

Banjo-Tooie Jinjo Locations Guide

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BANJO-TOOIE

Jinjo Locations

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Information on Guide

At the beginning of every new level I'll tell you any extra moves needed to get Jiggas and Jinjo's. And any other information you might be able to use.

Mayahem Temple

The only other move you will need is Bill Drill. This is a very easy level to beat. You'll learn the main old moves and meet lots of important people.

Jinjo 1: Near Mumbo there is a temple on the right side there is a bridge in the middle there is a jinjo.

Jinjo 2: Use the Golden Goliath to break the rock at the beginning of the level to open up the fly pad the fly to the top of the Kickball Stadium to get the Jinjo.

Jinjo 3: In the water in the beginning of the level you'll find a jinjo it's a good idea to find where it is before diving right in.

Jinjo 4: Once you've learned the "Breegull Blaster" ability, enter Targitzan's Temple and find the area with the two sacred chamber entrances. On the sidewall, you'll see the Jinjo up in a hole in the wall. Go around, through the closed doors to get it.

Jinjo 5: After you've opened Jade Snake Grove, go inside and flip-flap above Jamjars' hatch to grip grab the edge of the alcove. Climb up to get the Jinjo waiting within.

Glitter Gulch Mine

You'll need Springy Step shoes and Talon Torpedo to beat certain parts but mostly all the needed moves are right there.

Jinjo 1: 1: From Mumbo's hut, go straight and follow the mine cart track into the tunnel where the Jinjo is waiting.

Jinjo 2: Go over near the Train Station and look to your left to see a hill. Talon Trot to the top and Bill Drill the boulder on top to release the Jinjo

contained within.

Jinjo 3: First go over to Humba Wumba and transform into a detonator, then head back to the 2nd mine entrance (to the left of Mumbo's hut) and detonate the TNT barrel on the first cell, enter it and go through into the 2nd cell where you'll find this Jinjo.

Jinjo 4: Enter the Toxic Gas Cave near the gold pile and look behind one of the large boulders here to find the jinjo.

Jinjo 5: In the Sunken Ship in Jolly Roger's Lagoon there will be a Talon Torpedo area, Break it then swim by freezing the underwater fans at the end you'll be back in the level and see a Jinjo.

Witchyworld

All you'll need is Taxi Pack for Mrs. Boggy's fat kid.

Jinjo 1: On top of the big top on one of the posts.

Jinjo 2: To the left of Star Spinner is a structure named the Dodgem Dome. You will have to use the Talon Trot to the top, climb the pole and talon trot up to the tip-top to find the jinjo.

Jinjo 3: Climb up the pole which leads to the lift, and when you get to the top, jump and press A while in mid-air to reach the jinjo on top of the platform near the doors to the Crazy Castle (or you can flip-flap to the door and slide along the ledge to get to the jinjo; your choice.)

Jinjo 4: In the cave of horrors you'll find A Dinosaur and a jinjo in a cage blow it up with a Grenade Egg.

Jinjo 5: As the Van go to area 51 on the run way you'll see a jinjo honk at the door and it will open.

Jolly Roger's Lagoon

This level You'll need Glide to get one Jiggy or the Leg Spring for Kazooie. This level is underwater mostly and you will visit some other levels here too. Be sure to visit Mumbo before your going to hold your breath...

Jinjo 1: It is in plain view in an alcove at the surface deep pool area. To get it, play as Kazooie. After the walrus in the waveracer hire gives Banjo the crate with the running shoes, have Kazooie get them (she'll need the wing whack skill to break the box). With the shoes, Kazooie can run on water! When she's near the alcove, press and hold jump to reach the jinjo.

Jinjo 2: It's inside the waveracer hire along the ceiling edge. Look for a Shock Spring pad behind the counter to reach it.

Jinjo 3: In the Sunken Ship there is a box with a Jinjo face on it Break it open with a Grenade Egg.

Jinjo 4: It's inside the seaweed sanctum atop a column on the highest level. Use the Highest jump Banjo can use to get to this Jinjo.

Jinjo 5: It's inside the Big Fish down the right tunnel.

Terrydactyland

Your going to have to climb and not having to fall or death will follow. You'll have to run a lot before getting run over. No other move is necessary to complete this level.

Jinjo 1: In the beginning of the level you will see a rock sticking out of the ground look for a switch and hit it with a Grenade egg to press it the send a Clockwork Kazzooie Egg to the Jinjo if you do it right you'll get the jinjo or just fly up there to get it.

Jinjo 2: By the water fall there is a Kazooie Talon Torpedo switch open it then go get the Jinjo under a area where Terry's egg is.

Jinjo 3: This Jinjo is encased in a cage by Humba Wumba turn into the Daddy T-rex and hit a switch then when the timer starts turn back into Banjo and get the Jinjo.

Jinjo 4: It's caged in a cave in the stomping plains. Use the split-up pads at the area's start to choose Kazooie. Run quickly between dinosaur stomps, taking cover in the giant clawprints. Make it to the large aqua alcove and press the Kazooie-faced floor switch in front of the left gate.

Jinjo 5: It's in a jail cell outside the stryacosaurus family cave area. Look for a small opening on the lower level to the right of the jail cells. Use a Clockwork Kazooie egg to enter the small opening and retrieve the jinjo.

Grunty Industries

You'll need Sack pack to get a Jiggy. This level uses many other thing to get A Jiggy. You'll be here a while before you figure things out.

Jinjo 1: From the second floor (toxic waste), use the split-up pads. As Banjo, head down the stairs that lead to the first floor (fire escape). Look for a wooden box on the back side of the main building. Break it to reveal a gray floor switch. Press it to open a window at the uppermost level of the building. Press A to switch to Kazooie. Bring Kazooie out to the same area. Look for another wooden box that contains the claw clamber shoes. Run up the track marks on the side of the building to reach an open alcove with the Jinjo inside.

Jinjo 2: On the roof there is a Smokestack fly up to one of them and one will have some metal on the outside. After you break it fly inside and there will be a Jinjo.

Jinjo 3: Head to the rooftop and land atop the building with windows on the roof. Look for an oddly colored window on the side with the operating smokestack. Break the window and jump in to find the portion of fifth floor (storage area) with the rabbit. Standing on the box is a Jinjo.

Jinjo 4: It's in the second floor (toxic waste) room in an alcove near the split up pads. Play as Kazooie and use the leg spring skill to reach this jinjo.

Jinjo 5: Underwater below the smuggler's cavern entrance, look for a tan pipe blocked by a gate with Kazooie's face on it. Use the talon torpedo to blow the gate open and enter the pipe. This leads to another section of the Grunty Industries waste disposal plant basement) area. Collect the Jinjo underwater in this section.

HalfFire Peaks

Half of the things is in one side the other in the other side all you'll need is a Ice Cube on the next level.

Jinjo 1: Go inside the Colosseum kickball stadium And find a switch to raise stones to a water fall exit the other way (not the way you came in) to that side. Then turn invincible and jump to get it.

Jinjo 2: Shack pack skill, play as Banjo solo
From the warp pad, head left past two lava hands to a small hot water pool. At the bottom of that pool is an alcove with a jinjo. Use the shack pack skill to enter the hot water. You can get A fish for Boggy while your there.

Jinjo 3: As the snowball, roll to a tiny crevice with wind blowing out of it. The jinjo is inside. Normally, the wind would blow away any comers, but the big snowball can barely make it. Keep jumping and rolling toward the jinjo. If a boulder from above hits Banjo, his snowball form may roll forward and touch the jinjo. Keep trying. It may take many attempts to reach the jinjo.

Jinjo 4: At the top of the icicle caverns. Spilt up and play as Kazooie and leg Spring and Glide to the other side then Leg spring and Glide to the jinjo.

Jinjo 5: Go to Boggy's house and there is a Ice Cude talk to her then blow her up to get the Jinjo. Don't worry she won't give you a jiggy you will kill her husband anyway.

Cloud Cuckooland

No new moves but one for banjo.

Jinjo 1: It's in the Red Mumbo's skull in plain view.

Jinjo 2: It's inside Wumba's wigwam atop the poles. Climb the poles and jump to get him.

Jinjo 3: It's in the central cavern in an alcove above and to the left of Sgt. Jamjars' area. To get the jinjo, use Kazooie and head to the green jump pad below the jinjo's alcove. Jump to get into the alcove.

Jinjo 4: It's in the trash can. Look atop the chocolate box for the jinjo in plain view. The easiest way to get this jinjo is to shoot a Clockwork Kazooie egg onto the top of the box to grab it.

Jinjo 5: It's inside the big cheese building. To get him, play as Banjo and use the sack pack skill to get to the top.

Isle O' Hags

Look for an underwater boulder with Kazooie's face on it. Press Z while underwater to launch Kazooie. Stand in front of the door and press A repeatedly to break it open. Behind the boulder is the jinjo.

Wooden Hollow

At the end of the Digger Tracks there's a Jinjo.

Plateau

Under a boulder.

Pine Grove

No Jinjo's here.

Cliff Top

Look for a pair of claw clamber shoes behind the building that houses the Hailfire Peaks entrance. Run across the metal bridge and past the warp silo to find bird tracks. These tracks lead to an alcove with the jinjo.

Wasteland

It's atop the brown stairsteps near Sgt. Jamjars (the second jinjo there is a decoy).

Quagmire

No Jinjo's here.

CHEATS

SREHTAEF

This activates the FEATHER cheat without having to find pages.

SGGE

This activates the EGGS cheat without having to find pages.

FOORPLLAF

This activates the FALLPROOF cheat without having to find pages.

GNIMOH

This activates the HOMING cheat without having to find pages.

KCABYENOH

This activates the HONEYBACK cheat without having to find pages.

XOBEKUJ

This activates the JUKEBOX cheat without having to find pages.

YGGIJTEG

This activates the GETJIGGY cheat without having to find pages.

JIGGYWIGGYSPECIAL

This unlocks all the level entrances.

HONEYKING

Get an infinite life meter and air.

NESTKING

Get infinite eggs and feathers.

SUPERBANJO

Lets Banjo moves faster.

SUPERBADDY

Makes enemies move faster.

PLAYITAGAINSON

This unlocks all the menu options in replay mode at the game select screen.

Note that the codes won't work if you've already unlocked the cheat or option through the normal course of playing the game. The quickest way to enter the code chamber after starting a new game is to use Mumbo's magic to turn into Goliath, then head to the pyramid in the jade snake grove that houses the chamber and kick in the door.

Well there you have it all done now I am working a FAG but this is a start. Hope this helps in anyway.

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