

# Banjo-Tooie Transformation FAQ

by Icy Guy

Updated to v0.5 on Nov 12, 2002

Banjo-Tooie Transformation FAQ|\_\_\_\_\_  
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Version 0.5|\_\_\_\_\_  
7 KB |  
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## 0. Legal Miscellany

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This FAQ can appear on the following sites without asking me:  
><http://www.gamefaqs.com><

><http://www.cheatcc.com><  
><https://www.neoseeker.com><  
><http://www.CheatCodes.com><  
><http://www.dlh.net><

Why those sites? I send this directly to GameFAQs, and I like going to Cheat Code Central. This list will probably expand over time. I added Neoseeker and CheatCodes.com because they were nice enough to send me E-Mails asking me if they could use my FAQs on their sites. This can also show up on my now-dead Banjo site at <http://igbv.com02.com>, or the rather alive Da-Breegster's Breegull Feather Data-Base, which can be found at <http://www.dabreegster.com>.

## λ. Revision History

Version 0.1- Finished on 9/8/01  
-Added everything.

Version 0.2- Finished on 9/20/01  
-Added a bit of info on where to find the sub.

Version 0.3- Finished on 9/23/01  
-Added some info on where to find the washer.

Version 0.4- Finished on 9/30/01  
-Altered section 12 a bit, ZIPped it, and changed my E-Mail because Crosswinds (my current freemail provider) might remove their web-based E-Mail.

Version 0.5- Finished on 11/21/02  
-So it's been over a year. Big deal. ;) Fixed a few things here and there.

## 1. Intro

Welcome to yet another one of my FAQs! I started this because I felt like it and no one else had a transformation FAQ. This will detail each transformation's location, attacks, speed, jumping height, and overall all-aroundness. Let's begin!

## 2. Where Can I Find Them?

The Stony: From Mayahem Temple's start, go up the path until you find a large door on your left. There should be a hole to walk through if you blasted it with Grenade Eggs or the Golden Goliath's foot. Enter. You should come to an area with a beam of light coming down through the ceiling. Turn right to find the wigwam.

The Detonator: At the start of Glitter Gulch Mine, follow the river until it curves around a large stack of purple rocks. Talon Trot on up.

The Armored Van: Upon entering Witchyworld, run around the Big Top's perimeter until you find the Wild West zone. Climb up the rocks on your left.

The Submarine: It's somewhere deep in Jolly Roger's Lagoon. I believe that you can find it by swimming through a tunnel near the Big Fish Cavern.

The Baby T-Rex/The Daddy T-Rex: In Terrydactyland, head left from the start. Cross the water and the swamp and keep an eye out for the wigwam on your

right. It's near the water hole.

The Washer: Make your way up to Grunty Industries' 2nd floor. It's at the end of a tunnel with green light. It's right next to a warp pad and is near the chamber with toxic gloop.

The Snowball: Check out Hailfire Peaks' Icy Side. It's near the coast of frozen water.

The Bee: In Cloud Cuckooland, go to the far left of the level as possible (after hitting the entrance's Blastaplant). One of the Blastaplants takes you there.

Dragon Kazooie: After getting the Ice Key, go to Glitter Gulch Mine's Waterfall Cavern. Talon Torpedo the Kazooie rock. Swim inside and hop onto dry land. Approach the Ice Safe until it opens, and grab the Mega Glowbo. Then go to the Isle 'O Hags Pine Grove. You can't miss it.

### 3. The Stony

Attack: Shoulder Barge

Jumping Height: Acceptable

Speed: A little slower than Banjo

Overall: Should be used only when necessary.

### 4. The Detonator

Attack: Detonate

Jumping Height: Good

Speed: Ever-so-slightly faster than Banjo

Overall: Very good, except that your attack makes you lose 1 Honeycomb.

### 5. The Armored Van

Attack: Ram

Jumping Height: Similar to the Detonator

Speed: Excellent

Overall: All-around good transformation.

### 6. The Submarine

Attack 1: Homing Missile Attack 2: Sonar Wave

Jumping Height: None

Speed: About the same as the Van

Overall: Pretty good transformation to use, especially when battling Lord Woo Fak Fak. (It's possible to drive it on land. Go to the top of the lagoon and drive up the ramp. Pity you can't pass the stairs...)

### 7. The Baby T-Rex/The Daddy T-Rex

Junior-

Attack: Nothing, really

Jumping Height: About an inch lower than the Detonator

Speed: About the same as the Stony

Overall: Use it when you have to, but enemies won't attack you.

Daddy-

Attack 1: Killer Roar Attack 2: Run into you foes

Jumping Height: Simply Awful

Speed: A little slower than his younger counterpart

Overall: The bad part is you don't have to use it. Again, enemies won't

attack you. They run away instead!

#### 8. The Washer

Attack: Underwear Shot

Jumping Height: Average; similar to the Stony's

Speed: A little faster than Banjo

Overall: You can use C-Up to aim the undies; Dragundas won't attack you in the swamp.

#### 9. The Snowball

Attack: Roll Attack

Jumping Height: Ranges from "pretty good" to "average"

Speed: Ranges from "OK" to "poor"

Overall: It's fun to change sizes and crush your opponents, as you are always a weapon.

#### 10. The Bee

Attack: Stinger Shot

Jumping Height: Excellent

Speed: Pretty good on the ground; great in the air

Overall: A very cool and useful transformation that is very functional.

#### 11. Dragon Kazooie

Attack: Breathe Fire

Jumping Height: Pretty good

Speed: OK

Overall: The only Kazooie transformation in the entire game! You also have unlimited Fire Eggs.

#### 12. Contact Information/Credits/Outro

Well, I'm done. But if there's anything you want to add, lemme know at [IcyGuy900@aol.com](mailto:IcyGuy900@aol.com). See ya!

CJayC- For creating the site.

The webmasters of their respective sites- For creating their sites.

Rare- For making the game.

Nintendo- For making the cart.