

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

by CAHowell

Updated to v1.5 on Jun 30, 2004

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FAQ/Walkthrough || Version 1.5

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## 2. Table of Contents

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1. Table of Contents
2. Version History
3. Walkthrough
  - 3A. Spiral Mountain
  - 3B. Cliff Farm
  - 3C. Bregull Beach
  - 3D. Bad Magic Bayou
  - 3E. Spiller's Harbor (Not Done)
  - 3F. Freezing Furnace (Not Done)
4. Move List
5. Mini-Game Guide
6. Gameshark/Action Replay Codes
6. Credits and Site List
7. Special Thanks
8. Contacting Me

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## 2. Version History

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Version 1.0 September 13, 2003: Beginning of Guide. Added Cliff Farm Walkthrough. Rest comming tonight

Version 1.1 September 14, 2003: Added Bregull Beach section.

Version 1.2 September 14, 2003: Added Move List

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



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## Jiggy's Found

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1. At the beginning of the level, go to the mole hill to the right of the entrance once you have 25 notes. Talk to Bozzyeye 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 entrance until you find a mole hill. Talk to Bozzyeye 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. Go to the farm Heights area and talk to the hen to start a hunt for 5 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

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 interference). 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.

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

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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	

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### ~ 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 Bozzeeye'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



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 entrance 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 entrance) 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 |  
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~ 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 entrance, go down and then right to reach the mole hill where Bozzeeye 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 entrance 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 puzzles: Light the candles in this order

Lower left Room: Upper Left Candle

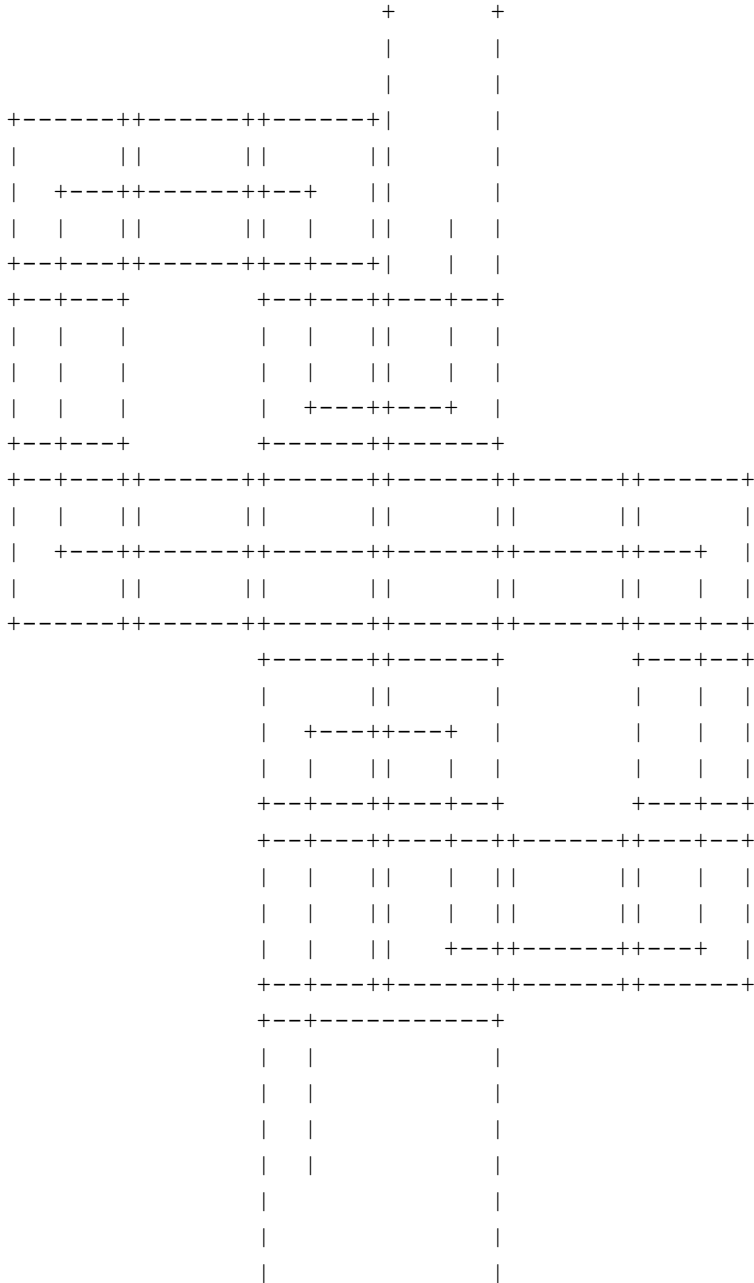
Upper Left Room: Upper Left Candle, Lower Right Candle

Upper Right Room: Lower Left Candle, and both right candles

Norethern Room: All candles

After you do all that in less than a minute, the jiggy will appear in the Northern room.

10. You cannot get this jiggy until you get the transformation from Freezing Furnace. Transform into a tank in Mumbo's Hut area and go up the hill to the left to reach a door that you can only with the tank transformation. To get the Jiggy, complete the maze. Here is the solution:



To get the jiggy.

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Hollow Honeycomb Pieces

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1. Near the mole hill where you learned the Bill Drill





Location: Bad Magic Bayon

Used on cracks and other unstable areas to either break things or bring things down.

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### Rat-A-Ta-Rap

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Buttons used: A to Jump, B to execute  
Location: Bad Magic Bayon

Used to attack enemies in the air. Thats pretty much it

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### Roll

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Buttons used: B \*While Running\*  
Location: Cliff Farm

Used as a attack and to activate two roll switches located both in Cliff Farm.

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### 'Pack Wack

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Buttons used: B \*while standing still\*  
Location: Spiral Mountain

Used to hit ground enemies and switches

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### Climbing

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Buttons used: Up on the D-ad (When near a vine or ladder)  
Location: Cliff Farm

Used to reach higher areas, pretty much it.

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### Diving, Swimming, and Surfaceing

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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.

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### Egg Fire

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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.



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

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#### Worm Sliding

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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

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#### Racing Sliding

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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.

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#### Vehicle FAQ

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Vehicle Locations:

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#### Treasure Hunting

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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.

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#### Snowflake Hunting

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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.

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#### Quiz FAQ

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Quiz Locations:

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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

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7. Credits and Site List  
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Special Thanks to:

Icy Guy and kenobi: For finding the GSA/AR Codes for this game.

Sites that can use this guide:

www.gamefaqs.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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8. Special Thanks

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I would like to thank:

Myself, for working on this

My friends Andre, Alex, Kyeedra, Jeff, Corey, Scott, and all my friends for the inspiration to write

My father, who got me into video games

Miyamoto and Nintendo, for this great game

and everyone who reads this

You can visit my site at [www.zeldanine.com](http://www.zeldanine.com)

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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](mailto: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 harddrive, 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 [jasonchhowell196](#), 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.