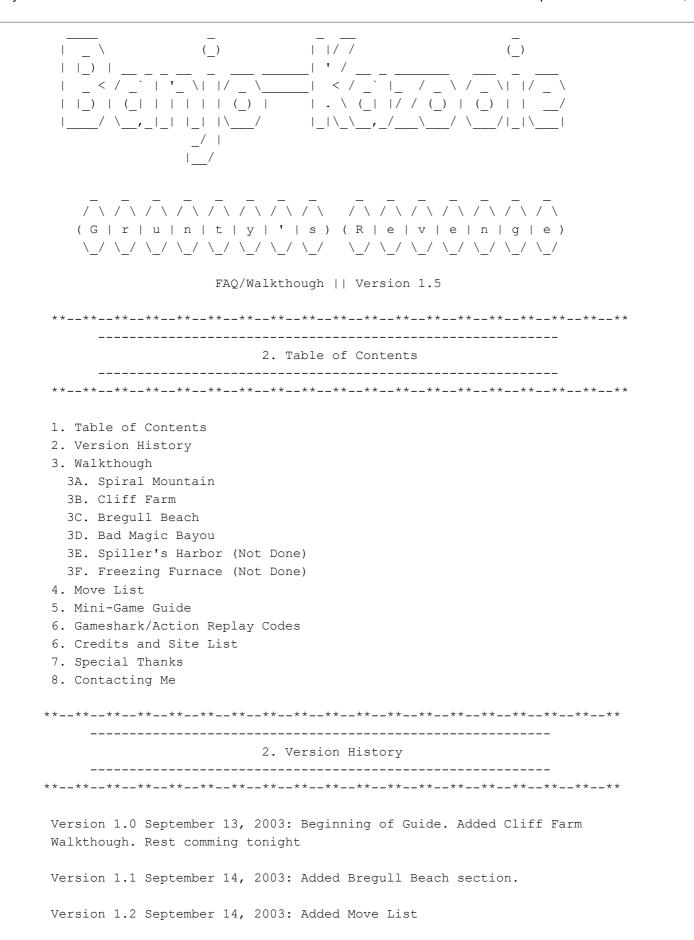
# Banjo-Kazooie: Grunty's Revenge FAQ/Walkthrough

by CAHowell

Updated to v1.5 on Jun 30, 2004



Version 1.3 September 19, 2003: Added Bad Magic Bayou Section, along

with the mini-game section from my other B-K guides on this game.

Version 1.4 September 21, 2003: Fresh from gscentral.com is some GBA and AR codes for all you who are having a hard time with this game. Special thanks to Icy Guy and kenobi for finding these codes. If official codes from Codejunkies.com comes out, I will post them. Spiller's Harbor section should come tomorrow.

Version 1.5 September 21, 2003: No, I didn't add Spiller's Harbor, but I did change the layout to look much better. I will try my best to get Spiller's Harbor up tomorrow afternoon.

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3. Walkthough
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Cliff Farm = 1 Jiggy  Bregull Beach = 6 Jiggy's (You need 5 more than you already have)  Bad Magic Bayou = 14 Jiggy's (You need 8 more than you already have)  Spiller's Harbor = 24 Jiggy's (You need 10 more than you already have)  *******************
Spiral Mountain
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Abilities found:

'Pack Wack = 10 Notes

As you begin the game, you will see a cutscene where Knungo is trying to free Gurnty, but fails. Instead, he buildes a Mecha-Grunty and Gruntilda uses her magic to enter the Mecha-Grunty and then goes off and steals Kazooie and warps back in time.

After the cutscene it over, you will be in Spiral Mountain, only in the past. Collect 10 notes and go to the mole hill to the Northwest of the starting point to get the 'Pack Wack move. Then, head East and then south to reach the Jigsaw puzzle shrine. On the side of the shrine is a pile of sticks. Use the 'Pack Wack to break the sticks and expose a Hollow Honeycome piece. Go into the shrine and pick up the Jiggy infront of the Master Jiggywiggy to open the gate to the level switch. Go on the switch and press A to open up the first level, Cliff Farm. Head West of the shrine and up to reach the level.

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Cliff P	
	*******
	ies Found

Diving = 25 Notes Climbing = 40 Notes Roll Attack = 60 Notes

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### Jiggy's Found

1. At the beginning of the level, go to the mole hill to the right of the enterance once you have 25 notes. Talk to bozzeye to get the diving ability. Go to the left of the mole hill and press the R trigger to dive. Near the bubbles is a jiggy.

- 2. After you have 40 notes, go to the left of the enterance until you find a mole hill. Talk to Bozzeye to get the Climbing Ability. Go behind the mole hill and climb until you reach a chicken. Talk to the chicken and she will say that the Gruntlings have taken her eggs and thrown them down the slide to the cave right next to her. Go in the cave to start a slide minigame. Get all 12 eggs to make the jiggy appear in front of her.
- 3. Right next to the chicken is a gap and another cliff. Jump on the cliff and climb up to reach a area where the tentacle monsters are. In the middle is a jiggy
- 4. From the beginning, go down and right until you reach a sheep pen. Defeat the Gruntweed to get the jiggy.
- $5.\ \mbox{Go}$  to the farm Heights area and talk to the hen to start a hunt for  $5\ \mbox{chicks.}$

Number one is right of the pen and then up the slope

Number two is right in front of Mumbo's Pad in the back of the farm house

Number three is on a island with a jiggy on it. To reach the island, go left of mumbo's pad and jump into the water, or swim up the left side of the lake

Number four is on a tractor bead to the Southeast of the hen house  $% \left( 1\right) =\left( 1\right) +\left( 1\right)$ 

Number five is up the hill, below the sheep catching minigame and in the back of the sawmill

Bring all 5 to get the jiggy.

- 6. Go to the area where Chick #5 was found and go up to find a sheep pen. Play the Level one version of the fishing game (You just have to catch the sheep, there is no interferance). Catch 12 sheep to get the jiggy.
- 7. Also in the area where the fifth chick is, is a sawmill. Once you beat the level boss and transform into a mouse, go into the sawmill via the small hole and go down to the bottom section. Hit the switch to activate a platform and jump on it to reach the jiggy.
- 8. Once you get the roll ability, go inside the barn and roll into the roll switch. The warp platform to the boss will appear.

|BOSS : KLUNGO FIGHT #1 : BOSS |
|DIFFICULTY : Easy : DIFFICULTY |
|HIT POINTS : 3 Hit Points : HIT POINTS |

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Klungo is very easy. At first, he will throw 3 potions and then lower his shield. Once he lowers his shield, roll into him. Every turn, he will up the ammount of potions he throws to 6, and eventually 9. Repeat until he gives up.

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Once he does this, he will leave a Mumbo Token and a Jiggy.

- 9. Get all 5 jingo's to make a Jiggy appear near the Jinjo Statue.
- 10. On the island with the 3rd chick is a Jiggy. To reach it, head to mumbo's hut and then go left and jump into the water. The island should be in front of you.

Hollow Honeycomb Pieces

- 1 On top of the harn. To reach it, go to the right of the screen and
- 1. On top of the barn. To reach it, go to the right of the screen and climb the hay to reach the roof, and then climb the ladder to reach it.
- 2. After you trandform into a rat, go to the sawmill and go to the right to find a Honeycomb piece.

Once you get at least 6 Jiggy's, go talk to Maser Jiggywiggy to open the gate to the level pad to open Bregull Beach. Also, at this point, if you have at least 2 Hollow Honeycombs, go to the Giant Jinjo statue here and go behind it to find some vines. Climb the vines to reach the area with Honey B's hive. Talk to her and she will give you another part of your life meter. After that, you will have to give her 4 pieces to get another

To reach Bregull Beach, head back to the area where you began the game and look for a vine wall to the right. Climb it to reach a bridge that leads to the area with the Bregull Beach Enterance.

*************
Bregull Beach
*************
Abilities Found

Egg Fire (Normal Eggs) = 80 Notes
Feathery Flap = 110 Notes
Talon Trot = 140 Notes

extention.

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#### Jiggy's Found

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1. To get the jiggy, you must collect 5 blue shell objects.

Number one is located on a cliff right of the Giant Jinjo Statue

Number two is located to the right of the rats hut

Number three is located to the right of a tree to the right of mumbo's hut.

Number four is located right before the enterance to Grunty's Quarry

Number five is located on the very left of the beach area in the south part of the stage

Take the shells back to Mr. Ripofski to get the Jiggy.

2. In the Grunty's Quarry area, climb up the tower to the right and jump to the cliff to reach a switch. 'Pack Wack it to open the warp to the stage boss

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|BOSS : Mecha-Grunty Fight #1 : BOSS |
|DIFFICULTY : Easy : DIFFICULTY |
|HIT POINTS : 6 Hit Points : HIT POINTS |

#### ~ STRATEGY ~

As the battle begins, the mecha body will rush at you with the same shield Klungo had. Dodge her tackles and then roll into her when she lowers her shield. After her helth is down to 3, she will start flying in the air and try to crush you. Watch the shadow and then move when she tries to hit you. Repeat until dead.

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After beating her, you will get both Kazooie and a Jiggy.

- 3. Once you get Kazooie back, go to the upper left and look for a ladder. Keep going until you reach a cliff you cannot reach with jumping. Use the flip flap (L and A) to get over it. Once you reach a steel tower, flip flap over onto it and keep going until you reach a second one with the jiggy on it. Jump on that platform to reach it.
- 4. Once you have Kazooie, exit the Quarry and head to the right to find Bozzeye's mole hill. If you have 80 notes, he will teach you the egg fire technique. After you get it, go to the Skull platform to the northeast of the mole hill to start a psudo-boss battle with a pirate ship. Hit the skull 3 times to get the jiggy.
- 5. After transforming into a rat, go into the small enterance near the while Bregull to the left of Mumbo's Pad. Free all the 6 bregulls by using bite on there chains to get the jiggy
- 6. After the skull platform, jump into the water and keep going north until you reach a mole hill. If you have Kazooie, he will teach you the Feathery Flap for 110 notes. Then, head south and jump onto the upper

ledge until you see a platform. Keep on jumping and using the feathery flap until you reach the jiggy on the 3rd platform.

- 7. Go into the cave north of the mole hill where you learn the feathery flap to start a mini game where you have to hold onto the treasure chest the longest. If someone else gets the chest, then blast them with a cannonball with the R trigger and get the chest. If you win, you will get a jiggy.
- 8. Climb the ledge to the left of Mumbo's pad to reach the Breegull peak area. If you have 140 notes, Bozzeye will teach you the Talon Trot (L and then R). Head up the slope using the Talon trot and then climb the vine wall until you reach a cave. Get 20 worms to get a jiggy.
- 9. Go to the southern ocean and go to the left of the screen to find a dolphin. Talk to him and follow him to the sunken ship where the jiggy is. This jiggy is a little easier if you wait until level 4 and get the Octopus form.
- 10. Get the 5 Jinjo's and go to the Giant Jinjo statue to get a jiggy.

### Halley Hanayaamb Diago

## Hollow Honeycomb Pieces

- 1. Go down a alternate path to the 9th jiggy, to the left, and you will find a hollow honeycome.
- 2. To the right of the cave where you get Jiggy #8

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### Spiral Mountain

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Once you have at least 14 Jigsaw pieces, go back to the shrine and talk to Master Jiggiewiggy to open the gate to the jigsaw pad. Once you opened Bad Magic Bayou, head back to the Mole Hill where you first learned the Pack Whack and head to the left. Use Kazooie to reach the cliff and go up to reach Bad Magic Bayou.

Bad Magic Bayou

### Abilities Found

Bill Drill = 190 Notes
Grenade Eggs = 260 Notes
Rat-A-Ta-Rap: 210 Notes

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Jiggy's Found

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1. From the beginning of the level, so south until you reach a island

with a Gruntling dressed as a sargent. To get the jiggy, you must beat a Red Gruntling (1 Hit), Blue Gruntling (2 Hits), Black Gruntling (2 Hits), A Brown Gruntling (3 Hits), and a Grey Gruntling (5 Hits) to get the Jiggy.

- 2. Keep on going left until you find a enterance to a bunch of trees. (It should be near a island with a honeycomb hut and some man eating plants) The next area has toxic gas, so you will lose life about every 5 seconds. Keep on going until you get to a hill where you need to use Kazooie's Talon Trot and keep going. Use the Feathery Flap to reach the upper log, and then double jump to reach the jiggy on the left log.
- 3. Go to the top of the large cliff near the beginning (Using the walkway to the left of the enterance) and go on the steps to the house. Look for a jiggy on the roof and use the Feathery Flap to reach it.
- 4. In the Mansion on the hill, go to the left at the beginning and go into the first door on the left. In order to reach the Jiggy, you must fire some grenade eggs in the middle of the room to get the platform started, and some more grenade eggs in another switch when riding THAT platform to reach another platform, which leads you to the Jiggy.
- 5. Keep on going right until you see a rat. Talk to him to start the fishing minigame. To get the jiggy, you must catch 12 red fish without losing all your life to catching the Green Snapper Crabs. Beat the minigame to get the jiggy.
- 6. Get all 5 Jinjo's and the jiggy will appear near the Jinjo statue
- 7. In the mansion, to to the top floor and south until you reach a hall with the portrait monsters. Go though the door to end to end up in a room with a teleport pad to the boss and some grenade egg switches. Hit the switches to open the teleporter to the 3rd boss:

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|BOSS : Klungo Fight #2 : BOSS |
|DIFFICULTY : Easy/Medium : DIFFICULTY |
|HIT POINTS : 3 Hit Points : HIT POINTS |

### ~ STRATEGY ~

The fight is pretty much the same, only Klungo Dissapears for about 3 seconds and then shows a outline. Wait until he lowers his shield and then attack him. Repeat until dead.

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After you win the fight, you will get a mumbo token and a jiggy as your reward.

- 8. From the enterance, go down and then right to reach the mole hill where Bozzeye teaches you the Rat-A-Ta-Rap. After that, go forward to reach a area with 3 cliffs and a Bill Drill point. Hit the bill drill twice to bring down two blob monsters (Rotate the D-Pad in all directions) to kill them, then hit the Drill Bill point again to get the jiggy.
- 9. About mid way in the Toxic Swamp area is a enterance to a area with Mumbo's Pad. Once you beat the boss for the level and get the mumbo token, talk to him and get him to transform you into a candle. Go inside the Dark Cave to the right and head though it. Once you reach the

area with the puzzle	es: Light the ca	ndles in this order	
Lower left Room: Upper Left Candle Upper Left Room: Upper Left Candle, Lower Right Candle Upper Right Room: Lower Left Candle, and both right candles Norethern Room: All candles			
After you do all tha in the Northern room		a minute, the jiggy will appear	
Freezing Furnace. Tr up the hill to the l	cansform into a ceft to reach a ceft to reach a ceft the Jigo	you get the transformation from tank in Mumbo's Hut area and go door that you can only with the gy, complete the maze. Here	
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To get the jiggy.

Hollow Honeycomb Pieces

the room where you learned to use the Grenade Eggs to use them.
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Spiller's Harbor
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COMMING SOON
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Freezing Furnace
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COMMING SOON
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4. Move List
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Buttons uses: D-Pad Location: None
The general useage in most games. You can go right, left, up down, and saways.
Jump
Buttons Used: A Button Location: None
Somewhat limited without Kazooie. You can only jump about one square into
Flap Flip
Buttons used: A button (Pressed Twice) Location: Bregull Beach
Used to go farther distances when jumping from platform to platform.
Talon Trot
Buttons used: L to crouch, R to finish the move Location Bregull Beach
Used to get up slopes and increases the characters speed by X2
Bill Drill

2. Fire a total of 12 Grenade eggs in the Grenade Egg switches in

Location: Bad Magic Bayon Used on cracks and other unstable areas to either break things or bring things down. \_\_\_\_\_\_ Rat-A-Ta-Rap \_\_\_\_\_\_ Buttons used: A to Jump, B to execute Location: Bad Magic Bayon Used to attack enemies in the air. Thats pretty much it \_\_\_\_\_\_ Roll \_\_\_\_\_\_ Buttons used: B \*While Running\* Location: Cliff Farm Used as a attack and to activate two roll switches located both in Cliff Farm. \_\_\_\_\_\_ 'Pack Wack \_\_\_\_\_\_ Buttons used: B \*while standing still\* Location: Spiral Mountain Used to hit ground enemies and switches \_\_\_\_\_\_ Climbing \_\_\_\_\_\_ Buttons used: Up on the D-ad (When near a vine or ladder) Location: Cliff Farm Used to reach higher areas, pretty much it. \_\_\_\_\_\_ Diving, Swimming, and Surfaceing \_\_\_\_\_\_ Buttons used: R (When near bubbles, both above and below water) Location: Cliff Farm Used to get to underwater areas. Mostly used in Cliff Farm and Bregull beach. \_\_\_\_\_\_ Egg Fire \_\_\_\_\_\_ Buttons used: L to crouch, B to draw Kazooie like a shotgun Location: Normal Eggs: Breegull Beach Explosive Eggs: Bad Magic Bayon Ice Eggs: Spillers Harbor Fire Eggs: Freezing Furnace

Used to attack and in different egg puzzles.

F	eathery Flap
Buttons used: R to crouch, A to Location: Breegull Beach (Afte	
Used to reach hire areas and c	
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	ini-Game FAQ 
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	shing Guide
Fishing Locations:	
	heep Fishing
Location: Cliff Farm  Control: Hold A to make the fine on the D pad to move Banjo  Number of Sheep to catch: 12	shing line to go farther, and Right and Left
	ere is no penalty characters, meaning that all eep. You have about a minute to do so.
F.	ishing: Version #1
Location: Bad Magic Bayou Control: Same as Sheep Fishing Number of Fish to catch: 12	
Info: The fish are now visible if caught.	, but there is no snippets, which damage you
F	ishing: Version #2
Location: Freezing Furnace Control: Same as above Number of Fish to catch: 12	
Info: You cannot see the fish good caught a snipit until you	now, meaning that there is no way to see if catch one.
	lide FAQ
Slide Locations:	
	gg Sliding

Location: Cliff Farm Control: Left and Right to avoid the spikes and catch the eggs Number of Eggs to catch: 12 Info: In this version, you must collect every egg and avoid the spikes. There is exactly 12 eggs, but they are easy to get \_\_\_\_\_\_ Worm Sliding \_\_\_\_\_\_ Location: Bregull Beach Control: Same as above Number of Worms to catch: 20 Info: In this version, there are more than 20 worms, but more spikes. Be very careful when you slide down \_\_\_\_\_\_ Racing Sliding \_\_\_\_\_\_ Location: Spillers Harbor Control: Same, but you instead have to beat a rat to the finish and to hit speed bumps Info: This one is different from the other slides. You have to use the speed bumps to get in front of the rat and maintain that lead until the end. The spikes slow you down. \_\_\_\_\_\_ Vehicle FAQ Vehicle Locations: \_\_\_\_\_\_ Treasure Hunting \_\_\_\_\_\_ Location: Bregull Beach Control: A = Speed Up, L + R Triggers = Fire Cannon. Info: The object of the game is to hold onto the treasure for the longest time. If someone else steals the treasure, then use your cannon to not only stun them, but to knock the treasure from them. \_\_\_\_\_\_ Snowflake Hunting \_\_\_\_\_\_ Location: Freezing Furnace Control: Same as above Info: Similar to the last one, only you have to collect more snow flakes than the other rats. You have about a minute to do it. Ouiz FAO Quiz Locations:

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### Grunty's Quiz #1

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Location: Gruntilda's Fortress

Control: Various

Number of Questions to win: 2

In this quiz, you must at least answer two questions to continue the boss battle. They can range from sound, location, character sprites, and a minigame.

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### Grunty's Quiz #2

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Location: Gruntilda's Fortress

Control: Various

Number of questions to win: 5

This is the same as the above, only it is harder and requires you to answer 5 questions correctly.

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6. Gameshark/Action Replay Codes

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\*Note-These codes were discovered on the http://www.gscentral.com/vb/ forums by Icy Guy and kenobi. I take no responcebility for any lost or corrupt data.

\*Note 2-For some odd reason, some of the codes causes Banjo to freeze or go in the same direction he was going on. If this happends, you can turn off the GSA or AR at the bottom with the switch in order to unfreeze Banjo.

Codes By Kenobi:

Master (M) Code \*Required in order to use\*

EB758FE2 783282E7 OBF85FAC D340DFFB

Codes By Icy Guy:

Infinite Health Code #1 \*
CA37B65C 231ECA3F

Infinite Health Code #2 \*\*

ED55D6EC B93C43BF

BF18D517 A9B01A4E

7FC48812 C5B9A92D

7DB1C217 6304364F

Infinite Air \*\*\*

97FFDF24 D950B399

48DBE08B D897F659

851AD937 EA78B986

5417F129 8674BC4A 09CF24DA D95F6AE6 DD50D600 CBA53105 Unlimited Battery Eggs \*\*\* A900B22E FC2DE0BE EA758A75 5D49570F 7F5A4C58 8EAC2AB4 Unlimited Ice Eggs \*\*\* 762E3B40 D91989E3 377673DB C92D0A2F 2BEE5AA6 58DD6E3E Unlimited Gold Feathers \*\*\* 0BD86595 58D5B431 69B852F9 B2DD1857 EF38AD5E 5FF9E0D9 All codes above were tested on the VBA (GBA Emulator) \* = This code isn't a true health code. It does freeze the counter while active, but it is impossible to move and you will eventually die. \*\* = Icy Guy says that the code not only raises your max honeycomb count to 8, but stops it as well. Untested, but it may be a way to get more than 8 Honeycombs \*\*\* = Untested code \*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\* 7. Credits and Site List \_\_\_\_\_ \*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\* Special Thanks to: Icy Guy and kenobi: For finding the GSA/AR Codes for this game. Sites that can use this guide: www.gamefags.com www.zeldanine.com www.gamespot.com www.ign.com Sites that are banned from using this guide: www.cheatcc.com www.zeldaguide.com Email me at jasonkhowell@mmailpanda.com to use this. \*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*\*\_\_\*

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9. Contacting Me

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Due to the ammount of questions I get, either email or IM, I have decided to put this up. Due to some of the people out in the world always bugging me for help, I decided to post what I accept and not.

Email: (jasonkhowell@mailpanda.com)

-You are welcome to ask any questions or send any positive comments to me, but I warn you, it may be a few days before I email you if you asked a question thats already in the guide (Which I have been getting alot of.)

-Mailbox flooding, threats, flames, and negative comment senders will be blocked and deleted, and may be reported based on the seriousness of the threat. Mailbox flooding is basicly sending the same email in several minutes which some people have done. Just send one email and if I dont reply in 2 days email me again. You dont have to flood my email box with junk. Oh yea, if you try to send me a virus to erase my hardrive, you will fail. I already have a copy of my computer backed up and im not stupid enough to check a attachment with a virus program before I read it

IM (AOL Instant messageing or Yahoo IM jasonchhowell96, YIM is same as email)

-This is something that has bothered me. I have IM open to questions, BUT, many people who have IMed me questions have either repeaedly ask questions I have already answered in the guide. Usually when I say read the guide or help somewhat and dont answer back, people get pissed at me and either call me profound names or repeatedly IMed me. I will warn you now, Harass me on IM and you will be blocked, and since I rarely add people who ask me questions on my buddy list, it will be permanant.

Thats all I ask...and people, please dont be stupid.