

Banjo-Kazooie: Grunty's Revenge FAQ/Walkthrough

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Banjo-Kazooie
Grunty's Revenge
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Revision History

R1- Well today marks the start of this guide in making the table of contents and introduction. February 17, 2006.

R2- Tonight, the controls section has been started and finished. February 20, 2006.

R3- Tonight, I added the story section, but stopped to go watch American Idol +_+. March 2, 2006.

R4- Today, I did all of the major characters in that section. I don't remember all of the minor characters, so I'll continue on and finish that section later.

March 8, 2006.

R5- Ahh... Tonight I did the Items section, and that's about it. March 13, 2006.

R6- After a long time, I decided to do some work and I did the beginning part of the walkthrough and I started the Cliff Farms walkthrough. March 31, 2006.

R7- I worked on the cliff farms section. I'm now about 1/4 of the way done with it. April 11, 2006.

R8- I decided to change my style and make only lists. I completed as well as changed the other stuff of cliff farms. April 12, 2006.

R9- I'm on a roll today! I started and finished both Breegull beach and Bad magic bayou. Wahoo!! April 13, 2006.

R10- Spiller's harbor and Spiral Mountain are complete. And I just started them today! April 14, 2006.

R11- Today, I started and finished freezing furnace, Grunty's lair, and the moves and enemies section. April 17, 2006.

R12- Today I finally completed this guide for good! April 18, 2006.

Introduction

Hello! So glad you could make it to my Banjo-Kazooie Grunty's Revenge FAQ/walkthrough. This is my 1st guide, so I am new to the walkthrough business. But still, this is an awesome guide, seriously! Well, I'll stop blabbering on and get to the real meat of this FAQ/guide.

Controls

A button: jump

B button: pack whack (after you learn it) or roll attack (after you learn it)

Control pad: move (duh!)

Start button: pause the game and go to the pause menu to view stats

L and R buttons: you'll need them for certain moves you will learn later on.

All special moves that you learn in the game are explained in the "Moves guide" section.

The Story

I'm not going to get all professional about this section; I'm just going to tell you the basic story line.

It's been 2 months since Gruntilda (Grunty) the witch was defeated by Banjo and Kazooie and buried underground. Her loyal henchman, Klungo, has been trying to move the boulder keeping Grunty underground, but has had no success. Then he gets a brilliant idea! He will build a robot suit and Grunty will use her magic to put her ghost into the suit. Brilliant!! His plan works and all that time underground has given Grunty time to think up an evil revenge plan. "She will

steal Kazooie and in a blast, use the suit to change the past." Fortunately for Banjo, Mumbo Jumbo, the shaman, overhears their plans and tries to warn Banjo, but it's too late! Grunty captures Kazooie and travels into the past. Mumbo then uses his magic to send Banjo to the past to find them. That's where the fun begins...

Cast of Characters

Major Characters:

Banjo: everyone's favorite bear! He is one of the heroes (Ines) of the Banjo-Kazooie games. He is kind and is always willing to do the right thing (unlike some of us).

Kazooie: the foul-mouthed Breegull! She is the other part of the pair and (unlike Banjo) doesn't really care about always doing what's right. She will however, follow Banjo and is always ready to kick some baddie butt!

Mumbo Jumbo: the magical shaman! Mumbo has appeared in every BK game as the magician who transforms Banjo and Kazooie into various forms (in Banjo-Kazooie) and other things outside of his hut (Banjo-Tooie). In this game he is lazy once again, but will transform Banjo and Kazooie, for a Mumbo token.

Bozzeye: the skillful mole! When Mumbo warped Banjo into the past, Banjo forgot all of his moves (except jumping). That's where Bozzeye comes in. He will teach the pair new (and old) moves, for a price of a certain amount of notes.

Gruntilda: the evil witch! Grunty was defeated at the end of the first game, but is back with a vengeance! Although her body is still stuck under that huge boulder, Klungo built a mechanical suit to contain her ghost. You must stop her evil plans to change the past to affect the future!

Klungo: the loyal minion! Klungo is Grunty's loyal minion who will do anything to please his mistressssss. It was his idea to build the mecha-suit. He doesn't get many thanks though.

The Jinjo Oracle: the "psychic" jinjo leader! The Jinjo Oracle is the leader of the spiral mountain jinjos. She will tell you useful hints and even a few jiggys for rescuing the jinjos.

Jiggwiggy: the jiggy priest! This guy lives in the jiggy temple and will open up the many worlds, if you bring him enough jiggies.

Minor Characters

Mother Clucker: she is a mother hen who lives in cliff farms. You must rescue her eggs, then her chicks.

Mr.Ripvoilaski: this is a rat guy who has smuggler written all over him. He will give a few jiggys here and there though.

The ghost pirate: he has a ghost ship floating around Breegull Beach. Send him to the afterlife to get his gold!

The little blubber pirate scouts: these dirty little kids have a mini-game for treasure.

The commander gruntling: this guy is a mediocre general of the gruntlings in bad magic bayou.

Alfred P. Cock: this peacock (duh!) runs an ice cream stand in Spiller's harbor.

The Squiddles: you will have to help these squid guys with ice cream and a toy in the harbor.

Items

Notes: these are simple musical notes. For some strange reason, Bozzeye wants them. In exchange for some (and often a large amount) notes, he will teach you some cool moves.

Jinjoes: there are 5 of these little... uh, jinjos in each world. If you rescue them all, the Jinjo Oracle will give you a jiggy. For every 1, she will tell you a cool hint.

Hollow Honeycombs: bring enough of these to Honey B. to get your life bar lengthened.

Recovery Honeycomb: use these to restore your life meter. There are 3 kinds: normal ones restore 1 life piece, ! ones restore as many as you press A on, and ? ones restore a random amount when you hit the A button.

Jiggys: or is the plural form jiggies? Either way, jiggys are the puzzle pieces that you need to open the different worlds. There are 10 of them in each world.

Eggs: these are normal blue eggs that Kazooie can use as ammo to shoot at enemies (when you learn how to).

Battery Eggs: these eggs are electrically charged to activate machines and tolls and to give the bad uns' a shock.

Gold Feathers: when you learn the power of the gold feather pad, you can use these golden feathers to become invincible (as long as you have some to spare).

Ice Eggs: these eggs are literally frozen solid. They can freeze enemies for a short amount of time or put out fires.

Fire Eggs: These eggs are literally "great balls of fire". They can really hurt enemies and burn stuff.

Mumbo Tokens: these are little skull-shaped tokens that you need for Mumbo to use his transforming magic. You get them after almost every boss fight.

Special Items: there are some items that you can only get in certain worlds and are needed to get jiggys and other stuff. They are all explained in the walkthrough section.

WALKTHROUGH

Let's get this show on the road, shall we?

The Beginning

Well, you just got warped from the present to the past, aye (yes)? Good! After a little chat with Bozzeye, go north collecting notes as you go. By the time you get to the molehill, you should have 10 or 11 notes. Talk to Bozzeye to learn the Pack Whack. Sweet-o-ness! Now smash the twigs to get to the jinjo. Bozzeye will then say something about the Jinjo Oracle, so we should go there, no? Simply go east (collecting notes as you go) to find the great Oracle of Jinjo. She will tell you some good advice about a temple to the south. So do what she says! Go south to find a farm-like area and a temple-like structure. Smash the shining twig stack to get your first hollow honeycomb. Then go down and east and hit the jiggy symbol to open the temple. Go inside and climb the stairs to receive your first jiggy! Do what the jiggy priest says to open the first world, Cliff Farms. Based on that short scene showing it being opened, I think you should know where to go now. Well, what are you waiting for?! Go, man!

Cliff Farms:

Jiggys:

#1: From the entrance turn west to see a small pond. Dive into the pond and there is jiggy #1.

#2: Mother Clucker gives this jiggy to you when you rescue her eggs from the slide (not from pirates or sea snakes).

#3: Destroy the 3 whiplash enemies that guard this jiggy in the northern area before farm heights.

#4: Defeat the gruntweed blocking the sheep pen in the eastern area and the sheep will give you their jiggy in gratitude.

#5: Rescue the 5 chicks in farm heights. Here is where they are: 1. on top of a tractor in the southern area. 2. on an island in the river. 3. behind the water mill. 4. in front of Mumbo's hut. 5. The west side of the big barn area. Return them all to Mamma Clucker and you will get your reward.

#6: On an island on the west side of the river.

#7: Behind the water mill is a fenced-in sheep area. Play the mini-game and catch 12 sheep within the time limit.

#8: Inside the barn itself is a roll switch. Hit it and teleport in the boss pad. Defeat Klungo and you will get a jiggy and a Mumbo token.

#9: Go inside the mill as a mouse and run under the main floor. Go through the tunnel and bit the switch. Jump on the platform and ride up to a jiggy.

#10: Find all 5 jinjos:

1. In a small crevice near jiggy 2.
2. In a pool of water just east of jiggy 3
3. On a barrel of apples a few ledges above jiggy 4
4. At the base of the water wheel
5. Inside the barn, there is a small mouse hole. Inside there is the jinjo.

Return to the Jinjo Oracle to get the jiggy.

Empty Honeycombs:

#1: On the east side of the barn are a few stacks of hay. Jump on them and climb the ladder on the tower to get it.

#2: Inside the mill, it's right there!

Bozzeye Moves:

Underwater dive:

Cost: 25 notes

Press R in water that has bubbles on it to dive and swim around underwater. But watch your air meter!

Climbing:

Cost: 40 notes

Simply run up to a ladder or some vines to climb up them

Roll attack:

Cost: 60 notes

Press B while running to roll and attack enemies.

Breegull Beach:

Jiggys:

#1: Find the 5 shells: 1. right next to the hut where you take on this quest. 2. Behind the hut are a few ledges. On top of the ledges is a shell. 3. To the right of Mumbo's skull is a tree. Under the tree is another shell. 4. in front of the entrance to the quarry. 5. at the southwest area of the beach.

#2: First, turn into a mouse. Now, to the left of the skull are a small hole and a white bird. Run through the hole and free the other birds (by biting their chains). When you free them all, the white Breegull will give you a jiggy.

#3: To the east of Mumbo's skull is a hole that leads to Grunty's quarry. Enter and continue north until you find a ladder. Climb it and hit the switch to the right of it and enter the witchy warp to fight Grunty. To beat her, just roll at her when she stops and cackles. When you win you get Kazooie back as well as a jiggy.

#4: At the back of the quarry there are a few ledges. Use the flip-flap to get past them and get the jiggy.

#5: At the end of the stone lookout area is a skull. Stand on it and then defeat the ghost pirate to steal his booty.

#6: To the south end of the water, there is a dolphin that has a shiny thing

blocking the door to his house. Dive under after him and follow him to get the jiggy.

#7: After the ledges where one of the shells is, is the entrance to the upper area of the beach. Talon trot up the slope and talk to the ancient Breegull. Climb the vines and enter the temple. Collect enough grubs and the Breegull will give you a jiggy.

#8: Drop below the bottom of the grub slide and enter the cave. Beat the pirate mini-game and the treasure is yours!

#9: To the east side of the beach, there some ledges rising up from the sea. Use the feathery flap to get across them and to the jiggy.

#10: Find all 5 jinjos:

1. Inside the area where you must free the birds.
2. Inside the sunken ship right after you get jiggy 6
3. To the south of the entrance
4. To the left of the temple of iggy-twiggy (a.k.a the grub tunnel).
5. On a small island in the southeast region of the beach.

Empty Honeycombs:

#1: In the underwater area where jiggy #6 is.

#2: To the right of the temple of grubs.

Bozzeye moves:

Flip-Flap

Cost: get Kazooie

Press L and then A to get a super jump boost!

Egg blaster

Cost: N/A

Press L then B to cock Kazooie as an egg gun. Press B then to fire!

Talon Trot:

Cost: 140 notes

Press L then R to go to talon trot mode then you can run up slippery slopes

Feathery Flap

Cost: 110 notes:

Press A while in the air to get a flying jump boost (kind of like Roc's cape in Zelda oracle of seasons)

Bad Magic Bayou

Jiggys:

#1: At the entrance of the mansion, just use a super jump to nab this jiggy from a hole-biter.

#2: From the entrance of the mansion, turn left into a room with electrical stuff. Run forward and shoot the toll. Then, jump on the platform and hit the other toll. Jump to the final platform and ride to the jiggy.

#3: Go to the top and end of the mansion and shock the tolls. Enter the portal

and defeat Klungo once again. When he's defeated (don't worry he'll be back) get the jiggy and Mumbo token.

#4: Southeast of the entrance is a cracked ground area. Hit it a few times (defeating the gremlins) and the jiggy is yours.

#5: South of the rap attack molehill is an area with a commander gruntling. Talk to him then defeat all the different types of gruntlings to get a well-deserved jiggy.

#6: Southwest of the rap molehill is a platform with Mr. Ripo-what's his name. Catch enough fish in the time limit to get a jiggy (notice how he first calls it a jiggy and then a 'shiny paperweight thing').

#7: To the left of the Jinjo Oracle, is the entrance to the vapor scrubs. Run through to the end to get a jiggy (notice how every so often you loose health).

#8: South and west of Mumbo's skull is a gray bolted door. Turn into a tank (the transformation of a later world; you can't get this jiggy on your first trip) get across (stepping on each platform only once) to get a jiggy.

#9: Next to Mumbo's skull is a dark hole. Run through this simple tunnel (don't step on the green slime) to find yourself in the haunted halls. First go to the bottom-left room (the one with a triangle on the floor). Light the top left candle and then go to the room with a square on the floor and light all the candles except for the top left one. Then go to room with the top room and light all the candles. Finally, go to the last room and light the top left and the bottom right candles. Run to the bottom right room to get your hard-earned jiggy.

#10: Find all 5 jinjos:

1. Use the bill drill on the cracked ground next to the mansion.
2. On a ledge by the stairs on the 2nd floor of monster manor
3. Next to the molehill where you learn the rap attack, is a stump with a jinjo on it.
4. In the vapor scrubs track to the jiggy.
5. In the dark hole on the way to the haunted halls.

Empty Honeycombs:

#1: Right next to the mansion (right side).

#2: Shoot battery eggs at the tolls in the room where you learn that skill.

Bozzyeye moves:

Bill Drill

Cost: 170

Press L when you are in the air to smash the ground with force strong enough to knock off trees and such.

Battery Eggs

Cost: 260

The commands are the same as for normal eggs, just press R when you have Kazooie as a gun.

Rat-a-tap Rap

Cost: 210

Press B while in the air to peck enemies (useful against birds and hole-grabbers).

Spiller's Harbor

Jiggys

#1: Alright. First, go to the ice cream stand and destroy the evil birds guarding it. The salesman will then give you a free cone. Now go south to a boat floating on the water and talk to the turd-looking guy. Give him the cone and he will run off. In Spillerston, there is another squiddle. Near him is the busted arcade machine with his toy on top. Get the toy and bring it back to him. Then find their momma and she will reward your kindness.

#2: In Spillerston, jump into the house with a chimney on top. Use the wonderwing pad and destroy all of the boxes. Then, the box ghost comes to get you! Just kidding; you get a jiggy!

#3: This one is a little tricky. Find the shock spring pad near the Bozzeye hole. Jump up, and then hit the switch. Run (the talon trot works well) to the new pad and use it to run to the west to hit another switch. Run again to it and jump up. Hit that switch and RUN for the jiggy.

#4: Find all 5 of the coins hidden around in Spiller's Harbor and go to the north of Spillerston. Talk to the rat guy to enter the waterslide of doom (or something like that). Beat him in a race by using the boost panels. He will reward you when you win.

#5: Go to Mumbo's skull and change into a mouse. Then, go to bilge haven and enter the sand castle. Once inside, run around and hit all of the switches. When they are all activated, go to the southeast corner and climb up the milk carton. Run along your new paths and at the end is a jiggy.

#6: From the entrance of bilge haven, keep going until you see a ledge. Jump on it and the one after it and hit the switch. Use that pad to jump to the next one and hit that switch and just keep on going until you get the jiggy.

#7: On the far east side is a lighthouse. Jump up to the top of it and shoot an ice egg into the toll. Then enter the warp to fight Grunty. To beat her, just shoot ice eggs at the red spots on the mecha suit. When she runs off, collect the mumbo token and the jiggy.

#8: After defeating Grunty, turn into an octopus by Mumbo's magic. Jump into the water and notice how you don't get hurt! Swim to the southeast end and there should be a high platform. Jump up from the toxic water and grab the jiggy on top.

#9: A little northwest of that platform, there should be a pipe. Enter it and swim to the end by destroying enemies, at the end of the long tunnel of slime, is a golden jiggy.

#10: find all of the jinjos:

1. Near the entrance of bilge haven is a sewer manhole. Use the bill drill to open it and find the jinjo inside.
2. Inside the sand castle, on the upper area.
3. From the entrance of Spillerston, run into the little hole to the right as a mouse. The jinjo is in that area.
4. Next to the squiddle boat, is another small lifeboat. There is a jinjo.
5. On the far east side is a building with a hole in the top. Jump into it and nab the jinjo that is inside.

Empty honeycombs:

#1: In the pipe behind the boat where the first squiddle is.

#2: In the area where the third jinjo is.

Bozzeye moves:

Wonderwing pad:

Cost: 310 notes

Stand on a wonderwing pad (the ones with a golden wing on it) and press A to become invincible as long as you have gold feathers. Press L to cancel it.

Shock jump pad:

Cost: 370

Stand on the pad with a bear foot (or claw) on it and press A to do a super jump.

Ice eggs

Cost: 410

This frozen ammo can put out fires and stun enemies for a short period of time.

The Freezing Furnace

Jiggys:

#1: To the north of the only Bozzeye hole in this world is a toll and a platform lift. Activate the platform using a fire egg into the toll. At the top, enter the igloo and win the mini-game.

#2: Jump into the ice water as an octopus and swim to the northern area. Enter the cave and get the jiggy at the end of the long tunnel.

#3: From Mumbo's skull, head east until you find a winding ice platform to the south. Run across it and hit the jiggy switch. Now run like there's no tomorrow to get the jiggy (although some Gatorade wouldn't hurt).

#4: A little more east from jiggy 3 is a cave guarded by an ice Bigfoot. Enter it and beat the rat guys at their own game!

#5: In Grunty Industries, find all of the gold and give it to the pail lady. The gold locations are as follows: 1. on top of a tower just south of the entrance. 2. in a pool of water southeast of the bucket person. 3. on a ledge in the lava near the storage place. 4. At the southern end is an area cover in toxic slime. Get the gold from the ledge. 5. on a ledge north of the giant bug statue. 6. South, in the toxic area, is a switch that activates a jump pad. Hit it and then use it to get the last two gold pieces. 7. See gold 6.

#6: Inside the furnace stores, south of the entrance, is a hidden wonderwing pad. Use it to get to the end where a shock spring pad is hidden. Use it to jump up to a jiggy.

#7: North and a couple ledges up of the 5th piece of gold is a hole with a gate near it. Drill the hole and drop inside. Now, you must use the bill drill or the pack whack to spell out Gruntilda on the letter board. If you get it right, the jiggy is yours.

#8: At the western end of the area is a switch that activates the platform. Jump on it and then hit the ice tolls to lower the flames on the statue. Enter it and defeat Klungo at the end of the hallway.

#9: Take the token to Mumbo and change into a tank. Blow open the door near the hut and then blow open the next door. Run across the platforms just like in bad magic bayou's jiggy 9. The jiggy is at the end if you did it right.

#10: Find all of the jinjos:

1. Go to Mumbo and change into a candle and go east to a small cave with the entrance blocked by dynamite. Flare the dynamite and get the jinjo inside.
2. On a ledge north of jiggy 4 is a statue of the great Biggafoot. Burn the ice block and then drill the ground underneath it.
3. To the southeast of the entrance to Grunty industries is a few platforms. Jump along them to get a jinjo on the last one.
4. At the very entrance to the industries is a fire toll. Hit it then jump across the platforms to get a jinjo.
5. At the bottom right corner of the toxic slime area.

Empty honeycombs:

#1: Jump onto the high platform near the entrance as an octopus. If you jump from the water you'll make it.

#2: North of the Jinjo Oracle in the furnace stores.

Bozzeye moves:

Fire eggs:

Cost: 470

These are eggs that have explosive fire power and can do a lot of damage to enemies.

Spiral Mountain

Jiggies:

#1: This jiggy is right in front of the priest in the temple.

#2: On spiral rise, there are a few stick piles. 1 of them has a jiggy underneath it.

#3: On spiral rise, jump across the river on the top of the area. The jiggy is floating in the air there (nice rhyme right?).

#4: Near the entrance of bad magic bayou are 2 ledges. Jump up them and nab the jiggy from the wall grabber.

#5: To the south of the entrance of bad magic bayou, in spiral mountain, is a tree with a piece of cracked ground. Bill drill the ground and the jiggy will fall down.

#6: Left of Honey B.'s place is the famous spiral hill. At the top of it is a switch. Hit it and then run to the jiggy.

#7: In the southeast area of spiral mire, there is an area with purple ground. Jump on the shock pad and continue up to the jiggy ledge.

#8: North of bad magic bayou, there is a peninsula with a dolphin. Shoot enough eggs at the dolphin and he will give you a jiggy in gratitude.

#9: To the right of spiller's harbor is a fiery area. Swim around and use the wonderwing pad to get to the end and get a jiggy.

#10: Find all 5 jinjos:

1. See the section the beginning
2. Inside the circle of flames in spiral rise.
3. On top of the spiral mentioned in jiggy 6.
4. Between 2 pillars in the area mentioned in jiggy 7.
5. In spiral mire, there is an island with a spring pad on it. Jump on the pad and get the last jinjo.

Empty honeycombs:

#1: See the section the beginning.

#2: On top of Honey B.'s house.

Bozzeeye moves:

Pack Whack

Cost: 10

Press B while standing still to hit enemies and switches with your backpack.

Grunty's Lair

Fight 1: Mecha-Grunty

For the start of the fight, just dodge her tackles and attack when her shield is down. After 3 hits, the battle changes a little. She will start firing power blasts at you. Once again, just dodge them (you got to be quick) and attack when her shield is not active. After 3 hits, the hard part begins. She'll fly around in the air and drop power blasts. Stand in the bottom left hand corner and wait until the barrage stops. Then attack! After 3 more hits, she will give up. For now.

Quiz 1:

After Grunty is down, jump up and stand on the ? platform and press A. you will have to answer a few questions about the game. Get 2 out of 3 right to proceed to the next round.

Fight 2: Klungo

This time, Klungo is HARD. The same tactic follows as any battle with him but this time, he throws faster and spookos appear after every hit. Beware!

Quiz 2:

What do I got to say? Same follows as quiz 1 only there are more questions. If you win, you get to proceed onto the final battle.

The Final Battle with Grunty:

Really, her last name is Winkybunion? Hahaha!! But let's get serious; this is the final battle! Dodge her tackles and hit her. But this time, her ghost come

out and you need to hit that to do any damage. After 2 hits, she changes tactics. Now, she'll rapidly try to smash you. Run for your life and attack. 2 more hits changes her style. Now she'll shoot blasts at you just like before. Attack the same. After 2 hits, she'll try to bombard you from the sky again. Run to the left side of the tower and wait to attack. 2 more hits=change in battle. Now she'll shoot a homing attack at you AND try to mow you down. Use the talon trot to dodge her attacks and attack twice more. After she is hit the 2nd time, the mecha suit will explode revealing her ghost! It's now or never. Take an educated guess at which ghost is the real one and hope your right. When her health bar hits 0, Grunty will spiral out of control and return to her imprisonment under the huge boulder. Congratulations! You have won the game!

While the credits roll, you can try to collect as many coins as you can (for once, some entertainment during the credits). They can be used in the arcade in Spillerston in Spiller's harbor.

Moves Guide:

Pack Whack:

Location: Spiral Mountain

Cost: 10

Press B while standing still to hit enemies and switches with your backpack.

Underwater dive:

Location: Cliff Farms

Cost: 25 notes

Press R in water that has bubbles on it to dive and swim around underwater.

But watch your air meter!

Climbing:

Location: Cliff Farms

Cost: 40 notes

Simply run up to a ladder or some vines to climb up them

Roll attack:

Location: Cliff Farms

Cost: 60 notes

Press B while running to roll and attack enemies.

Flip-Flap

Location: Breegull Beach

Cost: get Kazooie

Press L and then A to get a super jump boost!

Egg blaster

Location: Breegull Beach

Cost: N/A

Press L then B to cock Kazooie as an egg gun. Press B then to fire!

Talon Trot:

Location: Breegull Beach

Cost: 140 notes

Press L then R to go to talon trot mode then you can run up slippery slopes

Feathery Flap:

Location: Breegull Beach

Cost: 110 notes:

Press A while in the air to get a flying jump boost (kind of like Roc's cape in Zelda oracle of seasons)

Bill Drill:

Location: Bad Magic Bayou

Cost: 170

Press L when you are in the air to smash the ground with force strong enough to knock off trees and such.

Battery Eggs:

Location: Bad Magic Bayou

Cost: 260

The commands are the same as for normal eggs, just press R when you have Kazooie as a gun.

Rat-a-tap Rap:

Location: Bad Magic Bayou

Cost: 210

Press B while in the air to peck enemies (useful against birds and hole-grabbers).

Wonderwing pad:

Location: Spiller's Harbor

Cost: 310 notes

Stand on a wonderwing pad (the ones with a golden wing on it) and press A to become invincible as long as you have gold feathers. Press L to cancel it.

Shock jump pad:

Location: Spiller's Harbor

Cost: 370

Stand on the pad with a bear foot (or claw) on it and press A to do a super jump.

Ice eggs:

Location: Spiller's Harbor

Cost: 410

This frozen ammo can put out fires and stun enemies for a short period of time.

Fire eggs:

Location: Freezing Furnace

Cost: 470

These are eggs that have explosive fire power and can do a lot of damage to enemies.

Enemies Guide:

Gruntlings:

These are the average grunts. They just try to hit you and are not much of a threat. But every world, they get stronger. Just use a roll or pack whack to beat them.

Whiplash:

These guys are just tentacles that try to attack you by whipping you. There are normal ones and snake ones. They are just as powerful as each other, but the snake ones look cooler. Use a roll or pack whack to beat them.

Gruntweed:

These are weed guys that try to hover over you and smash down and you. Wait for them to hit the ground and then use the pack whack to defeat them.

Yum-Yum:

These are the clams that patrol Breegull Beach. 2 roll attacks will defeat them. However, if they hit you, they will steal your eggs and feathers.

Mines:

The name says it all. These tough armored spike balls hide in the water until you come by. Then they will attack you kamikaze style. Either take the hit or shoot an egg at them to make them blow up.

Green Spookos:

These ghost guys patrol monster manor in Bad Magic Bayou. They are immune to any attack except for fire eggs and gold feathers. Avoid them if you can but defeat them if you must (like during Klungo's final battle).

Wall Grabbers:

These guys hide in holes in walls and pop out when you come near. Use the rat-a-tap rap to knock them out before they hit you.

Gremloids:

These are blob guys that will grab onto you and suck your life out. When they grab you, shake the control pad left and right rapidly.

Swamp Bigfoot:

These are like tough souped-up gruntlings. They run at you and try to hit you with their massive hands. Just use the roll attack or pack whack to hit them many times. Fire eggs are also very effective.

Evil Birds:

These are just birds that guard the ice cream van in Spiller's Harbor. Use the rat-a-tap rap to open the ice cream market once again.

Bees:

Do I really need to explain? They fly in groups and will attack you if you invade their territory. The only way to beat them is by using the wonderwing.

Ice Bigfoot:

These are just like the swamp variety except they are more vulnerable to fire eggs. They may also look familiar to you from Hailfire Peaks in Banjo-Tooie.

Red Spookos:

These are just like the green ones, but they are beatable only by ice eggs and gold feathers. They are running around in Grunty Industries and once again, try to avoid them.

Evil Boxes:

They are the box ghost's shining idols. These are just boxes full of TNT that try to blow you up. Use the wonderwing to silence them. Beware!

Livewire:

These are wires that stick out of poles and walls that try to electrocute you. Just use the wonderwing if they get in your way, otherwise avoid them.

Boss Guide

Cliff Farms: Klungo:

This is the most simple boss fight probably in all of Banjo-Kazooie. Klungo will power up a shield and throw beakers at you. Simply dodge them and attack when he lowers his shield. After you hit him once, he will throw more beakers at you before he lowers his shield.

Breegull Beach: Mech-Grunty:

Alright, first she will charge at you with her shield raised. Run and dodge it and attack when she lowers her shield. After 3 hits, she changes her battle plan. This time, she will hover in the air and try to smash down on you. Run and dodge these attacks and attack when she stops to laugh. If you're running low on health, there are some honeycombs on the 4 towers.

Bad Magic Bayou: Inviso Klungo

This fight is just like the last one, but there are no honeycombs and when he is running around, he turns invisible. However, a few seconds before he starts to throw things, he will flash visible. Use that as an opportunity to find his position and attack.

Spiller's Harbor: Jumbo Mecha-Grunty:

This battle is fought in egg shooting mode. Shoot ice eggs at the 6 red spots on her armor. After 3 hits, a red spots will blow up, dealing damage. After 3 pieces are destroyed, she will hover over the water and shoot more blasts at a faster rate. I recommend that you destroy both her arms and hat first because they are very hard to hit when she is hovering.

Freezing Furnace: Inviso Klungo w/ Gremloids:

This fight is the same as the bayou fight, except before he throws beakers, he sends gremloids to attack you. Destroy the gremloids and attack as normal. This is harder also because the floor is icy and you slip and can't run very fast (as seen in countless other Nintendo games).

Grunty's Lair: Mecha Grunty (fight 1):

For the start of the fight, just dodge her tackles and attack when her shield is down. After 3 hits, the battle changes a little. She will start firing power blasts at you. Once again, just dodge them (you gotta be quick) and attack when her shield is not active. After 3 hits, the hard part begins. She'll fly around in the air and drop power blasts. Stand in the bottom left hand corner and wait until the barrage stops. Then attack! After 3 more hits, she will give up.

Grunty's Lair: Inviso Klungo w/ Spookos (fight 2):

This time, Klungo is HARD. The same tactic follows as any battle with him but this time, he throws faster and spookos appear after every hit. Use ice eggs to destroy the red spookos and fire eggs to destroy the green ones.

Winkybunion Tower: Final Battle with Grunty:

Dodge her tackles and hit her. But this time, her ghost come out and you need to hit that to do any damage. After 2 hits, she changes tactics. Now, she'll rapidly try to smash you. Run for your life and attack. 2 more hits changes her style. Now she'll shoot blasts at you just like before. Attack the same. After 2 hits, she'll try to bombard you from the sky again. Run to the left side of the tower and wait to attack. 2 more hits=change in battle. Now she'll shoot a homing attack at you AND try to mow you down. Use the talon trot to dodge her attacks and attack twice more. After she is hit the 2nd time, the mecha suit will explode revealing her ghost! It's now or never. Take an educated guess at which ghost is the real one and hope your right. When her health bar hits 0, Grunty will spiral out of control.

Transformation Guide:

Mouse: This transformation is small and there for can crawl into small holes in the ground. Its attack is gnawing. Its major disadvantage is that its attack really can't hurt enemies.

Candle: This guy can go into areas that are too dark for Banjo and Kazooie. Its

flaming roll and jump attacks can light other candles and burn enemies.

Octopus: This transformation can swim in water that Banjo and Kazooie can't, such as poison and ice water. It can also shoot a water blast to destroy enemies. Also, it can use a super jump from the water.

Tank: My personal favorite, this guy can blow open tough armored doors and really do damage to enemies. Its only disadvantage is that it can't jump.

Mini-Games

Egg Scramble: Ride down the slide and collect 12 of the eggs. This game is used to get jiggy 2 in Cliff Farms.

Sheep Dip: Hold down B to charge up your line. Throw it and get a certain amount of sheep. This game is used to get jiggy 7 in Cliff Farms.

Battle Boats: Hold onto the treasure chest longer than the little pirate guys. You can also press L or R to shoot cannonballs at them. This game is used to get jiggy 8 in Breegull Beach.

Grubby Chute: Ride down the slide and collect enough grubs in the allotted time. This game is used to get jiggy 7 in Breegull Beach.

Magic Angler: This is just like the sheep game except you must get fish instead of sheep. But do NOT get the crabs; they will give you damage you and cut your time. This game is used to get jiggy 6 in Bad Magic Bayou.

Slide O' Fear: Run down the slide and run over the boost pads to beat the rat guy in a race. If you land on the tar patches, you will slow down. This game is used to get jiggy 4 in Spiller's Harbor.

Frozen Fish: This game is just like magic angler, except for the fact that you don't know what you going to get. So just try to catch everything. This game is used to get jiggy 1 in Freezing Furnace.

Snowy Sleds: Use the skidoo to get the little icicle guys. Get more than the rat people to win. You can also slow them down by pressing L or R to hurl snowballs at them.

FAQ

Well, uh, actually, I don't really have an FAQ yet being that I have gotten no e-mails. But rest assured that when I do get a good, intelligent, question, I will answer it and post it here. If you have a question, comment, or suggestion, send it to zapto369@cs.com. Thanks, dude!

Epilogue/Acknowledgements

And so my first guide comes to a close. (Tearing) I... am... so... happy. Well, before this guide officially is done, I would like to thanks the following people and groups:

1. The MP3 Rocket, for providing awesome downloaded music during the long hours I put into this.
2. The one dude (who is indeed CAHowell) who made a map of the Haunted Halls on

Gamefaqs.com. I kind of, a, cheated off of it, he he.

3. Nintendo, for making another awesome game. Keep up the good work!

4. ME, the person who wrote this guide. Ha ha ha!

5. All the people who read this guide, and my adoring fans.

My thanks goes out to all of those people. Now, before I finish this up, I will tell you what my next guide will be. Coming soon: an FAQ/guide for... Pokemon Firered and Leafgreen! Thanks once again for reading this guide. See ya!!

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