

Banjo-Kazooie FAQ/Walkthrough

by Donkey Kong Song

Updated to v1.2 on Jul 21, 2001

I, Donkey Kong Song, have updated my Banjo-Kazooie FAQ again.

This FAQ cAn oNly appear on the foLLowing sites:

GameFAQs <www.gamefaqs.com>

GameSages <www.gamesages.com>

IGN64 <www.ign64.com>

Neoseeker <www.neoseeker.com>

Need a reason? These sites are the ONLY three sites that can keep my FAQs updated. I'll send GameFAQs my FAQs, GameSages and GameFAQs share stuff, and IGN64 and GameSages share stuff. Neoseeker is great, they visit GameFAQs every day, it seems. I'll see if I can trust Cheat COde Central <www.cheatcc.com>, and Game-Revolution <www.gamerevolution.com>. Why I want them updated? BecAuSE when people see missing things in older versions, I'll get billions of e-mAil messages telling me to update the FAQ even though it is updated, asking questions I already answeRed in nEWer versions, making additions that are already there, correcting errors I already corrected, and after a while, it'll get annoying! But, you can link to thE page at one of the sites that Lists all the FAQs fOr BaNjo-Kazooie, but not to the actual FAQ there.

This FAQ is mine, and Banjo-Kazooie is not. It's Rareware's. (And Nintendo's, they made the cartridGe.) The Only thing I did was make this FAQ.

DO (if you want):

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Replace your name with mine, then put it on your webpage

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DO NOT WITHOUT PERMISSION:

Use part of this FAQ anywhere on your own FAQ or webpage

Use it in magazines or guides

I RECOMMEND YOU DON'T:

Immediately use this guide to play the game. You should try to play it yourself, and look back for any Jiggies or Musical Notes you're missing.

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Banjo-Kazooie is (c) 1998 Nintendo/Rare

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FAQ/WALKTHROUGH

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Version 1.2 (From Tuesday, June 19, 2001, 10:06:30 PM to Friday, July 20, 2001,
1:45:59 PM, 438KB, 187 Pages, 69,398 Words, 335,538 Characters, 5,787

Paragraphs, 10,035 Lines [excluding this text])

(I'm not going to make joints in the letters. I tried that, and boy did I suck!
CJayC would not post something like that.)

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| 1 )  I N T R O  |
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This is my first FAQ. It's for my 5th-favorite game. I made this FAQ because I had nothing to do, and also I want my great knowledge about Banjo-Kazooie to pay off.

| |
| 2) W H A T ' S N E W ? |
| |

Ver. 1.2: I HOPE YOU'LL ACCEPT THIS UPDATE NOTICE IN ALL CAPS, AS I AM SO HAPPY! I FINALLY BEAT SONIC ADVENTURE AND THE LEGEND OF ZELDA: MAJORA'S MASK! Sonic Adventure took shorter than I expected, especially with Super Sonic's file. Majora's Mask took a long time. Anyway, Secrets section is complete, FAQ was re-proofread by Baby Myuu, and 2 questions to the FAQ section, finished Gobi's Valley in Separate Strategies (By Area), completed Enemies and How to Get There (By Item). I also released my Zelda Chest FAQ. Added Backlog and Next Updates at the end of the FAQ. I also forgot to include Dallas in the credits for the "Bear"-Boned Walkthrough Idea. I plan to release a Majora's Mask Items FAQ soon. Oh... and Ken Weatherwax is the first one to win the contest! (From Tuesday, June 19, 2001, 10:06:30 PM to Friday, July 20, 2001, 1:45:59 PM, 438KB, 187 Pages, 69,398 Words, 335,538 Characters, 5,787 Paragraphs, 10,035 Lines [excluding this text])

Ver. 1.1: Spell checked the whole thing, forgot to give CJayC credit, enabled Neoseeker to get my FAQ, fixed a spelling error, finished Bubblegloop Swamp and Freezeezy Peak in the Separate Strategies section (By Area), completed Friends (By Item), added Witch Switches to the Separate Strategies section (By Area), added more secrets. (From Monday, June 11, 2001, 6:15:15 PM to Sunday, June 17, 2001, 2:04:25:PM, 400KB, 169 Pages, 64,051 Words, 309,054 Characters, 5,184 Paragraphs, 9,065 Lines)

Ver. 1.0: Added everything. (From Wednesday, November 15, 2000 9:02:17 PM to Tuesday, June 5, 2001, 8:48:08 PM, 383KB, 161 Pages, 61,276 Words, 294,614 Characters, 4,912 Paragraphs, 8,640 Lines)

| |
| 3) C O N T R O L S / S T A R T M E N U |
| |

A: Jump. Hold it to jump higher, hit it while crouching to do a Flap Flip. Hold it while in mid-air for Feathery Flap. Hit it on a Flight Pad to fly, hit it again to jump higher, hold it on a Shock Pad to jump higher. You can also make Banjo kick his legs underwater, making you move slowly. Or, sometimes, when someone's talking, hold it to speed them up. Or to place Jiggies into Jiggy Puzzles.

B: Claw Swipe. If you're running, Forward Roll. Hit it in mid-air to do a Rat-a-Tat Rap, while crouching to do a Beak Barge, while flying to do a Beak Bomb, while on the surface of water to dive, and underwater to make Kazooie use her wings to swim faster. Or, sometimes, when someone's talking, hit it to shut them up, if it doesn't work, hit it while holding L and R. Also, you can leave a Jiggy Puzzle.

C-Down: Zooms out. Hit it again to zoom out even more, again to make the camera close up on Banjo. Hit it while crouching to fart out a Blue Egg. Also, you can remove Jiggies that you have already put in Jiggy Puzzles, but only unfinished

ones.

C-Left: Rotates the camera clockwise around Banjo. Hit it while crouching to do a Talon Trot.

Control Stick: Move Banjo and Kazooie around, or rotate the camera when he's in 1st-person view.

C-Right: Rotates the camera counter-clockwise around Banjo. Hit it while crouching to do a WonderWing.

C-Up: 1st-person view.

L: Useless.

R: Tap it to move the camera behind Banjo, hold it to keep the camera behind him.

Start: Pauses the game and you can go into options:

Return to Game: Returns to the game.

View Totals: Shows the number of Jiggies, Musical Notes, and Extra Honeycomb Pieces collected, and the time elapsed so far.

Save and Quit: Quits the game. (NOTE: Just shutting of the game will save your progress.)

Z: Duck. Hit it in mid-air to do a Beak Buster. Or to place all your Jiggies into a Jiggy Puzzle, stopping when the puzzle is filled.

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| 4 ) I T E M S |
|           |
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(NOTE: All switches are activated by a Beak Buster.)

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=====
/ 4.1: Acorn \
=====
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There are 6 of them, and they're all in Click Clock Fall. Give them to Nabnut and he'll give you a Jiggy.

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=====
/ 4.2: Anchor Switch \
=====
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It's in Rusty Bucket Bay. Hit it to retract the anchor and free Snorkel.

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=====
/ 4.3: Banjo Statue \
=====
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They give you an extra life. It seems you can only have up to 9, but just keep grabbing them. When you die, it'll still say you have 9. You have more, but it's not telling you.

=====
/ 4.4: Beehive \
=====

There are at least 50 of them. They're everywhere except Spiral Mountain. Smash them open to get 3 Honeycomb Energies. But beware of the Bees!

=====
/ 4.5: Blade Switch \
=====

There's only one, and it's in Rusty Bucket Bay. Hit it to slow down the blades in the machinery.

=====
/ 4.6: Blue Egg \
=====

Kazooie uses them for ammo. You can "only" carry 100, but by finding the correct Cheato, you can carry 200.

=====
/ 4.7: Caterpillar \
=====

There are at least 20 of them, and they're in Click Clock Wood. Give them to Eyrie and he'll give you a Jiggy in Winter.

=====
/ 4.8: Clock Switch \
=====

It's in Mad Monster Mansion. Hit it to open the church for 14 seconds.

=====
/ 4.9: Colored Jiggy Switch \
=====

There's only one of them. It's in Gruntilda's Lair. It makes the Jiggy Puzzle Pad appear in front of the Click Clock Wood Jiggy Puzzle.

=====
/ 4.10: Extra Honeycomb Piece \
=====

There are 6 of them in Spiral Mountain, and 2 in each world but Gruntilda's Lair, making a total of 24. Collect 6 of them to increase your maximum energy by one segment.

=====
/ 4.11: Fall Switch \
=====

(Or Autumn Switch for you people who live outside the USA.) This is in Click Clock Summer. Opens up Click Clock Fall.

=====
/ 4.12: Flight Pad \
=====

They enable Kazooie to fly. When you find one, you know it's supposed to be there.

=====
/ 4.13: Flight Switch \
=====

There is only one, and it's in the Freezeezy Peak wall. It makes a Flight Pad appear in the webby chamber.

=====
/ 4.14: Golden Feather \
=====

These are the rarest items, so you can only carry 10 (except if Cheato enables you to carry 20)! Kazooie uses them to make her and Banjo invulnerable.

=====
/ 4.15: Green Jiggy Switch \
=====

There are 2 of them, and they're both in Bubblegloop Swamp. Hit them to make Jiggies appear somewhere else, but also bring up an hourglass in the lower left-hand corner of the screen. You have to get the Jiggy in time.

=====
/ 4.16: Honeycomb Energy \
=====

You get them from killing enemies (none for killing a Boom Box, two from a Snippet [Beak Bust] or a Shrapnel [Fart Eggs], 3 from Snacker or a Beehive, and 1 from every other enemy), there are 13 in Grunty's Furnace Fun. Get one and it'll replace lost Honeycombs.

=====
/ 4.17: Honeycomb Switch \
=====

There are 2 of them. One is in Gobi's Valley, another in Rusty Bucket Bay. Hit it and an Extra Honeycomb Piece will appear.

=====
/ 4.18: Jiggy \
=====

There are 10 in each world, and 10 in Gruntilda's Lair. 9 of the ones in the Lair are by Witch Switches. This makes a total of 100.

=====
/ 4.19: Jiggy Puzzle \
=====

There are 11 of them in Gruntilda's Lair. Complete them with Jiggies to open worlds and doors, or to get Red Honeycombs.

=====
/ 4.20: Jinjo \
=====

He's more of a character than an item, but ah who cares. (If you do, e-mail me. I'll try to judge.) There are 5 of them in each level, making a total of 45. Rescue all 5 to get one of that level's 10 Jiggies.

=====
/ 4.21: Kazooie Target \
=====

It's in Gobi's Valley. Beak Bomb it to open Rubee's pyramid for 21 seconds (I think).

=====
/ 4.22: Mumbo Token \
=====

There are at least 100 of them (you only need 75). They're everywhere except Spiral Mountain. They're used to pay for Mumbo's spells.

=====
/ 4.23: Musical Note \
=====

There are 100 in each world, making a total of 900. Collect them to open the Note Doors. But when you leave a level and re-enter, or you die, the Musical Notes reset. The record for Musical Notes in a level is your Best Note Score.

=====
/ 4.24: Note Door \
=====

There are 12 Note Doors in Gruntilda's Lair. If the combined total of all your Best Note Scores from the Levels is equal to or more than the number on the Note Door, you can pass.

=====
/ 4.25: Orange \
=====

It's in Mumbo's Mountain. Give it to Chimpy and he'll give you a Jiggy.

=====
/ 4.26: Present \
=====

There are 3 of them, and they're in Freezeezy Peak. Give them to Boggy's kids and they'll give you a Jiggy.

=====
/ 4.27: Propeller Switch \
=====

There are 2 of them, and they're in Rusty Bucket Bay. Hit them to stop the propellers at the back of the ship for 65 seconds.

=====
/ 4.28: Red Feather \
=====

Kazooie uses them to fly higher and use her flying attack. You can only carry 50, but the correct Cheato will enable you to carry 100.

=====
/ 4.29: Running Shoes \
=====

They are in every level between Bubblegloop Swamp and Mad Monster Mansion. They make Kazooie run really fast.

=====
/ 4.30: Spring Switch \
=====

It's in Central Click Clock Wood. Opens up Click Clock Spring.

=====
/ 4.31: Star Switch \
=====

It's in Gobi's Valley. It opens the twisty pyramid for 30 seconds.

=====
/ 4.32: Summer Switch \
=====

It's in Click Clock Spring. Opens up Click Clock Summer.

=====
/ 4.33: Sun Switch \
=====

It's in Gobi's Valley. It opens the Memory Game Pyramid for 10 seconds.

=====
/ 4.34: Winter Switch \
=====

It's in Click Clock Fall. Opens up Click Clock Winter.

| |
| 5) C H A R A C T E R S |
| |

=====
/ 5.1: Ancient One \
=====

These sphinxes like making jokes, like if someone goes through their head-dresses, they'll defeat Gruntilda, funny, isn't it?

=====
/ 5.2: Banjo \
=====

He's the bear you play as. He's trying to rescue his sister, Tooty, from Gruntilda.

=====
/ 5.3: Boggy \
=====

This polar bear was supposed to be looking for his kids' presents. But he ate something shiny and lost his sled. If something hard could slam into his stomach, and he had his sled, he could practice for the big race. He has more shiny things, but he'll keep them for someone who can beat him. His kids also have a shiny thing.

=====
/ 5.4: Bottles \
=====

This mole teaches Banjo and Kazooie the moves they need to defeat Gruntilda.

=====
/ 5.5: Brentilda \
=====

Gruntilda's nicer sister, who is actually a fairy godmother, can't be on her side, so she helps Banjo and Kazooie instead by telling them gross facts about Gruntilda. Is there a point in this? Yes! Grunty's game show has questions about herself!

=====
/ 5.6: Captain Blubber \
=====

This hippo pirate is on the Salty Hippo. He lost his treasure when his ship crashed, but he can't swim. He still has his irregular-shaped gold, but he'll give it only to someone who can find his other treasure.

=====
/ 5.7: Cheato \
=====

Gruntilda's spellbook, was dropped on her way out, because all she could think about was stealing Tooty! Cheato will give away Gruntilda's spells to only those who can find him, but because of this, Grunty wants to burn him.

=====
/ 5.8: Chimpy \
=====

He's a poor starving monkey. He likes to eat oranges. If Banjo and Kazooie can get one from the gorilla, he'll help them.

=====
/ 5.9: Clanker \
=====

This garbage grinder lives in his own cavern. But he's trapped in the murky water, and has sore teeth from eating too much garbage.

=====
/ 5.10: Dingpot \
=====

At the beginning of the game, I thought this cauldron was a bad guy. If anyone

actually wants to get rid of Gruntilda, he will help them up.

=====
/ 5.11: Eyrie \
=====

This eagle is trapped inside of an egg. Not much to say here.

=====
/ 5.12: Gloop \
=====

This fish swims around the bottom of Clanker's Cavern. He'll restore the air of anyone who dares to try to free Clanker.

=====
/ 5.13: Gnawty \
=====

He can't get in his house, because it's blocked by a boulder, sad isn't it?

=====
/ 5.14: Gobi \
=====

This is a camel that Banjo and Kazooie beat up during the game, in attempts to steal his water.

=====
/ 5.15: Grabba \
=====

This mummy hand is not really a friend, and not really an enemy, but he's got a 1,000-year-old Jiggy. Banjo is much to slow to get it.

=====
/ 5.16: Histup \
=====

This snake can help reach high-up treasure with his long neck.

=====
/ 5.17: Jinjo \
=====

(I also put them in the Items section, but who cares?) They were imprisoned by Gruntilda. If Banjo and Kazooie can rescue them, they'll get rewards!

=====
/ 5.18: Jinxy \
=====

His nose is clogged, and because of that, his door won't open.

=====
/ 5.19: Ju-Ju \
=====

They're Mumbo's totem pole. They like to eat blue stones.

=====
/ 5.20: Kazooie \
=====

You also play as this bird. She hangs around in Banjo's backpack.

=====
/ 5.21: Leaky \
=====

This bucket has a hole, and his water is all out, water-logging the Sandcastle. He could fix his hole with blue pebbles...

=====
/ 5.22: Little Lockup \
=====

This treasure chest is not really a friend, and not really an enemy, but he has gold. Only one who can find him and open him will get his gold.

=====
/ 5.23: Loggo \
=====

He's a toilet, but Banjo is much too fat to fit in his mouth.

=====
/ 5.24: Motzand \
=====

This ghost hand plays his organ with ease, but can Banjo follow him on the keys?

=====
/ 5.25: Mr. Vile \
=====

This red crocodile is by far the greediest of all crocodiles. He has gold, but he'll only give it to someone greedier than him.

=====
/ 5.26: Mumbo Jumbo \
=====

He's the best shaman in the game. (He's the only shaman in this game.) He was Grunty's teacher, but she turned his face into a Skull Mask. I'm not sure if it can keep bats away, but Mumbo can change Banjo and Kazooie into different animals (and a vegetable) for better uses, whether it could be they're small, they can walk at the bottom of pools, they can step in dangerous terrain. But his spells can sometimes get messed up!

=====
/ 5.27: Nabnut \
=====

(Ummmmm, yeah.) This squirrel likes acorns, but he eats them too fast so by Summer, he's got none for Winter! Can Banjo and Kazooie find him some nuts?

=====
/ 5.28: Napper \
=====

=====
This ghost is not really a friend, and not really an enemy, but he's guarding Gruntilda's Jiggy, and he's sleeping on the job. The only thing that can wake him up is creaking.

=====
/ 5.29: Rubee \
=====

This snake charmer... I can't think of anything to say, except that he has a snake with a long neck.

=====
/ 5.30: Snorkel \
=====

This dolphin is trapped under the Rusty Bucket's anchor, and it's too heavy for her!

=====
/ 5.31: Tanktup \
=====

This turtle's feet are numb and cold. If something hard was knocked onto them...

=====
/ 5.32: Tiptup \
=====

This turtle is one of Banjo's old friends. He now has a choir consisting of turtles. If Banjo and Kazooie can repeat the choir's chirping, they get Tiptup's trinket.

=====
/ 5.33: Toots \
=====

All this pink thing does is toot, making the background music sound a little better.

=====
/ 5.34: Tooty \
=====

She's Banjo's little sister. She was captured by the evil witch, Gruntilda, so she could steal Tooty's looks. But if you don't suck at this game, Banjo and Kazooie will not let Grunty steal her.

=====
/ 5.35: Trunker \
=====

This tree is thirsty for water. And the desert he's in is so hot, it doesn't rain!

=====
/ 5.36: Twinkly \
=====

These Christmas lights can't get to their Christmas tree, because of the Twinkly Munchers, who always have a big appetite!

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=====
/ 5.37: Wozza \
=====
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This walrus is afraid of bears (who normally eat walruses) and doesn't have any friends. He'll give his prize to any walrus he finds.

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|
| 6 ) B A R E - B O N E D W A L K T H R O U G H |
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This is like a step-by-step Separate Strategies section.

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=====
/ 6.1: Spiral Mountain \
=====
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- Go forward and talk to Bottles (the game forces you to) and press A to use training or B to skip it. If you press B ignore all the moves and just listen to get the Extra Honeycombs.

- Go a little further ahead and talk to Bottles so you can learn the camera control.

- Now go to the stumps and learn the other jumps.

- Separate onto the highest stump and grab the Extra Honeycomb.

- Return to Banjo's House, and jump on the garbage cans to the side of the house, then onto the top of the house. Jump on the chimney, then Flap Flip to the Banjo Statue.

- Go a little further and Bottles teaches you how to swim.

- Go into the pool of water and get the Extra Honeycomb in the alcove underwater, under the bridge.

- Go back to that Bottles and you will find several ledges. Feathery Flap across all of them to find an Extra Honeycomb and a Banjo Statue (which is in an alcove behind the waterfall).

- Now go and cross the bridge, no, not the big bridge, the other one! The Bottles there teaches you about climbing.

- Go back to the only tree in tall grass and climb it to get an Extra Honeycomb.

- Go back to that Bottles and go forward and enter the brown corner. Talk to Bottles in there to learn the Beak Barge.

- Beak Barge all 4 Quarries (rocks) to get an Extra Honeycomb.

- Go to the last training area and talk to Bottles there and learn the attacks.
- Claw Swipe both Toppers (carrots), Roll into both Bawls (onions) and Rat-a-Tat Rap both Collywobbles (cauliflower) to get an Extra Honeycomb. You should now have another Segment of your Energy Bar.
- Now go back to the big bridge and climb the mountain. Talk to the Bottles up there (the game forces you to) and cross the bridge to Gruntilda's Lair.

=====
 / 6.2: Gruntilda's Lair \
 =====

- Go up the stairs to the left and get the Jiggy. Mr. Jiggy will tell you to find a puzzle with a piece missing.
- Now go right through the tunnel (you can't make it up the steep slope) and go right up the unsteep slope and complete the Mumbo's Mountain picture puzzle.
- Now go back down the slope and enter Mumbo's Mountain.

=====
 / 6.3: Mumbo's Mountain \
 =====

- There are 3 Grublins (purple ogres) nearby. You can kill them with a simple Roll or Beak Barge. Flap Flip onto the rock to get the purple Jinjo. He will tell you to find his friends to earn a Jiggy.
- Jump down and collect the Mumbo Token behind the rock.
- Flap Flip onto the stairs. Climb them. While you climb them, you will see an alcove in the slope wall with an Extra Honeycomb. You can reach it now by sliding to it from directly above, but it's easiest to save it for later. I won't mark that you got it now. Up the stairs, kill the Tickers (termites) with Rolls and/or Beak Barges and head through the door in the pillar. A Ticker informs you that this is Ticker's Tower, and there are no bears allowed. Kill him. Flap Flip to the Mumbo Token.
- But you can't make the jump across the ledges, because they are almost vertical. If you slide off the second one (where you got the Mumbo Token), Bottles will tell you that if you find him, he will tell you how to get up steep slopes. But that's later. Exit. Go up the unsteep slope to the right. Kill the Grublin, then talk to Bottles and he will teach you the Beak Buster.
- Jump on all 6 of the huts and collect the Notes. They will inform you that you need them to open up Note Doors, and there are 100 of them in each world.
- Use it on the huts nearby. The first hut has 5 Notes.
- The 2nd hut has 5 Eggs. They tell you that Kazooie can use them as ammo. The 3rd hut has a Grublin. Kill him. The 4th hut has the green Jinjo.
- The 5th hut has a Banjo Statue.
- The 6th hut has a Jiggy.
- Go up to Juju the Totem Pole. They will tell you to feed them blue stones. The Eggs look like stones, but you don't know how to use

them. Remember to come back later. You can see Mumbo's Hut. In its right eye is a Jiggy, use the Flap Flip to get it.

- Under the bridge that leads to it is a Mumbo Token.

- Go inside the Hut and talk to Mumbo. He will tell you that if you find Mumbo Tokens, he will help you. But you don't have enough tokens, because of what the sign says. But you can still collect the 4 Notes.

- Flap Flip on one of the unlit torches, then onto the ceiling. Run around and collect the Eggs, then jump down and exit. Go back to the entrance via the stairs near Ticker's Tower. There is a pool. On an island is the blue Jinjo.

- Underneath him are some Notes in the alcoves, but they may be too hard to reach because it's hard to swim, not to mention losing air. It's best to leave them for later. Swim back up the ramp and cross the bridge to the other side. Yes, you could swim across, but the bridge has 7 Notes.

- You'll find a Bigbutt the Bull. You can't kill him, but if you attack him repeatedly, he will fall over. Go up to the beehive. It will tell you to go away and leave its Honeycombs alone. If you attack it, it will leave you 3 Honeycombs. Climb the stairs here to collect 9 Notes and be returned to the Ticker's Tower.

- Climb the stairs near it, collecting the 4 Notes, to find the Stonehenge.

- Bottles will teach you the Talon Trot.

- With this, you can walk on slopes, but you still can't make it to the top of Ticker's Tower. You also still can't walk on the slope with the Extra Honeycomb Alcove, because those slopes are almost vertical. You can climb every other slope in the level, like the one at the front of the Stonehenge. Do so. Walk around, collecting the 14 Notes and orange Jinjo.

- There's also a Jiggy in the center.

- A Mumbo Token is hiding behind the Stonehenge, and there are some Eggs stashed away under it.

- Talon Trot down the orange slope nearby, collecting the 21 Notes and yellow Jinjo on the flat parts. The Jinjo will give you a Jiggy.

- Now head all the way down the slope to meet Conga! He's on the tree. Stand on one of the pads and he will throw an orange at you. Move before it hits you to destroy the pad. After destroying all 3 pads, a Jiggy will appear.

- You'll also find a monkey nearby named Chimpy. He will tell you that he's hungry. He does not like Blue Eggs and Ham, he doesn't like them, Banj' I Am. Maybe you can steal one of Conga's oranges. Climb his tree to get one. Go back and feed it to Chimpy for a Jiggy.

- From his stump, Flap Flip onto the ledge. Collect the Eggs, then talk to Bottles. He will tell you how to use Blue Eggs and give you 50 of them.

- Collect the Blue Eggs near him, then jump across the ledges to more Eggs, a Mumbo Token, and the Witch Switch. Beak Bust it to reveal a Jiggy in Gruntilda's Lair.

- Return to the ledge with the Blue Eggs. Climb onto the tree stump and shoot

an Egg at Conga. He will throw an orange at you, move before it hits you. Now shoot another Egg at Conga. He will throw 2 oranges at you, move before they hit you. Shoot another Egg at him and he will give you a Jiggy.

- Return to Juju the Totem Pole. Shoot Eggs into the mouth of 3 segments. Flap Flip atop the last segment for an Extra Honeycomb, then shoot the last segment for a Jiggy.

- Talon Trot down the nearby slope (which is also near the beginning of the level) to collect 18 Notes and a Jiggy.

- Go into Mumbo's Hut. Since you have 5 Tokens he will turn you into a Termite. Now you can climb slopes so steep that not even Kazooie can climb! So go enter Ticker's Tower. You can now easily jump across the sloped ledges. At the web here, you'll find a Ticker. He will want to steal your shorts. You are defenseless as a Termite, so quickly collect all 6 of the Notes.

- Further up, another Ticker will want to steal your backpack. So quickly get the Eggs, then climb up to the window and go through. Here, get the Banjo Statue and climb up to the Jiggy.

- Now jump while aiming toward the gray slope (the fall won't hurt you) and walk into the alcove with the Extra Honeycomb (EH2).

- Go into the water and collect the Notes that were before too hard to get.

- Bottles will give an Extra Life because you collected all 100 Notes. Go up the ramp and exit the Level.

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/ 6.4: Gruntilda's Lair \
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- Now climb up the mountain and get the Jiggy. You can only do it as a termite.

- Now jump off the mountain. Go to the area where you got the 1st Jiggy. You will automatically turn back into Banjo-Kazooie on the way. You can now climb the slope you couldn't before (with the Talon Trot). Once up the slope, the game will force you to talk to Bottles and learn about Note Doors. Note the beehive nearby and enter the 50 Note Door. You have 50 more notes.

- Talk to the Brentilda nearby because she comes in handy near the end of the game.

- To open up Treasure Trove Cove use 2 Jiggies to complete the puzzle to complete the puzzle to the right. To the left is a Gruntling. Kill him with a simple Roll or Beak Barge.

- Go down the stairs to find some eggs, a Mumbo Token (behind the Cauldron), and a Purple Cauldron.

- Go back up and then go up the green hill (you don't need the Talon Trot). Swim into the pipe to find a Red Cauldron and a Mumbo Token (on the exit pipe).

- Get out of the pipe and fall off the cliff. Swim through the underwater passage to find a Mumbo Token, Brentilda, a Golden Feather (behind Brentilda), a cleverly hidden Banjo Statue and the Click Clock Wood picture puzzle. You

can't open it up yet, because there's no picture puzzle pad. The Golden Feather will tell you that you can use it for some invulnerability move.

- Swim back and go through the tunnel with the eyes and Flap Flip into the chest because it's the entrance to Treasure Trove Cove.

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/ 6.5: Treasure Trove Cove \
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- Go into the corners of the entrance dock to find 4 Notes.

- The blue Jinjo is in the water under the dock. But when you try to grab him, Snacker the Shark will come and chomp your life away. To get rid of him, lure him to you, then go to land. You can defeat him by farting Eggs on him. After defeating him, he will leave behind 3 Honeycombs. Now that Snacker is out of the way, swim to the blue Jinjo. But if you take too long, Snacker will come back. If that happens, it will only take 1 Egg to defeat him.

- If you climb the trees, you will find Red Feathers. They will tell you that Kazooie can learn to use them to fly. Anyway, now you've just done the stuff around the entrance. You'll now want to battle Nipper the Giant Crab (he's left of the entrance), because he can be very deadly. If you went to battle him after picking up a whole bunch of Notes, you are stoopid (not a typo). Nipper might kill you and if you have lots of Notes, you will have to re-collect all the Notes. And you can't collect all the Notes before battling him, because some you only get by killing him. When you go up to Nipper, he will tell you that Treasure Trove Cove is his, and you won't find anything without his help. Kazooie will show off, and Nipper will get mad at her. If you try to use Eggs, he will tell you that they are no match for his shell armor. To kill Nipper, avoid his pinching by staying away from him, and when he gets tired, run up and Rat-a-Tat Rap him in the eye. He will tell you that you hurt him, and he's mad. You're now in a bad position, probably less that a centimeter away from him, so run or he'll pinch you. The attack pattern is the same, but he pinches faster, and he gets tired for a shorter amount of time, so if you have enough time to get into the Talon Trot, you can Talon Trot up to him and Rat-a-Tat Rap. (When you press B in mid-air, it stops Kazooie from walking.) After doing this 3 times, he will curl up and die. Enter his shell to find a path with 6 Notes.

- At the end of the path are 2 Snippets. There are 2 ways to kill them: 1) Use a Roll or Beak Barge. That will flip them over. Attack them again to kill them. If you wait too long, they will flip back over. Or 2) use a Beak Buster while they aren't flipped over. That will kill them in 1 hit, and you get 2 Honeycombs. Flap Flip up to the Jiggy.

- Backtrack outside. Get the Mumbo Token behind the shell, then go to the right of it in the water and swim down to find an Extra Honeycomb. Watch out for Snacker! But remember, you can defeat him onshore. If you defeated him already to get the blue Jinjo, it will only take 1 Egg this time.

- There are also trees with Red Feathers nearby. Go straight ahead from the entrance dock to find clam enemies called Yum-Yums. If they touch you, you will not only lose 1 Honeycomb, but you will also lose 1 Egg and 1 Red Feather. You can quickly get them back before they eat them. It's easiest to just avoid them now, and not bother to fight them until you learn how to fly. If you want to kill them now, use the Rat-a-Tat Rap. There's a Beehive nearby. Swim into the hole in the side of the boat, then to the Mumbo Token, Notes, and Treasure. Exit.

- Climb the trees nearby for 8 Notes.
- Talon Trot on the ship, and climb the mast to the Mumbo Token. Beak Bust the box and drop inside.
- Swim to the 4 Notes, and Treasure.
- To exit, jump onto the box, and Flap Flip up. Give both Treasures to Captain Blubber and he will reward you with a Jiggy.
- Talon Trot up the paths on the crow's nest, collecting the 11 Notes.
- Talk to Bottles and he will teach Kazooie how to fly, and give you 25 Red Feathers.
- Before you take flight for the first time, climb the mast to rescue the green Jinjo.
- Collect the Red Feathers, and use the Flight Pad to fly. (You can now kill the Yum-Yums by Beak Busting them from flight.) Anyway, fly under the arch to the left alcove to find a Lockup Treasure Chest. It will tell you that it has Grunty's booty (stop laughing) and it will also tell you to touch it if you dare (really, shut up). Flap Flip inside to the Jiggy. Gruntilda will tell you that it was her treasure, and the game will be harder. But it won't.
- Now jump down to the ship. Hop up the nearby boxes. Ignore the Molehill, but drop down to a ledge to find Leaky the Bucket. He will tell you that he has a hole in him, and he asks you to block his hole (I said stop laughing) with pebbles. Fart 2 Eggs into him and he will drain the nearby water with the Shrapnel Mine, revealing the Sandcastle. Feathery Flap to the top of the Sandcastle to collect 5 Notes.
- Drop down and enter the Sandcastle. Swim into the pools to collect 4 Notes.
- The only Black Snippet in the game is locked in a cage with a Jiggy. The Black Snippet will tell you that if you solve his puzzle, he will let you get his Jiggy. Use the Beak Bust to spell out BANJOKAZOOIE in 100 seconds. (If you hit the correct letter, it will turn green.) You must spell it in that order. The Black Snippet will come out to battle you before you get the Jiggy. He's twice as powerful as a normal Snippet, as he takes 4 Rolls or Beak Barges to kill, or 2 Beak Busts. Once dead, you can get the Jiggy.
- Now exit. But before exiting, you can type in any "CHEAT" Cheats you want from the Cool Stuff section. Climb the boxes again. Talk to Bottles to learn about the Shock Pads. The nearby Shock Pad has a Mumbo Token above it.
- Now head down and Shock Jump across the pillars to find a Mumbo Token, 3 Notes, 3 Eggs, 3 Red Feathers, and the Purple Jinjo.
- There are ledges coming out of the arch, Shock Jump to them, and then up to the Jiggy. (Or, you can just fly to the goodies, with the Flight Pad on top of Captain Blubber's Ship.)
- The Lockups nearby have 5 Notes and 5 Red Feathers.
- There are platforms in the water, Feathery Flap across them. Near the 1st one is a Banjo Statue, but watch out for Snacker! That is, unless you defeat him with an Egg.

-Anyway, Feathery Flap across the platforms, up to the mountain, jump across the gaps, collecting the Notes, at the top is an X. Beak Bust it. Little Lockup will tell you to follow the arrows to find gold.

- Use the Flight Pad and fly in the opposite direction for an Extra Honeycomb.

- Now fly in the direction of the arrow, but when you see the ladders, fly to the left a bit. Try to get the Mumbo Token without landing.

- Fly in the direction of the previous arrow for the next X. Do this until you find a "?". Jump to the nearby island and kill the Snippet. Beak Bust the X and you will see Little Lockup. He will jump around the island. Shoot an Egg at him. Once dead, he will leave behind a Jiggy (Jig6).

- Jump back, and go back to the raised roads where you learned the Shock Jump. Go in the opposite direction, collecting the Notes, until you reach a Lockup. Inside of it are some Eggs. Talon Trot up the slope to find 3 pools. One has a Snippet, kill him and collect the Notes he was guarding.

- Another pool has a Beehive.

- Another pool has a Shrapnel. To kill him, jump into his water. He will "Grrrrrrrr!" at you. Swim out (he moves really slow). and he will go to the edge of the pool. Fart 3 eggs onto him and he will explode, leaving behind 2 Honeycombs. You can also touch him, but he will explode on you, making you lose 2 Honeycombs. Swim to the bottom of the pool to find a Mumbo Token and Red Feathers.

- Go further up using the Shock Pad. Kill the Shrapnel and collect the Eggs he was guarding. Go further up with the place with the Shock Pad. Kill the Shrapnel and collect the and Jiggy (Jig7) he was guarding.

- Go to the narrow ledge. Carefully walk across it to rescue the orange Jinjo.

- Climb down the nearby ladder, both slope parts of it are lined with Notes. Climb all the way down the ladders collecting the Notes. But don't miss the Lockup with 2 Mumbo Tokens, and the Beehive. Once at the bottom, cross the narrow ledge, then jump to the floating boxes with Red Feathers, then jump across to the ledges, across them, collecting the Eggs and the Jiggy (Jig8) at the end.

- Now head back to the ladder and climb up them all. There's a Flight Pad nearby. Using it, fly back under the arch, but the opposite side of the Lockup. Collect the Note, then climb the stairs.

- Inside, there are Yum-Yums and trees. Most of the trees have Eggs on them, but one has the yellow Jinjo on it. He will give you a Jiggy (Jig9).

- Climb the path up the mountain, Feathery Flapping up the gaps, collecting the goodies, if you want, use the Shock Pad as a shortcut.

- When you reach a white pillar, you're at the bottom of the bottom of the Lighthouse. On the other side of it is the Witch Switch, Beak Bust it.

- Return to the front of it. Beak Barge the door to open it. Inside, collect the Mumbo Token, and you're in the Lighthouse. Grab the Notes (I think those are the last Notes, so Bottles gives you an Extra Life), then Shock Jump up to the top the Lighthouse to the Jiggy (Jig10).

- You're not only at the top of the Lighthouse, you're also at the top of the

level. Yes, you can see the entire World from here! To exit, return to the area near the staircase. Go to the tree with the yellow Jinjo and jump off, but aim toward the highest pool you see and land in, you should have already killed the Shrapnel before collecting Jiggy 7. You can also see a small island with a sign. That island is Sharkfood Island. There's nothing you can do there without a cheat, so don't bother going there, but there's a box with a Banjo Statue on it near the island.

- Now exit.

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/ 6.6: Gruntilda's Lair \
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- Flap Flip on top of the cannon sticking out of the ship and then on top of the ship. Collect the Red Feathers and the Jiggy (Jig3).

- Go back out and climb the tree. Go past the pipe and into the room with the Gruntilda floorplate. Shock Jump up to the Clanker's Cavern picture puzzle.

- Go back to the pipe, but this time Flap Flip into the tunnel above it. Beak Bust the switch to raise the pipes. Feathery Flap across the pipes and go into the pipe there to go into Clanker's Cavern.

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/ 6.7: Clanker's Cavern \
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- Fall out of the pipe and kill the Snippet. Now, almost immediately, you'll want to go raise Clanker to the surface of his pool. Why? For the same reason I told you to battle Nipper early on at Treasure Trove Cove . You may die. And if you died from running out of oxygen and collected a whole bunch of Notes, you would have to collect them again. And you can't collect all the Notes, then free Clanker, because some of the Notes are near what you have to do to free him. To get to him, go forward and swim through the underwater tunnel, collecting the Notes.

- Clanker will tell you that he hates dirty water. Before attempting to free Clanker, head to the surface to replenish your air. Now swim down and follow Clanker's chain to the anchor. You must swim through the key 3 times to raise Clanker to the surface. You can swim through the bubbles of Gloop the Fish to replenish your oxygen supply (each bubble restores 2 Blue Honeycombs), or you can just swim through it once, then head to the surface, swim through it again, you get the picture. But the best way to do this is to always follow Gloop. Just keep following him, using A to swim through his bubbles, and you'll eventually swim through the key 3 times. After swimming through it 3 times, Clanker will rise to the surface, and a Jiggy will appear on his back, but don't forget down here, there are some Notes and the green Jinjo. It's easiest to just collect one of them, then swim to the surface, then go back down and collect another one, you get the picture. Or you can grab one, have Gloop restore your air, then grab another one, you get the picture.

- Now use Clanker's fin to reach his back and get the Notes and Jiggy (Jig1).

- Now near the fin to his left there is an underwater tunnel that leads to a Jiggy. Make sure you have all your air before attempting to swim through the long tunnel (Jig2). But remember that on your way back, the controls are reversed: right is left, and left is right. Once back, quickly head to the surface, because you probably have 2 or 1 segment left. You shouldn't die; you

should have enough air.

- You can also swim up through a nearby pipe to collect an Extra Honeycomb Piece (EH5).
- One underwater tunnel, by Clanker's right eye (to his right) has a blue Jinjo in it.
- After swimming through the tunnel, you'll come back out in the same place. The tunnel to Clanker's left eye has a Mumbo Token in it. Again, while getting back, the controls are reversed, but you should have even more than enough air: the tunnel is very short.
- The green tunnel near Clanker's tail has Mutie-Snippets in it. Kill them the same way you would normal Snippets. But they're in a large group, so if they are all coming toward you, to a Beak Bust after Flap Flipping. After all 4 are dead, you're rewarded with a Jiggy on top of the central fixture. Flap Flip to the connecting pipe, then walk across to the Jiggy (Jig3).
- Get the Notes and swim back out.
- See the holes in the wall on some ledges? Grille Chompas live in them. To kill them, jump at the hole where they live, and press B to do the Rat-a-Tat Rap. Now as soon as they try to stick out their heads, they will die. But note that they take 2 Honeycombs away. One Grille Chompa was guarding a Shock Pad with a Banjo Statue on it.
- Use the Shock Pad to reach a pipe to the left and you can climb up to grating. Beak Bust it to rescue the orange Jinjo.
- In the pipe are some Eggs, and go forward sliding down to find a Banjo Statue. Note that you can't see them, but you will see the number on the screen and hear the noise confirming that you got them.
- Go back to the pipe. Talon Trot down the pipe, collecting the Notes.
- While still in Talon Trot Mode, jump from the bottom of the pipe to the nearby grating and Beak Bust to find an Extra Honeycomb Piece (EH6) (HC7).
- Now go back to the Shock Pad, and jump to the right onto the pipe. Jump to the pipe, climb it collecting the Notes, then jump to the Eggs, then to the Mumbo Token.
- Jump down and swim to the Beehive.
- Go up the pipe near it and Feathery Flap from alcove to alcove to find Notes, Eggs, Red Feathers, Golden Feathers, and a Banjo Statue.
- Jump down and get on Clanker. Walk up his tail (you don't need the Talon Trot for this) and jump to the platform. Shoot eggs at the grating to find a Jiggy (Jig4).
- Go back down. See the bolt in Clanker's blowhole? Wait for it to come down, then step on it. Ride it up to another platform. Walk across the pipe, collecting the Notes, then Flap Flip up to the Jiggy (Jig5).
- Go to the islands in front of Clanker. Shoot 5 Eggs at Clanker's gold teeth to cure his toothache and let you jump inside to find a Jiggy in his right

tooth (Jig6), and a Mumbo Token in his left tooth.

- Jump down inside Clanker and kill the Snippets. Talon Trot up the slope, collecting the Notes.

- Jump into the water and swim through the tunnel. You'll find Whipcracks, which are the pink wiggly things. These guys are invulnerable, so just try to avoid them. Swim around, collecting the Blue Eggs and Red Feathers. Swim up to the surface. See the hoops? See the green hoop? Jump through it. Jump through all the green hoops in 48 seconds to raise the water level so you can get a Jiggy (Jig7).

Now you can jump through the tunnel! Inside, you're exiting Clanker through his gill, but the tunnel has Notes, a Beehive, and in the pool is the purple Jinjo.

- Go back to the hoop room. Swim through the underwater tunnel. This is Clanker's other gills. The passage is full of Notes.

- Return to the hoop room. Swim to the Flight Pad and use it to reach the high opening. Inside, you'll find Bottles. How did he get his tunnels inside of a mechanical animal?!?!?!?!?! Anyway, he teaches you the Wonderwing and gives you 5 Golden Feathers.

- There are a whole bunch of blades nearby. Use the Wonderwing to go to the end to find a Jiggy (Jig8).

- There are 5 Gold Feathers here. Use them to return. Exit Clanker and stand on his back. Let his blowhole bolt rise up, then drop down the blowhole to find the Witch Switch, trigger it.

- Run through the blades. Don't bother using the Wonderwing, just run, even if you get hit. At the end is a Jiggy (Jig9).

Go through the tunnel to be in the hoop room. Exit Clanker and swim to the exit room. Climb the ladder. Kill the Grille Chompas (if you're low on health, use a Golden Feather and grab the health they leave behind), collecting the Notes.

- Feathery Flap across the pipes, collecting the Red Feathers and Golden Feathers and Mumbo Token. There is also a Beehive in front of the yellow Jinjo, who will give you a Jiggy (Jig10).

- To get back to the start, jump to the pipe where you entered, and Feathery Flap into it. Exit.

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/ 6.8: Gruntilda's Lair \
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- Go to the right and Beak Bust the switch to raise the pipe near where you enter. Before using it, go back to the room with the big Gruntilda floorplate and Beak Bust the eyes to get a Jiggy (Jig4).

- Now go back to where you raised the pipe and Flap Flip onto it then onto the other pipe. You will find Brentilda and a switch that opens the pipe underwater.

- Swim through the underwater pipe to find the Bubblegloop Swamp picture puzzle.

- Now get out of the room and Talon Trot up the slope and go through the 180

Note Door. You have 120 more notes.

- When you see the Gruntilda statue you can collect the Red Feathers if you want, but watch out for the Chump (gold fish with teeth). You can take him out by farting Eggs on him first. Across from him is another Brentilda.

- If you go up the slope to the left of the Gruntilda statue you will find the entrance to Bubblegloop Swamp across the bridge. In one of the hallways is Brentilda. (NOTE: Don't touch the Swamp because if you do the Piranhas will bite you.)

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/ 6.9: Bubblegloop Swamp \
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- Go left and kill the Flibbit (frog). You can kill him with a Roll, Beak Barge, or Rat-a-Tat Rap, but it may be easier to use 2 Eggs or 2 Claw Swipes. Talk to Bottles and learn the Stilt Stride.

- Note the Beehive.

- You should actually now exit.

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/ 6.10: Gruntilda's Lair \
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- Go back across the bridge to the hallway with no Brentilda in it to find Wading Boots. Use them to go into the hallway behind Bubblegloop Swamp. Ignore the picture puzzle for Freezezy Peak and Talon Trot up the slope. Break the boulder. The tunnel is too small for you right now, but in the smaller version, you can't break the boulder.

-Atop where you enter is another pair of Wading Boots. Use them to get back to Bubblegloop Swamp.

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/ 6.11: Bubblegloop Swamp \
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- There is Croctus the Crocodile near you. When he opens his mouth, shoot an Egg into it. He will teleport to a different area in the level.

- See the cattail plant? Climb it to find 3 Red Feathers. There are cattails all over the level, so be sure to climb them when you see them. Anyway, use the Wading Boots near the entrance to grab the Mumbo Token behind the big rock.

- Now cross the green bride, collecting the Notes, and Feathery Flap to the big rock to rescue the yellow Jinjo.

- Go back to the bridge and cross it. Jump across the log to the platform with a Flibbit, then the one with the Jigsaw Switch. Beak Bust it and a Jiggy will appear atop the green roads above you. You only have 48 seconds to get it, or go back to the switch and try again (Jig1). Use Kazooie to make the trip faster.

- On the way, there are alcoves with a Beehive, Eggs, Croctus again, and the green Jinjo. Backtrack to the Jigsaw Switch. Jump to the leaf then to the tree stumps. Kill

them all and they'll reward you with a Jiggy (Jig2). They're twice as powerful as their red-colored brethren, but they're in a large group, so Golden Feathers are handy here. If it's too hard, return as a Crocodile.

- Back to the Jigsaw Switch. Take the left log, then to the tree stumps and Flibbits. When the leaf comes, ride it over to the Pink Egg (and a cattail with a Mumbo Token). Use the Shock Pad to reach the top of the Giant Egg, and Flap Flip to the Banjo Statue.

- Beak Bust the X, then jump down and Rat-a-Tat Rap the X. Go back to the top and Beak Bust the X. Jump down to the bottom and Beak Barge the X. Go back to the top and Beak Bust the X to reveal a Jiggy (Jig3).

- Head back to the Golden Flibbit area. Press C^ and look around with the Control Stick. You should see a Giant Crocodile Statue, Tanktup the Giant Turtle, and a Shock Pad. Use the logs to reach them. First go to Tanktup. He will tell you that his feet are numb and cold. Cure them by Beak Busting them. To reach some, you'll have to Talon Trot up Tanktup's shell and then to a foot. After Beak Busting all 4 feet, Tanktup will open his mouth and a Jiggy will fall out (does he barf it out? Jig4).

- Walk inside his mouth and you'll find Banjo's old friend, Tiptup! There is an Extra Honeycomb above his podium (EH1). Note that he doesn't look like Tiptup to me.

- Talk to him and he'll tell you that the small turtles are his Tiptup Choir. He will ask them to chirp. Duplicate the melody by Beak Busting them. If you hit a wrong one, you lose one Honeycomb and have to start over. If this is too hard, get a pencil and a piece of paper. When a turtle chirps, put the beginning letter of the color of his shell. Here's what I use:

LB: Light Blue

DB: Dark Blue

R: Red

Y: Yellow

FP: Far Purple (the purple farthest from the desk)

CP: Close Purple (the purple closest to the desk)

Baby Myuu's (lacdragon@netzero.net) idea was to draw a map of inside Tanktup, and when a turtle chirps, put a "1" on his circle. When the next one chirps, put a "2" on his circle, you get the picture. But my way is better than hers, because for mine, you can keep looking at the TV and write it down. For hers, you have to look at the TV, then quickly look at the paper. After doing this 3 times, Tiptup will leave you a Jiggy (Jig5).

- Get the Notes and Mumbo Token, and exit.

- Talon Trot up Tanktup's shell and grab the Wading Boots and go in the Swamp behind him for the orange Jinjo, just be careful of the BuzzBomb Dragonfly, because he can knock your Wading Boots off!

- Note the Beehive on the island.

- Head back to the Golden Flibbits and jump to the Shock Pad up to the hut. Beak Bust it to find a Shock Pad. Use it to get to the next hut. Keep doing this until you get to the Witch Switch. Beak Bust it and grab the Notes.

- Climb the nearby hill and do the Shock-Pads-under-the-huts pattern to the Jiggy in the very last hut (Jig6).

- Don't forget to feed Croctus! There is also a Mumbo Token above his island, use the Shock Pad to reach it. Once you have it, change direction in mid-air and Feathery Flap back to the Shock Pad.

- Go back to the Gold Flibbits and head to the Giant Crocodile Statue. Talon Trot up it to collect some Notes. Use the Wading Boots to go behind it to an island and climb the cattail to the blue Jinjo.

- Now feed Croctus.

- Head back to Tanktup to feed Croctus once more and he will leave you a Jiggy (Jig7) for your trouble.

- Head back to the Giant Crocodile. Climb the hill behind it to find a BuzzBomb and a Beehive. Grab the Wading Boots and run through Mumbo's Swamp Maze. If your Wading Boots wear off, there are more inside the maze. If you miss a Note, don't try to get it again.

- Follow the maze until you come to another Jigsaw Switch. It will reveal a Jiggy across the narrow path next to you for 10 seconds (Jig8).

- Get it, then return to the Wading Boots. Put them on and go through the rest of the Maze to Mumbo's Hut. There's a Mumbo Token behind it.

- Head into the Hut, there is another Token behind Mumbo.

- The transformation cost is 10 Tokens. You should have a lot more than that, you went through 3 worlds! There's an Extra Honeycomb (EH2) on the ceiling.

- Give them to him and he will turn you into a Crocodile. Exit. Oh, and did I mention that you can kill the enemies (BuzzBombs and Flibbits) as a Crocodile by biting them with B? The neat thing is that you get 2 Honeycombs instead of one! You can walk through the Swamp without getting bitten, so grab the Notes.

- There's a shortcut out of the Maze, look for a hole near the BuzzBomb. Go to the Giant Crocodile Statue. Now, this may sound gross, but go inside its nose. Inside, collect the Notes and Mumbo Token.

- Go forward to meet Mr. Vile. Talk to him and he will ask that you play a Mini-Game. It's an eating race against him, by far the fastest eater of all. The first race is easy, just eat more Red Yumblies than him. All of them are Red Yumblies. Press B to eat. The 2nd race, eat more Red Yumblies than him, but don't eat the Yellow Grumblies, or you'll be frozen for a few seconds. The 3rd race, eat more than Mr. Vile of what is shown on top of the screen. The icon can change, and if you eat the wrong thing, you'll be frozen for several seconds. If you win, you get a Jiggy (Jig9). If not, run, or Mr. Vile will bite you. If this is too tough, come back after you learn the Turbo Talon Trot. If it's still too hard, come back with every other Jiggy in the game. Head to the Shock Pads, kill the BuzzBomb and grab the purple Jinjo who will give you a Jiggy (Jig10).

- As a Crocodile, don't forget those previously inaccessible Notes.

- Now exit.

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/ 6.12: Gruntilda's Lair \
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- Go behind the entrance to Bubblegloop Swamp, still as Crocodile, and complete the Freezeezy Peak picture puzzle.

- Now go to the passage I told you to break open. Inside, you will find Cheato!

- Now go back to the Gruntilda statue. On the way, you will automatically turn back into Banjo-Kazooie. (You can enter Cheato's code in now.) Go up the cliffs to the right, use the Shock Pad for a shortcut. On the way, you will find a beehive and the last Green Gruntling.

- Go through the 260 Note Door, you have 140 more notes.

- Get the Mumbo Token behind the sarcophagus. Smash the bricks to find a Blue Gruntling (the Gruntlings have turned blue and they're twice as powerful) guarding a Shock Spring Switch. Beak Bust it and you will find a Shock Pad rotating around the Giant Vase. Use the Shock Pad to get inside the Giant Vase and you will fall into the hat that was broken by Bubblegloop Swamp's Witch Switch and you will fall onto a Jiggy (Jig5).

- Now go back to the Giant Vase. Go up the stairs to the left to find a room full of webs, egg them all. Behind one of them is a Purple cauldron, creating your first shortcut.

- Climb up the ledge. There's the 450 Note Door, you don't have enough Notes. Continue to the web and break it to find a Green cauldron.

- Feathery Flap to the hat to meet Brentilda and get some Blue Eggs.

-Don't forget the Banjo Statue behind the point. Go into the Gruntilda Statue's Mouth, past the 350 Note Door.

- Inside is the Picture Puzzle for Gobi's Valley a little across the path. If you fall off into the lava, you die!

- Head back to the Giant Vase. Another set of bricks has a pair of Wading Boots behind it. Use them to get through the sand surrounding the entrance to Gobi's Valley. Brentilda is behind it.

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/ 6.13: Gobi's Valley \  
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- Why I'm telling you to go here early? Because you need to learn the Turbo Talon Trot before you can beat Freezeezy Peak. To find it, go right up the slope, kill the Slappa Mummy Hand by Beak Busting it while it's on the ground, then again, go right up 2 slopes. Go straight and you'll find Bottles by a palm tree. He'll teach you the Turbo Talon Trot.

- Exit.

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/ 6.14: Gruntilda's Lair \  
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- Use the nearby Wading Boots to get back through the sand. Go to the web room, then through the white opening to Freezeezy Peak.

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/ 6.15: Freezeezy Peak \  
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(NOTE: This level is full of slippery snow. It's best to have Kazooie walk around, since Banjo slides a lot in the snow.)

- Go to the nearby igloo. There's a Mumbo Token between the table and the chair.
- You'll find Groggy, Soggy, and Moggy, 3 bears without any presents inside the igloo. They tell you that their Dad, Boggy is gone. But Banjo-Kazooie will play Santa. Exit the igloo. Head down the slope and you'll find Boggy. He ate something yellow and it's making him sick (shut up). Collect the Red Feathers and go down the slope. You may want to kill all the snowmen (Sir Slushes) first, because they can get really annoying. Go over to the big stack of presents, and talk to Bottles to learn the Beak Bomb. Climb the presents to the Flight Pad. Use it to fly and kill the Sir Slushes by Beak Bombing into the red X on top of their hats. You'll get an Extra Honeycomb (EH3) for killing one of them.
- One of them conceals the Witch Switch, 2 others each are guarding a Mumbo Token, one is guarding 2 Golden Feathers.
- Behind the only house with a chimney is the green Jinjo.
- After killing them, a Jiggy will appear atop the Giant Snowman's hat. Fly up to it (Jig1) and you'll find Chinker the Ice Block.
- Attack him with the Rat-a-Tat Rap and he will split into 2 smaller ice blocks. They're faster. The best way to kill them is to Flap Flip up then Beak Bust. They leave 2 Honeycombs. To get back, drop down onto the lower part of the hat, and through the hole to land on his nose. You'll collect one of the 3 Bears' Presents (P1).
- Fall onto his teeth. Walk inside of his pipe to find a Jiggy (Jig2).
- Now fall onto the scarf. Head around it, collecting the Notes and Red Feathers. And Feathery Flap to the broom to receive the blue Jinjo and 2 Golden Feathers.
- When you find a sled jump on it, and you'll slide down a ramp on the Giant Snowman's scarf, collecting a Mumbo Token, and land on Boggy. He will let you keep the Jiggy that flies out of him (Jig3).
- Head to the presents and at the very top, rescue the purple Jinjo.
- Now go back down the slope, and jump across the now Sir Slush-less islands to the Giant Snowman's legs. (Don't touch the water because it's freezing.) Now jump to the island with the present (P2) on it. Talon Trot up to the Chinker and Beehive.
- Now you can climb the Giant Snowman's scarf, collecting goodies!
- Now head back down to the entrance and find the Christmas Tree. Beak Bust the box and the Twinklies will pop out. They'll ask that you calm down the Twinkly Munchers so they can get to the tree. To stop them, Rat-a-Tat Rap them or Beak Bust them or Wonderwing them. Or, if you really suck, stock up on Blue Eggs, then stand at the beginning and shoot a whole bunch of them in a row. And don't try to get all of them to the tree, you only need 10 (especially those fast and last ones). If you get them to the tree in time, walk around the tree. Collect the Blue Eggs, and kill the Chinker. Shoot 3 Eggs at the Star Switch to turn on the power. Now quickly (use Kazooie) head to the present and use the Flight Pad

and fly through the star at the top of the Christmas Tree 3 times before time runs out. Inside the tree, the glass around the Jiggy in the tree will break. To reach it, climb the tree trunk. Don't forget the Mumbo Token in the pot. On the bottom floor, you'll meet your old enemies, the Tickers. There's also the last of the bear's presents (P3). After the rest of the Christmas Tree business, you will head back to the igloo.

- Continue to climb up the tree and jump to the ledges, collecting Notes, Eggs, and Red Feathers.

- From the uppermost ledge, Feathery Flap to the Jiggy at the top of the trunk (Jig4).

- Now head back to the igloo and give the bears their presents, and they'll reward you with a Jiggy (Jig5).

- Head back down both slopes, then up the slope to the left. You'll meet Boggy. He needs someone to race him, but Banjo and Kazooie are too big for the sled! Too bad! Get the Notes and Beehive anyway.

- Head to the presents and jump on the Flight Pad. See the Giant Snowman's buttons? Think they look like targets? Well, they are! Beak Bomb all 3 and a Jiggy will fall out of his @\$ (really! Jig6).

- Now head to the house with the chimney. Have Kazooie jump on it, then Flap Flip onto the chimney. Use the Flight Pad (you'll collect a Mumbo Token) and fly to Mumbo's Hut, get the Banjo Statue on top.

- On the ceiling inside the hut are some Notes and the yellow Jinjo.

- Give Mumbo 15 Mumbo Tokens and he'll turn you into a Walrus. Head to Wozza the Walrus' Cave, it's up the slope near the presents. Wozza will give you a Jiggy just for showing up (Jig7, as long as you promise not to give it to the Bear).

- Go inside the cave. You'll see the orange Jinjo, but you can't reach him! Instead, go in the icy water. Walk through the icy water at the bottom to the Extra Honeycomb (EH4).

- Avoid the Chinker and grab the Banjo Statue.

- Exit the Cave and go to Boggy. He'll ask that you sled race him around Freezeezy Peak. Jump on the sled. Steer your sled through the red slalom gates. If you pass through one, it'll turn green. If Boggy complains about you being too slow 3 times, you automatically lose the race. The race takes this route: straight across the bridge, under the Giant Snowman's legs, across the bridge, past the Chinker and Beehive, around one house, over another, across the bridge, over another house (you can jump off the houses for shortcuts), around the Twinkly Muncher bridge, over the presents, up the hill, past Wozza's Cave, now jump past Boggy up the hill and you should win. A Jiggy is first prize (Jig8).

- Go under the Giant Snowman's scarf for a Mumbo Token, then swim back to Mumbo's Hut and turn back into Banjo-Kazooie. Use the Wading Boots near Mumbo's Hut to get back.

- Go back to Boggy to race him on foot. The route is exactly the same, but you'll have to run to the Running Shoes (you did learn about them, right?), making it a bit slow, but after the Giant Snowman's legs, you'll catch up. You can use the shortcut again. After winning, Boggy will give you a Jiggy (Jig9)

and go look for his kids' presents (he really won't, he'll be sleeping in the igloo, wishing the kids would be quiet. Beat him before delivering the presents and he'll tell you that the racing made him tired and ask you to look for the presents.)

- You are near Wozza's Cave, so enter it. He will be scared and offer you the noisy orange thing and tell you to leave him alone. Flap Flip to the orange Jinjo on the ledge. He will give you a Jiggy (Jig10).

- Exit.

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/ 6.16: Gruntilda's Lair \
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- Flap Flip onto the Shock Pad and jump inside the wall. Use the middle Shock Pad and Shock Jump up to a Mumbo Token.

- Go back down, and go left and Beak Bust the Flight Switch to create a Flight Pad in the room that was covered with webs for about 13 seconds. Grab the Running Shoes and run to the Flight Pad. Fly back to Freezeezy Peak, but don't go inside it. Instead, fly to the high right and get the Jiggy (Jig6).

- Now return to Gobi's Valley.

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/ 6.17: Gobi's Valley \
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- Look behind you and Feathery Flap to the golden feather then to the yellow Jinjo.

- Swim to the oasis and talk to Trunker the Tree. He will tell you that he is thirsty for water. Climb the trees nearby for Red Feathers, and swim underwater for Blue Eggs. You just did the entrance stuff. The first thing to do is to drain the water from the large pyramid for 2 reasons: 1) So the sandy moat won't become a deathtrap. There's already enough sand in the level, and that's enough without that deadly pit! 2) By doing that, you can activate the maze which if you lose, you die (ha ha), and you wouldn't want to do that after getting a whole bunch of Notes (there are Notes in the pyramid and at the end of the maze. Talon Trot up the nearby slope, collecting Notes.

- Kill the Slappa, then go up the 2 slopes again. But instead of going to Bottles, go up the nearby slope and collect the Mumbo Token in front of the door to the pyramid.

- Head around to the right, kill the Slappa, then climb the slope and grab the Running Shoes. Run to the Star Switch at the side of the pyramid, step on it to open the trapdoor at the top of the pyramid. Quickly run to the top of it in 30 seconds, and get the Banjo Statue and fall through the trapdoor.

- Swim over and grab the Mumbo Token, then swim down, and claim the Jiggy while avoiding the Mum-Mums (mummies) (Jig1).

- It will open the door to the pyramid and drain the water so it fills the sandy moat. If you'd rather not worry about the Mum-Mums, use the Golden Feather to kill them. Grab the Notes, Eggs, and Red Feathers, then exit.

- Swim down in the pool and collect the Notes, Mumbo Token, and blue Jinjo.

- Swim back to the surface. Jump on the pillar that has the moving sphinx head in front of it, and feed 3 Eggs to him. He will disappear and another one will appear. Feed all 3 and a pyramid will grow out. Climb the stairs, but by Flap Flipping on the ledge and Talon Trotting up, then the other ramp, because there are Notes on them.

- Enter the pyramid, walk forward, collecting the Notes. You will hear King SandyButt, the King of the Mum-mums. He will tell you to either turn back or face his wrath.

- Choose to face his wrath. The door will close. Talon Trot quickly through the maze. Turn to the character's right, then follow the path. If you take more than 60 seconds, the ceiling will fall on you. Break off from the path to the Witch Switch. And later, the maze will start to get guarded by Mum-Mums, so run past them, the Wonderwing might slow you down. If you win, King SandyButt won't be able to stop you. Hop into the sarcophagus to collect the Jiggy (Jig2).

- The pots also have a Mumbo Token, 2 Golden Feathers, and the purple Jinjo.

- Exit through the nearby door. Go up the next ramp with Notes, and Talon Trot up the pyramid to collect Musical Notes.

- Beak Bust the switch, and a timer will appear. Quickly run down the pyramid, and a cinematic will show the door opening. Banjo will slide onto the entrance. Drop down and enter it. Kill the Mum-mum, then collect the Notes and Mumbo Token.

- Beak Bust a tile and it will flip over, showing something from the game. A timer will appear. Beak Bust another tile. If it's the same thing as the first, you'll hear a ding and they will stay like that. If not, they will flip back over. Here's what's under the tiles:

Mumbo Jumbo	Blue Egg	Yellow Jinjo	Yellow Jinjo	
Red Feather	Musical Note	Banjo	Honeycomb	
Kazooie	Red Feather	Mumbo Jumbo	Kazooie	
Musical Note	Banjo	Honeycomb	Blue Egg	

- If you match them all in a limited time, a Jiggy will appear (Jig3). If not, you teleport back to the beginning of the world. You can use the Running Shoes behind Trunker's oasis to return quickly.

- Exit and Talon Trot down the side of the pyramid to collect Notes.

- Talon Trot into the pyramid alcove to collect the green Jinjo.

- Talon Trot around the sand, collect the Red Feathers and Beak Bust the Honeycomb Switch. An Extra Honeycomb Piece will appear in a ringed cactus. You will see a magic carpet flying around. When it reaches a place, it disappears, then appears again. When it reaches Banjo and blinks, jump on it and ride it over to an island. Gobi the Camel is trapped on it. It's too hot for him... and this coming from a camel? Beak Bust his rock and he'll leave a Jiggy and run off to cool down (Jig4).

- Return to Trunker and you'll find Gobi. He'll notice that Trunker looks thirsty, but Gobi is a greedy camel who wants to keep all his water for himself. Beak Bust him and he'll spit water into Trunker's mouth. Gobi will run away, and Trunker will give you a Jiggy. It's on top of him. Climb one of the surrounding trees (don't step on the Start/Exit Pad!) and Feathery Flap to the

Jiggy (Jig5).

- Head up the slope to meet Jinxy the Sphinx. Jump on his feet to collect the Notes.

- Feathery Flap from them and Flap Flip up onto his back. Drop down to the Wading Boots and run through the sand behind him to collect Notes, a Banjo Statue, and a Mumbo Token.

- Return to Jinxy's back and climb the stairs. Flap Flip over the thing and walk over to his nose. Flap Flip to the Mumbo Token.

- Feathery Flap over to one of the cacti in front of him. He'll tell you his nose is clogged. There's no tissue in sight, so instead, shoot an Egg into his nostrils. If you're good, you can get both without jumping to the other cactus. Jinxy will sneeze open the door. Jump down (Feathery Flap so you don't take damage) and enter him. Grab the Notes and walk forward.

- Kill the Slappa, then collect the Eggs and Mumbo Token.

- Jump onto the magic carpet and shoot an Egg into the statue. The magic carpet will rise. Jump to the magic carpet to claim the orange Jinjo and a Jiggy (Jig6) and Red Feathers.

- During the Jiggy animation, the carpet lowered, so shoot the statue's mouth again. Jump over the other carpet. Grab the Note, and shoot the statues' mouths to raise the carpets, collecting the goodies (Notes and a Mumbo Token). At the very top is a Jiggy (Jig7). Exit.

- Use the magic carpet flying around Jinxy and fly up to an alcove to find Gobi. Beak Bust him to get an Extra Honeycomb (EH5). Gobi will head out of Gobi's Valley to find some peace and quiet. You can't open the door without cheating.

- Ride the carpet back to Jinxy's back and use the Flight Pad to Beak Bomb the giant Kazooie target to open the door below. Beak Bust down, then enter the pyramid. Collect the Notes and Mumbo Token, then talk to Rubee.

- He'll ask if he can help you. Kazooie will tell him that they are looking for treasure. Rubee sees some up high. Jump onto the basket and fart 5 Eggs into the "orbiting" bowl. Histup the Snake will come out. Ride the basket top up and Flap Flip up to the Jiggy (Jig8). (Or you can climb Histup's neck.)

- Exit the pyramid, then head back to Jinxy and use the Flight Pad on his back to fly back to the cactus and collect the Extra Honeycomb in the middle (EH6). You'll also get another energy bar segment (HC8).

- Notice the sphinx near Jinxy. That's an Ancient One. Fly through his head-dress and he will sink into the ground and another one will pop up. Their locations are not random, but the order is. Here are the locations:

To the left of Jinxy

Behind Jinxy

In front of Jinxy

To the right of the maze pyramid

They'll tell you that if you do that to all of them, you'll defeat Gruntilda. Do so to all 5 and they will tell you that they were joking, but they can give you a Jiggy, which is on Jinxy's back (Jig9).

- Go back to the tall twisting pyramid, and use the Running Shoes atop the small hill and jump across the gaps. Go down the hill, jump over the sand, and Grabba the Mummy Hand will come out. Quickly jump onto him and get his 1,000-year-old Jiggy (Jig10).

- Exit the world.

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/ 6.18: Gruntilda's Lair \
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- Use the Wading Boots nearby to get back through the sand. Use the Shock Pad rotating the vase to jump into the sarcophagus and get the Jiggy (Jig7).

- Now go back to the web room and climb the ledge to find a 450 Note Door. You have 150 more notes. Jump into the pool of water, but don't get too close to the Shrapnel or he'll explode on you. Swim underwater into the tunnel and you'll find a Chump. Avoid him, and swim through the low hole. Swim away from the next Chump and onto the ledge. Kill him by farting 2 Eggs onto him. Jump across the alcoves to reach the picture puzzle for Mad Monster Mansion. Insert 10 Jiggies.

- Jump to the Whipcrack. Kill it with Eggs to get a Mumbo Token.

- Return to the area with the Gobi's Valley picture. Go across the path and into the tunnel. Make it past the graveyard, but don't enter Mad Monster Mansion. Talk to Brentilda behind one of the graves, then head right and smash the gate.

- Go through, kill the Blue Gruntling, then run around and Flap Flip to the Banjo Statue.

- There's a hole in the door, but Banjo and Kazooie are too big to fit through it. Go back and enter Mad Monster Mansion.

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/ 6.19: Mad Monster Mansion \
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- You'll see a house. Jump onto the things in front of it to claim 4 Notes.

- Head left, kill the Nibbly bat with the Rat-a-Tat Rap, then Rat-a-Tat Rap your way through the lit window. Grunty will say that Banjo and Kazooie are stupid, and she asks the enemies to attack them. I bet this is her house. Walk forward and the Limbo skeleton will yell and run to you, kill him with a Golden Feather. There are monsters hiding behind some pictures called Portrait Chompas. They're no different from their cousins in Clanker's Cavern, they just look different. Get the Red Feathers. Exit the window and smash the front door. You'll find Napper the Ghost sitting on the table, guarding a Jiggy. If you touch the wood, he'll wake up! But collect the Notes on the chairs anyway. Napper won't hurt you.

- Go to the fireplace in the back and Wonderwing into the fire to get a Mumbo Token.

- This is when I thought this is Gruntilda's house. The pictures on the wall are of Gruntilda, Brentilda, Mumbo Jumbo, Dingpot, the broomstick, Klungo, and the top of the Lair. Exit. Run around the house, kill the next Nibbly, then smash through the next window. Kill the Portrait Chompas and collect all the

Blue Eggs, then exit. See the gate? Break it down by simply Rat-a-Tat Rapping it, or shoot an Egg into the lock. Don't go through, go left and Beak Bust the bricks to open the cellar. Inside, there's a ghost known as Tee-Hee. Kill him with a Golden Feather. Go to the far shelf and Flap Flip up to collect Notes.

- Hop down and Rat-a-Tat Rap open the barrels to find Eggs, a Mumbo Token, a Jiggy (Jig1), the purple Jinjo, and a Golden Feather. You can't smash the barrel with the X on it. Exit.

- Climb the drainpipe to reach the roof. Talon Trot around, collecting the Notes. One of the drainpipes has a hole in it, but Banjo and Kazooie can't fit through it!

- Talon Trot up and walk around to find a small window, a large window, Nibblies, and a Shock Pad. Smash the small window and go inside. You'll find another Limbo. This is the bathroom. You can't fit inside Loggo the Toilet. There is a Mumbo Token in the sink and Red Feathers in the bathtub. Exit.

- Smash the large window and you'll find that in here, about 1/2 of the floor is missing. Drop through and you'll find goodies you can't reach. Remember that you can return to them later. Exit and use the Shock Pad to get to the next drainpipe and Feathery Flap to the large window. Smash through. Jump on the cushion to collect the Notes, and kill the Tee-Hee.

- You can't open the chest, but there is a Golden Feather behind it. Get the Eggs on the canopy bed. Go left of the window, kill the Portrait Chompa, and use the Shock Pad in front of him to reach the top of the canopy bed, where the yellow Jinjo awaits. Exit.

- Jump to the drainpipe and walk around and jump to the other window. Smash it. Inside, kill the Portrait Chompas, and collect the Notes.

- Exit, jump to the drainpipe, and Talon Trot up and jump onto the chimney with the small hole to rescue the green Jinjo.

- On the opposite side is a Shock Pad, use it to drop through the chimney. You're now back in the dining room, which is also Napper's! Feathery Flap onto the chair, and across the chairs (if you fall, Napper will wake up, and you'll have to go back out and down the chimney) to the table, then just walk into Napper. He'll wake up, noticing the Jiggy is gone, and floats away because Gruntilda will punish him (Jig2).

- Use the Flight Pad where he used to be to fly into the chandelier to find a Banjo Statue, then exit.

- Go back through the gate you broke and you'll find the church. No matter how hard you try, you can't bust open its door. So go around the church, and kill the Rippers (alive gravestones) using the Beak Barge. There's a Mumbo Token behind one.

- Notice the flower pots? Fart an Egg into one and flowers will grow... no, it did not curse at you! It was a spooky "Thank you". Do that to all 5 pots to get a Jiggy (Jig3).

- One of the church's windows has Banjo-Kazooie's profiles on it. First kill the Nibbly, then jump inside to find 3 Portrait Chompas guarding tons of goodies, including a Banjo Statue!

- Exit and Flap Flip on the unalive gravestone near the church door. Flap Flip

to the roof, and quickly get into Talon Trot before you slide down. Grab the Note, then Talon Trot Jump up to the upper area. Collect the Notes, then jump to the brick sticking out.

- Get back into Talon Trot and jump on the steep narrow ledge above you. Carefully walk around the handless clocks and enter the hole in the one that has a hole, collecting the Mumbo Token.
- Carefully step on the corners to collect the Notes.
- Use the Shock Pad to reach the weather vane, and climb it, then jump to the Jiggy (Jig4).
- Climb down the church and break the gate and enter the maze. Inside, kill the 2 Tee-Hees and get the goodies, including the orange Jinjo.
- Exit back through either exit. You're going back to the house, so if you're at the church, go back to the house. Get the Notes in the tall grass of the yard between 2 walls, then walk up the stairs nearby. Kill the Limbo, then smash the door of the shed and enter to find Tumblar the Glass. He'll tell you that if you solve the puzzle, you can have his Jiggy. Get the Notes, then jump on him. Use the Control Stick to steer yourself over the letters to spell BANJOKAZOOIE in 75 seconds. There's a Purple Tee-Hee circling on the letters, if he hits you, you'll lose a Honeycomb, AND you get knocked off of Tumblar! If you go on a Gruntilda space, you lose a Honeycomb. Complete the puzzle and Tumblar will leave the shed, and he'll let you keep the Jiggy (Jig5). Exit.
- Go around the shed and kill the Limbos. Use the Shock Pad behind it to reach the roof. Quickly Talon Trot to the Notes and Mumbo Token.
- Jump off and go down the ramp. Ignore the well, its business will be easier later. Smash the gate and go inside. Kill the Limbos, then shoot Eggs at the Whipcrack in the water, then swim under to get the Mumbo Token.
- Walk on the edge of the pool for Notes. Use the Shock Pad to reach the blue Jinjo (who gives you a Jiggy [Jig6]), but don't fall into the water or you lose a Honeycomb.
- A Mumbo Token lies cleverly hidden in a corner.
- There are 2 flights of stairs, one leads to the right of the main house, the other leads to a Clock Switch and some Running Shoes. Beak Bust the switch. The door to the church will open. Quickly grab the Running Shoes and just jump off the ledge and right, jump up the stairs, and right around the house. Now run straight ahead into the church before time runs out. Inside, kill the Tee-Hees, then Flap Flip onto the chairs for Notes and Eggs.
- Go over to the giant organ. Jump on the foot pedals, they both have a Note on them.
- Flap Flip to the chair. Collect the Mumbo Token, then Shock Jump to the keys.
- Talon Trot up, then jump in front of the music sheets. You'll find Motzand the Ghostly Hand. He will ask you to follow what he plays on the keys. He'll play something on the keys and you have to repeat it by Beak Busting the note he hits. This is easier than Tiptup's puzzle because you can Beak Bust the keys while he's playing it. Copy 2 tunes and a Jiggy will appear atop the organ pipes. Did you notice that both tunes are the Mad Monster Mansion theme (first song first, second song second), and the song on the music sheets is the Mad

Monster Mansion theme? Flap Flip on top of the music sheets, then to the upper area, kill the Limbo, then head behind the organ pipes for a Banjo Statue.

- Jump up the organ pipes to get Red Feathers, Musical Notes, and a Jiggy (Jig7).

- There are two torches nearby, one has fire, another has a Flight Pad. Get on it and fly into the rafters. Kill the Limbo and Nibblies, then collect the Extra Honeycomb Piece (EH1) and Blue Eggs.

- Carefully walk across, collecting a Mumbo Token, to the other side.

- Kill the Nibblies, then collect the Eggs and Beak Bust the Witch Switch. Cross to the Golden Feather. Jump down (Feathery Flap right before you hit the ground), and exit. Go left and you should see Mumbo's Hut, all fenced in. To get to it, Flap Flip onto where you can, then drop down to Mumbo's Hut. If you have 20 Mumbo Tokens, he will turn you into a Pumpkin. He also says he will use you in his soup (he really won't). Get the Notes and exit through the small hole.

- Go right and through the hole there to be returned to the maze. Get the Mumbo Token, then use the ramp to reach the top of the wall.

- Go around until you see another path. Cross it, and you'll be on the house! Go through the small window (you did break it open... right? If not, turn back into Banjo-Kazooie and do so!) and go into Loggo the Toilet. He will flush you down. Inside get the Jiggy and Mumbo Token, but avoid the Whipcracks and Grille Chompas (Jig8).

- For the Golden Feathers in front of the Grille Chompas, get close. When they go back into their holes, run past while collecting the Golden Feathers. Exit.

- You'll probably now want to go into the bathtub and take a bath (or stand under the shower), because you've just been in one of the places where Gruntilda p&&\$ and \$#!+\$\$. (She also does that in Dingpot.) Exit the room. Head through the large window and now you can slip under the floor to receive Golden Feathers, Blue Eggs, and an Extra Honeycomb Piece (EH2).

- Go back out and find the drainpipe with the hole in it. Drop down and you'll collect a Jiggy (Jig9). Grab the Notes and exit.

- Head back to the well and drop down it. Jump into the bucket to get a Jiggy (Jig10).

- Walk around collecting Notes and the Mumbo Token, but avoid the Whipcracks. Exit. Jump on the ledges around the well to find Notes, Eggs, and Red Feathers. Exit the level.

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/ 6.20: Gruntilda's Lair \
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- Go back to the gate and go through the hole in the house through there (you must still be a pumpkin). Inside, you can change back into Banjo-Kazooie. Kill the Tee-Hee with a Golden Feather. Beak Bust the coffin, and then Beak Bust the 1st "123" switch. Now turn back into a pumpkin to exit.

- Go back to the lava place, but don't go to the web room. Instead go through the opposite path, it is very narrow. Talk to the Brentilda there (she still knows you're really Banjo-Kazooie) and go through the small hole to find

another Cheato
spellbook.

- Pass the Gobi's Valley picture puzzle to turn back into Banjo-Kazooie. Go back to the web room. Go back to the Freezeezy Peak entrance, but don't go into it. Instead, get the Flight Pad as you did to get Jiggy 6. Beak Bomb the witch's left eye and get the Jiggy (Jig8) inside.

- Now make your way back to the Mad Monster Mansion picture puzzle room. Swim up and Rat-a-Tat Rap the grating. Go inside and go through until you see a path to the left. Rat-a-Tat Rap this grating, and go through to insert 12 Jiggies into the Rusty Bucket Bay picture puzzle.

- Flap Flip back up and head left. You'll find yourself in the Rusty Bucket Bay entrance room. Jump down and swim to the Mumbo Token, then get up on land.

- Don't enter Rusty Bucket Bay, kill the Grille Chompas, and hop up the boxes to the green cauldron, another shortcut.

- Now jump to the Rare box. Smash it, then hit the 2nd "123" Switch to raise the water level. Swim back to the Shrapnel room. Jump onto the ledge, smash the grate, go through it, hit the 3rd "123" Switch, QUICKLY swim back to the Rusty Bucket Bay room, then up to the ledge. GO through to find the last Cheato. NOW enter Rusty Bucket Bay.

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/ 6.21: Rusty Bucket Bay \
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- This is the second-to-last level. If you've made it this far without stopping, you may need to sleep and/or eat. Anyway, this is another level with something hard: the machinery. If you get knocked off of one of the walkways, you're dead, so you might as well do that first. Cross the bridge to the ship and head right.

- Kill the Flotsam life saver with a Rat-a-Tat Rap, then go further until you drop down, you are now at the back of the ship. Grab the Notes on the edge. There are two pipes here. One is a Grimlet. It will try to eat you. Jump into the other one. Use the Beak Barge on the Seaman Grublin (green pirate guy who doesn't even look or sound like a Grublin), then grab the Notes surrounding the Blade Switch. Beak Bust it and the blades in the machinery will slow down. Exit.

- Climb the ladder near the pipe that doesn't try to eat you and hop up the boxes until you reach a smokestack. Beak Barge the door and go inside. Walk around and kill the Grille Chompas. Climb down the ladder and Flap Flip into the vent for an Extra Honeycomb Piece (EH3).

- Go down into the machinery. There's a spinning walkway in front of you. Wait for it to stop, then run across, collecting the Mumbo Token.

- Flap Flip up the gears, kill the Seaman Grublin. See the blades in front of you? They will spin quickly, then slow down for a while, then start again. While they're slow, jump through!

- Get the Notes, then walk forward to the Jiggy (Jig1).

- Return to where the Seaman Grublin was and look right. See the spinning pipe? Get into Talon Trot and wait for it to slow down, then jump across. Get the Notes. Another lock walkway... for this one, run up, Flap Flip up, run to the

end when it stops. Beak Bust the First Propeller Switch. The propellers at the back of the ship will slow down.

- Make your way back to the Seaman Grublin platform. Cross the spinning pipe. Get the Notes. Another lock walkway... when it stops, Feathery Flap to the Second Propeller Switch. It's green, not gray. Don't Beak Bust it yet. Climb the stairs for some Blue Eggs and a Banjo Statue.

- Return to the Second Propeller Switch. Wait till the lock walkway is halfway through its turn, then Beak Bust it. When the cinematic showing the propellers stops, the walkway will lock long enough.

- Quickly run to the propellers in the back of the ship in 65 seconds. They're in the water near the pipe you first explored. To shave of time, Feathery Flap toward the door from one of the gears. If from the bottom one, you should make it past the lock walkway. And Talon Trot the rest of the way there. At the back of the ship jump into the water and swim into the propellers for the Jiggy (Jig2). But if you're too slow, you'll have to go back to the machinery and hit the switches. Or, the propellers might start again while you're collecting it, this means you have to die! (That happened to me.)

- Quickly get out of the water onto a box, you'll need to refill your air for this. Press C^ and look into the wall. See the red grating? Don't do anything yet. Swim to the closer box, then jump onto the platform. Now jump into the water and swim into the grating to collect the purple Jinjo. This is the hard part. You can't go to a box, and you lose air twice as fast. Don't try for the Eggs. After getting him, quickly swim to a box and jump onto the platform.

- There are some Notes and a Boom Box. Kill him with 3 Eggs, or get him to chase you and quickly Talon Trot around until he explodes.

- Jump onto the box, then Talon Trot jump onto the roof. Go down. You're now back at the beginning of the world. Go straight ahead and you'll see a hole that says "Toll 2". Pay tolls with Eggs. Since this is Toll 2, shoot in 2 Eggs to make a walkway. Go halfway across and kill the Grille Chompa. Now here's a secret. Go back to the toll and shoot 4 more Eggs to move the walkway again. This is the only toll with that secret requirement. You can now reach the Mumbo Token and Golden Feathers without falling into the water.

- Talon Trot onto the roof and Beak Bust the unlit window. Inside, jump up the boxes and grab the Jiggy (Jig3).

- Go back to the diving board you were on and onto the other box. Drop off one side to find a ledge with a Grille Chompa. Kill him, then jump across the boxes, killing the Chump with 2 farted eggs. Go right and climb the boxes to another Grille Chompa guarding a Banjo Statue.

- Get on the diving board and jump to the entrance diving board. Jump across to find a Grille Chompa guarding a Shock Pad. Jump back up and head to the box that you jumped across boxes to reach. Flap Flip up to the left box, kill the Grille Chompa, then Flap Flip onto the box for Notes, then Feathery Flap over to the wall and drop into the water and swim through the passage and you're out. Swim left and climb the ladder, and walk across the bridge. Talon Trot up the house and on the ledge. Get the Notes on the ledge and go back to (not in) the house. Feathery Flap toward the buoy with the Jinjo flag. If you make it, you'll get the yellow Jinjo. If not, you'll land in the water and have to swim to him, and Snacker will be back!

- Defeat him with Eggs, then press C^ and look at the house. See the hole in it? Swim inside. Inside, jump onto the boat, it has a Seaman Grublin and Golden

Feathers. Flap Flip up, kill the Grille Chompa, and head right to find a Flotsam guarding a Honeycomb Switch. Beak Bust it, then go the other way to find a Flotsam guarding a Flight Pad, use it to get the Extra Honeycomb floating in mid-air (EH4). Exit.

- Swim out and down to find Snorkel the Dolphin. She's trapped underneath the Rusty Bucket's anchor. Follow the anchor chain to an inner chamber. Jump into the hallway and kill the Grille Chompas to make it to the next room. Kill the Seamen Grublin, then Beak Bust the Anchor Switch. Snorkel will be free, and she'll give you a Jiggy (Jig4).

- Go back to the entrance of the world and onto the ship. Jump into the pipe. Inside are 2 Boom Boxes. Climb the boxes for a Mumbo Token.

- Jump onto the ledges, kill the Grille Chompa, then grab the Notes, Eggs, and Red Feathers. Exit.

- Walk around the ship, past the Grimlet, and Rat-a-Tat Rap the window open. Kill the Seaman Grublin and collect the Notes.

- On the beds, there are Red Feathers and a Seaman Grublin. Did you notice the picture of Conker on the wall? Exit. Go a bit left and kill the Flotsam. You will see a code. Each new game doesn't have a random code, it's 312-111. You'll use that later. Climb the nearby stairs and hop up the boxes. Featherly Flap to the TNT box, and climb its rope to the crane. Jump towards the Witch Switch, then start gliding, Hit it.

- Drop off behind it to find a Grille Chompa, a Mumbo Token, and Red Feathers.

- Get back onto the crane and go to the end to find a Golden Feather. Drop down, and Beak Barge the down arrow. It will drop the TNT box onto the deck (cool explosion). Now go back and enter the opening. Get off the ladder and press C^ and you'll see a Jiggy, but underneath it is some brown. When attempting to collect it, Boss Boom Box will build himself around the Jiggy! To kill him, use Eggs, Golden Feathers, or the Beak Barge. Hit him 4 times and he will split into 2 boxes. Hit one of those 3 times and they will split into 2 boxes. So will they when you hit them twice. The last ones take one hit, and they die. Boss Boom Box will give you his Jiggy, he didn't really want it (Jig5)... or did he? <insert X-Files Theme> Exit.

- Get back onto the crane, to do so, have Kazooie jump instead of Banjo. Climb the rope and get back onto the crane. Go to the end of it. Drop down, collect the Notes, and shoot Eggs into the Toll 6 portal. Don't cross the bridge. Go to the other side and egg the Toll 8 portal. Cross the bridge, killing the Grille Chompas, to the orange Jinjo.

- Fall into the water and swim to the nearest ladder, climb it. There are 3 storage compartments. Enter the one on the left. Collect the Musical Notes.

- Climb the boxes and walk across, killing the Grille Chompas, collecting the Notes and Mumbo Token. Exit.

- You can't enter the middle one, so enter the one on the right. Get the Notes on the box, and kill all 4 Boom Boxes to get a Banjo Statue.

- Exit, then climb the brown boxes and drop down into the middle storage compartment. Kill the Seaman Grublin, get the Red Feathers, Mumbo Token, and blue Jinjo. Exit.

- Cross the bridge (you should have already made the bridge after killing Boss Boom Box). Get back up the crane onto the ship. Go back to the 312-111 and climb the stairs near it. Cross the bridge, collecting the Notes, go around the smokestack, kill the Flotsam, and Flap Flip up. Jump onto the red things on either side, and collect the Note on each one. Flap Flip up to the Red Feathers. You should now see the whistles and pressure plates, that say 1, 2, and 3. Remember the code you learned earlier? Beak Bust out the sequence 312-111. If you hit a wrong one, you will have to start over and you lose one honeycomb. Beak Bust out the code for a Jiggy (Jig6).

- Go down over to the two pipes, you are at the front of the ship. Jump into the one that isn't alive. You're in the kitchen. Kill the Seamen Grublin and collect the Notes and the Eggs in the refrigerator, guarded by a Grille Chompa.

- Do not touch the stoves or the insides of the ovens, but you'll have to if you want a Mumbo Token. Exit.

- Get the Mumbo Token at the front.

- Flap Flip onto the cage with a Jiggy, then climb the rope to another crane. Go over and hit its up arrow, and the cage will rise. To get the Jiggy, quickly climb the ladder, Talon Trot to the end of the crane's arm, fall onto the deck (I don't think you can win if you climb, even if you do lose health from the fall, and run over to the Jiggy (Jig7)).

- Get back over to the other part of the crane, collect the Notes, drop off, kill the Boom Box, then go over to the acid pool.

- Jump across its barrels to the green Jinjo (who gives you a Jiggy [Jig8]).

- Jump to the Notes and Mumbo Token, don't fall or you will lose health, not to mention air. Go back to the cage and look around the pressure plates. See the windows that are slightly more reflective than the others (with 3 lights instead of one)? Rat-a-Tat Rap into them. One leads to the captain's bedroom. Kill the Seamen Grublin and collect the Gold Feathers on the bed. Get the Notes.

- You will see a Jiggy inside the closet. To get it, open the door, kill the Grille Chompa, and Flap Flip up to the Jiggy (Jig9).

- Go back to the bridge near the smokestacks and climb them even higher, using ladders and Shock Pads. At the tops are a Mumbo Token and a Jiggy (Jig10).

- Exit.

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/ 6.22: Gruntilda's Lair \
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- Swim to the room with the Shrapnel (the ones that links to Freezeezy Peak and Rusty Bucket Bay). Jump up to the Jiggy (Jig9).

- Go through the grating, then Feathery Flap over to the ledge to the right. Hop up the ledges to the 640 Note Door. I had 800 Notes and I made a joke. "Oh no! I don't have enough Notes! What'll I do? I'll just go through this door."

- Inside, you'll find tons of Whipcracks. You can try running through them if you have full health, or you can Egg them all or Wonderwing through them. At the end, there is a Bigbutt and a Black Gruntling. Ignore both. You'll hear a familiar tune. It's the Click Clock Wood version of Gruntilda's Lair! Talon

Trot up the hill and you'll find a locked tree stump. It's the entrance to Click Clock Wood, but it's not open. Remember the picture puzzle? You couldn't insert the Jiggies, because there's no picture puzzle pad! Go Flap Flip up the leaves near the Bigbutt. You'll come to a 765 Note Door. Behind it is Grunty's Furnace Fun, but until you beat Click Clock Wood, you probably won't know what you need to know to win. But if you've beaten the game before, or want to cheat by looking at the answers I have on the FAQ, you can go ahead and do so, but after it, you'll find that you're running low on Notes and Jiggies, and you'll be wishing that you had beaten Click Clock Wood! So head to the right of it and at the end of the path with Red Feathers, go through the tunnel to a Mumbo Token.

- Go back and cross the other path to a Jiggy Switch. Hit it (geez, I wonder how) to make the picture puzzle pad appear near the picture puzzle for Click Clock Wood.

- But if you're just plain lazy and don't want to go through all that again (like me), drop down. The last Brentilda is on one side of the tree, the other has a tunnel with a Golden Feather with a red Warp Cauldron in front of it. Hop inside and you'll find yourself all the way back in the pipe underneath the entrance to Clanker's Cavern! Exit it.

- Swim down the water and fall, yes, you're back at the entrance to Treasure Trove Cove! Swim through the underwater passage and insert 15 Jiggies into the Click Clock Wood picture puzzle.

- But oh no, you'll now have to go ALL the way back! Well, swim out, climb the green thing, swim into the pipe and hop back into the cauldron! It will take you all the way back, so go and enter Click Clock Wood, I'm sure you know the way.

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/ 6.23: Click Clock Wood \
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: 6.23.1: Central Click Clock Wood :
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- If you press C^ and look around you'll see four doors, one with a flower, one with a Sun, one with a leaf, and one with a snowflake. There are items and/or enemies outside the entrances. This is actually four worlds in one, with 100 Musical Notes, 10 Jiggies, and 5 Jinjos in the entire level. The flower is Spring, the Sun is Summer, the leaf is Fall, the snowflake is Winter. The first season you can visit is Spring, but the door is closed! Hit the switch near Fall to open it, then go inside.

- But don't forget to grab the Notes!

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: 6.23.2: Click Clock Spring :
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- Go forward and kill the Grublin Hood (elf) with a Rat-a-Tat Rap. Next to him is a bear-eating plant called a Snarebear. It holds a Mumbo Token, but you can collect it with a Golden Feather or come back as a Bee (although you won't really need it, unless you're trying to be a Banjo-Kazooie master).

- Swim into the water. Talk to Gnawty the Beaver and he will ask someone to move the boulder blocking his house. You can break it now, but it's hard, and

it's a glitch. I recommend breaking it later. Swim to the end to find a Snarebear with a Mumbo Token.

- Near it is a Bigbutt grazing around a field with Notes. Get the Notes.
- Then jump into the hole and fart Eggs. A giant plant will grow out. Use a ramp to get on the tree. Kill the Big Cluckers the same way you would Chompas. Cross the paths, collecting the Notes, explore all around the tree at the bottom level. You'll also see Mumbo's Hut, but ignore it.
- When you find a hill climb it. To the right of the Big Clucker are some leaves. They're too small to cross now, come back later. Talon Trot up the left, and go to the branches, past the empty Snarebear, get the goodies, including a Banjo Statue.
- Go back and left, kill the Big Cluckers. You'll come to the beehive, there's a Mumbo Token on the far side of it.
- Go back and Feathery Flap from one alcove to the next until you reach a Shock Pad, use it to get up onto the ledge. Jump across these alcoves until you reach a treehouse. Drop down near a beehive.
- Feathery Flap across the gaps until you reach the Summer Switch. Beak Bust it to open Summer up.
- Enter Nabnut's house and he will eat acorns. Get the Mumbo Token on top of his closet, and the goodies on the shelves.
- Exit and jump across the ledges. Walk across the bridge and Shock Jump up to the top of the egg. Beak Bust it to find Eyrie. He'll fall asleep, there's nothing you can do with him now. Climb the nearby ledges and smash the door. Kill the Whipcracks to get the Banjo Statue and Jiggy (Jig1).
- Jump onto the cross branches, and go as high as you can up. Feathery Flap to the branch in front of Banjo, then to the Banjo Statue. Exit.
- Use a Gold Feather to collect the green Jinjo in the Snarebear.
- Drop down and you'll land on the beehive. Jump off, but aim for the water. Get back on the lower tree area and fart eggs onto the Whipcrack. Jump to the stump with the Wading Boots and use them to reach Mumbo's Hut. Turn into a Bee for 25 Tokens. Fly as high as the game will let you from the entrance of the season and you'll spot a Jiggy in a Snarebear (Jig2).

- Drop down and you'll land in front of Nabnut's house. Go to the beehive, at the very end you can enter it. You'll meet the Zubbas. They're protecting their Jiggy, you can't get at it yet, because of the honey bear. You can still get the purple Jinjo.

- Go back to the Central Area and enter Click Clock Summer.

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: 6.23.3: Click Clock Summer :
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- Before you get a chance to make it all the way through the door, you'll turn back into Banjo-Kazooie. Go a little further and Eyrie will ask for 5 Caterpillars. Kill the Grublin Hood and go left to the wall. The bees look like they're guarding nothing, but they're guarding the yellow Jinjo. It's hard to see him, because the high grass is yellow! So use your eyes.

- Under the big leaves is a Caterpillar (C1).
- On them are Notes.
- Drop down and walk inside the lake, grab the Caterpillar (C2).
- You can now legally break the boulder in front of Gnawty's house with a simple Beak Bust. He'll invite you inside the house, but you can't climb the steep slope! Get the Notes, Red Feathers, and Mumbo Token anyway.
- Kill the Grublin Hood then go near the far to the Fall Switch, it's guarded by a Big Clucker.
- Climb up the tree (the Big Cluckers are still there and there are Red Feathers instead of Eggs) and jump to the stump in front of Mumbo's Hut. Stand on its edge, and Talon Trot jump to the slope. Get the Caterpillar (C3).
- Enter Mumbo's Hut. He will tell you it's too hot for transformation. Get the Mumbo Token on the ceiling and exit.
- Use the Shock Pad on the stump to reach back on the tree. Jump across. On the root is a Caterpillar (C4) and a Big Clucker guarding a Gold Feather.
- Go to the plant. There's a Mumbo Token guarded by bees.
- Go to the plant and you'll hear, "Oh no! It's you two again, Gobi thought he was safe here..." Beak Bust Gobi and he'll water the plant and fall asleep. (NOTE: This will not work unless you got the 1st Extra Honeycomb Piece in Gobi's Valley.) On a ledge nearby is a Snarebear next to a Caterpillar (C5).
- Go back to the plant, climb up the ramp, and across, until you find a slope. On it, kill the Big Clucker. You can cross the leaves to the right, but don't go. Go up the slope to the left. Go left. Jump over the Snarebear. On a branch is a Mumbo Token and a Caterpillar (C6).
- Go to the left, killing the Big Cluckers and Grublin Hood, then you'll find the beehive. You can now enter it as Banjo-Kazooie by Beak Busting the square. Inside, you'll face the Zubbas. You can Rat-a-Tat Rap them, but I usually just hold onto Gold Feathers. When they're all dead you'll get the Jiggy (Jig3).
- Exit the beehive and jump across the alcoves to the left, then the Shock Pad, up. You'll come to a Caterpillar (C7).
- Jump down the leaves to find a Big Clucker guarding a Jiggy (Jig4).
- Above you is a Mumbo Token on a leaf.
- Jump back up the treehouse. Inside is a Jiggy and the Banjo Statue. Ignore both. Drop down to the low platform, jump across the wooden bridge to three ramps. The one on the left has a Golden Feather, the middle one has Notes, the one on the right has a Grublin Hood, Eggs, and a Caterpillar (C8).
- Go inside Nabnut's house, he will tell you that he previously ate all the acorns, and not only does he have none left for winter, he's become the fattest character in the game! Go left and cross the things, killing the Big Cluckers, then go to Eyrie's nest. It's surrounded by Red Feathers. Feed him 5 Caterpillars, leaving you down to a trim (C3). Go over to the ledges, climb them, and go through the door. Inside is a bunch of Whipcracks and a Banjo Statue on a branch.

- Go back to the Central Area and enter Click Clock Fall.

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: 6.23.4: Click Clock Fall :
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- Eyrie will tell you he wants 10 Caterpillars. Kill the Grublin Hood, then go right to the river. Kill the BuzzBombs to make your way to Gnawty's house. Swim inside to find a Jiggy (Jig5).

- On the shelves are Eggs and Notes.

- Exit his house and swim over to the plant, but first use Golden Feathers to collect the Notes from the Snarebear. Now go to the plant, Gobi is still there. Beak Bust him and he will water the plant and a Jiggy will appear on its flower. Gobi will run to the Lava World, Hailfire Peaks. Talon Trot up the pile of leaves to the right to find a Caterpillar (C4).

- The middle pile has the orange Jinjo.

- The left one has a Caterpillar (C5), next to a Big Clucker.

- Go down to the ledge above the Grublin Hood. Climb the hill, the Big Cluckers are back and there are Notes.

- Jump to the right to find a Caterpillar (C6) in front of a Big Clucker.

- Go straight past the Whipcrack, use the Wading Boots to reach Mumbo's Hut. Inside, Mumbo can't transform you because he's raking up the leaves. Get the Caterpillar (C7) inside his hut.

- On the ceiling are some Notes.

- Exit and use the Wading Boots to get back to the ledge above the Grublin Hood. Go around, killing Big Cluckers and collecting Notes, until you come to the left of the entrance.

- Up it is a Snarebear with Notes. Find the other slope, climb it, kill the Big Clucker, and go up the slope, then left to the branches. Jump around the Snarebear. On one branch is a Caterpillar (C8).

- Continue, killing Big Cluckers, until you reach the Zubbas' hive. On top of it is a Caterpillar (C9).

- Inside is a Caterpillar (C10) and some Notes.

- Exit the Beehive. Continue across the alcoves until you find the Shock Pad. Use it to get up, then jump across more. On one of the leaves is a Mumbo Token.

- In the treehouse is a Jiggy (Jig6).

- Drop down to find a Caterpillar (C11).

- Follow the bridge, kill the BuzzBomb, until you reach Nabnut's house. He'll be outside his house. He needs you to get 6 acorns. Go inside his house. On his desk is a Caterpillar (C12).

- On the shelves are some Notes and an Acorn (A1). Exit.

- Climb the left ramp to find a window. Smash it. Inside is a pool with Eggs and an Acorn (A2).
- Up the ramp directly in front of Nabnut's house are two Acorns. For one, run all the way across the hole with Red Feathers and Flap Flip (A3), then Feathery Flap for the one in the middle (A4), and you'll land on another one (A5).
- Go up, kill the Grublin Hood, and Talon Trot down to the last Acorn (A6).
- Give them all to Nabnut, and he'll reward you with a Jiggy (Jig7).
- Continue, and Rat-a-Tat Rap your way across the things, on one of them is a Caterpillar (C13).
- Beak Bust the Winter Switch.
- Go to Eyrie's nest. Run around it, collecting Notes and a Caterpillar (C14), then feed Eyrie 10 Caterpillars. Now you have a useless (C4).
- Eyrie will fall asleep, continue up the ledges to find another useless Caterpillar (C5) and a Snarebear with a Mumbo Token.
- In the door is a bunch of Whipcracks, at the top is a Banjo Statue. Drop down onto the Beehive, then the plant with the Jiggy (Jig8).
- Go back to the Central Area and enter Winter.

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: 6.23.5: Click Clock Winter :
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- Go forward, kill the Grublin Hoods, just to the right is an orange thing. It's a dead Snarebear with a Golden Feather. Go to the lake, it has frozen over, on it there are 2 Chinkers. Behind the stump is a Mumbo Token.
- Flap Flip onto the stump, there's a dead Snarebear with a Gold Feather and a Flight Pad. Jump on it and fly up, look for a Sir Slush and the Witch Switch.
- Go back and fly. On the nearby tunnel is a Sir Slush, kill him, then fly past the dead plant. Kill the Sir Slush and he'll leave a Mumbo Token.
- Go over to Mumbo's Hut with 2 Chinkers. On top of it is the blue Jinjo, the last Jinjo in the entire game and another Jiggy (Jig9).
- Inside Mumbo's Hut is a Beehive. It tells you Mumbo's on vacation.
- On the ceiling are some Red Feathers. There's a Sir Slush to the right, which is to the left of the entrance. There's also a dead Snarebear with a Gold Feather. Use the Flight Pad in front of Mumbo's Hut and fly up to the branches, kill the Sir Slush, then grab the Notes and Gold Feathers, one is in a Snarebear.
- Continue, all the Big Cluckers are gone. Kill the Grublin Hood, then go to the beehive. It's destroyed, but there's a Mumbo Token in it.

Continue across the alcoves, the treehouse is locked up, but there's a Beehive in front of it.

- Drop down, kill the Grublin Hood, follow the bridge to Nabnut's house. To

enter his house, break the window. (Now he's going to freeze to death.) He's asleep, but get the Eggs and Red Feathers on the shelves. Go up the ramp to the left, smash the window. Inside there are Eggs at the bottom of the pool. Go up the middle ramp and kill the Grublin Hood, then fly over to the Sir Slush. Kill him, then collect the Banjo Statue and Notes.

- Down the left ramp is a Mumbo Token.

- Use the Flight Pad again, and Beak Bomb the window to Nabnut's attic. Inside are some Eggs, 2 Grublin Hoods, and an Extra Honeycomb Piece (EH5).

- Exit, and continue to climb the tree, across the things to Eyrie's nest. Talk to him and he'll fly away and fart out the 2nd-to-last Jiggy... ewwww! And Kazooie eats it? Gross!! (Jig10).

- Continue up the ledges, collecting the Notes, kill the Grublin Hood, collect the Golden Feather from the dead Snarebear, enter the door to find Whipcracks.

- Exit, drop down onto the Beehive, now carefully land in the small hole in the ice. Quickly swim to Gnawty's house, you'll lose air 2x as fast. Inside his house is an Extra Honeycomb Piece (EH6).

- Don't try for the Banjo Statue under the ice. Exit and go to the plant, there's a Chinker and a Mumbo Token.

- Go back to Spring and turn into a Bee, then exit.

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/ 6.24: Gruntilda's Lair \
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- Fly high above the switch that helped you complete the picture puzzle for Click Clock Wood. Up there you will find the last Jiggy (Jig10) in the entire game! The 100th Jiggy!!! (But go back to Bubblegloop Swamp and race Mr. Vile again if it was too hard.)

- Now go through the 765 Note Door and step on the picture of Tooty. On the way, you will turn back into Banjo-Kazooie. You will enter Grunty's Furnace Fun.

^^
: 6.24.1: Grunty's Furnace Fun :
vv

- Behind you is a yellow cauldron.

- Now step on the 1st tile and press A to hear the question. Gruntilda will ask you something about the game. You must use your knowledge from the game to answer. If you get it wrong you lose one honeycomb, but some spaces have honeycombs and Banjo Statues if you go a lot of questions wrong.

- Here are the letters on the map, what they stand for, and what question you must answer.

- B - Banjo-Kazooie - Question about a world
- O - Eye - Shows you a character or part of a world and you have to guess what it is.
- W - Gruntilda - Asks you a question about Gruntilda that Brentilda told you. When you talk to Brentilda some of the words shake and that is the answer. (Example: She also washes her hair with baked beans. Yuk!)

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM

(6.24.1.3.10: Misc.)

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

There's no Brown Jinjo

! 6.24.1.4: Eye !

(What the area in the world can be)

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM

(6.24.1.4.1: Mumbo's Mountain)

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Under the bridge
Behind the stonehenge
Above the stonehenge
In Ticker's Tower
Close-up of an orange pad
The entrance to Mumbo's Hut

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM

(6.24.1.4.2: Treasure Trove Cove)

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Under a ladder
Lighthouse door
The hole that leads to a hold in Captain Blubber's ship
The boxes that lead to Leaky
A hole in Nipper's shell

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM

(6.24.1.4.3: Clanker's Cavern)

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Bottom of Clanker's chain
Hole on the opposite side of Jiggy 9

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM

(6.24.1.4.4: Bubbleloop Swamp)

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Back of a turtle
Close up of Tiptup
Mumbo's chimney
The huts

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM

(6.24.1.4.5: Freezeezy Peak)

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Wozza's fire
From inside the Christmas Tree
From under the Giant Snowman's broom

Trunker the Elephant
Bloop the Fish
Bubbles the Fish
Robnut the Squirrel
Aqualung the Dolphin
Wizzo the Washbasin
Mr. Piles the Alligator
Mrs. Bile the Crocodile
Jimbo Jambo the Shaman
Beakers the Mole
Admiral Browneye the Pirate
Mobi the Camel
Dumbi the Camel

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
6.24.1.5.1.2: In another Rare game #
.....

Cranky Kong
Conker the Squirrel
Funky the Monkey
Humba Wumba the Shaman
Jamjars the Mole
Captain Blackeye the Pirate

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
6.24.1.5.1.3: In Banjo-Kazooie, but with no voice #
.....

Histup the Snake

MMMMMMMMMMMMMMMMMMMMMMMMMMMMM
(6.24.1.5.2: Tunes)
WWWWWWWWWWWWWWWWWWWWWWWWWWW

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
6.24.1.5.2.1: Worlds #
.....

Bubbleclock Wood
Clanker's Clock
Treasure Bucket Bay
Rusty Clock Wood
Freezeezy Cove
Gobi's Peak
Mad Mumbo's Mansion

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
6.24.1.5.1.2: Rooms #
.....

Inside Banjo the Squirrel's House
Inside the Haunted Bear's Church
Inside the Shaman's Head

MMMMMMMMMMMMMMMMMMMMMMMMMMMMM
(6.24.1.5.3: Item Noises)
WWWWWWWWWWWWWWWWWWWWWWWWWWW

Blue Whale

WW

- A Flea Circus []
- A Reinforced Girdle []
- Massive Bloomers []

MM
(6.24.1.7.5: What is the name of her dog?)
WW

- Bignacka []
- Legchomper []
- Ripper []

MM
(6.24.1.7.6: What band does she sing in?)
WW

- Grunty and the Broomstick Boys []
- Grunty and the Cauldron Crew []
- Grunty and the Monster Mob []

MM
(6.24.1.7.7: What was her nickname at witch school?)
WW

- Jelly Belly []
- Cauldron Butt []
- Hog Breath []

MM
(6.24.1.7.8: What is her favorite smell?)
WW

- Sweaty Gorilla Feet []
- Putrid Parrot Puke []
- Freshly Burst Boils []

MM
(6.24.1.7.9: What is her favorite color?)
WW

- Ghastly Grey []
- Dung Brown []
- Gruesome Green []

MM
(6.24.1.7.10: Where does she sleep?)
WW

- In a Dumpster []
- On a Pile of Treasure []
- In a Pig Sty []

MM
(6.24.1.7.11: What award did she always win?)
WW

- Sweatiest Socks []
- Biggest Butt []

WW

- A Scary Teddy Bear []
- A Huge Sweaty Baboon []
- Her Dirty Undies []

MM
(6.24.1.7.20: What does she keep in her pocket for luck?)
WW

- A Shrunken Head []
- A Dragon Foot []
- A Loogie-Filled Hanky []

MM
(6.24.1.7.21: What kind of broomstick is hers?)
WW

- Lardmaster 2000 []
- Super Gutlifter Pro []
- Rough Rider Deluxe []

MM
(6.24.1.7.22: What is growing in a pot beside her bed?)
WW

- An Eyeball Flower []
- A Verruca Plant []
- A Loogie Bush []

MM
(6.24.1.7.23: What is hanging from her bedroom ceiling?)
WW

- Rotting Fish []
- Dirty Undies []
- Smelly Socks []

MM
(6.24.1.7.24: What color are her undies?)
WW

- Spotty Purple []
- Sweaty Yellow []
- Streaky Brown []

MM
(6.24.1.7.25: What does she have for breakfast?)
WW

- Spider Pancakes []
- Rat Bagels []
- Tadpoles on Toast []

MM
(6.24.1.7.26: What does she have for dinner?)
WW

- Maggot Pie []
- Dog Dung Burgers []

At the end of Clanker's chain - A giant anvil

MM
(6.24.1.8.4: Bubbleloop Swamp)
MM

At the top - Mud hut
What to stomp on to get into Tanktup - His feet

MM
(6.24.1.8.5: Freezeezy Peak)
MM

Colors of the Giant Snowman's scarf - Red and yellow
What to find for the polar bear kids - Presents

MM
(6.24.1.8.6: Gobi's Valley)
MM

On top of Trunker - A hat
Gobi's 3rd location - An extra honeycomb piece
Cactus' prize - An extra honeycomb piece
What you pay to Rubee - Blue Eggs
Gliding over the sand - Magic carpet

MM
(6.24.1.8.7: Mad Monster Mansion)
MM

On the front of the barrels - 1881
What grows out of the pots - Flowers
How to wake Napper the Sleeping Ghost - Banjo stepping on the wood
Time on the church clock face - Nothing, its hands have fallen off
What Motzand played - An organ

MM
(6.24.1.8.8: Rusty Bucket Bay)
MM

Under the anchor - Snorkel the Dumb Dolphin
In the box the crane holds - TNT
Whistle code - 312-111
At the top of the 3rd funnel - There is no 3rd funnel

MM
(6.24.1.8.9: Click Clock Wood)
MM

What Nabnut is doing in Spring - Eating his nuts
What's making Gnawty sad - He can't get in his house
Mumbo's transformation - Bumblebee
What Mumbo's doing in Winter - He's not even there
How the plant gets water - From Gobi the Camel
Season with a drought - Summer

- At the end of the furnace fun you will get Tooty back! You also get to see the credits, where characters say the credits, shoving in names of characters to make it look like their nicknames. Then it shows Mumbo Jumbo, Bottles and Banjo-Kazooie having a barbecue in front of Banjo's house. Mumbo says Banjo and Kazooie are good, because of what they've done, but Bottles said that they needed his moves to do it. Kazooie says she and Banjo are the stars of the game. But actually, the hero is YOU, because you controlled Banjo and Kazooie. Or is it the people at Rare? They made Banjo and Kazooie. Anyway, Tooty says it's no one, because Grunty got away, so get back up there and finish the job. (I like how Mumbo yells.) Kazooie will refuse, but Banjo grabs her and they go back up. So continue to the right, up the stairs.

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: 6.24.2: The end of the game :
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- There are two passageways, one is locked, and the other has the DNA mixers (speaking of that, if you could put a pig in one side, and an elephant in the other, nothing will happen. Haven't you ever heard that song by Loverboy? It goes, "Sorry children, pig and elephant DNA just won't splice!") and a Black Gruntling. How do you open the doors with the faces on them? Anyway, go back complete the puzzle with 25 Jiggies. The locked door will open.

- You'll find Dingpot, but don't talk to him yet. Open all the Note Doors and grab the stuff behind them to be prepared for the final fight.

- And complete the Puzzle with 4 Jiggies to get Red Honeycombs. Now you have double health!

- NOW talk to Dingpot. He'll tell you that he hates Gruntilda, and he wishes she'd be disposed of. Banjo volunteers to, but Kazooie refuses. Banjo convinces her because she gets a chance to peck Gruntilda's butt. But wait! Stand next to Dingpot and wait. He'll tell you more reasons why Gruntilda should be disposed of. This should make you angry enough to go dispose of Gruntilda. Jump into him to get to the roof. You'll face Gruntilda.

- She'll swoop down on her broomstick, avoid her by jumping with the Talon Trot. When she stops, use the Rat-a-Tat Rap on her. Now she'll toss a fireball at you, run AFTER she throws it. Gruntilda is smarter than Conga, so if you keep running before she throws it, and continue running in the same direction, it'll hurt you. Do this 3 more times and she'll drop a Honeycomb, get it if you need it or save it for later. And she'll shoot a white fireball at you. You can't avoid it, so use a Gold Feather to stop it. She'll move out of the arena where you can't reach her. She'll continuously throw fireballs at you, avoid them by standing behind the ledges. When she stops throwing fireballs, jump onto the ledge and shoot 3 Eggs at her. If they all hit, she'll move to another spot. If you run low on Eggs, get the ones on the sides of the stage. They re-appear soon. After 4 Egg-shooting attacks, she'll drop a Honeycomb and do an unavoidable white fireball. Bottles will send you a Flight Pad. Use it to get up and Beak Bomb her. You can Beak Bomb in front of her, or while she stops, but the best time to Beak Bomb her is when she's throwing fireballs, because she's a sitting duck (quack, quack). Then she throws more fireballs and speeds up, she's still a sitting duck (quack, quack again) so try to Beak Bomb quickly. After 4 Beak Bombs she'll drop a Honeycomb, and hide under an invulnerability shield. Don't waste time, ammo, or health trying to get through it, none of Banjo and Kazooie's attacks can break it. Go down to land and avoid the fireballs she throws. 4 of the Jinjo statues (orange, green, purple,

yellow) will pop up. You must shoot 3 Eggs into each of their holes (stop laughing) while avoiding Grunty's fireballs. The first one you activate is a cinematic, she won't throw any fireballs while he homes in on her. He was able to make it through Grunty's shield! The other three are not cinematics. The last one will destroy Grunty's broomstick. It will leave behind a Honeycomb. She'll fall onto a ledge and throw about 5 fireballs at you, then the unavoidable one. The Jinjonator (why does he sound like a normal Jinjo?) will come up. She'll throw the same fireballs, when she's done, shoot 6 Eggs into one of his holes (I said stop laughing). You should have enough time to fill his first hole (it'll close when it's full) before she throws fireballs again. Do this to all his holes. He'll knock her off the roof, while she throws a green fireball at you. It'll miss. Now watch the ending, including the special preview for Banjo-Tooie if you have 100 Jiggies. Banjo-Tooie is not a mode in Banjo-Kazooie, it is the sequel. It's out now, and to get to these secret areas in Banjo-Kazooie, you must either use a cheat (see Cool Stuff) or in Banjo-Tooie, you must smash open the 3 Banjo-Kazooie Game Paks. So there is no legal (no, I don't mean you're going to jail if you do that) way in Banjo-Kazooie to get them.

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/ 7.1: Spiral Mountain \  
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You start the game with 5 Honeycombs, so that's (HC5). Go forward and talk to Bottles (the game forces you to) and press A to use training or B to skip it. If you press B ignore all the moves and just listen to get the Extra Honeycombs. Go a little further ahead and talk to Bottles so you can learn the camera control. Now go to the stumps and learn the other jumps. Flap Flip onto the highest stump and grab the Extra Honeycomb (EH1). Return to Banjo's House, and jump on the garbage cans to the side of the house, then onto the top of the house. Jump on the chimney, then Flap Flip to the Banjo Statue. Go a little further and Bottles teaches you how to swim. Go into the pool of water and get the Extra Honeycomb (EH2) in the alcove underwater, under the bridge. Go back to that Bottles and you will find several ledges. Feathery Flap across all of them to find an Extra Honeycomb (EH3) and a Banjo Statue (which is in an alcove behind the waterfall). Now go and cross the bridge, no, not the big bridge, the other one! The Bottles there teaches you about climbing. Go back to the only tree in tall grass and climb it to get an Extra Honeycomb (EH4). Go back to that Bottles and go forward and enter the brown corner. Talk to Bottles in there to learn the Beak Barge. Beak Barge all 4 Quarries (rocks) to get an Extra Honeycomb (EH5). Go to the last training area and talk to Bottles there and learn the attacks. Claw Swipe both Toppers (carrots), Roll into both Bawls (onions) and Rat-a-Tat Rap both Collywobbles (cauliflower) to get an Extra Honeycomb (EH6). You should now have another Segment of your Energy Bar (HC6). Now go back to the big bridge and climb the mountain. Talk to the Bottles up there (the game forces you to) and cross the bridge to Gruntilda's Lair.

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/ 7.2: Gruntilda's Lair \  
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Go up the stairs to the left and get the Jiggy (Jig1). Mr. Jiggy will tell you to find a puzzle with a piece missing. Now go right through the tunnel (you can't make it up the steep slope) and go right up the unsteep slope and complete the Mumbo's Mountain picture puzzle. Now go back down the slope and enter Mumbo's Mountain.

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/ 7.3: Mumbo's Mountain \
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There are 3 Grublins (purple ogres) nearby. You can kill them with a simple Roll or Beak Barge. Flap Flip onto the rock to get the purple Jinjo. He will tell you to find his friends to earn a Jiggy. Jump down and collect the Mumbo Token behind the rock Flap Flip onto the stairs. Climb them. While you climb them, you will see an alcove in the slope wall with an Extra Honeycomb. You can reach it now by sliding to it from directly above, but it's easiest to save it for later. I won't mark that you got it now. Up the stairs, kill the Tickers (termites) with Rolls and/or Beak Barges and head through the door in the pillar. A Ticker informs you that this is Ticker's Tower, and there are no bears allowed. Kill him. Flap Flip to the Mumbo Token. But you can't make the jump across the ledges, because they are almost vertical. If you slide off the second one (where you got the Mumbo Token), Bottles will tell you that if you find him, he will tell you how to get up steep slopes. But that's later. Exit. Go up the unsteep slope to the right. Kill the Grublin, then talk to Bottles and he will teach you the Beak Buster. Use it on the huts nearby, collect the Notes on top. The first hut has 5 Notes. They will inform you that you need them to open up Note Doors, and there are 100 of them in each world. The 2nd hut has 5 Eggs. They tell you that Kazooie can use them as ammo. The 3rd hut has a Grublin. Kill him. The 4th hut has the green Jinjo. The 5th hut has a Banjo Statue. The 6th hut has a Jiggy (Jig1).

Go up to Juju the Totem Pole. They will tell you to feed them blue stones. The Eggs look like stones, but you don't know how to use them. Remember to come back later. You can see Mumbo's Hut. In its right eye is a Jiggy, use the Flap Flip to get it (Jig2).

Under the bridge that leads to it is a Mumbo Token. Go inside the Hut and talk to Mumbo. He will tell you that if you find Mumbo Tokens, he will help you. But you don't have enough tokens, because of what the sign says. But you can still collect the Notes. Flap Flip on one of the unlit torches, then onto the ceiling. Run around and collect the Eggs, then jump down and exit. Go back to the entrance via the stairs near Ticker's Tower. There is a pool. On an island is the blue Jinjo. Underneath him are some Notes in the alcoves, but they may be too hard to reach because it's hard to swim, not to mention losing air. It's best to leave them for later. Swim back up the ramp and cross the bridge to the other side. Yes, you could swim across, but the bridge has Notes. You'll find a Bigbutt the Bull. You can't kill him, but if you attack him repeatedly, he will fall over. Go up to the beehive. It will tell you to go away and leave its Honeycombs alone. If you attack it, it will leave you 3 Honeycombs. Climb the stairs here to be returned to the Ticker's Tower. Climb the stairs near it, collecting the Notes, to find the Stonehenge. Bottles will teach you the Talon Trot. With this, you can walk on slopes, but you still can't make it to the top of Ticker's Tower. You also still can't walk on the slope with the Extra Honeycomb Alcove, because those slopes are almost vertical. You can climb every other slope in the level, like

the one at the front of the Stonehenge. Do so. Walk around, collecting the Notes and orange Jinjo. There's also a Jiggy in the center (Jig3).

A Mumbo Token is hiding behind the Stonehenge, and there are some Eggs stashed away under it. Talon Trot down the orange slope nearby, collecting the Notes and yellow Jinjo on the flat parts. The Jinjo will give you a Jiggy (Jig4).

Now head all the way down the slope to meet Conga! He's on the tree. Stand on one of the pads and he will throw an orange at you. Move before it hits you to destroy the pad. After destroying all 3 pads, a Jiggy will appear (Jig5).

You'll also find a monkey nearby named Chimpy. He will tell you that he's hungry. He does not like Blue Eggs and Ham, he doesn't like them, Banj' I Am. Maybe you can steal one of Conga's oranges. Climb his tree to get one. Go back and feed it to Chimpy for a Jiggy (Jig6).

From his stump, Flap Flip onto the ledge. Collect the Eggs, then talk to Bottles. He will tell you how to use Blue Eggs and give you 50 of them. Collect the Blue Eggs near him, then jump across the ledges to more Eggs, a Mumbo Token, and the Witch Switch. Beak Bust it to reveal a Jiggy in Gruntilda's Lair. Return to the ledge with the Blue Eggs. Climb onto the tree stump and shoot an Egg at Conga. He will throw an orange at you, move before it hits you. Now shoot another Egg at Conga. He will throw 2 oranges at you, move before they hit you. Shoot another Egg at him and he will give you a Jiggy (Jig7).

Return to Juju the Totem Pole. Shoot Eggs into the mouth of 3 segments. Flap Flip atop the last segment for an Extra Honeycomb (EH1), then shoot the last segment for a Jiggy (Jig8).

Talon Trot down the nearby slope (which is also near the beginning of the level) to collect Notes and a Jiggy (Jig9).

Go into Mumbo's Hut. Since you have 5 Tokens he will turn you into a Termite. Now you can climb slopes so steep that not even Kazooie can climb! So go enter Ticker's Tower. You can now easily jump across the sloped ledges. At the web here, you'll find a Ticker. He will want to steal your shorts. You are defenseless as a Termite, so quickly collect all the Notes. Further up, another Ticker will want to steal your backpack. So quickly get the Eggs, then climb up to the window and go through. Here, get the Banjo Statue and climb up to the Jiggy (Jig10).

Now jump while aiming toward the gray slope (the fall won't hurt you) and walk into the alcove with the Extra Honeycomb (EH2). Go into the water and collect the Notes that were before too hard to get. Bottles will give an Extra Life because you collected all 100 Notes. Go up the ramp and exit the Level.

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/ 7.4: Gruntilda's Lair \
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Now climb up the mountain and get the Jiggy (Jig2). You can only do it as a termite. Now jump off the mountain. Go to the area where you got the 1st Jiggy. You will automatically turn back into Banjo-Kazooie on the way. You can now climb the slope you couldn't before (with the Talon Trot). Once up the slope, the game will force you to talk to

Bottles and learn about Note Doors. Note the beehive nearby and enter the 50 Note Door. You have 50 more notes. Talk to the Brentilda nearby because she comes in handy near the end of the game. To open up Treasure Trove Cove complete the puzzle to the right. To the left is a Gruntling. Kill him with a simple Roll or Beak Barge. Go down the stairs to find some eggs, a Mumbo Token (behind the Cauldron), and a Purple Cauldron. Go back up and then go up the green hill (you don't need the Talon Trot). Swim into the pipe to find a Red Cauldron and a Mumbo Token (on the exit pipe). Get out of the pipe and fall off the cliff. Swim through the underwater passage to find a Mumbo Token, Brentilda, a Golden Feather (behind Brentilda), and the Click Clock Wood picture puzzle. You can't open it up yet, because there's no picture puzzle pad. The Golden Feather will tell you that you can use it for some invulnerability move. Swim back and go through the tunnel with the eyes and Flap Flip into the chest because it's the entrance to Treasure Trove Cove.

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/ 7.5: Treasure Trove Cove \
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Go into the corners of the entrance dock to find 4 Notes. The blue Jinjo is in the water under the dock. But when you try to grab him, Snacker the Shark will come and chomp your life away. To get rid of him, lure him to you, then go to land. You can defeat him by farting Eggs on him. After defeating him, he will leave behind 3 Honeycombs. Now that Snacker is out of the way, swim to the blue Jinjo. But if you take too long, Snacker will come back. If that happens, it will only take 1 Egg to defeat him. If you climb the trees, you will find Red Feathers. They will tell you that Kazooie can learn to use them to fly. Anyway, now you've just done the stuff around the entrance. You'll now want to battle Nipper the Giant Crab (he's left of the entrance), because he can be very deadly. If you went to battle him after picking up a whole bunch of Notes, you are stoopid (not a typo). Nipper might kill you and if you have lots of Notes, you will have to re-collect all the Notes. And you can't collect all the Notes before battling him, because some you only get by killing him. When you go up to Nipper, he will tell you that Treasure Trove Cove is his, and you won't find anything without his help. Kazooie will show off, and Nipper will get mad at her. If you try to use Eggs, he will tell you that they are no match for his shell armor. To kill Nipper, avoid his pinching by staying away from him, and when he gets tired, run up and Rat-a-Tat Rap him in the eye. He will tell you that you hurt him, and he's mad. You're now in a bad position, probably less that a centimeter away from him, so run or he'll pinch you. The attack pattern is the same, but he pinches faster, and he gets tired for a shorter amount of time, so if you have enough time to get into the Talon Trot, you can Talon Trot up to him and Rat-a-Tat Rap. (When you press B in mid-air, it stops Kazooie from walking.) After doing this 3 times, he will curl up and die. Enter his shell to find a path with Notes. At the end of the path are 2 Snippets. There are 2 ways to kill them: 1) Use a Roll or Beak Barge. That will flip them over. Attack them again to kill them. If you wait too long, they will flip back over. Or 2) use a Beak Buster while they aren't flipped over. That will kill them in 1 hit, and you get 2 Honeycombs. Flap Flip up to the Jiggy (Jig1).

Backtrack outside. Get the Mumbo Token behind the shell, then go to the right of it in the water and swim down to find an Extra Honeycomb (EH3). Watch out for Snacker! But remember, you can defeat him onshore. If you defeated him already to get the blue Jinjo, it will only take 1 Egg this time. There are also trees with Red Feathers nearby. Go straight ahead from the entrance dock to find clam enemies called Yum-Yums. If they touch you, you will not only lose 1

Honeycomb, but you will also lose 1 Egg and 1 Red Feather. You can quickly get them back before they eat them. It's easiest to just avoid them now, and not bother to fight them until you learn how to fly. If you want to kill them now, use the Rat-a-Tat Rap. There's a Beehive nearby. Swim into the hole in the side of the boat, then to the Mumbo Token, Notes, and Treasure. Exit. Climb the trees nearby for Notes. Talon Trot on the ship, and climb the mast to the Mumbo Token. Beak Bust the box and drop inside. Swim to the Notes, and Treasure. To exit, jump onto the box, and Flap Flip up. Give both Treasures to Captain Blubber and he will reward you with a Jiggy (Jig2).

Talon Trot up the paths on the crow's nest, collecting the Notes. Talk to Bottles and he will teach Kazooie how to fly, and give you 25 Red Feathers. Before you take flight for the first time, climb the mast to rescue the green Jinjo. Collect the Red Feathers, and use the Flight Pad to fly. (You can now kill the Yum-Yums by Beak Busting them from flight.) Anyway, fly under the arch to the left alcove to find a Lockup Treasure Chest. It will tell you that it has Grunty's booty (stop laughing) and it will also tell you to touch it if you dare (really, shut up). Flap Flip inside to the Jiggy (Jig3).

Gruntilda will tell you that it was her treasure, and the game will be harder. But it won't. Now jump down, but try to land on a box (if you don't, quickly swim to one. One box has a Mumbo Token). and defeat Snacker with an Egg. Once he's defeated, swim back to land (with the ship). Hop up the nearby boxes. Ignore the Molehill, but drop down to a ledge to find Leaky the Bucket. He will tell you that he has a hole in him, and he asks you to block his hole (I said stop laughing) with pebbles. Fart 2 Eggs into him and he will drain the nearby water with the Shrapnel Mine, revealing the Sandcastle. Drop down and enter the Sandcastle. The only Black Snippet in the game is locked in a cage with a Jiggy. The Black Snippet will tell you that if you solve his puzzle, he will let you get his Jiggy. Use the Beak Bust to spell out BANJOKAZOOIE in 100 seconds. (If you hit the correct letter, it will turn green.) You must spell it in that order. The Black Snippet will come out to battle you before you get the Jiggy. He's twice as powerful as a normal Snippet, as he takes 4 Rolls or Beak Barges to kill, or 2 Beak Busts. Once dead, you can get the Jiggy (Jig4).

Now exit. But before exiting, you can type in any "CHEAT" Cheats you want from the Cool Stuff section. Climb the boxes again. Talk to Bottles to learn about the Shock Pads. The nearby Shock Pad has a Mumbo Token above it. Now head down and Shock Jump across the pillars to find a Mumbo Token, 3 Notes, 3 Eggs, 3 Red Feathers, and the Purple Jinjo. There are ledges coming out of the arch, Shock Jump to them, and then up to the Jiggy (Jig5). (Or, you can just fly to the goodies, with the Flight Pad on top of Captain Blubber's Ship.)

The Lockups nearby have 5 Notes and 5 Red Feathers. There are platforms in the water, Feathery Flap across them. Near the 1st one is a Banjo Statue, but watch out for Snacker! That is, unless you defeat him with an Egg. Anyway, Feathery Flap across the platforms, up to the mountain, jump across the gaps, collecting the Notes, at the top is an X. Beak Bust it. Little Lockup will tell you to follow the arrows to find gold. Use the Flight Pad and fly in the opposite direction for an Extra Honeycomb (EH4). Now fly in the direction of the arrow to the next X. Beak Bust it. Repeat this 5 times until

you reach a question mark. Little Lockup will tell you that you will never find him. There's a Snippet on this island, along with some Notes. Drop off one side of the pillar (you're back in the Shock Pad Pillar Section) to find a Mumbo Token and a Beehive. Jump to the nearby island and kill the Snippet. Beak Bust the X and you will see Little Lockup. He will jump around the island. Shoot an Egg at him. Once dead, he will leave behind a Jiggy (Jig6).

Jump back, and go back to the raised roads where you learned the Shock Jump. Go in the opposite direction, collecting the Notes, until you reach a Lockup. Inside of it are some Eggs. Talon Trot up the slope to find 3 pools. One has a Snippet, kill him and collect the Notes he was guarding. Another pool has a Beehive. Another pool has a Shrapnel. To kill him, jump into his water. He will "Grrrrrrr!" at you. Swim out (he moves really slow). and he will go to the edge of the pool. Fart 3 eggs onto him and he will explode, leaving behind 2 Honeycombs. You can also touch him, but he will explode on you, making you lose 2 Honeycombs. Swim to the bottom of the pool to find a Mumbo Token and Rd Feathers. Go further up using the Shock Pad. Kill the Shrapnel and collect the Eggs he was guarding. Go further up with the place with the Shock Pad. Kill the Shrapnel and collect the and Jiggy (Jig7) he was guarding.

Go to the narrow ledge. Carefully walk across it to rescue the orange Jinjo. Climb down the nearby ladder, both slope parts of it are lined with Notes. Climb all the way down the ladders collecting the Notes. But don't miss the Lockup with 2 Mumbo Tokens, and the Beehive. Once at the bottom, cross the narrow ledge, then jump to the floating boxes with Red Feathers, then jump across to the ledges, across them, collecting the Eggs and the Jiggy (Jig8) at the end.

Now head back to the ladder and climb up them all. There's a Flight Pad nearby. Using it, fly back under the arch, but the opposite side of the Lockup. Collect the Note, then climb the stairs. Inside, there are Yum-Yums and trees. Most of the trees have Eggs on them, but one has the yellow Jinjo on it. He will give you a Jiggy (Jig9).

Climb the path up the mountain, Feathery Flapping up the gaps, collecting the goodies, if you want, use the Shock Pad as a shortcut. When you reach a white pillar, you're at the bottom of the bottom of the Lighthouse. On the other side of it is the Witch Switch, Beak Bust it. Return to the front of it. Beak Barge the door to open it. Inside, collect the Mumbo Token, and you're in the Lighthouse. Grab the Notes (I think those are the last Notes, so Bottles gives you an Extra Life), then Shock Jump up to the top the Lighthouse to the Jiggy (Jig10).

You're not only at the top of the Lighthouse, you're also at the top of the level. Yes, you can see the entire World from here! To exit, return to the area near the staircase. Go to the tree with the yellow Jinjo and jump off, but aim toward the highest pool you see and land in, you should have already killed the Shrapnel before collecting Jiggy 7. You can also see a small island with a sign. That island is Sharkfood Island. There's nothing you can do there in this game without a cheat, so don't bother going there, but there's a box with a Banjo Statue on it near the island. Now exit.

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Flap Flip on top of the cannon sticking out of the ship and then on top of the ship. Collect the Red Feathers and the Jiggy (Jig3). Go back out and climb the tree. Go past the pipe and into the room with the Gruntilda floorplate. Shock Jump up to the Clanker's Cavern picture puzzle. Go back to the pipe, but this time Flap Flip into the tunnel above it. Beak Bust the switch to raise the pipes. Feathery Flap across the pipes and go into the pipe there to go into Clanker's Cavern.

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/ 7.7: Clanker's Cavern \
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Fall out of the pipe and kill the Snippet. Now, almost immediately, you'll want to go raise Clanker to the surface of his pool. Why? For the same reason I told you to battle Nipper early on at Treasure Trove Cove . You may die. And if you died from running out of oxygen and collected a whole bunch of Notes, you would have to collect them again. And you can't collect all the Notes, then free Clanker, because some of the Notes are near what you have to do to free him. To get to him, go forward and swim through the underwater tunnel. Clanker will tell you that he hates dirty water. Before attempting to free Clanker, head to the surface to replenish your air. Now swim down and follow Clanker's chain to the anchor. You must swim through the key 3 times to raise Clanker to the surface. You can swim through the bubbles of Gloop the Fish to replenish your oxygen supply (each bubble restores 2 Blue Honeycombs), or you can just swim through it once, then head to the surface, swim through it again, you get the picture. But the best way to do this is to always follow Gloop. Just keep following him, using A to swim through his bubbles, and you'll eventually swim through the key 3 times. After swimming through it 3 times, Clanker will rise to the surface, and a Jiggy will appear on his back, but don't forget down here, there are some Notes and the green Jinjo. It's easiest to just collect one of them, then swim to the surface, then go back down and collect another one, you get the picture. Or you can grab one, have Gloop restore your air, then grab another one, you get the picture. Now use Clanker's fin to reach his back and get the Notes and Jiggy (Jig1).

Now near the fin to his left there is an underwater tunnel that leads to a Jiggy. Make sure you have all your air before attempting to swim through the long tunnel (Jig2). But remember that on your way back, the controls are reversed: right is left, and left is right. Once back, quickly head to the surface, because you probably have 2 or 1 segment left. You shouldn't die; you should have enough air.

You can also swim up through a nearby pipe to collect an Extra Honeycomb Piece (EH5). One underwater tunnel, by Clanker's right eye (to his right) has a blue Jinjo in it. After swimming through the tunnel, you'll come back out in the same place. The tunnel to Clanker's left eye has a Mumbo Token in it. Again, while getting back, the controls are reversed, but you should have even more than enough air: the tunnel is very short. The green tunnel near Clanker's tail has Mutie-Snippets in it. Kill them the same way you would normal Snippets. But they're in a large group, so if they are all coming toward you, to a Beak Bust after Flap Flipping. After all 4 are dead, you're rewarded with a Jiggy on top of the central fixture. Flap Flip to the connecting pipe, then walk across to the Jiggy (Jig3).

Get the Notes and swim back out. See the holes in the wall on some ledges? Grille Chompas live in them. To kill them, jump at the hole where they live, and press B to do the Rat-a-Tat Rap. Now as soon as they try to stick out their heads, they will die. But note that they take 2 Honeycombs away. One Grille Chompa was guarding a Shock Pad with a Banjo Statue on it. Use the Shock Pad to reach a pipe to the left and you can climb up to grating. Beak Bust it to rescue the orange Jinjo. In the pipe are some Eggs, and go forward sliding down to find a Banjo Statue. Note that you can't see them, but you will see the number on the screen and hear the noise confirming that you got them. Go back to the pipe. Talon Trot down the pipe, collecting the Notes. While still in Talon Trot Mode, jump from the bottom of the pipe to the nearby grating and Beak Bust to find an Extra Honeycomb Piece (EH6) (HC7). Now go back to the Shock Pad, and jump to the right onto the pipe. Jump to the pipe, climb it collecting the Notes, then jump to the Eggs, then to the Mumbo Token. Jump down and swim to the Beehive. Go up the pipe near it and Feathery Flap from alcove to alcove to find Notes, Eggs, Red Feathers, Golden Feathers, and a Banjo Statue. Jump down and get on Clanker. Walk up his tail (you don't need the Talon Trot for this) and jump to the platform. Shoot eggs at the grating to find a Jiggy (Jig4).

Go back down. See the bolt in Clanker's blowhole? Wait for it to come down, then step on it. Ride it up to another platform. Walk across the pipe, collecting the Notes, then Flap Flip up to the Jiggy (Jig5).

Go to the islands in front of Clanker. Shoot 5 Eggs at Clanker's gold teeth to cure his toothache and let you jump inside to find a Jiggy in his right tooth (Jig6), and a Mumbo Token in his left tooth.

Jump down inside Clanker and kill the Snippets. Talon Trot up the slope, collecting the Notes. Jump into the water and swim through the tunnel. You'll find Whipcracks, which are the pink wiggly things. These guys are invulnerable, so just try to avoid them. Swim around, collecting the Blue Eggs and Red Feathers. Swim up to the surface. See the hoops? See the green hoop? Jump through it. Jump through all the green hoops in 48 seconds to raise the water level so you can get a Jiggy (Jig7).

Now you can jump through the tunnel! Inside, you're exiting Clanker through his gill, but the tunnel has Notes, a Beehive, and in the pool is the purple Jinjo. Go back to the hoop room. Swim through the underwater tunnel. This is Clanker's other gills. The passage is full of Notes. Return to the hoop room. Swim to the Flight Pad and use it to reach the high opening. Inside, you'll find Bottles. How did he get his tunnels inside of a mechanical animal?!?!?!?! Anyway, he teaches you the Wonderwing and gives you 5 Golden Feathers. There are a whole bunch of blades nearby. Use the Wonderwing to go to the end to find a Jiggy (Jig8).

There are 5 Gold Feathers here. Use them to return. Exit Clanker and stand on his back. Let his blowhole bolt rise up, then drop down the blowhole to find the Witch Switch. Trigger it, then run through the blades. Don't bother using the Wonderwing, just run, even if you get hit. At the end is a Jiggy (Jig9).

Go through the tunnel to be in the hoop room. Exit Clanker and swim to the exit room. Climb the ladder. Kill the Grille Chompas (if you're low on health, use a Golden Feather and grab the health they leave behind), collecting the Notes. Feathery Flap across the pipes,

collecting the Red Feathers and Golden Feathers and Mumbo Token. There is also a Beehive in front of the yellow Jinjo, who will give you a Jiggy (Jig10). To get back to the start, jump to the pipe where you entered, and Feathery Flap into it. Exit.

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/ 7.8: Gruntilda's Lair \
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Go to the right and Beak Bust the switch to raise the pipe near where you enter. Before using it, go back to the room with the big Gruntilda floorplate and Beak Bust the eyes to get a Jiggy (Jig4). Now go back to where you raised the pipe and Flap Flip onto it then onto the other pipe. You will find Brentilda and a switch that opens the pipe underwater. Swim through the underwater pipe to find the Bubblegloop Swamp picture puzzle. Now get out of the room and Talon Trot up the slope and go through the 180 Note Door. You have 120 more notes. When you see the Gruntilda statue you can collect the Red Feathers if you want, but watch out for the Chump (gold fish with teeth). You can take him out by farting Eggs on him first. Across from him is another Brentilda. If you go up the slope to the left of the Gruntilda statue you will find the entrance to Bubblegloop Swamp across the bridge. In one of the hallways is Brentilda. (NOTE: Don't touch the Swamp because if you do the Piranhas will bite you.)

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/ 7.9: Bubblegloop Swamp \
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Go left and kill the Flibbit (frog). You can kill him with a Roll, Beak Barge, or Rat-a-Tat Rap, but it may be easier to use 2 Eggs or 2 Claw Swipes. Talk to Bottles and learn the Stilt Stride. Note the Beehive. You should actually now exit.

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/ 7.10: Gruntilda's Lair \
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Go back across the bridge to the hallway with no Brentilda in it to find Wading Boots. Use them to go into the hallway behind Bubblegloop Swamp. Ignore the picture puzzle for Freezezy Peak and Talon Trot up the slope. Break the boulder. The tunnel is too small for you right now, but in the smaller version, you can't break the boulder. Atop where you enter is another pair of Wading Boots. Use them to get back to Bubblegloop Swamp.

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/ 7.11: Bubblegloop Swamp \
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There is Croctus the Crocodile near you. When he opens his mouth, shoot an Egg into it. He will teleport to a different area in the level. See the cattail plant? Climb it to find 3 Red Feathers. There are cattails all over the level, so be sure to climb them when you see them. Anyway, use the Wading Boots near the entrance to grab the Mumbo Token behind the big rock. Now cross the green bridge, collecting the Notes, and Feathery Flap to the big rock to rescue the yellow Jinjo. Go back to the bridge and cross it. Jump across the log to the platform with a Flibbit, then the one with the Jigsaw Switch. Beak Bust it and a Jiggy will appear atop the green roads

above you. You only have 48 seconds to get it, or go back to the switch and try again (Jig1).

Use Kazooie to make the trip faster. On the way, there are alcoves with a Beehive, Eggs, Croctus again, and the green Jinjo. Backtrack to the Jigsaw Switch. Jump to the leaf then to the tree stumps. Kill them all and they'll reward you with a Jiggy (Jig2). They're twice as powerful as their red-colored brethren, but they're in a large group, so Golden Feathers are handy here.

Back to the Jigsaw Switch. Take the left log, then to the tree stumps and Flibbits. When the leaf comes, ride it over to the Pink Egg (and a cattail with a Mumbo Token). Use the Shock Pad to reach the top of the Giant Egg, and Flap Flip to the Banjo Statue. Beak Bust the X, then jump down and Rat-a-Tat Rap the X. Go back to the top and Beak Bust the X. Jump down to the bottom and Beak Barge the X. Go back to the top and Beak Bust the X to reveal a Jiggy (Jig3).

Head back to the Golden Flibbit area. Press C^ and look around with the Control Stick. You should see a Giant Crocodile Statue, Tanktup the Giant Turtle, and a Shock Pad. Use the logs to reach them. First go to Tanktup. He will tell you that his feet are numb and cold. Cure them by Beak Busting them. To reach some, you'll have to Talon Trot up Tanktup's shell and then to a foot. After Beak Busting all 4 feet, Tanktup will open his mouth and a Jiggy will fall out (does he barf it out? Jig4).

Walk inside his mouth and you'll find Banjo's old friend, Tiptup! There is an Extra Honeycomb above his podium (EH1). Note that he doesn't look like Tiptup to me. Talk to him and he'll tell you that the small turtles are his Tiptup Choir. He will ask them to chirp. Duplicate the melody by Beak Busting them. If you hit a wrong one, you lose one Honeycomb and have to start over. If this is too hard, get a pencil and a piece of paper. When a turtle chirps, put the beginning letter of the color of his shell. Here's what I use:

LB: Light Blue
DB: Dark Blue
R: Red
Y: Yellow
FP: Far Purple (the purple farthest from the desk)
CP: Close Purple (the purple closest to the desk)

Baby Myuu's (lacdragon@netzero.net) idea was to draw a map of inside Tanktup, and when a turtle chirps, put a "1" on his circle. When the next one chirps, put a "2" on his circle, you get the picture. But my way is better than hers, because for mine, you can keep looking at the TV and write it down. For hers, you have to look at the TV, then quickly look at the paper.

After doing this 3 times, Tiptup will leave you a Jiggy (Jig5).

Get the Notes and Mumbo Token, and exit. Talon Trot up Tanktup's shell and grab the Wading Boots and go in the Swamp behind him for the orange Jinjo, just be careful of the BuzzBomb Dragonfly, because he can knock your Wading Boots off! Note the Beehive on the island. Head back to the Golden Flibbits and jump to the Shock Pad up to the hut. Beak Bust it to find a Shock Pad. Use it to get to the next hut. Keep doing this until you get to the Witch Switch. Beak Bust it and grab the Notes. Climb the nearby hill and do the Shock-Pads-under-the-huts pattern to the Jiggy in the very last hut (Jig6).

Don't forget to feed Croctus! There is also a Mumbo Token above his island, use the Shock Pad to reach it. Once you have it, change direction in mid-air and Feathery Flap back to the Shock Pad. Go back to the Gold Flibbits and head to the Giant Crocodile Statue. Talon Trot up it to collect some Notes. Use the Wading Boots to go behind it to and island and climb the cattail to the blue Jinjo. Now feed Croctus. Head back to Tanktup to feed Croctus once more and he will leave you a Jiggy (Jig7) for your trouble.

Head back to the Giant Crocodile. Climb the hill behind it to find a BuzzBomb and a Beehive. Grab the Wading Boots and run through Mumbo's Swamp Maze. If your Wading Boots wear off, there are more inside the maze. If you miss a Note, don't try to get it again. Follow the maze until you come to another Jigsaw Switch. It will reveal a Jiggy across the narrow path next to you for 10 seconds (Jig8).

Get it, then return to the Wading Boots. Put them on and go through the rest of the Maze to Mumbo's Hut. There's a Mumbo Token behind it. Head into the Hut, there is another Token behind Mumbo. The transformation cost is 10 Tokens. You should have a lot more than that, you went through 3 worlds! There's an Extra Honeycomb (EH2) on the ceiling. Give them to him and he will turn you into a Crocodile. Exit. Oh, and did I mention that you can kill the enemies (BuzzBombs and Flibbits) as a Crocodile by biting them with B? The neat thing is that you get 2 Honeycombs instead of one! You can walk through the Swamp without getting bitten, so grab the Notes. There's a shortcut out of the Maze, look for a hole near the BuzzBomb. Go to the Giant Crocodile Statue. Now, this may sound gross, but go inside its nose. Inside, collect the Notes and Mumbo Token. Go forward to meet Mr. Vile. Talk to him and he will ask that you play a Mini-Game. It's an eating race against him, by far the fastest eater of all. The first race is easy, just eat more Red Yumblies than him. All of them are Red Yumblies. Press B to eat. The 2nd race, eat more Red Yumblies than him, but don't eat the Yellow Grumblies, or you'll be frozen for a few seconds. The 3rd race, eat more than Mr. Vile of what is shown on top of the screen. The icon can change, and if you eat the wrong thing, you'll be frozen for several seconds. If you win, you get a Jiggy (Jig9).

If not, run, or Mr. Vile will bite you. If this is too tough, come back after you learn the Turbo Talon Trot. If it's still too hard, come back with every other Jiggy in the game. Head to the Shock Pads, kill the BuzzBomb and grab the purple Jinjo who will give you a Jiggy (Jig10). As a Crocodile, don't forget those previously inaccessible Notes. Now exit.

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/ 7.12: Gruntilda's Lair \
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Go behind the entrance to Bubblegloop Swamp, still as Crocodile, and complete the Freezezy Peak picture puzzle. Now go to the passage I told you to break open. Inside, you will find Cheato! Now go back to the Gruntilda statue. On the way, you will automatically turn back into Banjo-Kazooie. (You can enter Cheato's code in now.) Go up the cliffs to the right, use the Shock Pad for a shortcut. On the way, you will find a beehive and the last Green Gruntling. Go through the 260 Note Door, you have 140 more notes. Get the Mumbo

Token behind the sarcophagus. Smash the bricks to find a Blue Gruntling (the Gruntlings have turned blue and they're twice as powerful) guarding a Shock Spring Switch. Beak Bust it and you will find a Shock Pad rotating around the Giant Vase. Use the Shock Pad to get inside the Giant Vase and you will fall into the hat that was broken by Bubblegloop Swamp's Witch Switch and you will fall onto a Jiggy (Jig5). Now go back to the Giant Vase. Go up the stairs to the left to find a room full of webs, egg them all. Behind one of them is a Purple cauldron, creating your first shortcut. Climb up the ledge. There's the 450 Note Door, you don't have enough Notes. Continue to the web and break it to find a Green cauldron. Feathery Flap to the hat to meet Brentilda and get some Blue Eggs. Don't forget the Banjo Statue behind the point. Go into the Gruntilda Statue's Mouth, past the 350 Note Door. Inside is the Picture Puzzle for Gobi's Valley a little across the path. If you fall off into the lava, you die! Head back to the Giant Vase. Another set of bricks has a pair of Wading Boots behind it. Use them to get through the sand surrounding the entrance to Gobi's Valley. Brentilda is behind it.

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/ 7.13: Gobi's Valley \
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Why I'm telling you to go here early? Because you need to learn the Turbo Talon Trot before you can beat Freezeezy Peak. To find it, go right up the slope, kill the Slappa Mummy Hand by Beak Busting it while it's on the ground, then again, go right up 2 slopes. Go straight and you'll find Bottles by a palm tree. He'll teach you the Turbo Talon Trot. Exit.

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/ 7.14: Gruntilda's Lair \
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Use the nearby Wading Boots to get back through the sand. Go to the web room, then through the white opening to Freezeezy Peak.

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/ 7.15: Freezeezy Peak \
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(NOTE: This level is full of slippery snow. It's best to have Kazooie walk around, since Banjo slides a lot in the snow.) Go to the nearby igloo. There's a Mumbo Token between the table and the chair. You'll find Groggy, Soggy, and Moggy, 3 bears without any presents inside the igloo. They tell you that their Dad, Boggy is gone. But Banjo-Kazooie will play Santa. Exit the igloo. Head down the slope and you'll find Boggy. He ate something yellow and it's making him sick (shut up). Collect the Red Feathers and go down the slope. You may want to kill all the snowmen (Sir Slushes) first, because they can get really annoying. Go over to the big stack of presents, and talk to Bottles to learn the Beak Bomb. Climb the presents to the Flight Pad. Use it to fly and kill the Sir Slushes by Beak Bombing into the red X on top of their hats. You'll get an Extra Honeycomb (EH3) for killing one of them. One of them conceals the Witch Switch, 2 others each are guarding a Mumbo Token, one is guarding 2 Golden Feathers. Behind the only house with a chimney is the green Jinjo. After killing them, a Jiggy will appear atop the Giant Snowman's hat. Fly up to it (Jig1) and you'll find Chinker the Ice Block.

Attack him with the Rat-a-Tat Rap and he will split into 2 smaller ice blocks. They're faster. The best way to kill them is to Flap Flip up then Beak Bust. They leave 2 Honeycombs. To get back, drop down onto the lower part of the hat, and through the hole to land on his nose. You'll collect one of the 3 Bears' Presents (P1). Fall onto his teeth. Walk inside of his pipe to find a Jiggy (Jig2).

Now fall onto the scarf. Head around it, collecting the Notes and Red Feathers. And Feathery Flap to the broom to receive the blue Jinjo and 2 Golden Feathers. When you find a sled jump on it, and you'll slide down a ramp on the Giant Snowman's scarf, collecting a Mumbo Token, and land on Boggy. He will let you keep the Jiggy that flies out of him (Jig3).

Head to the presents and at the very top, rescue the purple Jinjo. Now go back down the slope, and jump across the now Sir Slush-less islands to the Giant Snowman's legs. (Don't touch the water because it's freezing.) Now jump to the island with the present (P2) on it. Talon Trot up to the Chinker and Beehive. Now you can climb the Giant Snowman's scarf, collecting goodies! Now head back down to the entrance and find the Christmas Tree. Beak Bust the box and the Twinklies will pop out. They'll ask that you calm down the Twinkly Munchers so they can get to the tree. To stop them, Rat-a-Tat Rap them or Beak Bust them or Wonderwing them. Or, if you really suck, stock up on Blue Eggs, then stand at the beginning and shoot a whole bunch of them in a row. And don't try to get all of them to the tree, you only need 10 (especially those fast and last ones). If you get them to the tree in time, walk around the tree. Collect the Blue Eggs, and kill the Chinker. Shoot 3 Eggs at the Star Switch to turn on the power. Now quickly (use Kazooie) head to the present and use the Flight Pad and fly through the star at the top of the Christmas Tree 3 times before time runs out. Inside the tree, the glass around the Jiggy in the tree will break. To reach it, climb the tree trunk. Don't forget the Mumbo Token in the pot. On the bottom floor, you'll meet your old enemies, the Tickers. There's also the last of the bear's presents (P3). After the rest of the Christmas Tree business, you will head back to the igloo. Continue to climb up the tree and jump to the ledges, collecting Notes, Eggs, and Red Feathers. From the uppermost ledge, Feathery Flap to the Jiggy at the top of the trunk (Jig4).

Now head back to the igloo and give the bears their presents, and they'll reward you with a Jiggy (Jig5).

Head back down both slopes, then up the slope to the left. You'll meet Boggy. He needs someone to race him, but Banjo and Kazooie are too big for the sled! Too bad! Get the Notes and Beehive anyway. Head to the presents and jump on the Flight Pad. See the Giant Snowman's buttons? Think they look like targets? Well, they are! Beak Bomb all 3 and a Jiggy will fall out of his \$\$\$ (really! Jig6).

Now head to the house with the chimney. Have Kazooie jump on it, then Flap Flip onto the chimney. Use the Flight Pad (you'll collect a Mumbo Token) and fly to Mumbo's Hut. On the ceiling are some Notes and the yellow Jinjo. Give Mumbo 15 Mumbo Tokens and he'll turn you into a Walrus. Head to Wozza the Walrus' Cave, it's up the slope near the presents. Wozza will give you a Jiggy just for showing up (Jig7, as long as you promise not to give it to the Bear).

Go inside the cave. You'll see the orange Jinjo, but you can't reach him! Instead, go in the icy water. Walk through the icy water at the bottom to the Extra Honeycomb (EH4). Avoid the Chinker and grab the Banjo Statue. Exit the Cave and go to Boggy. He'll ask that you sled race him around Freezezy Peak. Jump on the sled. Steer your sled through the red slalom gates. If you pass through one, it'll turn green. If Boggy complains about you being too slow 3 times, you automatically lose the race. The race takes this route: straight across the bridge, under the Giant Snowman's legs, across the bridge, past the Chinker and Beehive, around one house, over another, across the bridge, over another house (you can jump off the houses for shortcuts), around the Twinkly Muncher bridge, over the presents, up the hill, past Wozza's Cave, now jump past Boggy up the hill and you should win. A Jiggy is first prize (Jig8).

Go under the Giant Snowman's scarf for a Mumbo Token, then swim back to Mumbo's Hut and turn back into Banjo-Kazooie. Use the Wading Boots near Mumbo's Hut to get back. Go back to Boggy to race him on foot. The route is exactly the same, but you'll have to run to the Running Shoes (you did learn about them, right?), making it a bit slow, but after the Giant Snowman's legs, you'll catch up. You can use the shortcut again. After winning, Boggy will give you a Jiggy (Jig9) and go look for his kids' presents (he really won't, he'll be sleeping in the igloo, wishing the kids would be quiet. Beat him before delivering the presents and he'll tell you that the racing made him tired and ask you to look for the presents.)

You are near Wozza's Cave, so enter it. He will be scared and offer you the noisy orange thing and tell you to leave him alone. Flap Flip to the orange Jinjo on the ledge. He will give you a Jiggy (Jig10). Exit.

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/ 7.16: Gruntilda's Lair \
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Flap Flip onto the Shock Pad and jump inside the wall. Go left and Beak Bust the Flight Switch to create a Flight Pad in the room that was covered with webs for about 13 seconds. Grab the Running Shoes and run to the Flight Pad. Fly back to Freezezy Peak, but don't go inside it. Instead, fly to the high right and get the Jiggy (Jig6). Now return to Gobi's Valley.

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/ 7.17: Gobi's Valley \
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Look behind you and Feathery Flap to the golden feather then to the yellow Jinjo. Swim to the oasis and talk to Trunker the Tree. He will tell you that he is thirsty for water. Climb the trees nearby for Red Feathers, and swim underwater for Blue Eggs. You just did the entrance stuff. The first thing to do is to drain the water from the large pyramid for 2 reasons: 1) So the sandy moat won't become a deathtrap. There's already enough sand in the level, and that's enough without that deadly pit! 2) By doing that, you can activate the maze which if you lose, you die (ha ha), and you wouldn't want to do that after getting a whole bunch of Notes (there are Notes in the pyramid and at the end of the maze. Talon Trot up the nearby slope, collecting Notes. Kill the Slappa, then go up the 2 slopes again. But instead of going to Bottles, go up the nearby slope and collect the Mumbo Token in front of the door to the pyramid. Head around to

the right, kill the Slappa, then climb the slope and grab the Running Shoes. Run to the Star Switch at the side of the pyramid, step on it to open the trapdoor at the top of the pyramid. Quickly run to the top of it in 30 seconds, and get the Banjo Statue and fall through the trapdoor. Swim over and grab the Mumbo Token, then swim down, and claim the Jiggy while avoiding the Mum-Mums (mummies) (Jig1).

It will open the door to the pyramid and drain the water so it fills the sandy moat. If you'd rather not worry about the Mum-Mums, use the Golden Feather to kill them. Grab the Notes, Eggs, and Red Feathers, then exit. Swim down in the pool and collect the Notes, Mumbo Token, and blue Jinjo. Swim back to the surface. Jump on the pillar that has the moving sphinx head in front of it, and feed 3 Eggs to him. He will disappear and another one will appear. Feed all 3 and a pyramid will grow out. Climb the stairs, but by Flap Flipping on the ledge and Talon Trotting up, then the other ramp, because there are Notes on them. Enter the pyramid, walk forward, collecting the Notes. You will hear King SandyButt, the King of the Mum-mums. He will tell you to either turn back or face his wrath. Choose to face his wrath. The door will close. Talon Trot quickly through the maze. Turn to the character's right, then follow the path. If you take more than 60 seconds, the ceiling will fall on you. Break off from the path to the Witch Switch. And later, the maze will start to get guarded by Mum-Mums, so run past them, the Wonderwing might slow you down. If you win, King SandyButt won't be able to stop you. Hop into the sarcophagus to collect the Jiggy (Jig2). The pots also have a Mumbo Token, 2 Golden Feathers, and the purple Jinjo. Exit through the nearby door.

Go up the next ramp with Notes, and Talon Trot up the pyramid to collect Musical Notes. Beak Bust the switch, and a timer will appear. Quickly run down the pyramid, and a cinematic will show the door opening. Banjo will slide onto the entrance. Drop down and enter it. Kill the Mum-mum, then collect the Notes and Mumbo Token. Beak Bust a tile and it will flip over, showing something from the game. A timer will appear. Beak Bust another tile. If it's the same thing as the first, you'll hear a ding and they will stay like that. If not, they will flip back over. Here's what's under the tiles:

Mumbo Jumbo, Blue Egg, Yellow Jinjo, Yellow Jinjo,
Red Feather, Musical Note, Banjo, Honeycomb,
Kazooie, Red Feather, Mumbo Jumbo, Kazooie,
Musical Note, Banjo, Honeycomb, Blue Egg

If you match them all in a limited time, a Jiggy will appear (Jig3). If not, you teleport back to the beginning of the world. You can use the Running Shoes behind Trunker's oasis to return quickly.

Exit and Talon Trot down the side of the pyramid to collect Notes. Talon Trot into the pyramid alcove to collect the green Jinjo. Talon Trot around the sand, collect the Red Feathers and Beak Bust the Honeycomb Switch. An Extra Honeycomb Piece will appear in a ringed cactus. You will see a magic carpet flying around. When it reaches a place, it disappears, then appears again. When it reaches Banjo and blinks, jump on it and ride it over to an island. Gobi the Camel is trapped on it. It's too hot for him... and this coming from a camel? Beak Bust his rock and he'll leave a Jiggy and run off to cool down (Jig4).

Return to Trunker and you'll find Gobi. He'll notice that Trunker looks thirsty, but Gobi is a greedy camel who wants to keep all his water for himself. Beak Bust him and he'll spit water into Trunker's mouth. Gobi will run away, and Trunker will give you a Jiggy. It's on top of him. Climb one of the surrounding trees (don't step on the Start/Exit Pad!) and Feathery Flap to the Jiggy (Jig5).

Head up the slope to meet Jinxy the Sphinx. Jump on his feet to collect the Notes. Feathery Flap from them and Flap Flip up onto his back. Drop down to the Wading Boots and run through the sand behind him to collect Notes, a Banjo Statue, and a Mumbo Token. Return to Jinxy's back and climb the stairs. Flap Flip over the thing and walk over to his nose. Flap Flip to the Mumbo Token, then Feathery Flap over to one of the cacti in front of him. He'll tell you his nose is clogged. There's no tissue in sight, so instead, shoot an Egg into his nostrils. If you're good, you can get both without jumping to the other cactus. Jinxy will sneeze open the door. Jump down (Feathery Flap so you don't take damage) and enter him. Grab the Notes and walk forward. Kill the Slappa, then collect the Eggs and Mumbo Token. Jump onto the magic carpet and shoot an Egg into the statue. The magic carpet will rise. Jump to the magic carpet to claim the orange Jinjo and a Jiggy (Jig6) and Red Feathers.

During the Jiggy animation, the carpet lowered, so shoot the statue's mouth again. Jump over the other carpet. Grab the Note, and shoot the statues' mouths to raise the carpets, collecting the goodies (Notes and a Mumbo Token). At the very top is a Jiggy (Jig7). Exit.

Use the magic carpet flying around Jinxy and fly up to an alcove to find Gobi. Beak Bust him to get an Extra Honeycomb (EH5). Gobi will head out of Gobi's Valley to find some peace and quiet. You can't open the door... yet. Ride the caret back to Jinxy's back and use the Flight Pad to Beak Bomb the giant Kazooie target to open the door below. Beak Bust down, then enter the pyramid. Collect the Notes and Mumbo Token, then talk to Rubee. He'll ask if he can help you. Kazooie will tell him that they are looking for treasure. Rubee sees some up high. Jump onto the basket and fart 5 Eggs into the "orbiting" bowl. Histup the Snake will come out. Ride the basket top up and Flap Flip up to the Jiggy (Jig8). (Or you can climb Histup's neck.)

Exit the pyramid, then head back to Jinxy and use the Flight Pad on his back to fly back to the cactus and collect the Extra Honeycomb in the middle (EH6). You'll also get another energy bar segment (HC8). Notice the sphinx near Jinxy. That's an Ancient One. Fly through his head-dress and he will sink into the ground and another one will pop up. They'll tell you that if you do that to all of them, you'll defeat Gruntilda. Do so to all 5 and they will tell you that they were joking, but they can give you a Jiggy, which is on Jinxy's back (Jig9).

Go back to the tall twisting pyramid, and use the Running Shoes atop the small hill and jump across the gaps. Go down the hill, jump over the sand, and Grabba the Mummy Hand will come out. Quickly jump onto him and get his 1,000-year-old Jiggy (Jig10). Exit the world.

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/ 7.18: Gruntilda's Lair \

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Use the Wading Boots nearby to get back through the sand. Use the Shock Pad rotating the vase to jump into the sarcophagus and get the Jiggy (Jig7). Now go back to the web room and climb the ledge to find a 450 Note Door. You have 150 more notes. Jump into the pool of water, but don't get too close to the Shrapnel or he'll explode on you. Swim underwater into the tunnel and you'll find a Chump. Avoid him, and swim through the low hole. Swim away from the next Chump and onto the ledge. Kill him by farting 2 Eggs onto him. Jump across the alcoves to reach the picture puzzle for Mad Monster Mansion. Insert 10 Jiggies. Jump to the Whipcrack. Kill it with Eggs to get a Mumbo Token, then return to the area with the Gobi's Valley picture. Go across the path and into the tunnel. Make it past the graveyard, but don't enter Mad Monster Mansion. Talk to Brentilda behind one of the graves, then head right and smash the gate. Go through, kill the Blue Gruntling, then run around and Flap Flip to the Banjo Statue. There's a hole in the door, but Banjo and Kazooie are too big to fit through it. Go back and enter Mad Monster Mansion.

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/ 7.19: Mad Monster Mansion \
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You'll see a house. Jump onto the things in front of it to claim 4 Notes. Head left, kill the Nibbly bat with the Rat-a-Tat Rap, then Rat-a-Tat Rap your way through the lit window. Grunty will say that Banjo and Kazooie are stupid, and she asks the enemies to attack them. I bet this is her house. Walk forward and the Limbo skeleton will yell and run to you, kill him with a Golden Feather. There are monsters hiding behind some pictures called Portrait Chompas. They're no different from their cousins in Clanker's Cavern, they just look different. Get the Red Feathers. Exit the window and smash the front door. You'll find Napper the Ghost sitting on the table, guarding a Jiggy. If you touch the wood, he'll wake up! But collect the Notes on the chairs anyway. Napper won't hurt you. Go to the fireplace in the back and Wonderwing into the fire to get a Mumbo Token. This is when I thought this is Gruntilda's house. The pictures on the wall are of Gruntilda, Brentilda, Mumbo Jumbo, Dingpot, the broomstick, Klungo, and the top of the Lair. Exit. Run around the house, kill the next Nibbly, then smash through the next window. Kill the Portrait Chompas and collect all the Blue Eggs, then exit. See the gate? Break it down by simply Rat-a-Tat Rapping it, or shoot an Egg into the lock. Don't go through, go left and Beak Bust the bricks to open the cellar. Inside, there's a ghost known as Tee-Hee. Kill him with a Golden Feather. Go to the far shelf and Flap Flip up to collect Notes. Hop down and Rat-a-Tat Rap open the barrels to find Eggs, a Mumbo Token, a Jiggy (Jig1), the purple Jinjo, and a Golden Feather. You can't smash the barrel with the X on it. Exit.

Climb the drainpipe to reach the roof. Talon Trot around, collecting the Notes. One of the drainpipes has a hole in it, but Banjo and Kazooie can't fit through it! Talon Trot up and walk around to find a small window, a large window, Nibblies, and a Shock Pad. Smash the small window and go inside. You'll find another Limbo. This is the bathroom. You can't fit inside Loggo the Toilet. There is a Mumbo Token in the sink and Red Feathers in the bathtub. Exit. Smash the large window and you'll find that in here, about 1/2 of the floor is missing. Drop through and you'll find goodies you can't reach. Remember that you can return to them later. Exit and use the Shock Pad

to get to the next drainpipe and Feathery Flap to the large window. Smash through. Jump on the cushion to collect the Notes, and kill the Tee-Hee. You can't open the chest, but there is a Golden Feather behind it. Get the Eggs on the canopy bed. Go left of the window, kill the Portrait Chompa, and use the Shock Pad in front of him to reach the top of the canopy bed, where the yellow Jinjo awaits. Exit. Jump to the drainpipe and walk around and jump to the other window. Smash it. Inside, kill the Portrait Chompas, and collect the Notes. Exit, jump to the drainpipe, and Talon Trot up and jump onto the chimney with the small hole to rescue the green Jinjo. On the opposite side is a Shock Pad, use it to drop through the chimney. You're now back in the dining room, which is also Napper's! Feathery Flap onto the chair, and across the chairs (if you fall, Napper will wake up, and you'll have to go back out and down the chimney) to the table, then just walk into Napper. He'll wake up, noticing the Jiggy is gone, and floats away because Gruntilda will punish him (Jig2). Use the Flight Pad where he used to be to fly into the chandelier to find a Banjo Statue, then exit.

Go back through the gate you broke and you'll find the church. No matter how hard you try, you can't bust open its door. So go around the church, and kill the Rippers (alive gravestones) using the Beak Barge. There's a Mumbo Token behind one. Notice the flower pots? Fart an Egg into one and flowers will grow... no, it did not curse at you! It was a spooky "Thank you". Do that to all 5 pots to get a Jiggy (Jig3).

One of the church's windows has Banjo-Kazooie's profiles on it. First kill the Nibbly, then jump inside to find 3 Portrait Chompas guarding tons of goodies, including a Banjo Statue! Exit and Flap Flip on the unalive gravestone near the church door. Flap Flip to the roof, and quickly get into Talon Trot before you slide down. Grab the Note, then Talon Trot Jump up to the upper area. Collect the Notes, then jump to the brick sticking out. Get back into Talon Trot and jump on the steep narrow ledge above you. Carefully walk around the handless clocks and enter the hole in the one that has a hole, collecting the Mumbo Token. Carefully step on the corners to collect the Notes. Use the Shock Pad to reach the weather vane, and climb it, then jump to the Jiggy (Jig4).

Climb down the church and break the gate and enter the maze. Inside, kill the 2 Tee-Hees and get the goodies, including the orange Jinjo. Exit back through either exit. You're going back to the house, so if you're at the church, go back to the house. Get the Notes in the tall grass of the yard between 2 walls, then walk up the stairs nearby. Kill the Limbo, then smash the door of the shed and enter to find Tumblar the Glass. He'll tell you that if you solve the puzzle, you can have his Jiggy. Get the Notes, then jump on him. Use the Control Stick to steer yourself over the letters to spell BANJOKAZOOIE in 75 seconds. There's a Purple Tee-Hee circling on the letters, if he hits you, you'll lose a Honeycomb, AND you get knocked off of Tumblar! If you go on a Gruntilda space, you lose a Honeycomb. Complete the puzzle and Tumblar will leave the shed, and he'll let you keep the Jiggy (Jig5). Exit.

Go around the shed and kill the Limbos. Use the Shock Pad behind it to reach the roof. Quickly Talon Trot to the Notes and Mumbo Token. Jump off and go down the ramp. Ignore the well, its business will be easier later. Smash the gate and go inside. Kill the Limbos,

then shoot Eggs at the Whipcrack in the water, then swim under to get the Mumbo Token. Walk on the edge of the pool for Notes. Use the Shock Pad to reach the blue Jinjo (who gives you a Jiggy [Jig6]), but don't fall into the water or you lose a Honeycomb.

A Mumbo Token lies cleverly hidden in a corner. There are 2 flights of stairs, one leads to the right of the main house, the other leads to a Clock Switch and some Running Shoes. Beak Bust the switch. The door to the church will open. Quickly grab the Running Shoes and just jump off the ledge and right, jump up the stairs, and right around the house. Now run straight ahead into the church before time runs out. Inside, kill the Tee-Hees, then Flap Flip onto the chairs for Notes and Eggs. Go over to the giant organ. Jump on the foot pedals, they both have a Note on them. Flap Flip to the chair. Collect the Mumbo Token, then Shock Jump to the keys. Talon Trot up, then jump in front of the music sheets. You'll find Mozart and the Ghostly Hand. He will ask you to follow what he plays on the keys. He'll play something on the keys and you have to repeat it by Beak Busting the note he hits. This is easier than Tiptop's puzzle because you can Beak Bust the keys while he's playing it. Copy 2 tunes and a Jiggy will appear atop the organ pipes. Here are the note placements:

KEY:

Color key-Number of that color key from left or right-from left or right

White-5-Left
White-6-Right
Black-5-Right
Black-3-Right
Black-4-Right
White-6-Left
White-6-Right
Black-5-Right
White-6-Left
White-4-Right
Black-4-Right

Did you notice that the song on the music sheets is the Mad Monster Mansion theme? Flap Flip on top of the music sheets, then to the upper area, kill the Limbo, then head behind the organ pipes for a Banjo Statue. Jump up the organ pipes to get Red Feathers, Musical Notes, and a Jiggy (Jig7).

There are two torches nearby, one has fire, another has a Flight Pad. Get on it and fly into the rafters. Kill the Limbo and Nibblies, then collect the Extra Honeycomb Piece (EH1) and Blue Eggs. Carefully walk across, collecting a Mumbo Token, to the other side. Kill the Nibblies, then collect the Eggs and Beak Bust the Witch Switch. Cross to the Golden Feather. Jump down (Feathery Flap right before you hit the ground), and exit. Go left and you should see Mumbo's Hut, all fenced in. To get to it, Flap Flip onto where you can, then drop down to Mumbo's Hut. If you have 20 Mumbo Tokens, he will turn you into a Pumpkin. He also says he will use you in his soup (he really won't). Get the Notes and exit through the small hole. Go right and through the hole there to be returned to the maze. Get the Mumbo Token, then use the ramp to reach the top of the wall Go around until you see another path. Cross it, and you'll be on the house! Go through the small window (you did break it open... right? If not, turn back into Banjo-Kazooie and do so!) and go into Loggo the

Toilet. He will flush you down. Inside get the Jiggy and Mumbo Token, but avoid the Whipcracks and Grille Chompas (Jig8). For the Golden Feathers in front of the Grille Chompas, get close. When they go back into their holes, run past while collecting the Golden Feathers. Exit.

You'll probably now want to go into the bathtub and take a bath (or stand under the shower), because you've just been in one of the places where Gruntilda p&&\$ and \$#!+\$. (She also does that in Dingpot.) Exit the room. Head through the large window and now you can slip under the floor to receive Golden Feathers, Blue Eggs, and an Extra Honeycomb Piece (EH2). Go back out and find the drainpipe with the hole in it. Drop down and you'll collect a Jiggy (Jig9). Grab the Notes and exit.

Head back to the well and drop down it. Jump into the bucket to get a Jiggy (Jig10). Walk around collecting Notes and the Mumbo Token, but avoid the Whipcracks. Exit. Jump on the ledges around the well to find Notes, Eggs, and Red Feathers. Exit the level.

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/ 7.20: Gruntilda's Lair \
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Go back to the gate and go through the hole in the house through there (you must still be a pumpkin). Inside, you can change back into Banjo-Kazooie. Kill the Tee-Hee with a Golden Feather. Beak Bust the coffin, and then Beak Bust the 1st "123" switch. Now turn back into a pumpkin to exit. Go back to the lava place, but don't go to the web room. Instead go through the opposite path, it is very narrow. Talk to the Brentilda there (she still knows you're really Banjo-Kazooie) and go through the small hole to find another Cheato spellbook. Pass the Gobi's Valley picture puzzle to turn back into Banjo-Kazooie. Go back to the web room. Go back to the Freezeezy Peak entrance, but don't go into it. Instead, get the Flight Pad as you did to get Jiggy 6. Beak Bomb the witch's left eye and get the Jiggy (Jig8) inside. Now make your way back to the Mad Monster Mansion picture puzzle room. Swim up and Rat-a-Tat Rap the grating. Go inside and go through until you see a path to the left. Rat-a-Tat Rap this grating, and go through to insert 12 Jiggies into the Rusty Bucket Bay picture puzzle. Flap Flip back up and head left. You'll find yourself in the Rusty Bucket Bay entrance room. Jump down and swim to the Mumbo Token, then get up on land. Don't enter Rusty Bucket Bay, kill the Grille Chompas, and hop up the boxes to the green cauldron, another shortcut. Now jump to the Rare box. Smash it, then hit the 2nd "123" Switch to raise the water level. Swim back to the Shrapnel room. Jump onto the ledge, smash the grate, go through it, hit the 3rd "123" Switch, QUICKLY swim back to the Rusty Bucket Bay room, then up to the ledge. GO through to find the last Cheato. NOW enter Rusty Bucket Bay.

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/ 7.21: Rusty Bucket Bay \
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This is the second-to-last level. If you've made it this far without stopping, unless you cheated, you may need to sleep and/or eat. Anyway, this is another level with something hard: the machinery. If you get knocked off of one of the walkways, you're dead, so you might as well do that first. Cross the bridge to the ship and head right. Kill the Floatsam life saver with a Rat-a-Tat Rap, then go further until you drop

down, you are now at the back of the ship. Grab the Notes on the edge. There are two pipes here. One is a Grimlet. It will try to eat you. Jump into the other one. Use the Beak Barge on the Seaman Grublin (green pirate guy who doesn't even look or sound like a Grublin), then grab the Notes surrounding the Blade Switch. Beak Bust it and the blades in the machinery will slow down. Exit. Climb the ladder near the pipe that doesn't try to eat you and hop up the boxes until you reach a smokestack. Beak Barge the door and go inside. Walk around and kill the Grille Chompas. Climb down the ladder and Flap Flip into the vent for an Extra Honeycomb Piece (EH3). Go down into the machinery. There's a spinning walkway in front of you. Wait for it to stop, then run across, collecting the Mumbo Token. Flap Flip up the gears, kill the Seaman Grublin. See the blades in front of you? They will spin quickly, then slow down for a while, then start again. While they're slow, jump through! Get the Notes, then walk forward to the Jiggy (Jig1).

Return to where the Seaman Grublin was and look right. See the spinning pipe? Get into Talon Trot and wait for it to slow down, then jump across. Get the Notes. Another lock walkway... for this one, Feathery Flap across the gap when it stops. Beak Bust the First Propeller Switch. The propellers at the back of the ship will slow down. Make your way back to the Seaman Grublin platform. Cross the spinning pipe. Get the Notes. Another lock walkway... when it stops, run up, Flap Flip up, run to the end, and Feathery Flap to the Second Propeller Switch. It's gray, not green. Don't Beak Bust it yet. Climb the stairs for some Blue Eggs and a Banjo Statue. Return to the Second Propeller Switch. Wait till the lock walkway is halfway through its turn, then Beak Bust it. When the cinematic showing the propellers stops, the walkway will lock long enough. Quickly run to the propellers in the back of the ship in 65 seconds. They're in the water near the pipe you first explored. To shave of time, Feathery Flap toward the door from one of the gears. If from the bottom one, you should make it past the lock walkway. And Talon Trot the rest of the way there. At the back of the ship jump into the water and swim into the propellers for the Jiggy (Jig2). But if you're too slow, you'll have to go back to the machinery and hit the switches. Or, the propellers might start again while you're collecting it, this means you have to die! (That happened to me.)

Quickly get out of the water onto a box, you'll need to refill your air for this. Press C^ and look into the wall. See the red grating? Don't do anything yet. Swim to the closer box, then jump onto the platform. Now jump into the water and swim into the grating to collect the purple Jinjo. This is the hard part. You can't go to a box, and you lose air twice as fast. Don't try for the Eggs. After getting him, quickly swim to a box and jump onto the platform. There are some Notes and a Boom Box. Kill him with 3 Eggs, or get him to chase you and quickly Talon Trot around until he explodes. Jump onto the box, then Talon Trot jump onto the roof. Go down. You're now back at the beginning of the world. Go straight ahead and you'll see a hole that says "Toll 2". Pay tolls with Eggs. Since this is Toll 2, shoot in 2 Eggs to make a walkway. Go halfway across and kill the Grille Chompa. Now here's a secret. Go back to the toll and shoot 4 more Eggs to move the walkway again. This is the only toll with that secret requirement. You can now reach the Mumbo Token and Golden Feathers without falling into the water. Talon Trot onto the roof and Beak Bust the unlit window. Inside, jump up the boxes and grab the Jiggy (Jig3).

Go back to the diving board you were on and onto the other box. Drop off one side to find a ledge with a Grille Chompa. Kill him, then jump across the boxes, killing the Chump with 2 farted eggs. Go right and climb the boxes to another Grille Chompa guarding a Banjo Statue. Get on the diving board and jump to the entrance diving board. Jump across to find a Grille Chompa guarding a Shock Pad. Jump back up and head to the box that you jumped across boxes to reach. Flap Flip up to the left box, kill the Grille Chompa, then Flap Flip onto the box for Notes, then Feathery Flap over to the wall and drop into the water and swim through the passage and you're out. Swim left and climb the ladder, and walk across the bridge. Talon Trot up the house and on the ledge. Get the Notes on the ledge and go back to (not in) the house. Feathery Flap toward the buoy with the Jinjo flag. If you make it, you'll get the yellow Jinjo. If not, you'll land in the water and have to swim to him, and Snacker will be back! Defeat him with Eggs, then press C^ and look at the house. See the hole in it? Swim inside. Inside, jump onto the boat, it has a Seaman Grublin and Golden Feathers. Flap Flip up, kill the Grille Chompa, and head right to find a Flotsam guarding a Honeycomb Switch. Beak Bust it, then go the other way to find a Flotsam guarding a Flight Pad, use it to get the Extra Honeycomb floating in mid-air (EH4). Exit. Swim out and down to find Snorkel the Dolphin. She's trapped underneath the Rusty Bucket's anchor. Follow the anchor chain to an inner chamber. Jump into the hallway and kill the Grille Chompas to make it to the next room. Kill the Seamen Grublin, then Beak Bust the Anchor Switch. Snorkel will be free, and she'll give you a Jiggy (Jig4).

Go back to the entrance of the world and onto the ship. Jump into the pipe. Inside are 2 Boom Boxes. Climb the boxes for a Mumbo Token. Jump onto the ledges, kill the Grille Chompa, then grab the Notes, Eggs, and Red Feathers. Exit, then walk around the ship, past the Grimlet, and Rat-a-Tat Rap the window open. Kill the Seaman Grublin and collect the Notes. On the beds, there are Red Feathers and a Seaman Grublin. Did you notice the picture of Conker on the wall? Exit. Go a bit left and kill the Flotsam. You will see a code. Each new game doesn't have a random code, it's 312-111. You'll use that later. Climb the nearby stairs and hop up the boxes. Feathery Flap to the TNT box, and climb its rope to the crane. Jump towards the Witch Switch, then start gliding, Hit it. Drop off behind it to find a Grille Chompa, a Mumbo Token, and Red Feathers. Get back onto the crane and go to the end to find a Golden Feather. Drop down, and Beak Barge the down arrow. It will drop the TNT box onto the deck (cool explosion). Now go back and enter the opening. Get off the ladder and press C^ and you'll see a Jiggy, but underneath it is some brown. When attempting to collect it, Boss Boom Box will build himself around the Jiggy! To kill him, use Eggs, Golden Feathers, or the Beak Barge. Hit him a few times and he will split into 2 boxes. Hit one of those enough times and they will split into 2 boxes. So will they. The last ones take one hit, and they die. Boss Boom Box will give you his Jiggy, he didn't really want it (Jig5)... or did he? <insert X-Files Theme> Exit.

Get back onto the crane, to do so, have Kazooie jump instead of Banjo. Climb the rope and get back onto the crane. Go to the end of it. Drop down, collect the Notes, and shoot Eggs into the Toll 6 portal. Don't cross the bridge. Go to the other side and egg the Toll 8 portal. Cross the bridge, killing the Grille Chompas, to the orange Jinjo. Fall into the water and swim to the nearest ladder, climb it. There are 3 storage compartments. Enter the one on the left. Collect the

Musical Notes. Climb the boxes and walk across, killing the Grille Chompas, collecting the Notes and Mumbo Token. Exit. You can't enter the middle one, so enter the one on the right. Get the Notes on the box, and kill all 4 Boom Boxes to get a Banjo Statue. Exit, then climb the brown boxes and drop down into the middle storage compartment. Kill the Seamen Grublin, get the Red Feathers, Mumbo Token, and blue Jinjo. Exit. Cross the bridge (you should have already made the bridge after killing Boss Boom Box). Get back up the crane onto the ship. Go back to the 312-111 and climb the stairs near it. Cross the bridge, collecting the Notes, go around the smokestack, kill the Flotsam, and Flap Flip up. Jump onto the red things on either side, and collect the Note on each one. Flap Flip up to the Red Feathers. You should now see the whistles and pressure plates, that say 1, 2, and 3. Remember the code you learned earlier? Beak Bust out the sequence 312-111. If you hit a wrong one, you will have to start over and you lose one honeycomb. Beak Bust out the code for a Jiggy (Jig6).

Go down over to the two pipes, you are at the front of the ship. Jump into the one that isn't alive. You're in the kitchen. Kill the Seamen Grublin and collect the Notes and the Eggs in the refrigerator, guarded by a Grille Chompa. Do not touch the stoves or the insides of the ovens, but you'll have to if you want a Mumbo Token. Exit. Get the Mumbo Token at the front, then Flap Flip onto the cage with a Jiggy, then climb the rope to another crane. Go over and hit its up arrow, and the cage will rise. To get the Jiggy, quickly climb the ladder, Talon Trot to the end of the crane's arm, fall onto the deck (I don't think you can win if you climb, even if you do lose health from the fall, and run over to the Jiggy (Jig7)).

Get back over to the other part of the crane, collect the Notes, drop off, kill the Boom Box, then go over to the acid pool. Jump across its barrels to the green Jinjo (who gives you a Jiggy [Jig8]).

Jump to the Notes and Mumbo Token, don't fall or you will lose health, not to mention air. Go back to the cage and look around the pressure plates. See the windows that are slightly more reflective than the others (with 3 lights instead of one)? Rat-a-Tat Rap into them. One leads to the captain's bedroom. Kill the Seamen Grublin and collect the Gold Feathers on the bed. Get the Notes and you will see a Jiggy inside the closet. To get it, open the door, kill the Grille Chompa, and Flap Flip up to the Jiggy (Jig9).

Go back to the bridge near the smokestacks and climb them even higher, using ladders and Shock Pads. At the tops are a Mumbo Token and a Jiggy (Jig10). Exit.

IF YOU DARE...

Go back to the machinery and hit the propeller switches again. Jump onto the pipes, and Flap Flip up for Mumbo Tokens.

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/ 7.22: Gruntilda's Lair \
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Swim to the room with the Shrapnel (the ones that links to Freezeezy Peak and Rusty Bucket Bay). Jump up to the Jiggy (Jig9). Go through the grating, then Feathery Flap over to the ledge to the right. Hop up the ledges to the 640 Note Door. I had 800 Notes and I made a joke. "Oh no! I don't have enough

blocking his house. You can break it now, but it's hard, and it's a glitch. I recommend breaking it later. Swim to the end to find a Snarebear with a Mumbo Token. Near it is a Bigbutt grazing around a field with Notes. Get the Notes, then jump into the hole and fart Eggs. A giant plant will grow out. Use a ramp to get on the tree. Kill the Big Cluckers the same way you would Chompas. Cross the paths, collecting the Notes, explore all around the tree at the bottom level. You'll also see Mumbo's Hut, but ignore it. When you find a hill climb it. To the right of the Big Clucker are some leaves. They're too small to cross now, come back later. Talon Trot up the left, and go to the branches, past the empty Snarebear, get the goodies, including a Banjo Statue. Go back and left, kill the Big Cluckers. You'll come to the beehive, there's a Mumbo Token on the far side of it. Go back and Feathery Flap from one alcove to the next until you reach a Shock Pad, use it to get up onto the ledge. Jump across these alcoves until you reach a treehouse. Drop down near a beehive and Feathery Flap across the gaps until you reach the Summer Switch. Beak Bust it to open Summer up. Enter Nabnut's house and he will eat acorns. Get the Mumbo Token on top of his closet, and the goodies on the shelves. Exit and jump across the ledges. Walk across the bridge and Shock Jump up to the top of the egg. Beak Bust it to find Eyrie. He'll fall asleep, there's nothing you can do with him now. Climb the nearby ledges and smash the door. Kill the Whipcracks to get the Banjo Statue and Jiggy (Jig1).

Jump onto the cross branches, and go as high as you can up. Feathery Flap to the branch in front of Banjo, then to the Banjo Statue. Exit. Use a Gold Feather to collect the green Jinjo in the Snarebear. Drop down and you'll land on the beehive. Jump off, but aim for the water. Get back on the lower tree area and fart eggs onto the Whipcrack. Jump to the stump with the Wading Boots and use them to reach Mumbo's Hut. Turn into a Bee for 25 Tokens. Fly as high as the game will let you from the entrance of the season and you'll spot a Jiggy in a Snarebear (Jig2).

Drop down and you'll land in front of Nabnut's house. Go to the beehive, at the very end you can enter it. You'll meet the Zubbas. They're protecting their Jiggy, you can't get at it yet, because of the honey bear. You can still get the purple Jinjo. Go back to the Central Area and enter Click Clock Summer.

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: 7.23.3: Click Clock Summer :
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Before you get a chance to make it all the way through the door, you'll turn back into Banjo-Kazooie. Go a little further and Eyrie will ask for 5 Caterpillars. Kill the Grublin Hood and go left to the wall. The bees look like they're guarding nothing, but they're guarding the yellow Jinjo. It's hard to see him, because the high grass is yellow! So use your eyes. Under the big leaves is a Caterpillar (C1). On them are Notes. Drop down and walk inside the lake, grab the Caterpillar (C2). You can now legally break the boulder in front of Gnawty's house with a simple Beak Bust. He'll invite you inside the house, but you can't climb the steep slope! Get the Notes, Red Feathers, and Mumbo Token anyway. Kill the Grublin Hood then go near the far to the Fall Switch, it's guarded by a Big Clucker. Climb up the tree (the Big Cluckers are still there and there are Red Feathers instead of Eggs) and jump to the stump in front of Mumbo's Hut. Stand on its edge, and Talon Trot jump to the slope. Get the

Caterpillar (C3) and enter Mumbo's Hut. He will tell you it's too hot for transformation. Get the Mumbo Token on the ceiling and exit. Use the Shock Pad on the stump to reach back on the tree. Jump across. On the root is a Caterpillar (C4) and a Big Clucker guarding a Gold Feather. Go to the plant. There's a Mumbo Token guarded by bees. Go to the plant and you'll hear, "Oh no! It's you two again, Gobi thought he was safe here..." Beak Bust Gobi and he'll water the plant and fall asleep. (NOTE: This will not work unless you got the 1st Extra Honeycomb Piece in Gobi's Valley.) On a ledge nearby is a Snarebear next to a Caterpillar (C5). Go back to the plant, climb up the ramp, and across, until you find a slope. On it, kill the Big Clucker. You can cross the leaves to the right, but don't go. Go up the slope to the left. Go left. Jump over the Snarebear. On a branch is a Mumbo Token and a Caterpillar (C6). Go to the left, killing the Big Cluckers and Grublin Hood, then you'll find the beehive. You can now enter it as Banjo-Kazooie by Beak Busting the square. Inside, you'll face the Zubbas. You can Rat-a-Tat Rap them, but I usually just hold onto Gold Feathers. When they're all dead you'll get the Jiggy (Jig3).

Exit the beehive and jump across the alcoves to the left, then the Shock Pad, up. You'll come to a Caterpillar (C7). Jump down the leaves to find a Big Clucker guarding a Jiggy (Jig4).

Above you is a Mumbo Token on a leaf. Jump back up the treehouse. Inside is a Jiggy and the Banjo Statue. Ignore both. Drop down to the low platform, jump across the wooden bridge to three ramps. The one on the left has a Golden Feather, the middle one has Notes, the one on the right has a Grublin Hood, Eggs, and a Caterpillar (C8). Go inside Nabnut's house, he will tell you that he previously ate all the acorns, and not only does he have none left for winter, he's become the fattest character in the game! Go left and cross the things, killing the Big Cluckers, then go to Eyrie's nest. It's surrounded by Red Feathers. Feed him 5 Caterpillars, leaving you down to a trim (C3). Go over to the ledges, climb them, and go through the door. Inside is a bunch of Whipcracks and a Banjo Statue on a branch. Go back to the Central Area and enter Click Clock Fall.

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: 7.23.4: Click Clock Fall :
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Eyrie will tell you he wants 10 Caterpillars. Kill the Grublin Hood, then go right to the river. Kill the BuzzBombs to make your way to Gnawty's house. Swim inside to find a Jiggy (Jig5).

On the shelves are Eggs and Notes. Exit his house and swim over to the plant, but first use Golden Feathers to collect the Notes from the Snarebear. Now go to the plant, Gobi is still there. Beak Bust him and he will water the plant and a Jiggy will appear on its flower. Gobi will run to the Lava World. Talon Trot up the pile of leaves to the right to find a Caterpillar (C4). The middle pile has the orange Jinjo. The left one has a Caterpillar (C5), next to a Big Clucker. Go down to the ledge above the Grublin Hood. Climb the hill, the Big Cluckers are back and there are Notes. Jump to the right to find a Caterpillar (C6) in front of a Big Clucker. Go straight past the Whipcrack, use the Wading Boots to reach Mumbo's Hut. Inside, Mumbo can't transform you because he's raking up the

leaves. Get the Caterpillar (C7) inside his hut. On the ceiling are some Notes. Exit and use the Wading Boots to get back to the ledge above the Grublin Hood. Go around, killing Big Cluckers and collecting Notes, until you come to the left of the entrance. Up it is a Snarebear with Notes. Find the other slope, climb it, kill the Big Clucker, and go up the slope, then left to the branches. Jump around the Snarebear. On one branch is a Caterpillar (C8). Continue, killing Big Cluckers, until you reach the Zubbas' hive. On top of it is a Caterpillar (C9), Inside is a Caterpillar (C10) and some Notes. Exit the Beehive. Continue across the alcoves until you find the Shock Pad. Use it to get up, then jump across more. On one of the leaves is a Mumbo Token. In the treehouse is a Jiggy (Jig6).

Drop down to find a Caterpillar (C11), follow the bridge, kill the BuzzBomb, until you reach Nabnut's house. He'll be outside his house. He needs you to get 6 acorns. Go inside his house. On his desk is a Caterpillar (C12). On the shelves are some Notes and an Acorn (A1). Exit. Climb the left ramp to find a window. Smash it. Inside is a pool with Eggs and an Acorn (A2). Up the ramp directly in front of Nabnut's house are two Acorns. For one, run all the way across the hole with Red Feathers and Flap Flip (A3), then Feathery Flap for the one in the middle (A4), and you'll land on another one (A5), go up, kill the Grublin Hood, and Talon Trot down to the last Acorn (A6). Give them all to Nabnut, and he'll reward you with a Jiggy (Jig7).

Continue, and Rat-a-Tat Rap your way across the things, on one of them is a Caterpillar (C13). Beak Bust the Winter Switch, then go to Eyrie's nest. Run around it, collecting Notes and a Caterpillar (C14), then feed Eyrie 10 Caterpillars. Now you have a useless (C4). Eyrie will fall asleep, continue up the ledges to find another useless Caterpillar (C5) and a Snarebear with a Mumbo Token. In the door is a bunch of Whipcracks, at the top is a Banjo Statue. Drop down onto the Beehive, then the plant with the Jiggy (Jig8).

Go back to the Central Area and enter Winter.

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: 7.23.5: Click Clock Winter :
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Go forward, kill the Grublin Hoods, just to the right is an orange thing. It's a dead Snarebear with a Golden Feather. Go to the lake, it has frozen over, on it there are 2 Chinkers. Behind the stump is a Mumbo Token. Flap Flip onto the stump, there's a dead Snarebear with a Gold Feather and a Flight Pad. Jump on it and fly up, look for a Sir Slush and the Witch Switch. Go back and fly. On the nearby tunnel is a Sir Slush, kill him, then fly past the dead plant. Kill the Sir Slush and he'll leave a Mumbo Token. Go over to Mumbo's Hut with 2 Chinkers. On top of it is the blue Jinjo, the last Jinjo in the entire game and another Jiggy (Jig9).

Inside Mumbo's Hut is a Beehive. It tells you Mumbo's on vacation. On the ceiling are some Red Feathers. There's a Sir Slush to the right, which is to the left of the entrance. There's also a dead Snarebear with a Gold Feather. Use the Flight Pad in front of Mumbo's Hut and fly up to the branches, kill the Sir Slush, then grab the Notes and Gold Feathers, one is in a Snarebear. Continue, all the Big Cluckers are gone. Kill the Grublin Hood, then go to the beehive. It's destroyed, but there's a Mumbo Token in it. Continue across the

alcoves, the treehouse is locked up, but there's a Beehive in front of it. Drop down, kill the Grublin Hood, follow the bridge to Nabnut's house. To enter his house, break the window. (Now he's going to freeze to death.) He's asleep, but get the Eggs and Red Feathers on the shelves. Go up the ramp to the left, smash the window. Inside there are Eggs at the bottom of the pool. Go up the middle ramp and kill the Grublin Hood, then fly over to the Sir Slush. Kill him, then collect the Banjo Statue and Notes. Down the left ramp is a Mumbo Token. Use the Flight Pad again, and Beak Bomb the window to Nabnut's attic. Inside are some Eggs, 2 Grublin Hoods, and an Extra Honeycomb Piece (EH5). Exit, and continue to climb the tree, across the things to Eyrie's nest. Talk to him and he'll fly away and fart out the 2nd-to-last Jiggy... ewww! And Kazooie eats it? Gross!! (Jig10). Continue up the ledges, collecting the Notes, kill the Grublin Hood, collect the Golden Feather from the dead Snarebear, enter the door to find Whipcracks. Exit, drop down onto the Beehive, now carefully land in the small hole in the ice. Quickly swim to Gnawty's house, you'll lose air 2x as fast. Inside his house is an Extra Honeycomb Piece (EH6). Don't try for the Banjo Statue under the ice. Exit and go to the plant, there's a Chinker and a Mumbo Token. Go back to Spring and turn into a Bee, then exit.

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/ 7.24: Gruntilda's Lair \
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Fly high above the switch that helped you complete the picture puzzle for Click Clock Wood. Up there you will find the last Jiggy (Jig10) in the entire game! The 100th Jiggy!!! (But go back to Bubblegloop Swamp and race Mr. Vile again if it was too hard.) Now go through the 765 Note Door and step on the picture of Tooty. On the way, you will turn back into Banjo-Kazooie. You will enter Grunty's Furnace Fun.

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: 7.24.1: Grunty's Furnace Fun :
vv

Behind you is a yellow cauldron. Now step on the 1st tile and press A to hear the question. Gruntilda will ask you something about the game. You must use your knowledge from the game to answer. If you get it wrong you lose one honeycomb, but some spaces have honeycombs and Banjo Statues if you go a lot of questions wrong. Here are the letters on the map, what they stand for, and what question you must answer.

- B - Banjo-Kazooie - Question about a world
- O - Eye - Shows you a character or part of a world and you have to guess what it is,
- W - Gruntilda - Asks you a question about Gruntilda that Brentilda told you. When you talk to Brentilda some of the words shake and that is the answer. (Example: She also washes her hair with baked beans. Yuk!) But it changes from game to game. The answer in Game 1 was "baked beans" but in Game 2 it may be wrong.
- T - Clock - Takes you to a puzzle or boss and you have to complete it in a limited time. If you get hurt in the game you are still hurt in the furnace fun.
- N - Note - Plays the music for a level or character's voice and you have to guess who or what it is.
- S - Skull - Asks you any question and if you get it wrong you fall into the

MM

(7.24.1.1.8: Gobi's Valley)

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

Number of magic carpets in Jinxy - 5

Number of pyramids - 4

MM

(7.24.1.1.9: Mad Monster Mansion)

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

Number of ways into Gruntilda's house - 9

MM

(7.24.1.1.10: Rusty Bucket Bay)

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

Number of kinds of Boss Boom Box you fight - 15

MM

(7.24.1.1.11: Click Clock Wood)

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

Number of autumn Caterpillars Eyrie eats - 10

MM

(7.24.1.1.12: Misc.)

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

Number of feathers on Mumbo's Hut - 3

! 7.24.1.2: Characters Questions !

MM

(7.24.1.2.1: Spiral Mountain)

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

Banjo's little sister - Tooty

MM

(7.24.1.2.2: Gruntilda's Lair)

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

Gruntilda's sister - Brentilda

MM

(7.24.1.2.3: Mumbo's Mountain)

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

Tall object in the middle of Mumbo's area - Ju-Ju the Totem Pole

In the tower - Ticker the Termite

MM

(7.24.1.2.4: Treasure Trove Cove)

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

XX

There's no hammer

XX

(7.24.1.3.4: Bubbleloop Swamp)

XX

Bottles doesn't teach you two new moves

There's no Banjo Statue in the egg

There's no Green Flibbit

XX

(7.24.1.3.5: Freezezy Peak)

XX

There are five bears

There's no Christmas pudding

There's no slippery seal

XX

(7.24.1.3.6: Gobi's Valley)

XX

Gruntilda is not under a tile in the pyramid

XX

(7.24.1.3.7: Mad Monster Mansion)

XX

There's no kitchen in the house

There's no Red Feathers in the cellar

There are no ghosts in the graveyard

XX

(7.24.1.3.8: Rusty Bucket Bay)

XX

There's no Toll 7

There are four lifeboats

You can't slow down the turning cogs

XX

(7.24.1.3.9: Click Clock Wood)

XX

The leaves are largest in Summer

XX

(7.24.1.3.10: Misc.)

XX

There's no Brown Jinjo

! 7.24.1.4: Eye !

!!

7.24.1.5.1.2: In another Rare game

.....

- Cranky Kong
- Conker the Squirrel
- Funky the Monkey
- Humba Wumba the Shaman
- Jamjars the Mole
- Captain Blackeye the Pirate

!!

7.24.1.5.1.3: In Banjo-Kazooie, but with no voice

.....

Histup the Snake

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM

(7.24.1.5.2: Tunes)

WWWWWWWWWWWWWWWWWWWWWWWWWWWW

!!

7.24.1.5.2.1: Worlds

.....

- Bubbleclock Wood
- Clanker's Clock
- Treasure Bucket Bay
- Rusty Clock Wood
- Freezeezy Cove
- Gobi's Peak
- Mad Mumbo's Mansion

!!

7.24.1.5.1.2: Rooms

.....

- Inside Banjo the Squirrel's House
- Inside the Haunted Bear's Church
- Inside the Shaman's Head

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM

(7.24.1.5.3: Item Noises)

WWWWWWWWWWWWWWWWWWWWWWWWWWWW

- Blue Whale
- Musical Goat
- Feather Duster
- Feather Pillow
- Gold Bullion
- Extra Wife
- Shaman's Wife

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM

(7.24.1.5.4: Move Noises)

WWWWWWWWWWWWWWWWWWWWWWWWWWWW

- Turbo Stilt Talon Stride
- Wonder Turbo Wing Trot

! 7.24.1.6: Clock !

(Here's where you get transported to)

The sandcastle (spell EIOOZAKOJNAB, which is BANJOKAZOOIE backwards)

Tiptup Choir

Mr. Vile's hardest game (Mumbo will turn you into a crocodile)

Memory game

Vs. Boss Boom Box

Vs. the Zubbas

! 7.24.1.7: Brentilda/Gruntilda Checklist !

(To be printed out, then put a checkmark in the box near the true fact)

MM

(7.24.1.7.1: What does she brush her teeth with?)

XX

Salted Slug Flavored Toothpaste

Moldy Cheese Flavored Toothpaste

Tuna Ice Cream Flavored Toothpaste

MM

(7.24.1.7.2: What does she wash her hair with?)

XX

Baked Beans

Rancid Milk

Engine Oil

MM

(7.24.1.7.3: Where does she get her clothes?)

XX

The Trashcan

The Witch's Warehouse

Saggy Maggy's Boutique

MM

(7.24.1.7.4: What does she wear under her dress?)

XX

A Flea Circus

A Reinforced Girdle

Massive Bloomers

MM

(7.24.1.7.5: What is the name of her dog?)

XX

Bignacka

Legchomper

Ripper

: 7.24.2: The end of the game :
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

There are two passageways, one is locked, and the other has the DNA mixers (speaking of that, if you could put a pig in one side, and an elephant in the other, nothing will happen. Haven't you ever heard that song by Loverboy? It goes, "Sorry children, pig and elephant DNA just won't splice!") and a Black Gruntling. How do you open the doors with the faces on them? Anyway, go back complete the puzzle with 25 Jiggies. The locked door will open. You'll find Dingpot, but don't talk to him yet. Open all the Note Doors and grab the stuff behind them to be prepared for the final fight. And complete the Puzzle with 4 Jiggies to get Red Honeycombs. Now you have double health! NOW talk to Dingpot. He'll tell you that he hates Gruntilda, and he wishes she'd be disposed of. Banjo volunteers to, but Kazooie refuses. Banjo convinces her because she gets a chance to peck Gruntilda's butt. But wait! Stand next to Dingpot and wait. He'll tell you more reasons why Gruntilda should be disposed of. This should make you angry enough to go dispose of Gruntilda. Jump into him to get to the roof. You'll face Gruntilda. She'll swoop down on her broomstick, avoid her by jumping with the Talon Trot. When she stops, use the Rat-a-Tat Rap on her. Now she'll toss a fireball at you, run AFTER she throws it. Gruntilda is smarter than Conga, so if you keep running before she throws it, and continue running in the same direction, it'll hurt you. Do this 3 more times and she'll drop a Honeycomb, get it if you need it or save it for later. And she'll shoot a white fireball at you. You can't avoid it, so use a Gold Feather to stop it. She'll move out of the arena where you can't reach her. She'll continuously throw fireballs at you, avoid them by standing behind the ledges. When she stops throwing fireballs, jump onto the ledge and shoot 3 Eggs at her. If they all hit, she'll move to another spot. If you run low on Eggs, get the ones on the sides of the stage. They re-appear soon. After 4 Egg-shooting attacks, she'll drop a Honeycomb and do an unavoidable white fireball. Bottles will send you a Flight Pad. Use it to get up and Beak Bomb her. You can Beak Bomb in front of her, or while she stops, but the best time to Beak Bomb her is when she's throwing fireballs, because she's a sitting duck (quack, quack). Then she throws more fireballs and speeds up, she's still a sitting duck (quack, quack again) so try to Beak Bomb quickly. After 4 Beak Bombs she'll drop a Honeycomb, and hide under an invulnerability shield. Don't waste time, ammo, or health trying to get through it, none of Banjo and Kazooie's attacks can break it. Go down to land and avoid the fireballs she throws. 4 of the Jinjo statues (orange, green, purple, yellow) will pop up. You must shoot 3 Eggs into each of their holes (stop laughing) while avoiding Grunty's fireballs. The first one you activate is a cinematic, she won't throw any fireballs while he homes in on her. He was able to make it through Grunty's shield! The other three are not cinematics. The last one will destroy Grunty's broomstick. It will leave behind a Honeycomb. She'll fall onto a ledge and throw about 5 fireballs at you, then the unavoidable one. The Jinjonator (why does he sound like a normal Jinjo?) will come up. She'll throw the same fireballs, when she's done, shoot 6 Eggs into one of his holes (I said stop laughing). You should have enough time to fill his first hole (it'll close when it's full) before she throws fireballs again. Do this to all his holes. He'll knock her off the roof, while she throws a green fireball at you. It'll miss. Now watch the ending, including the special preview for Banjo-Tooie if you have 100 Jiggies. Banjo-Tooie is not a mode in Banjo-Kazooie, it is the sequel. It's out now, and to get to these secret areas in Banjo-Kazooie, you must either use a cheat (see Cool Stuff) or in Banjo-Tooie, you must smash open the 3 Banjo-Kazooie Game Paks. So there is no legal (no, I don't mean you're going to jail if you do that) way in Banjo-Kazooie to get them.

|
| 8) S E P E R A T E S T R A T E G I E S |
|

An asterisk next to a Beehive means it's guarded by bees.

=====
/ 8.1: By Area \
=====

^^
: 8.1.1: Spiral Mountain :
vv

! 8.1.1.1: Friends !

1. Bottles the Mole
2. Tooty the Bear

! 8.1.1.2: Enemies !

1. Topper the Carrot
2. Bawl the Onion
3. Colliwobble the Cauliflower
4. Quarrie the Rock

! 8.1.1.3: How to Get There !

You're here when you start the game.

! 8.1.1.4: Bottlesees !

1. Just outside Banjo's house. He teaches you how to talk to him.
2. A little in front of Banjo's house. He teaches you how to control the camera.
3. In the stump garden to the right of Banjo's house (if you're facing it). He teaches you the Higher Jump, the Feathery Flap, and the Flap Flip.
4. Between Bottles 3 and Spiral Mountain. He teaches you how to swim.
5. Across the small bridge and Bottles 4. He teaches you how to climb.
6. In the Quarrie garden to the right of Gruntilda's Lair. He teaches you the Beak Barge.
7. In the garden to the left of Banjo's house (if you're facing it). He teaches you the Claw Swipe, Forward Roll, and Rat-a-Tat Rap.
8. On top of Spiral Mountain. He tells you about Gruntilda's Lair.

! 8.1.1.5: Banjo Statues !

1. On top of Banjo's house. Flap Flip onto the roof, the chimney, then to the

Banjo Statue.

2. From Extra Honeycomb 3, Feathery Flap behind the waterfall.

! 8.1.1.6: Extra Honeycombs !

1. Near Bottles 3, Flap Flip atop the highest stump.
2. Across the wall from Bottles 3 are a few ledges. Feathery Flap across them to an Extra Honeycomb.
3. In the water under the bridge that leads up Spiral Mountain.
4. On top of the only tree in tall grass.
5. Kill all 4 Quarries near Bottles 6.
6. Left behind by the 2nd Colliwobble, near Bottles 7.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

: 8.1.2: Gruntilda's Lair :

vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

! 8.1.2.1: Friends !

1. Bottles the Mole
2. Brentilda the Fairy Godmother
3. Cheato the Spellbook
4. Mumbo Jumbo the Shaman
5. Dingpot the Smelly Cauldron
6. Jinjo the Dragon/Gummy Bear/Bird... Guy
7. Jinjonator the Big Blue Jinjo

! 8.1.2.2: Enemies !

1. Ticker the Termite
2. Gruntling the Ape/Gorilla/Beast... Guy
3. Snippet the Crab
4. Shrapnel the Water Mine
5. Grille Chompa the Grille Monster
6. Chump the Orange Piranha
7. Brown Piranhas
8. Blue Gruntling the Blue Gruntling
9. Bee
10. Sir Slush the Snowman
11. Chinker the Ice Block
12. Sand Eel
13. Scabby the Scarab
14. Mum-mum the Mummy
15. Whipcrack the Tree Root
16. Ripper the Gravestone
17. Tee-Hee the Ghost
18. Flotsam the Live Saver
19. Bigbutt the Bull
20. Black Gruntling the Black Gruntling
21. Big Clucker the Tree Bird
22. Gruntilda Winkybunion the Witch

! 8.1.2.3: How to Get There !

First, learn all the moves Bottles teaches you in Spiral Mountain. Then he'll fix the bridge so you can cross it to Gruntilda's Lair.

! 8.1.2.4: Bottles !

Up the slope near the start of Gruntilda's Lair. He teaches you about Note Doors.

! 8.1.2.5: Mumbo Tokens !

1. Behind the 1st Purple Cauldron.
2. On top of the exit pipe near the 1st Red Cauldron.
3. Near the Click Clock Wood Puzzle, in the roots to the left.
4. On top of the entrance to Clanker's Cavern.
5. Behind the sarcophagus near Gobi's Valley.
6. In the Freezeezy Peak wall, 2 alcoves directly above the entrance.
7. In a corner underwater near Rusty Bucket Bay.
8. Guarded by the Whipcrack to the left of the Mad Monster Mansion Puzzle (if you're facing it).
9. Behind Mumbo's chair in the room with the first "123" switch.
10. In an alcove directly above the 640 Note Door. Use the passageway above it in the room it leads to.

! 8.1.2.6: Banjo Statues !

1. Cleverly hidden in some roots near the Click Clock Wood Puzzle.
2. Outside Bubblegloop Swamp, on top of the middle pipe, use the Flap Flip to reach it.
3. Behind the Gruntilda head's hat.
4. Behind the house with the 1st "123" switch.
5. Above the Mad Monster Mansion Puzzle. You can get it when you hit the first two "123" switches.
6. On top of the log that leads to Click Clock Wood. Use the Shock Pad behind it or use the Bee from CCW to get it.
7. In Grunty's Furnace Fun.
8. In Grunty's Furnace Fun.
9. In Grunty's Furnace Fun.
10. In the window near the last Yellow Cauldron.

! 8.1.2.7: Red Honeycombs !

Open the 882 Note Door near Dingpot and put 4 Jiggies into the puzzle. Now you have Red Honeycombs.

! 8.1.2.8: Beehives !

1. To the left of the 50 Note Door (if you're facing it).
2. Atop the green ship near Treasure Trove Cove.

3. In front of the entrance to Clanker's Cavern.
4. Behind the hut that is the entrance to Bubblegloop Swamp.
5. On a cliff on the way to the 260 Note Door.
- 6.* To the left of the Gruntilda with the 350 Note Door.
- 7.* To the right of the Gruntilda with the 350 Note Door.
- 8.* Behind the house that is the entrance to Mad Monster Mansion.
- 9.* On the way to the Rusty Bucket Bay picture puzzle.
- 10.* On a leaf on the way to the switch that makes the picture puzzle pad appear in front of the Click Clock Wood picture puzzle.
11. Near Gruntilda's picture puzzle.

! 8.1.2.9: Jiggies !

1. Up the platforms near the entrance to Gruntilda's Lair.
2. Beak Bust the Witch Switch in Mumbo's Mountain. It'll appear on top of Mumbo's Mountain. You must leave as a Termite to reach it.
3. Beak Bust the Witch Switch in Treasure Trove Cove. It'll appear on the brown ship outside Treasure Trove Cove, use the cannon to reach it.
4. Beak Bust the Witch Switch in Clanker's Cavern to make Gruntilda's eyes pop up (the mat of her near the Treasure Trove Cove picture puzzle). Beak Bust them back down for a Jiggy.
5. The Witch Switch in Bubblegloop Swamp shatters the Grunty statue's hat. So when near the entrance to Gobi's Valley, Rat-a-Tat Rap down the bricks by where you entered. Follow the path to a Black Gruntling and a Shock Spring Switch. Hit it to make a Shock Pad go around the vase. Hop inside to fall through the ceiling, the Grunty statue, to the Jiggy.
6. At the very top of the Freezezy Peak wall, after you hit the Witch Switch inside it. To get, Shock Jump up to the alcove, go left, Beak Bust the Flight Switch to make a Flight Pad appear in the nearby room. Put on the Running Shoes and run back. If you broke the web, use the Flight Pad to fly back to the snow, then to the high right. Collect the Jiggy.
7. After you hit the Witch Switch in Gobi's Valley, use the Shock Pad going around the vase to get inside the sarcophagus to get the Jiggy.
8. It's behind the Gruntilda head's eye. To access (sp?) it, first hit Mad Monster Mansion's Witch Switch, then either use the timed Flight Pad from the Freezezy Peak to Beak Bomb through the Gruntilda's eye, then collect the Jiggy inside, or from the 1st Green Cauldron, jump onto its hat, then its nose, then Rat-a-Tat Rap it open.
9. In the room that links Freezezy Peak, Rusty Bucket Bay, and Click Clock Wood, on the platform that leads to the final "123" switch ONLY when you hit the Witch Switch in Rusty Bucket Bay.
10. You must be a Bee and have hit the Witch Switch in Click Clock Wood. It's directly above the 640 Note Door.

! 8.1.2.10: Brentildas !

1. After the 50 Note Door, to the right.
2. In some corner near the Click Clock Wood picture puzzle.
3. On the pipe near the entrance to Clanker's Cavern.
4. Behind the Gruntilda statue with Jiggy 5.
5. Near Bubblegloop Swamp, in the pipe to the left.
6. Behind the tree that's the entrance to Gobi's Valley.
7. On top of the Gruntilda head's hat.
8. Behind a grave to the right of the Mad Monster Mansion picture puzzle (if you're facing it).
9. Near the hallway with the 2nd Cheato.

10. Behind a tree near the entrance to Click Clock Wood.

! 8.1.2.11: Cheatos !

1. Go to the Freezeezy Peak picture puzzle as Banjo-Kazooie. Climb the hill and smash the boulder. Use the Wading Boots atop where you entered and return as a Crocodile from Bubbleloop Swamp. Get through the passageway you couldn't before to find Cheato. He'll tell you to type in BLUEEGGS on the Sandcastle floor in Treasure Trove Cove.
2. Across the narrowest pathway behind the 350 Note Door is a small passageway. You must be the pumpkin from Mad Monster Mansion to get through it. Cheato will tell you to enter REDFEATHERS on the Sandcastle floor in Treasure Trove Cove.
3. In the room that links Freezeezy Peak, Rusty Bucket Bay and Click Clock Wood, jump onto the platform. Smash the grate and go through to find the last "123" switch. Hit it, jump over to the left, then swim underwater to the Rusty Bucket Bay room. Hop up the passageway, climb the stairs to find Cheato again and the GOLDFEATHERS code for the Sandcastle floor in Treasure Trove Cove.

! 8.1.2.12: Warp Cauldrons !

1. Behind the 50 Note Door, down the tunnel to the left. Here you'll find the 1st Purple Cauldron.
2. In the pipe below the entrance to Clanker's Cavern is the 1st Red Cauldron.
3. In the room with the webs, behind a web against a wall is the 2nd Purple Cauldron, use 3 Eggs to break the web.
4. Directly above that one, under a web, the 1st Green Cauldron.
5. In the room with the Rusty Bucket Bay entrance, up the boxes, the 2nd Green Cauldron.
6. On the opposite side of Brentilda 10's tree, down the hallway, the 2nd Red Cauldron.
7. In Grunty's Furnace Fun, behind the entrance, is the 1st Yellow Cauldron.
8. In front of the 810 Note Door, the 2nd Yellow Cauldron.

! 8.1.2.11: Answers to Grunty's Furnace Fun !

MM
(8.1.2.13.1: Counting Questions)
WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
8.1.2.13.1.1: Spiral Mountain #
.....

Number of molehills - 8

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
8.1.2.13.1.2: Gruntilda's Lair #
.....

Number of squares in Grunty's Furnace Fun - 94
Number of Notes for the first Note Door - 50

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.1.3: Mumbo's Mountain

.....

Number of huts to smash - 6
Number of Jiggies to open it up - 1

!!

8.1.2.13.1.4: Treasure Trove Cove

.....

Number of X's - 5

!!

8.1.2.13.1.5: Clanker's Cavern

.....

Number of links in Clanker's chain - 8
Number of hoops to swim through - 8
Number of ways inside Clanker - Less than 4 (3)

!!

8.1.2.13.1.6: Bubbleloop Swamp

.....

Number of turtles - 8

!!

8.1.2.13.1.7: Freezeezy Peak

.....

Number of slalom gates you race Boggy through - 38
Number of Jiggies Boggy has - 3
Number of bears - 5

!!

8.1.2.13.1.8: Gobi's Valley

.....

Number of magic carpets in Jinxy -5
Number of pyramids - 4

!!

8.1.2.13.1.9: Mad Monster Mansion

.....

Number of ways into Gruntilda's house - 9

!!

8.1.2.13.1.10: Rusty Bucket Bay

.....

Number of kinds of Boss Boom Box you fight - 15

!!

8.1.2.13.1.11: Click Clock Wood

.....

Number of autumn Caterpillars Eyrie eats - 10

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.1.12: Misc.

.....

Number of feathers on Mumbo's Hut - 3

MM

(8.1.2.13.2: Characters Questions)

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.2.1: Spiral Mountain

.....

Banjo's little sister - Tooty

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.2.1: Gruntilda's Lair

.....

Gruntilda's sister - Brentilda

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.2.3: Mumbo's Mountain

.....

Tall object in the middle of Mumbo's area - Ju-Ju the Totem Pole

In the tower - Ticker the Termite

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.2.4: Treasure Trove Cove

.....

Gruntilda's hungry shark - Snacker

Baddie that eats eggs - Yum-Yum the Clam

Leaking bucket - Leaky

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.2.5: Clanker's Cavern

.....

Tame fish - Gloop

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.2.6: Bubbleloop Swamp

.....

Frog - Flibbit

Crocodile food - Yumblies and Grumblies

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.2.7: Freezeezy Peak

.....

Walrus - Wozza

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.2.8: Gobi's Valley

.....

Hiding a Jiggy in his hand - Grabba the Mummy Hand

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.2.9: Mad Monster Mansion

.....

Church hand - Motzand

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.2.10: Click Clock Wood

.....

Eagle - Eyrie

MM

(8.1.2.13.3: True-or-False Questions)

WW

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.1: Spiral Mountain

.....

Spuddy the Potato doesn't exist

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.2: Treasure Trove Cove

.....

There's no Q on the Sandcastle floor

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.3: Clanker's Cavern

.....

There's no hammer

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.4: Bubblegloop Swamp

.....

Bottles doesn't teach you two new moves

There's no Banjo Statue in the egg

There's no Green Flibbit

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.5: Freezeezy Peak

.....

There are five bears

There's no Christmas pudding

There's no slippery seal

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.6: Gobi's Valley

.....

Gruntilda is not under a tile in the pyramid

!!

8.1.2.13.3.7: Mad Monster Mansion

.....

There's no kitchen in the house
There's no Red Feathers in the cellar
There are no ghosts in the graveyard

!!

8.1.2.13.3.8: Rusty Bucket Bay

.....

There's no Toll 7
There are four lifeboats
You can't slow down the turning cogs

!!

8.1.2.13.3.9: Click Clock Wood

.....

The leaves are largest in Summer

!!

8.1.2.13.3.10: Misc.

.....

There's no Brown Jinjo

MMMMMMMMMMMMMMMMMMMM

(8.1.2.13.4: Eye)

WWWWWWWWWWWWWWWWWWWW

(What the area in the world can be)

!!

8.1.2.13.3.1: Mumbo's Mountain

.....

Under the bridge
Behind the stonehenge
Above the stonehenge
In Ticker's Tower
Close-up of an orange pad
The entrance to Mumbo's Hut

!!

8.1.2.13.3.2: Treasure Trove Cove

.....

Under a ladder
Lighthouse door
The hole that leads to a hold in Captain Blubber's ship
The boxes that lead to Leaky
A hole in Nipper's shell

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.3: Clanker's Cavern

.....

Bottom of Clanker's chain
Hole on the opposite side of Jiggy 9

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.4: Bubbleloop Swamp

.....

Back of a turtle
Close up of Tiptup
Mumbo's chimney
The huts

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.5: Freezeezy Peak

.....

Wozza's fire
From inside the Christmas Tree
From under the Giant Snowman's broom
The star of the Christmas Tree

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.6: Gobi's Valley

.....

The walls of the maze
The face of Jiggy 8's pyramid
The entrance to either Jiggy 8 or 2's pyramid

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.7: Mad Monster Mansion

.....

The organ pipes
The open entrance to Tumblar's shed
The pipe that leads back up Loggo

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.8: Rusty Bucket Bay

.....

A ladder
A window
The room with the anchor switch
The grate with the Purple Jinjo

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.3.9: Click Clock Wood

.....

The treehouse in Fall
Under a bridge in the central area

Nabnut's cabinet

Gnawty's fire

MMMMMMMMMMMMMMMMMMMMMMMM

(8.1.2.13.4: Sounds)

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

(The ones that are definitely not it)

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.4.1: Voices

oooooooooooooooooooooooo

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

` 8.1.2.13.4.1.1: Don't exist at all '

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

- Riptup the Turtle
- Ratlee the Snake
- Nakker the Injured Ghost
- Sipper the Drinking Ghost
- Cranky the Whale
- Bumpy the Baboon
- Stinker the Tree
- Trunker the Elephant
- Bloop the Fish
- Bubbles the Fish
- Robnut the Squirrel
- Aqualung the Dolphin
- Wizzo the Washbasin
- Mr. Piles the Alligator
- Mrs. Bile the Crocodile
- Jimbo Jambo the Shaman
- Beakers the Mole
- Admiral Browneye the Pirate
- Mobi the Camel
- Dumbi the Camel
- Boggy the Walrus

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

` 8.1.2.13.4.1.2: In another Rare game '

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

- Cranky Kong
- Conker the Squirrel
- Funky the Monkey
- Humba Wumba the Shaman
- Jamjars the Mole
- Captain Blackeye the Pirate

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

` 8.1.2.13.4.1.3: In Banjo-Kazooie, but with no voice '

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Histup the Snake

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.4.2: Tunes

oooooooooooooooooooooooo

wwwwwwwwwwwwwwwwwwwwwwwwwwwwwwww
` 8.1.2.13.4.2.1: Worlds '
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm

Bubbleclock Wood
Clanker's Clock
Treasure Bucket Bay
Rusty Clock Wood
Freezeezy Cove
Gobi's Peak
Mad Mumbo's Mansion

wwwwwwwwwwwwwwwwwwwwwwwwwwwwwwww
` 8.1.2.13.4.2.2: Rooms '
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm

Inside Banjo the Squirrel's House
Inside the Haunted Bear's Church
Inside the Shaman's Head

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
8.1.2.13.4.3: Item Noises #
.....

Blue Whale
Musical Goat
Feather Duster
Feather Pillow
Gold Bullion
Extra Wife
Shaman's Wife

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
8.1.2.13.4.4: Move Noises #
.....

Turbo Stilt Talon Stride
Wonder Turbo Wing Trot
Stilt Wonder Wing Stride

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMM
(8.1.2.13.5: Clock)
wwwwwwwwwwwwwwwwwwwwwwwwwwwwwwww

(Here's where you get transported to)

The sandcastle (spell EIOOZAKOJNAB, which is BANJOKAZOOIE backwards)
Tiptup Choir
Mr. Vile's hardest game (Mumbo will turn you into a crocodile)
Memory game
Vs. Boss Boom Box
Vs. the Zubbas

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMM
(8.1.2.13.6: Brentilda/Gruntilda Checklist)
wwwwwwwwwwwwwwwwwwwwwwwwwwwwwwww

(To be printed out, then put a checkmark in the box near the true fact)

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.13.6.1: What does she brush her teeth with?

.....

- Salted Slug Flavored Toothpaste []
- Moldy Cheese Flavored Toothpaste []
- Tuna Ice Cream Flavored Toothpaste []

!!

8.1.2.13.6.2: What does she wash her hair with?

.....

- Baked Beans []
- Rancid Milk []
- Engine Oil []

!!

8.1.2.13.6.3: Where does she get her clothes?

.....

- The Trashcan []
- The Witch's Warehouse []
- Saggy Maggy's Boutique []

!!

8.1.2.13.6.4: What does she wear under her dress?

.....

- A Flea Circus []
- A Reinforced Girdle []
- Massive Bloomers []

!!

8.1.2.13.6.5: What is the name of her dog?

.....

- Bignacka []
- Legchomper []
- Ripper []

!!

8.1.2.13.6.6: What band does she sing in?

.....

- Grunty and the Broomstick Boys []
- Grunty and the Cauldron Crew []
- Grunty and the Monster Mob []

!!

8.1.2.13.6.7: What was her nickname at witch school?

.....

- Jelly Belly []
- Cauldron Butt []
- Hog Breath []

!!

8.1.2.13.6.8: What is her favorite smell?

.....

- Sweaty Gorilla Feet []

8.1.2.13.6.16: What was the name of her best friend?

.....

- Fatty Hatty []
- Sweaty Betty []
- Saggy Maggy []

!!

8.1.2.13.6.17: What's her favorite magazine?

.....

- Fat Hag Monthly []
- Warty Girls Weekly []
- Big Butts and Guts []

!!

8.1.2.13.6.18: What's her favorite drink?

.....

- Camel Spit Milkshake []
- Cold Worm Juice []
- Smoothie Elephant Sweat []

!!

8.1.2.13.6.19: What does she take to bed at night?

.....

- A Scary Teddy Bear []
- A Huge Sweaty Baboon []
- Her Dirty Undies []

!!

8.1.2.13.6.20: What does she keep in her pocket for luck?

.....

- A Shrunken Head []
- A Dragon Foot []
- A Loogie-Filled Hanky []

!!

8.1.2.13.6.21: What kind of broomstick is hers?

.....

- Lardmaster 2000 []
- Super Gutlifter Pro []
- Rough Rider Deluxe []

!!

8.1.2.13.6.22: What is growing in a pot beside her bed?

.....

- An Eyeball Flower []
- A Verruca Plant []
- A Loogie Bush []

!!

8.1.2.13.6.23: What is hanging from her bedroom ceiling?

.....

- Rotting Fish []

Dirty Undies []
Smelly Socks []

!!
8.1.2.13.6.24: What color are her undies? #
.....

Spotty Purple []
Sweaty Yellow []
Streaky Brown []

!!
8.1.2.13.6.25: What does she have for breakfast? #
.....

Spider Pancakes []
Rat Bagels []
Tadpoles on Toast []

!!
8.1.2.13.6.26: What does she have for dinner? #
.....

Maggot Pie []
Dog Dung Burgers []
Slug Stew []

!!
8.1.2.13.6.27: What does she have for dessert? #
.....

Rat Sorbet []
Eyeball Ice Cream []
Cockroaches and Cream []

!!
8.1.2.13.6.28: What's her favorite past-time besides rhyming? #
.....

Flying Radio Controlled Bats []
Collecting Dragon Teeth []
Bursting Boils []

!!
8.1.2.13.6.29: Who's her boyfriend? #
.....

Undead Ed []
Dirty Berty []
Greasy Grant []

!!
8.1.2.13.6.30: What was her pet when she was young? #
.....

A Baby Dragon []
A Greasy Warthog []
A Mad Vulture []

MM

(8.1.2.14.7: Other Questions)

XX

!!

8.1.2.14.7.1: Mumbo's Mountain

.....

What Conga (the gorilla) throws - Oranges
Color of the Jinjo surrounded by sea - Blue
In Mumbo's Hut's eye - Something else (a Jiggy)
Move learned - Talon Trot

!!

8.1.2.14.7.2: Treasure Trove Cove

.....

First item - Red Feathers
What's wrong with Captain Blubber - He lost his gold

!!

8.1.2.14.7.3: Clanker's Cavern

.....

What you swam through to free Clanker - A large key
Rotating in Clanker - Sawblades
At the end of Clanker's chain - A giant anvil

!!

8.1.2.14.7.4: Bubbleloop Swamp

.....

At the top - Mud hut
What to stomp on to get into Tanktup - His feet

!!

8.1.2.14.7.5: Freezeezy Peak

.....

Colors of the Giant Snowman's scarf - Red and yellow
What to find for the polar bear kids - Presents

!!

8.1.2.14.7.6: Gobi's Valley

.....

On top of Trunker - A hat
Gobi's 3rd location - An extra honeycomb piece
Cactus' prize - An extra honeycomb piece
What you pay to Rubee - Blue Eggs
Gliding over the sand - Magic carpet

!!

8.1.2.14.7.7: Mad Monster Mansion

.....

On the front of the barrels - 1881
What grows out of the pots - Flowers
How to wake Napper - Banjo stepping on the wood
Time on the church clock face - Nothing, its hands have fallen off
What Motzand played - An organ

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.14.7.8: Rusty Bucket Bay

.....

Under the anchor - Snorkel the Dumb Dolphin
In the box the crane holds - TNT
Whistle code - 312-111
At the top of the 3rd funnel - There is no 3rd funnel

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

8.1.2.14.7.9: Click Clock Wood

.....

What Nabnut is doing in Spring - Eating his nuts
What's making Gnawty sad - He can't get in his house
Mumbo's transformation - Bumblebee
What Mumbo's doing in Winter - He's not even there
How the plant gets water - From Gobi the Camel
Season with a drought - Summer

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

: 8.1.3: Mumbo's Mountain :

vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

! 8.1.3.1: Friends !

- 1. Jinjo the Dragon/Gummy Bear/Bird... Guy
- 2. Bottles the Mole
- 3. Mumbo Jumbo the Shaman
- 4. Ju-Ju the Totem Pole

! 8.1.3.2: Enemies !

- 1. Grublin the Ogre/Dragon... Guy
- 2. Bigbutt the Bull
- 3. Ticker the Termite
- 4. Conga the Gorilla

! 8.1.3.3: How to Get There !

First, get Jiggy 1 in Gruntilda's Lair. Now go through the right tunnel. Go right again. Put the Jiggy inside the Mumbo's Mountain picture puzzle to open the door on the mountain you passed.

! 8.1.3.4: Bottleses !

- 1. At the beginning of the level, go left to the water. Cross the bridge. Go past the Bigbutt up the stairs to the right, then left. Bottles teaches you the Talon Trot.
- 2. Across the level from that one. He teaches you the Beak Bust.
- 3. Down from Bottles 1, you'll find Conga. Climb his tree to get the Orange.

Feed it to Chimpny nearby and he'll raise the stump. Jump on it, then Flap Flip up. Bottles teaches you about shooting and farting Eggs.

! 8.1.3.5: Mumbo Tokens !

1. At the beginning of the level, go right. Go behind the rock to find it.
2. Under the stairs near where you learn the Beak Bust.
3. Between where you learn the Talon Trot and Beak Buster is Ticker's Tower. Go inside. It's on the 2nd ledge.
4. Behind the stonehenge near where you learn the Talon Trot.
5. From where you learn the Blue Eggs, jump to the left.

! 8.1.3.6: Mumbo's Hut !

To the right of where you learn the Beak Buster.

! 8.1.3.7: Musical Notes !

- 1-7. When you were crossing the bridge in the water to get the Talon Trot, you should've past this Note. (Total of 7 Notes)
- 8-13. Swim into the lake in the alcoves. (Total of 6 Notes)
- 14-31. Talon Trot on the slope down from Mumbo's Hut. (Total of 18 Notes)
- 32-37. On top of the huts near Mumbo's Hut. (Total of 6 Notes)
- 38-42. Inside the first of the huts with Notes 32-27 on top that you Beak Bust. (Total of 5 Notes)
- 43-46. On the ceiling in Mumbo's Hut. (Total of 4 Notes)
- 47-55. When you climbed up the stairs near the Bigbutt to get the Talon Trot, you should've gotten them. (Total of 9 Notes)
- 56-59. When you climbed up the stairs near Ticker's Tower to learn the Talon Trot, you should've collected this. (Total of 4 Notes)
- 60-73. Near where you learn the Talon Trot, use it to get up on the stonehenge and collect these Notes. (Total 14 Notes)
- 74-94. Go down from the ruins where you learn the Talon Trot. It's on a ledge. (Total 21 Notes)
- 95-100. Have Mumbo turn into a Termite, then go into Ticker's Tower. Jump up the slopes, on the second nest up is these Notes. (Total 6 Notes)

! 8.1.3.8: Extra Honeycombs !

1. In front of Mumbo's Hut is Ju-Ju the Totem Pole. Shoot Eggs into their mouths when their mouths turn to you. Do not shoot the 4th one. Flap Flip on top of it to get an Extra Honeycomb Piece.
2. As a Termite, go down the slope above the water to find an Extra Honeycomb in an alcove. You can get it as Banjo-Kazooie, but you must be careful.

! 8.1.3.9: Banjo Statues !

1. Smash 4 more huts to find it.
2. At the top of Ticker's Tower, to the left.

! 8.1.3.9: Beehives !

1. On the rock that the Bigbutt is grazing around.
2. To the right of Mumbo's Hut (if you're facing it).

! 8.1.3.10: Jiggies !

1. Beak Bust all of the huts where you got Notes 32-37 and 38-42 and Banjo Statue 1, and in the last one you'll find a Jiggy.
2. Shoot an Egg in the last Ju-Ju mouth to get a Jiggy.
3. When you give Chimpy Conga's orange, he'll give you a Jiggy.
4. Stand on one of the orange blocks surrounding Conga's tree. He'll throw an orange at you, move. Destroy all 3 blocks to win a Jiggy.
5. From where you learn how to use Eggs, go over to where Conga can see you. Shoot an Egg at him and dodge the orange he throws. Shoot another Egg and dodge the two oranges. Shoot him one last time to win a Jiggy.
6. On the platform near the Talon Trot.
7. On the slope down from Mumbo's Hut.
8. Flap Flip into the right eye of Mumbo's Hut.
9. Climb all the way to the top of Ticker's Tower to get a Jiggy.
10. Rescue all 5 Jinjos.

! 8.1.3.11: Jinjos !

- Blue. On an island in the lake.
Green. Beak Bust 4 of the huts to find him.
Orange. On top of the stonehenge.
Purple. On the rock in front of Mumbo Token 1.
Yellow. On the slope up from Conga.

! 8.1.3.12: Witch Switch !

Once you get Mumbo Token 5, continue to jump across the ledges to the Witch Switch.

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: 8.1.4: Treasure Trove Cove :
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! 8.1.4.1. Friends !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Captain Blubber the Hippo Pirate
4. Leaky the Bucket
5. Little Lockup the Small Golden Treasure Chest

! 8.1.4.2. Enemies !

1. Snippet the Crab
2. Nipper the Hermit Crab
3. Shrapnel the Mine
4. Black Snippet the Black Snippet
5. Snacker the Shark
6. Yum-Yum the Clam
7. Lockup the Treasure Chest

! 8.1.4.3. How to Get There !

Go back to the Lair entrance room. Use the Talon Trot to get up the slope and enter the Note Door. Go to the right and put 2 Jiggies in the Treasure Trove Cove puzzle. Climb the hill on the Grunty face. Jump down and enter the tunnel below the eyes. Flap Flip into the chest.

! 8.1.4.4. Bottleses !

1. At the beginning of the world, go straight, kill the Snippet, and Talon Trot to the crow's nest of the Salty Hippo. There he teaches you how to fly.
2. Hop up the boxes by the ship. Talk to Bottles and he'll teach you the Shock Jump.

! 8.1.4.5. Mumbo Tokens !

1. Go to the left of the entrance to find Nipper. Behind him is this token.
2. Fight Nipper by Rat-a-Tat Rapping him in the face when he stops pinching. Go inside him and you will find the Token.
3. Swim into the side of the Salty Hippo to find the Token.
4. Climb the lower mast of the Salty Hippo.
5. After you learn how to use the Shock Spring Pad, use it to collect the Token.
6. From that one, cross the bridge, and Shock Jump across (or Feathery Flap off the edges of the Shock Pads) and find the Mumbo Token.
7. After Bottles teaches you how to fly, use it and fly straight ahead until you find a box with a Token on top.
8. Defeat Snacker, then swim to the ladder. Climb two and collect the Mumbo Token in the Lockup.
9. Same as above
10. Climb this ladder. Go down until you reach the third pool with a Shrapnel in it. Kill the Shrapnel and swim down to claim the Mumbo Token.
11. Fly under the big arch, and fly into the right tunnel. Inside, jump up all the ledges, then smash the door to find the Mumbo Token.

! 8.1.4.6. Musical Notes !

- 1-4. On the dock where you enter the level. (Total 4 Notes)
- 5-10. Inside Nipper's shell after you defeat him. (Total 6 Notes)
- 11-18. Climb the trees near the Salty Hippo. (Total 8 Notes)
- 19-22. In the place where you find Mumbo Token 3. (Total 4 Notes)
- 23-26. Near the mast with Mumbo Token 4, Beak Bust the box. Go inside to find them. (Total 4 Notes)

27-37. On the slopes leading to where you learn how to fly. (Total 11 Notes)
38-42. Drop down to a ledge near where you learn the Shock Jump. Fart 2 Eggs into Leaky the Bucket and he'll drain the water in the pool. Use the Shock Pad next to him to get on the sandcastle and collect the Notes. (Total 5 Notes)
43-46. In the pools inside the Sandcastle. (Total 4 Notes)
47-58. From the pool with Mumbo Token 10, or from where you learn how to use Shock Pads, go in the opposite direction. On one path are this Notes. (Total 12 Notes)
59-61. When you jump across the pillars with Mumbo Token 6, you will find it. (Total 3 Notes)
62-66. Flap Flip inside a Lockup just past the Shock Pads. (Total 5 Notes)
67-70. Now Feathery Flap across the nearby ledges. On the second one are these Notes. (Total 4 Notes)
71-82. When you climb the ladders to reach Mumbo Token 10, it is on a ladder. (Total 12 Notes)
83-85. Near the pool with Mumbo Token 10, kill the Snippet first. (3 Notes)
86-91. Use the Shock Pads and jump to the highest pillar is a Snippet and these Notes. (6 Notes)
92. When you went under the arch to get Mumbo Token 11, you should've gotten this Note. (1 Notes)
93-95. On your way to getting Mumbo Token 11, you should've past these Notes on a ledge in the area where the music starts to change. (Total 4 Notes)
96-100. Enter the door with Mumbo Token 11 to find this Note. (Total 5 Notes)

! 8.1.4.7. Extra Honeycomb !

1. To the right of Nipper's shell in the water. But don't forget to defeat Snacker first.
2. When you collect Notes 67-70, hop all the way up the tower. Use the Flight Pad and fly towards the giant pillar with Notes 86-91, and you'll see it floating in mid-air above a box. Swoop down to avoid Snacker, then leave.

! 8.1.4.8. Banjo Statues !

1. South-west of the beginning of the level, lies Sharkfood Island. There's nothing you can do there without cheating, but there is a Banjo Statue on the box near it.
2. Where you get the Notes 67-70, check the water and watch out for Snacker.
3. Climb the ladders with Notes 71-82, then jump across to the pool of water.

! 8.1.4.9. Beehives !

1. When you enter the first arch in front of the entrance, it's to the left.
2. Against the pillar with Notes 86-91.
3. As you're climbing the ladders with Notes 71-82, it's at the bottom
4. Continue up, then down to it near Mumbo Token 10.

! 8.1.4.10. Jiggies !

1. Inside Nipper's shell when you defeat him.
2. Captain Blubber has lost his treasure. It is inside his ship, near Notes 19-26. There are 2 pieces. Give them both to him and he'll leave a Jiggy.

3. Inside the Sandcastle, Beak Bust out BANJOKAZOOIE, then kill the Black Snippet, then go get the Jiggy.
4. When you're jumping across the Shock Jump platforms, hop up the ones to the left. At the top is a Jiggy. Or you can fly to it.
5. Climb up the tower with Notes 69-51. Beak Bust the X. Fly in the direction of the arrow to the next X. Do this until you see a question mark. Little Lockup will say you'll never find him. Jump over to the island with an X, Beak Bust it. He'll jump around, attack him for a Jiggy.
6. At the bottom of the ladders with Notes 71-82, cross the path, then Feathery Flap across the boxes, then the ledges, at the end is a Jiggy.
7. Now climb the ladders. Dive into the first Shrapnel-infested pool you see. At the bottom is a Jiggy.
8. On the opposite side of Note 92, in the Lockup.
9. Fly to the very top of the world, or from where you collect Notes 96-100, Shock Jump to the top of the lighthouse.
10. Get all 5 Jinjos.

! 8.1.4.11. Jinjos !

- Blue. Under the dock at the start, but remember about Snacker.
Green. On the very top of Captain Blubber's ship. Climb the mast near where you learn how to fly.
Orange. On a ledge near the pool with Jiggy 7.
Purple. On one of the pillars you have to Shock Jump across.
Yellow. On the lowest ledge where the music starts to change, on a tree.

! 8.1.4.12. Witch Switch !

On the opposite side of the lighthouse than Mumbo Token 11.

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: 8.1.5. Clanker's Cavern :
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! 8.1.5.1. Friends !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Clanker the Mechanical Whale
4. Gloop the Fish

! 8.1.5.2. Enemies !

1. Snippet the Crab
2. Mutie-Snippet the Green Snippet
3. Grille Chompa the Grille Monster
4. Whiplash the Pink Root

! 8.1.5.3. How to Get There !

To return to the Grunty floorplate room, climb the vine. Now go to the Shock Jump pad to the left and jump up to the Clanker's Cavern puzzle. Put in 5 Jiggies. Jump on top of the pipe that the water is spilling out of, and Flap Flip into the tunnel. Beak Bust the switch to raise the two pipes above water level. Cross them with the Feathery Flap and enter Clanker's Cavern.

! 8.1.5.4. Bottles !

Jump out of your pipe, kill the Snippet, then go into the pool. Swim through the tunnel and go to the surface. Swim underneath Clanker to find a key and Gloop the fish. Follow him around, swimming through his bubbles, and eventually swim through the key 3 times. Clanker will rise to the surface. Get on his back by his fin. Wait for the blowhole bolt to rise up, and then drop down. Pass the rotating blades by either running through like crazy, or watching the streaks where the blades have cut to run at the right time. Drop down at the end. Fly up into the next tunnel, and Bottles will teach the Wonderwing.

! 8.1.5.5. Mumbo Tokens !

1. Above the pipe where you enter the world. Climb up the ladders, then jump around the pipes to collect it.
2. It's near Clanker's left eye (if you're facing him). It's in a short dead-end tunnel.
3. Shoot Clanker's right tooth (if you're facing him) with Eggs. Jump inside to find a Mumbo Token.
4. Climb up Clanker's tail, and jump to the platform with Red Feathers on it. Jump down on the lower pipe and kill the Grille Chompa to get his Mumbo Token.
5. Jump on Clanker's right fin (if you're facing him). Wait for his fin to come out of the water, then jump over. Kill the Grille Chompa, then Shock Jump onto the pipe. Climb up the next pipe, then Feathery Flap to the Eggs then to the Mumbo Token.

! 8.1.5.6. Musical Notes !

- 1-8. On the pipes around Mumbo Token 1. (Total 8 Notes)
- 9-14. In the pipe that leads to Clanker. (Total 6 Notes)
- 15-22. Surrounding the key you swim through to rise Clanker. (Total 8 Notes)
- 23-30. Swim through the green tunnel behind Clanker. (Total 8 Notes)
- 31-37. In the underwater pipe to the right of Clanker (if you're facing him). (Total 7 Notes)
- 38-47. On Clanker's back. (Total 10 Notes)
- 48-51. On the pipe you must climb on the way to Mumbo Token 5. (Total 4 Notes)
- 52-56. Do the same thing you did to get Mumbo Token 5, instead Shock Jump to the left. Talon Trot down the pipe. (Total 5 Notes)
- 57-66. On the pipe with Mumbo Token 4. (Total 10 Notes)
- 67-68. On the platform to the left of Clanker, climb up and Feathery Flap across the alcoves. (Total 2 Notes)
- 69-72. Stand on Clanker's blowhole bolt and ride it up to the platform. Cross it to find these. (Total 4 Notes)
- 73-80. Shoot an egg at Clanker's tooth, or go back from the blowhole. Talon Trot up to get them. (Total 8 Notes)
- 81-86. Inside Clanker's blowhole in the blades. (Total 6 Notes)
- 87-94. Swim inside Clanker's gills. (Total 8 Notes)
- 95-100. After you learn the Wonderwing, use it to cross the nearby blades.

(Total 6 Notes)

! 8.1.5.7. Extra Honeycombs !

1. On the pipe where you get Notes 52-56, at the end, Talon Trot jump to the grate. Beak Bust it to find an Extra Honeycomb Piece.
2. Underwater in the pipe going up to the right of the Shock Pad near the Grille Chompa, swim inside to find a Honeycomb Piece.

! 8.1.5.8. Banjo Statues !

1. On the Shock Pad mentioned in Extra Honeycomb 2.
2. After passing Notes 67-68, continue to find the Banjo Statue.

! 8.1.5.9. Beehives !

1. When you're going to Notes 1-8, you'll see it.
2. Below Banjo Statue 2.
3. After rising Clanker, swim through his right gills (if you're facing him).

! 8.1.5.10. Jiggies !

1. On Clanker's back after you rise him to the surface.
2. It's in the grate above Mumbo Token 4. You must shoot Eggs at it to open it up.
3. In the underwater tunnel closest to Extra Honeycomb 1, at the end. You should have all your air before you enter, because it's long.
4. At the end of the tunnel with Notes 23-30, you'll encounter the Mutie-Snippets. Kill them with your Beak Bust to earn a Jiggy. Flap Flip to the connecting pipe.
5. At the end of the blades with Notes 81-86.
6. At the end of the blades with Notes 95-100.
7. Between Jiggies 5 and 6, jump through each green hoop in 48 seconds to raise the water level so you can get the Jiggy.
8. In Clanker's right tooth (if you're facing him).
9. At the end of the pipe with Notes 69-72.
10. Get all 5 Jinjos.

! 8.1.5.11. Jinjos !

Blue. He's in the only tunnel you haven't explored yet. It's the one where you come out in the same place at either end.
Green. Down at the anchor block where you rose Clanker to the surface.
Orange. Beak Bust the grating before Extra Honeycomb 1, and drop inside.
Purple. Underwater in the pool right behind Beehive 3.
Yellow. Behind Beehive 1.

! 8.1.5.12. Witch Switch !

You'll find it as you drop down Clanker's blowhole.

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: 8.1.6. Bubblegloop Swamp :
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

! 8.1.6.1. Friends !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Croctus the Crocodile
4. Tanktup the Giant Turtle
5. Tiptup the Turtle
6. The Tiptup Choir
7. Mr. Vile the Crocodile
8. Mumbo Jumbo the Shaman

! 8.1.6.2. Enemies !

1. Flibbit the Red Frog
2. Piranha
3. Gold Flibbit the Gold Frog
4. BuzzBomb the Dragonfly

! 8.1.6.3. How to Get There !

Hit the switch closer to the Clanker's Cavern entrance, and the pipe on the other end will rise. Flap Flip up, kill the Grille Chompa, and head across to hit the switch. This switch will open an underwater passage, inside is the Bubblegloop Swamp puzzle. Put in 6 Jiggies. Go to the pipe room. Talon Trot up to enter the 180 Note Door. Go left up the slope, and enter. Cross the bridge to find Bubblegloop Swamp!

! 8.1.6.4. Bottles !

He's right behind the entrance of the level. He teaches the Stilt Stride.

! 8.1.6.5. Mumbo Tokens !

1. Use the Wading Boots on the first island where you start to wade in the water behind the pillar to reach a Mumbo Token.
2. Back on the start island, cross the bridge, then jump to the log, then to the island. Talon Trot up the slope to reach this in an alcove.
3. Back on the 2nd island mentioned in Mumbo Token 2, jump to the stumps, then jump on the log toward Tanktup the Giant Turtle. Beak Bust his feet and he'll open his mouth. Inside, look behind Tiptup.
4. Back on the 3rd island mentioned in Mumbo Token 3, jump on the log toward a Shock Pad. Use it to get up on the next hut. Beak Bust it, then Shock Jump up. Do the same thing, but then next, ignore the hut, and walk up to the next hut.

Beak Bust it, then Shock Jump to the next hut. Beak Bust it, then Shock Jump toward the platform at the same level as this one to collect this Token in mid-air.

5. Back on the 2nd island, jump toward the tree stumps. Ride the leaf to a cattail, and climb it to the Token.

6. On the 3rd island, jump on the log toward a giant crocodile statue, climb up behind it. Grab the Wading Boots and wade through the maze. At the very end is Mumbo's Hut. Behind it is this Token.

7. Behind Mumbo inside his hut.

8. Turn into a Crocodile, then exit out. Walk into the giant crocodile's nose, and you'll find this token.

! 8.1.6.6. Mumbo's Hut !

Where you collect Mumbo Tokens 6 and 7.

! 8.1.6.7. Musical Notes !

1-5. When you cross the bridge to reach Mumbo Token 2, you'll pass them. (5 Notes)

6-20. On the logs you passed during the Mumbo Tokens. (15 Notes)

21-25. Once you get Mumbo Token 5, jump back on the leaf and ride it back to the Flibbits' island. Use the Wading Boots and go to the far edge of the swamp. Or, you can be the Crocodile to get them. (5 Notes)

26-45. On the paths near Mumbo Token 2. (20 Notes)

46-49. On Tanktup's feet. (4 Notes)

50-55. Inside Tanktup. (6 Notes)

56-60. Remember the hut I told you to ignore? Well, Beak Bust it now to find Notes. (5 Notes)

61-65. At the bottom of the tree with Mumbo Token 4. You can use the Wading Boots on one of the bases, but it's easiest to get them as a Crocodile. (5 Notes)

66-70. On the giant crocodile's snout. (5 Notes)

71-73. Jump across the islands/cattails behind the giant crocodile and climb one to find them. (3 Notes)

74-78. Grab the Wading Boots between the giant crocodile's eyes, and run all the way back to the wall, and collect them. Or use the Crocodile. (5 Notes)

79-90. In Mumbo's maze. (12 Notes)

91-96. Inside the giant crocodile. (6 Notes)

97-100. Under one of the trees with huts. You must be a crocodile. (4 Notes)

! 8.1.6.8. Extra Honeycombs !

1. Inside Tanktup, go straight ahead to Tiptup. Jump on his desk and Flap Flip up.

2. On the ceiling in Mumbo's Hut.

! 8.1.6.9. Banjo Statues !

1. Below one of the trees with huts on them. It's possible to use the Wading Boots on one of the trees to wade over to get it, but I'm always the Crocodile.

2. In front of Notes 21-25, there is a giant egg. Shock Jump to the top and

Flap Flip up to the Banjo Statue.

3-5. Enter the Giant Crocodile's nose as a Crocodile, then talk to Mr. Vile. Play his 3 games. The first game has only Red Yumblies, eat more than Mr. Vile (with B). The second is the same as before, but has Yellow Grumblies, which will freeze you for about 5 seconds. 5 seconds... doesn't seem that bad? Wrong! If you have a lot of them, he's real fast! Then, for the third game, eat whatever is shown on top of the screen; the opposite will freeze you. If you eat one during a change, if it's what it's changing into, you don't freeze. If not, you freeze. Lose a game and lose 2 Honeycombs if he bites you. Too tough? Use the Running Shoes after learning about them in Gobi's Valley. Then, race him again for 3 Banjo Statues, but if you lose, Mr. Vile chomps you for 1 life.

! 8.1.6.10. Beehives !

1. On the right island behind Tanktup.
2. In front of the maze.

! 8.1.6.11. Jiggies !

1. Go back to the island past the first log from the entrance (the one with Mumbo Token 2's path) and hit the Jiggy Switch. The Jiggy will appear at then end of the path in front of you. Quickly Talon Trot, being careful not to fall off, to it.
2. Go back to the egg below Banjo Statue 2. Beak Bust the X. Get down and Rat-a-Tat Rap the X. Then Beak Bust it, then Beak Barge, then Beak Bust. Inside is a Jiggy.
3. As you were crossing the island between the Jiggy Switch, Tanktup, the Shock Pads, and the Giant Crocodile, you will notice that Golden Flibbits come out of the tree stumps. Kill them all for a Jiggy. I reccomend being a Crocodile.
4. Tanktup will barf it out when you Beak Bust his feet.
5. Go back to Tiptup and talk to him. Beak Bust the turtles that he makes chirp in that order. You can ask him to repeat it if you want. Match 3 groups to win a Jiggy.
6. Shock Jump all the way to the top of the huts and Beak Bust the last one to win a Jiggy.
7. Go through the swamp maze as Banjo-Kazooie until you find a path out. Go there and Beak Bust the switch to reveal a Jiggy across the path. You have 10 seconds to reach it.
8. When you race with Mr. Vile to win Banjo Statues 3-5, the first three races net you a Jiggy.
9. Feed all 5 Croctuses eggs.
10. Get all 5 Jinjos.

! 8.1.6.12. Jinjos !

- Blue. On the island in front of Notes 74-78.
Green. Along the path to Jiggy 1.
Orange. Use the Wading Boots on Tanktup's back and go behind him.
Purple. As a Crocodile, go under one of the trees with huts on them.
Yellow. On a pillar to the left of Notes 1-5.

! 8.1.6.13. Croctuses !

1. Near the start.
2. Along the path to Jiggy 1.
3. On the way to Jiggy 6.
4. Behind the Giant Crocodile.
5. On an island behind Tanktup.

! 8.1.6.14. Witch Switch !

In the hut with Notes 56-60.

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: 8.1.7. Freezeezy Peak :
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! 8.1.7.1. Friends !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Twinkly the Christmas Light
4. Twinkly Muncher the Green Monster with Buck Teeth
5. Boggy the Polar Bear
6. Groggy the Polar Bear Kid with a Hat
7. Soggy the Girl Polar Bear Kid
8. Moggy the Last Polar Bear Kid
9. Wozza the Walrus
10. Mumbo Jumbo the Shaman

! 8.1.7.2. Enemies !

1. Sir Slush the Snowman
2. Ice Guy
3. Chinker the Ice Block
4. Ticker the Termite

! 8.1.7.3. How to Get There !

Use the Wading Boots in the tunnel near the entrance to Bubblegloop Swamp, or leave Bubblegloop Swamp as a Crocodile, and go behind the entrance to Bubblegloop Swamp. Complete the Freezeezy Peak puzzle with 7 Jiggies, then return to the room with the Grunty statue. Climb the cliffs to reach the 260 Note Door. Inside, go straight up the stairs, and into the white tunnel to enter Freezeezy Peak!

! 8.1.7.4. Bottles !

At the beginning of the world, go down the hill, and past Boggy the Bear. Go left and you'll see a pile of presents. He's near it, ready to teach you the Beak Bomb.

! 8.1.7.5. Mumbo Tokens !

1. Near the beginning of the world is Boggy's Igloo. Between the table and chair, you'll see it.
2. On the way to the presents, you'll spot the Christmas Tree. In its pot is a Mumbo Token.
3. Behind the big stack of presents.
4. Go onto the big stack of presents and jump on the Flight Pad. Kill the Sir Slush on the present and he will leave behind a Mumbo Token.
5. Go back and fly again, and kill the Sir Slush to the right of the entrance and he'll leave a Mumbo Token.
6. Go more in that direction, and you'll see several houses. Above the chimney of the house that actually has a chimney :), is a Mumbo Token.
7. Use the Flight Pad below that token and fly over and kill the second-closest Sir Slush to get Golden Feathers. Climb the slope and kill the Chinker. Climb up the Giant Snowman's scarf until you find a sled. Jump on it to find this token.
8. Go to Mumbo's Hut (see below) and transform into a Walrus for 15 Tokens. In the icy water under the Giant Snowman's Scarf is this token.

! 8.1.7.6. Mumbo's Hut !

Just fly over to it! Actually, you have to, as it's across an icy lake.

! 8.1.7.7. Musical Notes !

- 1-9. When you go down the hill and past Boggy near the entrance, you will find these Notes. (9 Notes)
- 10-14. Behind the Christmas tree. (5 Notes)
- 15-26. Go inside the pot of the Christmas tree and climb it. Climb up the tree until you see a ledge with these Notes, Feathery Flap to it. (12 Notes)
- 27-30. On the thinnest present on the pile of presents. (4 Notes)
- 31-34. Surrounding the Sir Slush with Mumbo Token 4. (4 Notes)
- 35-38. Go past the presents and up the slope and you'll find these Notes. (4 Notes)
- 39-48. Jump across the islands that use to have Sir Slushes to the Giant Snowman's legs. Surrounding them are Notes. (10 Notes)
- 49-52. Go back to the entrance of the level and go up the opposite slope. Up there are some Notes. (4 Notes)
- 53-58. On the houses where you get Mumbo Token 6. (6 Notes)
- 59-77. On the Giant Snowman's scarf. (19 Notes)
- 78-85. Fly to the top of the Giant Snowman's hat. For the best Flight Pad, from where you find the sled, Shock Jump up until you reach his nose. (8 Notes)
- 86-91. On the ceiling in Mumbo's Hut. (6 Notes)
- 92-100. In the water near the houses; must be a Walrus. (9 Notes)

! 8.1.7.8. Extra Honeycombs !

1. Kill the Sir Slush near the houses (use the Flight Pad on the chimney).
2. As a Walrus, go over to where you got Notes 35-38, and talk to Wozza. Enter his cave, and jump in the icy water. Swim through and you'll find an Extra Honeycomb on the center podium.

! 8.1.7.9. Banjo Statues !

1. Go past Wozza's Cave and head behind the middle group of icicles.
2. On top of Mumbo's Hut.
3. In the small tunnel in Wozza's Cave, look behind the icicles.

! 8.1.7.10. Beehives !

1. Where you find Notes 49-52.
2. On a present near the big stack.
3. Near the start of the Giant Snowman's scarf.

! 8.1.7.11. Jiggies !

1. When you kill all the Sir Slushes, it will appear on top of the Giant Snowman's hat.
2. To get off the Giant Snowman's hat, just fall onto the lower part of the hat, and fall through the hole to land on his nose. Then fall onto the teeth. Walk inside the pipe to get it.
3. When you jump on the sled on the Giant Snowman's scarf and hit Boggy, he'll cough up a Jiggy.
4. Go over to the Christmas Tree. Beak Bust the present. The Twinklies will ask you to protect them from the Twinkly Munchers as they hop across to the tree. If 10 of them can get to the tree, they can light it for you. Attack the first Twinkly Muncher, then the 2nd, then the 3rd. When the 1st pops up attack him, then the 2nd, then the 3rd, etc., etc. When 10 have made it to the tree, go to the side, and shoot the switch with Eggs. Now Talon Trot to the presents to the Flight Pad, fly through the star at the top of the tree 3 times before time runs out. Now climb into the tree, Feathery Flap to the uppermost ledge, and then to the Jiggy.
5. Beak Bomb the Giant Snowman's buttons (they will turn transparent) all 3 of them for him to poop out a Jiggy.
6. When you visit Wozza as a Walrus, he'll give you a Jiggy just for showing up (as long as you promise not to give it to the bear).
7. Go to where you find Beehive 1 as a Walrus, and Boggy will challenge you to a race. Steer through the red slalom gates to the end to win a Jiggy.
8. If you haven't already done so, go into Gobi's Valley and learn the Turbo Talon Trot. Now go see Boggy as Banjo-Kazooie, and race him to the end. You need the Running Shoes to win. When you do, he gives you a Jiggy.
9. Get all 3 presents and return them to the igloo.
10. Get all 5 Jinjos.

! 8.1.7.12. Jinjos !

- Blue. On the Giant Snowman's broom.
Green. Behind the house with the chimney.
Orange. Return to Wozza's Cave as Banjo-Kazooie, he's on the ledge.
Purple. On the highest present.
Yellow. On the ceiling in Mumbo's Hut.
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! 8.1.7.13. Presents !

1. On the Giant Snowman's nose.
2. On an island behind the Giant Snowman.
3. Inside the Christmas Tree.

! 8.1.7.14. Witch Switch !

Kill the Sir Slush between the Christmas Tree and Giant Snowman.

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: 8.1.8. Gobi's Valley :

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! 8.1.8.1. Friends !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Trunker the Tree
4. Jinxy the Sphinx
5. Ancient One
6. Gobi the Camel
7. Grabba the Mummy Hand

! 8.1.8.2. Enemies !

1. Sand Eel
2. Bee
3. Slappa the Mummy Hand
4. Scabby the Scarab
5. Mum-Mum the Mummy

! 8.1.8.3. How to Get There !

Return to the web room, and go through the Grunty mouth's 350 Note Door. Inside, complete the puzzle for Gobi's Valley with 9 Jiggies. Return to the room with the giant vase. Smash the bricks to find Wading Boots to climb stairs and enter Gobi's Valley!

! 8.1.8.4. Bottles !

Go up the slope to the right, and then again, but this time go to the left of the pyramid with the giant Kazooie target and talk to Bottles. He'll teach you the Turbo Talon Trot.

! 8.1.8.5. Mumbo Tokens !

1. When you climb the first slope, you'll see Jinxy the Sphinx. Jump on his feet, and use his legs to get to his back. Climb the stairs, jump over his head-dress, go to his nose, Flap Flip up to the Mumbo Token.
2. Now Feathery Flap to one of the cacti in front of him. Shoot an Egg into each of his nostrils. Go inside him, and go straight.
3. Use the Wading Boots on Jinxy's tail to collect the Mumbo Token to the left of him in the sand.
4. Use the Flight Pad on Jinxy's back to Beak Bomb the giant Kazooie target. Enter the pyramid to find it.
5. Behind this pyramid, near the star door.
6. Go up the nearby slope and grab the Running Shoes. Run to the starting point of the pyramid, and trip the switch to open the door at the top. Run up the pyramid, drop down the hole, and swim over to collect the Mumbo Token.
7. Now swim down to collect the Jiggy. The water will flow out and fill the pool outside. Swim down to get the Mumbo Token.
8. When the pool is full, jump on the poles and feed the sphinxes Eggs. Feed them 3 Eggs each to raise the pyramid. Go up the stairs and Talon Trot up the pyramid to find it.
9. Enter the pyramid to find a maze. Run through it in 60 seconds. It's inside one of the pots.
10. Talon Trot to the top of the last pyramid you haven't entered. Beak Bust the switch on top of the pyramid. Enter the pyramid in 10 seconds to find a Mumbo Token.

! 8.1.8.6. Musical Notes !

- 1-5. On the slope on the pathway up from the entrance to the world. (5 Notes)
- 6-11. On Jinxy's feet. (6 Notes)
- 12-15. On the stairs that lead to Mumbo Token 8's pyramid. (4 Notes)
- 16-21. After filling the pool, swim down and collect these Notes. (6 Notes)
- 22-28. Inside Jinxy. Some are on the carpets, raise them by shooting Eggs into the mouths of the sphinxes. (7 Notes)
- 29-36. Use the Wading Boots on Jinxy's back and run around, collecting the Notes. (8 Notes)
- 37-43. Inside of the pyramid with Mumbo Token 9. (7 Notes)
- 44-47. On the stairs leading to the pyramid with Mumbo Token 10. (4 Notes)
- 48-51. On the pyramid with Mumbo Token 10. (4 Notes)
- 52-55. In the pyramid with Mumbo Token 10. (4 Notes)
- 56-57. To the left of the pyramid with Mumbo Token 10. (2 Notes)
- 58-66. Surrounding the water pool. (9 Notes)
- 67-70. On the pyramid with Mumbo Token 6. (4 Notes)
- 71-74. In the pyramid with Mumbo Token 6. (4 Notes)
- 75-76. Near the Running Shoes that you use to run to the top of Mumbo Token 6's pyramid. (2 Notes)
- 77-87. Grab the Wading Boots on the island behind Mumbo Token 6's pyramid. Go to the left and down the slope. They're in the sand. (11 Notes)
- 88-92. Ride the magic carpet by Jinxy to Gobi's Door. Collect the 5 Notes near it. (5 Notes)
- 93-100. Inside Mumbo Token 4's pyramid.

! 8.1.8.7. Extra Honeycombs !

1. Near the pyramid with Mumbo Token 10, ride the carpet over to Gobi the Camel. Beak Bust his rock to free him. Now go to the beginning of the world and Beak Bust HIM. Then go to Gobi's Door and Beak Bust him again to dislodge a Honeycomb.

2. Go back to Mumbo Token 10's pyramid, but this time behind it. Beak Bust the Honeycomb Switch and use the Flight Pad on Jinxy's back to reach the Honeycomb in the cactus.

! 8.1.8.8. Banjo Statues !

1. Use the Wading Boots on Jinxy's back, and look in the sand for the Banjo Statue.
2. Near the top entrance to Mumbo Token 6's pyramid.

! 8.1.8.9. Beehives !

- 1.* To the right of the entrance of the world.
- 2.* To the right of Mumbo Token 9's pyramid.
- 3.* Behind Mumbo Token 6's pyramid.

! 8.1.8.10. Jiggies !

1. You should have already collected this Jiggy while getting Mumbo Token 7.
2. Inside the coffin at the end of the maze.
3. Inside Mumbo Token 10's pyramid, kill the Mum-mum. Beak Bust the tiles and play memory with the characters' faces for a Jiggy.
4. Go to the Running Shoes you used to race up Mumbo Token 6's pyramid. Go to where Notes 77-87 are and jump over them. Jump onto Grabba the Mummy Hand and collect the Jiggy.
5. Inside of Jinxy, at the very top carpet.
6. When you free Gobi, he'll give you a Jiggy.
7. When you Beak Bust Gobi to water Trunker, Flap from another tree to the Jiggy.
8. Beak Bomb the Kazooie target, then enter the pyramid in 20 seconds, fart Eggs into the rotating bowl, and climb Histup's neck to the Jiggy.
9. Use the Flight Pad on Jinxy's back and fly through the head-dresses of the Ancient Ones to receive a Jiggy.
10. Get all 5 Jinjos.

! 8.1.8.11. Jinjos !

- Blue. Under the stairs to Mumbo Token 9's pyramid.
Green. In the back of Mumbo Token 10's pyramid.
Orange. On a carpet inside Jinxy.
Purple. At the end of the maze.
Yellow. Behind the entrance to the level, jump to the Golden Feather then to the Jinjo.

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: 8.1.9. Mad Monster Mansion :
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[more coming soon...]

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/ 8.2. By Item \

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: 8.2.1. Friends :

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! 8.2.1.1. Spiral Mountain !

1. Bottles the Mole
2. Tooty the Bear

! 8.2.1.2. Gruntilda's Lair !

1. Bottles the Mole
2. Brentilda the Fairy Godmother
3. Cheato the Spellbook
4. Mumbo Jumbo the Shaman
5. Dingpot the Smelly Cauldron
6. Jinjo the Dragon/Gummy Bear/Bird... Guy
7. Jinjonator the Big Blue Jinjo

! 8.2.1.3. Mumbo's Mountain !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Mumbo Jumbo the Shaman
4. Ju-Ju the Totem Pole

! 8.2.1.4. Treasure Trove Cove !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Captain Blubber the Hippo Pirate
4. Leaky the Bucket
5. Little Lockup the Small Golden Treasure Chest

! 8.2.1.5. Clanker's Cavern !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Clanker the Mechanical Whale
4. Gloop the Fish

! 8.2.1.6. Bubblegloop Swamp !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Croctus the Crocodile

4. Tanktup the Giant Turtle
5. Tiptup the Turtle
6. The Tiptup Choir
7. Mr. Vile the Crocodile
8. Mumbo Jumbo the Shaman

! 8.2.1.7 Freezeezy Peak !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Twinkly the Christmas Light
4. Twinkly Muncher the Green Monster with Buck Teeth
5. Boggy the Polar Bear
6. Groggy the Polar Bear Kid with a Hat
7. Soggy the Girl Polar Bear Kid
8. Moggy the Last Polar Bear Kid
9. Wozza the Walrus
10. Mumbo Jumbo the Shaman

! 8.2.1.8. Gobi's Valley !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Bottles the Mole
3. Trunker the Tree
4. Jinxy the Sphinx
5. Ancient One
6. Gobi the Camel
7. Grabba the Mummy Hand

! 8.2.1.9. Mad Monster Mansion !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Napper the Sleeping Ghost
3. Tumblar the Tumbler
4. Motzand the Ghost Hand
5. Loggo the Toilet
6. Mumbo Jumbo the Shaman

! 8.2.1.10. Rusty Bucket Bay !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Snorkel the Dolphin

! 8.2.1.11. Click Clock Wood !

1. Jinjo the Dragon/Gummy Bear/Bird... Guy
2. Gnawty the Beaver
3. Nabnut the Squirrel
4. Eyrie the Eagle
5. Gobi the Camel

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: 8.2.2. Enemies :

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! 8.2.2.1. Spiral Mountain !

1. Topper the Carrot
2. Bawl the Onion
3. Colliwobble the Cauliflower
4. Quarrie the Rock

! 8.2.2.2. Gruntilda's Lair !

1. Ticker the Termite
2. Gruntling the Ape/Gorilla/Beast... Guy
3. Snippet the Crab
4. Shrapnel the Water Mine
5. Grille Chompa the Grille Monster
6. Chump the Orange Piranha
7. Brown Piranhas
8. Blue Gruntling the Blue Gruntling
9. Bee
10. Sir Slush the Snowman
11. Chinker the Ice Block
12. Sand Eel
13. Scabby the Scarab
14. Mum-mum the Mummy
15. Whipcrack the Tree Root
16. Ripper the Gravestone
17. Tee-Hee the Ghost
18. Flotsam the Live Saver
19. Bigbutt the Bull
20. Black Gruntling the Black Gruntling
21. Big Clucker the Tree Bird
22. Gruntilda Winkybunion the Witch

! 8.2.2.3. Mumbo's Mountain !

1. Grublin the Ogre/Dragon... Guy
2. Bigbutt the Bull
3. Ticker the Termite
4. Conga the Gorilla

! 8.2.2.4. Treasure Trove Cove !

1. Snippet the Crab
2. Nipper the Hermit Crab
3. Shrapnel the Mine
4. Black Snippet the Black Snippet
5. Snacker the Shark
6. Yum-Yum the Clam

7. Lockup the Treasure Chest

! 8.2.2.5. Clanker's Cavern !

1. Snippet the Crab
2. Mutie-Snippet the Green Snippet
3. Grille Chompa the Grille Monster
4. Whiplash the Pink Root

! 8.2.2.6. Bubblegloop Swamp !

1. Flibbit the Red Frog
2. Piranha
3. Gold Flibbit the Gold Frog
4. BuzzBomb the Dragonfly

! 8.2.2.7. Freezeezy Peak !

1. Sir Slush the Snowman
2. Ice Guy
3. Chinker the Ice Block
4. Ticker the Termite

! 8.2.2.8. Gobi's Valley !

1. Sand Eel
2. Bee
3. Slappa the Mummy Hand
4. Scabby the Scarab
5. Mum-Mum the Mummy

! 8.2.2.9. Mad Monster Mansion !

1. Nibbly the Bat
2. Limbo the Skeleton
3. Portrait Chompa the Skeleton from a Portrait
4. Bee
5. Tee-Hee the Ghost
6. Whipcrack the Tree Root
7. Grille Chompa the Grille Monster

! 8.2.2.10. Rusty Bucket Bay !

1. Flotsam the Life Saver
2. Grimlet the Pipe with Teeth
3. Seaman Grublin the Pirate
4. Grille Chompa the Grille Monster
5. Bee

6. Snacker the Shark

! 8.2.2.11. Click Clock Wood !

1. Grublin Hood the Elf
2. Snarebear the Venus Fly Trap
3. Bee
4. Bigbutt the Bull
5. Whipcrack the Tree Root
6. Zubba the Bee
7. BuzzBomb the Dragonfly
8. Chinker the Ice Block
9. Sir Slush the Snowman

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: 8.2.3. How to Get There :
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! 8.2.3.1. Spiral Mountain !

You're here when you start the game.

! 8.2.3.2. Gruntilda's Lair !

First, learn all the moves Bottles teaches you in Spiral Mountain. Then he'll fix the bridge so you can cross it to Gruntilda's Lair.

! 8.2.3.3. Mumbo's Mountain !

First, get Jiggy 1 in Gruntilda's Lair. Now go through the right tunnel. Go right again. Put the Jiggy inside the Mumbo's Mountain picture puzzle to open the door on the mountain you passed.

! 8.2.3.4. Treasure Trove Cove !

Go back to the Lair entrance room. Use the Talon Trot to get up the slope and enter the Note Door. Go to the right and put 2 Jiggies in the Treasure Trove Cove puzzle. Climb the hill on the Grunty face. Jump down and enter the tunnel below the eyes. Flap Flip into the chest.

! 8.2.3.5. Clanker's Cavern !

To return to the Grunty floorplate room, climb the vine. Now go to the Shock Jump pad to the left and jump up to the Clanker's Cavern puzzle. Put in 5 Jiggies. Jump on top of the pipe that the water is spilling out of, and Flap Flip into the tunnel. Beak Bust the switch to raise the two pipes above water level. Cross them with the Feathery Flap and enter Clanker's Cavern.

! 8.2.3.6. Bubblegloop Swamp !

Hit the switch closer to the Clanker's Cavern entrance, and the pipe on the other end will rise. Flap Flip up, kill the Grille Chompa, and head across to hit the switch. This switch will open an underwater passage, inside is the Bubblegloop Swamp puzzle. Put in 6 Jiggies. Go to the pipe room. Talon Trot up to enter the 180 Note Door. Go left up the slope, and enter. Cross the bridge to find Bubblegloop Swamp!

! 8.2.3.7. Freezeezy Peak !

Use the Wading Boots in the tunnel near the entrance to Bubblegloop Swamp, or leave Bubblegloop Swamp as a Crocodile, and go behind the entrance to Bubblegloop Swamp. Complete the Freezeezy Peak puzzle with 7 Jiggies, then return to the room with the Grunty statue. Climb the cliffs to reach the 260 Note Door. Inside, go straight up the stairs, and into the white tunnel to enter Freezeezy Peak!

! 8.2.3.8. Gobi's Valley !

Return to the web room, and go through the Grunty mouth's 350 Note Door. Inside, complete the puzzle for Gobi's Valley with 9 Jiggies. Return to the room with the giant vase. Smash the bricks to find Wading Boots to climb stairs and enter Gobi's Valley!

! 8.2.3.9. Mad Monster Mansion !

Use the Wading Boots near the entrance to Gobi's Valley to get back through the sand. Go up the slope near the entrance to Freezeezy Peak. Open the 450 Note Door and swim to the end to the left, and hop up the ledges. Complete the picture puzzle for Mad Monster Mansion with 10 Jiggies. Return to the place with the Gobi's Valley picture puzzle, and go over through the eye tunnel. Go straight and enter Mad Monster Mansion! (But be sure to knock down the gate to the left first, you'll need it to enter Rusty Bucket Bay.)

! 8.2.3.10. Rusty Bucket Bay !

(NOTE: These directions will not work unless you left Mad Monster Mansion as a Pumpkin.) Go right through the gate... you broke it down, right? If not, go back into MMM to become Banjo-Kazooie and break it. I can wait. Anyway, go into the gate as Pumpkin and enter the dwelling and talk to Mumbo. Transform in to Banjo-Kazooie and kill the Tee-Hee with a Gold Feather. Beak Bust the coffin, then Beak Bust the switch to raise the water level. Become a Pumpkin again (and run away before Mumbo makes soup out of you) and exit. When you become Banjo-Kazooie again

a) head back to the Mad Monster Mansion picture puzzle room. Smash the gate and enter. Smash the left gate and insert the Jiggies into the Rusty Bucket Bay picture puzzle. Head out and enter Rusty Bucket Bay.

b) head back to the Mad Monster Mansion picture puzzle room, but stop halfway

there. Climb onto land. You can see the entrance to Rusty Bucket Bay... but it's not open. Climb the boxes, Feathery Flap over to the Rare box. Smash it. Hit it to raise the water level even higher. Go through through the open tunnel, smash the right gate, and complete the Jiggy. Now exit and swim inside Rusty Bucket Bay.

! 8.2.3.11. Click Clock Wood !

You must hit the switch in the Rare box. Go back to the room with the Shrapnel mine. Behind him, go through the 640 Note Door. At the end of the Whipcrack tunnel, go up the leaves near Bigbutt. Continue until you reach a switch. Hit it, then swim through the underwater passage near the entrance to Treasure Trove Cove. Complete the puzzle, then go back and enter Click Clock Wood!

[more coming soon...]

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| 9) C O O L S T U F F |
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(NOTE: If you want to use CHEAT Cheats that don't give you infinite/eggs/ice key, you can use only two. If you use a third one, Grunty will erase the file you're working on.)

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/ 9.1. 100 Red Feathers \
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Across the narrowest pathway behind the 350 Note Door is a small passageway. You must be the pumpkin from Mad Monster Mansion to get through it. Cheato will tell you to enter REDFEATHERS on the Sandcastle floor in Treasure Trove Cove. You will have 100 Red Feathers.

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/ 9.2. 20 Gold Feathers \
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In the room that links Freezeezy Peak, Rusty Bucket Bay and Click Clock Wood, jump onto the platform. Smash the grate and go through to find the last "123" switch. Hit it, jump over to the left, then swim underwater to the Rusty Bucket Bay room. Hop up the passageway, climb the stairs to find Cheato again and the GOLDFEATHERS code for the Sandcastle floor in Treasure Trove Cove. You will have 20 Gold Feathers.

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/ 9.3. 200 Blue Eggs \
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Go to the Freezeezy Peak picture puzzle as Banjo-Kazooie. Climb the hill and smash the boulder. Use the Wading Boots atop where you entered and return as a Crocodile from Bubbleloop Swamp. Get through the passageway you couldn't before to find Cheato. He'll tell you to type in BLUEEGGS on the Sandcastle floor in Treasure Trove Cove. You will have 200 Blue Eggs.

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/ 9.4. 8 Honeycomb Energy Bar \
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Go to the Sandcastle in Treasure Trove Cove and enter "CHEATANENERGYBARTOGETYOUFAR" (An energy bar to get you far). You will have 8 Honeycombs. Note that this will take away Red Honeycombs. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

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/ 9.5. 99 Mumbo Tokens \
=====

Go to the Sandcastle in Treasure Trove Cove and enter "CHEATDONTBEADUMBOGOSEEMUMBO" (Don't be a dumbo, go see Mumbo). You will have 99 Mumbo Tokens. Note that this will take away Red Honeycombs. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you finish the code, and it will show your Mumbo Tokens increasing to 99.

=====
/ 9.6. Big Arms and Feet Banjo \
=====

After getting the Jiggy from the Sandcastle in Treasure Trove Cove, go to Banjo's House. Stand on the yellow lines on the green carpet near the fireplace (NOT in the fireplace) and press C^ and look at the picture of Bottles on the wall. You will enter a Mini-Game, Bottles' Puzzles. I really suck at it. You must complete a picture of an area of the game in 100 seconds. You must complete 2 puzzles. Here are their answers:

Puzzle 1: Banjo's House

```
    01r0   02r0   03r0   04r0   08r0   05r0
06r0                                           09r0
07r0                                           10r0
11r0                                           15r0
12r0                                           14r0
    16r0   13r0   17r0   18r0   19r0   20r0
```

Puzzle 2: Boggy's Igloo

```
    06r0   12r0   05r0   09r0   02r0   01r0
08r0                                           14r0
11r0                                           03r0
16r0                                           13r0
17r0                                           19r0
    07r0   18r0   10r0   20r0   04r0   15r0
```

Key:

#=the number that the part of the puzzle you put it in. It goes in order from left to right, up to down.

Ex.:

01= Upper left-hand corner

20= Lower right-hand corner
05= Upper right-hand corner
15= Lower left-hand corner

r0=Don't rotate it.

The second cheat is BOTTLESBONUSTWO. Enter it on the Sandcastle floor in Treasure Trove Cove, and Banjo will have big arms and big feet. To restore him to his normal size, type NOBONUS.

=====
/ 9.7. Big Head Banjo \
=====

After getting the Jiggy from the Sandcastle in Treasure Trove Cove, go to Banjo's House. Stand on the yellow lines on the green carpet near the fireplace (NOT in the fireplace) and press C^ and look at the picture of Bottles on the wall. You will enter a Mini-Game, Bottles' Puzzles. I really suck at it. You must complete a picture of an area of the game in 100 seconds. You must complete 1 puzzle. Here are its answers:

Puzzle 1: Banjo's House
01r0 02r0 03r0 04r0 08r0 05r0
06r0 09r0
07r0 10r0
11r0 15r0
12r0 14r0
16r0 13r0 17r0 18r0 19r0 20r0

Key:
#=the number that the part of the puzzle you put it in. It goes in order from left to right, up to down.

Ex.:
01= Upper left-hand corner
20= Lower right-hand corner
05= Upper right-hand corner
15= Lower left-hand corner

r0=Don't rotate it.

The first cheat is BOTTLESBONUSONE. Enter it on the Sandcastle floor in Treasure Trove Cove, and Banjo will have a big head. To restore him to his normal size, type NOBONUS.

=====
/ 9.8. Big Head and Wings Kazooie \
=====

After getting the Jiggy from the Sandcastle in Treasure Trove Cove, go to Banjo's House. Stand on the yellow lines on the green carpet near the fireplace (NOT in the fireplace) and press C^ and look at the picture of Bottles on the wall. You will enter a Mini-Game, Bottles' Puzzles. I really suck at it. You must complete a picture of an area of the game in 100 seconds. You must complete 3 puzzles. Here are their answers:

Puzzle 1: Banjo's House


```

    01r0  02r0  03r0  04r0  08r0  05r0
06r0                                     09r0

07r0                                     10r0

11r0                                     15r0

12r0                                     14r0
    16r0  13r0  17r0  18r0  19r0  20r0

```

Puzzle 2: Boggy's Igloo

```

    06r0  12r0  05r0  09r0  02r0  01r0
08r0                                     14r0

11r0                                     03r0

16r0                                     13r0

17r0                                     19r0
    07r0  18r0  10r0  20r0  04r0  15r0

```

Puzzle 3: Captain's Bedroom

```

    06r0  08e2  05r0  03r1  07e2  01r1
12r0                                     14r1

11r0                                     09r0

04e2                                     13r1

17r0                                     19e2
    0211  18e2  1011  20e2  16e2  15r0

```

Key:

#=the number that the part of the puzzle you put it in. It goes in order from left to right, up to down.

Ex.:

01= Upper left-hand corner
20= Lower right-hand corner
05= Upper right-hand corner
15= Lower left-hand corner

r0=Don't rotate it.
e2=Rotate it twice either way
r1=Rotate it once to the right
l1=Rotate it once to the left

The third cheat is BOTTLESBONUSTHREE. Enter it on the Sandcastle floor in Treasure Trove Cove, and Kazooie will have a big head and big wings. To restore her to her normal size, type NOBONUS.

```

=====
/ 9.9. Boss Boom Box Bug \
=====

```

Before you fight Boss Boom Box, shoot an Egg at him. He will get up. You can battle him, but now you can Flap Flip to the Jiggy. But if you battle him, he says, "You've splintered me! Take this, I didn't want it really...", but the Jiggy will be lowered to you.

=====
/ 9.10. Break Gnawty's Boulder In Spring \
=====

Although you're supposed to break Gnawty's boulder in Summer, it's possible to break it in Spring. Stand on the ledge above it and Fart Eggs on it. If you hear a drop then a hit it didn't work. When you break it, you will see a picture of the flower, then the game will return to normal. You can swim inside. You will see a black wall that you can see through (kinda scary, Mumbo's Skull is visible), but get close and it'll turn into a white ramp. Swim up it and you'll see this big map of Click Clock Wood with no tree, except its alcoves. If you look up, you'll see everything, except for Eyrie's nest. You can drop down the hole, but if you do, you'll start at the beginning but not lose a life.

=====
/ 9.11. Break The Passageways To The Rusty Bucket Bay Picture Puzzle \
=====

Go to the Sandcastle in Treasure Trove Cove and enter "CHEATTHEGRILLEGOESBOOMTOTHESHIPPICTUREROOM" (The grille goes "Boom!" to the ship picture room). This will destroy the gate near the Mad Monster Mansion picture, and the one near the Rusty Bucket Bay picture puzzle. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.12. Cheat in Grunty's Furnace Fun \
=====

To cheat in Grunty's Furnace Fun, get a piece of paper that's blank on both sides. Talk to all Brentildas and write down what she says on a piece of paper, or print out that section on my FAQ. When near a Grunty, Joker, or Skull tile, pick up the paper and prepare to be asked. You will know the answer. For the other side, get ready to write on it when you're on a clock. If it's the Tiptup Choir, then write down the order.

=====
/ 9.13. Conga Misspells His Name \
=====

Go over to Conga as a termite, and he'll say, "Hey! This Congo's tree! Me hit termite with oranges!" I thought he would use the oranges differently, but he doesn't.

=====
/ 9.14. Everything Big Banjo \
=====

After getting the Jiggy from the Sandcastle in Treasure Trove Cove, go to Banjo's House. Stand on the yellow lines on the green carpet near the fireplace (NOT in the fireplace) and press C^ and look at the picture of Bottles on the wall. You will enter a Mini-Game, Bottles' Puzzles. I really suck at it. You must complete a picture of an area of the game in 100 seconds. You must complete 5 puzzles. Here are their answers:

Puzzle 1: Banjo's House

01r0 02r0 03r0 04r0 08r0 05r0
06r0

09r0

07r0 10r0
 11r0 15r0
 12r0 14r0
 16r0 13r0 17r0 18r0 19r0 20r0

Puzzle 2: Boggy's Igloo

06r0 12r0 05r0 09r0 02r0 01r0
 08r0 14r0
 11r0 03r0
 16r0 13r0
 17r0 19r0
 07r0 18r0 10r0 20r0 04r0 15r0

Puzzle 3: Captain's Bedroom

06r0 08e2 05r0 03r1 07e2 01r1
 12r0 14r1
 11r0 09r0
 04e2 13r1
 17r0 19e2
 02l1 18e2 10l1 20e2 16e2 15r0

Puzzle 4: Nabnut's House (Spring)

06r0 12r0 05e2 11r0 02e2 01r0
 08r1 07l1
 20r0 04r0
 09r0 13r1
 17r0 15r0
 14r0 18l1 10r0 16r1 03r0 19r0

Puzzle 5: Inside Tanktup

13r1 08r1 16e2 09r0 10r0 05r0
 01r0 18l1
 11r0 02r0
 19e2 04r0
 20r0 14r1
 06r0 12r1 03l1 15r1 17r0 07r0

Key:

#=the number that the part of the puzzle you put it in. It goes in order from left to right, up to down.

Ex.:

- 01= Upper left-hand corner
- 20= Lower right-hand corner
- 05= Upper right-hand corner

15= Lower left-hand corner

r0=Don't rotate it.

e2=Rotate it twice either way

r1=Rotate it once to the right

l1=Rotate it once to the left

The fifth cheat is BOTTLESBONUSFIVE. Enter it on the Sandcastle floor in Treasure Trove Cove, and all other Banjo codes will be activated. To restore him to his normal self, type NOBONUS.

=====
/ 9.15. Everything Big Banjo and Kazooie \
=====

After getting the Jiggy from the Sandcastle in Treasure Trove Cove, go to Banjo's House. Stand on the yellow lines on the green carpet near the fireplace (NOT in the fireplace) and press C^ and look at the picture of Bottles on the wall. You will enter a Mini-Game, Bottles' Puzzles. I really suck at it. You must complete a picture of an area of the game in 100 seconds. You must complete 6 puzzles. Here are their answers:

Puzzle 1: Banjo's House

01r0	02r0	03r0	04r0	08r0	05r0		
06r0							09r0
07r0							10r0
11r0							15r0
12r0							14r0
	16r0	13r0	17r0	18r0	19r0	20r0	

Puzzle 2: Boggy's Igloo

06r0	12r0	05r0	09r0	02r0	01r0		
08r0							14r0
11r0							03r0
16r0							13r0
17r0							19r0
	07r0	18r0	10r0	20r0	04r0	15r0	

Puzzle 3: Captain's Bedroom

06r0	08e2	05r0	03r1	07e2	01r1		
12r0							14r1
11r0							09r0
04e2							13r1
17r0							19e2
	02l1	18e2	10l1	20e2	16e2	15r0	

Puzzle 4: Nabnut's House (Spring)

06r0	12r0	05e2	11r0	02e2	01r0		
08r1							07l1
20r0							04r0

09r0 13r1

17r0 15r0

14r0 18l1 10r0 16r1 03r0 19r0

Puzzle 5: Inside Tanktup

13r1 08r1 16e2 09r0 10r0 05r0

01r0 18l1

11r0 02r0

19e2 04r0

20r0 14r1

06r0 12r1 03l1 15r1 17r0 07r0

Puzzle 6: Grunty's Bedroom

19e2 20e2 10l1 08r1 11r1 14r1

06e2 03r0

13r1 02r1

12l1 17l1

15r1 18l1

01e2 05l1 16e2 09l1 04l1 07e2

Key:

#=the number that the part of the puzzle you put it in. It goes in order from left to right, up to down.

Ex.:

- 01= Upper left-hand corner
- 20= Lower right-hand corner
- 05= Upper right-hand corner
- 15= Lower left-hand corner

r0=Don't rotate it.

e2=Rotate it twice either way

r1=Rotate it once to the right

l1=Rotate it once to the left

The fifth cheat is BOTTLESBONUSFIVE. Enter it on the Sandcastle floor in Treasure Trove Cove, and all other Banjo and Kazooie codes will be activated. To restore him to his normal self, type NOBONUS.

=====
/ 9.16. Funny Animations \
=====

To see something funny happen when you start a game, you can either plug in 3 controllers and hit A on all of them at the same time to do it, or simultaneously hit Start, Z, R, and A. Or you can do this...

^^^^^^^^^^^^^^^^^^
: 9.16.1. Game 1 :
vvvvvvvvvvvvvvvvvv

Look at Roysten the Goldfish. He will try to butt out of his bowl. Exactly on the fourth bump, hit A. Banjo and Kazooie will spring out the window.

^^^^^^^^^^^^^^^^^^^^
: 9.16.2. Game 2 :
vvvvvvvvvvvvvvvvvvvv

Do the Roysten thing again, but this time, the wall will turn around with Banjo.

^^^^^^^^^^^^^^^^^^^^
: 9.16.3. Game 3 :
vvvvvvvvvvvvvvvvvvvv

This time, listen to the Game Boy. It will go BOING! Right on the fourth BOING!, hit A and Banjo will spring out of the chair.

=====
/ 9.17. Free Mumbo Transformation \
=====

Start over your game. In Mumbo's Mountain, grab 5 Mumbo Tokens (but don't give any away), at least 50 Notes and at least 2 Jiggies. Use the Notes and Jiggies to get to Treasure Trove Cove. Grab the Jiggy from the sandcastle, then head back to Banjo's House. Do Bottles' Puzzles (see "Turn Banjo into a Washing Machine") and do this until you can become a Washing Machine. As him, go to Mumbo's Mountain, Mumbo's Hut. Transform and you will be a Termite, the sign will disappear, and you will have 100+ Mumbo Tokens. This works on any level, but you need to have the required Mumbo Tokens and you need to be a Washing Machine.

=====
/ 9.18. Funny Voices \
=====

When a character is talking and Banjo and Kazooie are in their "listening pose" (Banjo puts his arms on his side, and Kazooie comes out), hold A to make characters talk faster. It sounds funniest with Mumbo, Trunker, or Conga, and it makes Rubee sound like Apu Nahasapeemapietan from The Simpsons. It will also make Nipper sound like he's barfing. Or, to make characters talk slower, hold Z. To skip it altogether, hit B. If it doesn't work, hold L, B, and R.

=====
/ 9.19. Get The Ice Key 1 \
=====

This is for GameSharkers. Enter D0281251 0020 + 8137C4BC 43E0 on your GameShark. This is the Moon Jump code. Go to Wozza's Cave and stand below the Jinjo. Hold L and forward. Banjo will fly over the wall. He'll land in the area with the Ice Key. Collect it and Kazooie will say, "Cool! An enormous Ice Key! We should leave this for later..." In the Start Menu, go far right to find a new screen, "Stop 'n' Swop".

=====
/ 9.20. Get The Ice Key 2 \
=====

This is for non-GameSharkers. On the Sandcastle in Treasure Trove Cove, enter "CHEATNOWYOU CANSEEANICEICEKEYWHICHYOU CANGETFORFREE". (Now you can see a nice Ice Key which you can get for free) This will remove the ice wall in Wozza's

Cave. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.21. Get Your Game Back \
=====

If you accidentally delete your game, hit the "Reset" Button on the N64. This should get it back.

=====
/ 9.22. Infinite Air \
=====

Enter on the Sandcastle in Treasure Trove Cove "CHEATGIVETHEBEARLOTSOFAIR" (Give the bear lots of air). This will give you infinite air underwater. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.23. Infinite Blue Eggs \
=====

Enter on the Sandcastle in Treasure Trove Cove "CHEATBANJOBEGSFORPLENTYOFEGGS" (Banjo begs for plenty of Eggs). This will give you infinite Eggs. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.24. Infinite Gold Feathers \
=====

Enter on the Sandcastle in Treasure Trove Cove "CHEATAGOLDENGLOWTOPROTECTBANJO" (A golden glow to protect Banjo). This will give you infinite Gold Feathers. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.25. Infinite Jump \
=====

In Click Clock Wood, go to any season door. Use the Flap Flip and jump into the season symbol. He will be stuck in there as long as you keep holding A (i.e., until your thumb hurts).

=====
/ 9.26. Infinite Red Feathers \
=====

Enter on the sandcastle in Treasure Trove Cove, "CHEATNOWYOUCANFLYHIGHINTHESKY" (Now you can fly high in the sky). This will give you infinite Red Feathers. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.27. Infinite Slide \
=====

In Mad Monster Mansion, go to the room that is missing about 1/2 of the floor

as Banjo-Kazooie. Drop down and run over to them, while holding Z. Banjo will slide in the same direction as long as you keep holding Z and the Control Stick.

=====
/ 9.28. Learn How To Fly \
=====

Enter on the sandcastle in Treasure Trove Cove, "CHEATYOUWONTBESADNOWYOUCANUSETHEFLYPAD" (You won't be sad now you can use the Fly Pad). You will learn how to fly without seeing Bottles. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.29. Learn The Shock Jump \
=====

Enter on the Sandcastle, "CHEATYOULLBEGGLADTOSEETHESHOCKJUMPPAD" (You'll be glad to see the Shock Jump Pad). You will learn the Shock Jump without seeing Bottles. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.30. Make the Smokestacks Disappear \
=====

In Rusty Bucket Bay, go into the door to the machinery. Don't actually enter it, though, just stand in it. Hit C^ and the smokestacks disappear.

=====
/ 9.31. Music Bug 1 \
=====

Several areas in the game have glitchy music (the Mutie-Snipet room and around, not in, the church). When you collect Jiggies there, the music doesn't stop, so you'll hear two at the same time.

=====
/ 9.32. Music Bug 2 \
=====

In Fall, enter Gnawty's house, then leave. The music is still Gnawty music, until you go to the surface.

=====
/ 9.33. Music Bug 3 \
=====

In Grunty's Furnace Fun, beat it, but don't collect any Banjo Statues. Talon Trot back onto the board, then to the right. Collect the Banjo Statue, then the other one. After you collect the 2nd one, the GFF music doesn't stop, so you'll hear both at the same time.

=====
/ 9.34. Nabnut's Head Disappears \
=====

If you already found Nabnut's acorns, start over your game. In Fall, go up to

Nabnut, and press C^. His head will disappear.

=====
/ 9.35. Open 180 Note Door \
=====

Enter on the Sandcastle, "CHEATTHESEGORIGHTONTHROUGHNOTEDOORTWO" (These go right on through Note Door Two). The 180 Note Door will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.36. Open 260 Note Door \
=====

Enter on the Sandcastle, "CHEATNOTEDOORTHREEGETINFORFREE" (Note Door Three get in for free). The 260 Note Door will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.37. Open 350 Note Door \
=====

Enter on the Sandcastle, "CHEATTAKEATOURTHROUGHNOTEDOORFOUR" (Take a tour through Note Door Four). The 350 Note Door will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.38. Open 450 Note Door \
=====

Enter on the Sandcastle, "CHEATUSETHISCHEATNOTEDOORFIVEISBEAT" (Use this cheat, Note Door Five is beat). The 450 Note Door will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.39. Open 640 Note Door \
=====

Enter on the Sandcastle, "CHEATTHISTRICKSUSEDTOOPENNOTEDOORSIX" (This tricks used to open Note Door Six). The 640 Note Door will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.40. Open 765 Note Door \
=====

Enter on the Sandcastle, "CHEATTHESEVENTHNOTEDOORISNOWNOMORE" (The seventh Note Door is now no more). The 765 Note Door will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.41. Open Bubblegloop Swamp \
=====

Enter on the Sandcastle, "CHEATNOWINTOTHEWAMPYOUNCANSTOMP" (Now into the swamp you can stomp). Bubblegloop Swamp will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.42. Open Clanker's Cavern \
=====

Enter on the Sandcastle, "CHEATTHERESNOWHEREDANKERTHANINWITHCLANKER" (There's nowhere danker than in with Clanker). Clanker's Cavern will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.43. Open Click Clock Wood \
=====

Enter on the Sandcastle, "CHEATTHISONESGOODASYOUCANENTERTHEWOOD" (This one's good as you can enter the wood). Click Clock Wood will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.44. Open Freezeezy Peak \
=====

Enter on the Sandcastle,
"CHEATTHEJIGGYSDONESOOFFYOUGOINTOFREEZEEZYPEAKANDITSSNOW" (The Jiggy's done so off you go into Freezeezy Peak and its* snow). Freezeezy Peak will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.45. Open Gobi's Door \
=====

Enter on the Sandcastle, "CHEATADESERTDOOROPENSWIDEANCIENTSECRETSSWAITINSIDE" (A desert door opens wide, ancient secrets wait inside). Gobi's Door will open. Get the Blue ? Egg inside and the Stop 'n' Swop screen will appear. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.46. Open Gobi's Valley \
=====

Enter on the Sandcastle, "CHEATGOBISJIGGYISNOWDONETREKONINANDGETSOMESUN"
(Gobi's Jiggy is now done, trek on in and get some Sun). Gobi's Valley will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.47. Open Mad Monster Mansion \
=====

Enter on the Sandcastle, "CHEATTHEJIGGYSNOWMADEWHOLEINTOTHEMANSIONYOUCANSTROLL"
(The Jiggy's now made whole into the mansion you can stroll). Mad Monster Mansion will open. Note that when you enter it in, you will hear "Moo!" when

you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.48. Open The Coffin In The Dwelling \
=====

Enter on the sandcastle, "CHEATTHISSHOULDGETRIDOFTEHCRYPTCOFFINLID" (This should get rid of the crypt coffin lid). The coffin in the dwelling near Mad Monster Mansion will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.49. Open The Passage To The Bubbleloop Swamp Picture Puzzle \
=====

Enter on the sandcastle, "CHEATONCEITSHONEBUTTHELONGTUNNELGRILLEISNOWGONE" (Once it shone, but the long tunnel grille is now gone). The passage to the Bubbleloop Swamp picture puzzle will open. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.50. Open Treasure Trove Cove \
=====

Enter on the sandcastle, "CHEATTHISCOMESINHANDYTOOPENSOMEWHERE SANDY" (This comes in handy to open somewhere sandy). I don't know what this cheat is for, you need to be in Treasure Trove Cove to do this. Maybe those are the debug codes?

=====
/ 9.51. Open X Barrel \
=====

Enter on the sandcastle, "CHEATDONTYOUGOANDTELLHERABOUTTHESECRETINHERCELLAR" (Don't you go and tell her about the secret in her cellar). The X Barrel in the cellar in Mad Monster Mansion will open. Get the Turquoise ? Egg inside and the Stop 'n' Swop screen will still appear. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.52. Picture Glitch \
=====

I don't know how to do it, but when I was watching the Banjo-Tooie photos for the 2.5 millionth time, Banjo fell out of an alcove in Sharkfood Island, and then did what he usually did with the Feathery Flaps, then the Flap Flip, then the camera zoom, then the walking.

=====
/ 9.53. Piss Bottles Off \
=====

If you beat Grunty's Furnace Fun, or chose to do training, start over your game. When Bottles asks if you want training, press B to say No. Talk to him anyway repeatedly and he'll say about 5 messages, including a threat to erase your Game Pak. But don't hit the Reset button: he won't erase your Game Pak.

=====
/ 9.54. Raise Sharkfood Island \
=====

Enter on the sandcastle, "CHEATOUTOFTHESEAITRISESTOREVEALMORESECRETPRIZES" (Out of the sea it rises to reveal more secret prizes). Sharkfood Island will rise. Get the Pink ? Egg inside and the Stop 'n' Swop screen will still appear. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.55. Raise The Big Pipe By Clanker's Cavern \
=====

Enter on the sandcastle, "CHEATYOULLCEASETOGRIPWHENUPGOESAPIPE" (You'll cease to gripe when up goes a pipe). The big pipe by Clanker's Cavern will rise. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.56. Raise The Pipes To Clanker's Cavern \
=====

Enter on the sandcastle, "CHEATBOTHPIPESARETHERETOCLANKERSLAIR" (Both pipes are there to Clanker's lair). The two pipes to Clanker's Cavern will rise. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.57. Raise The Water Level Near Rusty Bucket Bay \
=====

Enter on the sandcastle, "CHEATUPYOUGWITHOUTAHITCHUPTOTHEWATERLEVELSWITCH" (Up you go without a hitch up to the water level switch). The water level will rise. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.58. Remove Breakable Walls \
=====

Enter on the sandcastle, "CHEATTHEYCAUSETROUBLEBUTNOWTHEYRERUBBLE" (They cause trouble but now they're rubble). The breakable walls by Gobi's Valley will break. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====
/ 9.59. Remove The Gate That Blocks The Dwelling Near Mad Monster Mansion \
=====

Enter on the sandcastle, "CHEATYOUWONTHAVETOWAITNOWTHERESNOCRYPTGATE" (You won't have to wait now there's no crypt gate). The gate by Mad Monster Mansion will break. Note that when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another moo until you enter the last letter.

=====

/ 9.60. Reveal Green ? Egg \
=====

Enter on the sandcastle, "CHEATAMIDSTTHEHAUNTEDGLOOMASECRETINTHEBATHROOM"
(Amidst the haunted gloom a secret in the bathroom). The Green ? Egg will
appear on top of Loggo the Toilet in Mad Monster Mansion will open. Note that
when you enter it in, you will hear "Moo!" when you enter in CHEAT. During the
rest, you won't hear another moo until you enter the last letter.

=====
/ 9.61. Reveal Red ? Egg \
=====

Enter on the sandcastle, "CHEATTHISSECRETYOULLBEGRABBININTHECAPTAINSCABIN"
(This secret you'll be grabbin' in the captain's cabin). The Red ? Egg will
appear on the Captain's Bed in Rusty Bucket Bay. Note that when you enter it
in, you will hear "Moo!" when you enter in CHEAT. During the rest, you won't
hear another moo until you enter the last letter.

=====
/ 9.62. Reveal The Click Clock Wood Picture Puzzle Pad \
=====

Enter on the sandcastle, "CHEATDONTDESPAIRTHETREEJIGGYPODIUMISNOWTHERE" (Don't
despair, the tree Jiggy Podium is now there). The Red ? Egg will appear on the
Captain's Bed in Rusty Bucket Bay. Note that when you enter it in, you will
hear "Moo!" when you enter in CHEAT. During the rest, you won't hear another
moo until you enter the last letter.

=====
/ 9.63. Reveal Yellow ? Egg \
=====

Enter on the sandcastle, "CHEATNOWBANJOWILLBEABLETOSEEITONNABNUTSTABLE" (Now
Banjo will be able to see it on Nabnut's table). The Yellow Egg will appear on
Nabnut's desk in Winter. Note that when you enter it in, you will hear "Moo!"
when you enter in CHEAT. During the rest, you won't hear another moo until you
enter the last letter.

=====
/ 9.64. Screw Around With Time \
=====

When you're in Click Clock Wood for the first time, don't hatch Eyrie's egg in
Spring, or make the plant. Now, in Summer, don't break Gnawty's boulder.
Eyrie's nest will be empty. So will the garden, Gobi's not there, you can't
make the plant. Don't get the Zubbas' Jiggy. In Fall, Gnawty will say, "It's a
little chilly, I wish I was inside..." The garden is the same, in the Zubba's
hive, it'll be like you got the Jiggy in Summer. Don't give Nabnut his acorns,
Eyrie's nest is the same. In Winter, swim over to Gnawty, and he'll say,
"Brrr... the water's freezing and I'm still outside, thanks to you!" If you
break Gnawty's boulder in Fall (use the same techniques as in Spring), it'll
show the same place, then Gnawty will still be outside his house saying it's
chilly, but there's another copy of him inside his house. He wants to give you
the Jiggy. If you don't get the Jiggy in Fall, then when you go inside his
house in Winter, he'll say, "You must really want this, you swam all the way
through the freezing water!"

=====
/ 9.65. See Through Dingpot \
=====

=====
Walk right up to Dingpot, so you're touching him, then press C^ and you'll see right through him.

=====
/ 9.66. See Through Nipper's Shell \
=====

After defeating Nipper, jump inside of his shell, but don't enter. Go to the left and press C^. You will see through Nipper's shell.

=====
/ 9.67. Shrapnel Always Follows You \
=====

Go to the room with the Clanker's Cavern entrance. Swim to the Bubblegloop Swamp picture puzzle, but on the way, swim directly under the Shrapnel. Once at the end, swim back. Get onto land and he will always follow you like a Zelda character! (Not following you like coming toward you, always looking at you.) He will continue to do this until you die, exit the Lair, or get right in front of his face.

=====
/ 9.68. Stay Mumbo Transformation \
=====

Enter D0281251 0020 + 8137C4BC 43E0 on your GameShark. This is the Moon Jump code. Exit a level as a transformation and go as far as you can until Mumbo says, "Mumbo magic weak. Animal turn back or magic go..." Hold L, don't land, and go through the next tunnel where there is an engulfing Jiggy. You will still be the transformation. This also works with seasons in Click Clock Wood. Fly (with L) into Mumbo's Skull, then walk back out.

=====
/ 9.69. Tall and Thin Banjo \
=====

After getting the Jiggy from the Sandcastle in Treasure Trove Cove, go to Banjo's House. Stand on the yellow lines on the green carpet near the fireplace (NOT in the fireplace) and press C^ and look at the picture of Bottles on the wall. You will enter a Mini-Game, Bottles' Puzzles. I really suck at it. You must complete a picture of an area of the game in 100 seconds. You must complete 4 puzzles. Here are their answers:

Puzzle 1: Banjo's House

01r0	02r0	03r0	04r0	08r0	05r0		
06r0						09r0	
07r0						10r0	
11r0						15r0	
12r0						14r0	
	16r0	13r0	17r0	18r0	19r0	20r0	

Puzzle 2: Boggy's Igloo

06r0	12r0	05r0	09r0	02r0	01r0		
08r0						14r0	

11r0 03r0
16r0 13r0
17r0 19r0
07r0 18r0 10r0 20r0 04r0 15r0

Puzzle 3: Captain's Bedroom

06r0 08e2 05r0 03r1 07e2 01r1
12r0 14r1
11r0 09r0
04e2 13r1
17r0 19e2
02l1 18e2 10l1 20e2 16e2 15r0

Puzzle 4: Nabnut's House (Spring)

06r0 12r0 05e2 11r0 02e2 01r0
08r1 07l1
20r0 04r0
09r0 13r1
17r0 15r0
14r0 18l1 10r0 16r1 03r0 19r0

Key:

#=the number that the part of the puzzle you put it in. It goes in order from left to right, up to down.

Ex.:

01= Upper left-hand corner
20= Lower right-hand corner
05= Upper right-hand corner
15= Lower left-hand corner

r0=Don't rotate it.

e2=Rotate it twice either way

r1=Rotate it once to the right

l1=Rotate it once to the left

The fourth cheat is BOTTLESBONUSFOUR. Enter it on the Sandcastle floor in Treasure Trove Cove, and Banjo will be tall and thin. To restore him to his normal self, type NOBONUS.

=====
/ 9.70. Turn Banjo into a Washing Machine \
=====

After getting the Jiggy from the Sandcastle in Treasure Trove Cove, go to Banjo's House. Stand on the yellow lines on the green carpet near the fireplace (NOT in the fireplace) and press C^ and look at the picture of Bottles on the wall. You will enter a Mini-Game, Bottles' Puzzles. I really suck at it. You must complete a picture of an area of the game in 100 seconds. You must complete all the puzzles. Here are their answers:

Puzzle 1: Banjo's House

01r0 02r0 03r0 04r0 08r0 05r0
06r0 09r0
07r0 10r0
11r0 15r0
12r0 14r0
16r0 13r0 17r0 18r0 19r0 20r0

Puzzle 2: Boggy's Igloo

06r0 12r0 05r0 09r0 02r0 01r0
08r0 14r0
11r0 03r0
16r0 13r0
17r0 19r0
07r0 18r0 10r0 20r0 04r0 15r0

Puzzle 3: Captain's Bedroom

06r0 08e2 05r0 03r1 07e2 01r1
12r0 14r1
11r0 09r0
04e2 13r1
17r0 19e2
02l1 18e2 10l1 20e2 16e2 15r0

Puzzle 4: Nabnut's House (Spring)

06r0 12r0 05e2 11r0 02e2 01r0
08r1 07l1
20r0 04r0
09r0 13r1
17r0 15r0
14r0 18l1 10r0 16r1 03r0 19r0

Puzzle 5: Inside Tanktup

13r1 08r1 16e2 09r0 10r0 05r0
01r0 18l1
11r0 02r0
19e2 04r0
20r0 14r1
06r0 12r1 03l1 15r1 17r0 07r0

Puzzle 6: Grunty's Bedroom

19e2 20e2 10l1 08r1 11r1 14r1
06e2 03r0
13r1 02r1

1211 1711
15r1 1811
01e2 0511 16e2 0911 0411 07e2

Key:

#=the number that the part of the puzzle you put it in. It goes in order from left to right, up to down.

Ex.:

01= Upper left-hand corner
20= Lower right-hand corner
05= Upper right-hand corner
15= Lower left-hand corner

r0=Don't rotate it.
e2=Rotate it twice either way
r1=Rotate it once to the right
l1=Rotate it once to the left

Well, that's all the puzzles. Or so says Bottles. He's a liar. Look at the picture again.

Puzzle 7: Zubba's Hive (Fall)

19e2 20r1 10e2 08r1 11r1 14r1
06e2 03r0
13r0 02r1
12e2 1711
15r1 1811
01e2 05e2 16e2 09r1 0411 07e2

The last cheat is WISHYWASHYBANJO. Enter it on the Sandcastle floor in Treasure Trove Cove, and Mumbo will transform Banjo into a Washing Machine. To restore him to his normal self, type NOBONUS.

=====
/ 9.71. Walk Underwater \
=====

Break Gnawty's Boulder in Spring, then swim inside his house. While at the surface, jump out of the water, but then Feathery Flap and land below the waterline. You should now be able to walk underwater.

=====
/ 9.72. Witch Switch Glitch \
=====

Go to a Witch Switch with a drop off near it (if you know what I mean) and Beak Bust the switch. But with your extra jump, aim yourself so you can fall off the cliff. You will be placed back in the center of the switch after the cinematic stops.

=====
/ 9.73. Witch Switch Jiggy Shortcuts \
=====

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

: 9.73.1. Freezeezy Peak :
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

You need a lot of Honeycombs for this. Beak Bomb the door where the Jiggy is in. You'll lose some health, but with each Bomb, Banjo goes a bit. If the Jiggy icon doesn't appear at the bottom of the screen, you didn't get it. Keep Bombing different places on the door until the Jiggy icon appears at the bottom of the screen.

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

: 9.73.2. Gobi's Valley :
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

Shock Jump on top of the sarcophagus outside of Gobi's Valley. Beak Bust around on it. Keep Beak Busting in different places until Banjo does the Jiggy dance.

*not a typo

| |
| 10) E N E M I E S |
| |

KEY:

- Location: Where it can be found
- Health: Number of honeycombs it takes off
- Attack: How it attacks
- Stun: How to stun it
- Kill: How to kill it:

- Punch: 1/2 Forward Roll
- Roll: Forward Roll
- Rat-a-Tat Rap, Beak Bust, or Beak Barge: 2 Rolls
- Beak Bomb: 2 Rat-a-Tat Raps, Beak Busts, or Beak Barges

=====
/ 10.1. Bawl the Onion \
=====

- Location: Spiral Mountain
- Health: 1 Honeycomb
- Attack: Bounces into you
- Stun: N/A
- Kill: 1 Roll (1 Rat-a-Tat Rap in air)

They bounce around, just Roll into them. I also could've sworn I've seen one float. For those use the Rat-a-Tat Rap.

=====
/ 10.2. Bee \
=====

- Location: Gruntilda's Lair, Gobi's Valley, Mad Monster Mansion, Rusty Bucket Bay, Click Clock Wood
- Health: 1 Honeycomb
- Attack: Flies into you
- Stun: Leave the Beehive alone

Kill: 1 Gold Feather

They guard Beehives. You can avoid them by smashing the Beehive, then running away without Talon Trot, then Talon Trotting back in and getting the Honeycombs. You can kill them with Gold Feathers, though.

=====
/ 10.3. BigButt the Bull \
=====

Location: Gruntilda's Lair, Mumbo's Mountain, Click Clock Wood
Health: 1 Honeycomb
Attack: Charges at you
Stun: 4 Rolls
Kill: N/A

He runs around. You can't kill him, but attack him repeatedly to stun him, or use Talon Trot to avoid him.

=====
/ 10.4. Big Clucker the Tree Bird \
=====

Location: Gruntilda's Lair, Click Clock Wood
Health: 2 Honeycombs
Attack: Bites you
Stun: N/A
Kill: 1 Roll

They live in the holes in the trees, just roll past them. They may die, or you'll avoid them.

=====
/ 10.5. Black Gruntling the Black Ape/Gorilla/Beast... Guy \
=====

Location: Gruntilda's Lair
Health: 1 Honeycomb
Attack: Runs at you
Stun: N/A
Kill: 3 Rolls

They are rare but powerful. They take 3 Rolls to kill.

=====
/ 10.6. Black Snippet the Black Crab \
=====

Location: Treasure Trove Cove
Health: 1 Honeycomb
Attack: Runs at you
Stun: 2 Rolls
Kill: 4 Rolls
Kill for 2 Honeycombs: 1 Gold Feather

He's in the Sandcastle. He takes 2 Rolls to flip over, then 2 more to kill him. Or a Beak Barge to flip him over, then another to kill him. Or you can use a Gold Feather to kill him for 2 Honeycombs.

=====

/ 10.7. Blue Gruntling the Blue Ape/Gorilla/Beast... Guy \
=====

Location: Gruntilda's Lair
Health: 1 Honeycomb
Attack: Runs at you
Stun: N/A
Kill: 3 Rolls

They are a less powerful image of the Black Gruntling. They take 2 Rolls to kill.

=====
/ 10.8. Boom Box the TNT Box \
=====

Location: Rusty Bucket Bay
Health: 1 Honeycomb
Attack: Bounces into you
Stun: N/A
Kill: 3 Eggs (1 Roll also but cause damage), or run around

They just stand there, looking innocent, but when you get close to them, they start to chase you. They die if they touch you, but you lose a Honeycomb. Run around they will kill themselves, or shoot them with Eggs.

=====
/ 10.9. Boss Boom Box the Large Box \
=====

Location: Rusty Bucket Bay
Health: 1 Honeycomb
Attack: Bounces into you
Stun: N/A
Kill: 4 Rolls on the big one, 3 Rolls on the next ones, 2 Rolls on the next ones, 1 Roll on the last ones

He won't let you have his Jiggy. You must attack him 4 times and he splits into 2 boxes. These boxes each take 3 hits to split into 2 boxes. These boxes will take 2 hits before they split into 2, and these boxes take one hit before they die.

=====
/ 10.10. BuzzBomb the Dragonfly \
=====

Location: Gruntilda's Lair, Bubbleloop Swamp, Click Clock Wood
Health: 1 Honeycomb
Attack: Dive-bombs you
Stun: N/A
Kill: 1 Rat-a-Tat Rap
Kill for 2 Honeycombs: 1 Bite with Crocodile

They fly around, try a Rat-a-Tat Rap. If they hit you, they will laugh. You can kill them by biting them as the Crocodile for 2 Honeycombs.

=====
/ 10.11. Chinker the Ice Block \
=====

Location: Gruntilda's Lair, Freezeezy Peak, Click Clock Wood

Health: 1 Honeycomb

Attack: Spins at you

Stun: N/A

Kill for 2 Honeycombs: 2 Rolls for the big one, 1 Roll for the small ones, 1 Bite with Crocodile for the big one, 1 Bite with Crocodile for the small ones

They will get up and spin at you. I recommend you Rat-a-Tat Rap him, and he splits into two. Roll into these, or Flap Flip up and Beak Bust them. These must be rest of George and Mildred from Banjo-Tooie's family...

=====
/ 10.12. Chump the Fish \
=====

Location: Gruntilda's Lair, Rusty Bucket Bay

Health: 1 Honeycomb

Attack: Bites you

Stun: N/A

Kill: 3 Eggs

They swim in the water. If you enter the water, they will start rushing at you to bite you. You can kill them by farting Eggs on them, but I just try to avoid them...

=====
/ 10.13. Colliwobble the Cauliflower \
=====

Location: Spiral Mountain

Health: 1 Honeycomb

Attack: Flies, attempting to hit you

Stun: N/A

Kill: 1 Rat-a-Tat Rap

They can't hurt you, so I usually avoid them, but if you need to jump and hit one, you'll get hurt. Rat-a-Tat Rap if that happens.

=====
/ 10.14. Conga the Gorilla \
=====

Location: Mumbo's Mountain

Health: 1 Honeycomb

Attack: Throws oranges at you

Stun: Don't get both Jiggies

Defeat: 3 oranges on the pads, 3 Eggs

He is the Boss of Mumbo's Mountain. Lure his oranges onto the pads, then get on the stump near him and shoot Eggs at him, 1 at a time.

=====
/ 10.15. Flibbit the Frog \
=====

Location: Bubbleloop Swamp

Health: 1 Honeycomb

Attack: Hops into you

Stun: N/A

Kill: 1 Roll

Kill for 2 Honeycombs: 1 Bite with Crocodile

They bounce around. They can be killed with a Roll or Rat-a-Tat Rap, but it may be easier to use 2 Eggs or 2 Claw Swipes. Or, you can bite them with the Crocodile to make them leave 2 Honeycombs.

=====
/ 10.15. Flotsam the Life Saver \
=====

Location: Gruntilda's Lair, Rusty Bucket Bay
Health: 1 Honeycombs
Attack: Bounces into you
Stun: N/A
Kill: 2 Rolls

They bounce at you. Use a Rat-a-Tat Rap for the best results and you will pop them, making them fart out their air.

=====
/ 10.16. Golden Flibbit the Golden Frog \
=====

Location: Bubbleloop Swamp
Health: 1 Honeycomb
Attack: Hops into you
Stun: N/A
Kill: 2 Rolls
Kill for 2 Honeycombs: 1 Bite with Crocodile

Use the same tactics as the normal Flibbit, but they take twice as many hits! Beat them easily as the Crocodile.

=====
/ 10.17. Grille Chompa the Grille Monster \
=====

Location: Gruntilda's Lair, Clanker's Cavern, Mad Monster Mansion, Rusty Bucket Bay

The rest of the information is the exact same thing as the Big Clucker. But in Loggo the Toilet, you're a defenseless Pumpkin! So to get their items, get close to the hole. When he goes back in, run past.

=====
/ 10.18. Grimlet the Pipe \
=====

Location: Rusty Bucket Bay
Health: 1 Honeycomb
Attack: Bites you
Stun: Egg as it goes down
Kill: N/A

They are invincible. However, if you're quick, you can stun them with an Egg in its mouth as it's about to come down. To distinguish them from normal pipes, they are lighter, and have purple innards. When you get close, they show their teeth and make a noise.

=====

/ 10.19. Grublin the Ogre/Dragon... Guy \
=====

Location: Mumbo's Mountain
Health: 1 Honeycomb
Attack: Charges at you
Stun: N/A
Kill: 1 Roll

They charge fast, but can easily be killed with a Roll.

=====
/ 10.20. Grublin Hood \
=====

Location: Click Clock Wood
Health: 1 Honeycomb
Attack: Charges at you
Stun: N/A
Kill: 2 Rolls

They charge as fast as normal Grublins. But they are twice as powerful in hits. The best way to battle them is the Rat-a-Tat Rap.

=====
/ 10.21. Gruntilda Winkybunion the Witch \
=====

Location: Gruntilda's Lair
Health: 1 Honeycomb
Attack: Charges at you, shoots fireballs at you, uses a homing missile on you
Stun: Avoid her charge for a while
Defeat for 4 Honeycombs in all: 4 Rat-a-Tat Raps, then 12 Eggs, then 4 Beak Bombs, then 4 Jinjos (each taking 3 Eggs), then 1 Jinjonator (taking 24 Eggs)

The final Boss of the game, She'll swoop down on her broomstick, avoid her by jumping with the Talon Trot. When she stops, use the Rat-a-Tat Rap on her. Now she'll toss a fireball at you, run AFTER she throws it. Gruntilda is smarter than Conga, so if you keep running before she throws it, and continue running in the same direction, it'll hurt you. Do this 3 more times and she'll drop a Honeycomb, get it if you need it or save it for later. And she'll shoot a white fireball at you. You can't avoid it, so use a Gold Feather to stop it. She'll move out of the arena where you can't reach her. She'll continuously throw fireballs at you, avoid them by standing behind the ledges. When she stops throwing fireballs, jump onto the ledge and shoot 3 Eggs at her. If they all hit, she'll move to another spot. If you run low on Eggs, get the ones on the sides of the stage. They re-appear soon. After 4 Egg-shooting attacks, she'll drop a Honeycomb and do an unavoidable white fireball. Bottles will send you a Flight Pad. Use it to get up and Beak Bomb her. You can Beak Bomb in front of her, or while she stops, but the best time to Beak Bomb her is when she's throwing fireballs, because she's a sitting duck (quack, quack). Then she throws more fireballs and speeds up, she's still a sitting duck (quack, quack again) so try to Beak Bomb quickly. After 4 Beak Bombs she'll drop a Honeycomb, and hide under an invulnerability shield. Don't waste time, ammo, or health trying to get through it, none of Banjo and Kazooie's attacks can break it. Go down to land and avoid the fireballs she throws. 4 of the Jinjo statues (orange, green, purple, yellow) will pop up. You must shoot 3 Eggs into each of their holes (stop laughing) while avoiding Grunty's fireballs. The first one you activate is a cinematic, she won't throw any fireballs while he homes in on her. He was able to make it through Grunty's shield! The other three are not

cinematics. The last one will destroy Grunt's broomstick. It will leave behind a Honeycomb. She'll fall onto a ledge and throw about 5 fireballs at you, then the unavoidable one. The Jinjonator (why does he sound like a normal Jinjo?) will come up. She'll throw the same fireballs, when she's done, shoot 6 Eggs into one of his holes (I said stop laughing). You should have enough time to fill his first hole (it'll close when it's full) before she throws fireballs again. Do this to all his holes. He'll knock her off the roof, while she throws a green fireball at you. It'll miss. (NOTE: To defeat her multiple times without playing through the game over again, before you shoot the last Eggs into the Jinjonator, hit Reset on the N64. If you wait till the cinematic, you will see the ending/nothing will happen when you jump into Dingpot. The game saves itself when you turn it off, like in Kirby's Dreamland 2.)

=====
/ 10.22. Gruntling the Ape/Gorilla/Beast... Guy \
=====

Location: Gruntilda's Lair
Health: 1 Honeycomb
Attack: Runs at you
Stun: N/A
Kill: 1 Roll

These are a less powerful image of the other Gruntlings. Just simply Roll into him.

=====
/ 10.23. Ice Guy \
=====

Location: Freezeezy Peak
Health: 1 Honeycomb
Attack: Freeze the water
Stun: N/A
Kill: N/A

Just stay out of the icy water or they will freeze you. This doesn't affect you when you're a Walrus.

=====
/ 10.24. Limbo the Skeleton \
=====

Location: Mad Monster Mansion
Health: 1 Honeycomb
Attack: Runs at you
Stun: 1 Roll
Kill: 1 Gold Feather

These skeletons patrol a few areas in Mad Monster Mansion. They can be attacked, but they will break. They will put themselves back together soon. Use a Gold Feather to kill them.

=====
/ 10.25. Lockup the Treasure Chest \
=====

Location: Treasure Trove Cove
Health: 1 Honeycomb
Attack: Bites you

Stun: They just stand there
Kill: N/A

They hide treasure from you. You must Flap Flip inside carefully, not touching the teeth, to get the items.

=====
/ 10.26. Mum-Mum the Mummy \
=====

Location: Gruntilda's Lair, Gobi's Valley

The rest of the info is the exact same thing as the Limbo, except when they are stunned, they curl up.

=====
/ 10.27. Nibbly the Bat \
=====

Location: Mad Monster Mansion
Health: 1 Honeycomb
Attack: Flies into you
Stun: N/A
Kill: 1 Rat-a-Tat Rap

They hang on ledges on the walls. Best way to kill them is the Rat-a-Tat Rap as they fly at you.

=====
/ 10.28. Nipper the Hermit Crab \
=====

Location: Treasure Trove Cove
Health: 1 Honeycomb
Attack: Pinches you
Stun: N/A
Kill: 3 Rat-a-Tat Raps

He owns Treasure Trove Cove. Wait for him to stop pinching, then Talon Trot up and Rat-a-Tat Rap him in the face, then run.

=====
/ 10.29. Piranha \
=====

Location: Bubbleloop Swamp
Health: 1 Honeycomb
Attack: Bite you
Stun: N/A
Kill: N/A

They infest the swamp. They will bite you unless you are a Crocodile.

=====
/ 10.30. Portrait Chompa the Portrait Skeletons \
=====

Location: Mad Monster Mansion

The rest of the info is the exact same thing as the Big Clucker or Grille

Chompa.

=====
/ 10.31. Quarrie the Rock \
=====

Location: Spiral Mountain
Health: 0 Honeycombs
Attack: N/A
Stun: They just sit there
Kill: 1 Beak Barge

They just sit there, probably the easiest enemies in the game, not really enemies, but they're mentioned as characters in the Character Parade. They are just for target practice, use the Beak Barge.

=====
/ 10.32. Ripper the Gravestone \
=====

Location: Gruntilda's Lair, Mad Monster Mansion
Health: 1 Honeycomb
Attack: Run at you
Stun: N/A
Kill: 4 Rolls

These guys patrol the area around the church in Mad Monster Mansion, and the area near Mad Monster Mansion in Gruntilda's Lair. They will pop up out of the ground if you get too close. To distinguish them from normal gravestones, they are all gray, and in Gruntilda's Lair, they don't have Red Feathers on top (except for Brentilda's). The best way to fight them is with the Rat-a-Tat Rap.

=====
/ 10.33. Sand Eel \
=====

Location: Gruntilda's Lair, Gobi's Valley
Health: 1 Honeycomb
Attack: Burn you
Stun: N/A
Kill: N/A

They live in hot sand, only they can survive there. Just avoid the sand.

=====
/ 10.34. Scabby the Scarab \
=====

Location: Gruntilda's Lair, Gobi's Valley

The rest of the info is the exact same thing as the BuzzBomb, except for the Crocodile part.

=====
/ 10.35. Seaman Grublin the Green Pirate \
=====

Location: Rusty Bucket Bay

The rest of the info in the exact same thing as the Grublin Hood.

=====
/ 10.36. Shrapnel the Mine \
=====

Location: Gruntilda's Lair, Treasure Trove Cove
Health: 2 Honeycombs
Attack: Swims after you
Stun: 2 Eggs
Kill for 2 Honeycombs: 3 Eggs

They guard places like the Sandcastle and the Bubbleloop Swamp picture puzzle. They are like a water version of the Boom Box, only more powerful. I used to be afraid of them. If you get close to them, they will swim toward you. They explode on contact, leaving 2 Honeycombs, and now matter how long you let them chase you, they don't explode. As I said, more powerful than the Boom Box. They can be killed by luring them to the edge of the pool (they aren't that smart, they follow you even after you exit the pool), then farting Eggs on them. They leave 2 Honeycombs. They can't go underwater though.

=====
/ 10.37. Sir Slush the Snowman \
=====

Location: Gruntilda's Lair, Freezeezy Peak, Click Clock Wood
Health: 1 Honeycomb
Attack: Throws snowballs at you
Stun: N/A
Kill for 1 Honeycomb and sometimes another item: 1 Beak Bomb on the red X on his hat

When you hear them laugh, they're ready to aim their snowballs. Run to avoid them. It's best to avoid them, but they can get really annoying, plus if you don't kill them, you won't stand a chance of getting all the collectibles in Freezeezy Peak. You must Beak Bomb the red X on their hats, that is the only way. Not even Golden Feathers will work, and Rat-a-Tat Rapping/shooting the X is out of the question. They got the way you kill them from Frosty the Snowman. "There must've been some magic in that old silk hat they found, for when they put it on his head he began to dance around!" When they took the hat off him, he stopped. So for the Sir Slushes, they die when they lose their hats. They won't just leave a Honeycomb, they can leave something else, a Mumbo Token, an Extra Honeycomb, a Banjo Statue, even a Jiggy! (Sorry it's so long, everyone thinks my favorite enemy is the Shrapnel)

=====
/ 10.38. Slappa the Mummy Hand \
=====

Location: Gobi's Valley
Health: 1 Honeycomb
Attack: Slaps you
Stun: Lure it onto the ground
Kill: 1 Beak Bust while it's on the ground.

They will come up at you, and slap you. You can attempt to Rat-a-Tat Rap them beforehand, but it's easiest to wait till they slap you, then run, then Beak Bust them.

=====
/ 10.39. Snacker the Shark \
=====

=====
Location: Treasure Trove Cove, Rusty Bucket Bay
Health: 1 Honeycomb
Attack: Bites you
Stun: N/A
Kill for 3 Honeycombs: 3 Eggs or 1 Gold Feather

He lives on the offshore waters. You can avoid him by jumping on islands and things, but you can stay out of the water, but if you want 100%, you must go into the water. You can defeat him with 3 farted eggs or a Gold Feather for 3 Honeycombs, but he comes back soon, when it takes 1 Egg to defeat him.

=====
/ 10.40. Snippet the Crab \
=====

Location: Gruntilda's Lair, Treasure Trove Cove, Clanker's Cavern
Health: 1 Honeycomb
Attack: Runs into you
Stun: 1 Roll
Kill: 2 Rolls
Kill for 2 Honeycombs: 1 Beak Bust or 1 Gold Feather

They patrol Treasure Trove Cove, and they have also been accidentally eaten by Clanker. They can be killed with 1 Roll to flip him over, then another one to kill him, but if you Beak Bust him or use a Gold Feather while he's not flipped over, you get two Honeycombs.

=====
/ 10.41. Tee-Hee the Ghost \
=====

Location: Gruntilda's Lair, Mad Monster Mansion
Health: 1 Honeycomb
Attack: Flies into you
Stun: N/A
Kill: 1 Gold Feather

They used to be a pain in the ass, but I've found them quite easy to kill. The only way is to use a Gold Feather. But if you lack Gold Feathers, then run. Like the Bees, Banjo can outrun them, but I still suggest using Kazooie.

=====
/ 10.42. Ticker the Termite \
=====

Location: Gruntilda's Lair, Mumbo's Mountain, Freezeezy Peak
Health: 1 Honeycomb
Attack: Runs into you
Stun: N/A
Kill: 1 Roll

These guys will be overestimated and underestimated. If you haven't played the game before, and are just reading this FAQ because you want to learn about the game, then press Alt+F4 and all of the game's secrets will come to you. And you will think, "Termites? They've gotta be easy!" But when you play the game, they look giant, so you think, "I was wrong. They'll be tough!" But they aren't. Just a single Roll will kill them. They don't charge at you.

=====
/ 10.43. Topper the Carrot \
=====

The rest of the info is the exact same thing as the Bawl, except these never float.

=====
/ 10.44. Whipcrack the Tree Root \
=====

Location: Gruntilda's Lair, Mad Monster Mansion, Click Clock Wood
Health: 1 Honeycomb
Attack: Whips you
Stun: They sit there
Kill: 3 Eggs

These guys are easy to avoid. They can, if possible, be killed with 3 Eggs. Like the Shrapnel and the Sir Slush, their job is to guard treasure.

=====
/ 10.45. Whiplash the Pink Root \
=====

Location: Clanker's Cavern
Health: 1 Honeycombs
Attack: Whips you
Stun: They just sit there
Kill: N/A

They are like the Whipcrack, but they are mostly underwater, and as far as I know, you can't kill them.

=====
/ 10.46. Yum-Yum the Clam \
=====

Location: Treasure Trove Cove
Health: 1 Honeycomb, 1 Egg, 1 Red Feather
Attack: Bounces into you
Stun: N/A
Kill: 2 Rolls

I hate these guys. They hop around trying to eat you. If they do, you will not only lose 1 Honeycomb, but also one Egg and one Red Feather. If you can get them back before they eat them, great! You can Rat-a-Tat Rap them, but I usually fart 2 Eggs on them, or fly above them and Beak Bust them.

=====
/ 10.47. Zubba the Bee \
=====

Location: Click Clock Wood
Health: 1 Honeycomb
Attack: Flies into you
Stun: N/A
Kill: 1 Rat-a-Tat Rap

They will try to sting you. It's easy to avoid them, but you won't be able to beat Click Clock Wood without killing them. So use the Rat-a-Tat Rap. Too hard?

Then try Gold Feathers!

| |
| 11) F A Q S |
| |

This section will have the questions that you ask me, and are worth answering, like "How many Musical Notes are in each season in Click Clock Wood?"

=====
/ 11.1. Re: BK FAQ \
=====

From: Joca64 (joca64@yahoo.com)

Q: 6.3 Mumbo's Mountain, "Banj' I Am" - Is this intentional?

A: Yes. It's a "Sam I Am" parody.

Q: 6.21 Rusty Bucket Bay, "Don't try for the Eggs." - Is this a real sentence?

A: Yes. It means "Don't try to get the Eggs".

Q: 15.1 Thanks, "HO~ly crap" - Is this intentional?

A: Oh yeah.

Q: What's the difference between the "Bear"-Boned Walkthrough and Walkthrough sections? They look exactly the same.

A: The "Bear"-Boned Walkthrough is a step-by-step Separate Strategies section.

=====
/ 11.2. Banjo-Kazooie \
=====

From: Angelica (theiverysaint@sympatico.ca)

Q: I am missing 3 Notes in Click Clock Wood. Where are groups of 3 Notes?

A: - In Summer, on the path to the Zubba's hive.

- In Fall, on a Snarebear near Bigbutt.

- In Fall, on a Snarebear between the entrance to Fall and Mumbo's Skull.

=====
/ 11.3. banjo kazooie \
=====

From: DEAD MAN inc (demomanz87@hotmail.com)

Q: I beat the game and tried to talk to Dingpot to learn his Grunty gossip, but it didn't work.

A: You need to have not beaten Grunty, and stand next to Dingpot (don't jump inside him, just stand next to him).

| |
| 12) S M A R T A N S W E R S T O S T O O P I D Q U E S T I O N S |
| |

This section will have the questions you ask that everyone knows the answer to, like, "What's the name of the shaman?"

[none yet...]

| |
| 13) C O M E D Y Q U E S T I O N S / S T U P I D E - M A I L | |
| |

=====

/ 13.1. Comedy Questions \
=====

This is the questions you ask me, which are poorly written, like "dU ouy ecALL de conservashion wis BANjio, aNt dingvut?" If you can't read this, neither can I. This does not count for slight spelling errors, like, "Do you rcall the conversatin with Banjo and DingPot?" This is also for false questions, like "I know how to go to Mad Monster Mansion and pick up the floorboards and bash Napper on the head so he says, 'Who bashed Napper while he's sleeping, I can hear something in my head beeping!' and he leaves you the Triforce, but how do I give the Triforce to Link?" and also for mix-ups, like "How many Deku Seeds does it take to defeat Conga?" or something everyone knows that you can't, like, "How do you unlock Stop 'n' Swop?"

[none yet...]

=====

/ 13.2. Stupid E-mail \
=====

This is stupid stuff which isn't questions like, "Everyone knows Kazooie is a boy! And all those times, you say he's a girl!" Also poorly written contributions, like, "uOy miZsd u minmbO tohKIN ni dam Manstri mOHnshiOOOOOOOOOOOn!!!!@#@#@#@#@#?????????"

[none yet...]

| |
| 14) C O N T A C T I N F O | |
| |

You may e-mail me any questions at n64kg@netzero.net. You may also contribute, but see the Separate Strategies section and wait till I put that up.

| |
| 15) C R E D I T S | |
| |

=====
/ 15.1. Thanks to \
=====

Baby Myuu (lacdragon@netzero.net)-The fourth member of the GameFAQs Clean-Up Crew (the other members are SLIDERno23, me, and Joca64), she was the proofreader. She also told me what to put for Gobi's character in the Characters section, and found out about a Mumbo Token in Treasure Trove Cove and a Beehive in Clanker's Cavern. She also translated this FAQ in many different languages. She also had the idea for the contest, including supplying the hot dogs.

Joca64 (joca64@yahoo.com)-My pen pal, I got the Note formats from his Banjo-Kazooie FAQ at gamefaqs.com, and before I finished the first version, he looked over it! (But don't tell him anything about Banjo-Tooie, he prefers to discover himself)

A bunch of other people-For the contest MIDIs. HO~ly crap.

Dallas (sdallas19@yahoo.com)-For the idea of the "Bear"-Boned Walkthrough.

Croco (croco64@yahoo.com)-For the idea of the Next Update section.

Kobalt (jdb_001@hotmail.com)-For the idea of the Backlog section.

GavLuvsGA (GavLuvsGA@aol.com)-His FAQ told me how to get two Mumbo Tokens in Rusty Bucket Bay.

=====
/ 15.2. Special thanks to \
=====

Donkey Kong Song (n64kg@netzero.net)-I wrote 99% of this FAQ!

Nintendo-For producing the game

Rare-For making the game

CJayC (gamefaqs@gamefaqs.com)-For making GameFAQs.com.

Peter Judson (email forgotten)-For trusting to update my FAQ at Neoseeker.com.

Microsoft-For making Windows ME and WordPad that I wrote this FAQ on.

Al Gore-For inventing the Internet

=====
/ 15.3. Links \
=====

GameFAQs (www.gamefaqs.com)-This huge vault has like 18,000+ files and links about video games. I will be getting the direct URL for the Banjo-Kazooie pages.

Rareware.com (www.rareware.com)-This is the websites made by the masterminds of Perfect Dark, Jet Force Gemini, Donkey Kong Country, Banjo-Kazooie, and many other tiles. Banjo-Kazooie page link coming soon.

Banjo-Tooie Hive (www.bthive/homestead.com)-This is the only un-official site so far in my links. This is a really cool Banjo-Kazooie/Tooie site, so you should go here.

IGN.com (www.ign.com)-They have tons of codes for games. I don't have the Banjo-Kazooie page link, but the N64 link is www.ign64.com

Cheat Code Central (www.cheatcc.com)-They have even more codes than ign.com. BK link come soon.

Game-Revolution (www.game-revolution.com)-This sites sucks so much, but the pictures are cool. Arg, BK link coming soon.

Nintendo.com (www.nintendo.com)-For old and new Nintendo game info and stuff. The Banjo-Kazooie page link, is none other than www.banjo-kazooie.com.

Neoseeker (www.neoseeker.com)-This is another huge vault, but not as huge as GameFAQs. They seem to be able to keep my FAQ updated, again I don't have the BK page link.

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/ 15.4. Items \
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Computer-I typed this on the computer
N64 and Banjo-Kazooie-I played Banjo-Kazooie on the N64 and figured out
everything for this FAQ

| |
| 16) C O N C L U S I O N |
| |

Well, that's the end of this FAQ. I'm sorry, but if you can't beat
Banjo-Kazooie with this guide, if it's not because the Separate Strategies
section is incomplete, you are just plain stupid.

Also, in the legal stuff at the top, there's a hidden thing. See if you can
find it and I'll e-mail you my collection of Banjo-Kazooie/Tooie MIDIs. Many
will enter, but only 20 will win (shows Gruntilda) and none of them will be
her. 20 runners-up will win a silver hot dog. No purchase necessary. Void where
prohibited. (So, you want a Precioustone?) See box label for details.

Contest Winners:
Ken Weatherwax <wxwax_2000@yahoo.com>

Runners-up:
[none yet...]

Coming soon to GameFAQs/Neoseeker:

Banjo-Tooie FAQ/Walkthrough
Gex 3: Deep Cover Gecko FAQ/Walkthrough
Logical Journey of the Zoombinis FAQ/Walkthrough
The Legend of Zelda: Majora's Mask Items FAQ
The Legend of Zelda: Ocarina of Time Chest FAQ

Maybe...

Pokémon Snap FAQ/Walkthrough
Kirby's Dreamland FAQ/Walkthrough
Kirby's Dreamland 2 FAQ/Walkthrough
Monty Python's Complete Waste of Time Demo FAQ/Walkthrough
Sonic Adventure FAQ/Walkthrough

Sorry I couldn't make a Zelda: OOT FAQ/Walkthrough, as there are already too
many there, so I'll just list one fact...

Link is a pimp!

- Donkey Kong Song -

Backlog:

Separate Strategies:

By Area:

100% of Mad Monster Mansion
100% of Rusty Bucket Bay
100% of Click Clock Wood

By Item:

100% of Mumbo Tokens
100% of Mumbo's Huts
100% of Notes
100% of Banjo Statues
100% of Extra Honeycombs
100% of Red Honeycombs
100% of Beehives
100% of Jiggies
100% of Jinjos
100% of Brentildas
100% of Cheatos
100% of Warp Cauldrons
100% of Answers to Grunty's Furnace Fun
100% of Croctuses
100% of Presents
100% of Caterpillars
100% of Acorns

Next Update:

- * Mad Monster Mansion in Separate Strategies (By Area)
- * Rusty Bucket Bay in Separate Strategies (By Area)
- * Mumbo Tokens in Separate Strategies (By Item)
- * Mumbo's Huts in Separate Strategies (By Item)
- * More Items and Secrets I find out
- * Maybe more Questions and Contest Winners