =====

-JIGGY 1: BABY T-REX ROARS-

Area: Terrydactyland Location: Mountainside
Characters Involved: None
Worlds Traversed: None
Moves Needed: None Magic Needed: Baby T-Rex Trans.

Halfway up the mountain, there's a cage containing a Jiggy. A sign outside reads "Only when the secret call of the dinosaurs is heard will the Jiggy be yours"... or something like that. The secret call is actually simply just roaring, but you need to do it right. Transform into the Baby T-Rex, learn how to roar (talk to a Stegosaurus), and enter the door to the right (not behind!) Wumba's Wigwam. You'll emerge some ways up the mountain. Proceed around the mountain until you reach the aforementioned cave. Stand in front of it and roar. There are two different kinds of roars: a long roar and a short roar. Tap B for a short roar, and hold it for a long one. To open the cage, do the following: Short, Short, Long, Short, Long, Long (or, for those fluent in dinosaur, Roar, Roar, Roooar, Roar, Roooar, Roooar). The cage will open and the Jiggy will be yours.

-JIGGY 2: THE BATTLE WITH TERRY-

Area: Terry's Nest Location: Nest
Characters Involved: None
Worlds Traversed: None
Moves Needed: None Magic Needed: None

This is one of the more difficult and longer boss battles in the game. Terry is mad at you from the moment you enter the level, filled with paranoia and thinking that you're going to steal her eggs. The first part of getting this Jiggy is ascending the mountain. Go up to the mountainside path and into the Unga Bunga Cave (entrance 1). Inside, put on the Springy Step Shoes, exit, and go to the left (if you're facing the cave) and up the stairs. A sign points to the summit, and this indicates where you should jump. When you land on the path above, Terry will get angry and start spitting purple goo at you. Keep moving and it will never hit you. When you make it around the path, she'll stop spitting and you can go up to the nest to confront her. The boss battle will begin. If you win, she'll give you a Jiggy, and a request to hatch her eggs. To help you, she'll also activate a Flight Pad near the cells at the base of the mountain.

-JIGGY 3: TERRY'S EGGS-

Area: Terry's Nest Location: Nest
Characters Involved: None
Worlds Traversed: None
Moves Needed: Hatch, Taxi Pack Magic Needed: None

Terry's attitude will change after defeating her, and she'll ask you to find the Pterodactyl children that are in eggs found throughout Terrydactyland. They are

located in the following locations (use hatch to open them):

*Island in the Lake: Use the Running Shoes to get there.

*Oogle Boogle Cave: Use the Shock Spring Pad to jump up to this one.

*Unga Bunga Cave: Deeper in the Cave, you'll find a Split Up Pad.

Near it is an opening in the wall that leads to one of the eggs.

*Inside the Mountain: At the very top of the Inside of the Mountain is the last egg. Fly up to it as Kazooie to hatch it.

Three of the baby Pterodactyls will fly up to the nest, but the one Inside the Mountain is too large to fly. Use the Taxi Pack to carry it up (be sure to hit the switch beforehand to open the gate).

-JIGGY 4: THE TOP OF THE CAVERN

Area: Inside the Mountain Location: Top

Characters Involved: None

Worlds Traversed: None

Moves Needed: Bill Drill Magic Needed: None

This Jiggy is very easy to get. After beating Terry, if you go to the middle of the nest, you'll see a hard piece of ground with a crack in it. Bill Drill whatever it is to get inside the mountain. You'll land right on a Jiggy.

-JIGGY 5: CONFRONTING STOMPONADON-

Area: Stomping Plains Location: Far Side

Characters Involved: None

Worlds Traversed: None

Moves Needed: None Magic Needed: None

Stomponadon, the Triassic Steamroller, is a huge dinosaur that squashes those that travel through the Stomping Plains with his foot. To get to the plains, warp to Warp Pad 4, at the Top of the Mountain. Go across the narrow path that goes above the world and into the cave. Inside, shoot the bonfires with Ice Eggs to extinguish them. When you get to the other side, enter and you'll be in the Stomping Plains. You'll need to run across the plains while avoiding getting squashed by Stomponadon if you want the Jiggy. Luckily for you, there are deep footprints that give you safety, but you'll need to be very quick in getting to them. To get the Jiggy on the other side, you'll need to cross as Banjo and Kazooie. Use the Talon Trot to make it to each of the footprints, and jump as soon as Stomponadon's foot begins to go back up. When you reach the other side, stand on the switch to get the Jiggy.

-JIGGY 6: CHOMPA'S BELLY CHALLENGE-

Area: Chompa's Stomach Location: Stomach

Characters Involved: Chompa

Worlds Traversed: None

Moves Needed: Springy Step Shoes Magic Needed: None

Chompa, the stomach-cramped carnivore, is having troubles with an illness. First of all, though, you'll need to get into his stomach. To do so, you must stand on the top of the island in the center of the Inside of the Mountain. You can do this by flying, but it is much easier to use the Springy Step Shoes at the bottom of the island. When you're at the top, Chompa will swallow you and ask you to get rid of his cramps. To succeed, you need to shoot 75 points worth of these viruses in 1 minute. This is quite challenging, but is much easier if you simply stay in the center of his stomach and hold down the Z button while spinning around the room. Like usual, go for the green and blue ones first. If

you succeed, you'll get a Jiggy.

-JIGGY 7: THE ROCKNUTS TRIBE-

Area: Terrydactyland

Location: Terrydactyland

Characters Involved: The Rocknuts Tribe

Worlds Traversed: None

Moves Needed: Clockwork Kazooie Eggs

Magic Needed: None

The infamous Rocknuts tribe rules over the other tribes with its strong armor. They think they're unbeatable, but actually, an attack from behind will defeat them. There are five members of the tribe, strewn throughout the level. There locations are as listed below:

1. Left of the Entrance: From the entrance, look left and you'll see a tribe member on a platform above. To bat him, shoot a Clockwork Kazooie Egg and go into the cave that's straight ahead from the entrance. You'll come out Inside the Mountain. Go up the path and back outside and you'll be next to the tribe member. Detonate the egg behind him to defeat him.
2. In the Cell: In the cell area, shoot a Clockwork Kazooie Egg and go into the middle hole. When you emerge above the cells, enter to first hole to the right. You'll come out in the cell with the tribe member.
3. At the Train Station: When you enter the station, look to the right and you'll see a tribe member. Shoot a Clockwork Kazooie Egg at just the right angle so it lands next to him on the ledge. Now simply detonate it behind him.
4. Behind the Waterfall: Look behind the large waterfall in the mountainside lake for this guy. On the left shore (left if you face the waterfall), go near the waterfall and you'll see a hole. Send a Clockwork Kazooie bird into it and you'll come out next to the tribe member.
5. Mountainside Path: Stand near the cage where Jiggy 1 is, and you'll see a tunnel. Inside is the last tribe member. Shoot a Clockwork Kazooie Egg outside the tunnel and take it around the path to the other side (be careful while jumping the gaps in the path, taking your time is safer even with a timer). Go into the other side of the tunnel and detonate the bird to defeat the last member.

A Jiggy will appear where the last tribe member falls.

-JIGGY 8: STYRACOSAURUS FAMILY-

Area: Styracosaurus Cave

Location: Styracosaurus Cave

Characters Involved: Scrotty, Scrat, Scrit, Scrut

Worlds Traversed: Isle O' Hags, WitchyWorld

Moves Needed: Taxi Pack

Magic Needed: Mumbo

Helping the three Styracosaurus children is a long and arduous process, requiring frequent travel between different worlds. The first child is sick, and you'll need to take him to the Isle O' Hags where Mumbo can heal it. Use the Taxi Pack and take the dino to the carriage car of the Train. Now take the Train to the Isle O' Hags, and switch to Mumbo. Use the Mumbo Pad to heal the child, then take it back to Terrydactyland. The second dinosaur is small (in height, of course...), and wants to be big (in height, of course...). Use the Bill Drill on the nearby boulder to uncover a Mumbo Pad, then come back with Mumbo to restore him to his normal, or larger than normal size (in height, of course...). The third and final child is missing, and is being displayed at WitchyWorld's chamber of horrors. Go to WitchyWorld's Haunted Cavern and to the back where the

dinosaur child is locked up. A Grenade Egg will blast open the cage, and the dinosaur will run to the Train Station. Call the train and take it to Terrydactyland to finish what you need to do with the last child. For helping with the family, Scrotty will give you a Jiggy.

-JIGGY 9: THE PLIGHT OF THE OOGLE BOOGLES-

Area: Oogle Boogle Cave Location: Oogle Boogle Cave
Characters Involved: The Oogle Boogle Tribe
World Traversed: WitchyWorld
Moves Needed: Claw Clamber Boots, Fire Eggs
Magic Needed: None

The Oogle Boogles are the weakest of the tribes in Terrydactyland, and are starving in the cold depths of their cave as a result. Helping them out, of course, will get you a Jiggy. There are three members of this tribe: one in the middle, one to the left down a tunnel, and one to the right. In front of each is a fire pit or torch. Light them with Fire Eggs. Now that you've made them warm, you must satisfy their hunger. In the back of their cave is a passage to WitchyWorld. Enter and go to the food stands to stock up on Burgers and Fries. Now you'll need to get back. There's a pair of Claw Clamber Boots on top of the tent in the center. Climb up a rope on the side, then ascend to the top with the Talon Trot. Use the boots to go up the wall in Area 51 and back into the Oogle Boogle's Cave. Give some food to each member and you'll get a Jiggy as a reward.

-JIGGY 10: DIPPY'S POOL-

Area: Terrydactyland Location: Dippy's Pool
Characters Involved: Dippy
Worlds Traversed: Cloud Cuckooland
Moves Needed: Talon Torpedo Magic Needed: None

Dippy, the seeker of beverages, lives in a dried out pool near Wumba's Wigwam (use the Springy Step Shoes to spring up to it by the Train Switch). He is quite thirsty, and begs of you to get him some water. You'll need to travel to Level 8, Cloud Cuckooland, to get it. Here, dive from the Central Cavern out to the large water-filled area. At the bottom is a rock with Kazooie's face on it. Use the Talon Torpedo, and the water will drain out. It'll fall right into Dippy's pool, and he'll thank you with a Jiggy.

===== NOTE LOCATIONS =====

-TREBLE CLEF-

Area: Terrydactyland Location: Far Side of Mountain
Moves Needed: Bill Drill Magic Needed: None

The coveted Treble Clef is found on the opposite side of the mountain from the entrance. If you head left from the entrance, past the lake and past the swamp, you'll see a boulder on a ledge to the left (near the swamp). Jump up to it and Bill Drill the boulder to unearth the Treble Clef.

-20 NOTES-

Area: River Passage Location: Center Chamber
Moves Needed: None Magic Needed: None

Enter the River Passage and swim down the stream until you reach the center

chamber. Along the bottom (underwater), you'll find 20 notes).

-15 NOTES-

Area: Terrydactyland Location: Near Train Station
Moves Needed: None Magic Needed: None

If you head to the right from the level's entrance, the first place you'll come to is the Train Station right outside of the entrance are three Note Nests. Pick them up and collect the notes.

-15 NOTES-

Area: Terrydactyland Location: Lake Shore
Moves Needed: None Magic Needed: None

Head to the left of the level entrance and on the grassy shores of the lake you'll find a total of 15 notes.

-15 NOTES-

Area: Terrydactyland Location: Around Mountain
Moves Needed: None Magic Needed: None

On the way up the mountain, there's an S-shaped section of ground that you have to go across, which is found near the Unga Bunga Cave. 15 Notes are found on it.

-15 NOTES-

Area: Terrydactyland Location: Around Mountain
Moves Needed: None Magic Needed: None

Near the cage holding Jiggy 1, there's a path leading further around the mountain containing gaps that you must jump across. Along this path sit 15 Notes.

===== EMPTY HONEYCOMBS =====

-EMPTY HONEYCOMB 1: ACROSS THE LAKE-

Area: Terrydactyland Location: Lake
Moves Needed: None Magic Needed: None

A sparkling Empty Honeycomb sits in a cave across the lake, but it is too high up to jump too. It's easy to get if you have the Running Shoes, though. You'll find a pair near the swamp that surrounds Mumbo's. Dash across the water and into the cave to get the honeycomb. You can also get this by flying into the cave.

-EMPTY HONEYCOMB 2: SPRING IN THE STYRACOSAURUS LAIR-

Area: Styracosaurus Cave Location: Left Side
Moves Needed: Split Up, Bill Drill Magic Needed: None

This Honeycomb Piece is located in the home of the Styracosaurus. Enter the dinosaur's lair and proceed to the left side of the room. Smash the rock over there to pieces with the Bill Drill, then Split Up on the nearby Split Up Pad. As Kazooie, spring off the Shock Spring Pad that was underneath the large

boulder and leap up to a small cave above. Inside is an Empty Honeycomb.

-EMPTY HONEYCOMB 3: RIVER PASSAGE WATERFALL-

Area: River Passage Location: Waterfall
Moves Needed: None Magic Needed: None

If you climb up the vine from the lake or go down the entire River Passage from the waterfall pond on the mountainside, you'll come to a waterfall leading down into the lake at the base of the mountain. Surrounding the top of the waterfall is a steep slope, and on the far side sits an Empty Honeycomb Piece. Talon Trot around the slope and claim it.

===== JINJOS =====

-JINJO 1: THE DEPTHS OF THE LAKE-

Area: Terrydactyland Location: Lake
Moves Needed: Talon Torpedo Magic Needed: None

In the large lake near Mumbo's Skull in Terrydactyland, there's a Jinjo trapped inside a cage that's located underwater and inside the island. To open it, go over to the far side of the lake, near the waterfall. You'll see a switch with Kazooie's face on it. Use the Talon Torpedo to trip it, then go back and collect the Jinjo.

-JINJO 2: THE JINJO IN THE JAIL-

Area: Terrydactyland Location: Cell Area
Moves Needed: Clockwork Kazooie Eggs Magic Needed: None

In one of the jail cells, there's a poor trapped Jinjo. There's no way for Banjo or Kazooie to get in, but there are several small holes in this area suitable for a Clockwork Kazooie Bird to fit in. Shoot a Clockwork Kazooie Egg and lead the bird into the rightmost hole. It'll come out inside the Jinjo's cell, and the bird can collect it itself.

-JINJO 3: T-REX SWITCH-

Area: Terrydactyland Location: Near Wumba's Wigwam
Moves Needed: None Magic Needed: T-Rex Transformation

As the Daddy T-Rex, leave Wumba's Wigwam and head down to the right. You'll see a large switch with a silhouette of a T-Rex on it. Press it down, and a gate trapping a nearby Jinjo will open. You can't fit in the small cave as the big T-Rex, but Banjo can. You have 35 seconds to transform back and get the Jinjo. It isn't hard if you don't waste time.

-JINJO 4: STOMPING PLAINS-

Area: Stomping Plains Location: Far Side
Moves Needed: Split Up Magic Needed: None

You get a Jiggy by crossing the Stomping Plains as Banjo, but if you cross it as Kazooie you'll get a Jinjo. It's easy to make it across as Kazooie, as she can quickly run from one footprint to the next. Still, give yourself plenty of time by jumping out of each footprint as soon as Stomponadon's foot begins to go back up. When you reach the other side, activate the switch and get the Jinjo.

-JINJO 5: THE ENTRANCE-

Area: Terrydactyland Location: Near Entrance
Moves Needed: Grenade Egg Magic Needed: None

When you enter the level, right in front of you is a pillar with a gate switch on it. Shoot a Grenade Egg at it to lift open the gate to a Jinjo above in a cave on the mountain. To reach it, use the Flight Pad by the cells and fly there.

===== CHEATO PAGES =====

-CHEATO PAGE 1: ABOVE THE SWAMP-

Area: Terrydactyland Location: Near Mumbo's
Moves Needed: Bill Drill Magic Needed: None

Head right from Mumbo's (right if you're exiting the skull) and you'll see a ledge. Grip Grab across it, but watch out for the Grip Grab Plant. In a cave at the other end is a large rock. Bill Drill it to uncover a Cheato Page.

-CHEATO PAGE 2: T-REX CAVE-

Area: Inside the Mountain Location: T-Rex Cave
Moves Needed: None Magic Needed: T-Rex Transformation

After transforming into a Baby T-Rex and learning how to roar (approach any Stegosaurus), roar in front of the T-Rex hole behind Wumba's Wigwam and enter. Inside is a Cheato Page.

-CHEATO PAGE 3: FILL DIPPY'S POOL-

Area: Terrydactyland Location: Dippy's Pool
Moves Needed: Talon Torpedo Magic Needed: None

After you fill up Dippy's Pool (see Jiggy 10 to find out how), dive into the water and swim into the hole at the bottom/side. In the cavern is a Cheato Page suspended high above the floor. Before, you couldn't get it because of its elevation, but with the water in the pool, it is easy to snatch.

===== JAMJARS' MOVES =====

-SPRINGY STEP SHOES-

Area: Terrydactyland Location: Outside Train Station
Notes Needed: 390 Perform: A While Wearing S.S. Shoes

Jumping on the Shock Spring Pads allows for increased jumping height, and jumping on them with only Kazooie allows for even more. But a jump while wearing the Springy Step Shoes surpasses both. These shoes are found just like Running Shoes or Wading Boots are, but instead of gaining speed or swamp-treading powers, the Springy Step Shoes gives Banjo a huge jump. The best part is that you can use them wherever you want, so long as you can reach the location before the time runs out. For the highest jump in the game, wear the shoes while only Kazooie, and you'll rocket incredibly high into the air.

-TAXI PACK-

Area: River Passage

Location: Center Chamber

Notes Needed: 405

Perform: Hold Z, Press Left C

The Taxi Pack is one of Banjo's most common uses of his backpack. When Kazooie is gone, Banjo can use his backpack to hold other characters and transport them places. When you hold Z and press Left C, Banjo takes off his backpack. He can then grab certain characters and put them in his backpack, then drop them off at a certain location.

-HATCH-

Area: Unga Bunga Cave

Location: Unga Bunga Cave Entrance 2

Notes Needed: 420

Perform: Hold Z, Press Left C (Kaz.)

This move is learned by Kazooie and is used to hatch eggs. By holding Z and then pressing Left C, Kazooie will sit down on any kind of egg and will use her bird instincts to hatch it open. There are many different kinds of eggs found throughout your quest, so this move will be used often.

===== GLOWBOS =====

-MUMBO'S GLOWBO-

This Glowbo is even easier to find than most of the others (I know, you didn't think it was possible for them to be any easier to find, but this one is). It's just walking around behind Mumbo's Skull.

-WUMBA'S GLOWBO-

Starting at Wumba's Wigwam, do a Flip-Flap Jump into the reddish cave behind the tepee. Talon Trot up the slope and you'll come out further up the mountain. Right next to you will be a Glowbo.

===== BOSS: TERRY =====

DISGRUNTLED PTERODACTYL PARENT

Terry the Pterodactyl greets you with anger when you enter her nest, and a battle ensues. Terry has a constant pattern: first spitting purple goo, then flying around the nest, then leaving while leaving some mucoids to hurt you. The number of spits and mucoids can increase to as many as six, but starts out at a low number. For the goo, try to fake Terry out by quickly changing directions once she spits. For the mucoids, don't get caught near too many at once. Your chance to attack is when she flies around. Switch to 1st-Person mode and shoot some eggs at her. 30 hits will defeat her. Grenade Eggs are even more effective than normal eggs.

===== MUMBO PADS =====

-MUMBO PAD 1: ENLARGE STEPPING STONES-

Right outside of Mumbo's you'll see a Mumbo Pad. Using his magic powers on this enlarges the stepping stones across the swamp, giving both Mumbo and Banjo an easier time getting across the dangerous bog.

-MUMBO PAD 2: ENLARGE/SHRINK WUMBA'S WIGWAM-

Outside of Wumba's Wigwam, you'll find a Mumbo Pad. Wumba may not be too fond of

Mumbo as it is, but you can mess around with her house by enlarging or shrinking it. The different sizes allow for different T-Rex transformations.

-MUMBO PAD 3: ENLARGE SMALL STYRACOSAURUS-

The small dinosaur in the Styraeosaurus Cave can be brought back to his normal size by a Mumbo Pad, located underneath a boulder (use the Bill Drill to get rid of it).

===== WARP PADS =====

-WARP PAD 1: WORLD ENTRANCE-

When you enter the level, go immediately to the right. On this side of the dinosaur head you walk out of, you'll find the level's first Warp Pad.

-WARP PAD 2: OUTSIDE MUMBO'S SKULL-

Trek across the swamp near the lake to Mumbo's Skull (it's easiest to use the nearby Wading Boots) and you'll encounter the Warp Pad in front of the skull.

-WARP PAD 3: OUTSIDE WUMBA'S WIGWAM-

Wumba's Wigwam, located on the opposite side of the mountain from the entrance, is where another Warp Pad is found.

-WARP PAD 4: TOP OF THE MOUNTAIN-

Use the Shock Spring Shoes (found in the Unga Bunga Cave) to make it up to the higher portion of the mountainside, then run around until you reach the Warp Pad.

-WARP PAD 5: STOMPING PLAINS-

Go across the thin path near Warp Pad 4 and through the Bonfire Cavern to reach the Stomping Plains. At the entrance you'll see a Warp Pad.

===== AREA LOCATIONS =====

INSIDE THE MOUNTAIN:

Enter the mountain from the lake. There's an opening near the waterfall.

TRAIN STATION:

The Train Station is located to the right of the entrance, and a little higher.

OOGLE BOOGLE CAVE:

This cave is near the Train Station and the cells, higher up and across from the Unga Bunga Cave.

UNGA BUNGA CAVE:

Take the path up to the mountainside and you'll find the Unga Bunga Cave entrance 1. Continue around the mountainside path and at the end you'll find the second entrance.

BONFIRE CAVERN:

From Warp Pad 4, trek across the narrow path to the cave far away from the mountain. Make it past the fires inside by shooting Ice Eggs.

STOMPING PLAINS:

This is where Stomponadon lives. Get through the Bonfire Cavern and you'll be here.

STYRACOSAURUS CAVE:

The home of the Styracosaurs is found on the side of the mountain near the cells and the Oogle Boogle Cave (it is under the Unga Bunga Cave, which is higher up on the mountain). Head right from the entrance to reach it.

MUMBO'S SKULL:

The wacky shaman's home in Terrydactyland is across a deadly swamp near the Lake (head left from the level entrance). To get across the swamp, use the Wading Boots found in the wall to side. When Mumbo enlarges the stones, it's much simpler getting across using them.

WUMBA'S WIGWAM:

Wumba's Wigwam is located on the opposite side of the base of the mountain than the entrance.

===== LEVEL 6: GRUNTY INDUSTRIES =====

Isle Area: Quagmire Train Station: Yes
Jiggies Needed: 28 Moves Learned: 3
Characters: Loggo, Twinklies, Rabbits
Enemies: Tintops, Wrench Worker, Toxic Waste Barrels, Nut/Bolt/Screw,
 Swamp Monster, Fast Grip Grab Plant
Boss: Weldar
Transformation: Washing Machine
Mini-Games/Shootouts: Clinker's Cavern, Packing Room
Levels Connects To: Jolly Roger's Lagoon, Hailfire Peaks

Grunty Industries, in my opinion, is the most complex and frustrating level in Banjo-Tooie. It's composed of four main floors, and outside, and a roof. You'll likely spend hours just managing to ascend these floors, and then hours more trying to find all the items. The theme of this level, as the name suggests, is a large factory.

===== THINGS TO DO =====

-TRAIN SWITCH-

The Train Switch is found behind the long building to the right of the entrance (it's in the swamp). To get to it, climb up above the entrance, hop across the barrels in the swamp, Grip Grab across the side of the building, then climb up. Climb down the ladder on the other side to find the Train Switch. By pressing this switch, you open the Train Station, which you can then take in to the interior building of Grunty Industries.

-BATTERY LOCATIONS-

There are a total of four batteries in Grunty Industries, and each fits into a battery chamber that it can then power up. Powering up these chambers usually opens doors to new areas. To get a battery, you must knock it out with an attack, then as Banjo, use the Taxi Pack to transport it to a battery chamber. The batteries' locations are below.

1. Battery 1: Above the level entrance. Climb the ladder on the side to get up to it.
2. Battery 2: On Floor 2, in the room with lots of green toxic waste

pools. It's behind the center platform, hopping around. Use the Grip Grab ledge above one of the pipe that leads off the center to get to it with Banjo.

3. Battery 3: On Floor 2 as well. If you enter the Tintop Room from Wumba's, its to the left. The battery can be found near another set of Tintops in this room.
4. Battery 4: On Floor 3, if you look near Mumbo's you'll spot the last battery.

-BATTERY CHAMBER LOCATIONS-

What good are the batteries if you don't know where to take them? Below is a list of the locations of the battery chambers.

1. Chamber 1: On Floor 1. Located in the back, near the entrance to the Train Station. It opens hatch to the Disposal Plant.
2. Chamber 2: In the Toxic Waste Room on Floor 2, to the right of the central platform. It leads to the Electromagnet Chamber.
3. Chamber 3: In the Boiler Plant on Floor 3. It's in between the two large boilers/whatever they are. It'll open up the Packing Room.
4. Chamber 4: The last chamber is on Floor 4, behind the wall crushers. Take a left after getting by them, then climb up the pole and head left again. You'll now be at the chamber, which leads to the Cable Room.

-OPEN FACTORY ENTRANCE-

The entrance to the factory building is closed when you first enter the level, but after getting inside, it'll be very helpful to open it up. Split Up on the Split-Up Pad near the elevator, then take Banjo and Kazooie to their respective switches down the stairs. This will open up the door.

-HIT SWITCH IN WASTE DISPOSAL PLANT-

Near the entrance to waste disposal plant, on a pipe, you'll come across a switch. Trip it to raise the amount of toxic sludge in the tank. This will be helpful for later when you need to get the Jiggly.

-ASCEND THE BUILDING-

Half of the level is just making your way up the floors. Below is how to get up to the next one.

1. Floor 2: From Floor 1, Claw Clamber up the footprints on the wall near the stairs to the Workers' Quarters. Up here, Shock Spring from the Pad in the pipe to get to Floor 2.
2. Floor 3: If you enter Floor 2's Tintop Room from Wumba's head left and into the next room. Here, make your way up to the walkway above and around to a ladder that takes you up to Floor 3.
3. Floor 4: The only way to reach this floor is through the outside Fire Exit. Climb up the pole near the solitary box, then go outside. Climb up the stairs, and soon you'll be on Floor 4.
4. The Roof: You must fly to the roof, though you can also take the service elevator as the Washer.

-OPEN THE ELEVATOR DOORS-

While using Warp Pads is helpful sometimes, climbing up the elevator shaft can get you to certain areas more quickly. However, you must first open the door on each floor.

1. Floor 2: In the Electromagnet Chamber, which is found through the door powered by the battery chamber.
2. Floor 3: In the Boiler Plant, on the walkway above.

3. Floor 4: In the Tintop Room behind the crushers. Go around the walkway above to find it.

-OPEN DOOR TO THE BACK-

You'll need to go out to the back of Grunty Industries, and the easiest way is through the back exit. From Floor 2's Tintop Room, bash one of the "fragile" boxes to find stairs leading downward. They'll take you to the door.

-OPEN VENT DOOR-

To be able to bring the Washer to one of the rabbits, you'll need to open a vent door on Floor 2. From the room that's to the left of the Tintop Room (if you enter from Wumba's), go up to the walkway and through the vent to find a switch that opens it.

-ACTIVATE FLIGHT PADS-

Being able to fly outside of the building is very helpful, and you'll need to do it to be able to get to the roof. The flight pad switch is found in the Tintop Room on Floor 4 (near the Quality Control service entrance). Flight Pads will appear on each of the long buildings in the swamp, and also on the roof.

-UNSCREW PLATFORMS-

There are several places in this level where a platform is held up by four screws. If you unscrew them all (by using the Bill Drill), a platform below will drop, allowing you to do new things.

1. Platform 1: Found inside the room that can be reached by flying into the window to the left of the level entrance. This will drop a platform so the Washer can reach the rabbit near the Trash Compactor.
2. Platform 2: Head to Floor 3's Boiler Room. Near the coal pile, you'll spy this platform. Unscrew it to lower a platform with a Mumbo Pad in the Electromagnet Chamber.
3. Platform 3: This one's all the way up in the warehouse that you enter through the right window. It's nestled between some boxes. Lowering it not only lowers a Shock Spring Pad, but creates a hole for you to drop down to Floor 4 from.

===== JIGGIES =====

-JIGGY 1: PACKING ROOM-

Area: Boiler Plant (Floor 3) Location: Packing Room
Characters Involved: Twinklies
Worlds Traversed: None
Moves Needed: Taxi Pack Magic Needed: None

The Packing Room, found in Floor 3's Boiler Room, is located behind a battery chamber door. Bring a battery to it to open it up, then walk in (preferably as just Kazooie). In this game, you must pick up Twinklies (of the red, green, and blue variety, each worth the normal number of points) and drop them off at their respective platforms to get points. It's incredibly helpful to get the running shoes in the corner, as well as going in as just Kazooie. This will increase your speed substantially. You have 1 minute to score 40 points. Don't drop off any Twinklies until there's a noticeable difference in your movement, and, like usual, always go for the more valuable Twinklies.

-JIGGY 2: BANJO COMPACTOR-

Area: Trash Compactor (Floor 1) Location: Halfway Down
Character Involved: None

Worlds Traversed: None

Moves Needed: Snooze Pack

Magic Needed: None

On Floor 1, that big conveyor belt-thingie near the rabbit leads to the Trash Compactor. If you've tried going in there, you'll know that the second you step under one of those being smashers, you'll lose all but one honeycomb on your energy meter. However, you can still make it through in between the two smashers. Now, if only there were a way to get more energy in between the two. But there is! The handy Snooze Pack will refill your energy in between the smashers so that you can continue on. The switch behind the second smasher opens the door to the Jiggy that's in between the two. Just take a quick nap in between each smash, and Banjo will be fine... excluding his "pounding" headache (he he).

-JIGGY 3: TINTOP BATTLE-

Area: Floor 1

Location: Center Platform

Characters Involved: None

Worlds Traversed: None

Moves Needed: Split Up

Magic Needed: None

There are three windows outside of Grunty Industries that you can break and go into, one of which being right above the front entrance to the building. First, go Split Up on the Pad near the elevator, then go outside as Kazooie. Break the window, then either Claw Clamber up the wall to the left (then jump down) or fly into the window. Once inside, only Kazooie can make the jump to the center platform. When you land, Tintops will come out to guard the Jiggy. Quickly jump off the center platform and run to the end of one of the nearby pipes. From here, you can safely target the Tintops with Grenade Eggs. After you defeat six Tintops, the Jiggy will reappear for you to go and get.

-JIGGY 4: CLINKER'S CAVERN-

Area: Sewer (Floor 4)

Location: Clinker's Cavern

Character Involved: None

Worlds Traversed: None

Moves Needed: Breegull Blaster

Magic Needed: Mumbo

This is one of the more challenging Jiggies to find in this level. Like the Mayahem Temple and Ordnance Shed, this is done in 1st-Person. So where is the sewer? After stopping the crushers (see Mumbo Pad 1), walk down behind them and go into the room on the left. Climb up the pole, around the walkway, and Claw Clamber up the final wall. Enter the pipe and you'll be at the Sewer Entrance. When you enter, your job is to find the 20 Clinkers and destroy. Not to be confused with Banjo-Kazooie's Clanker, the Clinkers situate themselves in front of air vents, stopping any ventilation from occurring. You'll need to blast them all within 200 seconds or they'll stink the entire place up. This is no easy task, but perhaps their locations below will help you.

1. Right when you come in, turn left. Through an opening, you'll spy the first Clinker.
2. Head down the blue tunnel. When you come to a room, look to the left and up to spot another Clinker.
3. The third Clinker is in this same room. Look to the right.
4. Turn right and head into a blue-colored room. A Clinker is in here. Remember where this room is for later.
5. Head back out of the blue room into the room you came from, then go into the red-colored room with ramps. To the right and far away is a Clinker.
6. There's another Clinker right above where you came in.

7. Head left again and you'll come to a green room. There's a Clinker in here.
8. Take another left up the ramp. There's a Clinker up there.
9. Go back down the ramp and up the other ramp (blue). You'll find a Clinker a little ways down.
10. Soon you should come into a room with a hole in the center. Drop down to come across a Clinker.
11. Head into the green path and go straight. You'll see a Clinker.
12. Above the entrance to the room where #11 is, there's another Clinker.
13. Head down the blue path after the previous room and you'll find another Clinker.
14. To find the next Clinker, head up the ramp, then when you come to the next room, drop down. Under where you entered is a Clinker.
15. Also in this room is a Clinker at the bottom of the far ramp.
16. Now, head back to the blue room where you found Clinker #4. Take a right in this room to come to a golden room with pillars on the floor. There's an easy-to-spot Clinker here.
17. Head to the back of the gold room (not down a tunnel) to find another one of those lovely Clinkers.
18. Take the reddish path from the golden room to a green room (with pillars on the floor). There's a Clinker in here.
19. Look above the entrance to the green pillar room to find a Clinker.
20. The last Clinker is found through a small tunnel on the right side of the green room. Continue down the tunnel and look in a small room to the right to find it.

Remember that each Clinker makes a... um... "distinct" noise, and use it to guide you. If you run out of time, you have until your air (and life) runs out to find the remaining Clinkers. If you just have one or two left to find, and think you can do it, by all means continue your search.

-JIGGY 5: SHOCK SPRING TO WAREHOUSE-

Area: Rooftop Warehouse Location: Right Warehouse
 Characters Involved: None
 Worlds Traversed: None
 Moves Needed: Split Up Magic Needed: None

The hardest part of doing this is finding and unscrewing Screw Platform 3 (see Things to Do). If you don't know, it's in the right warehouse. Once you do, drop down into the hole created and walk down the walkway. You'll come across a Split-Up Pad. Separate and take Kazooie back to the rooftop warehouse via the Shock Spring Pad. There's a Jiggy sitting atop some tall boxes right near where you enter. A Leg Spring will boost Kazooie high enough to get it.

-JIGGY 6: KWALITY CONTROL-

Area: Quality Control Location: Quality Control Room
 Characters Involved: None
 Moves Needed: Taxi Pack Magic Needed: Washer Transformation

Though I don't understand why you'd need to test the quality of barrels filled with toxic gas, Grunty set up a room with green and blue barrels moving by. To get in as Banjo and Kazooie, you'll need to enter the Cable Room (it's powered by battery chamber 4... see Things To Do). Jump across the cables and into Quality Control. To succeed, you must destroy only blue barrels. Destroying green ones will fill the room with toxic gas (if it does, head back to the Cable Room and turn on the fans). The more barrels you hit, the faster the conveyor

Characters Involved: None

Worlds Traversed: None

Moves Needed: Sack Pack

Magic Needed: None

There's another Jiggy in the Disposal Plant that requires a Banjo-only move, this one being the Sack Pack (found in Cloud Cuckooland). Return to the Disposal Plant from Floor 1 after learning it, and hop across the toxic waste in your backpack. On the other side you'll find a Banjo Switch. Press it and the case surrounding the Jiggy close by will shatter.

===== NOTE LOCATIONS =====

-TREBLE CLEF-

Area: Grunty Industries

Location: Above Entrance

Moves Needed: None

Magic Needed: None

There are two ways to get the Treble Clef, which is located above the entrance to Floor 1 of the Grunty Industries building. The first is to grab the pair of Claw Clamber Boots near the stairs on Floor 1, then rush outside, and head right to some Claw Clamber footprints that'll take you too it. You'll have to wait until a little later to use the second method, but it's easier. Simply fly up there from one of the Flight Pads outside (see Things to Do).

-15 NOTES-

Area: Floor 1

Location: Tintop Room

Moves Needed: None

Magic Needed: None

Near the train station is a room filled with the troublesome Tintops. Three of the boxes scattered around the room have note nests sitting on top of them.

-15 NOTES-

Area: Floor 2

Location: Toxic Waste Room

Moves Needed: None

Magic Needed: None

In the room filled with many toxic waste pools (on Floor 2), climb up to the top of the central platform. The pipes that lead off from it have 15 notes waiting to be collected on them.

-10 NOTES-

Area: Waste Disposal Plant

Location: Near Waste Pool

Moves Needed: Split-Up

Magic Needed: None

In the Waste Disposal plant, drop down near the waste pool. On either side is a total of 10 notes.

-10 NOTES-

Area: Floor 1

Location: Above Train Station Entr.

Moves Needed: Grip Grab

Magic Needed: None

From the entrance to the Waste Disposal Plant, Grip Grab across to above the Train Station Entrance, where two note nests rest.

-10 NOTES-

Area: Floor 2
Location: Tintop Room
Moves Needed: None
Magic Needed: None

On the second floor, head to the central Tintop Room (all rooms lead from it). In there you'll find 10 notes.

-10 NOTES-

Area: Floor 3
Location: Box Room
Moves Needed: None
Magic Needed: None

There's a pole near the service entrance to the Boiler Room in the large room filled with boxes. Shimmy up the pole to get to 10 notes.

-10 NOTES-

Area: Basement
Location: Air Conditioning Plant
Moves Needed: None
Magic Needed: None

Head down to the Air Conditioning Plant. On either side of the walkway you enter on are note nests.

===== EMPTY HONEYCOMBS =====

-EMPTY HONEYCOMB 1: AT THE TRAIN STATION-

Area: Train Station
Location: Above Train Station
Moves Needed: None
Magic Needed: None

After arriving in the Grunty Industries building from the train (or after trekking back to the station), go up the stairs to the walkway that goes above the entrance. At the end is a box marked "fragile". Break it open to find a Shock Spring Pad, which you can use to spring up to a rafter above. Grip Grab (or walk) across it to the middle, where a golden Empty Honeycomb waits.

-EMPTY HONEYCOMB 2: SHOCK SPRING IN BOX ROOM-

Area: Floor 3
Location: Above Boiler Room Entr.
Moves Needed: None
Magic Needed: None

In the large room filled with boxes, make your way over to a place where a "fragile" box blocks the service entrance to the Boiler Room. Above this (you'll need to head to the right to get up) is a Shock Spring Pad. Use it to spring up to very high boxes, where an Empty Honeycomb awaits.

-EMPTY HONEYCOMB 3: ON THE SMOKESTACK-

Area: Grunty Industries
Location: The Roof
Moves Needed: None
Magic Needed: None

After activating the Flight Pad, fly up to the top of the building. The right smokestack has an Empty Honeycomb Piece above it.

===== JINJOS =====

-JINJO 1: FROM JOLLY ROGER'S LAGOON-

Area: Disposal Plant Location: Behind Glass
Moves Needed: Talon Torpedo Magic Needed: None

To get this Jinjo, you must start from Jolly Roger's Lagoon. Starting in the Smuggler's Cavern, use the Talon Torpedo on the picture of Kazooie and start swimming down the pipe. Use Ice Eggs to freeze the fan blades so you can get by. After swimming by three fans, you'll arrive in Grunty Industries' Disposal Plant, where a Jinjo can be found.

-JINJO 2: LEG SPRING-

Area: Floor 2 Location: Toxic Waste Room
Moves Needed: Leg Spring Magic Needed: None

After learning Kazooie's Leg Spring, Split-Up on the central platform in the Toxic Waste Room. One of the pipes leading from this platform has a Jinjo above the far end. Use the Leg Spring to reach it.

-JINJO 3: OUT BACK-

Area: Grunty Industries Location: Back of the Building
Moves Needed: Claw Clamber Boots Magic Needed: None

This is a rather complicated Jinjo to get. First, Split Up in the Toxic Waste Room, then walk out the back door as Banjo. Under the box closest to the stairs is a switch. When you step on it, a door opens high above to reveal a Jinjo. Switch to Kazooie and head outside. Another box out back holds Claw Clamber boots. After slipping them on, head towards the long building, but before you get there, look at the wall to find some footprints. Run up the wall and you'll arrive right next to the Jinjo.

-JINJO 4: IN THE SMOKESTACK-

Area: Boiler Plant Location: Atop Boiler
Moves Needed: Airborne Egg Aiming Magic Needed: None

A sign in the level says that both smokestacks have something. Grunty must be cutting funding from maintenance, because the left smokestack is patched up only with a few loose boards. A Grenade Egg will get rid of them. Fly inside and you'll plop down inside the Boiler Room. Walk out to the end of the boiler (or whatever it is) to find a Jinjo.

-JINJO 5: ALMOST TOO EASY...-

Area: Rooftop Warehouse Location: Left Warehouse
Moves Needed: None Magic Needed: None

If you can make it into the left warehouse window (left if you're facing the smokestacks), you'll see a Jinjo near the ground. This seems to be so much like a Minjo, but it's not, it's the real thing. I guess it's just there to taunt you if you come up as a Washer first.

===== CHEATO PAGES =====

-CHEATO PAGE 1: LOGGO IS CLOGGED-O-

Area: Worker's Quarters Location: Men's Restroom
Moves Needed: Grenade Egg Magic Needed: None

From Floor 1, go down the stairs near the service elevator to the Worker's Quarters. On the wall to the left as you enter are two restrooms. Blast open the door to the Men's Restroom with a Grenade Egg to meet up with your old friend, Loggo the toilet. A piece of paper (which turns out to be a Cheato Page) is clogging him, and using the Bill Drill will get it out. No good deed goes unrewarded, as he'll let you keep the page.

-CHEATO PAGE 2: FLY TO THE WINDOW-

Area: Floor 2 Location: From Outside Room
Moves Needed: None Magic Needed: None

After making the Flight Pads appear outside, go over to the building near the Train Switch and take off. Right above this building is a noticeably different window. Smash it, then enter to find a Cheato Page.

-CHEATO PAGE 3: DEFEAT WELDAR-

Area: Repair Depot Location: Across Beam
Moves Needed: None Magic Needed: None

After defeating Weldar, the rotating beam above the Repair Depot will stop moving. This will allow you to walk across and secure the Cheato Page there.

===== JAMJARS' MOVES =====

-CLAW CLAMBER BOOTS-

Area: Floor 1 Location: Near Split-Up Pad
Notes Needed: 505 Perform: Run Up Walls

The last type of shoe you'll learn, and one you've likely needed to learn for a while, are the Claw Clamber Boots. With these you can run up walls. Sounds pretty sweet, doesn't it? Well, you can't run up any wall, just areas with footprints going up. Still, there are quite a few of these places in the game. Also known as the "suction cup shoes".

-SNOOZE PACK-

Area: Waste Disposal Plant Location: Near Entrance
Notes Needed: 525 Perform: Hold Z and Bottom C

This is one of Banjo's most useful moves. When Kazooie's away, Banjo can hop inside his backpack and take a quick nap. This nap refills his energy. Yup, it really does. This makes being careless with Banjo a whole lot easier.

-LEG SPRING-

Area: Floor 2 Location: Toxic Waste Room
Notes Needed: 545 Perform: Hold Z and Press A

The Leg Spring is an incredibly powerful jumping move that Kazooie learns by herself. This jump will allow Kazooie to leap much higher than even the Flip Flap Jump, though not as high as a Shock Spring Pad. Still, having a great jump at your disposal to use anywhere is very handy.

===== GLOWBOS =====

-MUMBO'S GLOWBO-

After coming up from Floor 2, you'll see this Glowbo on top of one of the many boxes. Work your way up them (you'll need to go further back) and get it. I never thought I'd say this, but this Glowbo actually takes a little skill to get.

-WUMBA'S GLOWBO-

Near Wumba's, there's a broken pipe. Behind it is one of those lovable Glowbos.

===== BOSS: WELDAR =====
VISUALLY-IMPAIRED WELDING TORCH

This guy is pretty tough, especially for a visually-impaired welding torch. He's found in the Repair Depot, which can be opened by the electromagnet (see Mumbo Pad 2). When you first start the battle, the mere six hits you'll need to inflict may not seem like much. Actually, that gives Weldar more than enough time to destroy you. After each hit, his pattern changes. Follow the list below.

- Prior Hit 1: Energy Balls, Vacuum
- Prior Hit 2: Nuts/Bolts/Screw Shot, Vacuum
- Prior Hit 3: Smash, Chase, Vacuum
- Prior Hit 4: Energy Balls, Vacuum (with energy beam floor)
- Prior Hit 5: Nuts/Bolts/Screw Shot, Vacuum (with energy beam floor)
- Prior Hit 6: Smash, Chase, Vacuum (with energy beam floor)

To harm Weldar, you need to fire Grenade Eggs into his mouth when he vacuums. It's not too convenient to do this if he's sucking you in, so to avoid the suction, be sure to get to one of the corners before he starts, where you'll be out of range. Fire a grenade egg into his mouth for a hit. Prior to hits 2 and 5, he'll spit out nuts/bolts/screws. The last of these will give you a Honeycomb piece. Stock up on life if you need to (and can avoid being hurt by the enemies). Prior to hits 4-6, he'll turn on an energy field, where there are places on the floor that'll shock you. Be very careful. Unfortunately, defeating this tough boss won't get you what you'd think... all you get is a Shock Spring Pad to get out. But, it won't be long until you can get some other much nicer items...

===== MUMBO PADS =====

-MUMBO PAD 1: EMP WALL CRUSHERS-

Warp to Floor 4 as Mumbo, then ascend the boxes near the conveyor belt. On the walkway above is a "fragile" box. Break it open with Mumbo's magic stick to uncover a Mumbo Pad. This will cause the wall crushers to stop, but the magic will only last for 45 seconds. Quickly warp back to Mumbo's skull, switch to Banjo/Kazooie, warp back, and run by the wall crushers. A switch behind them will turn them off for good.

-MUMBO PAD 2: EMP ELECTROMAGNET-

To make this Pad appear, you'll need to lower Screw Platform 2 (see Things To Do). Once it is, head into the Electromagnet Chamber as Mumbo. How? There's a grating near Wumba's that Mumbo's wand (or a Grenade Egg) can destroy, allowing a path from the Wigwam to the entrance to the Electromagnet Chamber. When Mumbo's magic goes into effect, the magnet will malfunction, and you'll only have 45 seconds to go back to Mumbo's, switch back to Banjo/Kazooie, go to Wumba's, transform, and head back to the switch in the Electromagnet Chamber

(only the Washer has enough weight to press it down). This will open up the door to the Repair Depot in the Basement (Air Conditioning Plant).

===== WARP PADS =====

-WARP PAD 1: FLOOR 1-

After opening the factory entrance (see Things to Do), you'll see a Warp Pad. Activate it and you can warp to Floor 1 and the level entrance quickly.

-WARP PAD 2: FLOOR 2-

This is right outside Wumba's, which isn't far from the entrance where you come up to Floor 2 for the first time.

-WARP PAD 3: FLOOR 3-

Look outside Mumbo's for another Warp Pad.

-WARP PAD 4: FLOOR 4-

This is near the conveyor belt and crushers. Make your past the Tintop room to get to it.

-WARP PAD 5: ON THE ROOF OUTSIDE-

Fly up to the rooftop to find this Warp Pad.

===== AREA LOCATIONS =====

DISPOSAL PLANT:

Put a battery in Chamber 1 (near the entrance to the Train Station on Floor 1) to open a hatch to the Waste Disposal Plant. Climb the ladder and drop in to go there.

WORKERS' QUARTERS:

From Floor 1, go down the stairs near the Service Elevator to get to find this place.

TOXIC WASTE ROOM:

On Floor 2, this place is easily identified by its green pools of toxic waste. Found off the Tintop Room.

AIR CONDITIONING PLANT:

This is on Floor 1, right next to the front entrance. You'll need to go down a small set of stairs to get to it.

BOILER PLANT:

On Floor 3. Ascend the boxes in the Box Room. There are several ways to get here, either through jumping or Grip Grabbing across a beam.

LEFT/RIGHT WAREHOUSE:

The warehouses are found on the rooftop. There are three sections, but only the middle and right ones can be entered. Thus, they're referred to as the right and left warehouse (right or left if you face the smokestacks). To enter, walk behind them and Shock Spring up. There are two windows up here, and a Beak Buster will smash them open.

MUMBO'S SKULL:

On Floor 3, to the left of the entrance from Floor 2.

WUMBA'S WIGWAM:

On Floor 2, near the entrance from Floor 1.

===== LEVEL 7: HAILFIRE PEAKS =====

Isle Area: Clifftop Train Station: Yes
Jiggies Needed: 36 Moves Learned: 2
Characters: Boggy, Mrs. Boggy, Groggy, Soggy, Moggy, Alien Family,
 Sabreman, Gobi
Enemies: Flame Carpet Riders, Flame Hands, Fireball Gargoyles, Bigfeet,
 Ice Crystals
Boss: Chili Billi and Chilly Willy
Transformation: Snowball
Mini-Games/Shootouts: Colosseum Kickball Tournament
Levels Connects To: Mayahem Temple, Terrydactyland, Grunty Industries

Hailfire Peaks is a lava and ice world rolled into one. Kinda interesting, really, seeing as the two themes are opposites of each other and are placed side by side in the level. The Fire Side of the level boasts a huge tower where the professional kickball tournaments are held. The Ice Side has more attractions, such as an oil digger, a crystallized cavern, and the polar bear Boggy's house. Both sides have a train station, making this the only level with two. There's also two bosses, one fire dragon and one ice dragon. Since this world is so huge, be prepared for a lot of going back and forth between the different sides of the mountain.

===== THINGS TO DO =====

-DESTROY LAVA HOUSE-

On the Lava Side, take a left at the lower pool of hot water and follow the path. After you pass Mumbo's Skull, Grip Grab along the ledge and into the tunnel. You'll emerge on top of the Lava House. Wait for the fire dragon to spit a fireball at you. Instead of smashing you, it'll plummet onto the roof of the house, destroying it. Inside are several feather nests and more importantly, a Flight Pad.

-TUNNEL SWITCH-

Look around outside the Lava House and you'll spot a switch on a small island in the lava. Jump to it to open an underground tunnel connecting the Lava House the outside of Sabreman's tent.

-SMASH THE BIGGAFOOT-

Biggafoot, the most respected of all the Biggafeet (you know what they say about guys with big feet), guards a pair of Claw Clamber Boots that you need to defeat the ice dragon and to get Jiggy 10. Whatever shall you do?! Fortunately, the ice dragon, like the fire dragon, dooms himself by spitting balls of ice at you. If you stand near Biggafoot (staying out of kicking range is fine) while the spheres of ice are crashing down, one will smack Biggafoot's foot, making him run away. The Claw Clamber Boots are yours for the taking.

Way up here is a cave leading to the top of the ice mountain. Defeat Chilly Willy and he'll fork over a Jiggy.

-JIGGY 3: FRESH FISH FOR BOGGY-

Area: Ice Side

Location: Boggy's House

Characters Involved: Boggy

Worlds Traversed: None

Moves Needed: Shack Pack

Magic Needed: None

Poor Boggy is looking a bit slim, and has nothing to eat while watching his new widescreen TV. What a problem! Help this polar bear in need and bring him something to eat. A suitable meal can be found in the upper pool of hot water on Hailfire Peaks Fire Side (near the left exit to the Ice Side). Use the Shack Pack to enter the scorching water safely. Grab the helpless fish lying at the bottom and take it to Boggy. It turns out the fish couldn't escape because it was weighed down by a Jiggy, which Boggy will give you for your work.

-JIGGY 4: BLACK GOLD AND GOLD GOLD-

Area: Ice Side

Location: Oil Drilling Outpost

Moves Needed: Shack Pack

Magic Needed: Snowball Trans.

The way to get this Jiggy is pretty simple, but it'll involve a lot of backtracking and going back and forth. The first step is powering up the Oil Drill. The switch to do this is on top of the building in the outpost, but only something of great weight can press it down. This is the Snowball. Transform into the Snowball and become the largest size possible. Head up the path to the Upper Area of the ice side, then go back down the right hand path to the other side (near Boggy's house). Go up the ramp to where the Warp Pad is and warp to the Fire Side's Upper Area. As you can guess, a snowball won't last long in a very hot place, so you'll need to move quickly if you want to retain your size. Quickly roll left (use the magic roll and you can go through the Flame Hands) and into the exit to the Ice Side. If you were quick enough, you'll still be at full size. Go along the path to the power switch. Only the largest sized snowball can activate the drill. If it works, the drill will unearth a Jiggy that bounces down the pipe. How to get in? Transform back into Banjo and Split Up with Kazooie. Use the Shack Pack to enter the small hole in the oil pipeline. You'll come out in Grunty Industries, where the Jiggy is waiting. Though you're in Grunty Industries when you obtain this Jiggy, it'll count towards your totals in Hailfire Peaks.

-JIGGY 5: THE SWITCHES IN THE HEART OF THE VOLCANO-

Area: Fire Side

Location: Inside the Volcano

Characters Involved: None

Worlds Traversed: None

Moves Needed: None

Magic Needed: None

This Jiggy is found inside the smoldering volcano cavern, where lava and noxious gases are in abundance. There are six switches in this area, the first five having roman numerals on them and the last a Jiggy. Each switch raises a platform and/or another switch. Be sure to watch your air supply, and if you're running low, retreat outdoors before you lose life. When you press down the sixth switch, a Jiggy will appear in the center.

-JIGGY 6: THE COLOSSEUM KICKBALL TOURNAMENT-

Area: Fire Side

Location: Colosseum

Character Involved: None

Worlds Traversed: Mayahem Temple

Moves Needed: Grenade Egg

Magic Needed: Stony Transformation

Kickball seems to be very popular on the Isle O' Hags, and Hailfire Peaks league is the prime location for viewers and players alike. To win the Jiggy, you'll have to participate again. But those Stonies speak that weird gibberish... so you must become a Stony yourself yet again. To the right of the stairs leading up to the kickball stadium inside the colosseum, there is a wall with a crack in it. Blast it open with a Grenade Egg and enter. You'll emerge in the Mayahem Temple's Kickball Stadium. Warp to Wumba's, transform into a Stony, then warp back. Go back to the Colosseum in Hailfire Peaks and talk to the Stony you enter the tournament. The league in Hailfire Peaks plays a bit differently than that of the Mayahem Temple. The variation is that the player with the lowest score wins, not the highest. That means you'll want to shoot yellow balls at others' goals to raise their points, while red balls at your own to lower your score.

*Quarter-Finals: The only ball available in the first round is the standard yellow ball. It will give 10 points to whoever's unlucky enough to get it in their goal. Be fast and target the winning player's goal.

*Semi-Finals: The next match is different from the others in that you start out with 50 points, and whoever has the least points when the time runs out wins. The red ball is introduced, which subtracts one point from your score, as well as the flashing red ball that subtracts two. It's easier to make shots on others and boost their scores, but give your goal some red balls whenever they're nearby.

*Finals: This last game of the tournament adds the flashing yellow ball (which adds 4 points) and the bomb, which momentarily stuns a player. Avoid the bombs and go for the flashing yellow balls.

Victory in the tournament will score you a Jiggy. Duh. What did you think they were gonna give you? A banana?

-JIGGY 7: SCALING THE COLOSSEUM WALLS-

Area: Fire Side

Location: Outside the Colosseum

Characters Involved: None

Worlds Traversed: None

Moves Needed: Split Up

Magic Needed: None

Getting this Jiggy requires splitting up and taking Banjo and Kazooie to various paces solo. Outside on the Colosseum walls are several switches that only one character can press down. You'll be switching characters a lot to get this. The first switch is a Banjo Switch. Go inside the Colosseum and Split Up. On the pillar that's to the right when you enter is a chain. Climb it with Banjo. At the top of the chain, grab onto the ledge that goes around the pillar and scooch along to the other side. Go outside to find the switch. Activate it, the switch to Kazooie. As Kazooie, go to the Lava House on the other side of the Fire Side and take off from the Flight Pad. Fly to the alcove in the side of the Colosseum that has the Kazooie switch. Press it and switch back to Banjo. Grip Grab with the bear along the ledge to the left. You'll soon reach the next switch. Tripping it will open a gate at the bottom of the Colosseum that holds a Jiggy inside. Have Kazooie float down and grab the Jiggy.

-JIGGY 8: SABREMAN, BACK FROM THE DEAD-

Area: Fire Side

Location: Sabreman's Tent

Characters Involved: Sabreman

Worlds Traversed: None

Moves Needed: Taxi Pack

Magic Needed: Mumbo

Down by the freezing ocean on the Ice Side, there's an explorer frozen stiff. It's too late to that him out, but it's never too late to bring someone back from the dead! Bring Mumbo over to the Mumbo Pad above and bring Sabreman back to life. As you can imagine, Sabreman is a bit chilly from his 16 years frozen in ice, so switch back to Banjo and Kazooie and warm him up with a few fire eggs. But even that isn't enough for Sabreman. He also wants you to carry him back to his tent. Perhaps he's not as young as he used to be, but still... he sure is greedy. Split Up and go back to Sabreman as Banjo, and load him into your backpack. Warp to the Fire Side and pull Sabreman out near his tent. Finally content, he'll give you a Jiggy and hit the hay.

-JIGGY 9: THE ALIEN FAMILY-

Area: Ice Side Location: Near Wumba's
Characters Involved: The Aliens
Worlds Traversed: None
Moves Needed: Hatch, Bill Drill Magic Needed: Mumbo

Remember the aliens from Jolly Roger Lagoon? If you don't hurry back and help them so you can get this Jiggy. Anyway, there are several alien kids that have ejected into the Ice Side of Hailfire Peaks, and it's up to you to find them. Of course, with your earthling eyes you can't see them, so consult the Alien Dad for some help. Of course, it is a bit of a problem that he's dead. No worry, though, as Mumbo's patented magic can bring him back. Get Mumbo on the Mumbo Pad and he'll bring the father back to life. This alien will now reveal the locations of the kids, which you'll need to get as Banjo and Kazooie.

1. The first kid is found right below the Mumbo Pad near Wumba's Wigwam. Bill Drill the layer of ice to get the kid out. But what's this? Another dead alien? Geez, they really need to learn how to adapt to the climate. Bring Mumbo back again (aaaggh! all this going back and forth!) to raise him from the dead.
2. The second kid is near where you found Wumba's Glowbo (on the secluded shore near the ocean). Bill Drill the ice above it to set him free.
3. The last alien is above the Split Up Pad in the Upper Area. How do you reach this height? Split Up and take Kazooie up to the entrance to the dragon's mountaintop (you'll have to Claw Clamber). From this height, Glide down to the baby alien. The alien is cold though. Instead of using Fire Eggs, the Hatch move is the key here. Once warmed, the baby will head back to the father.

When all four aliens are together again, they'll take off, leaving behind a Jiggy for you to collect.

-JIGGY 10: THE ICE SIDE TRAIN STATION-

Area: Ice Side Location: Ice Side Cave
Characters Involved: Gobi
Worlds Traversed: None
Moves Needed: None Magic Needed: None

If you've unturned every other stone in this level, you'll still notice two things: there's a Jiggy behind a wall underneath Boggy's house and you haven't been able to get to the Train Station. Rather conveniently, these two things are both connected. The biggest trouble is cooling the train's engines so that it can go to the Ice Side. This is where Gobi, the camel with the big Banjo role comes in. If you freed him from WitchyWorld, he'll go to the Fire Side train station in Hailfire Peaks (if you didn't free him, blast the lock on the prison

door in the Chamber of Horrors). Get up to where Gobi is by using the Claw Clamber Boots on the feet of the left exit of the Ice Side. You'll up to a cave above, which will lead you to Gobi's elevated position in the Train Station. Gobi's been saving up some nice, cold water. Gee, that sure would cool something pretty well... hmmm... but of course! The engine! Use the Beak Buster on Gobi's hump and he'll spit the water into Chuffy. You can now take it over to the Ice Side Train Station. When you get out, climb up the track that hangs down from above and go into the opening. You'll come out in the cave beneath Boggy's where the Jiggy is.

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===== NOTE LOCATIONS =====
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-TREBLE CLEF-

Area: Ice Side Location: Icicle Grotto Pit
Moves Needed: Grenade Egg Magic Needed: None

After making a bridge out of the icicles (see Things to Do), go about halfway up and you'll see two more icicles to the left. One of them has an ice cube on it, and frozen inside is the Treble Clef. Jump over and smash it open to get 20 notes.

-15 NOTES-

Area: Fire Side Location: Near Shack Pack Hatch
Moves Needed: None Magic Needed: None

Follow the right path after the lower pool of hot water and go through the tunnel and up the ladder. When you come out of the tunnel, head to the right along the narrow path with Flame Hands. Along this path is 15 notes.

-10 NOTES-

Area: Fire Side Location: Near Mumbo
Moves Needed: None Magic Needed: None

From Warp Pad 1 (near the pool of hot water), take a left and follow the path past the cave. Along the narrow path you'll find 10 notes right before you reach Mumbo's Skull.

-10 NOTES-

Area: Fire Side Location: Ladder Cave
Moves Needed: None Magic Needed: None

Take a right at the lower pool of hot water and follow the path into the cave. At the bottom of the ladder you'll spot two note nests.

-10 NOTES-

Area: Fire Side Location: Near Warp Pad 2
Moves Needed: None Magic Needed: None

At the very top of the Fire Side is a path with Flame Hands everywhere and in the middle is Warp Pad 2. Along this path you'll find two note nests.

-10 NOTES-

Area: Ice Side
Moves Needed: None

Location: Near Oil Drill
Magic Needed: None

On the steps going up to the Oil Drilling station, there's two ice cubes that contain note nests.

-10 NOTES-

Area: Ice Side
Moves Needed: None

Location: Near Warp Pad 3
Magic Needed: None

At the upper area of the Ice Side, right next to the right path leading down to the lower area, rests two ice cubes with note nests inside.

-10 NOTES-

Area: Ice Side
Moves Needed: None

Location: Near Wumba's Wigwam
Magic Needed: None

Near Wumba's Wigwam, there are steps leading up to Warp Pad 4. On these steps are two note nest-containing ice cubes.

-10 NOTES-

Area: Ice Side
Moves Needed: None

Location: Near Boggy's House
Magic Needed: None

The steps leading up to Boggy's House also have ice cubes, and guess what? There's no notes inside them! Just kidding, of course there are.

===== EMPTY HONEYCOMBS =====

-EMPTY HONEYCOMB 1: WALKING ALONG THE TRAIN TRACKS-

Area: Fire Side
Moves Needed: Grip Grab

Location: Train Station
Magic Needed: None

Enter the Fire Side's Train Station and head up to the loading platform. Walk on the train track to the right, then jump to the ledge. Move across to the alcove where the Empty Honeycomb is hiding itself.

-EMPTY HONEYCOMB 2: ABOVE THE POOL OF HOT WATER-

Area: Fire Side
Moves Needed: Grip Grab

Location: Upper Pool of Hot Water
Magic Needed: None

Here's a second Empty Honeycomb that you use the Grip Grab to get. Right near the left Fire Side exit to the Ice Side (above the upper pool of hot water) is a ledge. Grip Grab across and pull yourself up to the Empty Honeycomb Piece. Watch out for the Grip Grab Plant, as getting hit will send you falling down into the boiling water.

-EMPTY HONEYCOMB 3: INSIDE THE VOLCANO-

Area: Fire Side
Moves Needed: Grenade Eggs

Location: From Icicle Grotto
Magic Needed: None

Cross the pit in the Icicle Grotto via the icicle bridge (see Things to Do). At the other end, go into the reddish passage to come out inside the volcano, right

next to an Empty Honeycomb piece.

===== JINJOS =====

-JINJO 1: BREAK THE ICE-

Area: Ice Side Location: Outside Boggy's House
Moves Needed: Bill Drill Magic Needed: None

Normally in games like these, you get things from helping people out. In this case, you get things for doing things the easy way. Which, of course, is much smarter. When you approach Mildred the ice cube outside of the igloo Boggy is inhabiting, she'll whine to you about her lost husband. End her misery by performing the Bill Drill on her head. See, instead of going through all the trouble to find George, all you had to do was perform one little move. How nice.

-JINJO 2: SWIMMING IN HOT WATER-

Area: Fire Side Location: Pool of Hot Water
Moves Needed: Shack Pack Magic Needed: None

In the same pool of hot water that contains the fish (it's near the exit to the Ice Side, if you didn't know) is a Jinjo. Simply Shack Pack your way into the water and grab the Jinjo.

-JINJO 3: GLIDING IN THE GROTTO-

Area: Ice Side Location: Icicle Grotto
Moves Needed: Glide Magic Needed: None

Near the beginning of the icicle bridge in the Icicle Grotto, high above in a cave, a Jinjo is waiting for someone to rescue it and take it out of the cold. Kazooie can't Leg Spring up there, but gliding from a higher elevation will allow her to reach the Jinjo. You can get enough height to glide over if you Leg Spring from the second icicle of the bridge and glide at the apex of the jump.

-JINJO 4: BEHIND THE LAVAFALL-

Area: Fire Side Location: Outside Colosseum
Moves Needed: None Magic Needed: None

The first step in getting this Jinjo is entering the Colosseum. Tough, huh? Head to the left, go up the stairs, and go left and up the next broken set of stairs. At the top is a switch that makes three platforms appear in the lava outside of the Colosseum. Head over to the right side of the inside, go up the stairs, and use a Grenade Egg to blast the cracked wall. You'll come outside right next to the platforms. Go across them and you'll see the Jinjo. However, it's trapped behind a waterfall of lava... I guess that doesn't make it a waterfall, but you know what I'm talking about. Anyway, to get through the lava unscathed, you can either use the Wonderwing or Shack Pack.

-JINJO 5: THE WINDY VALLEY-

Area: Ice Side Location: Biggafoot's Territory
Moves Needed: None Magic Needed: Snowball Trans.

This Jinjo sits right in front of a cave in Biggafoot's territory. It seems simple enough when you first see him; just walk up and grab him, right? OF course, it's not that simple. When you get close to the Jinjo, the cave will

start blowing a strong wind that keeps you back. How to get by this wind? Go see Wumba and have her transform you into a Snowball. Become the largest size possible, then head out to the cliff in the upper area, right above the windy valley. Roll up the wall (yes, up the wall) a little ways, then jump off down towards the cave. If you went up the wall just enough, your immense girth will hit the Jinjo and you'll collect it before the wind can blow you away.

===== CHEATO PAGES =====

-CHEATO PAGE 1: UP THE MOUNTAIN-

Area: Ice Side Location: Small Mountain
Moves Needed: Leg Spring Magic Needed: None

Split Up on the pads near Warp Pad 3 and take Kazooie to the small mountain in Biggafoot's territory. Leg Spring up to each higher crevice in the mountainside. Waiting at the summit is a Cheato Page.

-CHEATO PAGE 2: OUTSIDE OF THE COLOSSEUM-

Area: Fire Side Location: Colosseum
Moves Needed: Claw Clamber Boots Magic Needed: None

On the left pillar when you enter the Colosseum, there are footprints. Behind the pillar and up the stairs to the left is a cracked wall. When destroyed (with Grenade Eggs, of course), you'll find a pair of Claw Clamber Boots. Run up the pillar and go out the opening. You'll be standing right next to a Cheato Page when you come out.

-CHEATO PAGE 3: ICICLE GROTTO TUNNEL-

Area: Ice Side Location: Icicle Grotto
Moves Needed: Shack Pack Magic Needed: None

In the first room of the Icicle GROTTO, there's a small hole in a part of the wall. Enter as Banjo and use the Shack Pack move. Enter the hole and go down the tunnel to find a Cheato Page.

===== JAMJARS' MOVES =====

-SHACK PACK-

Area: Fire Side Location: Right of Ladder Tunnel Ex.
Notes Needed: 640 Perform: Hold Z and Press Bottom C

Another move that Banjo performs with his famous blue backpack is the Shack Pack. Banjo throws the backpack over his head, squeezing himself into the tight space. This not only protects him from hot and toxic liquids, but it also makes him smaller and allows him to enter small holes.

-GLIDE-

Area: Ice Side Location: Across Icicle Bridge
Notes Needed: 660 Perform: Press Z While in Air

Kazooie's Glide move allows you to fly at any time without the use of red feathers, but is very limited. You cannot fly higher than your starting

position, and you will gradually lose height. You will also not be able to perform the Beak Bomb attack. However, being able to fly anywhere is very handy. Simply press Z while at the top of a jump, during a drop, or any other time you're in the air. Gliding does offer more precise maneuverability than flying, though it is slower. This move is very useful because performing a Leg Spring to gain height then gliding at any spot is quite handy.

===== GLOWBOS =====

-MUMBO'S GLOWBO-

This Glowbo is found on the grounds outside of the Lava House. You can drop down there from the cliff Mumbo's Skull is on.

-WUMBA'S GLOWBO-

From Wumba's, go to the left to the ocean shore. On the wall nearby is a ledge. Grip Grab across to a small corner of the level, where a Glowbo is jumping around. You can also reach this area by jumping along the upper pathways.

===== BOSS: THE FIRE AND ICE DRAGONS =====

There are two bosses you'll need to defeat in this level, one for each of the two sides of the Peak. Both of them attack quite similarly. Each of the arenas where you fight them has four cannons. Each cannon can shoot up to three eggs that successfully hit, then they disappear. These cannons also provide good protection from the dragons' attacks.

-CHILLI BILLI: HOT 'N' SPICY DRAGON-

The volcano of the fire dragon should be your first stop in this boss of the bosses. Billi only takes a mere six hits to defeat. The first thing he does is spit fireballs. Find safety behind one of the cannons, then fire an ice egg through the hole in the back to hit Billi. After he's hit (or after you take too long to attack), the fire dragon will come down and try to lick you... nasty. His tongue will move back and forth across the ground, and you'll have to jump over it. After six ice eggs, he'll run away and you can go on to the ice side.

-CHILLY WILLY: COLD 'N' ICY DRAGON-

Chilly Willy attacks very similarly to his brother/friend/whatever. First, he shoots globes of ice at you, then he gets busy with his tongue. However, not only does Willy take twelve hits (which means you'll have to use each of the cannons to their full capacity), he also is noticeably faster than Billi. Still, he shouldn't pose much of a threat, and with twelve fire eggs he'll be down for the count.

===== MUMBO PADS =====

-MUMBO PAD 1: LIFE FORCE ALIENS-

This Pad is on an outcropping of slippery ice, near Wumba's Wigwam. Use it to revive the Alien dad and kid.

-MUMBO PAD 2: LIFE FORCE SABREMAN-

The second Mumbo Pad is above the ocean, close to Boggy's House. Use Mumbo's magic stick to break open the ice cube containing the pad, then use Life Force

to bring Sabreman back from the dead.

===== WARP PADS =====

-WARP PAD 1: FIRE SIDE - LOWER AREA (MUMBO)-

From the entrance of the level, head straight and go up two flights of stairs. You'll come to the first Warp Pad, right in front of the searing pool of water.

-WARP PAD 2: FIRE SIDE - UPPER AREA-

Scale the cliffs and narrow paths of the Fire Side, and along the path at the very top is this Warp Pad.

-WARP PAD 3: ICE SIDE - UPPER AREA-

This Warp Pad is in a small cave near a Split Up Pad, in between the Oil Drilling outpost and Biggafoot's area. It's also underneath the entrance to Chilly Willy's mountaintop.

-WARP PAD 4: ICE SIDE - LOWER AREA (WUMBA)-

The upper paths near the freezing ocean on the Ice Side claim this Warp Pad. You can reach it by going up the steps near Wumba's Wigwam or up the ramp near Boggy's House.

-WARP PAD 5: ICE SIDE - ICICLE GROTTO-

Enter the Icicle Cavern as Kazooie and run up the steep, slippery slopes. At the top are several frozen waterfalls. Leg Spring up them to find this Warp Pad, which you can come back to with Banjo if you'd like.

===== AREA LOCATIONS =====

LADDER TUNNEL:

If you take a right at the lower pool of hot water on the Fire Side, you'll end up in a tunnel with a ladder. This is referred to as the Ladder Tunnel.

FIRE SIDE TRAIN STATION:

The Fire Side Train Station is at the very top of the level. Head right from Warp Pad two and you'll see several platforms going across the lava. Go across them and you'll arrive in the train station.

ICE SIDE TRAIN STATION:

This train station can only be reached by going to it from other train stations.

INSIDE THE VOLCANO:

After going through the Ladder Tunnel, head down the path and you'll be above a building. Go into the building below and you'll enter the volcano.

COLOSSEUM:

The Colosseum is to the right of the Level entrance. Jump across the fallen pillars to get there.

BIGGAFOOT'S TERRITORY:

Biggafoot's territory is the lower area where Biggafoot roams, which includes a small mountain, the windy valley, and the left Ice Side exit.

OIL DRILL OUTPOST:

This is to the right of the main upper area of the Ice Side. The huge drill and

building are hard to miss.

ICICLE GROTTA:

The entrance to the Grotto is found near the Oil Drill Outpost.

BOGGY'S HOUSE:

Boggy's House is a large, green igloo near the Ice Side ocean.

MUMBO'S SKULL:

Mumbo's Skull is on the Fire Side, right above the Lava Building. Take a left at the lower pool of hot water to reach it.

WUMBA'S WIGWAM:

Wumba's is on the Ice Side, near the cold ocean shore.

===== LEVEL 8: CLOUD CUCKOOLAND =====

Isle Area: Wasteland Train Station: No
Jiggies Needed: 45 Moves Learned: 1
Characters: Mr. Fit, Guffo, the Zubbas, Canary Mary
Enemies: Cut-Out Creatures, Power Flowers, Zubbas
Boss: Mingy Jongo
Transformation: Bee
Mini-Games/Shootouts: Zubba Challenge, Trash Can Challenge,
 Pot 'O' Gold Challenge
Levels Connects To: None

Cloud Cuckooland can best be described as "strange". Kinda like Super Mario 64's Rainbow Ride, Cloud Cuckooland features a bunch of out-of-place locales high in the sky. Such places include a pot of gold, a giant trash can, and a big wedge of cheese. Scared yet? While Cloud Cuckooland isn't one of the most beautiful or memorable places you'll encounter in the game, the various places you can go makes it rather interesting and allows for a lot of different ideas to be presented in one place. It's definitely a nonsensical place.

===== THINGS TO DO =====

-DIG UP SEEDS-

There are two funny looking seeds in this level, buried in the ground. However, they aren't in a desirable location, so dig them back up and take them somewhere else. If you shoot across the sky from the flower right next to the level entrance, you'll land right next to the ground where the seeds are buried.

-HATCH THE FLOATUS FLOATII-

Floatus Floatium is singular, Floatus Floatii is plural. Yes, I wrote the book on how to properly pluralize made-up words. And yes, pluralize is a word, I also wrote the dictionary. Now then, onto where to find these creatures. There are three of them in Cloud Cuckooland, waiting in eggs. You'll first have to hatch the eggs as Kazooie, then use the Floatii as Banjo to float across the sky or some other place. There locations and how to hatch their eggs are below.

1. Inside the Central Cavern: Right next to the Warp Pad and Split Up Pad in the center. Switch to Kazooie from the aforementioned pad and hatch the egg.
2. Near the blue Mumbo's Skull: To hatch the egg, Use the Spring Step Shoes in the Central Cavern to jump to the cave that's the second from the left of where the Jamjars' Hatch is.
3. Near the red Mumbo's Skull: Claw Clamber up the wall inside the Central Cavern and go outside. You'll be right next to the Floatus Floatium egg.

-PLANT THE SEEDS-

After finding the seeds, you'll need to plant them. What grows out of them? Why, a nice large beanstalk that you can climb. Here's the locations of the seeds holes where you plant them.

1. Purple floating island near blue Mumbo's Skull. Use the Floatus Floatium (#2) or Flight to get over to it.
2. Floating island near red Mumbo's Skull and below the Sack Race area. Use the Floatus Floatium (#3) or Flight to get over to it.

-TIP: SHORTCUTS-

Here's a tip for everybody that'll make travel across Cloud Cuckooland much easier. If you need to get back to the level entrance or a Split Up Pad fast, simply jump into the great beyond below. You'll die, but you'll come back (hopefully) where you want to be, making for a nice little shortcut.

===== JIGGIES =====

-JIGGY 1: THE GELATINOUS CASTLE OF JELLY-

Area: Cloud Cuckooland Location: Jelly Castle
Characters Involved: None
Worlds Traversed: None
Moves Needed: Shack Pack Magic Needed: None

Far out and deep down in the skies of Cloud Cuckooland rests a castle made of jelly on a small floating island. Inside the layer of jelly is a Jiggy, but the only opening is too small to fit into. The solution lies in Banjo's all-purpose backpack. Split Up inside the Central Cavern, then head outside to the blue Mumbo Skull as Banjo. Climb up the vine to the left, then jump into the flower. It'll shoot you across the sky to the Jelly Castle. Jump off the top and search the base for the tiny hole. When you find it, use the Shack Pack to become small enough to enter. Walk inside and grab the Jiggy.

-JIGGY 2: THE ZUBBAS' NEW HIVE-

Area: Zubba's Nest Location: Honeycomb
Characters Involved: The Zubbas
Worlds Traversed: None
Moves Needed: None Magic Needed: Bee Transformation

The angry swarm of Zubba's from Click Clock Wood have moved to Cloud Cuckooland, and instead of trying to kill you, this time they challenge you to a game. But first, you'll have to find a way to enter the hive. At the summit of the mountain in the center of Cloud Cuckooland is a statue of a Zubba holding a target. If you shoot the target, the Zubbas will give you 10 seconds to shoot it 20 more times. There's no way you can shoot eggs this fast, so you'll have to

use the stinger of the bee. Start far away from the target, and shoot as you approach. If you succeed, the Zubbas will open the entrance to their hive. Enter and they'll challenge you to a game. In this game, different colored Zubbas (which are the standard red, green, and blue) fly from all corners of the nest. If you shoot one, it'll give you the standard number of points. You'll have 60 seconds, and two point goals to reach. If you get 50 points, you'll get the Jiggy. The best way to complete the game is to fly around the center of the nest, holding down Z so you fire as fast as you can. Keep spinning to try to locate new and better Zubbas. Also be sure to look up and down to spot Zubbas. This challenge can be hard, but concentrate on the Zubbas that give you more points and you'll get the Jiggy.

-JIGGY 3: EYEBALLUS JIGGIUM FLOWERS-

Area: Cloud Cuckooland Location: Varies
Characters Involved: None
Worlds Traversed: None
Moves Needed: None Magic Needed: Bee Transformation

Gruntilda has planted four Eyeballus Jiggium Plants in Cloud Cuckooland, which are designed to keep a Jiggy safe and attack Banjo. Even more diabolical, these plants are impervious to any attacks that Banjo and Kazooie dish out. However, Gruntilda didn't expect that you'd be able to transform into a bee with deadly stingers, and that's where the solution is. The Bee's stingers will quickly rip the flowers to shreds. There are a total of four flowers.

1. Near where George the Ice Cube is/was resting.
2. On the sides of the large pool of water that you can drain.
3. On the purple platform above the red Mumbo's Skull.
4. On a platform below the Cheese Wedge.

When you defeat an Eyeballus Jiggium Flower that holds the Jiggy, it'll pass it on to another. When there are no more left, it'll pop out and you can collect it.

-JIGGY 4: GUFFO'S GERM PREDICAMENT-

Area: Inside the Trash Can Location: Floor
Character Involved: Guffo
Worlds Traversed: None
Moves Needed: Split Up Magic Needed: None

The only way to get inside the giant Trash Can you most likely have seen is by entering with Kazooie alone. Split Up in the Central Cavern and fly or glide over to the Trash Can. Step on the switch outside and enter. In the center of the glamorous dwelling, Guffo the can of beans will plead with you to help him with his problem. He needs to get rid of a certain amount of germs, and fast. You have 60 seconds to clear out 50 points worth of germs. The germs pop up all over the Trash Can, and as you've probably guessed, come in red, green, and blue variations. Run around frantically and use the Wing Whack to kill the germs. If you move fast and go for clusters or bigger point values, the Jiggy reward will be yours.

-JIGGY 5: THE TRIATHLON OF MR. FIT-

Area: Cloud Cuckooland Location: Running Track
Characters Involved: Mr. Fit
Worlds Traversed: None
Moves Needed: Springy Step Shoes, Sack Pack, Split Up
Magic Needed: Mumbo

Mr. Fit, though he looks a little fat and not very athletic, actually proves to be quite an opponent in the three sports events that he challenges you to. Beating him will require a little thinking, but it won't be hard once you figure out what to do.

~Event 1: High Jump~

The first event in Mr. Fit's workout is the High Jump. Located behind the level entrance is a bar high up in the air. It's doubtful someone as large as that giant creature could get that high, but take Mr. Fit's word that he reached the height. Anyway, to get above the bar, you'll need to slip on a pair of Springy Step shoes found buried underground across from the floating platform you start out on. Take them back over, stand underneath the bar, and leap into the air to set the new record.

~Event 2: Sack Race~

Not a usual event in most triathlons, but a good event nonetheless. The Sack Race area is located above the red Mumbo's Skull, and you'll have to grow the beanstalk and hatch the Floatus Floatium there to reach it as Banjo alone. You'll need to only bring Banjo to use the Sack Pack move and enter. When the race starts, you must take the narrow shortcut. If you don't, Mr. Fit will surely beat you. Win the race and Mr. Fit will go on to the final event.

~Event 3: Running Race~

The last event is an all out test of speed. Unfortunately, Mr. Fit is so fast that he'll blaze by Banjo and Kazooie even if they have a pair of Running Shoes on. You'll need to get that extra weight off of Kazooie's back if you want to win. Split Up, then head past the Claw Clamber footprints to the exit from the Central Cavern. However, to the right of this opening is a pair of Running Shoes. Put them on and head outside. Winning the race as Kazooie with Running Shoes won't be very hard.

Completing all three events and Mr. Fit will reluctantly hand over a Jiggy for your first place finish.

-JIGGY 6: POT 'O' GOLD JIGGY CHALLENGE-

Area: Inside the Pot 'O' Gold Location: Jiggy Chamber

Characters Involved: None

Worlds Traversed: None

Moves Needed: Grenade Eggs, Ice Eggs, Fire Eggs

Magic Needed: Mumbo

One of the many out-of-place objects floating in the Cloud Cuckooland sky is the Pot 'O' Gold. Across from the pot, on a small grassy area outside of the Central Cavern, there's a switch that opens up the top of the Pot 'O' Gold, which allows you to enter. However, the 20 seconds you get to enter isn't enough to find a Flight Pad and go inside. So, you'll have to play with the forces of nature. Perform the Rain Dance on the Mumbo Pad to form a rainbow connecting the grassy area to the top of the Pot 'O' Gold. Hit the switch and Talon Trot across the Rainbow and into the opening. Once inside, you'll have to get the game started. The Central Platform has four different colored eggs on the side. Each of these eggs has a hole in it. Shoot a normal, Fire, Grenade, and Ice Egg into each of the corresponding holes to start the game. The walls in the Pot 'O' Gold will light up with Jiggies, and it's your job to shoot as many of them as you can (with rapid-fire eggs). There are 100 in total, but you only have to hit 90 Jiggies to win (I guess the "only" sort of makes this sound easier than it is).

Without the proper method of firing, obtaining this score will likely be impossible. However, it'll be simple if you do it right. Slowly move the cursor along on a select row (not column) of Jiggies. Don't go too fast so you miss some Jiggies, but don't go too slow so that you hit the same place twice. If you move along at a steady pace, you'll be surprised how accurate the eggs are. It's easiest to try this on the upper and lower rows first, as you can make the cursor go all the way to the bottom (where it can't move up or down anymore, only left or right). For the middle rows, you'll have to keep the cursor steady and aligned with the Jiggies at all times. You'll get 45 seconds to do this, and if you do, a real Jiggy is the prize.

-JIGGY 7: OLD CHEESE, SPIKY ONIONS, AND JIGGIES GALORE-

Area: Inside the Cheese Wedge Location: Room to the Left

Characters Involved: None

Worlds Traversed: None

Moves Needed: Sack Pack, Shack Pack

Magic Needed: Mumbo

That Cheese Wedge has probably caught your attention, and you've most likely been inside the smelly thing. However, deep inside where most noses dare not go is a Jiggy. The beginning of this daring quest begins in the Central Cavern. Banjo will need to go solo for this one, so Split Up and head to the Cheese Wedge (utilize the beanstalk and Floatus Floatium). When you get inside, only a few steps from the door, perform the Sack Pack move. Soon a spiky onion will come floating down to the ground. Jump on it (Banjo's incredible backpack will prevent him from getting hurt). The onion will float around the wedge to another onion, at which time you should leap over to it. Continue until you are on the high ledge in the back of the wedge. In the very back is a small hole that you can only enter when performing the Shack Pack. The hole will take you to a tunnel outside the Cheese Wedge. Go down and enter the next hole. Inside is a Jiggy.

-JIGGY 8: SUPERSTASH!-

Area: Central Cavern Location: Superstash's Corner

Characters Involved: Superstash

Worlds Traversed: None

Moves Needed: Clockwork Kz. Egg Magic Needed: None

The big safe in the Central Cavern, also known as Superstash Deluxe, wants to help the bear and bird on their quest with a Jiggy, but can't remember his combination to open his locked door. Fortunately, he's written down the four numbers in places throughout Cloud Cuckooland. You'll have to search around and find all four and give them to him. For all caves, shoot a Clockwork Kazooie Egg inside and explode it on the number switch.

1. Near Lake: One of the numbers is in a cave near the lake (you know, the one near George the Ice Cube's tragic suicide point... yes... suicide). Jump to the little ledge above the water from the side.
2. Above Superstash: In the Central Cavern, you can Grip Grab or Glide above Superstash to a small clifftop on the other side. There's also a hole here leading into a tunnel. This tunnel will take a Clockwork Kazooie Egg to the next number.
3. Top of the Central Cavern: Fly to near the top of the mountain outside, then enter the Central Cavern. Carefully walk across the narrow path, then fire a Clockwork Kazooie Egg into the hole.
4. Behind the Trash Can: Walk behind the giant Trash Can and shoot a Clockwork Kazooie Egg into the hole. It'll emerge in a bottle that contains the last number.

With all the numbers in place, Superstash will open up. Inside is a Jiggy, which Mr. Deluxe will gladly let you keep.

-JIGGY 9: CANARY MARY'S REMATCH RACE-

Area: Cloud Cuckooland Location: Outside Wumba's Wigwam
Characters Involved: Canary Mary
Worlds Traversed: None
Moves Needed: None Magic Needed: You'll Need Lots to Win

OK, you may have thought that getting all the Jiggies so far hasn't been that tough. If you're one of these skilled players that thinks they're so great, get ready to meet Canary Mary... again. So, she was easy in Glitter Gulch Mine, it'll be cake to beat her again, right? Hold on while I laugh. This time around, Canary Mary is extremely difficult. Perhaps the open sky or healing up from the toxic gases in the mine have helped her, because her speed has improved tenfold. Unfortunately, there's no easy way to beat her (you can't make the mouse car faster). The only thing I can offer you as far as advice goes is a little tip. Mary's speed, to some extent, reflects yours. Therefore, if you start the race off slow, she'll be slower than normal. You can then catch up to her a little bit, then slow down again. She'll slow down too, then you can do it again. Keep repeating until the end of the race. Keep in mind, though, that even with the trick it'll be incredibly hard. Good luck, you'll certainly need it.

-JIGGY 10: MINGY JONGO BATTLE-

Area: Mumbo's Skull (Blue) Location: Upper Floor
Characters Involved: None
Worlds Traversed: None
Moves Needed: None Magic Needed: None

You most likely have noticed that there's not one, but two Mumbo Skulls in Cloud Cuckooland. While everything seems all right in the red skull, something's fishy when you enter the blue-tinted home of the shaman. In fact, when you approach Mumbo, you'll find out that it's a trap and the devious Mingy Jombo cuts off your escape. The only way to get out is to beat him. The small inside of the skull makes for a somewhat difficult battle, but Mingy isn't very good at vanquishing his foes. Defeat him to pick up the last Jiggy in this level.

===== NOTE LOCATIONS =====

-TREBLE CLEF-

Area: Central Cavern Location: Top
Moves Needed: None Magic Needed: None (Bee Trans.)

The Treble Clef is located at the very top of the Central Cavern (in the center of the narrow path). To get to the top, either fly up as a Bee or use Kazooie's Flying and come in from the entrance high up on the outside of the mountain.

-45 NOTES-

Area: Central Cavern Location: All Entrances
Moves Needed: Claw Clamber Boots Magic Needed: None

There is a total of nine different ways to enter and exit the Central Cavern (excluding the entrance from the very top), and in front of each of these

Well, if the title didn't give it away, this Jiggy is found behind the Pot 'O' Gold. Fly over to the base of the pot, then walk around to get it.

===== JINJOS =====

-JINJO 1: HIGH UP IN THE CENTRAL CAVERN-

Area: Central Cavern Location: Near Sack Pack Cave
Moves Needed: Springy Step Shoes Magic Needed: None

This Jinjo can be seen in a cave located up and to the left of the cave where you learn the Sack Pack. Getting up this high will require the highest jump possible... Shock Springing with Kazooie alone. Split Up in the center of the cavern, then grab the nearby Springy Step Shoes. Trot over to underneath the Jinjo, spring up, and you've got it.

-JINJO 2: LOOKS LIKE A MINJO, BUT IT'S NOT-

Area: Mumbo's Skull (Blue) Location: Lobby
Moves Needed: None Magic Needed: None

This is rather peculiar. If everything made sense, this would be a Minjo. This Jinjo simply sits in the lobby of the Blue Mumbo Skull. That's it. Just walk in and pick it up. It seems that this should be a Minjo, but it isn't. Very strange... but then again, this is Cloud Cuckooland.

-JINJO 3: HANGIN' OUT AT WUMBA'S-

Area: Wumba's Wigwam Location: Rafters
Moves Needed: None Magic Needed: Bee Transformation

Jinjo number three is hanging out inside Wumba's Wigwam, but unlike the rest of his companions, he doesn't call out to you unless you go up to get him. This makes him all the more easy to miss, even though he's right above you. Transform into the Bee and fly up to the rafters above and you'll see the Jinjo. All you have to do is get him. That is, if you can maneuver yourself well enough to (it's harder than it seems).

-JINJO 4: IT'S-A VERY GOUDA-

Area: Inside the Cheese Wedge Location: Ledge in Back
Moves Needed: Sack Pack Magic Needed: None

This Jinjo probably is ready for you to finally save him from the foul reaches of the stinky Cheese Wedge. There are two ways to get him. The first is easier, as you only need to enter the cheese wedge and shoot a Clockwork Kazooie Egg up to the ledge (obtaining the Jinjo). However, the second is more practical as you can get the Jinjo on your way to getting Jiggy 7. Enter the Cheese Wedge as Banjo only (be sure to grow the Beanstalk and hatch the Floatus Floatium so you can get here as him), then use the Sack Pack to jump onto the spiky onion that comes down near the door. Ride it to the next onions, then to the ledge where the Jinjo is.

-JINJO 5: JOLLY'S JUICE STRAW CLIMB-

Area: Inside the Trash Can Location: On Tall Snack Box
Moves Needed: Shack Pack Magic Needed: None

In the back of the Inside of the Trash Can, there's a straw inside the large Jolly's Juice bottle. The straw leads to the top of the Fatty Snack Treats box, where you can see a Jinjo. Now, if only you could get into the bottle and climb the straw... well, as you may have guessed, you can. Split Up in the Central Cavern and take Banjo to the flower above the Mumbo Skull near the trash can (climb up the vine). It'll shoot Banjo over. Go around back to where a small hole is, and use the Shack Pack to squeeze inside. You'll emerge inside the bottle. Climb the straw and you'll leap over to the Jinjo.

===== CHEATO PAGES =====

-CHEATO PAGE 1: THE ZUBBA CHALLENGE-

Area: Zubba's Nest Location: Honeycomb Platform
 Moves Needed: None Magic Needed: Bee Transformation

If you score 40 points in the Zubbas' Challenge, you'll be rewarded with a Cheato Page (see Jiggy 2 for details on how to get to the challenge and tips for winning).

-CHEATO PAGE 2: POT 'O' GOLD CHALLENGE-

Area: Inside the Pot 'O' Gold Location: Jiggy Chamber
 Moves Needed: Various Eggs Magic Needed: Mumbo

The Pot 'O' Gold's prize for hitting 75 Jiggies on the wall is a Cheato Page. See Jiggy 6 for details and strategies on how to get in the Pot 'O' Gold and how to get the target score.

-CHEATO PAGE 3: CANARY MARY REMATCH REMATCH-

Area: Cloud Cuckooland Location: Near Wumba's Wigwam
 Moves Needed: None Magic Needed: None

If you managed to beat Canary Mary the first time, guess what? You get to do it all over again, but this time she's even faster! What fun! If you don't mind taking the chance of giving yourself a heart attack or having a controller fly through your TV screen, defeating Canary Mary a second time will get you a Cheato Page.

===== JAMJARS' MOVES =====

-SACK PACK-

Area: Central Cavern Location: Cave Behind Red Wall
 Notes Needed: 765 Perform: Hold Z and Press Top C

The final move you'll learn is Banjo's Sack Pack, which is vital in completing the game. When alone as Banjo, hold the Z button and press Top C. Banjo will get inside his backpack from the top, as if it were a sack. He can then hop around without getting injured by thorns, toxic water, or anything else beneath his feet.

===== GLOWBOS =====

-MUMBO'S GLOWBO-

This Glowbo is found underwater in the Central Cavern. There's a small enclosed pool higher up than the other two bodies of water, with a sign at its side. Dive into this pool to find the Glowbo.

-WUMBA'S GLOWBO-

The Glowbo's in this water must really enjoy swimming, as Wumba's Glowbo can be found underwater as well. It's found in the pool outside of the Central Cavern, near where George the Ice Cube is/was sitting.

===== BOSS: MINGY JONGO =====
CRAFTY SHAMAN IMPERSONATOR

Mingy Jongo, the evil cyborg that poses as Mumbo, isn't quite as hard as you'd initially think one of such craftiness would be. Mingy's attack pattern is quite simple. First he'll disappear, then reappear in a new location. At this spot, he'll shoot a glowing orb of magic at you. He hangs around in his spot for a little bit, so be sure to attack after you dodge the orbs. After four successful hits, the glowing orbs will start to home in on you a bit. After eight hits, Mingy's disguise will be gone and you'll smash him to smithereens. While Mumbo's Skull's small room makes it harder to dodge the attacks, it also makes it easier to catch up to Mingy before he goes someplace else.

===== MUMBO PADS =====

-MUMBO PAD: RAIN DANCE-

Cloud Cuckooland's only Mumbo Pad is located to the side of Mr. Fit's running track. To get to it, enter the Central Cavern and go to where the Kazooie footprints go up the wall. Continue to the right and exit through the first opening you see. The Rain Dance brings rain to Cloud Cuckooland, watering planted seeds to make beanstalks and forming a rainbow to the Pot 'O' Gold.

===== WARP PADS =====

-WARP PAD 1: WORLD ENTRY AND EXIT-

This Warp Pad is right behind the bubble elevator when you first arrive in Cloud Cuckooland.

-WARP PAD 2: CENTRAL CAVERN-

Cloud Cuckooland has a measly two Warp Pads, the first being at the entrance and the second in the middle of the Central Cavern. You won't really be using these Warp Pads much unless you want to leave the level.

===== AREA LOCATIONS =====

CENTRAL CAVERN:

The Central Cavern is a major part of this level, as it's where the only Split Up Pad can be found (you'll be using it a lot). The cavern is inside the central mountain, and any entrance from the side will lead in to it.

INSIDE THE TRASH CAN:

Inside the Large Trash Can. Shoot across from the Flower above the nearby Mumbo Skull, or fly over to it.

POT 'O' GOLD:

Run across the Rainbow after tripping the switch to enter from the roof of the pot.

CHEESE WEDGE:

High up in the Cloud Cuckooland skies, the Cheese Wedge can be flown to or gotten to by using the beanstalk and Floatus Floatium.

MUMBO'S SKULL:

The real Mumbo skull is the red-tinted one. It's higher up the mountain than the blue one.

WUMBA'S WIGWAM:

Near Canary Mary's race starting point, on a small, twisting purple island.

===== LEVEL 9: CAULDRON KEEP =====

Isle Area: Quagmire	Train Station: No
Jiggies Needed: 55	Moves Learned: 0
Characters: Gruntilda, Mingella, Blobbelda, Dingpot, Klungo	
Enemies: None	
Mini-Boss: Klungo	
Boss: Gruntilda (in Hag 1)	
Transformation: None	
Mini-Games/Shootouts: None	
Levels Connects To: None	

The final area you'll visit in Banjo-Tooie is Cauldron Keep, the hideout of Gruntilda and her sisters as well as the home of the giant ray gun. Now's your chance to put an end to Gruntilda's mad scheme once and for all. Of course, it won't be easy, and you'll be facing several challenges along the way...

===== CAULDRON KEEP ENTRANCE WALKTHROUGH =====

Since Cauldron Keep isn't set up like most levels (there aren't any collectibles and such), I'm just going to take you through the level. When you enter, the drawbridge will be closed. Of course, the witches are very intelligent and decided to leave the switches for opening the door outside. There are two switches, one for Banjo and one for Kazooie. Use the Sack Pack to hop across the moat of toxic waste as Banjo, and Glide across with Kazooie. When both switches are pressed at the same time, the drawbridge will come down. There's still an electrical field blocking the entrance though, but those silly witches put this switch outside too. Run alongside the tower to the back, where a Minjo is guarding the last switch outside. Hit it and go inside Cauldron Keep.

===== MINI-BOSS: KLUNGO =====
CAREER-QUESTIONING MINION

Klungo's back for a third time in the Cauldron Keep Gatehouse, determined as ever to halt your progress. This time Klungo will use the last of the three potions (the order is random, so only you'll know which one it is). However, this time around, Klungo's aim is dead-on, so you'll have to be pretty tricky to avoid his potion throws. When he throws, quickly change directions so the potion misses. If you don't, it'll hit you 95% of the time. Below are his three possible potion types.

1. This potion will create clone images of Klungo, and to proceed you must find the real Klungo and attack. You can tell him apart from the others by his slightly whiter lab coat. He's also the last one to start moving when the clones appear. After you attack the real Klungo (the Rat-a-tat Rap works good), he'll form a protective shield and will start hurling beakers of poisonous chemicals at you. Use the strategy described above until he stops throwing. He'll begin again with making clones, but this time they're be two. The last time there's three. You'll beat him after three hits.

2. The second potion variation makes Klungo grow to monstrous proportions. Soon after, he will leap into the air and come crashing down. Simply attack when he stands still, then he'll activate his protective shield and throw beakers of potion at you. He'll then start over with growing large and will repeat the process until you've hit him three times. He'll run away after the battle.

3. The third potion turns Klungo invisible. After a short period of time, Klungo's potion will wear off and you'll be able to see him. Attack him then. He'll go into his regular routine of throwing chemicals, then back to invisibility. Two more hits and he's beaten.

Klungo will finally get some sense knocked into him (literally) and will decide to quit the brutal work he must perform under Grunty's control. Klungo is now a good guy... who knows, maybe he'll have a helpful role in the next Banjo game.

===== TOWER OF TRAGEDY QUIZ =====

The next part of Cauldron Keep is, keeping with Banjo tradition (there's lots of tradition with two whole games, ya know). The Tower of Tragedy is split up into three rounds of 180 seconds in length. You'll be facing off against Grunty's two sisters, Mingella and Blobbelda, answering questions about the game. Those who have paid attention to their surroundings and what's been going on in the game shouldn't have any trouble winning. By correctly answering a question, you get two points. For getting a question wrong, two points are subtracted from your score. If another player gets a question wrong then you answer it correctly, you'll score one point. At the end of each round, the person with the lowest score is disqualified. In the last round, with only you left (if you make it that far), Grunty will give you a target score of 15 points to beat (you can pass on questions, too, and no answers are shown until you buzz in). After buzzing in, you have five seconds to answer a question. Now that the rules are explained, on with some helpful tips. Always buzz in as fast as you can, because more often than not the answer will be pretty clear. You can also pause the game at certain times, so if you want to rush back to this FAQ to look something up, you can. The harder questions come in the picture/scene variety. Grunty will show you a picture, and you'll have to answer a question about it. It's almost always best to buzz in quickly, or one of the other players may get it. However, only do it when you've studied the picture significantly. The three main questions asked for pictures are "Where is this?", "How many of an object were in this picture?", or "What was/wasn't in this picture?". To test your skills, see if you can get the questions in Part 5, Section 4 (Tower of Tragedy Quiz Questions) right. When you win, Grunty will flee to the top of the tower. Get ready to go into the final boss battle.

===== BOSS: HAG 1 =====
MONSTROUS MECHANICAL MUD-MUNCHER

-Jiggies Needed: 70

It's finally time to face off with Gruntilda to once and for all decide whether bears and birds or skeleton witches are better... yes, what a stupid reason to fight. Why can't we all just get along? Anyway, for your second boss battle, Grunty is in her souped-up driller, the Hag 1, which can definitely deal out some damage. I seriously recommend getting enough Cheato Pages to get the Honeyback cheat. With the cheat, beating Grunty is a breeze. Without it, it's very challenging. Whichever way you choose, Grunty will take 100 hits in all to defeat. This battle combines standard Banjo platforming, the FPS mode, and even quiz questions. Grunty's attack strategies are listed below. After each one is finished, Grunty will drop a Honeycomb.

1. LASER SPIN (2) - 10 hits

Grunty's first attack is spinning around with two dangerous lasers protruding from the Hag 1. Simply jump over them when they come around. Walk in the opposite direction that the lasers are spinning. This will make jumping over them easier. After a short period of time, she'll pop out and ask you a question... not very fitting for an intense battle, but play along. These questions are generally harder than the ones in the Tower of Tragedy Quiz. Answering correctly will have Grunty shoot slow spell shots, while a wrong answer will make her shoot much faster ones. During this time that she shoots spells, things will zoom in to first-person, where you can get ten hits (using normal eggs) on Grunty before moving to the second attack pattern.

2. LASER SPIN (4) - 10 hits

This strategy is the exact same as the first, except this time Grunty will have four lasers spinning around. The standard quiz question is asked, and you can get ten more hits on her.

3. MORTER CANNON - 10 hits

Grunty decides to stop using lasers for a while and instead use the huge mortar cannon on the back of the Hag 1. This cannon shoots a huge missile at Banjo, and when it hits either him or the ground, it'll split into four smaller missiles that go in every direction. Be sure to jump into the air whenever the missile hits the ground so you can avoid the small missiles. Once again, a quiz question is asked, and you can get ten more hits on her.

4. MORTER CANNON (2) - 10 hits

This attack is the same as the normal Morter Cannon, but this time there's two of 'em. This shouldn't make much of a difference, but be wary of the extra missiles flying around.

5. DRILL, LASERS (2) - 10 hits, 1 Gearboxes

Grunty will now abandon the Morter Cannon strategy and start using the Hag 1's main feature, the drill. Dodging the drill is simple, and even easier with by using the Talon Trot. In fact, the drill will even go above your head if it gets close, so you'll even have to jump to get hurt. There's also two lasers coming out, which are more dangerous than the drill itself. Grunty will ask you the normal question followed by a chance to hurt her, but after this time the Hag 1 will stall. Grunty has opened the exhaust hatch to allow the Hag 1 to move,

and the key is going inside it. However, it's too small for the fabulous duo, so send a Clockwork Kazooie Egg inside. Dodge the enemies and go to the back of the interior room and detonate the bird on one of the Gearboxes.

6. DRILL, LASERS (4) - 10 hits, 1 Gearbox

The same process is repeated, but this time you'll have to face four spinning lasers along with the drill.

7. MINION (1) - 15 Hits

Although this is near the end of the battle, it's very easy. All Grunty does is throw one of her minions (a Gruntling) out to attack you. Just avoid it while you fire eggs at her. You can get 15 hits in this round.

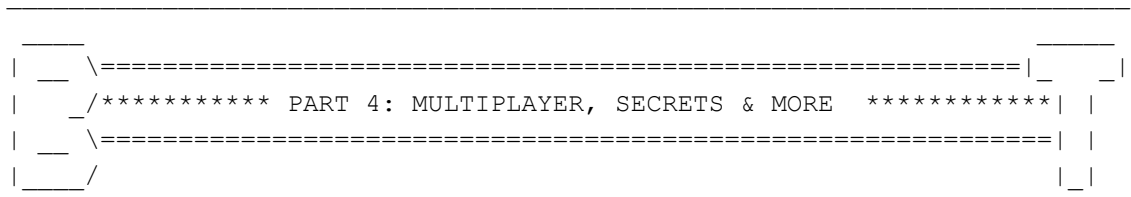
8. TOXIC GAS, MINIONS (MULTIPLE) - 14 Hits

Grunty will this time throw out several Minions for you to battle, and will also fill the air with toxic gas. You'll have to beat her before your air supply is used up. This shouldn't be too hard, as it will only take fourteen hits.

9. SUPER POWERFUL SPELL - 1 hit

With only one hit left, Grunty will give it all she's worth with a super powerful spell. Keep moving so it doesn't hit you and land one more egg on her noggin'. This will defeat her once and for all.

With Grunty gone, all that's left for you to do is watch the ending sequence. Yes, Captain Blubber makes an appearance in it, even though his role in the rest of the game is minimal. That's what you were dying to know, right? Well, congratulations, you've beaten the game. Or maybe you've just read this far but haven't beaten it yet. You imposter! Out with you! No reading these final sentences until you've won! Go do it now!



You don't need to know this stuff to beat the game, but there's a lot of good information here regarding the Multiplayer (including options and the games), Secrets (including the Ice Key and Mystery Eggs), and a Jinjo Guide (including where all the Jinjos are and how many are needed to complete each family).

===== MULTIPLAYER =====

While note the most engrossing multiplayer mode video games have seen, the Banjo-Tooie multiplayer games will provide some fun. Particularly the mini-games you've encountered across your journey. Listed below are not only the games you can play and tips for them, but also characters, options, and statistics for the deathmatch (shootout) games.

===== CHARACTER/OPTIONS =====

~CHARACTERS~

The following characters are available to play as. Some of them must be unlocked somehow. All of them are basically the same, and one won't give you too much of an advantage/disadvantage over another. You can only choose your character in a deathmatch (referred to as the "shootout" games).

-BANJO-

Available: Beginning Size: Medium

Banjo the bear wields Kazooie as his weapon. He's larger than most of the other characters, making him an easier target. Default for Player 1.

-MUMBO-

Available: Beginning Size: Medium

Mumbo, the default character for Player 2, is about the same size as Banjo, so he isn't the best choice when it comes to avoiding attacks. Mumbo's green parrot is an interesting looking weapon, though no different than the others.

-JINJO-

Available: Mystery Egg Size: Small

The Jinjo character is not available when you first play the game. To unlock him, you must be able to hatch eggs (learned in Terrydactyland). When you can, go to Heggy's Nest in the Wooded Hollow and hatch the Mystery Egg. This will unlock Jinjo. His smaller size makes him harder to hit, but he only has a mere four honeycombs! Only skilled players should use him, as a single grenade egg could defeat him.

-JAMJARS-

Available: Beginning Size: Small

Jamjars is the default character for Player 3. Like everyone else, he's pretty much the same (making him even more like everyone else). He seems a tad smaller than the other characters, though.

-GRUNTILDA-

Available: Beginning Size: Large

Gruntilda is the largest character, making her the easiest one to hit. She's the default character for Player 4, but more experienced players should be the ones to use her. She uses a black crow for her weapon.

~DAMAGE~

There are two seven different ways to attack your opponent in a deathmatch: using the Beak Bayonet or one of the six types of eggs (an extra one is added for these battles). Below is the list of the items that are used in a deathmatch, including one that doesn't attack your opponent.

- *Beak Bayonet: -1 Honeycomb
- *Normal Egg: -1 Honeycomb
- *Fire Egg: -2 Honeycombs
- *Grenade Egg: -4 Honeycombs
- *Ice Egg: Immobilizes
- *Clockwork Egg: -4 Honeycombs (Controllable)
- *Proximity Egg: -4 Honeycombs
- *Honey Jar: Turns Your Character Invisible (20 seconds)

~DEATHMATCH OPTIONS~

These are different settings that you can set in a shootout game.

-LENGTH:

- *1st to 10: The 1st player to get ten points/kills wins.
- *1st to 20: The 1st player to get twenty points/kills wins.
- *5 Minutes: The game will last five minutes. Whichever player has the most points/kills when the time expires wins.
- *10 Minutes: The game will last ten minutes. Whichever player has the most points/kills when the time expires wins.

-TYPE:

- *Squakmatch: Normal energy bars and normal egg damage.
- *Single Egg Splat: No energy bars, one egg will splat players instantly.
- *4 Dozen Fun: Each player has 48 eggs. Score 1 point per hit. Game ends when all eggs are used or the timer expires.
- *Birdy Buddies: Divide your players into teams for a squakmatch game.
- *Chicken Chase: One player is the target that the others must shoot to score points. The target scores points by not being shot.

-EGG TYPE:

- *Eggs A Plenty: Features every type of egg.
- *Hot N' Cold: Features normal, fire and ice eggs.
- *Sneaky: Features normal, fire and proximity eggs.
- *Bombs Away: Features normal, ice and clockwork Kazooie bomb eggs.
- *Big Bangs: Features normal, ice and grenade eggs.

===== GAMES =====

Now that you know the basics for the games, here they are themselves. Included is not only how each of the games you can play works, but also tips for success.

The Standard Point Value (SPV) is:

Reds worth 1, Greens worth 2, Blues Worth 3

-TARGITZAN'S TEMPLE SHOOTOUT-

Type: Deathmatch Character: Selectable

One of the few deathmatch games, Targitzan's Temple is a rather small arena, complete with multiple levels and secret passages. Find out where the passages are and use the knowledge to your advantage. You may be able to escape if you know where to go but your opponent doesn't. Many of the items can be found near the central room (where the dart statue is in the single player). A passage near the entry point to the room coming from the temple entrance conceals a Honey Jar. If you go down the path opposite the jar you can find Clockwork Kazooie and Grenade eggs, which should be your main weapons. Ice eggs are found to the right of the Honey Jar tunnel.

-MAYAN KICKBALL CHALLENGE-

Type: Mini-Game Character: Stony

This is a very fun game to play, and despite the few rules, there's a lot of depth to this game. It's always most beneficial to get the yellow balls into your goal. If you spend all your time shooting red balls at your opponents, you

they'll generally get ahead and you will have little if no points. Do whatever it takes to get a yellow ball, which includes stealing (press B) from your opponents. Only shoot red balls into your opponents' goals when you have no chance of getting a yellow ball or you have time to kick one in. Ignore bombs altogether, as the momentary stunning your opponents receive isn't worth the trouble, and you'll usually blow yourself up in the process.

-ORDNANCE STORAGE SHOOTOUT-

Type: Deathmatch

Character: Selectable

The second deathmatch take place in the old mine where you defused the dynamite sticks. It's larger than Targitzan's Temple, but also easier to learn the layout. The Honey Jar is right in front of the entrance, and if you enter the center room from the direction of the entrance, there's Fire Eggs to the left and right (a decent weapon).

-DODGEMS CHALLENGE-

Type: Mini-Game

Character: Dodgem Guys

Another fun mini-game is the Dodgems challenge. In this you try to run over as many of the lovable Twinklies as possible, and like most mini-games, reds are worth 1 point, greens worth 2, and blues worth 3. Always go for blues, although greens are good as well. Reds should only be gotten when there's nothing else. Whenever a blue pops up, go for it (unless you're going to get another one, of course), because everyone else will be, too. If you can trap a player along the wall while you collect Twinklies, the effort will be worth it.

-HOOP HURRY CHALLENGE-

Type: Mini-Game

Character: Kazooie

While not quite as fun as some of the other games, the rather large area and quick disappearing of the hoops make this game a tad more complicated than many of the others. Constantly scan around the room for the highest scoring rings. Remember, the more the point value (the standard value), the smaller the hoop, and it actually is more difficult to go through smaller hoops. Try to be able to get in front of the hoop, as its easier to jump through it if you know exactly where to go (you wouldn't with a view from the side).

-BALLOON BURST CHALLENGE-

Type: Mini-Game

Character: Flying Banjo/Kazooie

This challenge is different from most others because of the fact that you play the entire game while flying. Switching to the first-person view is a must, and you can still fly upwards by pressing A. Don't get too close to the ground or ceiling, or many of the balloons will be too far away. Don't worry about your opponent, though, because there's nothing they can do to hurt you. Stake out a position in one of the corners so you can see the entire area at once. Aim at the closer balloons when possible. SPV is used.

-MINI-SUB SHOOTOUT-

Type: Transformation Deathmatch

Character: Submarine

While most deathmatches have you choosing one of the selectable characters, this is one of the two that only allows one character. You'll assume the role of the submarine here, and you'll have to hunt down your opponents. Fire your torpedos

like crazy, because you have an unlimited supply. One hit will gain yourself 1 point. After one is hit, they will be invincible for a few seconds. Avoid them during this time. The arena is very large, but the many rock formations make for good hiding spots.

-CHOMPA'S BELLY CHALLENGE-

Type: Mini-Game

Character: Banjo/Kazooie

The room for this Mini-Game is not too large and just a simple circle. That makes it easy to hit the germs, and it's even easier when you fire as many eggs as possible. Points will likely be stolen from you quite often, because of the general simplicity. You can hit more germs by aiming up a little bit. SPV is used.

-CLINKER'S CAVERN SHOOTOUT-

Type: Deathmatch

Character: Selectable

The last of the normal deathmatch arenas, Clinker's Cavern is perhaps the hardest to navigate and the most confusing. If you can learn the layout, you'll have a great advantage. Like the Ordnance Storage Shootout, the Honey Jar is right in front of the entrance. In the orange/yellow room with the pillars on the floor, there's Grenade and this level's own special gold eggs. The Gold Eggs shoot much faster than normal eggs.

-PACKING ROOM CHALLENGE-

Type: Mini-Game

Character: Kazooie

Your first priority should be getting and keeping on the running shoes. Without them, you don't stand a chance. Don't try preventing others from getting some, because they appear so frequently that it'll be more of a pain to do this than it's worth. Only go to the platforms to drop of the Twinklies you've collected when it makes a noticeable difference in your movement (and at the end). Since the SPV is used, blues and greens should be your main targets.

-COLOSSEUM KICKBALL CHALLENGE-

Type: Mini-Game

Character: Stony

The more advanced version of the kickball tournament introduces glowing yellow and glowing red balls. These ones count as double, so that's +4 points for getting a yellow ball and -2 for the lucky person that gets a red. Wondering why I say lucky? The person with the lowest score wins this game, making things much more difficult. Only go for glowing balls, as they'll raise your opponents scores much more. Intercepting balls is very helpful, too.

-TRASH CAN CHALLENGE-

Type: Mini-Game

Character: Kazooie

The Trash Can Challenge has a fixed view, and as Kazooie, you must destroy germs. Skip germs on top of the garbage, and try to avoid going across the playing field. Sometimes the germs hover off the ground, but because of the view, there's really no way to tell. This game is a lot about the luck of hitting the right germs at the right time. SPV is used.

-ZUBBA'S NEST-

Type: Transformation Shootout

Character: Bee

This game is similar to the Mini-Sub Shootout. You'll get one point for each successful attack on an opponent. However, this time you'll be flying and the stinger fires much more quickly. Hold B at all times to fly faster and to make yourself a difficult target (this coupled with flying higher will make you incredibly difficult to hit). Hold down Z to fire as fast as you can. The arena is smaller than the submarine's, though, and the ceiling will be quite annoying.

-TOWER OF TRAGEDY QUIZ-

Type: Quiz

Character: Various

If you have friends that also play Banjo-Tooie, this game is great fun, and it will determine who knows the most. Remember that you can ring in at any time, and the sooner you do it the less time it'll give someone else a chance. If it's simply a question, buzz in as quickly as possible. Once you're playing, read the question. For pictures, quickly study the picture then buzz in before it goes away. You can usually deduce what the question was asking, although many times you'll have no idea. It's risky, but it usually pays off. The lesson? Buzz in as soon as possible.

===== SECRETS =====

Banjo-Tooie has a few secret things hidden away. These things aren't necessary in completing the game, but will make your adventure easier. Most of these things really aren't secrets, but instead special things that you learn. Are there any real secrets in Banjo-Tooie, such as learning information that connects with Banjo-Kazooie? Only time will tell.

===== SECRET ITEMS =====

Finally, after two and half years you get to use that Ice Key and those Mystery Eggs! Although you don't go back to Banjo-Kazooie to get them (though it is heavily rumored that you can), they are hidden away and not only will you have to find them, you'll have to find out what to do with them.

-THE ICE KEY-

Area: Jinjo Village

Location: Sandy Area

Moves Needed: Grip Grab, Talon Torpedo

The Ice Key is not hidden in Wozza's Cave of Banjo-Kazooie, but instead is found above the sandy area in the Jinjo Village. To the right of the entrance to the village from Spiral Mountain is a sandy area. Rocks along the left wall take you up to a ledge. Use the Grip Grab to go across, and at the end pull yourself into the cave. Go down the tunnel and you'll come across a B-K Game Pak. Break it open to find the Ice Key. Pick it up, then head to Glitter Gulch Mine. Proceed to the Waterfall Cavern, where a rock with Kazooie's face on it rests underwater. Use the Talon Torpedo to destroy it, then go down the watery tunnel. You'll emerge on the Ice Side of Hailfire Peaks, in front of a large chest. Put the key in and it'll open to reveal the legendary Mega-Glowbo. Take this Glowbo to Wumba's Wigwam on the Isle O' Hags. She'll use this to make a spell that turn

Kazooie into a dragon. Dragon Kazooie isn't any larger and can perform the same attacks as Kazooie. The are only two differences (besides appearance). The first is her new ability to spew fire when standing still (rather than pecking), which is not only effective, but it will scare enemies. The second is having unlimited Fire Eggs.

-PINK MYSTERY EGG-

Area: Spiral Mountain Location: Grating
Moves Needed: Egg Aim, Grenade Egg

The Pink Mystery Egg waits in Spiral Mountain, above the stumps where you can use the shoes from the old game. The easiest way to get this is to take to the skies from the Flight Pad atop Spiral Mountain. While in the air, fire a grenade at the grating above the shoe area (aim for the crack). If you aimed right, it'll come tumbling down. Go into the cave to find a B-K Game Pak, and break it open for the Pink Mystery Egg. Take this to Heggy's Nest in the Wooded Hollow, and hatch the egg with Kazooie. Your reward is a new move, which is quite abusive towards Kazooie. Tap B twice while standing still, and Banjo will smash Kazooie against the ground, defeating enemies and Kazooie's brain cells. Just listen to Banjo's evil laugh when he does this... what a heartless bear.

-BLUE MYSTERY EGG-

Area: Spiral Mountain Location: Behind the Waterfall
Moves Needed: Grip Grab

The last Mystery Egg rests behind the Waterfall in Spiral Mountain. Take off from the Flight Pad atop Spiral Mountain, and fly into the cave above the waterfall. Go upstream until you come to a gate. To get over it, you must use the Grip Grab. There's a ledge underneath the waterfall that you can climb across into the cage, where the Game Pak is there for you to destroy. Take the Blue Egg to Heggy and she'll hatch it, revealing a new code. Go to the Code Chamber and enter "HOMING" to make your eggs home in on enemies.

===== CHEATO'S CHEATS =====

These Cheats are awarded to you by Cheato the Spellbook for returning his pages. Visit him in Gruntilda's Lair after every time you accumulate five pages to earn a new cheat. Enter them into the Code Chamber in the Mayahem Temple, then go over to the scroll on the wall to activate them. These can only be entered if you've talked to Cheato.

-FEATHERS-

The first cheat you learn will be helpful, but not the best you can get (as you don't use feathers all that often in this game). By entering "FEATHERS" into the Code Chamber, you'll double the maximum amount of each feather type you can carry. This means you can hold 200 Red Feathers and 20 Gold Feathers.

-EGGS-

This is a very helpful cheat, because you use eggs a lot and being able to hold many of them is very helpful, especially for the final battle with Gruntilda. Enter the short code "EGGS" in the Code Chamber, and you'll get to carry double the previous maximum amount of eggs. This means 200 Normal Eggs, 100 Fire Eggs, 50 Grenade Eggs, 100 Ice Eggs, and 20 Clockwork Kazooie Eggs.

-FALLPROOF-

Now we're getting into the good cheats! This cheat will finally make all those annoying falls insignificant, as they won't harm you one bit. You'll still crash into the ground, but even if you jump from the highest of heights, the fall won't hurt you. Simply enter "FALLPROOF" on the Code Chamber wall.

-HONEYBACK-

This is an incredibly helpful cheat, and with it you'll practically never die. If you ever lose energy, don't worry. After only a couple of seconds, you'll regain one energy piece, and this will continue until you have full energy. This means you'll have full energy at nearly anytime, and all you have to do is enter "HONEYBACK" in the Code Chamber.

-JUKEBOX-

Fixes the Jukebox at Jolly's in Jolly Roger's Lagoon.

===GETTING CHEATO'S CHEATS WITHOUT CHEATO PAGES===

If you want to skip getting all of the Cheato Pages, you can enter the codes without ever having to see Cheato or collect the Cheato Pages. It's quite easy, actually. Simply go to the Code Chamber and get on the platform. First spell CHEATO, then enter the code you want backwards. Without having to get anything, you'll unlock the code.

===== CODE GUIDE =====

For those of you too lazy to earn your own cheats, here's a list of codes you can input in the Mayahem Temple Code Chamber to unlock bonuses, fun things, and other things that you'd normally have to work for. Just remember that using these codes is the equivalent to selling your soul to the devil of video games...

ENTER "CHEATO" IN FRONT OF ALL OF THE FOLLOWING CODES

- JUKEBOX: Enables Jolly Roger Lagoon's Jukebox
(enter backwards if not received from Cheato)
- GETJIGGY: Enables Signs in Jiggywiggy's Temple
(enter backwards if not received from Madame Grunty)
- SUPERBANJO: Enables Speed Banjo
- SUPERBADDY: Enables Speed Enemies
- HONEYKING: Enables Infinite Honey
- NESTKING: Enables Infinite Eggs and Feathers
- JIGGYWIGGYSPECIAL: Unlocks All Levels
- HOMING: Enables Homing Eggs
(enter backwards if not received from Blue Egg)
- JIGGYSCASTLIST: Enables "Character Parade" in Replay Mode
(will not work if you have beaten the game or entered the code below)
- PLAYITAGAINSON: Enables Everything in Replay Mode

===== BANJO-KAZOOIE CODES =====

Everyone who has played and beaten Banjo-Kazooie's first question after playing Banjo-Tooie is "where's the connection between the games?". It's time to

find out, but first, a little history of what we know about the connection between the two games.

-HISTORY OF THE CONNECTION-

At the end of Banjo-Kazooie, Mumbo Jumbo showed three pictures of the duo retrieving secret items in the same levels as in Banjo-Kazooie, but in areas that the player could oftentimes see, but not access. While the original thought by players was that you could unlock these treasures in Kazooie, when one listened to Mumbo better, they realized he was saying that you would be able to get these items in the sequel, Banjo-Tooie.

So, how would these two games connect with each other? There were tons of ideas, such as including the levels in Banjo-Tooie, making a Game Boy version of Banjo to connect via the Transfer Pak, or to making the game itself literally connect with Kazooie, all of which were probably explored by Rare at some time. However, through cheaters and confessors, we now know what Rare had intended.

The first key in unlocking what Rare's original plan was was discovered by Gameshark users. After entering a code, those that owned a Gameshark could get past the wall blocking the legendary Ice Key and obtain it. After they did, an option called "Stop and Swap" appeared. This option would be used by stopping the game (taking Banjo-Kazooie out of the N64) and swapping it with Banjo-Tooie (putting Tooie in instead, with the info from Kazooie somehow still there). Through the recent unveiling of the codes below, we now know that you were to obtain the codes in Banjo-Tooie, enter them in Banjo-Kazooie, get the items, Stop and Swap them, then do whatever you did with them in Tooie.

Unfortunately, things haven't seemed to work out as planned. Perhaps the Stop and Swap idea didn't work, or perhaps Rare had to get the game out by its release date and in doing so was forced to cut some things from the game, such as the lengthy connection process. So, unfortunately, there really is no connection between the games. You can get the items in both games, but there is no transferring.

-BANJO-KAZOOIE CODES-

While you can't swap the items to Tooie, I think many of you would like to once and for all obtain those elusive items in Kazooie. Since this subject is closely related to both games, and this will hopefully solve some of your questions, I've decided to include the codes for Banjo-Kazooie here for your convenience. Enjoy.

*Enter all of the codes below in the Treasure Trove Cove sandcastle. Remember that you must put "CHEAT" in front of every code if you want them to work. Each code is quite lengthy, and there's no indication of whether you're doing it right, so be careful when entering them.

- NOWYOUCANSEEANICEICEKEYWHICHYOUCANHAVEFORFREE: Removes the ice wall in Wozza's Cave (Freezeasy Peak) that blocks the Ice Key.
- OUTOFTHESEAITRISESTOREVEALMORESECRETPRIZES: Raises Sharkfood Island in Treasure Trove Cove. Shock Spring up the mountain inside to get the Pink Egg.
- ADESERTDOOROPENS WIDE ANCIENT SECRETS WAIT INSIDE: Opens the door that Gobi was near in Gobi's Desert, allowing you to reach the Blue Egg.
- DONTYOU GO AND TELL HER ABOUT THESE SECRETS IN HER CELLAR: Opens one of the kegs in Mad Monster Mansion's cellar, where the Light Blue Egg is.
- AMIDST THE HAUNTED GLOOM A SECRET IN THE BATHROOM: Makes the Green Egg appear above Loggo in Mad Monster Mansion's bathroom.
- THIS SECRET YOU'LL BEGRABBING IN THE CAPTAIN'S CABIN: Makes the Red Egg appear in the Captain's Cabin in Rusty Bucket Bay.
- NOW BANJO WILL BE ABLE TO SEE IT ON NABNUT'S TABLE: The table in Nabnut's house will have a Yellow Egg on it after entering this cheat. Nabnut

lives in Click Clock Wood, if you didn't know.

===== JINJO/EMPTY HONEYCOMB GUIDE =====

Since there's no other place where I can list how many Jinjos you need to complete a family, I thought I'd make a separate guide. Since there seems to be no fitting place for listing the numbers of Empty Honeycombs you need either, I thought I'd add that too. I originally planned to put their locations here, but because you can find that in other places here I thought it'd just be a waste.

~JINJO FAMILY GUIDE~

- White Family: 1 Member
- Orange Family: 2 Members
- Yellow Family: 3 Members
- Brown Family: 4 Members
- Green Family: 5 Members
- Red Family: 6 Members
- Blue Family: 7 Members
- Purple Family: 8 Members
- Black Family: 9 Members
- Grey Family: Destroyed

~JINJO HOUSE LOCATION~

- *Near Wooded Hollow Exit (Back)
- *Near Spiral Mountain Entrance
- *Near Wooded Hollow Exit (Back)
- *Behind Jingaling's Palace
- *Near Spiral Mountain Entrance
- *Near Spiral Mountain Entrance
- *Behind Jingaling's Palace
- *Behind Jingaling's Palace
- *Near Spiral Mountain Entrance
- *Formerly Near Spiral Mt. Entrance

~EMPTY HONEYCOMB GUIDE~

- 1 Empty Honeycomb: First Extra Energy Piece
- 3 Empty Honeycombs: Second Extra Energy Piece
- 5 Empty Honeycombs: Third Extra Energy Piece
- 7 Empty Honeycombs: Fourth Extra Energy Piece
- 9 Empty Honeycombs: Fifth Extra Energy Piece

===== TOWER OF TRAGEDY QUESTIONS =====

There are a bunch of difficult questions that Gruntilda will ask you for this game show, and to help you out, I've compiled a short list of questions that may help you out. Of course, since there are literally hundreds of questions, it would be impossible to list them all here. Therefore, I've put down ten questions. Use them as a test to see how well you'll do, as well as to get a feel for the types of questions that will be asked. While the quiz is multiple choice, I'm not giving you any selections. The questions are in ascending order of difficulty. The answers are at the bottom.

1. What has Cheato the Spellbook lost?
2. Which Banjo move is activated by pressing Z and Top C?
3. What is the name of the giant Pterodactyl in Terrydactyl land?
4. How do you travel to Cloud Cuckooland?
5. What color is Cloud Cuckooland's Jelly Castle?
6. Why did Loggo complain in Grunty Industries?
7. What is blocking the vents in the Grunty Industries Sewers?
8. What is the name of Cloud Cuckooland's talking safe?
9. What spell does Mumbo perform in Jolly Roger's Lagoon?

10. What vegetable is found inside of Cloud Cuckooland's Cheese Wedge?

-ANSWERS-

1. His pages
2. Sack Pack
3. Terry
4. A Bubble
5. Strawberry (red is also accepted)
6. He needed unclogging
7. Clinkers
8. Superstash Deluxe
9. Sunlight
10. Onions

Come to your own conclusions based on your score. If you didn't do so hot, remember that you'll be given a choice of three answers in the real game, making things a lot easier.

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|  _  /***** PART 5: MISCELLANEOUS *****/
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The last Part of my FAQ holds info and things you need to know not found anywhere else. This includes fun stuff like connections to other games and things made by Rare, helpful information like Frequently Asked Questions and general tips, and things that would be nice to know or see, like Contact Info, Credits, and a Closing Statement.

===== ADDITIONAL TIPS =====

The tips that follow are general things that will help you out in your game. There's a good chance that you will already know the stuff presented here, but it may be helpful if you overlooked something, and make playing the game a bit easier.

1. Swamp Trick

If you're in a swamp/bog/whatever with a Swamp Monster in it, if you stay by a wall, he won't be able to get you. Very handy to know if you fall in.

2. Telling Jinjos from Minjos

You may spend several minutes trying to find away to reach what appears to be a Jinjo, only to find it is a dreaded Minjo. Or, you may wak up to one and unknowingly get attacked. How do you avoid these situations? Fire a normal egg at any Jinjo-like creature you see. If it goes through it, then it's a Jinjo. If it has an impact, then it's a Minjo.

3. Look Around

Switch to the first-person view whenever you enter a new area or suspect something may be nearby. Many times a hidden item might be out of view from the

normal camera, but can be seen when you lookthrough Banjo's eyes.

4. Meaningless Rooms?

You may think that you've come across a room with nothing in it sometime, but there are very few, if any rooms in this game that don't have some purpose. Looks around or try firing a few different types of eggs at things to see if you can discover anything.

5. Read the Signs

Throughout your adventure, you'll come across many signs with a "?" on them. Read these, as they will always provide some sort of hint. Sometimes it simply states the obvious, but other times it may help you if you're stuck.

===== RARE CONNECTIONS =====

Of any Rareware-made game out there, none has more references to other things Rare than Banjo-Tooie. Since it's both fun and interesting, I've listed the connections that I've seen here. Know any more? Send 'em to me!

1. Sabre Wulf:

Way back in 1984, Ultimate, which later became Rare, made a game by the name of Sabre Wulf. In Banjo-Tooie, not only are there several references to it, but a hint at a sequel. In Hailfire Peaks, a tent with the Sabre Wulf logo rests on the Lava Side and a frozen explorer on the Ice Side. That explorer turns out to be the star of the game Sabre Wulf. As if this weren't enough, after you help him he says "Zzzz... perhaps I'll ride a dolphin...". This is a clear indication that a GameCube version of Sabre Wulf may likely be on the way (in fact, it may even be the long-lost Mire Mare).

2. Mr. Pants:

Those that have been to Rarewhere, Rare's website, may have seen the strangely-clad survey taker known as Mr. Pants. Funny name, seeing as he wears none (yes, he does have underwear, you sick freak). Anyway, in Boggy's Igloo on the Ice Side of Hailfire Peaks, take a look at his widescreen TV to see Mr. Pants. Hmm, first a cheat in Jet Force Gemini, now his own TV show. Mr. Pants is quite the popular guy. We also learn from this that Boggy likes to spend his time watching men with just their underwear on...

3. Jet Force Gemini:

There are several pictures of Jet Force Gemini characters in the game. Both of Bottles' sons have pictures in their rooms (Juno in Goggles' room and Vela in Speccy's), and there's also a picture of Vela in Grunty Industries workers quarters.

4. Donkey Kong:

Not only does Bottles' son Goggles have a picture of Juno in his room, he also carries around a DK doll. OK, so it doesn't look exactly like Donkey Kong, but what other monkey wears a red tie?

5. Perfect Dark:

There is only a mere reference to this game, and nothing visual. In Jolly Roger Lagoon, when you first enter the UFO, Kazooie will ask if the alien is named Elvis. In case you didn't know, Elvis was the grey little alien in Perfect Dark.

6. More Mr. Pants!:

This guy is everywhere. In the Dodgems Dome of WitchyWorld, stand near one of the windows and switch to the first-person view and look outside. Mr. Pants is a

constellation... hmm... first his own cheat, then a TV show, now his own constellation!

7. Game Magnets:

Only the 'fridge in Grunty Industries' working quarters, there are magnets in the shapes of logos for Jet Force Gemini, Banjo-Kazooie, Perfect Dark, and Donkey Kong 64.

8. ZX Spectrum:

The ZX Spectrum was a computer that was out back in the 80's, one which Rare made quite a few games for (I would too, it has a cool name). Anyway, Speccy, Bottles' son, may very well be named after the computer, as it's short name was "Speccy". And it also goes with his glasses too! How convenient.

9. Non-Game Connections 1:

Hey, why not have connections to things that aren't games, too? The first (and only so far) non-game connection is to a TV... a british TV show. It seems that the Ice Cubes George and Mildred are likely named after characters in a show on british television (or telly, as like to say... or maybe not, I've never been to Britainland). Anyway, I've recently learned more about this George and Mildred. They starred in a 70's british comedy called "Man About the House", and the premise of this show was Americanized for the show "Three's Company". The person who sent me this writes "In both series, George and Mildred's love life was sorely lacking in sizzle, so I found it quite fitting that old George Ice Cube ended up being pushed into the steaming pool of water in Hailfire Peaks, LOL! Mildred was always trying to get him to melt into her arms, and I think this was more than she bargained for."

10. Non-Game Connections 2:

In Grunty Industries, there are several boxes with numeric sequences written on them. These sequences are TK-421 and AA23. So, do these have any meaning to you? If they do, you're a huge Star Wars geek. TK-421 is the Storm Trooper designation for the outfit Luke stole ("TK-421, why aren't you at your post?"). AA23 is where Princess Leia was held in the Death Star. And no, I didn't figure this out myself... so I'm not a huge geek! Yessss!

11. Non-Game Connections 3:

This one sorta has to with games, it sorta doesn't. Some of the crates in Grunty Industries are addressed to ship to Twycross, England. This, in fact, is where those wonderful blokes at Rareware made this game and most of the other recent ones you know and love.

===== FREQUENTLY ASKED QUESTIONS =====

I often get mail asking questions I've encountered before by other people. So, why not post the answers to those common questions here so you don't have to go through the trouble of e-mailing me? So, I've made a FAQ section, and you'd be surprised that others may have similar questions.

Q: How do I beat Canary Mary in Cloud Cuckooland?

A: Beating Canary Mary is extremely difficult, and if you don't want to spend \$25 to buy a controller with a turbo button (who does?), there's no easy way. The only advice I can give you is to tell you that her speed matches your own speed. So, if you start out slow, she won't go very fast. At this time you can speed up and try to gain a little ground, which you may likely do. Then, if you slow down again, she'll slow down without have gotten fast again. Repeat. Remember, even doing it this way is very difficult.

Q: How do I get into the Grunty Industries Building?

A: Don't worry, I had trouble with this too when I first played this level. However, getting in is right underneath your nose. To the right of the entrance, behind the long building out in the swamp, is the level's Train Switch. Many people have gotten this, but haven't thought that they can use the train to get into the building. Just go to another world and take the train to the Grunty Industries Station, which is inside the main building.

Q: Where are the Claw Clamber Boots (suction cup shoes) in WitchyWorld?

A: These things are actually quite out of view, but it's not hard to get them. They're actually right smack dab in the middle of the level, on top of Conga's Big Top. Walk up one of the ropes on the side of the tent (easiest with Banjo) and when you reach the top, start Talon Trotting. On the right side of the tent (right from the level entrance) is a platform with the Claw Clamber Boots on them.

Q: I went to Grunty Industries, but I left and the train is still there!

How do I get back in?

A: OK, it's time you learned how to call a train. Go to any train station and press B next to the sign. Chuffy will ask you if you'd like the train to come and pick you up. Say yes, and it'll arrive at the station you're at. This can be used for getting the train out of Grunty Industries.

===== CONTACT INFO =====

Have some questions about the game? Comments about my FAQ? Something I left out? Info that I got wrong? If there's something you need to know or say about my FAQ, be sure to:

E-mail me Questions or Comments- croco64@yahoo.com

Before you send me stuff, however, make sure you read this first:

1. Please look at the walkthrough before you send me questions! I made the walkthrough for a reason. It was so you could look at it, not so you could find my e-mail address and ask me what you want to know before you glance at it. Be sure to check the walkthrough to see if it can answer your question(s) before asking me.
2. When e-mailing me, put the words "Banjo-Tooie" or similar phrasing into the title. That would help me a lot.
3. If you wish to contribute, please send do not send anything regarding the Levels, Enemies, Transformations etc. I know this info already, and it will not help for you to send it. Things to send include corrections on how to do things, alternate (and easier) ways to get something, multiplayer tips, or something along those lines. For all contributions, please include a name. If you do not, I will assume that you wish to remain anonymous unless you send one at a later date.

===== CREDITS/OTHER =====

READER CREDITS:

-Grilate: For information on the third Mystery Egg, Getting Cheato's Cheats without pages, and Dragon Kazooie's fire egg abilities. Also,

thanks a bunch for the codes found in the Code Guide, Grilate!

- Rene Ellul: For the second Mr. Pants location.
- Sharon: For how to stun the Octopus (the first person to tell me, I'm aware that tons of you told me as well). Also for the Electric Eels.
- Bonty: For the magnets addition in the Connections section.
- Charles: For information on the third Klungo Variation.
- Darlene: For more information on the now-famous part of this FAQ, George and Mildred (in the Connections section).
- Max Coyote: For the Star Wars connection.
- Someone: I forgot who sent me the information on the Twycross crates; sorry whoever you are. Tell me and I'll put your name here.
- Clint: For information on using Grenade Eggs to defeat Terry and using Clockwork Kazooie eggs to get the Smuggler's Cavern Jiggy.
- Benoit: For the comments on Mire Mare and the Spectrum.

SOURCE CREDITS:

- Game Informer Magazine: For the Banjo-Kazooie codes.
- Banjo-Tooie: For the descriptions of some of the multiplayer options and the quiz questions.
- The Instruction Manual: For the Story and Character descriptions.

SPECIAL THANKS:

- *Rare: For making this excellent sequel. Great work!
- *My Readers: For putting up with my slow updating and making my FAQ popular.
- *Wild Cherry Pepsi: When you want a refreshing drink, Wild Cherry Pepsi will somewhat satisfy your craving!

* * *

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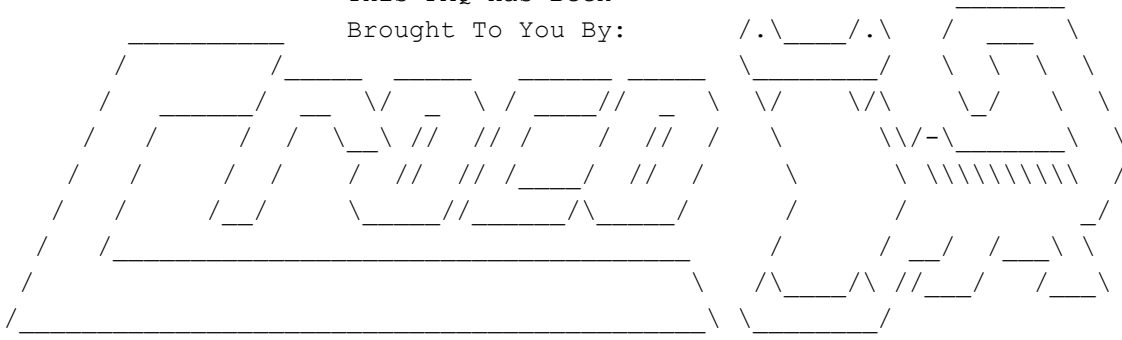
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===== CLOSING STATEMENT =====

And now it's time for this FAQ to end. Banjo-Tooie, a worthy sequel indeed to a great game. While we wait for Banjo-Threemie, let's take a while to play Banjo-Tooie some more... and read my FAQ some more :). I enjoyed writing this as much as you enjoyed reading it (you better have enjoyed it, or I'll... I'll... um... do something! So there!). Farewell!

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