

expect regular updates.

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INTRODUCTION

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Hi there. I am writing this FAQ on the long-awaited sequel to Banjo-Kazooie: Banjo-Tooie. If you have ever played and beaten Banjo-Kazooie with all 100 jigsaw pieces, you know about Banjo-Tooie. Why? Because Rare dropped some hints into the ending about this game. Also, you saw some pictures of items in Banjo-Kazooie that were inaccessible (i.e. the Ice Key in Wozza's Cave). Banjo-Tooie might just shed some light on those items.

This game is made by Rare. We've all come to know Rare's high quality of games, and they continue with this tradition in this game.

This FAQ is far from complete. I am writing this as I progress through the game, so I might have missed some things in the worlds I have covered. If you notice anything missing in the areas I have covered up to yet, please contact me so I can include it here. You will, of course, be given full credit. If I haven't included a world on this FAQ, it's because I haven't reached it yet. Don't worry, though, if it's not up, it will be soon.

IF I HAVEN'T COVERED YET IN THIS FAQ, DO NOT E-MAIL ME ABOUT IT, AS I WILL NOT ANSWER YOUR QUESTION. (at least until I get that far) I will make an exception, however. If I am VERY close to covering it, (i.e. You need to know the whereabouts of a Jiggy of a world I'm currently covering, then I'll get to you on that. The reason I had to put this in was that people were spoiling the game for me.

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LEGAL INFO

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Here we go:

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Contact me at: whizkid@nintendofact.com

There we go. Sorry if this bored you, but this section just has to be in here. Anyway, on to the good stuff!

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THE STORY

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It was a dark and stormy night (really). Banjo, Kazooie, Bottles, and Mumbo Jumbo were all enjoying a game of cards. All of a sudden the house started shaking. Mumbo ran outside to check it out. He spotted two witches flying toward the rock where Gruntilda had been buried two years before. The witches cast a spell, and the rock lifted from the ground! Gruntilda came out, but she looked different. Her skin had decomposed, and she was a skeleton. The other witches, who turned out to be Grunty's sisters, spotted Mumbo Jumbo. They took off after him. Mumbo ran back screaming to get out of the house. But before they could get out, a blast hit the house, reducing it to rubble.

Afterwards, Grunty's sisters explained to her a way that they could suck the life force out of the ground and everything on it and restore Grunty back to normal.

Even later, everyone had awoken from the disaster. Luckily, everyone was OK... except Bottles. He stumbled to the ground and lay there, dead. Banjo and Kazooie were in shock. They set out after the witches to avenge his death.

And so begins the new adventure!

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THE CHARACTERS

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Banjo- The co-star of the game. He is quite lazy and doesn't like adventures, but he is loyal and will help out when help is needed.

Kazooie- Banjo's short tempered parter, Kazooie was a great asset to Banjo in the first adventure. And this time, she gets to go solo.

Bottles- Bottles was killed in the explosion of Banjo's house. Can Banjo and Kazooie avenge his death?

Jamjars- Bottle's brother, he will take over the role of teaching you new moves.

Mumbo Jumbo- The shaman that turned Banjo into different animals in Banjo-Kazooie. In this game, you will also get to control him!

Humba Wumba- Mumbo's competition. She also transforms you into different things.

Mingella and Blobbelda- Grunty's sisters, and the ones who rescued Grunty.

Gruntilda (Grunty)- The evil witch from Banjo-Kazooie, she is back as a skeleton and determined to return her body to normal in any means possible.

Klungo: Grunty's henchman, he will fight you in differant locations throughout the game. Nothing to worry about though... he's a pushover.

Honey B: She will give you extra energy on your life bar in exchange for

Empty Honeycomb Pieces

---More coming soon---

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CONTROLS

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Control Stick - Move. The farther the stick is pressed, the faster you go!

A button - Press to jump. Hold it in to jump higher. You can also use this to speed up text. Swim slow.

B Button - Attack, or cancel text. Dive underwater, swim fast.

Z Button - Makes Banjo crouch or slows the speed of text.

Start - Pauses the game and brings up the pause menu.

Left and Right C - Rotates the camera. Also used to zoom in and out in first person view after you have the Amaze O' Gaze glasses.

Top and bottom C - Switches between camera views, from First person to normal to zoomed out.

R Button (Hold) - Centers the camera behind Banjo.

R Button (Tap) - Switches between the different kinds of eggs you're carrying

----SPECIAL MOVES----

Double Jump: Press A to jump, then press A again in the air.

Flip Flap Jump: Hold Z to crouch, then press A.

Talon Trot: Hold Z, then press left C.

Wonderwing: Hold Z, then press right C and hold Z to become invincible! This move uses Gold Feathers.

Shock Spring Jump: On a Shock Spring Pad, hold A to jump super-high!

Fly: Stand on a flight pad and press A. Pressing A while flying boosts you higher, but at the cost of a red feather.

----ATTACKS----

Rat-a-Tat Rap: Press B, or press B in the air to do a mid-air rap.

Magic Stick (Mumbo): Press B to swing your staff. Hold it to give enemies a real jolt...

Forward Roll: Press B while running.

Rat-a-Tat Rap: Jump and press B.

Beak Buster: Jump and press Z.

Beak Barge: Hold Z to crouch and press B.

Fire eggs forward: Hold Z and press Up C.

Fire eggs backward: Hold Z and press Down C.

----LEARNED MOVES----

Turbo Swim: Hold A and B at the same time while underwater.

Egg Aiming: Press Up C and a crosshairs will appear in first-person mode, allowing you to fire in this mode.

Grip Grab: Use this edge along cliffs and ledges

Breegull Blaster: In the first-person mode areas (Targitzan's Temple, Ordnance Storage, etc.) this lets you use Kazooie as a gun

Bill Drill: Jump with A, and hold Z to drill through rocks

Breegull Bayonet: In the first-person mode areas (Targitzan's Temple, Ordnance Storage, etc.) press B to use Kazooie as a bayonet (knife)

Split Up: Stand on the split up pads and press B to, well, split up Banjo and Kazooie

Pack Whack: Only Banjo can use this, and when Kazooie isn't with him Press B to swing his back as an attack

Airborne Egg Aiming: Press Up C while flying to fire eggs

Sub-Aqua Egg Aiming: Press Up C while swimming to fire eggs

Talon Torpedo: Press Z while swimming to launch Kazooie like a torpedo. This takes 5 red feathers to use.

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THE WORLDS

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-----SPIRAL MOUNTAIN-----

As you leave the house, you'll see Bottle's ghost. He'll tell you to hurry because his corpse is decaying. As you continue up the path, you will see a cinema sequence of Klungo worrying about Banjo. He will run into the tunnel made by the Witch Sister's Digger. After viewing this sequence, go right and you'll see a cliff. Hop up there to find some Gold Feathers. If you need practice battling, you can fight the enemies that pop out of the hole. Jump back down and you'll find some eggs. If you continue, you'll find a large rock with a Shock Spring pad on top. Flip-flap jump up there and use the pad to reach a small alcove. Inside is a Cheato page... you'll find what they do in a moment.

From the rock, backtrack to where you can see the hole where Grunty was buried. Head up the log that has fallen over the river and onto Spiral Mountain. Grab the Red Feathers there and climb up. You'll see a Bottles

molehill there. Approach it and press B to find out how to fly and use the Beak Bomb. Use the flight pad to reach Gruntilda's old lair and talk to Cheato. He will tell you that for every 5 of his pages that you find, he will give you a cheat, so keep an eye out for these!

Leave the lair and use the Flight Pad there to fly down to the ground on the right. Enter the tunnel (The one from the cinema sequence).

-----INSIDE THE DIGGER TUNNEL-----

You'll find yourself in a long, straight tunnel, so there's no way you can get lost. At the end of the tunnel you'll enter a chamber and find Klungo. After you confront him, he will block all the doors and challenge you to a fight.

BOSS: KLUNGO (The Minion with a Mission)

Klungo will drink a potion and use one of three attacks (He will use one attack for each of the battles you face him in):

He will drink a potions that will split him into two identical images. To know which one to attack, watch carefully as he drinks the potion. His clones will come spinning out of his body, but the real Klungo stays in one place. This is the one you should attack.

He can also drink a potion that will make him invisible. It is not foolproof, though, and will occasionally fizzle out to reveal Klungo's location. You need to attack him when you know where he is.

He will also use a potion that makes him turn into a giant. Just dodge him until he shrinks and then attack.

(Thanks to "wierdo721" for some of the attack info)

After you hurt him, he will then resort to using a shield. Avoid the potions he throws at you. After a moment, he will drop the shield and drink the attack potion again. Repeat the steps mentioned earlier and you'll win in no time.

After the battle, Klungo will run away, claiming that this was not the last you'll see of him. The doors will now re-open. Go out the exit door and through the tunnel to reach the Isle O' Hags.

-----ISLE O' HAGS-----

As you enter this area, you'll see several houses that are all deserted. Enter any one of them, and you will receive a message from King Jingaling to come visit him. Exit the house and walk straight ahead. You'll find a metal dish shaped...thingy. If you get near it, Jamjars will tell you that it's one of his silos, and that you can use it as a shortcut in your travels as you activate more of these.

Past all the houses, you will find a large hill. Climb it to reach the castle of King Jingaling. Enter the castle, and you'll view a cinema sequence of the king telling you about how the witches scared all the Jinjos away, and that they can't have their kickball tournament. As an incentive for helping to find them, the king will give you a Jiggy - Your first one! Take it and leave the castle.

As you leave the castle, the game will take you to a cinema scene. The camera will show the Witch Sister's castle with their life sucking machine, B.O.B. (Big O' Blaster) The sisters will explain to Gruntilda that this machine will suck the life out of anything on the ground and add it to their power. Once enough life force is gathered, they can restore Gruntilda to her old body. Grunty sees that King Jingaling gave Banjo and Kazooie a Jiggy and picks him as the first target. The ray powers up and blasts his temple. It turns grey and the king turns into a zombie... Gruntilda wants to blast everything in sight, but she learns that the machine must recharge for a second blast.

As the sequence ends, you will find yourself in front of Bottle's house. Enter the house and talk to Bottle's wife. Banjo (barely) keeps Kazooie from blabbing that Bottles is dead. After talking to her, head into the room on the right if you are in need of eggs or energy. If not, just head to the left and you'll find yourself in a hallway. Go left again to talk to one of Bottle's children. He will give you the Amaze-o-Gaze glasses, which will let you zoom in and out when in first-person view.

Leave the room and head straight down the hall to talk to Bottle's other child. After talking to him, head out the exit to your left.

-----WOODED HOLLOW-----

When you enter this area, you will immediately be summoned by King Jiggy to come to his palace, and you will be shoed where it is (although it's hard to miss) If you walk down the path in the tall grass, you will find another of Jamjar's silos. Activate it to open up a shortcut! Turn left to reach King Jiggy's palace. Talk to the doorkeeper and if you have a Jiggy from King Jingaling, you will be allowed to enter.

Once inside, Banjo will talk to the king. He will then point to the "golden monolith" to your right. Approach it to play a mini-game and "prove yourself" You will play a jigsaw puzzle. You must place the pieces in their correct spots before time runs out. Place the two pieces on the bottom into the slots right above them. Take the piece on the top left corner and place it in the slot on the far right of the puzzle. Take the next piece on the left and place it in the middle-right. Now place the final piece in to complete the puzzle!

After completing the puzzle, King Jiggy will open up the door outside which leads to the Mayahem Temple.

WORLD 1: MAYAHEM TEMPLE

The Jiggies:

- Shoot the flies to help the cow
- Climb Targitzan's Temple
- Tiptoe past the snake atop the temple in Jade Snake Grove
- Use the Golden Goliath to recover the Jiggy above the quicksand in Jade

Snake Grove

- Win the Mayan Kickball Tournament
- Inside the Prison Compound, use the wading boots to cross the quicksand
- Recover Targitzan's treasure
- In Targitzan's Temple, get 10 statues and enter his Slightly Sacred Chamber
- Recover 20 statues in Targitzan's Temple and defeat him in battle

Return to Mayahem Temple:

- On the pillars in the Prison Compound (Requires Bill Drill)

Jinjo Jiggies:

- Rescue the White Jinjo
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Moves to learn:

- Egg Aiming
 - Grip Grab
 - Breegull Blaster
-

Honeycomb Piece Locations:

- Behind the world entrance; you must be a Stony to get it
 - Fly (or Grib Grab) to the small aclove above the cow's hut
(Thanks to "wierdo721" for the info on using the Grip Grab to get the piece)
 - In the building with the big piles of coins, it is atop one of the piles
-

The Walkthrough:

As you enter this world, you will see a warp pad. Activate it, because you can use these to transport yourself around the world. To your left, you will see a small pond. Dive in to rescue a Green Jinjo. Jump out and head up the path ahead. Here you will find your first 20 notes. Pass the gold statue with the Mumbo Pad and head right. Soon you should see one of Jamjars' "molehills" Talk to him, and if you have enough notes, he will teach you the Egg Aim. You should have enough notes with the ones you already collected. Continue going, and you will find 20 more notes. Go left and you will find a gold building. Use your egg aim to shoot the six snake statues. When all six are hit, the door will open and you can go inside. Talk to the guy there and he will tell you that a treasure is missing.

After you talk, he will open the door at the top of the building... don't worry about that now, though. Leave the building and walk straight ahead to find Mumbo's Hut. Collect the Glowbo inside and talk to Mumbo. Say you want his help, and give him the Glowbo. Now you can control Mumbo.

Return to the gold statue you saw earlier. Stand on the Mumbo Pad and

press B. Mumbo will use his Summon Golden Goliath spell, and the statue will rise from the ground! You now have a limited time to control the Goliath, so get moving! Turn around and head back to near the world entrance. Kick the boulder there to reveal a Flight Pad. Go right and kick open the large doors. Head back up to where you were and continue up the right path and kick a hole in the doors there. Now you return to your starting pad and regain control as Mumbo. Take Mumbo back to his hut and sit in the chair to regain control of Banjo. Later, if you return to the first set of doors that you opened, walk in as the Golden Goliath and wade across the quicksand to get a JIGGY. Also, from the quicksand room, enter the room with the stone pyramid and kick open the doors to open the Code Chamber. (See the Secrets section for more info.)

Return to where you revealed the Flight Pad, and use it to fly up to the cliff above you. Cross the bridge to rescue the Purple Jinjo. On the other side of the bridge, you will find a cow. The cow is mad because the flies are ruining her pasture. Shoot down the flies with your eggs and the cow will give you a JIGGY!

Go back across the bridge, and use the small ramps by the temple to climb to the top. Here you will find a JIGGY. Also, in the back ledge on the temple, you will find a Treble Clef, worth 20 notes.

Once again return to the flight pad and this time, fly to the building in which you talked to someone about the missing treasure. Fly in the top door (which he opened for you) and be sure to collect the Cheato Page there. When inside, go left once you reach the fork. A switch with a cage printed on it should be there. Step on in to open the door in front of you. This is the home to Unga Wunga, the grumpy caveman :) You will see a golden statue above where he is sleeping if you look around in first person mode. You will also notice the many branches surrounding it. If you step on any of these, you will wake the caveman and he will throw you out of the cave. If you head to the back of this room, you can hop onto one of the torches (careful not to touch the flame!) and from there jump to the platform below the statue. Flip Flap up to the statue and Banjo will begin carrying it. Carry it through the small tunnel and you'll come out near the exit/entrance to Unga's cave. Leave and head straight down the stairs. Jump off the ledge you come out at to land in the treasure room. Talk to the guy and he will thank you for finding the treasure, and as well make a JIGGY appear atop a pile of coins!

Now head back to the world entrance, and go in the doors you kicked open as the Goliath. Inside you will find another molehill. In this one you will learn the Grip Grab. Flip flap jump on to the ledge behind the molehill to rescue the white Jinjo. After rescuing it, you will receive a JIGGY. Jump off the ledge and go down the staircase that's to your left (When you're facing the exit). Activate the Warp Pad there, If you look straight ahead, you can see Humba Wumba's teepee, but ignore that for now. Instead, go left to find a stone pyramid. Flip Flap jump to the top and you will see a Jiggy...with a snake guarding it. If you get too close to the snake, it will wake up and not let you get at the Jiggy. The trick is to tiptoe (move veeeeeeery slowly) toward the snake. If you are careful and don't go too fast, the snake will not wake up and the JIGGY is yours!

Since business is taken care of here, head back to Wumba's Wigwam. Just outside of it you will find a Glowbo. Take it and go inside. Give the Glowbo to Humba and she will make a spell to transform you into a Stony. As the Stony, go back out and warp to the entrance to the world.

Head up to the golden statue again, but this time go left. You will find a stone building with a guard. Talk to the guard to get in (You can only get in

as a Stony.) When you go in, head downstairs to learn how to play kickball. When you are ready, head upstairs and talk to the Stony to enter the Kickball Tournament. When you beat all three rounds, you get a JIGGY! (See the minigames section for more info)

After winning, use the warp pad to take you back to Outside Wumba's Wigwam. Turn back into Banjo and warp to the world entrance. Now you are ready to head for the Prison Compound. This area is behind the second set of doors you demolished near the beginning of the level, near the Goliath. As you enter, go to your right and hop up the cliffs above the water. You now should be on top of the cell. Use the Grip Grab to edge your way left to reach a pair of Wading Boots. Use these to cross the quicksand and retrieve the JIGGY on the other side. Now use the boots there to get back across the sand. Use the Warp Pad in the compound to warp once again to the world entrance.

Look behind you to find a vine. Climb up it and use the Grip Grab to move along the ledge. Use a combination of climbing and moving along the cliffs to reach another molehill. Here you will learn the Breegull Blaster. With this move in tow, you can enter Targitzan's Temple. The temple is located near Mumbo's Hut. Climb up the stairs and go in.

--TARGITZAN'S TEMPLE--

The whole temple area will be in first person mode, with Banjo using Kazooie as a gun. When you enter, Targitzan summons you to find the green statues scattered throughout his temple. From the small staircase where you come in, go left and look toward the wall to find another staircase with a statue on the top. Take it and go to the left to find another like staircase with a statue. Retrieve the statue and turn around. On your right you will see a door panel. Open it and go in the tunnel. You will find statues 3 and 4. At the end of the tunnel, go through the door. In this room, go straight ahead through the lower passage. Go straight ahead to get statues 5-8. Through the door ahead lies a Gold Jinjo. After rescuing it, go back out and head right and into the tunnel. If you go right at the fork, you can find an unlimited egg power, but it is not needed. If you go straight through the fork instead of retrieving the special eggs, you will find a room with 3 more green statues. Continue, and you will find yourself back in the room you entered the temple in. Straight ahead of you, you should see a staircase. Go down to find yourself back in the room with the ramps. Head up the right ramp and look through the hole in the wall. You should see one of those shooting statues guarding 5 of the green statues you need. Fire an egg through the hole at the gold diamond on the statue's head to stun it. Quickly run back and up the other ramp in the room. This will take you to the room with the statue you had previously stunned. Grab the 5 green statues (Careful not to fall off the ledge) and do an about-face. On the wall ahead and to your left you should see an opening. Go through there, turn right and go down the stairs. Run between the pillars and once you pass them, turn left to find another door. In that room is 3 more statues. (17-19) If you collect them going counter-clockwise around the room, straight ahead of you should lay the final green statue in the room. Once you had collected 10 statues, you opened the door to Targitzan's Slightly Sacred Chamber. It's the door in the far left of the room you should be currently in. Go in there to get a JIGGY, and then leave. With all 20 statues, you opened his Really Sacred Chamber. Go in there and you will see a Jiggy, but as Banjo walks to collect it Targitzan pops out and begins a battle!

Boss: TARGITZAN (The Despot Dizzy Totem God)

The key to winning this battle is your ability to aim and shoot well. You need to fire eggs at the targets on Targitzan's body. Once you score four hits

against his lower body, he will make an enemy appear. Defeat it and prepare to shoot at his body again. You will be aiming for the targets like last time, but you must also avoid the darts that the mouths on Targitzan's body shoot. Use left or right C to sidestep them, then return fire when possible. Keep hacking away at the targets and defeating the enemies that appear when you destroy a portion of Targitzan's body, and you should win in no time! But beware, once Targitzan is down to only his head and you've killed the four baddies, he will activate his self destruct. Quickly run as far away as you can to avoid being caught in the blast. Once Targitzan is gone, you can collect the JIGGY!

-RETURN TO MAYAHEM TEMPLE-

Once you have the Bill Drill, return to Mayahem Temple and go to the Prison Compound. Head right and dive into the water. When you emerge in the next room, Bill Drill the rock there and go in the opening that appears. Now you are in the Pole Vault. Attack each pole until you find the one with the Jiggy on top. You will see a cinema off the Jiggy falling to a lower pillar. Now you have a time limit in which to retrieve the Jiggy. Keep attacking the pillars until the Jiggy is on the second highest. Run out of the vault and jump to the JIGGY!

Back in the main room, open Gilberta's prison cell and Bill Drill and the boulder blocking the exit. If you return to the Prospector's Hut in Glitter Gulch Mine, he will give you a Jiggy as a reward.

END WORLD 1

-----WOODED HOLLOW-----

After leaving Mayahem Temple, return to the palace of King Jiggy. If you have at least four Jiggies, you can attempt the second challenge. Approach the monolith and press B to start the puzzle. Once you've completed it, a cinema scene will show of the entrance to the next level: Glitter Gulch Mine, being opened.

Return to where the entrance to Mayahem is and look to your right. There should be a ledge there that you can use the Grip Grab move to scale. Move across it, and you'll reach a small ledge. Go through the opening here to get to the Plateau.

-----THE PLATEAU-----

There are some important things to get and people to see, so get moving! The first order of business should be seeing Jamjars. Go to his molehill and talk to him to learn how to shoot Fire Eggs. Also, once you learn, the Egg Nests will switch back and forth between Normal and Fire eggs. In this way, you can always have the type of eggs you want.

Not far from Jamjars' molehill is a warp silo, so activate that, too. Next, you should go see Honey B. She will give you extra energy units in exchange for empty Honeycomb Pieces. Visit her in her home (the big beehive). If you managed to collect all 3 Extra Honeycomb Pieces (E.H.P.) in Mayahem Temple, you will have enough for 2 extra segments on your health bar (see the chart below).

E.H.P.'s REQUIRED FOR	
EXTRA LIFE SEGMENT:	
6th Honeycomb	1 E.H.P.
7th Honeycomb	2 E.H.P.
8th Honeycomb	5 E.H.P.
9th Honeycomb	8 E.H.P.
MORE COMING SOON	

The next task here should be to collect some Notes. There are two Notes Nests under Honey B.'s hive, and 2 more on top of the wooded beam by the cliff. This should bring your notes total to 120 if you've collected all 100 notes in Mayahem Temple.

Now you're ready for the next world... Hop down the well you saw in the cinema scene to get to Glitter Gulch Mine!

WORLD 2: GLITTER GULCH MINE

The Jiggies (so far):

- On the ledge in Waterfall Cavern
- At the exit to the maze in the Flooded Caves
- Beat Canary Mary in Handcar Race 1
- Use Mumbo to levitate the Jiggy Boulder into the Crushing Shed
- Diffuse the TNT in the mine
- In the Generator Cave
- Defeat Old King Coal

Return to Glitter Gulch Mine:

- Rescue Gilberta and visit the Prospector's Hut
- In the basement of the Power Hut
- Behind the waterfall near the Crushing shed

The Jinjo Jiggies:

- Rescue the final Yellow Jinjo
-

Moves to Learn:

- Bill Drill
- Breegull Bayonet

Extra Honeycomb Piece Locations:

-Smash a boulder in the Toxic Gas Cave

-Smash a boulder near to where you learn the Bill Drill

The Walkthrough:

In the cavern that you land in, you will see two boxes with the Rare logo on them. Smashing one will reveal a pair of Spring Step Shoes, but you don't know how to use these yet. Smashing the other box will reveal some Turbo Trainers. Put these on and run out into the main cavern. If you look to your right, you will see a blue/purple switch. Step on it and the camera will follow the river to a gate, which then opens. You now have a limited time to get there. Use the Turbo Trainers to run across the water (yes, you can do that) and reach the gate. Through there is the Waterfall Cavern.

When you fall down the first waterfall there, you will see a JIGGY on the ledge; hop up there to collect it. Now jump down the second waterfall and swim straight to see a door with a lantern on each side. This door leads to the Water Storage Room.

As soon as you enter the Water Storage room, you will see a box marked TNT. Do NOT get close to it, as it is an enemy and will start attacking if you do. Instead, shoot it with two Fire Eggs from a distance to destroy it. Continue down the narrow plank that leads across the gap and shoot the next TNT box with your eggs. On your right, you will see a tower. Flip Flap jump up to the second level and climb the ladder to the top. Once on top, dive down to the bottom of the pool to get a Cheato Page! Between the two towers here is a pool of water. Dive in to get the Treble Clef for the level. Climb out of the pool and go out the exit door. (Thanks to "wierdo721" for the Treble Clef location)

You should now be back in the Mine. Ahead of you, there should be a warp pad and a wooden building. Activate the Warp Pad and go into the building.

This is the Crushing Plant... as you can plainly see from the huge pistons pounding on the conveyor belt. Carefully make your way to the end of the conveyor belt and Beak Barge the red switch to turn on the belt, make the spiked rollers start spinning, and stop the pistons. So far this does nothing yet... but you'll be back later.

Talon Trot back across the conveyor belt and out the building. If you look around after you leave the building, you should see a pile of green gems. Talon Trot up it to find 4 note nests- 20 notes! At the bottom of this pile is a door. Go inside and you will be in the Toxic Gas Cave...

Since the cave is filled with toxic gas (hence the name) don't fool around in here. Immediately get to smashing the boulders to find an Extra Honeycomb Piece. Also you can rescue a Yellow Jinjo. If you rescued the two Yellow Jinjos from Mayahem Temple, this will be your last and you get a JIGGY! Once you rescue the Jinjo, quickly exit the cave.

You should now see some railroad tracks. Follow them and you should be back near your starting point, but that's OK. If you look left you should see two large piles of some purple stuff. It doesn't matter what it is, but Talon Trot up the smaller pile to find a Glowbo. On top of the larger pile lies Wumba's

Wigwam. Enter it and give her your Glowbo to get the next Transformation... the Detonator! (?) Exit the Wigwam and go straight down the pile to find a bunch of rocks with a TNT barrel sitting next to them. Hop onto the fuse of the barrel to act as the detonator for the barrel, effectively removing the rocks. Enter the opening and you'll find yourself in the Canary Cage.

This small cave is filled with poison gas, so you only have a limited supply of air. Quickly hop forward and talk to the canary in the cage. You'll find out that her name is Canary Mary, and that she wants out of the cage. Run out of the cage and back up to Wumba's Wigwam. Turn back into Banjo and return to the Canary Cage. Beak Barge the door of the cage to free Mary. She will fly out and land next to a handcar.

Leave the cage and go see Mary. She will say that she fixed the handcar and wants to race to test out her wings. If you win Round 1 of the race, you get a JIGGY, and winning round 2 gets you a Cheato Page. (See the Minigames section) A note: before starting the rematch, activate the Warp Pad there.

After your rematch, you should be back at where you started the race. Turn around and enter the tunnel there. You should be in the Fuel Depot (maybe storage...) You will find a box with a UFO on it. After talking to it, return to Wumba's Wigwam and turn into a Detonator. Blast the rocks and the box will leave its location... don't follow it. You will see more of it in Witchyworld. Return to Humba and turn back to normal.

Now as you leave, you'll see railroad tracks. (The ones you raced on) Follow the tracks by foot this time. When you reach a big dip in the tracks that is crossing the river, look to your left. You should see some platforms. Hop up these to find Jamjars. For 85 notes you learn the Bill Drill, which lets you smash boulders! On the other side of the river, climb up the platforms. On these, you can get 25 notes and an Extra Honeycomb Piece by Bill Drilling the boulder there. At the top of these platforms is a wooden building- the Prospector's Hut.

Inside the hut, talk to the prospector to learn of his missing companion, Gilberta. She is located back in Mayahem Temple.

Leave the hut and Talon Trot up the purple gem pile to your left and onto the tracks again. In the middle of this tunnel you should find another Green Jinjo. At the end of the tracks (near the train station) you should see a blue pile of gems. Trot up there and smash the boulder to find the first Blue Jinjo.

Backtrack, following the tracks, until you can see Mumbo's Skull. When you see it, head for it. But upon reaching the platforms there, go left and down a little tunnel with a boulder to find a Glowbo. Now hop up the platforms, being sure to activate the Warp Pad and get the 15 notes. Enter Mumbo's Skull and give him the Glowbo to gain control of him. Use the Warp Pad outside of his hut to warp back to the Crushing Shed. Stand on the Mumbo Pad next to the boulder and press B to use Mumbo's Levitate spell. The boulder will fly into the shed. If you had turned the belt on, the boulder will be carried by the belt and into the crushers. (If you haven't yet turned on the conveyor belt in the shed, see 7 paragraphs up.) The result will be the boulder being crushed. Several rocks will fly out of the chimney, along with 3 gold ones. Collect the 3 gold rocks to assemble your next JIGGY! Go to Mumbo's skull and regain control of Banjo.

Warp back to the start and head left and Talon Trot up the hill next to the Fuel Depot. Bill Drill the boulder and enter the door. Upon entering, head left to find Jamjar's molehill. For 95 notes, he will teach you the Breegull

Bayonet. Once you learn this, head back and approach the wooded door. You will find out that a bunch of TNT sticks have escaped and are threatening the mine. Your job is to find and diffuse them. (See the Minigames Section)

Now warp back to Mumbo's Skull and go back to the little area where you found the Glowbo. Smash the rock there to enter the Gloomy Caverns. You will see several cages upon entering, but ignore them for now. Instead, head up the path and Drill the boulder there. In the next cavern, head to your left and Drill that boulder. In the following tunnel, go right at the fork to come to the Generator Cave.

You will see a weird machine as you enter the cavern... the generator. Shoot it with a Fire Egg to get it working. It will temporarily light the path to the next generator. Quickly run up it (careful not to fall off a cliff in any part of this room!) and Fire Egg the next generator. This path a bit more tricky to run up. Take it a bit slower to reach the third generator. Fire Egg this one to light the next section of path. Jump over the gap to make it to a metal bridge. Look right to see the next generator. Egg it and CAREFULLY wind your way up the bridge. When you see the next generator, egg it to make it to the final platform. From there, you can Flip-Flap jump to the JIGGY! Climb down the ladder and leave the room.

Back in the Gloomy Caverns, head right to leave. You'll emerge next to the train station. Warp to Wumba's Wigwam and transform into a Detonator again. Warp back to Mumbo's Skull and re-enter the Gloomy Caverns. Light the fuse on the TNT barrel to open the cage door. Kill the enemy inside and rescue the Purple Jinjo. Now leave the caves, warp to Wumba's Wigwam and turn back into Banjo.

Return to the Waterfall Cave and when you land in the first waterfall pool, look to your left. You should see a small ledge with a door. Double jump to it, and enter the Flooded Caves. Dive into the water straight ahead and swim left, right, and left at the forks to reach the JIGGY. Now leave the caverns and warp to Mumbo's Skull.

Take control of Mumbo again. This time, warp to the Train Station and go it. Stand on the Mumbo Pad and use the Levitate spell to reattach Chuffy the Train to its cars. Now leave and warp back to Mumbo's Skull to gain control of Banjo. Return to the Train Station and climb into the engine of the train. Make sure you have full health and eggs before doing this, as you are about to face a boss. Inside the train, stand on the GO pad and press B. Someone will say that you are not taking this train anywhere and challenge you to a fight. When you are challenged, enter the boiler room to face the boss!

Boss: OLD KING COAL (The Grubby Boiler Monarch)

This battle takes place in the boiler room of the train. OKC will march around the room. Contact with him will hurt you, so keep your distance. You must hit him with as many Normal Eggs as possible; it will take 50 hits to win the battle. Beware when he stops and lets out a roar, the floor will heat up, so make sure you are standing on one of the stone platforms to avoid getting burned. Each time you do enough damage to OKC, he will lose a part of his body and get faster. When you hit him with 50 eggs, he will die and you get the JIGGY!

Also, if you have the Ice Eggs, you can beat Old King Coal in just a few shots. (Fire is weak against the ice)

--Thanks to Michael Newman for the Ice Egg strategy--

-RETURN TO GLITTER GULCH MINE-

Once you free Gilberta in the Prison Compound in Mayahem Temple, and have Bill Drilled the boulder out of the way, talk to the Prospector to earn a JIGGY.

After learning Split Up in Witchworld, warp to Mumbo's skull and enter the mine. Once inside, go through the first room (with the jail cells) and into the next chamber. You should see a building in this area. This is the Power Hut. Use the Split Up pads outside and take Banjo in the hut. Climb the ladder and into the attic. Have Banjo stand on the switch. This will cause the basement to light up (ta-da!) lighting the path to the Jiggy, Now press A to swap to Kazooie. Take her in the hut and down into the basement. Kill the enemy there and carefully follow the boards to the JIGGY! Once you have it, return Kazooie to the Split Up pad outside, regain control of Banjo, and rejoin the pair.

Once you've learned to use the Springy Step Shoes in Terrydactyland, warp to the front of the Crushing Shed. To the left of the shed is a waterfall with a wooden crate near it. Break the crate to grab the Springy Step Shoes. Quickly run over to the waterfall and use the shoes to jump to the ledge behind the falls. The JIGGY is yours.

END WORLD 2

-----THE PLATEAU-----

Back on the Plateau, shoot the Fire Egg switch that is over a door on your right as you exit the world. Now use the warp silo to go back to the Wooded Hollow.

-----WOODED HOLLOW-----

Go to King Jiggywiggy's palace and if you have 8 Jiggies, you can attempt the third challenge. After assembling the puzzle, you will see a cinema of the third world: Withcyworld being opened. Warp back to the Plateau, and go through the door that you opened with the Fire Egg switch.

-----PINE GROVE-----

Your first order of business upon entering Pine Grove is to learn a new move. Go see Jamjars in front of the Flume of Doom building and if you have 110 notes, he will teach you how to use Grenade Eggs! After learning, jump in the Flume car to get 10 notes. Now leave the car and enter world 3!

WORLD 3: WITCHYWORLD

The Jiggies (so far):

-Defeat Mr. Patch

-Atop the wooden beam outside the Inferno

-As Kazooie, climb up the tower in Inferno

-Scale the Star Spinner

-Get first place in the Saucer of Peril ride

Moves to learn:

-Airborne Egg Aiming

-Split up

-Pack Whack

Extra Honeycomb Piece Locations (so far):

-Atop the cable car exit in the Space Zone

The Walkthrough:

Activate the Warp Pad as you enter the world, then turn left and talk to Mrs. Boggy... yes, the wife of Boggy from Banjo-Kazooie. It seems that her children are missing and she wants you to keep a lookout for them as you progress throughout the world. Next to Mrs. Boggy is a boarded up Ticket Booth. Use the Shock Spring pad behind it to get to the roof. Step on the switch and the Burger Grill will open. Across from the Ticket Booth is an electric fence. Do not touch it, as it will take away your health; instead, hit the door with a Grenade Egg to blast it open. Go inside and use the Shock Spring pad to jump on to the pole of the fence. Jump from pole to pole to get 10 notes.

Go up the path ahead and you will see the giant blue Bigtop tent. You can't get in just yet, so hang tight. Watch out for the cash register enemy. It can badly hurt you. Keep your distance and shoot it with a Grenade Egg. Once it's been destroyed, collect the Big Conga Ticket it leaves behind. Follow the path to your right and circle the Bigtop. Collect the notes on the paths, and blast the registers to get those Big Conga Tickets. Eventually you will come to a red Fry stand. Step on the switch behind the stand to open it, and talk to the guy inside to get the Fries. Continue along the path, collecting notes and blasting the registers. When you reach the Burger Grill, talk to the guy inside to get the Burger. Now continue along the path until you're back at the entrance to the Bigtop. Go in and talk to the ape. Give him the four tickets you got from the registers, and he will tell you that to enter, you must learn Airborne Egg Aiming.

Leave the Bigtop and head left on the path outside. You will eventually reach a desert-like area. You will see a fort in the back. Collect the 10 notes behind the doors, and flip-flap up to the right one. Edge along the ledge to reach the Purple Jinjo. Hop off and climb up the wooden platform in front of you. At the top, edge along the rope to reach the cable car. Jump up to the switch on top of the cable car. It will make it go back to the wooden platform. Head back to it and jump on the car. Press B to make it carry you across the world and into the Space Zone. Get the Extra Honeycomb Piece atop the platform at the end of the ride. Now if you look toward the wall, you will see a cord. Jump toward it, and use the Grip Grab to edge along to the ledge. Hit the Shock Spring switch to make a pad appear at the pipe below. Beak Barge the

switch to open the door. If you freed the box from the Fuel Depot back at Glitter Gulch Mine, it will come out and open, revealing a flying saucer. You can't do anything here yet, but take a note of this spot... you'll be back.

From this building, jump down and straight across the area to another building. Get the notes around the base of the building, and find the Jamjars Molehill. For 180 notes, you can learn the Airborne Egg Aiming. Now flip-flap jump to the platform on the building and climb up the pipe to the top to rescue the Jinjo. Hop down and activate the Warp Pad and warp back to the level entrance.

Go back to the Bigtop and talk to the ape again. He will now let you in, since you know the Airborne Egg Aiming. Before entering however, make sure you have full health. Upon entering the tent, you will view a brief cinema. Banjo will approach a waddled green lump on the floor. It will blow itself up and reveal a creature... it will challenge you to a fight. Kazooie will taunt it for its height, so it will then grow huge... and so the battle begins!

Boss: MR. PATCH (Strange Wobbly Inflatable Thing)

When the battle opens, take note of the several patches throughout Mr. Patch's body. These are his weak spots. Hit him in the patches with Grenade Eggs. After about 5 hits, he will yell and make you fight him in the air. Go to one of the Flight Pads and take off. Use must use your Airborne Egg Aiming to blast him in the patches. Watch out for the exploding beach balls he throws, use the Grenade Eggs to stop them before they hit you. If you need more feathers or eggs, you can find their nests around the flight pads. Health lies around the edge of the arena. After destroying all 25 of the boss's patches, he will deflate and you get the JIGGY!

After the battle, leave the Bigtop and go right. Head past the Burger Stand and past Grunty's Fortune Telling Booth. (You can go in here if you wish, but it's a gamble. A whole mess of random things will happen if you go in here. Some are good, some bad. Go in if you're feeling lucky, but I don't recomend it.) Turn left at the gate to find yourself in the haunted portion of the park. Jump into the pool that says Dive of Death to get 10 notes. Go into the passage behind the pool with the purple eyes above it. You are now in the Haunted Cavern.

Carefully walk along the twisted path. Contact with the teeth on the sides is painful. When you reach the cavern close to the end, go in and you'll be in the Cave of Horrors. Fire Grenade Eggs at the locks on the cages to open them. In the middle cage is a dino. In the cave at the right is an Orange Jinjo. And in the left cage is... Gobi! Remember him from Banjo-Kazooie? The last time you saw him, he was headed for the Lava World. He never made it however, because he was captured and brought here. Once you free him, he will thank you and once again head for the Lava World. Now leave the Cave of Horrors and leave the Haunted Cavern.

Back outside, climb up the wooden beam and carefully walk across the narrow beam at the top. At the end of it is a JIGGY! Now jump off the beam and land in the pool below. Climb out and straight ahead of you, near the Bigtop, you will see Jamjars' molehill. For 160 notes, you can learn Split Up, which allows Banjo and Kazooie to seperate. Try it out on the Split Up pads near here. After you're done experimenting, rejoin the pair and head back to the desert area.

Enter the fort here and you will be in the Crazy Castle Stockade. On your

left is the first Boggy kid. Talk to him and give him the Fries to get him to return. To your right, you will find the Split Up pads, so use them. As just Banjo, go talk to Jamjars at his molehill here to learn the Pack Whack. (170 notes) You can ONLY use this move when Banjo is by himself. Now go pick up Kazooie and leave the fort.

Outside, flip-flap up to the door on the left (looking at the fort) and edge to the left. Hop up the platforms to reach Wumba's Wigwam. Activate the warp pad on the way in. Inside, grab the Glowbo and give it to Humba. She will turn you into a Van (?!... These just keep getting weirder) Leave the hut and turn right. You will see a door marked with a truck. Beep your horn (B) at it to open the door. Go in and you will come out at the bottom of the platforms you climbed to reach Humba.

Head for the Space Zone again, and open the car door there to get a Treble Clef. Now head for the entrance to the world and into the area behind the electric fence and open the car door to rescue the Green Jinjo. Head back to the haunted area and talk to the cashbox. You will automatically pay it and the Inferno area will open up!

Drive in the Inferno and go left. Open the car door to get the Cheato Page. Now go back and take the right fork. Pass the Boggy kid, for now, and you will see Mumbo's Skull. To the left of that, drive up the path and collect the Glowbo. Return to in front of Mumbo's Skull and activate the Warp Pad. Warp to Wumba's Wigwam and turn back into Banjo. Warp back to the Inferno and talk to Mumbo to get him to help you. (Give him the Glowbo...duh) Outside his Skull, warp to the Space Zone. Go in the Star Spinner building and use the Mumbo pad to use the Power spell and it will start the Star Spinner ride. Now warp to the world entrance and go to the electric fence. Use the Mumbo Pad there to Power the Saucer of Peril Ride. Now warp back to the Skull and take control of Banjo.

Before heading out, go to the Split Up pads near the entrance to the Inferno. Now as Banjo go to the Shock Spring switch near the Boggy child and stand on it. This will make a Shock Spring pad appear at the top of the tower here. Now press A to get control of Kazooie. Take her near the base of the tower where the fireballs are rolling down. Grab the Turbo Trainers and Turbo Talon Trot to the top of the tower, jumping over the fireballs. Once on top, use the Shock Spring pad to reach the JIGGY! Now get down off the tower and rejoin Banjo and Kazooie. Warp to the Space Zone.

Enter the Star Spinner ride and jump on the star to get it going. Double jump from star to star (carefully) until you reach the spinning planet at the top. Jump on the ring of the planet and start a Talon Trot. Now jump to the planet itself and get the JIGGY. After climbing down to the bottom, go once again back to the desert area. Ride the cable car there back to the Space Zone. You'll need to get to the platform with the flying saucer, but DON'T jump on the cord. (It's actually electrified now) Jump on the metal pipe and Shock Spring jump up there instead. Talk to the Flying Saucer to start the Saucer of Peril Ride. (See Minigames section)

Across from the building in the Space Zone where the Saucer of Peril Ride lies the Dodgem Dome... go there as Mumbo and use the Power spell to open the door. Leave and regain controls as Banjo and warp to Wumba's and turn into the van. Return to the Dodgem Dome and pay the cashbox to open the door to the arena. Leave and come back as Banjo to play the game. (See minigames section)

-----PINE GROVE - WOODED HOLLOW-----

After exiting Witchyworld, head back to Wooded Hollow and King Jiggwiggy's palace. Talk to him, and for 14 Jiggies, you can attempt the fourth challenge. When you successfully complete it, you will gain access to the fourth world: Jolly Roger's Lagoon! Warp back to the Clifftop. Once you're there, look for a boulder. Use the Bill Drill on it to rescue the Black Jinjo underneath. Now to the right of the well used to enter Glitter Gulch Mine, you'll find some Split Up Pads. Use them and take Banjo up the little ramp next to the wall. Stand on the Banjo switch and press A to swap to Kazooie. Take Kazooie and stand on the Kazooie switch that is next to Banjo's. The grate in front of you will open. Now rejoin the pair and head through the opening.

-----THE CLIFFTOP-----

As soon as you reach the Clifftop, look straight ahead. You will see Jamjars' molehill. For 200 notes you can learn to use the Ice Eggs! Now turn around and go right to climb the mountain path. Ignore Mumbo's Skull - for now - and just continue up the path. At the top you will reach the entrance to Jolly Roger's Lagoon!

WORLD 4: JOLLY ROGER'S LAGOON

The Jiggies (so far):

- Score 60 points in the Submarine Target minigame
- Raise the UFO
- Pay Pawn 20 gold doubloons
- Defeat Lord Foo Wak Wak
- Rescue Jolly's Partner
- Talon Torpedo the clear fish with the Jiggy

Moves to learn (so far):

- Sub-Aqua Egg Aiming
- Talon Torpedo

Extra Honeycomb Piece Locations:

- In a small alcove across from the Electric Eel's Lair

The Walkthrough:

Congratulations, you've reached the "water" world of Banjo-Tooie! (I hate these...) When you enter this world, you will see a stone treasure chest... ignore it for now. Immediately go left and follow the sidewalk to the door with

a Note Nest in front of it. Go in, it's Pawn's Emporium. If you talk to Pawn, he will offer to give you a Jiggy for 20 gold doubloons. You don't have these yet, but when you do, make sure to come back here. Some items of more immediate interest are the 15 notes and the 1 Glowbo hiding out here. Grab them and make your exit. Now go right and follow the sidewalk to another door with a note in front. This is Jolly Roger's bar, but he doesn't seem so jolly. His partner has gone missing, and he wants you to find her. He will also offer to rent you a room for 2 gold doubloons (which you still don't have any of). Jump behind the counter and on top of the shelves there to add 15 notes to your collection. Now leave and go right... right off the edge. You should be on a lower platform. If you hop up on the pipes on this lower area, you should find a total of 7 gold doubloons. On the far left of this area (facing the lagoon) you will find a place at which to rent Waveriders. Go in and be sure to collect the note in front of the door and the 3 nests on the windowsill. The owner of this place is none other than your old friend, Captain Blubber! The captain made an appearance in Banjo-Kazooie, when he had lost his treasure. Now that everything is all better, he can run his shop again... but his Waveriders are getting eaten by the fish in the lagoon. Talk to him and pay him 1 gold doubloon to get his last item in stock, a pair of Turbo Trainers. Grab them and run out the door. Once outside, run across the top of the lagoon to the back. In a ledge at the back of the lagoon you will find a Blue Jinjo. After rescuing it, press B to remove the Turbo Trainers and jump in the water. Now dive to the bottom of the lake to find 4 gold doubloons.

Swim back to the mainland and if you look to your right, near the pawn shop, you will see Mumbo's Skull. Visit him and pay him the Glowbo you found in the Pawn Shop. Take control of Mumbo and go to the front of the lagoon to the Mumbo Pad. Stand on it and use the spell, Sunlight, and it will oxygenate the lake. You can now breathe underwater (in only this level!) Return to the Skull, but on the way back, be sure to activate the Warp Pad by the stone chest.

As Banjo, head back to the bar and talk to the owner. Say yes when he asks if you want to rent the room, and then go in the door that opens. You can find Jamjars in the corner, and he will teach you Sub-Aqua Egg Aiming! You are now ready to venture into the "lagoon" part of Jolly Roger's Lagoon. Head back to the lagoon and dive in. If you look straight down, you will see a hole in the seabed. Swim down the hole and through the cave. You will now be in Atlantis! (?)

Swim right and activate the warp pad atop the pillar. Enter the small building behind the pillar, it's called the Electric Eels' Lair. Swim to the top and learn the Talon Torpedo from Jamjars. Leave, and on the way out, collect the ten notes from the ledge outside the building. Now swim straight ahead (from the building you just left). Swim through the cave, avoiding the octopus, and you will find yourself at the wrecked ship. Swim into the ship and use the Talon Torpedo to break open the box and release the Jinjo. Then Talon Torpedo the Kazooie Door and leave the ship. On top of the ship you'll find a warp pad. Activate it and swim back through the tunnel.

Return to Atlantis and swim through the tunnel behind the Electric Eel's lair. In the cave you emerge in, get the Glowbo hiding out between the legs of the pillar. Find the giant fish swimming around in here. Knock out its teeth with your eggs. Now go inside the fish and take the right tunnel to rescue a Red Jinjo. Take the left tunnel to find Jolly's missing partner. After she leaves, you can return and talk to Jolly at any time to get a JIGGY. Now you can leave the fish. At the top of the chamber is Wumba's Wigwam. Enter Wumba's Wigwam and give her the Glowbo to transform into a... Submarine!

Go back to the Sunken Ship and enter the ship. Turn right and go through the tunnel in the ship. You'll now be in the Sea Bottom. Blast the cracked crate

with a torpedo to open it and then swim to your left. Activate the warp pad there and look straight ahead. There will be a big hole in the sea floor. Swim down through to play the Submarine Target Shooting minigame. (See minigames section)

After completing the minigame, warp back to Atlantis and return to Wumba. Turn back into bear and bird, and warp back to the Sea Bottom. (Lockjaw's Locker, I believe) Swim down the hole in the crate you blew apart as the submarine to battle the boss...

Boss: LORD FOO WAK WAK (Self-Important Anglerfish)

The battle opens up as Banjo and Kazooie swimming toward a Jiggy. Old Foo himself will wake up and after a brief squabble, the battle will begin. You must use the Sub-Aqua Aiming in this level to win. Press Up-C to activate it for this battle.

The boss' weak spot is his boils (ewwww) located on his body. Shoot whichever one is glowing with a grenade egg to damage the angry fish. Watch out for the sizzling energy bolts that he shoots from his tail. Use the egg nests in the corners for more ammo. After six hits, Lord Foo will open his eyes (finally) and you enter the second stage of the battle. This time you must aim for his eyes. Beware when aiming: he will shoot bubbles from his mouth which will stun you if they hit you, leaving you vulnerable to his energy balls. Six more direct hits to the eyes will end the battle, leaving you to collect the JIGGY!

After beating the boss, head to the warp pad and warp back to the beginning of the level. Break open the stone chest to reveal the Split Up Pads, but ignore them for now. Dive back into the lagoon and you will see a blue... well... um, thingy. Use the Talon Torpedo to break in. You will find that it's actually a UFO! Talk to the aliens and then quickly use your ice eggs to hit the fuel crystals to activate them. When all the crystals are active, the UFO will take off. Back outside where the UFO used to be lies a JIGGY.

Warp back to Jolly's and look through the little window to the left of the counter upon entering. Fire a grenade egg through the hole to blast open the wall on the far side of the building. Go in the hole and dive into the water. If you Talon Torpedo the clear fish here, you can get a CHEATO PAGE. Now Talon Torpedo the Kazooie Grate to open the door and swim through the pipe, using Ice Eggs to freeze the blades. At the other end, rescue a Red Jinjo from the Grunty's Industries level.

A NOTE: Scattered around the level are several "clear fish" holding items in their stomachs. One of these fish has a JIGGY, you must Talon Torpedo it to retrieve the prize. I have been told that which fish the Jiggy is in is random, but the fish I found it in is the one swimming around the Big Fish Chamber (Near Wumba's Wigwam), so look there for starters.

=====
Hail-Fire Peaks
=====

Chilly Billy

This is an ice dragon. When the level starts, go forward, behind the little wall. Notice the little hole in the middle of it. Shoot a couple of fire eggs through it. The tunnel will make them grow big and launch towards Chilly Billy. After you hit him a few times, the little wall will go down into the ground.

Jiggies: Use to reach all of the different levels throughout the game.

Jinjos: Rescue all the Jinjos of one color to earn a Jiggy!

Nests: (See Below)

Notes: Use these to learn moves from Jamjars.

Random Honeycomb: As your energy bar flashes, press B to get however much energy is on the bar

Red feather: Allows you to fly higher when launched off a flight pad.

Skill Stop Honeycomb: As your energy bar flashes, press B to get however much energy is on the bar

Springy Step Shoes: Wear these to jump really....really high.

Treble Clef: Worth 20 notes!

Turbo Trainers: Kazooie wears these to run fast and across water.

Wading Boots: Kazooie wears these to cross dangerous terrain.

*NESTS:

These make a new appearance in Banjo-Tooie. These nests are where you will find eggs, feathers, and notes.

A nest with a note inside is actually worth 5 notes!

A nest with feathers inside will slowly change from gold to red and back. To get the type of feather you need, simply wait for them to change to your color, then collect them.

A nest with eggs inside will change to show the different types of eggs in the game (Normal, fire, ice, grenade, etc.) Wait until the type of egg you want is showing (or slightly before) and run up and get the eggs. A note: the different types of eggs other than normal only appear once you have learned to use them from Jamjars.

PADS:

There are several special Pads throughout the different worlds, and they all serve a purpose.

FLIGHT PAD: Use these to start flying (if Kazooie is along)

MUMBO PAD: These will allow Mumbo Jumbo to use his spells

SHOCK SPRING PAD: Use these to jump to new heights. Press and hold A to use them. (Kazooie must be along)

SPLIT UP PADS: These will separate Banjo and Kazooie and let them go off by themselves. To switch characters, bring the current one to that character's pad and press A, or press A at a swirling cloud. To rejoin the

pair, just have them touch each other.

----More coming soon----

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JAMJARS MOLEHILL LOCATIONS

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I've started this section due to the enormous amounts (exaggeration maybe 5 or 6) of mail I've received asking "Where do I get this move?" or "How do I learn this move?" Well, this section is devoted exclusively to just those types of questions.

>>MAYAHEM TEMPLE

EGG AIM: This molehill is located behind the second of the "shooting statues" you'll find in this level. (The one after the Golden Goliath statue)

GRIP GRAB: Straight from the entrance to Jade Snake Grove, which is located behind one of the two sets of doors you kick in with the Golden Goliath. (It'll be the set of doors that open all the way, not the ones that just crack)

BREEGULL BLASTER: Behind the starting warp pad, climb up the vine and use a series of Grip Grabs and vine climbing to reach the ledge, where thou shalt learn the Breegull Blaster

>>GLITTER GULCH MINE

BILL DRILL: From the world entrance, turn right to see Wumba's Wigwam atop a pile of purple gems. Climb up to her teepee and back down the other side. You should now be near a river with railroad tracks running across it. Hop across the river and climb the platforms there to find Jamjars.

BREEGULL BAYONET: From the world entrance, turn left and follow the tracks to near the entrance to the Fuel Depot. Instead of going in, however, turn right and Talon Trot up the hill. Use the Bill Drill to break the boulder and enter Ordance Storage. To your left as you enter is Jamjars.

>>WITCHYWORLD

AIRBORNE EGG-AIMING: In the Space Zone, next to the Dodgem Dome

SPLIT UP: Go to the Haunted Zone (With the Inferno Ride) and turn around at the entrance to the zone. Look toward the Bigtop to see Jamjars' Molehill

PACK WHACK: Enter the Crazy Castle Stockade in the Desert Zone, and use the Split Up pad and go see Jamjars as JUST Banjo.

>>JOLLY ROGER'S LAGOON

SUB-AQUA EGG-AIMING: In Jolly's Bar, pay him two Gold Dubloons to enter the room and talk to Jamjars

This is the simplest game. Kick as many balls as you can into your (blue) goal before time is out.

-- Semi-Finals --

The same as before, you must get as many balls in your goal as you can... but only the YELLOW balls. RED balls will deduct a point if it finds its way to your goal. This applies for your opponents also, so throw any red balls you get into their goals.

-- Finals --

The red and yellow balls are back, and this time bombs will drop in for some fun. If you kick a bomb into another player, that player and any near him will be temporarily stunned. My advice here though, is to just ignore the bombs and concentrate on getting those yellow balls!

MINE HANDCAR RACE (Gutter Gulch Mine):

Once you free Canary Mary from her cage in Gutter Gulch Mine, you can race her on a handcar through the mine, while she flies.

CONTROLS:

A (repeatedly) Move

The faster you press A, the faster your cart will go.

RULES:

Beat Canary Mary to the end of the track to win the race.

-- Race 1 --

This is easy. Just press A as fast as you can throughout the entire race to easily win. Your reward for winning is a JIGGY.

-- Race 2 --

Mary will put up a little tougher fight in this race, but still it should be easy. You will be racing back to the Start line this time. Remember to keep pressing A until the race is completely over. Winning this race will earn you a Cheato Page!

ORDNANCE STORAGE (Glitter Gulch Mine):

In the mine, you must find and diffuse the 15 TNT sticks before 200 seconds is up.

CONTROLS

Control Stick: Move

Z: Shoot

B: Beak Bayonet

RULES

Find and diffuse the TNT in under 200 seconds.

-- Walkthrough --

Enter the mine and in the first room you will find your first TNT stick. DO NOT SHOOT IT WITH EGGS, AS IT WILL CAUSE IT TO DETONATE. Instead, use the Breegull Bayonet to safely diffuse it. This will start a 200 second countdown timer, so get moving! Head down the ramp on your left and go down the passage. Jump down to the lower area in the room you emerge in and get the next TNT. Now go through the door straight across from the door you entered in. Take a left turn in the tunnel to find your third TNT stick. After diffusing it, in the next room you will find the next TNT. Deal with it and go up the ramp. Turn right and go up the green tunnel ahead of you. Diffuse the TNT and go back out the way you came in. Turn right and go in the next green tunnel ahead of you and get the TNT in the bottom. Now go through the door across from the ramp and kill the enemy. There are two TNT's in this room! Diffuse them and go through the exit with the ramp going DOWN. Diffuse the TNT there, and go back out and straight through the door ahead of you up the little hill. Back in the main chamber, once again jump down off the ledge and go through the door straight ahead of you. Bayonet the TNT in this room and go through the door that was on your left as you came in. Get the TNT in here, and run out the way you came in. Go straight and through the door to find two more TNT's in the next room. After diffusing them, head to the back of the room and go through the door to find a small room with another TNT. Leave the small room and look left to find another door. Go through it and jump down off the ledge and go straight into the room across from you. Go up the ramp in this room and take the left door immediately at the top of the ramp to find the final TNT! After diffusing all the TNT, a JIGGY will appear in the first room of the mine.

THE SAUCER OF PERIL RIDE (Witchyworld):

Use the Mumbo Pad in Witchyworld to Power the Saucer ride, then go there as Banjo and Kazooie and jump in.

CONTROLS:

Z: Shoot

You can hold Z to rapid-fire. The ride steers itself.

RULES:

Shoot the targets as the ride drives past. Blue ones get you 3 points, Green targets score 2, and Red get you 1. Score 400 points to get 2nd prize - A Cheato Page, and 500 for first - A JIGGY!

-- Stratigies --

As the saucer glides along, hold down Z so you are always firing eggs. When you see the targets, you a sweeping (strafing) motion to hit them all. This ride is longer than you think, and it covers many areas. Try to have around 175 points as you exit the Star Spinner and 400 as you exit the Crazy Castle Stockade.

DODGEM DOME (Witchyworld):

Once you open the door to the Dodgem Dome in the Space Zone using Mumbo and

pay the cashbox with the Van, you can compete for a Jiggy.

CONTROLS:

Control Stick: Move

Pretty simple, eh?

RULES:

Collect as many Twinklies (those things from Banjo-Kazooie) as you can in the time limit. Blue ones are worth 3 points, green ones 2, and the red ones are only worth one point.

-- 1v1 --

You must collect 60 points worth of Twinklies in 45 seconds to win this round. Pretty easy, just run along the perimeter of the room and occasionally cut across the middle. Avoid the car that's trying to bump you- it will severely slow you down.

-- 2v1 --

Now you gotta face two cars at once, and collect 50 points worth of Twinklies in 45 seconds. Again, zoom around the perimeter and when you have an opening, cut across the middle to snag some of the blue Twinklies.

-- 3v1 --

Is this fair? You only have to get 40 points in 45 seconds, but there are three (!) cars trying to stop you at all costs. You must be quick in this round. Zoom around and around the outside of the room in a circle, and don't get yourself in a corner. Head across the middle of the room when you can risk it for more points, but remember, you only need 40. When you score all 40 points in this final round, you get a JIGGY!

SUBMARINE TARGET SHOOTING (Jolly Roger's Lagoon):

This one is located at the left of the Sea Bottom, down the biiiiiiiiiiig hole.

CONTROLS:

Control Stick: Move

A: Go

B: Shoot

Up-C: Enter/Exit First Person Aiming

You'll probably want to be in first-person aiming for most of this game.

RULES:

Shoot the different colored mines to score points. Red are worth 1, green are worth 2 points, and blue are worth 3. You need to score 60 points within the time limit to win.

-- Strategies --

When the time starts, enter first-person mode and stay still for a few seconds, blasting all the mines in sight. Blue and green take precedence over the red ones, but there are far more many red ones than those two colors put together. The lesson: if you must choose between a red mine and a green one, or two red ones and a blue one, take the ones worth more points. Keep on the

move during the game, and stop to shoot when you enter a large minefield. Don't zoom past a large group of mines; instead take your time to shoot them all. It will be close, but if you play your cards right, you can just hit above 60 when time runs out.

C A N A R Y M A R Y

Located: Both in Glitter Gulch Mine and Cloud Cucco Land. In the mine, use the TNT transformation Wumba gives you to turn into a plunger for TNT. Find one of the many sticks of dynamite scattered around. Go near one and press Z. It will blow up. Go inside and save Canry Mary. She will fly out. Now, follow the tracks to the far side of the level. There is a mine cart here. Talk to her to make her race. In Cloud Cukko Land, go to the island where Wumbas wigwam is, here is where Canary Mary is.

Strategies: For the most part, Canry Mary is very hard. You have to race her along a preset track. To go forward, you have to rapidly tap A. After a while, your thumb can really begin to get tired or hurt. My suggestion is to use a turbo controller. If you don't have one, then go rent one! For GGM, the easiest way is to tap A as fast as possible throughout the entire race. For CCL, though, it gets A LOT tougher. It's next to impossible to beat her here. At first, don't tap it THAT fast. If you go too fast, Canary Mary will go faster to keep up with you. There's no way you can hold out at that pace, so she will pass you with ease. Wheny ou get to the last stretch, that's when you strt tapping like crazy.

Prizes: In GGM, if you beat her once, you will get a cheato page. If you beat her again, you will gain a jiggy. In CCL, the first time you beat her, you will get a jiggy. The second time, a cheato page. She gets a lot harder the second time though, so be ready for quite a race

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SECRETS

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CHEATO'S PAGES:

Hidden throughout the various worlds are the pages that once belonged to Cheato. In the last game, Gruntilda got mad at Cheato for helping Banjo and Kazooie and tore most of his pages out. When you first meet Cheato in Grunty's old lair in Spiral Mountain, he tells you to look for his missing pages. For every five pages you recover, he will tell you a different cheat.

THE CHEATS:

Cheat 1 (5 pages): FEATHERS
-This cheat doubles the amount of red and gold feathers you can carry, to 100 and 20 respectively.

HOW TO ACTIVATE THE CHEATS:

Head to Mayahem Temple and use Mumbo to activate the Golded Goliath statue. Head back near the world entrance and kick open the doors to Jade Snake Grove. Once inside wade across the quicksand to your left and enter the chamber where the stone pyramid is. Kick open the door to the pyramid.

Once you break open the door, return as Banjo and enter the pyramid. Stand on the pedestal in the center of the room and you will zoom to a first person view looking at a grid of letters. Shoot the letters with your eggs to spell out the name of a cheat (i.e. FEATHERS). If you make a mistake, you will have to start over again. YOU CAN ONLY ENTER CHEATS THAT CHEATO HAS TOLD YOU ALREADY!

Once the cheat is activated, go to the scroll on the right wall and press B to see a list of cheats you've activated. Pressing A will toggle the cheats on and off.

BANJO-KAZOOIE: THE LOST ITEMS

If you have played Banjo-Kazooie, and have gotten all 100 Jiggies, then you know about the secret ending, where Mumbo Jumbo tells you about 3 items, an ice key, a blue egg and a pink egg. These items were inaccessible, but were still thought to be hidden in the game, for they were in the worlds in BK. Now, in Banjo-Tooie, you can finally get your hands on these items...

THE BLUE MYSTERY EGG:

To get this item, go to Spiral Mountain after you have learned the Grip Grab. Use the flight pad on top of Spiral Mountain and head toward the top of the waterfall. There you can enter a cave. From there, go straight and you will find a ledge that you can use the Grip Grab on. Follow it to a platform, and walk through it. At the end, you will find a Banjo-Kazooie cartridge. Break it open and you will receive the Blue Egg!

THE PINK MYSTERY EGG:

This is in a cave on a cliff in Spiral Mountain. You will have to use a Grenade Egg while flying to blast open the wooden plating that's covering it. Inside, break open the BK cartridge for the egg.

THE ICE KEY:

Probably the most famous item/mystery in BK. Upon entering Isle O' Hags from Spiral Mountain, turn right to find a sandy area. Use the Grip Grab to climb up and enter the cave. Inside, break open the BK cartridge to get the key. What does it do? It must open an Ice Chest somewhere...

DOUBLE AIR AND FASTER SWIMMING:

After you learn the Bill Drill, return to Spiral Mountain and break the boulder near Banjo's house. Take the goldfish there and bring it to the moat around the base of Spiral Mountain. It will teach you how to swim faster, and it will also give you a double supply of air for swimming underwater.

----More coming soon----

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Q: How do I <insert question here>?

A: If I have covered it in the walkthrough already, chances are I won't reply unless I really didn't cover that aspect in detail. IF I HAVEN'T COVERED IT YET IN THIS FAQ, DON'T ASK!

Q: How do I learn <insert move here>?

A: Read the Jamjars Molehill Location section for the info.

Q: Can I access the areas in Banjo-Kazooie to get those mystery items?

A: No. To get these, you will need to find the Banjo-Kazooie cartridges hiding out in the game and break them open. (See the secrets section)

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CREDITS

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Rare- For making this game, and making all their cool stuff.

CJayC- For posting this FAQ!

You- For reading it

Me- For writing it

Michael Newman- For the Ice Egg strategy to use against Old King Coal

wierdo721- For a second method on retrieving the Extra Honeycomb Piece above the Cow's Hut in Mayahem temple, and the location of the Treble Clef in Glitter Gulch Mine. Also thanks for the info Klungo's attacks

Thus endeth this FAQ. You can stop reading now.

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