

# Banjo-Kazooie FAQ/Walkthrough

by KrocTheDoc

Updated to v1.16 on Jul 16, 2014

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"Banjo-Kazooie"

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|                                     |
|             ~~FAQ/Walkthrough~~   |
|             ~~Created October 18, 2009~~ |
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| RATED E (FOR EVERYONE) |           "By Wiej"           | Version 2.16 | XBLA |
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|                                     |
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No.	Name	Search	Description
(01)	Version History	VERS	A description of the FAQ updates.
(02)	Introduction	INTRO	The introduction to this FAQ.
(03)	Game Basics	BASICS	The basic skills and info you need.
3a	Story	STORY	The story behind the game.
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(04)	Walkthrough	WALKTH	The guide on how to finish the game.
4a	Spiral Mountain	MOUNTAIN	The start of the game.
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| in the cheat that opens Freezeezy Peak. Merry Christmas  
| everyone!

+-----+

+-----+  
| January 5, 2007 | Version 1.02 |

+-----+

| OMFG. George Homandor sent in the information about the  
| messed up cheat. I'm sorry George for not giving you credit.  
| It completely slipped my mind. Anyway, here's an update to  
| give you credit for your fabulous work.

+-----+

+-----+  
| August 14, 2008 | Version 1.03 |

+-----+

| Added T in the legend for time square for the Furnace Fun  
| and fixed the sandcastle floor map for Treasure Trove Cove.

+-----+

+-----+  
| October 31, 2008 | Version 1.04 |

+-----+

| Fixed a mistake in the GOLDFEATHERS cheat. Thanks to  
| sam-del\_567@hotmail.com for correcting this mistake.

+-----+

+-----+  
| October 31, 2008 | Version 1.05 |

+-----+

| Fixed a mistake in the Ice Key cheat. Thanks to  
| maxpower592@yahoo.com for correcting this mistake.

+-----+

+-----+  
| October 28, 2009 | Version 2.05 |

+-----+

| This is the refurbished edition of my Banjo-Kazooie FAQ,  
| modified for the Xbox 360 version of the game. Additional  
| information/changed information pertaining to the Xbox 360  
| version has been added and the FAQ has been polished. I've  
| corrected typos, added ASCII art at the top, changed the  
| layout, and cleaned up bad paragraphing and descriptions.  
| Enjoy.

+-----+

+-----+  
| November 22, 2009 | Version 2.06 |

+-----+

| Fixed a minor error about the B button and corrected a  
| typo.

+-----+

+-----+  
| July 15, 2014 | Version 2.16 |

+-----+

| Made a few minor corrections to the walkthrough and moved some  
| subsections from the GAME BASICS chapter to the APPENDICIES  
| chapter.

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belong to her good friend Bottles popped up from a nearby molehill.

"Morning, Tooty," he blinked, uncorking himself from the hole. "And what are your plans for this fine day?"

Tooty jumped up and down excitedly, remembering Banjo's promise. "Oh!" she squealed. "When my lazy bother gets out of bed, we're on an adventure!"

"That's nice." Bottles squinted up into the sky. "Hang on, isn't that your brother up there?"

Tooty turned, and saw an odd shape swoop down towards them at high speed.

"No, that can't be Banjo," She said, frowning "I wonder who it is..."

"Sweeter than me? Prettier than me? Impossible!"

Gruntilda was so furious at the cauldron words that she could barely control her broomstick, screeching with anger every time her boots clipped the treetops.

"As cute as me, you stupid pot? For her own sake, I hope she's not!"

The witch sped recklessly on until her target finally came into view: staring up at her from a field far below was the innocent young Honey Bear she'd seen in the depths of that treacherous cauldron.

Gruntilda cackles. "I need those looks far more than she, and finally perfect I shall be!" she cried, and sent the broomstick into a steep dive.

Kazooie popped out of the backpack as erupted just outside the window.

"Banjo!" she squawked in alarm. "Banjo, wake up!"

The Honey Bear groaned and pulled a pillow over his head. "Aww, Kazooie, it's too early," came his muffled voice.

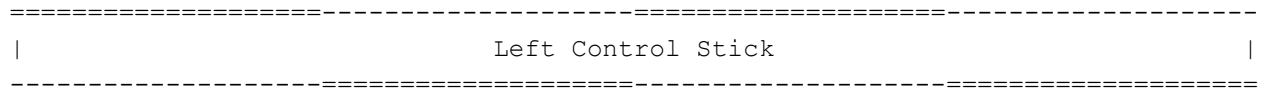
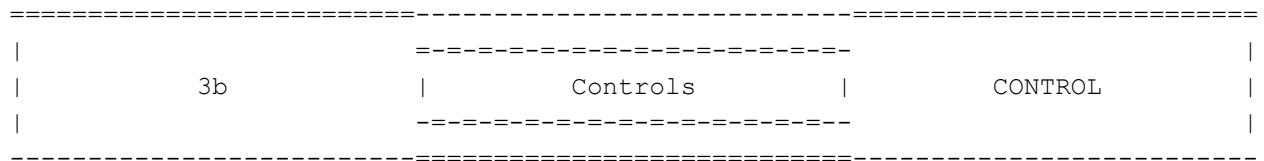
"This is no time to be lazy, farface!" trilled the Breegull, swinging anxiously to and fro. "We've got trouble!"

Banjo yawned, rolled over-and fell out of bed in surprise of Kazooie's struggles suddenly toppled both the backpack and its stand onto the floor with a crash. At the same time a sudden gust of wind blew open the curtains, and beneath the peals of manic laughter fading into the distance, Banjo heard the helpless cries of a voice he recognised...

Tooty!

The bear gulped, realising that this is going to be one of those days.

"Uh, Kazooie, what are you doing down there? He said in confusion, grabbing the backpack as he bolted for the door. "This is no time to be lazy-we've got trouble!"



~~Move~~

The left control stick is used to maneuver Banjo anywhere within 360 degrees. This allows you to move and head to different areas. Holding the control stick lightly will cause Banjo to tip-toe. Push it further and he will walk. Hold it all the way and Banjo will run. Running is the most efficient way to explore the worlds, so you should always do so. However, when moving across narrow bridges, tip-toeing is safer and more advisable. A sudden change in direction will cause Banjo to slide. Be wary of this while on high, narrow ledges, as it can easily cause you to fall off.

Underwater, the control stick allows you to move as well. However, it is much more difficult to swim to precise locations or to objects underwater. Pushing the control stick up causes Banjo to go down while holding it down causes Banjo to go up. On icy terrain, Banjo will slip and slide around. If you use Kazooie's feet via the Talon Trot, you won't slide around like that.

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Right Control Stick

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~~Camera~~

The right control stick controls the camera system. Like pretty much all camera systems, it can often infuriate you to no end. However, Banjo-Kazooie's camera is generally better than most.

Moving the control stick right will rotate the camera left. If you hold it, the camera will keep spinning around. Moving the control stick left will rotate the camera right. Move the control stick back toward you to move the camera further away from you. The first view (the close up one), is inefficient and won't allow you to see most enemies. The second view is a little farther, and is much better. The third and final view is very far away, allowing you to see all of your surroundings. To move the camera closer to you, hold the control stick up, away from you.

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A Button

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~~Jump/Swim~~

Like in pretty much every adventure game, the A button is used to jump. Tap A and Banjo won't jump very high. Press it and he'll jump a little higher. Hold it down for a little longer and Banjo will jump high. If you press A while in the air, Kazooie will flap her wings, giving your jump a little more distance. This is the single best move for crossing gaps, as it gives you a fair bit of distance.

The A button will also allow you to use many pads the game has. Stand on a Flying Pad and press A and you will take flight. Press A to fly higher (this uses up one Red Feather. Press and hold A while on a Shock Jump Pad to leap high into the air, allowing you to reach high alcoves and ledges.

While underwater, holding the A button will make Banjo kick his legs. This is a slow swimming technique, and is inefficient for getting around underwater. However, it is very useful when trying to grab an underwater item, as using the faster swimming technique will often making you go over or around the item.

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X Button

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~~Attack/Swim~~

The X button will allow you to perform many different attacks, as well as swim. Press X while holding still to perform the Claw Swipe. This move, since it requires you to be stationary, will usually end up getting you hurt anyways, and is very weak, so completely avoid it. Press X while holding still to roll attack. This move is pretty much useless unless you're attacking a short enemy, or attacking an enemy on lower terrain than you.

While underwater, holding the X button will make Kazooie propel you forward with her wings. This is a fast swimming technique, and is good for getting around the water. However, when trying to grab items underwater, the X button will only infuriate you.

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Y Button

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~~Camera~~

Press the Y button to go into Banjo's first-person view. Press it again to go back to the normal view. You can't move while in Banjo's perspective. However, you can turn the right control stick to look around. This is useful for scoping out new areas or trying to view things up on high distances that you can't see from the normal view point.

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B Button

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~~Moves~~

The B button is used for several moves in the game, although by itself it does nothing. When you learn the egg spit, hold the trigger and press B to fire eggs backward. The B button also allows you to leave puzzles you do not wish to complete.

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Left Bumper

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~~Camera~~

The left bumper has one purpose. This purpose is to center the camera behind you. Hold the left bumper to do so. This makes traversing ledges and cliffs much easier, as the camera won't rotate in wild directions. However, it is not without flaw. If your back is facing a ledge or some other area the camera can't collide with, the camera will not center behind you properly.

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Right Bumper

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~~Camera~~

The right bumper has only one purpose. This purpose is to center the camera behind you. Hold the right bumper to do so. This makes traversing ledges and cliffs much easier, as the camera won't rotate in wild directions. However, it is not without flaw. If your back is facing a ledge or some other area the camera can't collide with, the camera will not center behind you properly.

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Left Trigger

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~~Crouch~~

Holding the left trigger will make Banjo crouch. If you rotate the left control





After the cutscene of Grunty kidnapping Tootie for her looks is over, your adventure begins. Head forward out of Banjo's house and Bottles the mole and Banjo will introduce themselves. Bottles explains that Tooty was kidnapped by the evil witch (Gruntilda), and offers to help you by teaching you moves. Say yes to his offer, then continue out of the fencing. You should see a mole hill soon. Stand on it and press X. Bottles will teach you the camera controls.

Now head over to the left. Go into the clearing with the tree stumps and activate the mole hill. Bottles will teach you three jumps. A for a regular jump, A+A for a wingflap, and left/right trigger+A for a flip-flap jump, the flip-flap being the highest. Now high jump (flip-flap jump) onto the stump with the HOLLOW HONEYCOMB (1).

Head out of the clearing and continue left around the mountain to the next mole hill, where Bottles will teach you how to swim. Jump into the water and press X to go under. Now hold the X button to swim quickly, or A to swim slowly. Find the underwater alcove in the mountain (it's under the bridge) and grab the HOLLOW HONEYCOMB (2).

Get back on dry land to where the swimming mole hill was and continue. Cross the bridge and learn how to climb trees from the next mole hill. Jump onto a tree and use the left control stick to go up and down. When you reach the top, Banjo will automatically jump onto the top. Now go back across the bridge again and climb the tree to the left. Get the HOLLOW HONEYCOMB at the top (3).

Now you should notice a waterfall pouring into a pond. There are ledges along the wall, going behind the waterfall. Keep jumping across the gaps, wingflapping for the bigger gap and grab the HOLLOW HONEYCOMB (4).

Jump into the alcove behind the wider waterfall and get the extra life. Head back over to the climbing mole hill and continue around the mountain. Keep going until you reach a dirt clearing with a bunch of rocks. Press X on the mole hill to learn how to use the beak barge. Hold the left or right trigger and press X to have Kazooie thrust her beak forward. Beak Barge all the rocks to break them, and grab the HOLLOW HONEYCOMB from the last one (5).

Head out of the clearing and go up the ramp to the farm patch with the fencing. Now activate the mole hill. First you learn the claw swipe. Stand still and press X. Use it to kill the Toppers. Then roll the Bawls that come out by pressing X while running. The last move is the rat-a-tat-rap. Use it to kill the two collywobbles by pressing A then B while in the air. Get the HOLLOW HONEYCOMB (6).

Excellent! You now have six honeycombs in your energy bar. Go back down the ramp and head right until you reach the bridge. Go up it and begin heading up the spiral mountain. When you reach the top, Bottles will have fixed the bridge. Now head across it and into Gruntilda's Lair.

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|          4b          |      Gruntilda's Lair      |      LAIR1      |
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Another annoying cut-scene showing that Grunty's beauty transfer machine thing is almost ready ensues... You'll notice a steep slope ahead, but we can't go up it right now, so head to the left and jump up the rock-like platforms to get the JIGGY (1).

Jump down the platforms and go over to the right. Head into the cave with the red eyes above it and you'll be in a grassy area with a giant boulder. Go up the ramp on the right and stand on the Jiggy podium. You'll automatically enter the view of Banjo. Press A to put your Jiggy in the puzzle, as Bottle says. The door in the rock is unlocked, revealing the entrance to Mumbo's Mountain. Head inside.

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|           4c           | Mumbo's Mountain |           MUMBO           |
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A mountain-themed level named after Mumbo, the shaman who transforms you into various creatures. This world is extremely easy, requiring no maneuvering and having easy puzzles. This level will introduce you to basic concepts in the game.

Moves - 3  
Difficulty - 1/10  
Enemies - Grublin, Bigbutt, Conga, Ticker

Bottles will tell you there are new moves to be found in this world, three to be precise. Ignore the Grublins at the start and go left. Go along the bridge and grab the notes (7). Don't go across yet. From the bridge, jump onto the platform with the blue JINJO on it (1).

Dive into the water and collect the six notes total in the two alcoves (13). Now head over to the other side of the pond and up the ramp. Avoid the Bigbutt and keep going down a little slope to an area where Conga the gorilla is. He gets mad and starts throwing oranges at you. Notice there are three Orange Switches around the tree Conga's standing on. For each switch, stand on it, then quickly move once Conga's has thrown an orange. If you time it right, the orange will activate the switch. Once all three switches are activated, get the JIGGY (1) that appears.

Now climb up the tree until you grab an orange. Head over to the back behind the tree to meet Chimpy, who closely resembles Diddy Kong. Feed him the orange and he will raise the stump and give you a JIGGY (2).

From the stump, high jump onto the platform and activate the mole hill. Bottles will teach you the egg spit. Hold the left or right trigger and press Y to fire an egg forward, or B to fire one backwards. He gives you 50 eggs to start with. Go to the left and start jumping up the ledges sticking out. Once you have the MUMBO TOKEN (1), backtrack and go over to the right and head up the ramp to face Conga. Spit an egg at him, then once he starts his orange throw. Hit 'im with another egg and avoid the next two oranges he throws. Now hit him with one last egg to finish him off. Drop down and grab the JIGGY (3).

Get away quick because Conga magically recovers and starts throwing oranges at you again. Go over to the left. You'll notice a giant hill going upwards. You can't go up by way of the hill yet, but you can take the stairs on the right side. Head up the stairs and grab the notes along the way (22). You'll notice a large brown mound in front of you. That is the termite nest. Leave it alone for now, and instead head up the stairs on the left, getting the notes (26).

Talk to Bottles here to learn the Talon Trot. Hold the left or right trigger and then hold down the othet trigger to make Kazooie do the running, allowing you to go up steep hills and move faster. You must keep holding one of the triggers to keep the move in effect. Talon Trot up the stone slab leaning against the

platform and go around to get the notes (40) and the JINJO (2). Drop onto the platform in the middle and get the JIGGY (4).

Go around the back of the slabs holding the ledge to get the MUMBO TOKEN (2). Now head down the giant slope that you couldn't go up previously, and grab all the notes on the ledges sticking out along the way (61). Do it in a logical order (from top to bottom) to minimize backtracking. Also get the JINJO on the middle ledge (3).

Head back down and keep going past the Conga area, past the beehive, and cross the bridge. In the Grublin area, take note of the small tower sticking out of the ground. High jump onto it and grab the JINJO (4). Drop off the tower and grab the MUMBO TOKEN behind it (3). Talon trot up the giant slope ahead and collect all the notes on the ledges (79). Also grab the JIGGY on the middle ledge (5).

Keep going up the slope and enter the break in the fencing. You'll notice huts circling the area. Not every file has the same prizes in the same huts, but the prizes themselves don't vary. Go over to the back of the area and take out the Grublin, then talk to Bottles mole hill in the very back, behind the hut. He will teach you the Beak Buster. Jump and press the left or right trigger while in the air to slam the ground with Kazooie's beak. Beak bust all of the huts around the area, grabbing the notes on each (85). Get the notes in the huts (90), the JINJO (5), and the JIGGY (6), then get the JIGGY the last Jinjo gives you (7).

Stand on the platform in the middle with Juju the totem pole spinning on it. You must spit eggs into each piece's mouth, which requires some good timing. The segments spin faster and faster each time. When one segment is left, DON'T feed it right away. First, jump onto it, then high jump off it to the HOLLOW HONEYCOMB (1). If you accidentally feed the last segment before you get the honeycomb, you will be forced to re-enter the level. Feed the last totem segment to get the JIGGY (8).

In the corner you should notice Mumbo's skull. This is where the shaman performs his transformation spells. Before we go in, grab the MUMBO TOKEN (4) under the ramp leading to the skull. Now high jump into the left eye socket of the skull and get the JIGGY (9).

Don't go in the skull. We're still not ready. Go back all the way down the slope to the beginning of the level. Head right and cross the bridge to the Conga area and high jump from the stump raised by Chimpy. Go to the left where you got the Mumbo Token and head up the ledges. Keep going this time and beak bust the Witch Switch you see. This will cause a Jiggy to appear atop the Mumbo's Mountain entrance. Jump off the ledges back down near Conga and head over to the stairs leading up the slope. Follow the stairs to the termite nest, head around to the right and enter the nest.

Kill the Ticker, then talon trot and start going up the ledges. Once you grab the MUMBO TOKEN (5) on the second ledge, exit the termite nest. Head forward up the slope to Mumbo's skull and enter it. Grab the notes in here (94) and then stand on the skull in the middle. Press X to pay your 5 MUMBO TOKENS (0) and be transformed into a termite. Exit the skull, head down the slope, and enter the termite nest again.

Jump up the ledges, continuing up in the spiral, jumping the gaps. Stay near the edges of the ledges or else you will hit the ceiling as you try to jump and your jump will be cut off. You'll come to a grassy netting. After the Ticker asks where you got the shorts, grab the last four notes (100). Avoid the Ticker, then continue up the ledges (which get smaller and smaller) to another grassy

netting. The Ticker demands that you give him the backpack. Avoid him, then keep going up the nest. Exit through the hole at the top. Get the extra life, then go the other way and head to the top, where you'll find a JIGGY (10).

Now that you have all 10 Jiggies, drop down from the termite nest and face the area where the bull and beehive are. Head down the rocky cliffside (don't be afraid to jump, as the termite loses no honeycombs from falling) overlooking the water. Go to the middle and find an alcove in the mountain, where you should grab the HOLLOW HONEYCOMB (2). Now head toward the right on the cliffside and jump onto the large slope heading up to Mumbo. Go downward and head back to the corner of the level where you'll find the Banjo-Kazooie Pad, allowing you to exit this level.

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|           4d                       | Gruntilda's Lair | LAIR2         |
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Whenever you leave a level, an enemy escapes. In this case, it's a Ticker. As the termite, head up the Mumbo's Mountain entrance. You might have to jump a little, as it's steep even for the termite. Grab the JIGGY (2).

Head out of this area to the lair entrance. The magic of the transformation will wear off, and you will turn back into Banjo and Kazooie. Go over to the slope I said you couldn't go up in the beginning. Talon trot up the slope to find the 50 note door. Bottles will tell you that in order to open note doors, the total of all of your notes in all the worlds must be at least the number on the door. We have 100 notes, so the door will open, allowing you to progress.

Go to the left (it will be your right because when you enter the room, the camera is in front of you) and take out the Gruntling. Head down the entrance behind it and you'll find a cauldron. Activate it by going near it. Once you find two cauldrons of the same color, you can jump in one to warp to the other. Go around the room to get the eggs, plus the MUMBO TOKEN (1) in the very back. Head back up the stairs and go to the other side of the room where you will find the Treasure Trove Cove puzzle. Stand on the Jiggy podium and Bottles the mole will tell you that you can move the right control stick down to remove pieces in the puzzle (but you can't do this once the puzzle is complete). Press A twice to finish off the puzzle, and a treasure chest in a later room will open up, giving you the entrance to the next world.

Go over to the right in the corner where you will find Brentilda, Grunty's nicer sister. Once she's done introducing herself, talk to her three times (by pressing X while in front of her) to get three facts about Grunty's personal life. While these may seem useless now, they will come in handy later. Now go up the bridge by Grunty's face and into the next room. Jump over the stream and take out the Gruntling. Drop down the cliff and enter the cave with the red eyes. Head over to the upper right corner of the room and high jump into the treasure chest.

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|           4e                       | Treasure Trove Cove | COVE1         |
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A bright, beach-themed level with pirates and treasure chests. You'll find the enemies are based on creatures that would be found on a beach. The maneuvering required here is harder than in Mumbo's Mountain.

Moves - 2  
Difficulty - 2/10  
Enemies - Snacker, Snippet, Nipper, Lockup, Shrapnel

At the start, Bottles will, in an extremely corny imitation of a pirate, tell you there are two moves. These moves both involve special pads. Get the four notes on the dock (4), then jump off it into the water. Be sure to be a good distance away from the dock when you land. Snacker the shark will try to eat you. Dive underwater and grab the blue JINJO (1) under the dock, then swim to land before Snacker bites you. Take a left and head through the arch in the rock, and go over to Nipper, the giant hermit crab. He might have helped you, but he decides to attack you because big-mouthed Kazooie pissed him off. Get into talon trot and stand out of Nipper's range. When he stops snipping, jump into him and rat-a-tat-rap. Keep repeating this process. He gets faster as it goes on. Once you've hit him three times, he retreats into his shell. Get the MUMBO TOKEN (2) behind his shell, then go inside the shell.

Follow the spiralling path through the shell, grabbing the notes (10). Take out the pair of Snippets, then high jump for the JIGGY (1). Backtrack and exit the shell. Go through the arch in the rock northeast and you should see a pirate ship. There are two trees to climb by the water, so do so and get the eight notes on top of them (18). Climb the crates on the right to the top of the rocky ledges, then talk to Bottles. He will teach you the Shock Jump. Stand on a Shock Jump Pad and hold A to jump high into the air. Go backwards and traverse the rocky ledges. There are several branches, so be sure to take them all. Grab all the notes (30). Now head back to the ship. Jump into the water the ship is in and swim through the open door in the left of the ship underwater

Grab the four notes (34), and the bars of GOLD (1) in the top left corner. Exit this part of the ship. Resurface and talon trot up the left side of it (don't go up the netting) and talk to Captain Blubber, the whale thing on the ship, who has lost his treasure. We've already gotten half of it, so go to the right side of the boat and beak bust the trapdoor type thing on the ship deck. You end up on a crate. Jump into the water, dive in, then grab the MUMBO TOKEN (3) and the notes (38). Now get the bars of GOLD (2). Jump back on the crate and high jump to the exit. Head back to the left of the boat and give the gold to Captain Blubber. He will reward you with a JIGGY (2).

Climb up the pole and grab the Mumbo Token (4) at the top beneath the platform. Now talon trot up the netting on the left, getting the notes (44). Grab the feathers around the pole at the top, then climb up the pole to get the green JINJO (2). Jump off the platform and head to the other side of the boat. Talon trot up the netting, getting the notes (49). Talk to Bottles here and he will teach you to use Flying Pads. Press A while on one to fly, and press A again to fly higher, using up one red feather. Bottles gives you 25 feathers to start with.

Stand on the pad right now, and take flight. Head forward into the giant arch in the heart of Treasure Trove Cove. Fly into the left alcove high up in the arch where the treasure chest. Position yourself a little bit away from the chest, then high jump into it once it's open. Get the JIGGY (3). Drop down all the way into the water. Get onto the crate a bit further into the arch than the alcove you dropped from and grab the MUMBO TOKEN (5). Swim back to land, avoiding Snacker. Head back up to the Flying Pad on the ship and soar up once more. This time go into the right alcove. Grab the note (50), then enter.

Head around the place to the right, killing the Yum-Yum. Now kill the second Yum-Yum. You should see a tree with a Jinjo on it. Jump onto the trunk of the tree, climb it, then grab the yellow JINJO (3). Find the start of the spiralling path

upwards, then take the trek up, jumping gaps. Grab the notes along the way (53). When you reach the top go behind the lighthouse and beak bust the Witch Switch. A cannon will fire a Jiggy outside the entrance. Go back to the other side of the lighthouse and rat-a-tat-rap the door. Grab the MUMBO TOKEN (6) and enter.

Get the notes around the top (58), then use the Shock Jump Pad to reach the very top of the lighthouse. Grab the JIGGY (4). Use the wingflap to safely jump down to the bottom of the spiralling path where the Yum-Yums were, then head down the stairs. If you jump far enough from the very right edge of the alcove, then make Kazooie flap her wings for as long as possible, you can land JUST at the shore, but without taking any damage. Once you're on land, head back to where Bottles taught you the Shock Jump by jumping up the wooden crates. Use the Shock Jump Pad in front of you to leap straight up to a MUMBO TOKEN (7). Now head across the wooden plank and shock jump to the next pad. Keep shock jumping from platform to platform and grab the purple JINJO (4).

Continue jumping from pad to pad, and jump to the pad northeast on the ledge sticking out of the rock wall. Now leap up the ledges to the alcove, then grab the JIGGY (5). Go back down to the Shock Jump Pad near the ledge, then start leaping the other way (left, not the way you came). On the final pad, leap straight up for three notes (61). Now head back to the rocky ledges where you learned the Shock Jump and head along the rocky ledges where you got all those notes until you reach a chest in the water.

Head up the ramp behind the chest. Go past the beehive and Shrapnel, then take out the Snippet. Get the notes (64). Now head left and shock jump to the next ledge. Avoid the Shrapnel and shock jump again to the narrow ledge overlooking the Shrapnel's pool. Carefully go across it and get the orange JINJO at the end (5), giving you a JIGGY (6).

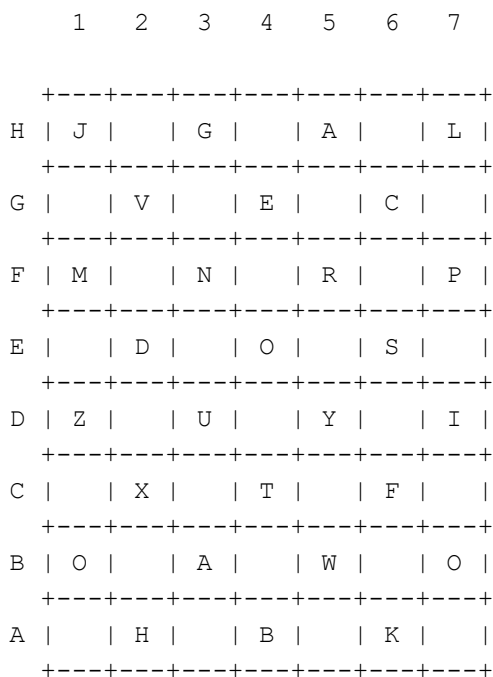
Head back across the narrow ledge and continue to the next Shrapnel. Jump into the water and dive under it. Get the JIGGY (7), then head back to safety. Continue over to the end of the cliff. Slide down the side of the ladder with the notes (68). Jump into the chest when it's open to get two MUMBO TOKENS (9). Go to the other ladder and slide down the side with notes again (72). Slide down the note side of one last ladder (76), then head over to the very narrow ledge overlooking the water behind the ladder. Jump from crate to crate, then high jump to the ledge. Keep jumping from ledge to ledge and then grab the JIGGY in the alcove at the end (8).

Dive into the water and swim past the rock pillar on the right. Go underwater and grab the HOLLOW HONEYCOMB in the corner on the left across from the pillar (1). Swim back to land before Snacker takes a bite out of you, then head left through the archway to Blubber's ship and to the Shock Jump Pad area. See that large, thick pillar by the water, past the Yum-Yums and all the Shock Jump Pads on pillars? Go behind it and get the MUMBO TOKEN (10). Continue past the pillar to find two chests. Jump into the first one for notes (81). The second one contains red feathers. Head behind the first chest, jump into the water, and swim straight forward to a crate. Get on the crate and grab the HOLLOW HONEYCOMB (2). Swim back to where you were and go right. Walk up the bridge to the platforms heading up the spiral tower. Jump the gap and get the notes (85). Continue up the platform until you reach the top. Beak bust the red X and it will turn into an arrow pointing towards where you should fly.

Use the Flying Pad and follow the arrow. Fly over the ladder area and past the Jinjo ledge. Go to the cliff with another red X and a Flying Pad. Beak bust the X and it will become another arrow. Fly in the direction the arrow points to the part of the rocky ledges with the Shock Jump Pad molehill where a Flying Pad is. Beak bust the X, then keep on flying. Fly to another part of the rocky ledges and beak bust the X. Fly to the thick pillar by the water in the Shock Jump Pad

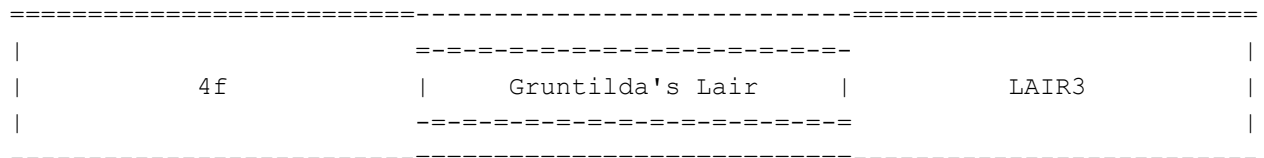
area. Collect the notes (91), then beak bust the X. It will turn into a question mark, and a chest will mock you, claiming you won't be able to find the treasure now. Since you're not five years old, check around the pillar and jump onto the island once you find it. Kill the Snippet, then beak bust the X. A small chest will start bouncing around. Shoot it with an egg to open it. Get the JIGGY (9).

Swim back to the mainland and return once more to the shock jump mole hill. Move away from the molehill towards the path and drop down. You'll be on a ledge with Leaky, the bucket. Spit two eggs backwards to patch his holes, then he will empty the water in the pond below, killing the Shrapnel. Jump on top of the sandcastle and get the notes (96). Now enter the sandcastle. Get the four notes (100) in the small patches of water on either side of you at the start, then proceed to the puzzle. You have to spell out BANJO KAZOOIE on the sandcastle floor in 100 seconds. Beak bust the letters in order. The timer starts when you hit B. Here is a map:



Hit the tiles in this order: A4, B3, F3, H1, E4, A6, H5, D1, E4, B1, D7, G4.

Once you've spelt out BANJO KAZOOIE, the jail in the back will open. Destroy the black Snippet, which takes more hits than normal, then grab the JIGGY (10). Nice job, you've completed Treasure Trove Cove! Remember where this sandcastle is and how to get in, because it's the place where you enter all of the game's codes. Now exit the sandcastle. Head through the arch and back to the dock. Stand on the Banjo-Kazooie Pad to leave.



Kill the Snippet that escaped, then look at the ship-like wall where this room's exit is. Jump on top of the cannon that's sticking out, then jump to the top. Take out the Gruntling, then high jump again. Grab the JIGGY (3). Drop down and exit. Climb the vine and take out the Gruntling. Jump the stream and head into the 50 note door room.

When you walk down the ramp, turn back and use the Shock Jump Pad to leap into the alcove. Use the Jiggy podium and place two pieces in. Bottles will give you one last tip for solving puzzles, which you should use right now. Press the left





Resurface and head in front of Clanker. Face the yellow pipe where you entered this room and look to the right. You should see an orange pipe. Swim through it to get a MUMBO TOKEN (13). Near the orange pipe is a bobbing platform on the surface. Use it to jump to the edge of the ledge with the Grille Chompa. Take out the Chompa and get the gold feathers. Right of the ledge is a pale colored pipe in the water. Swim through it until you get the blue JINJO (3).

Keep swimming until you reach the pipe's exit, then resurface. Keep going across the surface toward Clanker's back until you see a Chompa guarding a beehive. Ignore the Chompa and head up the pipe near it. Shock jump to an alcove. Keep jumping from alcove to alcove, collecting the notes (24) as well as restocking your inventory. Jump down from the extra life alcove and head to Clanker's back fin. First of all, on your left, swim through the pipe and get the gold feathers.

Jump off and head to Clanker's back. Now straight ahead of Clanker's back fin is a green pipe underwater. Swim through it to reach an area with mutant Snippets. These are like regular Snippets, only they're disfigured and green. Head to the pool in the middle. Kill the four mutant Snippets and they will relinquish their Jiggy. Before you get it, grab the notes around the pool (32). Now, from outside the pool, highjump to the pipe in the back and go to the center pipe with the JIGGY (2).

Exit the mutant Snippet area and you should see a pipe on your left on the floor of the room. Swim through it for notes (39). Resurface and jump onto Clanker's fin when it rises out of the water, then from there jump to the ledge with the extra life. Kill the Chompa, then use the Shock Jump Pad to leap to the right, landing on the pipe. Jump to the right onto the pole, then climb up, getting the notes (43). Leap into the alcove, then jump to the next alcove and get the MUMBO TOKEN (14). Jump onto Clanker's fin again, then highjump to his back. Collect the notes all along his back (53), then get the JIGGY (3).

Clanker will complain that his teeth hurt, but we're not gonna help him yet. First, go to his head and find his "blowhole". It's a bolt flying up and down near his head. Wait for it to come down, then stand on it. When it blasts up, get on the platform. Carefully get the notes along the narrow winding pipe (57), then high jump for the JIGGY (4). Take the blowhole down, then go to Clanker's back fin. Walk up to the top of it, then wait for it to line up with the red feather platform, at which point you should jump onto it. Shoot three eggs to break the grate blocking the JIGGY (5).

Drop down to the pipe ledge below, and go to the left and right sides. Get all the notes (67), and the MUMBO TOKEN (15) guarded by the Chompa. Drop down into the water from the right side (assuming you're facing the wall the Jiggy was in) and head over to the Shock Jump Pad in front of the Chompa. Get to it using the fin, then shock jump left and grab hold of the pole. At the top, jump off to the pipe on the edge, then beak bust the grate and get the orange JINJO (4). Get the notes as you talon trot down the pipe (72), then jump on to the square pipe. Beak bust the grate and get the HOLLOW HONEYCOMB (1). Head back to the Shock Jump Pad and look at the pipe to the right of it. Dive under and you will be able to head into the pipe from the bottom. Get the HOLLOW HONEYCOMB (2), giving you 7 honeycombs.

Now go to the front of Clanker. Staying on the side where the Shock Jump Pad is, jump on the bobbing platform and shoot Clanker's gold tooth with three eggs. This will open it up. Clanker will reward you for your dental expertise, so enter the hole where the tooth was. Grab the MUMBO TOKEN (16) and go back out. DO NOT DROP DOWN. Go to the bobbing platform on the other side of his mouth and once more shoot his gold tooth with three eggs. Enter the tooth hole to claim your other reward, a JIGGY (6).

Drop down and kill the Snippets, then talon trot to get the notes along the sloped walls (80). Jump into the pool and head through the tunnel, avoiding the Whiplashes. You'll end up in a room with a bunch of hoops. Find the green one on the right and jump/swim through it. A timer for 48 seconds will start. You have that time to go through all the hoops. You must always go through the hoop that is green. The second hoop requires you to jump while swimming on the surface, then you must go underwater. Next you must high jump from a crate, then wingflap through two from a crate, after another underwater hoop. The last one is underwater. You should finish with a little over 10 seconds left. A Jiggy appears and the water level rises. Get the JIGGY (7).

Get the gold feathers above the crates. Head to the side of the room opposite the Jiggy and use the Flying Pad. Fly into the alcove above the Jiggy and enter. You'll be in a room with spinning fans. These will kill you, so talk to Bottles on the left to get the Wonderwing move. Hold the left or right trigger and hold the right control stick right to become invulnerable for as long as your gold feathers last. You should have ten now, so head through the spinning fans while collecting the notes (86), and at the end, get the JIGGY (8).

Restock your gold feather supply, then wonderwing back through the fans. Exit this room. Adjust the camera so it faces the tunnel with the Whiplashes. Take note of the two exits on the left and right. Go in the left one, where you will find three notes (89). Now before you go, look at the pit underneath you. Dive down and avoid the Whiplash, then grab the purple JINJO (5) and the JIGGY (9).

Don't exit Clanker. Instead, head back to the hoop room and take the other exit. Get the notes (94) and leave. Jump onto Clanker's back from his fin and go to the blowhole near his head. Wait for it to go up, then jump into the hole and into Clanker. Stomp the Witch Switch that you will immediately find (which raises the eyes of Grunty on the picture of her in the 50 note door room), then Wonderwing through the fans, getting the notes (100). At the end, grab the Jiggy (10).

Awesome, Clanker's cavern is done. Take the exit directly ahead of the Jiggy to drop down into the hoop room. Use either of the exits on the left or right side. Head to Clanker's mouth and swim through the yellow pipe in the wall ahead of him. Surface and go to the land, then climb the ladder up the tank. Go across the pipe on the left and jump into the pipe where the entrance is. Exit with the Banjo-Kazooie Pad.

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|           4h           |           Gruntilda's Lair           |           LAIR4           |
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Beak bust the Pipe Switch to the left of the Clanker's Cavern entrance. This raises a pipe near the entrance to this room. Hop across the pipes and high jump onto the pipe you just raised. High jump to the pipe ledge. Kill the Chompa and proceed to Brentilda. After chatting with her, continue across the pipe and beak bust the Grate Switch. This will open up two grates blocking off an underwater tunnel. Leap into the water and swim through the tunnel, then head up either of the ramps and stand on the Jiggy podium. Press the trigger to put in 7 pieces in the puzzle, opening Bubbleloop Swamp.

Head back through the pipe and exit the Clanker's Cavern room. Jump down to the Gruntling and take it out, then hop the stream and enter the 50 note door room. Beak bust the two raised witch eyes to reveal a JIGGY (4). Go back into the waterfall room with the Gruntling. Talon trot up the steep slope in the corner,



six of them, and once they're all gone, get their JIGGY (3).

From the Flibbit platform, look for the log leading to a bunch of pillars with huts on them. Cross the log and get the notes (39), then shock jump to a hut. Beak bust it to open up another Shock Jump Pad. Like in Mumbo's Mountain, you have to beak bust the huts to break them. Keep going upwards and eventually one hut will reveal a Witch Switch. Get the five notes around it (44), then beak bust the switch. The point of the hat the Grunty statue is wearing will explode.

Keep making your way up to the huts. Eventually you'll be facing a croctus. Shock jump so that you collect the MUMBO TOKEN (20), then feed the croctus. A fourth croctus will appear behind the alligator head. Head back to the previous Shock Jump Pad, and turn the other way. Shock jump in the other direction to the last hut. Bust it open for a JIGGY (4).

Wingflap down the platforms, then head back to the Flibbit arena. Get the notes on the log (47) facing the giant alligator head. Head behind it and feed the croctus. Another one will appear behind a giant turtle. Backtrack to the Flibbit area and go over to the turtle, getting the notes on the log (50). Now you'll meet Tanktup the turtle, who's feet are cold. Beak bust his four feet, getting the notes on top of them (54), then he will open his mouth and give you a JIGGY (5).

Before you go inside Tanktup, talon trot on top of his shell and grab the wading boots. Get the orange JINJO (3) in the back in the swamp water. Now go to the platform where the croctus is, take out the Buzzbomb, and feed the croctus. It was the last one, so take its JIGGY (6). Jump back to Tanktup's platform and enter his mouth.

You are in the presence of the Tiptup choir. Get a piece of paper and a pen if you are not very confident in your memory, then talk to Tiptup, the conductor, and he will start the lesson. The smaller turtles will make a noise in an order. You have to beak bust them in the same color order as was shown. Write down each lesson and beak bust the turtles. The first lesson has only three noises, the second has 5, while the third has 7. Once you complete lesson 3, Tiptup will give you a JIGGY (7). Head around the sides of the room for some notes (60), then get the MUMBO TOKEN (21) behind Tiptup's desk. Now jump onto his desk and high jump from it to get a HOLLOW HONEYCOMB (1), then exit.

Head back to the Flibbits, then over to the giant alligator. Collect the notes on its snout (65), then head around behind its eyes. Put on the Wading Boots. You have JUST enough time to do this, so quickly RUSH over to the swamp behind the patch of land in the back (the second patch. not the first one). Grab the notes (70) in the swamp water and deactivate the boots on land. Kill the Flibbit, get the gold feather, then climb the pole on the land to get the blue JINJO (4).

Drop down and jump to the nearest pole. Highjump on top and get the three notes (73). Now get the eggs on top of the next pole, then jump onto the third pole to grab some gold feathers. Wingflap to the patch of land behind the alligator, then head up the ramp next to the alligator. Find the Wading Boots at the entrance to the "maze" (which is not really a maze because there's only one path. Put on the boots and head through the first part, getting the notes (78). Put on a second pair and grab the notes as you head through the second part (82).

Now hit the Jiggy switch outside the maze. You have 10 seconds to get across the very narrow bridge to the Jiggy. If you fall, you land in the swamp water. As with the other Jiggy switch Jiggy, its easier if you hold R and keep a steady pace with Banjo. Tip-Toeing requires more precision, and will screw you if you

make one small mistake. At the end, grab the JIGGY (8). Head back into the maze and put on the boots on the stump. Head through the final segment of the maze. Get the notes as you go (85), then go behind Mumbo's skull to get a MUMBO TOKEN (22). Enter his skull now.

Don't ask for the spell yet, first go behind his chair and get the MUMBO TOKEN (23). Still don't transform. Jump on the torch that isn't lit, then onto the planks at the top. Wingflap from above Mumbo to a HOLLOW HONEYCOMB (2). Transform into an alligator for 10 MUMBO TOKENS (13), which is the only transformation capable of attacking (press X for a chomp attack). Exit the skull.

There is a secret exit that only the alligator is small enough to fit through. It's in the wall on the right, so find it and go through it. The alligator can go in the swamp water unharmed, and isn't hurt by falling either, so fall right down. Go to the front of the giant alligator's snout and enter in the nostril.

Get the three notes (88), then stand between the two nostrils and jump for the MUMBO TOKEN (14). If you look ahead, you'll find a fatass crocodile. Ignore him. He has a Jiggy, but without the Running Shoes, which you can't use until Gobi's Valley, it's EXTREMELY difficult to get his Jiggy, so we're not gonna get it now. Exit through the other nostril and grab the other notes (91).

Head over to the Flibbits area, then proceed to the shock jump tower area. Now you can get the goodies in the swamp by and under the pillars. Grab the four notes under one (95), the JINJO (5), and the MUMBO TOKENS (16), then get the JIGGY (9). Head over to the back right, take out the Buzzbomb, and grab the last five notes (100). Exit the pillar area and head to the entrance. Jump on the stomp and exit via the Banjo-Kazooie Pad without detransforming.

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|           4j           |   Gruntilda's Lair   |   LAIR5   |
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Go behind the Bubblegloop Swamp hut and head through the pipe. At the end you'll be in a snowy area. Up a slope on the left is a hole where Cheato is, but it's blocked by ice that has to be broken by Banjo and Kazooie. We're going to save the tedium of going back into the swamp, detransforming, breaking the ice, going back and transforming, and coming back (especially with the maze you have to go through) and just break the ice when we come back to finish the swamp. For now, just stand on the Jiggy podium and press the trigger to complete the puzzle, opening Freezeezy Peak.

Head out of the pipe and kill the Gruntling at the other end of the bridge. After you've been detransformed, exit through the middle pipe to the area with the Grunty statue. Head around to the opposite side and start jumping up the ledges. Shock jump up to the Gruntling and take it out. At the top, open the 260 note door with your 400 notes and enter the room. A giant urn is in the middle of the room. Rat-a- tat-rap the brick walls on the right and left to open them. Grab the MUMBO TOKEN behind the sphinx coffin (17), then head through the brick wall room that does NOT have Wading Boots in it. Kill the Gruntling and beak bust the Shock Jump Pad Switch, making a Shock Jump Pad appear and circle the urn. When the pad comes under you, shock jump into the urn.

Somehow, you'll fall through the roof of the previous room and through the hole in the grunty statue, grabbing a JIGGY (5). Head back into the egyptian-like room. Go up the enormous stairs on the left and proceed to the next room. There are two Gruntlings in here, as well as webs that can be broken with three eggs.



Mumbo Token, then take out the one in an island in a pool with notes for the Hollow Honeycomb. Just one more left. Keep heading around the level until you're heading back to the other side, only on the other side of the giant snowman. Look for a snowman on a cliff face. Take it out for two gold feathers. As your reward for killing all the snowmen, a Jiggy appears atop the huge snowman statue. Before you land, head to the front of the snowman. See its red white and blue buttons that look suspiciously like targets? Beak bomb all three of them for a Jiggy.

Land around the presents and grab the four notes on the sides of the present where you killed the snowman (34). Grab the MUMBO TOKEN (21). Stomp the Witch Switch on the other snowman platform (which opens an alcove high up on the Freezeezy Peak wall to reveal a Jiggy), then head to the giant snowman's island. Get all the notes (44) and the two MUMBO TOKENS (23) around the snowman's legs, then get the JIGGY (2) from the targets.

Go up to the land with a huge ramp in front of it. Grab the green PRESENT (2) on the island to the right, then head up the huge slope. Kill the ice cubes and the beehive if you need it, then head down the thin path to the right to get the gold feathers from the snowman. Go back to the beehive and head left. Head all the way up the snowman's winding scarf. Along the way, get all the notes (59). At the top is a beehive. Go behind it (a note is there) and around the scarf to get all the notes (63). Near the beehive is the snowman's broomstick. Jump on it and get the blue JINJO (2).

Go around the scarf until you find a Shock Jump Pad. Jump to the ledge on the left and head across the narrow wood. Drop into the bucket and get the JIGGY (3). Jump over the gap in the logs once you go back and jump with another Shock Jump Pad. Get the blue PRESENT (3) on the snowman's nose, then fly to the top of his hat (not the brim). Snatch the notes around the hat (71), then get the JIGGY (4). Wingflap down to the brim, then to the scarf. Head over to the Shock Jump Pad and get on the sled. You'll automatically slide down the scarf and grab a MUMBO TOKEN (24). You happen to land on Boggy, who spits out his JIGGY (5).

Boggy will take his sled that you found and he'll go practice. We're gonna race him later. Head up the slope to the level entrance and enter the igloo you ignored before on the left. Boggy's kids are unhappy because they don't have their presents. Give the kids their three presents and get the JIGGY (6) they give you. Grab the MUMBO TOKEN (25) behind the table and leave.

Go down the slopes and make a right. Grab the MUMBO TOKEN (26) on the snowman island with red feathers. Head over to the village. Get the notes on the house (74). Now go to the back of the house with the chimney and get the green JINJO (3). Get on the part of the house you won't slip on and position yourself a little bit away from the chimney (it won't work if you're too close). High jump to the top and press A on the Flying Pad, netting you a MUMBO TOKEN (27). Land on the other snowman island and grab the HOLLOW HONEYCOMB (1).

Grab the three notes on the other house (77), then jump into the freezing water in front of Mumbo's hut (don't worry about the damage unless you're really low on health). Enter his hut. Jump onto the unlit torch and to the planks. Grab the notes (83) and the yellow JINJO (4). Stand on the Mumbo pad and be transformed into a walrus for 15 MUMBO TOKENS (12). Exit the hut.

The walrus isn't hurt by freezing water, so go over to the lake where the Hollow Honeycomb was and get the notes (92). Go back toward Mumbo's skull. Near the house you should see a slope leading upward. Head up this thin slope and go on the scarf. Jump to the ledge nearby with the walrus (Wozza). It'll be a pretty close call, but you can make it. Talk to Wozza and he'll give you a JIGGY (7) literally just because you're a walrus (7). Get the notes (96) around this ledge

and enter Wozza's cave.

Wozza will allow you to look around , giving you the perfect opportunity to steal his stuff. Find a icy cold pond on the left in the back and follow the stream to land. Get the HOLLOW HONEYCOMB (2). Head back through the water and leave Wozza's cave. Drop down into the icy cold water below so you're under the scarf. Grab the MUMBO TOKEN (13) here and head through the snowman's legs over toward the entrance. Left of the slope heading to the entrance is another slope. Go up here to find Boggie. Grab the four notes (100) in the back, then head back to Boggie, who will challenge you to a sled race.

Accept the challenge. You have to beat Boggie in a race around the peak, but you also must go through all the flags. If you miss one, the game will interpret it as you being behind that flag. Boggie will use his size to push you behind, so counter by jumping over him when you can. You'll have to cross some bridges over the icy water. If you fall in, you're in big trouble. As long as you jump over him and don't waste time, you should win relatively easily. Boggie will give you your JIGGY (8) and says he thinks he needs to race someone his own size. Damn straight.

Head down the slope and to your left to the village. Continue past the houses and over to Mumbo's hut, where you should head in. Transform back into Banjo and Kazooie, then leave the hut. Use the Wading Boots (yeah, of course they're on this side) and head across the icy water. Go up the narrow ledge by the house to the snowman's scarf and jump down to wozza's cave, which you should enter. Wozza will tell you to take the orange thing and leave him alone. High jump to the alcove on the right in the back and grab the orange JINJO (5), then get the JIGGY (9).

Once again, we can't get the last Jiggy without the Running Shoes, as Boggie is too fast for Banjo and Kazooie without the shoes (you have to race him again). Leave Wozza's cave and head down the slope on your right. Head past the presents and take a left, passing the tree to reach the slope on the right. Take the slopes up and use the pad on the right at the top to leave the level.

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We can't get the Freezeezy Peak Witch Switch Jiggy, we need the Running Shoes (grrr). Head back to the room with the two Gruntlings. Take them out, then jump into Grunty's mouth (there's a statue of Grunty's head). Open the 350 note door, since you have 500 notes... right? Enter the new room.

You'll be in a room with narrow ledges above a pit of lava that will instantly kill you. However, we only need to go a little ways to the sixth puzzle. Stand on the Jiggy podium and press the trigger to open Gobi's Valley. Head back to the other room.

Go down the stairs that leads to the room with the big urn. Find the doorway that had the bricks near Gobi's Valley. Put on the Wading Boots and rush over to the Gobi's Valley room. Cross the quicksand and talk to Brentilda behind the entrance, then enter the world.

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A desert, Egyptian themed level. Yeah! This is my kind of world. All of the challenges are puzzles, most of them being inside pyramids. Enemies are wrapped in cloth. The level has quicksand all over the place, which you can't enter or you'll be hurt.

Moves - 1  
Difficulty - 6/10  
Enemies - Slappa, Scabby, Mum-Mum

At the very start, turn around to see two rocks. Jump on one to get the yellow JINJO (1). You'll find Trunker the dehydrated carrot on an island. Ignore him and talon trot up the steep slope, getting the notes (5). In the next area is a sphinx. Approach it and an evil hand will pop out of the ground. Rat-a-tat-rapz it twice to get rid of it. Get the notes (11) on both of the sphinx's paws, then go to the back. Wingflap to the Wading Boots on a tail thing in the very back and enter the sand. Go left and get the notes (19) plus the MUMBO TOKEN (14) in the quicksand. Now climb all the way to the top of the sphinx, where you'll find a Flying Pad. Head up the stairs and go over to his nose. High jump for the MUMBO TOKEN (15). Wingflap to either of the red feather pillars and shoot an egg into the sphinx's nose. Now jump to the other pillar and shoot another egg. Since your eggs cleared Jinxy's nose, he will let you go inside him. Drop down and enter.

Get the four notes in each of the four corners (23). Kill the evil hand in the back and get the MUMBO TOKEN (16). Go to the front and get the note on the carpet (24). Shoot an egg into the sphinx's mouth on the wall to make the carpet go up. Turn backwards so you're facing the entrance and get the orange JINJO (2). Jump back to the carpet and shoot another egg. Keep going like this, getting all the notes (26). At the top get the JIGGY (1). Wingflap down the carpets and exit the sphinx.

Go to the top of the sphinx and take flight with the pad. Go to the leftish and take note of the sphinx with a ring over his head. Fly through the ring and he will tell you to summon all the ancient ones to defeat the witch (obviously you know what you'll really get). Now fly through the one in the sand behind Jinxy, then fly through the one near the pillars that you used to unclear Jinxy's nose. The next one is left of Jinxy in the sand. The final one is way over to the right past Jinxy. A JIGGY (2) appears on Jinxy's back.

Take flight again and head over opposite where the last sphinx ring was. Find a Kazooie target and beak bomb the target. You have 21 seconds to get into the now open pyramid. Land on top of the pyramid and slide down, then go in. Before you talk to Rubee, the snake charmer, get all the notes in the four alcoves (34) and the MUMBO TOKEN (17). Kazooie will announce that they are searching for treasure. There's a Jiggy at the top of the room, but you need Rubee's snake to help you. Backwards spit four eggs into the circling basket (it gets faster as you shoot more eggs) then stand on top of the bigger basket. The snake will propel you upwards. Once it stays still, high jump for the JIGGY (3). Drop down and exit the pyramid.

Head onto the narrow ledge with the tree left of the pyramid. Talk to Bottles, who will teach you the Running Shoes. Pick up a pair of white boots with red lightning bolts to run at super speed until the boots wear off. You now have all the moves in the game. Head past the quicksand semi-circle with the notes and put on the Wading Boots on the island behind the pyramid. Go down and get the notes in the quicksand (45), then head back to the wading past and go past them. Head up the mound you'll be facing. Grab the two notes (47), then put on the Running Shoes. Head back to where you got the quicksand notes. Go to the island

and Grabba the hand will appear with a Jiggy. With the shoes, get the JIGGY (4).

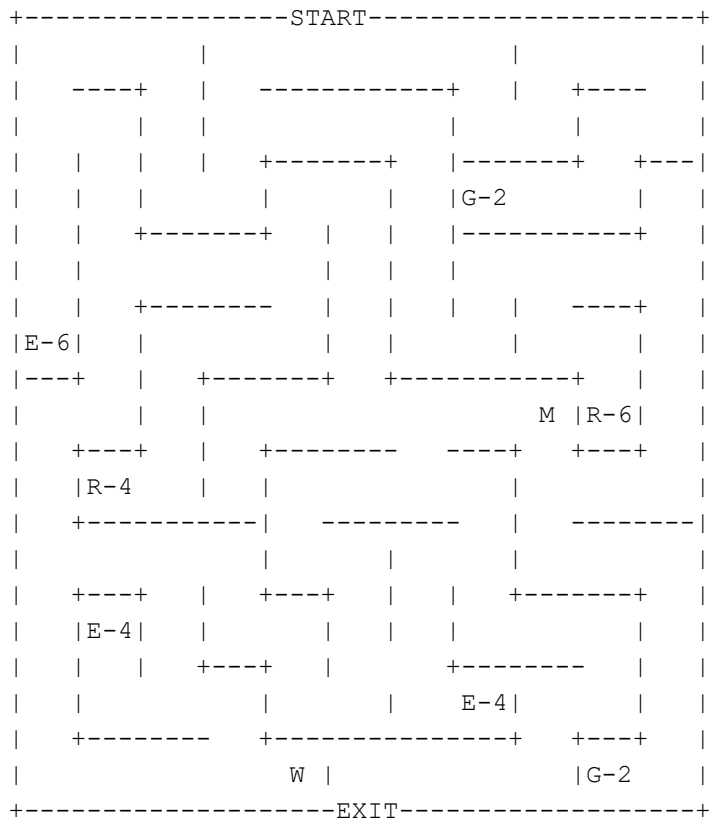
Grabba's got a Jiggy, ner ner wtf where did it go? Go back to the Running Shoes and put them on again. Continue around the place and hit the star switch in front of the twisting ramp up the pyramid. Run up the ramp as fast as you can, getting all the notes (51). Drop into the hole opened by the switch. You'll JUST make it. Don't get the Jiggy right away. First go to the back of the water and grab the MUMBO TOKEN (18). Now dive under to the bottom and get the JIGGY (5). This causes the door at the bottom to open. The water drains and is dumped into the pit of quicksand underneath the building outside, making it safe to go in. Avoid the Mum-Mums and get the notes (55). Exit the room.

Get the MUMBO TOKEN (19). Talon trot down the slope and get all the notes around the edge (64). Don't get the notes on the stairs yet. First jump on the pillar in the water that's facing a sphinx. Once you jump on it, the sphinx will move. Shoot three eggs into it and another sphinx will appear on another side. There are three total, and each of them raises a segment of an underground pyramid. Once you've fed all of them, you can go in the pyramid. However, first dive underwater and swim around the edge of the pillar. Get the notes (70), the MUMBO TOKEN (20), and the blue JINJO (3).

Go to the stairs leading to the pyramid on the surface of the structure where the sphinxes were. Grab the four notes on the edges (74). Talon trot up the pyramid and get the MUMBO TOKEN (21) at the top. N

ow enter the pyramid. King

Sandybutt (no joke) is angered by your trespassing. Keep going and you'll have to go through a maze. If you don't get to the end in 60 seconds, the wall closes in and you die. Here is a map:



LEGEND:

- E-# (Blue Eggs-number of eggs)
- R-# (Red Feathers-number of feathers)
- G-# (Gold Feathers-number of feathers)
- W (Witch Switch)
- M (Mum-Mum)

Get the notes at the start (77), then enter the maze. Go left (it would be right if you were in Banjo's view) as far as you can into the corner. From there, follow the path down to the opposite corner, then turn left to head to the Witch Switch, which is next to the exit. After you stomp it, a coffin will open to reveal a Jiggy. Head back to the start and make a left again, but don't go all the way. Turn right asap and continue past the Mum-Mum. Go down when you can and take the U-turn closer to the right side of the maze. At the end of the maze, collect the notes (81). A coffin will open to reveal a Jiggy. First, jump in all the pots to get the prizes. They are a MUMBO TOKEN (22), and the purple JINJO (4). Now get the JIGGY in the coffin (6) and exit the tomb.

Make a left (with the camera facing your front) and drop down, then head up the stairs. Get the notes on the stairs (85), then get the notes on the ledges sticking out of the pyramid on the left (87). Stand still and take note of the flying carpet. When it comes to you (wait for it to blink and disappear) jump on, then jump again when it arrives at its destination. You'll find Gobi the camel, who is trapped. Beak bust the rock to free him, then grab the JIGGY (7) he gives you.

Take the magic carpet back and this time go all the way to the back of the pyramid. Beak bust the Hollow Honeycomb Switch to make a Hollow Honeycomb appear in the middle of a hole in a ring cactus thing. Jump into the alcove in the back of the pyramid and get the green JINJO (5), then get the JIGGY (8). Go to the front of the pyramid and talon trot up to the top, getting the notes (91). Beak bust the switch to open the pyramid for a short amount of time. Slide down and go in (try to jump before the cutscene starts).

Kill the Mum-Mum with a gold feather, then take the four notes in the corners (95) plus the MUMBO TOKEN on the back wall (23). This is a matching puzzle. Beak bust the tiles to reveal a picture. Match two pictures and they stay up. Once all the tiles are flipped, you get a Jiggy. Here's a map (the tiles on the top of the map are the tiles closest to the door):

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+---+---+---+---+
| M | E | J | J |
+---+---+---+---+
| F | N | B | H |
+---+---+---+---+
| K | F | M | K |
+---+---+---+---+
| N | B | H | E |
+---+---+---+---+
```

#### Legend

M - Mumbo    F - Red Feather    H - Honeycomb  
E - Egg      N - Note                K - Kazooie  
J - Jinjo    B - Banjo

Follow the map and hit the tiles and you'll have no problem given the 100 second time limit. Grab the JIGGY (9) and get out when you're done. Head all the way back to the start of the level where you found Trunker. Gobi will be there, saying the carrot looks thirsty but he needs his water. Beak bust Gobi's hump to make him spit all his water out, giving Trunker the water he needs. Like a dumbass, Gobi runs away from the gallons of water directly in front of him and into the desert abyss. A Jiggy appears on top of Trunker. Climb the tree near Trunker and jump from there to on top of him to get the JIGGY (10).

Head back to Jinxy and use the Flying Pad. Go to the cactus, which is past King Sandybutt's pyramid and near the pyramid where you had to use the Running Shoes

to get in in time. Be careful, you can't make contact with the thorns or you get hurt. Grab the HOLLOW HONEYCOMB (1), but don't land yet. Fly over near Jinxy and find an alcove to HIS left. You'll find Gobi there. You could've taken a magic carpet but since you were already in the air I figured flying was better. Grab the five notes (100), then beak bust Gobi's hump for a HOLLOW HONEYCOMB (2), giving you your 8th honeycomb! Now that you've cleared out Gobi's Valley, take the flying carpet back, head down the slope, go to the Banjo-Kazooie Pad, then leave the world.

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|           4n                       |           Gruntilda's Lair           |           LAIR7           |
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|                                     |                                     |                                     |
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Use the Wading Boots to cross the quicksand, avoiding the flying beetle. Of course, since Rare loves to piss us off, two Mum-Mums have escaped. Kill them both with gold feathers, then line up with the Jiggy in the coffin. Wait for the Shock Jump Pad, then leap to the JIGGY (6).

Go down through the 260 note door that leads to the full body grunty statue. Head through the pipe that leads to Bubblegloop Swamp on the statue's right. Kill the Gruntling, then go through the pipe on the left. Put on the wading boots and head through the swamp water to behind the Bubblegloop Swamp entrance. Go through the pipe that leads to the Freezeezy Peak puzzle. Cancel the boots, then talon trot up the slope left of the puzzle after killing the Chinker. Rat-at-rap the ice, then put on the Wading Boots above the exit pipe and head back through. Enter Bubblegloop Swamp.

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|                                     |                                     | |
|           4o                       |           Bubblegloop Swamp           |           SWAMP2           |
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We're here to get the level's final Jiggy. Head forward and cross the bridge, followed by the log. Jump from the leaf to the Flibbet area, then take the left log. Head to the giant crocodile area and up the ramp. Go through the maze using the Wading Boots and enter Mumbo's Skull. Transform into an alligator and exit the hut. Go through the secret exit (the tiny hole in the log wall) and head down into the giant crocodile through either nostril.

Make sure you have full energy, as if you lose, you lose two honeycombs to him. Put on the Running Shoes in the back and talk to Mr. Vile. This mini-game is pretty hard, but with the Running Shoes you shouldn't have TOO much trouble. In round 1, you have to eat more red yumblies than Mr. Vile. If you tie, you lose. One strategy is to try and eat the yumblies Mr. Vile eats. Another is to just go wherever a lot of yumblies are. Keep putting on the Running Shoes as they wear off. In round 2, you have to eat red yumblies and avoid yellow yumblies. This shouldn't be too hard either, but keep a sharp eye out for yellows. Adjust the camera so it's as far away from you as possible. Round 3 is the hardest. There is an icon at the top of the screen depicting which type of yumblie you should eat. It changes every 10 seconds or so. Note that before it changes, it does a full 360 degree rotation. If you eat the wrong yumblie, you get slowed down a bit, so be very careful. This also happens if you eat a yumblie as the color changes. Once you win, you get a JIGGY (10). Now that you've finally completed the swamp, head out of the crocodile and exit the level as an alligator.

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|           4p           |           Gruntilda's Lair           |           LAIR8           |
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As an alligator, head through the pipe leading to the Freezeezy Peak puzzle again. Go up the slope and through the small pipe on the left. At the end, you'll meet Cheato the spellbook. Whenever you find him, he'll give you a cheat that you can enter in the sandcastle of Treasure Trove Cove that will double the maximum amount of some item you carry. In this case, the cheat is BLUEEGGS. We're not going to enter the cheat yet, we will wait until we have the other two cheats. For now, head back out and across the bridge, where you will be detransformed. Go through the pipe.

Head over through the 260 note door atop the ledges on the other side of the area. Go up the giant stairs on the left in the coffin room. Once in the room with the two Gruntlings, head down the icy tunnel and enter Freezeezy Peak (we could get the Witch Switch Jiggy now, but it's more efficient if we wait until the Mad Monster Mansion Witch Switch).

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|           |           |           |
|           4q           |           Freezeezy Peak           |           PEAK2           |
|           -----           |           |           |
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Go down the two slopes and up the small slope on your right, making a U-turn. Talk to Boggy and accept his challenge. Put on the shoes at the start. As with the last race, just run through the flags and don't miss any. It's easier to jump over Boggy as Kazooie jumps higher and farther than the walrus. Use the same tips as the last race and you should win with no problem. Try to cut past Boggy by cutting corners. At the end, get the JIGGY (10). You've cleared out all of the peak's goodies, so head back to the start and leave.

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|           |           |           |
|           4r           |           Gruntilda's Lair           |           LAIR9           |
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Head out of the icy area and take a left up the ramp on the wall. Continue past the 450 note door and spit three eggs to remove the web, then activate the blue cauldron. Continue and jump onto Grunty's hat, then talk to Brentilda. Go back and open the 450 note door. Avoid the Shrapnel and swim through the pipe with the red eyes.

This is the Rusty Bucket Bay entrance, but we aren't going to Rusty Bucket Bay right now. Swim through the next underwater tunnel on the left while avoiding the killer fish. Swim through the long pipe. In the next room you'll find several alcoves. Avoid the killer fish and jump into the one closest to the water. Wingflap from alcove to alcove until you reach the puzzle. Stand on the podium and press the trigger to open Mad Monster Mansion. Backtrack all the way through all those under water tunnels to the 450 note door. Enter Grunty's mouth where the 350 note door was.

This time, head past the Gobi's Valley puzzle through another doorway. Walk very carefully along the narrow bridge so that you do not fall into the lava (if you fall, you'll die instantly). At the end you'll find a exit, so head out. You'll reach a graveyard area with Mad Monster Mansion dead head. Before you enter, go left of the mansion and continue down the path until you find a gate. Rat-a-tat-rap it open, then enter the mansion.

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|                                     |
|           4s                       |   Mad Monster Mansion   |   MANSION   |
|                                     |   =====   |
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A spooky mansion where all the enemies are undead, meaning only gold feather can kill them (save the killer grave stones). You'll have to fight ghosts, play organs, and go near toxic waters and fountains.

Moves - 0  
 Difficulty - 6.5/10  
 Enemies - Nibbly, Limbo, Portrait Chompa, Tee-Hee, Ripper, Whipcrack

Get the four notes you see at the start (4), then climb one of the poles in the corners. Talon trot around the roof and grab the notes (8). Bust open of two unboarded windows. If you enter the room with portraits (these are like Grille Chompas, only you can't kill them without gold feathers), you can only grab the gold feathers. Leave once you do. The other room holds Loggo the toilet plus a skeleton. Grab the MUMBO TOKEN (24) in the sink, then leave. Make sure you break both the windows

Head around until you find a Shock Jump Pad underneath and to the side of a window. Use it to jump to the roof and quickly switch to talon trot. Grab the four notes in the corners (12). Bust open the window on the same side the Shock Jump Pad was. Look in the upper right corner and you'll see a Shock Jump Pad guarded by a portrait. Lure it out, then shock jump to the top of the bad and grab the yellow JINJO (1). In the other corner of the room on the same side as the window, grab the four notes on the box (16) and the MUMBO TOKEN (25) under it, then leave.

Go to the other side of the building, open the window, then enter. Grab all the notes in this room (25), some of them guarded by Chompas (be sure to look everywhere, there are two Chompas guarding three notes and three of the corners have one note each). Now leave. Talon trot up the roof and stay on the side that would Banjo's left coming out of the window. Get the green JINJO (2). Go to the to other side and shock jump to the top chimney of the house. Jump into the hole and fall in.

You land in a fireplace where a Napper the ghost is sleeping on the job (guarding a Jiggy). If you walk on the floor, you'll wake him up. Wonderwing to get the MUMBO TOKEN (26) in the fireplace, then jump to the nearest chair. Get all the notes on each chair (33), then jump on the table and get the JIGGY (1). If you want an extra life, use the Flying Pad. It's above the light. Otherwise, just head to the front of the room and exit by rat-a-tat-rapping the door.

You're outside again. Make a right (Banjo's left) and go around the mountain until you go down a small set of stairs. Beak bust the trapdoor thing open, then head in. You're now in the wine cellar. Bust open all the barrels with rat-a-tat-raps on the right side first. Collect the purple JINJO (3). Open the barrels on the left side and get the MUMBO TOKEN (27) and the JIGGY (2). Go to the back of the room and high jump on the shelf. Get the notes (37), then leave the wine cellar.

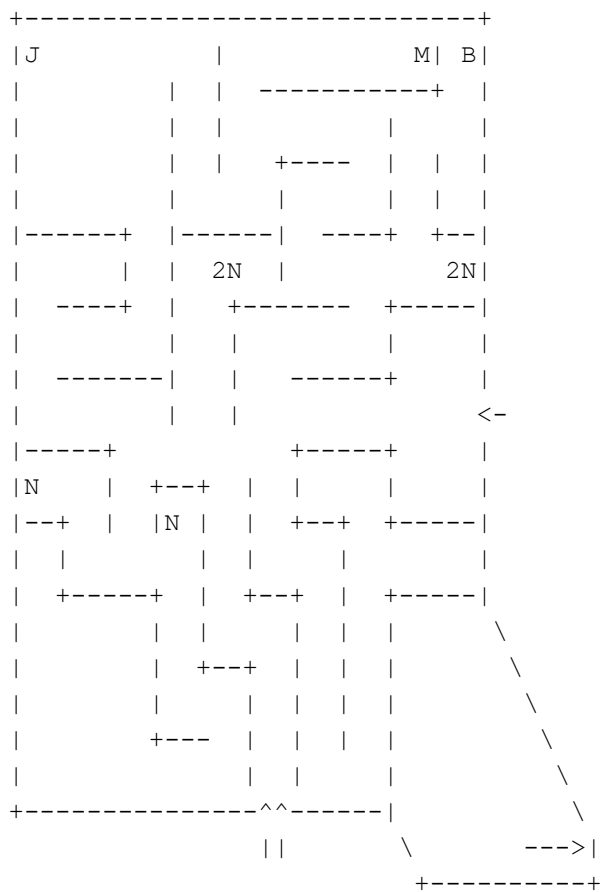
Head out and forward, then look on Banjo's left. You should see a gate. Rat-a-tat-rap it to reveal a church. Head into the area and notice there are pots with eyes. Go around the area counter-clockwise looking for them, and backspit an egg into each one to make flowers come out. The pots are located on the sides of the area. You'll have to deal with some killer gravestones along the way. Near the

third pot is a gravestone. Get the MUMBO TOKEN behind it (28). When you spit eggs into the last pot, you'll get a JIGGY (3).

You should see a window with Banjo and Kazooie's faces on it very close to the last pot (about across from it). Jump through to find a bonus room. Head around the room to restock your inventory (watch out for the portraits), then leave.

Across from the room you left is a gate. Rat-a-tat-rap it open, but ignore it for now. Go to the front of the church and hop on the gravestone. From there, jump on the church and get the note (38), after changing to talon trot while on the gravestone. Jump to the next part and get all the notes on both roof parts (47). Jump on the ledge sticking out of the clock tower and jump again to the clock tower. Head to the other side and go in the hole, getting the MUMBO TOKEN (29). Grab the four notes here (51) and then use the Shock Jump Pad to leap to the pole atop the roof. Climb up and get the JIGGY (4).

Go back down (in talon trot) to lower roof. Nearby is a hedgemaze with a little corner with no entrance (there's a ramp in the corner). When you find that corner, leap into it (use the rat-a-tat-rap to prevent damage). Get the MUMBO TOKEN (30) next to the ramp and then climb the ramp so you're on top of the maze. Here is a map:



LEGEND:

- J = Jinjo
- N = Note
- 2N = 2 notes
- Arrow = Entrance/Ramp
- B = Beehive
- M = Mumbo Token

Head to near the right toward the top right corner, drop down, then get the two notes (53). Get the beehive in top right if needed. From there, go left, staying on the upper part of the maze. There's a long dead end (the end is right next to the beehive) where you can get a MUMBO TOKEN (31). Go to the very top left corner of the maze and get the orange JINJO (4).

Go to the bottom left corner of the maze, where you'll find a couple notes (55) near each other and some blue eggs. Now go to the dead end in the middle of the maze for two notes near the Jinjo (57), then take the bottom middle exit. Take a right and follow the mansion until you're facing the church again. In front of the entrance to the Church area where the gate was, in a little corner on the right, you can get three notes (60). Backtrack a little and head up the stairs to a shed area with some skeletons. After you go up the stairs, take a left U-Turn and go down into a little corner. Get the MUMBO TOKEN (32) Avoid the skeletons and head behind the shed. Shock jump from the pad on the left of the shed and switch to talon trot on the roof. Get the notes (64) and the MUMBO TOKEN (33) on the right light, drop down, rat-a-tat-rap the door, then enter.

Grab the four notes in the corners (68), then talk to the ice block in the room. You'll have to play a little minigame in which a purple ghost (it regenerates, so don't try to kill it) will be moving around the move in a square shape. You have to get on the ice block and spell out BANJO KAZOOIE on the floor squares within 75 seconds. Here is a map: (note the top of the map is the right of the board if you were in Banjo's eyes at the entrance to the shed).

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+---+---+---+---+---+---+---+---+---+
| ! | Z | ! | E | ! | O | ! | I | ! |
+---+---+---+---+---+---+---+---+---+
| ! |                               | ! |
+---+                               +---+
| A |                               | O |
+---+                               +---+
| ! |                               | ! |
+---+                               +---+
| B |                               |-->| EXIT
+---+                               +---+
| ! |                               | ! |
+---+                               +---+
| K |                               | J |
+---+                               +---+
| ! |                               | ! |
+---+---+---+---+---+---+---+---+---+
| ! | ! | O | ! | N | ! | A | ! | ! |
+---+---+---+---+---+---+---+---+---+

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The ! squares are grunty squares, which make you lose a honeycomb. When the ghost comes, get out of the way or you will lose a honeycomb AND be knocked off the ice block. Once you've spelt out BANJO KAZOOIE in 75 seconds, grab the JIGGY (5). Leave the shed.

Go to the back of the area and down a set of stairs on the right. Avoid the skeleton and keep going. Ignore the stairs on the left for now and rat-a-tat-rap the gate open on the right. Get the notes on the fountain (72), then shock jump to the blue JINJO (5). Next, grab the JIGGY (6).

Drop down and head to the bottom right corner of the fountain area. Behind the thorny wall sticking out is a MUMBO TOKEN (34). Head back and look at the straight stairs leading to the mansion area. Left of it are some smaller, windier stairs. Take those and you'll find a switch and a pair of Running Shoes. Beak bust the switch to open the door of the church temporarily. Quickly put on the shoes and jump over the thorns. Head up the stairs to the mansion area and make a right. Follow the mansion to the church and go through the door.

First off, kill the Tee-Hees patrolling both columns of pews. Now, using the high jump, get the four notes, one on each pew (76). Head to the back of the room where Motzhand the ghostly hand is playing the organ. Get the two notes on









the crates and go to the smokestack. Rat-a-tat-rap the door open. Take out the Chompas here, then wingflap down. You should see the entrance to the next room. Before you go in, backflip into the compartment above, where you can get a HOLLOW HONEYCOMB (1).

Now go in. First up is a moving bridge. Wait for it to stop, then go through it the long way, getting the MUMBO TOKEN (22). High jump up the gears and kill the seaman. Wait for the cog on the left to slow down, then go across it. Get the four notes (38). Another cog is ahead. Wait for it to stop, then go to the end and high jump for the MUMBO TOKEN (23). Don't risk it if you don't think you can do it. Head across to the middle where the seaman was and cross the other cog. Get the notes (42), then the MUMBO TOKEN (24) if you think you can get away with it. Now head over through the spinning bridge when it stops. Bust the propeller switch, slowing down the propellers in the back of the boat. Turn around and get into talon trot to make this next part easier. Face the propeller and wait for it to slow down. Jump in between the gap. You'll have to time it right. Now get the four notes (46). Head across the stationary cog and get the JIGGY (3).

Nope, that wasn't the hardest Jiggy ever. Go back across the cog and jump through the propeller on your right when it slows down. Now beak bust the other propeller switch. The propellers on the boat will stop for 65 seconds. Here is the really difficult part. Head across the spinning bridge when it stops, cross the cog (which doesn't move anymore), wingflap down the gears, and cross one more spinning bridge. Climb the ladder up and leave the smokestack. Head toward the back of the boat past the crates. Jump into the oily water then turn to face the boat. Swim under and quickly go behind the pillars to get the JIGGY (4). If you hit the propellers when they move you will instantly die.

Quickly swim out of the propellers and surface, then jump onto the crate to get your oxygen back. You should see a grate with a beehive on the land nearby on the side. Below that is a grate in the wall with a hole in it. Swim through it QUICKLY and get the purple JINJO (1) in the room. Surface as soon as you can and jump on the crate near the land. Jump on the land and collect the four notes on the grate (50). Talon trot over the building on the right. Head past the start and look on your left to find a toll. Spit two eggs into it and a bridge will appear. Kill the Chompa, then go back to the toll. Spit another four eggs into it and the bridge will extend. Head across it and high jump for the MUMBO TOKEN (25).

You have enough Mumbo Tokens for the game now, but I will continue to point them out to you. However, don't get them if you don't want to. Talon trot up the shack and get the notes along the fence (55) past it, being careful not to fall into the water. Once you're done, hop in. Look! It's Snacker! Quickly swim to the buoy in the very corner of the fenced area (and the level) to get the yellow JINJO (2). Now look to the wall underneath the other shack (not the one you just came from). There's a hole in it. Swim into it, avoiding Snacker.

Surface and kill the Flotsam. Head along the ledge and take out the Chompa. Go to the other side, kill the Flotsam, then bust the Hollow Honeycomb Switch. Go to the other side again, take flight, then fly to get the HOLLOW HONEYCOMB (2). Once that's done, drop down to the water and swim through the hole again.

Swim through the hole in the fence at the front and enter the metal building through the door in the water. Swim through to the other side, avoiding the killer fish, then jump to the Chompa on the ledge and kill it. Jump across the bobbing crates and to the other side. Go to the box left of the one you land on, high jump to the edge of the Chompa, take it out, then get the four notes on the crate above (59). Go the other way and head up the crates. Walk along the plank with eggs very carefully, jump to the other plank and walk across, then high

jump to the JIGGY (5) on the crate on the left. Jump into the water and swim through the door you came in through.

You should hear an annoying noise. It's a dolphin trapped by an anchor. Go underwater and search for an anchor. Trace it to the boat and swim through the hole its going through. Swim up and jump into the cave. Rat-a-tat-rap your way through the million Chompas and get any honeycombs you need. Kill the seamen in the next room and get the notes (63), then beak bust the anchor switch. This frees the dolphin, who of course leaves the Jiggy IN THE DAMN WATER. Bastard. Go back through the cave and swim through the hole in the boat again. Quickly get the JIGGY (6) on the ground.

Swim towards the start and climb up the ladder, then head across the toll bridge again and talon trot up the building. Jump to the other building after crossing the fence and continue along the harbor. Now you're in a toxic waste dump. Jump along the barrels and get the Mumbo Token, the notes (66), and the green JINJO (3). Go back up on land and continue. Shoot three eggs at the TNT box to make it explode. Shock jump up the crane and get the notes in the front (69), then high jump up. Beak barge the red up arrow sticking out, which temporarily opens the cage with the Jiggy in it. Climb the ladder up the crane on the right side, run to the edge, wingflap down to the boat, then grab the JIGGY (7).

At the very tip of the boat, get the Mumbo Token. Jump into the pipe that doesn't have teeth. Head around the kitchen (don't touch the red hot stoves) and get all the notes (74). Don't forget the one in the northeast corner. Jump into the oven with a gold feather equipped and get the Mumbo Token, then leave the kitchen.

Go to the side of the boat you're on and look for a window on the side. Open the sharper looking window on the left and head in. Get the notes (77), then rat-a-tat-rap the door below the Jiggy. Kill the Chompa, then jump for the JIGGY (8). Now exit through the window. Head around the front of the boat to the other side of the boat and rat-a -tat-rap the sharper looking window again, which you should jump into. This is the control room. Get the four notes under the map (81), then get the Mumbo Token nearby. Leave the room. Go to the middle of the ship with the two pipes. Avoid the one with the teeth and head over near the stairs up the ship. Open the window and go inside, where you should get the four notes in the corners (85) and leave.

Go over to the TNT box where you jumped to the Witch Switch. Jump up to the TNT box, then climb up to the crane and this time go all the way over to the crane. Climb down the ladder and beak barge the up arrow. The TNT box will fall, explode, and open another room. Grab the notes below (88). Drop down on the right and feed 8 eggs to the toll to make a strange bridge come out. Carefully go across it and kill the three Chompas to get the orange JINJO (4). Head back across and go to the otherside of the crane. Put in six eggs to make a ridiculous bridge come out. It's extremely narrow and windy. CAREFULLY tread across it to an area with a bunch of blue boxes. If you fall into the water, there's a ladder leading to the blue box area. Enter the closest one on the right first.

Jump on the crate to the left and get the four notes (92). From there, backspit three eggs to kill the Boom Box. Head to some other crates in the room. Keep backspitting eggs to kill all four Boom Boxes. As your reward, you get an extra life. Take it and leave. Climb up the boxes right of the box you entered and go through the hole on top of the middle box. Take out the sea dudes in here, then head near the northwest corner to get the blue JINJO (5). granting you a JIGGY (9). Grab the Mumbo Token on a big stack of crates near the middle. Climb up the crates and the ladder to leave. Drop down and enter the left crate. Get the four notes on the bottom crates (96), then head up to the planks on the top via the

crates. Kill the Chompas along the way, collecting the Mumbo Token and the notes (100). Exit the crate.

We're actually not gonna activate the last toll (on the other side of the blue boxes). Jump into the water and head around the front of the ship to the other side. Use crates to refill your oxygen. Climb up the ladder near the start and head up the nearby bridge going to the boat. Take a right past the crates and hop into the giant hole created by the TNT box dropping.

Here you'll meet Boss Boom Box, one of the most hilarious enemies you'll face. Equip a gold feather and run into him. He'll separate into two smaller boxes. Keep rampaging through the boxes as they split. It's funny the how they sneer at you but you kill them without even attacking. When all the boxes are done, get the JIGGY (10). Go to the front of the room and climb up the ladder. Head back down the plank and exit the level. Now that wasn't all THAT difficult, was it?

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|                                     =====
|           4x           |   Gruntilda's Lair   |           LAIR12           |
|                                     =====
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From the water, swim into the previous room with the Shrapnel. Go to the alcove where the Witch Switch where you ran up the pipe to the water level switch and get the JIGGY (9). Look over and you should see a bunch of ledges leading to a note door. Jump up them and open the 640 note door.

Equip a gold feather and charge through the Whipcracks. At the end, talk to Brentilda near the black Gruntling, then go to the right. Avoid the Bigbutt and highjump up the giant leaves. Ignore the 765 note door and continue right through the ledges. When you find a doorway with eggs, go through it. Get the Mumbo Token, then go back.

Continue through the ledges. When you find a jiggy switch, beak bust it. This makes the Jiggy podium appear in front of the Click Clock Wood puzzle. Drop down and you should see a little blue opening in the wall. Head through it and you'll find the red cauldron. Activate it and warp.

Kill the Gruntling and head through the pipe. Drop down into the water that the fall is pouring into. Swim through the underwater tunnel on the left to the puzzle. Get the Mumbo Token hidden in the left corner in the back, then stand on the podium and press the trigger to put 15 pieces in, opening Click Clock Wood. Head back through the water, up the vine, and through the pipe, where you should take the red cauldron to warp again. Go back through the tunnel into the main area, then head up the steep slope at the back of the area and enter Click Clock Wood.

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|                                     =====
|           4y           |   Click Clock Wood   |           WOOD           |
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A very unique level. See, you start out in a hub with four entrances. The four entrances all lead to the same scene, a HUGE tree in the middle of a forest. However, each entrance leads to a different season. You start out in spring, and work in order from there. At first, all the seasons are closed. You have to keep pressing switches. The first is in the hub, and all the seasons but winter have a switch. It's the most challenging level, but a fun one too.

Moves - 0  
Difficulty - 9/10  
Enemies - Snarebear, Grublinhood, Big Clucker, Bigbutt, Whipcrack, Sir Slush, Chinker

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Hub

Head backward and stomp the Spring Switch. The door to spring opens. Collect the four notes in front of spring (4), which is in the other direction, then enter.

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Spring

Moves - 0  
Difficulty - 4/10  
Enemies - Snarebear, Grublinhood, Bigbutt, Big Clucker, Whipcrack

Use a gold feather to get a Mumbo Token on the right in the flower, then kill the Grublinhood. Take a right and dive into the water and head through the river. Eventually you'll meet Gnawty the beaver, who's house is blocked off by a boulder. We can't help him right now, so continue past him. At the end of the stream you'll find a Big-Butt and a dirt patch. Get the four notes (8) around the patch, then back spit five eggs into the hole in the middle. A flower will grow. It's useless right now, but later it'll give us a prize. Swim across the stream to the land in the corner. Use a gold feather to get the Mumbo Token. Continue around the area past the big flower and high jump to the ledge. Get the notes (11), then head up the left ramp. You'll find holes in the tree. These are like Chompas, but they're birds. Take them out the same way.

Head right and when you go under a ramp going up the tree, go around it and get the three notes (14). Continue around the tree and you'll be above the water. Head along the "bridge" and get the notes (17). Keep going along the tree. Get the notes on the second bridge above the water (20), then continue still along the tree. When you find the ramp heading up the tree, go up and kill the bird. Talon trot up the slope and turn left where you'll find narrow branches. Get the Mumbo Token and the extra life. Head back and continue up the tree. Head to the edge of the beehive and get the Mumbo Token. Continue up the tree and you'll have to wingflap in and out of alcoves. Shock jump up the ledge and continue going up the alcoves. Next up is a house and bridge, both in construction. Get the Mumbo Token in the house, then go along the bridge, jumping the gaps. When you reach the end of the bridge, take out the Grublinhood and beak bust the Summer Switch. Enter the door on the right. You'll meet Nabnut the squirrel, who's busy pigging out on acorns. Highjump on his wardrobe and get the Mumbo Token, then leave.

Jump some gaps to go higher up the tree, and take a left to reach Eyrie the eagle's nest. Use the Shock Jump Pad in the back to reach the top of the egg, then beak bust the blue X to hatch him. Head back and get the Mumbo Token. Here's where going up the tree gets hard. You'll need to use a combination of wingflaps and highjumps to get across the ledges. However, you can't overshoot your jumps or you'll fall. You might want to use a beak buster when you see your shadow above the ledge to ensure safe landing. When you reach the top, use a gold feather on the plant to get the green JINJO (1). Rat-a-tat-rap the door and enter. Avoid the Whipcracks and head to the back, then get the JIGGY (1). Leave the room.

Head back to the edge of Eyrie's nest. If you want to take a short cut, wingflap

from the nest and use a beakbuster before you land. You'll lose a honeycomb or two, but that's okay. Wingflap to the stump with the Wading Boots (or just jump if you landed in the brambles) and put them on, then use the boots to enter Mumbo's skull. Transform into a bee for 25 Mumbo Tokens, then head out of the hut.

The bee can fly into the killer plants unharmed, so take the opportunity to grab any collectibles you want. Hold A to fly upward. Fly to the wasp nest (just go up slightly and look on the bee's left as you leave the skull) and look for a hole in the front, which you should enter. The Zubbas are guarding Grunty's Jiggy, but we can't get it right now. Head to the back and go up all the huge honeycombs. Get the purple JINJO (2), then leave. Fly to the very top of the tree (the place with the green Jinjo was NOT the top). Go around until you find it. Land in the plant, then get the JIGGY (2). Fly to the bottom, look for the exit (which is almost directly below the Jiggy), then leave spring.

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| Hub |  
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Cross the bridge and go to summer.

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| Summer |  
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Moves - 0  
Difficulty - 6.5/10  
Enemies - Bees, Snarebear, Grublinhood, Big Clucker, Whipcrack

You'll soon be detransformed. Eyrie will rudely demand five caterpillars. Take an immediate left and head to the corner where you'll find bees. It's near a beehive. You might be able to see the Jinjo's head popping out of the grass. In talon trot, avoid the bees and get the yellow JINJO (3) in the very corner. Head back to the start and kill the Grublinhood. Get the CATERPILLAR (1) by the tree, then jump up on the leaves, getting the notes (22). Drop down and head right into the dried up lake. Head over to Gnawty and beak bust the boulder, letting him in. He invites you in for a reward, but we can't get all the way up the slope until later. For now, get the Mumbo Token and the notes (24).

Head back to the lake and continue along the path. At the end, kill the bird and bust the Fall Switch. Go back and head behind the big pillar, getting the CATERPILLAR (2). Go up the tree and kill the bird, then go across the bridge. Now keep heading right around the tree, killing birds. When you see the big flower, drop down to the ledge below with the plant. Get the CATERPILLAR (3), then go over to the flower. Check it out, it's Gobi. Beak bust his hump to water the flower. As much as it pisses him off, Jiggies are more important than camels. The flower grows more. Continue right and avoid the two bee swarms. High jump up the ledge leading to Mumbo and get the CATERPILLAR (4). Go up the ramp and kill the bird, then head right. Kill the second bird, then drop down to where the Wading Boots were. Shock jump to the hut and grab the CATERPILLAR (5). (we'll continue to collect caterpillars as Eyrie "needs" more next season). Go in the hut. Use the unlit torch to hop to the planks and get the Mumbo Token. Leave the hut, as Mumbo is too hot for magic.

Wingflap to the Shock Jump Pad and use it to get back on the tree. Head right and go up the ramp and kill the bird. Instead of talon trotting up the slope, start jumping up the leaves on the right. You might want to strategically use the beak buster again. You'll have to shock jump. Rat-a-tat-rap to the ledge at the end, killing the bird, then get the JIGGY (3).



Shock jump up to a leaf on the right. Head up a few more leaves and get the Mumbo Token. Once you have it, go back down the leaves and talon trot up the slope near the bird. At the top, turn around and carefully go across the narrow branches for a Mumbo Token and a CATERPILLAR (6). Head back and continue up the tree, killing the birds. When you get past the birds, get the three notes on the branch (27), then go on top of the hive. Beak bust the trapdoor to enter.

This may be even funnier than Boss Boom Box. Jump onto the honeycomb with the Jiggy inside to start the fight. Just equip a gold feather and wait for all the Zubbas to charge into you, "guarding" their Jiggy. It's funny how hard they try to kill you and then they just die without you doing anything. At the end you'll get the JIGGY (4), so leave the nest.

Go back and continue up the trees, jumping in and out of the alcoves. When you reach the branch, get the CATERPILLAR (7). Get the notes in front of the house (31), then enter the house. This part can be a little tricky because if you fall, you'll take significant damage. Stand on the edge of the plank sticking out, then wingflap to the extra life. Now wingflap left and get the JIGGY (5) in the corner next to the life.

Leave the house. Head across the bridge, jumping the gaps. It's closer to being complete, so it's a little easier now. Talon trot up the slope behind the beehive and get the notes (36). Wingflap down to the platform below with the Grublinhood. Kill it, then get the CATERPILLAR (8). Talon trot up the slope and enter Nabnut's house. There's nothing in here, but you need to see this :). Nabut's binging has costed him dearly, and he's become an immobile fatass. Once you've had your laugh, leave.

Head along the tree. You have to rat-a-tat-rap to the platforms now, because there are birds there. Great. Get the Mumbo Token. When you get to Eyrie's nest, feed him five CATERPILLARS (3). Don't go up the ledges. The only thing in the Whipcrack room is an extra life, if you want it. Head down to the tree by any means desired. When you reach the bottom, leave summer.

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Hub

Cross the bridge and enter fall.

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Fall

Moves - 0  
Difficulty - 6/10  
Enemies - Snarebear, Grublinhood, Bigbutt, Big Clucker, Buzzbomb, Bees

Fall has the most notes, so we'll almost be done with CCW once fall is over. The ever demanding pig, Eyrie, wants 10 caterpillars. Kill the Grublinhood and talon trot up the leaves just right of the entrance. Get the CATERPILLAR (4). Dive into the water nearby on the right and find Gnawty's house. Swim through to the surface. He'll say he's been waiting months to give you.. a JIGGY (6).

Get the notes on the top left shelf (38) and leave, continuing through the river. Once you pass a Buzzbomb, jump onto the ledge on the left with the killer plant. Use a gold feather to get the three notes (41). Head over to the giant flower and piss off Gobi one last time with one last beak buster. He's had enough, so he'll leave to go to the lava world.. The flower finally blooms,

revealing a Jiggy. Of course, we can't get it right now. Get the notes behind the flower patch (46). Talon trot up the leaf pile on the right and get the CATERPILLAR (5), then go up the left one and get the orange JINJO (4).

Continue and avoid the bull. Kill the Grublinhood, then go up the right leaf pile to get a CATERPILLAR (6). Take out the bird, then head across and make your way all around the base of the tree. Take out the birds and get the notes along the entire way, including the ones from the man-eating plants on the ends "bridges" (64), as well as the CATERPILLAR (7). In front of the bird guarding the ramp down to the water is a CATERPILLAR (8). If your note count isn't 64, make sure you didn't miss any around the tree, or the ones in the man-eating plant. You should arrive back near Mumbo's skull. Put on the Wading Boots on the stump and enter the skull.

The shaman's excuse this time is that he has to "sweep many leaves" and therefore cannot take three seconds to transform you. Anyways, grab the CATERPILLAR (9), then use the unlit torch to get to the planks. Get the notes here (68), then leave. Via the Wading Boots, cross the brambles to the little ramp to return to the tree. Continue past Mumbo's skull and head up the ramp. Go right along the tree until you reach the ramp, which you should walk up on. Kill the bird and get the note (69), then jump on the leaves to the right. Get the Mumbo Token. Once you have the token, head back to the bird and talon trot up the slope. Both of the prizes on the branch are on the left side. Get the CATERPILLAR (10) and the Mumbo Token. Go back to the tree and go up as you kill the birds. When you reach the Zubba's nest, get the CATERPILLAR on top (11), then fall through the opening. Get the notes in the corners (73), plus the CATERPILLAR (12), then leave.

Continue along the tree, wingflapping in and out of alcoves. When you reach the branch, grab the Mumbo Token on the leaf, then drop down to the Shock Jump Pad. Get the CATERPILLAR (13), then head across the almost complete bridge. Before you cross the gap, let the Buzzbomb charge at you so you can rat-a-tat-rap it. At the top you'll meet Nabnut. He's lost his six acorns, so we have to get them back. Talon trot up the steep slope leading to the circle. Go to the back and high jump for the ACORN (1). Now leap to the ACORN in the middle of the circle (2). Don't worry, if you stop right when you get the acorn, you'll fall to a plank below and get another ACORN (3). Head up the plank and kill the Grublinhood. Rotate the camera and you'll see a steep plank straight ahead going down. Talon trot down it and get the ACORN (4), then go up. Head back to Nabnut and enter his house through the door. Get the CATERPILLAR (14) on the wooden desk in front of the chair, then high jump to the shelf. Get the notes (76), then wingflap to the nearby shelf. Grab the ACORN (5), then leave. Turn around and head up one more winding plank that leads back to the tree. Rat-a-tat-rap the window and enter. Dive underwater and get the ACORN in the middle (6), then leave. Give Nabnut all six acorns and he'll give you a JIGGY (7).

Continue past Nabnut. Rat-a-tat-rap the birds as you head up to Eyrie's nest. You'll want to be very careful here. Before you jump each gap, wait for the bird to be triggered. It will very quickly retreat. Right after it does is when you want to jump and rat-a-tat-rap. You should hit it as it comes out. If you attempt to hit these things the first time they come out, it's very likely that they will retreat before you hit them, then come out and knock you off the ledge. Once you make it up, beak bust the Winter Switch, then go to the nest. Collect the CATERPILLAR (15) at the back, plus the notes (84). Feed Eyrie 10 caterpillars. The big bird goes back to sleep again, so head back. Wingflap to the branch below, then head up the tree until you reach the Zubba's nest. Stand on the edge and wingflap down to the flower below. Grab the JIGGY (8). Wingflap from the flower and leave fall.

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 Cross the bridge and enter winter.  
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Winter

Moves - 0  
 Difficulty - 8/10  
 Enemies - Grublinhood, Sir Slush, Chinker, Whipcrack

Winter is the most difficult season, but we're not going to die, are we? Just as in Freezeezy Peak, you need to talon trot to prevent yourself from slipping. Make a left at the start and head past the snowman. It's safe to go on the now dead thorns near Mumbo's hut. Use the Flying Pad to fly on top of the skull. Get the blue JINJO (5) and the JIGGY (9).

Jump off the hut and take flight again. Continue left and beak bomb the snowman, then get the Mumbo Token. Continue to the giant flower. Take out the Chinker, then take the Mumbo Token on the flower. Now you should see a hole in the ice on the right. Jump into the hole and go underwater, then swim as fast as you can to Gnawty's house. Like in Rusty Bucket Bay, you lose oxygen on the surface and lose it twice as fast underwater. Keep an eye out for the entrance, then surface in his house. Head in and high jump to the top left shelf and get the HOLLOW HONEYCOMB (1).

Leave the house and swim AS FAST AS YOU CAN TO THAT HOLE. Get out of there ASAP. Go back to Mumbo's skull and take flight again. Fly up a bit and head right past the house and bridge until you see a snowman guarding the Witch Switch. Beak bomb it. Fly up to the end of the bridge where Nabnut's house is. Fly above the door and you should see another window. Beak bomb it and enter. Kill the two Grublinhoods, then climb the pile of acorns. Backflip to the ledge and get the HOLLOW HONEYCOMB (2). Nice. You have all 24 Hollow Honeycombs now. Normally, you would get another honeycomb of life, but you don't for some reason. Leave this room.

Drop down and go to the circle where the snowman is throwing snowballs. If you want, take him out. Get the notes around him (88), then head down the plank with no ending. At the end, stop VERY CAREFULLY. Jump to get the Mumbo Token. Head back to near Nabnut's area. Carefully talon trot down the snow-covered bridge, jumping the gap. Use the shock jump pad to jump up to the platform with the house. Here's the tricky part. Backflip onto the corner of the roof. As soon as you land, switch into talon trot so you can collect the notes on the roof (92). Make sure you don't try to crouch before you land, or you will beak bust and then start slipping. Face the house before you backflip so that if you mess up, you can direct yourself so that you slip back onto the shock jump pad. Once you have the notes, head back to Nabnut's area. Continue up the tree and jump along the ledges, CAREFULLY. At the top, go to the nest and talk to Eyrie, who has become an adult eagle. He will fly off, farting out a JIGGY (10) he gives you.

Ok, deep breath. JUST EIGHT MORE NOTES. Get out of the nest and head up the ledges on the left. Get the notes as you go (96). FOUR LEFT!! Head back to Nabnut's area and take flight once more by talon trotting up to the circular ring to find a pad. Fly to the Witch Switch. Stomp it, which makes a Jiggy appear atop a tree. Drop down to the pillar with the Flying Pad nearby (it's in the frozen lake), which you should high jump on top of. Head around to the right to Mumbo's hut. Above the hut is a big branch. Head down and land on it to get the notes along the branch (100). WOOT! You have all 900 notes in the game now.



to determine which world it is from.

Time Square - The worst square. You have to complete one of the puzzles you did in the game. This varies from spelling Banjo Kazooie backwards on the sandcastle floor to repeating the tip-tup choir. If you get lucky, you'll have to defeat the Zubbas again. In these challenges, you have a time limit. If you were already timed in the challenge, the time limit is cut in half.

Death Square - The Death Square is a square that can be very easy or very difficult depending on what you get. It will spit out any kind of question (even a time square T\_T), and if you answer wrong, you are dropped into the lava and forced to start all over again.

Gruntilda Square - The Gruntilda Square will ask you a question about Grunty's personal life and her habits. This is where Brentilda comes in handy. I recommend you write down the answers she gives you, which are in squiggly print. If you do that, grunty squares will be a breeze.

Joker Square - Nice. If you answer a Joker Square correctly, and you should since the random type of question they give you is almost always a Banjo-Kazooie question, you get two joker cards. Press X on a square to skip it, using up one card. This is really useful at the end of the board, where there are plentiful amounts of Time/Death/Grunty squares.

Here is a map of the board:

```

                                     +---+
                                     | D |
+---+---+---+                   +---+---+---+---+---+---+---+---+
| E | D | + |                   | D | G | B | + | E | ! | D | D | ! |
+---+---+---+                   +---+---+---+---+---+---+---+---+
| J |   | B |                   | B |                   | D |
+---+   +---+---+---+---+---+   +---+
      | G | G | + | S | T |                   | D |
      +---+---+---+---+---+                   +---+
      | E |                   | E |                   | D |
      +---+
      | B |                   | + | B | D | E | S | T | B | + |
+---+---+---+---+---+   +---+---+---+---+---+---+---+---+
| + | S | T | S | D |                   | D |                   | S |
+---+---+---+---+---+   +---+                   +---+
| S |                   | E |                   | G |                   | E |
+---+
| + |                   | G | B | + | B | T | S | E | G | B | E |
+---+---+---+---+---+---+---+---+---+---+---+---+---+
| G | E | B | S | D |                   | + |
+---+---+---+---+---+   +---+
| + |                   | + |                   | D |
+---+
| J |                   | G | T | + | B | T | E | B | S | G | B |
+---+
      | B |                   | + |                   | B |
      +---+                   +---+                   +---+
      | E |                   | B |                   | J |
+---+---+---+---+---+---+---+---+---+---+---+---+

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| ! | D | J | + | S | B | + | G |
+---+---+---+---+---+---+---+---+
                | E |
                +---+
                | B |
                +---+
                /START\
            +-+   +-+
                / C \
                +-----+

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Legend:

B - Banjo Kazooie Square    G - Grunty Square    S - Sound Square  
E - Eye Square                D - Death Square    ! - Extra Life  
+ - Honeycomb                 J - Joker Square    T - Time Square

Before you even start the game show, go backwards and activate the yellow cauldron. Now start.

I recommend you take this route:

```

3 up
1 right
3 up
5 right
2 down
2 up
2 left
1 up - SKIP DEATH SQUARE
2 up
2 right
2 up
2 right
2 left
1 up
2 left - SKIP TIME SQUARE
3 left - SKIP DEATH SQUARE
2 left
2 up - SKIP TIME SQUARE
2 up - SKIP DEATH SQUARE
1 right
1 up - SKIP DEATH SQUARE

```

This route will ensure your victory, as long as you answer the joker squares correctly, as you won't have any to spare. Also, this route involves no skipping of Grunty squares, so be sure to either have them written down, or to know the answers very well.

Once you win, Grunty will cry out in desperation, "No one can win, I was assured , by the makers of this board." Gruntilda tells no lies, she will let you take your prize. The witch flies the coop before Banjo and Kazooie select Tooty as their prize and go home.

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After the credits, the adventurous duo head back to good ol' Spiral Mountain. Banjo, Kazooie, Bottles and Mumbo celebrate with a barbecue. Suddenly, the party pooper Tooty comes out and tells Banjo and Kazooie they still have to beat up the witch, despite the fact that she was the one who decided to go home. After



top. Stand behind the ledges so you'll be safe from her spells. When she ceases fire (the damage the attack can do lasts for a second or two, so wait), jump on the ledge and spit three eggs at her. The spells she fires before she stops increases as you continue to hit her.

Grunty will move to another ledge. Follow her and repeat the process. Unlike with the last stage, the number of eggs stays the same. She moves a little when she gets hit, so you might not be able to do all three hits in one blow.

Keep hitting her with eggs. Stay behind the ledge until it's safe to conserve honeycombs for the harder stages. Once you've hit her the third time, move to another ledge one more time. Spit three last eggs when the time is right and she'll drop another honeycomb. Wonderwing another homing spell.

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Stage 3

Grunty will start flying around the place. Bottles will give you a Flying Pad to fight her on even ground. Now you have to beak bomb her. She only attacks after you hit her, so the only challenge is aiming correctly. Lead her and make sure you're even height wise. After you hit her once, she'll fire a spell.

Line everything up, then strike her again. She fires two spells this time, but she's not very accurate when you're flying. Keep flying around. If you miss, it might be a while before you get a chance to hit her. She will pause every so often, making it even easier to hit her. After you hit her the third time, she throws three spells at you.

It might be easier to hit her if you go for it right after your previous hit (once she's done throwing spells at you). One more hit will finish this phase, giving you a honeycomb... and she'll form a forcefield around herself. Great.

-----  
Stage 4

Here you have to shoot eggs into four Jinjo statues in the corner, who have come to help you defeat the hag. Grunty will be firing spells at you all the time. If you hear the sound, get out of the way! The orange statue (they're all gray until fed) takes three eggs. When you've 'fed' it, it will come to life and slam itself into Grunty's forcefield.

The green Jinjo takes three eggs. It will again slam itself into Grunty's field. If Grunty fires a spell while you're shooting eggs, run. It's better to delay the Jinjo than to get hit. Honeycombs are precious.

Fire three eggs into the purple Jinjo. Again, Grunty's forcefield will be weakened. As long as you keep moving, you can avoid Grunty's shots even without talon trotting. This allows you to immediately begin firing eggs.

The last Jinjo, which is yellow, will do one last slam. Grunty's forcefield breaks and she is knocked a few feet, but she lands on a ledge and reforms the forcefield. Deflect another homing spell with your gold feather.

-----  
Stage 5

When Grunty fires spells here, she'll lead you, so change direction constantly.



Block a homing spell, then one last statue, the mighty "Jinjonator" rises, with four holes on each side. One side takes one egg, one takes two, one three, and the last one, four. As with before, Grunty fires spells during this whole damn thing. Run away immediately if you hear the sound. If you hear the sound of one of her homing spells, use the gold feather to shield yourself. You're gonna have to be really fast for this. As with before, talon trot will make it harder to get into egg firing position, so it's a little difficult to dodge the spells. You've probably lost several honeycombs by now. Once one of the holes is done, it closes up. Now work on the next.

I find the absolute best time to fire is after she does the homing spell. Apparently she has to charge up a bit after that, so you'll have a bit of time to fire a few eggs. The front of the Jinjonator facing Grunty is hard. You might consider firing one egg at a time. Once that's done, you shouldn't worry too much if you have a decent amount of health.

When all four holes are closed up, the mighty blue Jinjonator activates. It's beaming red eyes, it's huge size, the Jinjonator is clearly one to be feared, without question a force to be reckoned with. All the Jinjos will combine their powers of standing around yelling "help" instead of escaping themselves into one super special awesome ultra special super extra mega ultra awesome Jinjo. The Jinjonator will rise and zoom around, then hit Grunty. Grunty, being obese as she is, does not fall, but flinches. The Jinjonator will continue to hit Grunty several times. The witch will claim she can take these shots all day, so the Jinjonator will slowly charge up power, then hit Grunty with one super special awesome attack. Grunty falls off the tower. Her last spell, which she fires as she falls, misses Banjo and Kazooie. The hag falls waaaaaaaaay down to the bottom below her lair. Maybe you shouldn't make your lair hundreds of feet in the air... Somehow, a bunch of rocks fall from nowhere. Grunty smashes through the ground of Spiral Mountain, forming a perfect witch shape in the ground in an incredibly realistic fashion. A giant boulder falls directly onto her, trapping her forever, and she is unable to get out.

```
=====
|                               |                               | |
|           4dd                |           Ending           |           ENDING           |
|                               |                               |
|                               |                               |
=====
```

Banjo and the gang vacation at Treasure Trove Cove. Bottles makes annoying noises eating his melon, Tooty eats the worst food known to mankind, and Banjo and Kazooie sway worse than drunkdrivers while holding their drinks. All the while, a sexy woman in a red bikini walks around delivering drinks. Banjo asks his sister if he can relax, and Tooty says he and Kazooie are heroes. After a couple rude comments from Kazooie, Banjo puts the cast list on, which gives you the names of all the enemies.

-----

After the cast list, you're treated to a extra super special secret awesome scene. Mumbo will pop out of the tree with pictures. He will tell of a great sequel to Banjo-Kazooie. It's called Banjo-Tooie. Yeah, that'll probably be my next FAQ.. Since you got all 100 Jigsaws (WHICH YOU BETTER HAVE!!!), I mean which you certainly did, congratulations, Mumbo will show you the pictures. Banjo and Kazooie first get the Pink Egg atop Sharkfood Island, then the Ice Key in Wozza's cave, followed by the Blue Egg in a coffin in the room behind where Gobi had the Hollow Honeycomb. Actually, they don't get them, just look at them. Mumbo will tell you that you can collect these items to unlock secret in Banjo-Kazooie: Nuts n' Bolts. Head down to Stop N' Swap in the chapter below and follow the guide to get the items.



Find Wozza's cave on the other end of the level and go in. High jump to where the orange Jinjo is and go to the back. Get the ICE KEY (1), then leave the cave as well as the peak.

=====  
| Gruntilda's Lair |  
=====

Go to the urn room and use the Wading Boots to get to Gobi's Valley.

=====  
| Gobi's Valley |  
=====

Talon trot up the slope and take the magic carpet from Jinxy's left paw (your right) to where Gobi was the third time you met him. Go through the room and at the end, push the switch to open the coffin. Get the BLUE EGG (2).

=====  
| Gruntilda's Lair |  
=====

Head back to the 2 Gruntling room, go through the 350 note door, and all the way to Mad Monster Mansion.

=====  
| Mad Monster Mansion |  
=====

Go right at the start until you find the trapdoor blocking off the wine cellar. Bust it open. Kill the ghost with a gold feather and enter the barrel that's open. Get the TURQUOISE EGG (3), then leave the cellar. Climb up to the second level of the mansion and bust open the window just around the corner from the Shock Jump Pad. Get the GREEN EGG (4), then leave the bathroom as well as the mansion.

=====  
| Gruntilda's Lair |  
=====

Head back to the Gruntling room after you pass the Gobi's Valley puzzle. Go up the ramp and take the blue cauldron. Enter Rusty Bucket Bay.

=====  
| Rusty Bucket Bay |  
=====

Head up the plank at the start to the boat. Backflip off the pipe to the upper level, then cross the next plank. Go to the left side and drop down. Head toward the front of the ship and bust open the first breakable window. Find the captain's bed and get the RED EGG (5), then leave the bay.

=====  
| Gruntilda's Lair |  
=====

Take the blue cauldron outta this dump, then take the purple cauldron. Go up the ramp and through the pipe, then take the red cauldron. Enter Click Clock Wood.

```
=====
|                               Click Clock Wood                               |
=====
```

```
~~~~~
Hub
~~~~~
```

Go to winter.

```
~~~~~
Winter
~~~~~
```

Find Mumbo's skull and use the Flying Pad to head up all the way to Nabnut's house. Land, rat-a-tat-rap the window, then enter. Grab the YELLOW EGG (6) in the back, then leave. Exit winter.

```
~~~~~
Hub
~~~~~
```

Leave the level.

```
=====
|                               Gruntilda's Lair                               |
=====
```

Nice. Stop N' Swap is now complete. You can view all your super special awesome items in the view totals menu. Now you have EVERYTHING.

```
=====
|                               =====                               |
|          5b          |   Bottles' Puzzles   |          PUZZLE          |
|                               =====                               |
=====
```

Go to Banjo's house in Spiral Mountain and stand on the rug in front of the fireplace. Press Y to go into first person and look at the picture of Bottles above the fire. Bottles will tell you about his secret moving picture challenge. It's basically a jigsaw puzzle, except the picture moves around the scene. Move Banjo's hand with the control stick, pick up a piece with A, put it back with X, and put it in the puzzle with A. From the third puzzle on, you'll have to rotate the pieces to make them fit by moving the right control stick left and right. You shouldn't have too much trouble. When you complete puzzle five, Bottles will be an ass and tell you there are no more, even though there are. Everytime you complete a puzzle, Bottles gives you a code. Here's a list as well as puzzle solutions. The letters around the puzzle represent puzzle pieces, and the same letter in the grid of puzzle piece spots is where you should put the piece. The numbers next to the letters of the pieces are the number of times you have to rotate the piece right for it to be correct.

PUZZLE 1 - Banjo's House (Spiral Mountain)  
Code - BOTTLESBONUSONE / BOTTLES BONUS ONE

This makes Banjo's head big.

```
    a   b   c   d   e   f
+---+---+---+---+---+
t | a | b | c | d | f | g
```

```

+---+---+---+---+---+
s | t | s | e | g | h | h
+---+---+---+---+---+
r | r | q | o | j | i | i
+---+---+---+---+---+
q | p | n | m | l | k | j
+---+---+---+---+---+
p   o   n   m   l   k

```

PUZZLE 2 - Boggy's Igloo (Freezeezy Peak)  
Code - BOTTLESBONUSTWO / BOTTLES BONUS TWO

This makes Banjo's hands and feet big.

```

a   b   c   d   e   f
+---+---+---+---+---+
t | f | e | h | l | c | g
+---+---+---+---+---+
s | a | o | t | d | n | h
+---+---+---+---+---+
r | s | b | i | g | k | i
+---+---+---+---+---+
q | r | q | p | j | m | j
+---+---+---+---+---+
p   o   n   m   l   k

```

PUZZLE 3 - Captain's Quarters (Rusty Bucket Bay)  
Code - BOTTLESBONUSTHREE / BOTTLES BONUS THREE

This makes Kazooie's head large.

```

a   b2  c   d1  e2  f1
+---+---+---+---+---+
t | f | p | d | r | c | g1
+---+---+---+---+---+
s | a | e | b | h | n | h
+---+---+---+---+---+
r2| s | t | i | g | k | i1
+---+---+---+---+---+
q1| k | q | i | j | m | j2
+---+---+---+---+---+
p3  o2  n3  m2  l   k2

```

PUZZLE 4 - Nabnut's House (Click Clock Wood)  
Code - BOTTLESBONUSFOUR / BOTTLES BONUS FOUR

This makes Banjo's head small and his body tall.

```

a   b   c2  d   e2  f
+---+---+---+---+---+
t | f | e | l | h | c | g3
+---+---+---+---+---+
s | a | g | t | r | n | h
+---+---+---+---+---+
r | d | b | i | p | j | i1
+---+---+---+---+---+
q | m | q | o | k | s | j

```

```
+---+---+---+---+---+
p   o3 n   m1 l   k
```

PUZZLE 5 - Tip-Tup Choir (Bubbleloop Swamp)  
Code - BOTTLESBONUSFIVE / BOTTLES BONUS FIVE

This makes Banjo's hands and feet big.

```
   a1 b1 c2 d   e   f
+---+---+---+---+---+
t | t | h | n | i | f | g3
+---+---+---+---+---+
s | p | k | b | d | e | h
+---+---+---+---+---+
r2| s | o | a | j | m | i
+---+---+---+---+---+
q | c | l | g | r | q | j1
+---+---+---+---+---+
p   o1 n3 m1 l   k
```

PUZZLE 6 - Bedroom (Mad Monster Mansion)  
Code - BIGBOTTLESBONUS / BIG BOTTLES BONUS

This will make Banjo's head, feet, and hands big and make Kazooie's wings and head big.

```
   a2 b2 c1 d1 e1 f1
+---+---+---+---+---+
t2| p | h | g | l | o | g
+---+---+---+---+---+
s1| t | k | d | m | c | h1
+---+---+---+---+---+
r3| e | r | s | f | q | i3
+---+---+---+---+---+
q1| n | i | j | a | b | j3
+---+---+---+---+---+
p2   o3 n2 m3 l3 k2
```

PUZZLE 7 - Zubba's Nest (Click Clock Wood)  
Code - WISHYWASHYBANJO / WISHY WASHY BANJO

This turns Banjo into a washing machine. The washer can do everything the normal Banjo can do, including flying :). It doesn't take damage from the icy water in Freezeezy Peak.

```
   a2 b1 c2 d1 e1 f1
+---+---+---+---+---+
t2| p | h | g | l | o | g
+---+---+---+---+---+
s1| t | k | d | m | c | h1
+---+---+---+---+---+
r2| e | r | s | f | q | i3
+---+---+---+---+---+
q1| n | i | j | a | b | j3
+---+---+---+---+---+
p2   o2 n2 m1 l3 k2
```







Extra Life

Extra lives take the form of golden Banjo statues in this game. They are rather rare, and are often in dangerous locations, making it not worth the risk. Whenever you load your save file, you have 3 lives. You should never really get a game over, but if you see an easy to get extra life, its always worth the effort to grab it.

If you die with 0 extra lives, you get a game over. Although the meter at the top that appears showing you how many lives you have when you collect one will only read 9, you can actually have more than that. If you collect a life when you already have 9 and then die, the meter will still read 9.

Jinjo

The Jinjo is a small, cute little creature, a lot like the Blueprints in DK64. There are 5 of them in each world, one blue, one yellow, one orange, one green, and one purple. When you collect all five, you get a Jiggy. Like with the notes, you lose all your Jinjos when you die, but it doesn't matter if you've already collected the Jiggy.

Blue Eggs

Once Bottles teaches you the egg spit in Mumbo Mountain, you'll be able to shoot eggs, via holding the left or right trigger and pressing Y. Holding the trigger and pressing B will let you fire an egg backwards. Eggs are very weak against enemies, and therefore should not be used for that. The purpose of eggs is to activate switches and to be shot into holes, etc. Doing so will result in some sort of event, almost always resulting in a Jiggy.

Eggs can be found virtually ANYWHERE, and are extremely easy to locate. You can pack a total of 100 eggs, but that total can later be doubled to 200. Eggs are exactly like the fruit weapons in DK64.

Red Feathers

Red Feathers are required to fly, which cannot be done until Bottles teaches you to use Flying Pads in Treasure Trove Cove. Stand on a Flying Pad and press A to take flight. You will steadily go downwards, but you can fly higher by pressing A. This uses up one red feather. Also, once you have the Beak Bomb move from Freezeezy Peak, you can press X to thrust forward, which also uses up one feather. Be careful! If you Beak Bomb into a wall, you'll lose a honeycomb.

At first, you will only be able to carry 50 red feathers, which is a fairly insufficient amount, forcing you to restock frequently. However, later this can be doubled to 100, which is a much better total.

Gold Feathers

Gold Feathers are extremely rare and valuable. After you have the Wonderwing move learned from Bottles in Clanker's Cavern, you can hold the left or right

trigger and then hold the right control stick right to activate the Wonderwing. During this time, you are completely invulnerable. If you walk into enemies (other than Bigbutt), the enemy will die instantly. However, during this time, you will lose Gold Feathers at a rapid rate. Once you run out, you will no longer be able to stay invulnerable.

At first the max capacity is only 10. But later, this number can be doubled to 20. Although there are only a couple of situations which require use of the Wonderwing, the move can be very useful in certain situations.

-----  
Mumbo Token

Mumbo Tokens are relatively easy to find, and come in numbers of about 8 per world. They look like silver skulls, and are used to pay Mumbo for his magic. The first transformation in Mumbo's Mountain is a termite, costing 5 tokens. The second transformation costs 10 tokens, and is an alligator in Bubbleloop Swamp. The third transformation is a walrus, costing 15 tokens in Freezeezy Peak. The fourth transformation, which is in Mad Monster Mansion, is a pumpkin and costs 20 tokens. The fifth and final transformation in Click Clock Wood costs 25 tokens, and is a bee.

There are about 100 Mumbo Tokens in the game, but you only need 75. While you are transformed, you cannot attack (except for the alligator), and you won't be hurt by falling. Transformations can get into small holes that Banjo and Kazooie cannot. If you exit a world while transformed, you will eventually be detransformed once you stray far enough.

-----  
Orange

Oranges are in the possession of Conga, who lives in Mumbo's Mountain. When he sees you, he will begin throwing oranges, which can hit orange switches, giving you a Jiggy. You also must climb the tree to get an orange to feed to Chimpy, who will then raise his tree stump for you.

-----  
Gold Bars

The two stacks of gold bars are found in Blubber's ship. You have to go through two entrances in the ship. They belong to him, as he lost them in a storm. Return both stacks to him for a Jiggy.

-----  
Presents

Boggy went out to get his kids Christmas presents, but they never returned. There are three in the level. The red one is inside the Christmas tree, the green one is on an island at the start of a slope heading up to the giant snowman's scarf, and the blue one is on the giant snowman's nose.

-----  
Acorn

Acorns are only found in Click Clock Wood. Nabnut, the squirrel, lost his six

acorns, and you need to round them up for a Jiggy. There is one that you must fall to get, one on a circle bridge, one in the water inside the house, one on Nabnut's shelf, one down an incomplete steep path, and another on the wooden walkway.

---

---

Caterpillar

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Caterpillars are only found in Click Clock Wood. They are in various locations, and are needed to feed Eyrie the eagle. In summer he only wants five caterpillars, but in fall he demands 10. In winter he grows into a full-sized eagle, and rewards you with a Jiggy.

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Pads, Switches, and Misc.

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Banjo-Kazooie Pad

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When you enter a world, you'll be standing on a pad with a picture of Banjo and Kazooie's faces. If you want to leave the world, stand back on the pad. Note that leaving a world will cause you to lose all your notes and Jinjos.

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Beehive

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The beehives are scattered throughout the worlds. If you break it open, you'll get three honeycombs. From Gobi's Valley onward, the beehives will be guarded by bees. If you open the beehive, they will chase you. You can outrun them with the talon trot or use gold feathers to kill them.

---

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Orange Switch

---

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The Orange Switches are in Mumbo's Mountain, near Conga. You have to stand on them, wait for Conga to throw his orange, then get out quickly. The orange will trigger the switch. When all threeswitches are hit, you'll get a Jiggy.

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---

Witch Switch

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In every world, you'll find a Witch Switch, a switch with a picture of Grunty on it. Use the beak buster to activate it. This will cause some event to happen in Gruntilda's Lair, allowing you to access a Jiggy. Usually, you have complete some task to get the Jiggy.

---

---

Shock Jump Pad

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There are several Shock Jump Pads in pretty much every level. They are green and have a picture of Kazooie's foot on them. Bottles teaches you how to use them in Treasure Trove Cove. Hold A while on one to perform a super high jump. This allows you to reach ledges otherwise unaccessible.

=====  
| Flying Pad |  
=====

Flying Pads are somewhat common. They are blue and have three red feathers on them. Once you learn how to use them in Treasure Trove Cove, stand on one, then press A to take flight. You'll slowly sink down. Press A to go higher, using up one red feather. Holding up on the control stick makes you go down, while holding it down makes you go up.

=====  
| Pipe Switch |  
=====

There are only two of these, and they're both found near Clanker's Cavern. Beak bust them to raise pipes, allowing you to progress through the area.

=====  
| Grate Switch |  
=====

This is found near Clanker's Cavern. Beak bust it to open an underwater grate, allowing you to access the Bubblegloop Swamp puzzle.

=====  
| Wading Boots |  
=====

The Wading Boots are a pair of green rubber boots. Once Bottles teaches you how to use them in Bubblegloop Swamp, you can put on the boots and walk around in dangerous terrain safely. Be careful, though, because after a hidden time limit, the boots will disappear. When your time is almost up, you'll hear a clock ticking. Whenever you put a pair of the boots on, always get down to business right away.

=====  
| Shock Jump Pad Switch |  
=====

There is only one of these in the game, and it's near Gobi's Valley. You have to bust open the wall it's hidden in with the rat-a-tat-rap. Beak bust the switch to make a Shock Jump Pad appear, which will then circle the urn in the room. You have to use the pad to leap into the urn, which will get you the Bubblegloop Swamp Witch Switch Jiggy. You also need it to get the Gobi's Valley Witch Switch Jiggy in the coffin.

=====  
| Running Shoes |  
=====

After Bottles teaches you how to use the white shoes with red lightning bolts, you can put on a pair and run around at super speed. This allows you to get into areas within a very small time limit and to defeat challenges that require super speed. However, you'll have to get right down to it as soon as you put the shoes on, because after a while, the shoes will disappear. You'll hear a clock ticking when your time is almost up.

=====  
| Hollow Honeycomb Switch |  
=====

-----  
There are two of these in the game, one in Gobi's Valley and one in Rusty Bucket Bay. The first one is behind the pyramid with the matching game, and the second one is in a room entered through a hole in the wall where Snacker is. Beak bust one of these switches to make a Hollow Honeycomb appear in an irritating location.

-----  
Propeller Switch

There are a few of them in Rusty Bucket Bay. One slows down the fans in the mechanical room, while another slows down the propellers in the back of the boat. The third switch stops the propellers in the back of the boat for 65 seconds, allowing you to get the Jiggy behind them.

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| 5d |

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| Move List |

MOVE

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Basic Moves  
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The basic moves are the simple moves you learn in Spiral Mountain.

-----  
Camera Controls

Just outside Banjo's house, Bottles will teach you how to control the camera. The Y button lets you see in Banjo's perspective, rendering you immobile. Moving the right control stick down controls how far the camera is from Banjo, offering three different views (one close, one medium, one far). Moving the right control stick right and left will move the camera left and right, respectively. Holding the left or right bumper will center the camera behind Banjo, making it easier to traverse ledges and cliffs.

-----  
Jump

Near a bunch of tree stumps, Bottles will show you how to jump. Tap A for a short jump, press it for a bigger one, and hold it for a high jump. Press A and A again while in the air to have Kazooie flap her wings. This is a very useful technique that allows you to traverse gaps. Hold the left or right trigger and press A to do a high jump, giving you large amounts of airtime and propelling you high into the air. This move is great for getting onto high ledges, but should never be used for getting over gaps, as it gives you very little distance.

-----  
Swim

By the river, Bottles will give you swimming lessons. Jump into the water and press X to go under. Your oxygen meter will appear. Once every 10 or so seconds,



~~Mumbo's Mountain~~

The Talon Trot is learned in the first world at the top of the mountain. Hold the left or right trigger and then hold the other trigger to have Kazooie stick her legs out of the backpack. You only need to continue holding one trigger to keep the move in effect. The Talon Trot allows you to move at a much quicker pace, as well as allowing you to get up steep slopes. On icy terrain in worlds such as Click Clock Wood and Freezeezy Peak, the Talon Trot will prevent you from slipping (which can be very dangerous on high ledges).

The Talon Trot is a more efficient way of exploring the large worlds. However, it is extremely dangerous when on high ledges and cliffs. It is more advisable to use Banjo, who does not move as quickly, to walk in these places.

-----  
Beak Buster

~~Mumbo's Mountain~~

The Beak Buster is learned in the first world at the top of the mountain. Press A to jump, then press the left or right trigger while in the air. Banjo will turn upside down and Kazooie will slam the ground with her beak. This is a powerful, but inaccurate move, making it less useful against enemies. However, the Beak Buster is great for breaking things open and activating buttons. For example, Mumbo's Mountain and Bubblegloop Swamp both have huts that can be broken using the Beak Buster, revealing prizes.

-----  
Flying

~~Treasure Trove Cove~~

Flying is learned in the second world at the top of a ship. Press A while standing on a Flying Pad to take flight. While you move around, you will slowly sink towards the ground. Holding the control stick down makes you go up, while holding it up makes you go down Press A to go higher. This uses up a red feather. You can only carry 50 feathers at a time (but later, 100), so it is important to conserve your feathers. Flying allows you to reach areas otherwise unaccessible.

-----  
Shock Jump

~~Treasure Trove Cove~~

The Shock Jump is learned in the second world on a cliff. Press and hold A while standing on a Shock Jump Pad to leap high into the air. You can also use the control stick to move forward in the air. The Shock Jump allows you to reach high up areas, often leading to a Jiggy.

-----  
Wonderwing

~~Clanker's Cavern~~

The Wonderwing is learned in the third world inside Clanker. Hold the left or

right trigger and hold the right control stick right to activate the move. To continue using the move, keep holding the trigger, releasing it stop the move. While the move is in effect, you will be totally invincible, letting you steamroll through enemies and go through dangerous terrain unharmed. However, you lose Gold Feathers at a rapid rate. Once your supply is completely drained, the Wonderwing can no longer be used. Gold Feathers are rare and valuable. At first you can only carry 10, but later that total can be doubled to 20. Because Gold Feathers are used up so quickly and are hard to find, it is important to conserve them. Activate the move just before you make contact with the danger, and end it as soon as you reach safety.

-----  
Wading Boots

~~Bubblegloop Swamp~~

Use of the Wading Boots is learned in the fourth world just near the entrance. Put on a pair of the giant green boots to activate the move. This allows you to cross dangerous terrain such as icy water, swampy water, or thorns unharmed. Be careful, though, because the boots will disappear after a certain amount of time. If that happens while you're still in the dangerous terrain, you will start taking damage. Wading Boots are usually found very close to a dangerous area you need to traverse. Don't waste any time once you put them on. Press X to cancel the boots.

-----  
Beak Bomb

~~Freezeezy Peak~~

The Beak Bomb is learned in the fifth world near a stack of presents. While in the air, press X and Kazooie will lunge forward in a powerful strike. This uses a Red Feather. Fortunately, you don't need to use it very often. You should get fairly close to your target before you Beak Bomb, as it can be hard to control and aim. Also, be careful not to Beak Bomb into a wall, or you will lose a honeycomb.

-----  
Running Shoes

~~Gobi's Valley~~

Use of the Running Shoes is learned in the sixth world on top of a narrow cliff. This is the last move you'll need to learn in Banjo-Kazooie. Put on the pair of white shoes with red lightning bolts and you will be able to move at super speed. Don't waste time once you have the shoes on, as eventually they will disappear. The Running Shoes are usually used to get into a temporarily opened door within a time limit, or to give you the speed you need to complete a race or challenge. Press X to cancel the shoes.

5e

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Enemy List

ENEMY

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 A list of the enemies found in the game, in order of appearance. Enemies will be



ranked in difficulty with a star system, with 1 star being the least difficult and 5 stars being the most difficult. There are about 30 enemies, and all of them are fairly stupid, merely charging at you and not being able to retreat or dodge. Their difficulty depends more on their placement and numbers.

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Topper

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Difficulty : \*

~~Spiral Mountain~~

Topper is a carrot that bounces around in a pathetic attempt to hurt you. Really easy, just Rat-a-Tat-Rap him for an easy kill. Only appears in Spiral Mountain, once you've learned the attack moves from Bottles. He is used as Claw Swipe fodder during your training.

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Bawl

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Difficulty : \*

~~Spiral Mountain~~

Bawl is an onion.. I think.. I don't know my vegetables very well. He is extremely easy to defeat, requiring only a simple Rat-a-Tat-Rap. Only appears in Spiral Mountain, once you've learned the attack moves from Bottles. He is used as Roll fodder during your training.

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Colliwobble

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Difficulty : \*

~~Spiral Mountain~~

Colliwobble is a flying piece of collyflower, and another easy kill. Rat-a-Tat-Rap works best, as he flies in the air. Only appears in Spiral Mountain, once you've learned the attack moves from Bottles. He is used as Roll fodder during your training.

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Quarrie

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Difficulty : \*

~~Spiral Mountain~~

If you can't beat this, good luck. Quarrie are the rocks around the molehill where you learn the beak barge, which is also the move that destroys them. These guys can't do a THING to you, all they do is stare...

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Grublin

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Difficulty : \*

~~Mumbo's Mountain~~

Grublin is a purple demon thing, and there are several of them in Mumbo's Mountain. A roll or Rat-a-Tat-Rap will easily take it out, offering a honeycomb. There are a few at the entrance, and a couple at the top of the mountain.

=====  
| Bigbutt |  
=====

Difficulty : \*\*

~~Gruntilda's Lair~~  
~~Mumbo's Mountain~~  
~~Click Clock Wood~~

Bigbutt is a large blue bull, and he cannot be defeat, even with the Wonderwing. Even though he is indestructable, he's fairly easy to avoid and should not cause you any trouble so long as you keep moving. There are only three in the entire game. You can temporarily stun it with a couple attacks.

=====  
| Conga |  
=====

Difficulty : \*\*\*

~~Mumbo's Mountain~~

Conga is a giant humanoid gorilla who resides on top of a tree. He throws oranges at you, and you must have to force him to throw the oranges at the Orange Switches. You might get hurt, as you have to stand still for a second. To defeat him, you must spit eggs at him and avoid his orange throws.

=====  
| Ticker |  
=====

Difficulty : \*

~~Gruntilda's Lair~~  
~~Mumbo's Mountain~~

Ticker is a giant termite. Rat-a-Tat-Rap is a might miss it, as it is short. Therefore, a Roll works best against a Ticker.

=====  
| Gruntling |  
=====

Difficulty : \*/\*\*

~~Gruntilda's Lair~~

Gruntlings come in three forms, red, blue, and black. The red ones are the easiest, requiring a roll. The blue ones require a Rat-a-Tat-Rap or two rolls. The black ones require three rolls or two Rat-a-Tat-Raps. Gruntlings are scattered throughout the lair, but should never pose a problem.

=====

| Snacker |

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Difficulty : \*\*\*

~~Treasure Trove Cove~~

~~Rusty Bucket Bay~~

Snacker is a shark that patrols the waters of Treasure Trove Cove. You can kill him, but is rather pointless as he comes back. You will have to dive into the water for a few items, and it can be tricky to avoid Snacker, as you are not faster than him. If you keep jumping and going forward though, you shouldn't get hit.

=====

| Snippet |

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Difficulty : \*

~~Gruntilda's Lair~~

~~Treasure Trove Cove~~

~~Clanker's Cavern~~

A crab that tries to snip his claws at you. Easy to kill. Beak Buster is optimal as it will yield two honeycombs.

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| Nipper |

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Difficulty : \*\*\*\*

~~Treasure Trove Cove~~

Nipper is a gigantic hermit crab who swipes his claws at you. It is a little tricky to defeat him, as it requires precise timing, but still is not too difficult. During the second he leaves his face exposed, you must Rat-a-Tat-Rap. Once this is done three times, he will retreat into his shell, letting you enter.

=====

| Yum-Yum |

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Difficulty : \*\*

~~Treasure Trove Cove~~

Yum-yums are clams that hop around. Dont try to roll them, only a Rat-a-Tat-Rap works. Rolls and claw swipes will let the Yum-Yum steal your eggs and feathers. It can be tricky to deal with if you misaim.

=====

| Lockup |

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Difficulty : \*\*\*

~~Treasure Trove Cove~~

Lockups are the man-eating treasure chests around the cove. They can't be defeated, but their teeth guard treasures. Stand a little bit away from them, then backflip into them when they open up for prizes. Wait again to get out.

=====

| Shrapnel |

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Difficulty : \*\*

~~Gruntilda's Lair~~  
~~Treasure Trove Cove~~

A bomb that lurks in the water. If you get close to it, it will chase after you and explode, dealing two honeycombs of damage. Sometimes you have to grab items underneath it, but it is fairly easy to maneuver Banjo away from the Shrapnel.

=====

| Grille Chompa |

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Difficulty : \*\*

~~Gruntilda's Lair~~  
~~Clanker's Cavern~~  
~~Rusty Bucket Bay~~

Grille Chompas first appear as grilles in the wall. When you go near, you hear a roaring sound, and the green slugs pop out. They take two honeycombs away and only drop one. Rat-a-tat-rap is extremely effective, since they impede your path as you head along a ledge.

=====

| Mutie-Snippet |

=====

Difficulty : \*

~~Clanker's Cavern~~

Mutie-Snippets are like regular Snippets, but disfigured and green. There's a pack of them in a Clanker's Cavern room and no where else, and you have to kill them all for a Jiggy.

=====

| Whiplash |

=====

Difficulty : \*\*

~~Clanker's Cavern~~

Whiplashes are pinkish tentacles that stick out of Clanker's insides. They are underwater and flail around, but cannot move. If you make contact with them, you lose health. You cannot defeat them, so simply swim around them. It's not hard.

=====

| Chump |

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Difficulty : \*

~~Gruntilda's Lair~~  
~~Rusty Bucket Bay~~

There are only a couple of these guys in the whole game. They are big fish with even bigger teeth. You don't even have to go in the water one of them is in, and the other one is extremely simple to avoid.

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| Flibbit |

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Difficulty : \*\*

~~Bubblegloop Swamp~~

Flibbits are red frogs that jump around Bubblegloop Swamp. They hop, so rat-a-tat-raps work best on them. Sometimes you miss though, and that will usually cost you a honeycomb. Overall, they're not hard to deal with unless a few of them flank you. Oh yeah, in Bubblegloop Swamp, I spelt the name flibbet, so just ignore that.

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| Buzzbomb |

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Difficulty : \*\*

~~Gruntilda's Lair~~  
~~Bubblegloop Swamp~~  
~~Click Clock Wood~~

Buzzbombs are basically yellow dragonflies. Since they're airborne, rat-a-tat-raps are most efficient. If you miss, you might lose a honeycomb, but they're usually not found in groups, so Buzzbombs are no danger unless they're placed in an area where it could knock you off a ledge...

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| Mr. Vile |

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Difficulty : \*\*\*\*\*

~~Bubblegloop Swamp~~

The stars are really a representation of the mini-game this red crocodile makes you play for a Jiggy. In the first round you have to eat more red yumblies than him. In the second, you must eat more red yumblies than him and avoid yellow grumblies, which slow you down should you eat them. In the last round, you have to eat whatever color is shown at the top of the screen. He's a monster and can eat the things quickly. A tie gives Mr. Vile a victory. Worst of all, if you lose, he bites you, taking away TWO honeycombs.

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| Sir Slush |

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Difficiulty : \*\*\*

~~Freezeezy Peak~~  
~~Click Clock Wood~~

Sir Slush is an evil snowman that throws snowballs at you. He actually knows how to lead you, but does it poorly, as the shot usually lands to the left or right of you. Anyways, these guys ARE annoying if in groups, and they pretty much always are. To defeat them, you need to beak bomb the red X on their hat. This isn't too hard, but sometimes you misaim and lose health.

-----  
Twinkly Muncher

Difficulty : \*\*

~~Freezeezy Peak~~

Once again, the stars represent the difficulty of the mini-game. You have, I think, 100 seconds to allow 10 twinklies to pass the bridge to the tree. However, these guys pop out of the ground and try to eat the poor little twinklies, which are lights by the way. If you rat-a-tat-rap them in order, 1, 2, 3, 1, 2, 3, the game is incredibly easy.

-----  
Chinker

Difficulty : \*\*

~~Freezeezy Peak~~  
~~Click Clock Wood~~

The Chinker is a giant ice cube. Attack it and it splits into two smaller ice cubes. A really cool and fun way to beat it is to kill the giant one, then backflip while between the two small ones, then beak bust. They'll overlap underneath you, giving you a perfect shot plus two honeycombs.

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Bees

Difficulty : \*\*

~~Gruntilda's Lair~~  
~~Gobi's Valley~~  
~~Mad Monster Mansion~~  
~~Rusty Bucket Bay~~  
~~Click Clock Wood~~

The bees are found guarding beehives from Gobi's Valley onward. You can kill them with gold feathers, but that is usually a waste. If you shoot the beehive with an egg and switch to talon trot, getting the honeycombs should be no problem. Also, in Click Clock Wood, bees are found just swarming around in summer, not just guarding beehives. You can outrun them in talon trot, and they have limited range, so they shouldn't be a big deal either.

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| Slappa |

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Difficulty : \*\*

~~Gobi's Valley~~

Slappas are undead hands wrapped in cloth. They pop from the ground out of nowhere, so keep your eyes peeled. If they sneak up on you, they might cause some minimal damage. Two rat-a-tat-raps will kill it, as long as you destroy it before it slaps (that is collapses onto the ground).

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| Scabby |

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Difficulty : \*

~~Gruntilda's Lair~~

~~Gobi's Valley~~

This little sucker is pretty much a desert counterpart to the Buzzbomb. Likewise, the strategy is the same. Just rat-a-tat-rap. It's almost impossible to miss this thing since it's so huge.

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| Mum-Mum |

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Difficulty : \*\*

~~Gruntilda's Lair~~

~~Gobi's Valley~~

Mum-Mums are live mummies. They often come in packs, and can only be destroyed with a gold feather. You can stun them for a bit, but that's pretty much pointless since they come back in a few seconds anyways. Just avoid them, they're quite slow.

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| Nibbly |

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Difficulty : \*\*

~~Mad Monster Mansion~~

Nibblies are very small bats that hang still until you get close. They sometimes surprise you like that, and their small size makes them hard to target, but it's nothing you can't handle... I hope.

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| Limbo |

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Difficulty : \*\*

~~Mad Monster Mansion~~

A skeleton that can only be defeated with gold feathers, or else it is merely

stunned for a while. Just avoid it, there's no point in wasting gold feathers.

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Portrait Chompa

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Difficulty : \*\*

~~Mad Monster Mansion~~

An undead version of the Grille Chompa. For that reason, it can only be defeated by gold feathers. Usually, you can just wait for it to come out, then snag whatever collectibles are in front of it, so save your feathers.

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Tee-Hee

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Difficulty : \*\*

~~Mad Monster Mansion~~

A green ghost. There's also a purple Tee-Hee, but that guy comes back to life and there's only one, in a shed. Unlike the other undead enemies, you should use your gold feathers on these, as they are placed in areas where you have to stop to do things, and can't be taking hits from bad guys.

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Ripper

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Difficulty : \*

~~Gruntilda's Lair~~

~~Mad Monster Mansion~~

Rippers are killer gravestones. They try to surprise you by appearing as normal gravestones until you approach them. They're tough, but nothing two rat-a-tat-raps can't handle.

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Whipcrack

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Difficulty : \*

~~Gruntilda's Lair~~

~~Mad Monster Mansion~~

~~Click Clock Wood~~

Whipcracks are like Whiplashes, except they look a little different. You can use goldfeathers to kill them if they're on the land, but underwater, you can't do anything about them.

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Flotsam

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Difficulty : \*



~~Rusty Bucket Bay~~

Flotsams are killer life tubes that hang around the ship in Rusty Bucket Bay. Rat-a-tat-raps are most effective, and will easily take down any flotsam blocking your path.

=====

| Boom Box |

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Difficulty : \*\*\*

~~Rusty Bucket Bay~~

The Boom Box is a TNT box with a face that hops around when you get close to it. If you don't get away, it will explode and cause damage. Get on a ledge and you should be safe. You can kill it with three eggs, but usually that's a waste of time.

=====

| Grimlet |

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Difficulty : \*\*

~~Rusty Bucket Bay~~

Grimlets are pipes lined with teeth. Their faces don't show up until you approach them. Stay away from them, because their range is pretty far and they attack with lightning speed.

=====

| Seaman Grublin |

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Difficulty : \*

~~Rusty Bucket Bay~~

The Seaman Grublin is a green, ugly creature wearing a sailor uniform. They are plentiful in Rusty Bucket Bay and come in packs. Rat-a-tat-raps will destroy a Seaman Grublin in one hit.

=====

| Boss Boom Box |

=====

Difficulty : \*

~~Rusty Bucket Bay~~

A giant Boom Box that you have to fight for a Jiggy. It splits into double the amount of smaller boxes over and over, but it doesn't explode. You can literally do this with your eyes closed if you use gold feathers. Otherwise, it's a messy job that will take forever.

=====

| Snarebear |

=====

Difficulty : \*

~~Click Clock Wood~~

The Snarebear is a slightly less cuddly version of the carebear. Aw, hell, it's not even remotely cuddly. It is, however, really easy to get past. You can't kill these man-eating plants, but you can get the prizes they have with a gold feather. The only threat is that of you screwing up the wondewing, which WILL NOT HAPPEN WILL IT?

-----  
Big Clucker

Difficulty : \*\*/\*\*\*\*

~~Click Clock Wood~~

The Big Clucker is just like the Chompa, except it's a bird that comes out of holes in the giant tree in Click Clock Wood. These guy scan be really tough if placed well. For example, in one area, they are placed on tiny ledges, and take up the whole ledge. If you don't time your rat-a-tat-rap correctly, you will fall to the bottom of the tree. Just rat-a-tat-rap these guys for maximum effectiveness.

-----  
Zubba

Difficulty : \*\*\*

~~Click Clock Wood~~

The Zubbas are the bees that inhabit the hive in Click Clock Wood. In summer, you have to fight a swarm of them for a Jiggy. This is not even remotely challenging if you use the wonderwing. The idiot bees will charge straight into your indestructable force field and die on the spot. Otherwise, this could be a bit more difficult.

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Grublinhood

Difficulty : \*

~~Click Clock Wood~~

The Grublinhood steals from the poor and gives to the rich. He's an ugly version of Robin Hood. A rat-a-tat-rap will end his days.

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5f	Character List	CHARA
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This section will list the characters of the game. A character is defined as any named creature who does not attack you and who cannot be hurt or killed by you. There are some exceptions.

=====  
| Banjo |  
=====

You play as Banjo, the loveable honeybear. He likes to relax, but has no choice but to go out on an adventure to save his sister. Banjo wears yellow shorts and a blue black pack, as well as a necklace.

=====  
| Kazooie |  
=====

Kazooie is the wise guy, smart-mouthed bird companion of Banjo. She is a "red-crested breegull" and resides within Banjo's backpack. Unlike her friend, Kazooie enjoys adventuring.

=====  
| Tooty |  
=====

Banjo's carefree younger sister. She is kidnapped by Gruntilda the witch.

=====  
| Bottles |  
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Bottles the mole, friend of Banjo and Kazooie, is the one to alert them to Tooty's kidnapping, and teaches Banjo and Kazooie all their spectacular moves throughout the game.

=====  
| Mumbo Jumbo |  
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Mumbo Jumbo is a skull-faced shaman who transforms you into various creatures throughout the game. Time for a handy little chart:

Small means the animal can fit through small holes.

World	Transformation	Properties
Mumbo's Mountain	Termite	Climbs steep slopes
Bubblegloop Swamp	Alligator	Can attack, survives swamp, small
Freezeezy Peak	Walrus	Survives icy water, befriends walrus
Mad Monster Mansion	Pumpkin	Survives brambles, small
Click Clock Wood	Bee	Can fly, survives Snarebares

None of the transformations are hurt by falling.

=====  
| Gruntilda |  
=====

Gruntilda the rhyming witch has kidnapped Tooty in an attempt to transfer her

youth and beauty to herself. She forces Banjo and Kazooie to go off in an adventure through her lair to save Tooty.

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Klungo

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Klungo is a giant green monster and Gruntilda's dim-witted assistant. He handles simple tasks like operating machinery.

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Brentilda

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Brentilda is Grunty's nicer sister. She is found several times throughout the lair. Whenever you find her, she'll tell you three facts about Grunty's personal life, which you'll need to know for Grunty's game, the Furnace Fun, at the end of the game.

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Jinjo

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The Jinjos are tiny little creatures. There are five in each world, one blue, one yellow, one orange, one purple, and one green. When you rescue all five, you get a Jiggy.

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Chimpy

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Chimpy is a chimpanzee resembling Diddy Kong who is found in Mumbo's Mountain on a stump. Once you feed him an orange you steal from Conga, he'll give you a Jiggy and raise the stump, allowing you to reach a ledge.

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Ju-Ju

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Ju-ju is Mumbo's talking totem pole. Its segments have mouths that you must feed eggs. Also, you can backflip from the last segment (they disappear as you feed them) for a Hollow Honeycomb. The segments get faster as you go on. When they're all fed, you get a Jiggy.

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Captain Blubber

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Captain Blubber the.. hippo, I think, has lost his treasure. One piece is in the ship, below the trapdoor. The other piece is also in the ship, but you have to go through an underwater door. Once you return the treasure, Blubber will give you a Jiggy.

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Leaky

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Leaky is a bucket who has holes. You can patch him up by backspitting three eggs. Then he'll empty the water for you, allowing you to access the sandcastle. This is where all the games codes are entered. First you'll need to complete a

puzzle, which nets you a Jiggy.

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Little Lockup

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Little Lockup is a tiny treasure chest that bounces around an island. You first have to fly around Treasure Trove Cove and stomp all the red X's. They will point in which direction to fly, but the last one will turn into a question mark. Just below the question mark is an island where the last X is. Open the Little Lockup with an egg for a Jiggy.

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Clanker

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Clanker is a giant mechanical shark, and also Grunty's garbage grinder. He is found in the third world, Clanker's Cavern. Most of the Jiggies are found inside him or at least require him to be raised, which you have to do before you can go inside him.

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Gloop

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In the area under Clanker with the big key you can swim through three times to free the garbage grinder, you'll find Gloop the fish. He spits out bubbles which you can touch to restore two honeycombs of oxygen.

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Croctus

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These guys are the yellow alligators that open and close their mouth. You have to feed all of them eggs, but only one appears at a time. When you feed it, it disappears and another appears somewhere else. The first is near the start, the second is in an alcove along the path to get the first Jiggy switch Jiggy, the third is at the top of the hut pillars, the fourth is behind the giant crocodile, and the fifth is near Tanktup. When they're all fed, you get a Jiggy.

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Tanktup

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Tanktup is a giant turtle who's feet are numb and cold. He lives in Bubblegloop Swamp. If you beak bust his feet, they'll go in his body and he'll be warm again. As thanks, he'll let you go inside of him and give you a Jiggy. What a cool dude.

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Tiptup

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Tiptup is inside Tanktup, and he's a turtle as well. He runs the Tiptup Choir, and makes you play his lessons. You have to beak bust the turtles in the choir in the same order each lesson, and the lessons get harder. You lose a honeycomb if you mess up, but you need to do all three lessons for a Jiggy. Behind his desk is a Mumbo Token, and above it is a Hollow Honeycomb.

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| Tiptup Choir |

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The tiptup choir are Tiptup's students, and they make noises in a certain order (they're backs are colored differently). You have to complete three lessons of noises, each lesson being longer than the first. If you mess up, you lose a honeycomb. When you complete the third lesson, you get a Jiggy.

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| Mr. Vile |

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Mr. Vile is a red crocodile who lives inside the giant crocodile in Bubblegloop Swamp. Once you transform into an alligator, you can enter the crocodile and play Mr. Vile's mini-game. In the first round, you have to eat more red yumblies than him. In the second, you have to eat more red yumblies and avoid yellow grumblies. In the final round, you have to eat whatever is displayed at the top of the screen. The mini-game is tough, but it's a little easier if you wait for the Running Shoes. Once you beat him, you get a Jiggy.

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| Boggy |

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Boggy is the polar bear you meet near the start of Freezeezy Peak. He lives in the igloo at the very start of the level. He has three Jiggies. When you land on him with the sled, he spits out the first. The last two are won by beating him in racing, the first when you're a walrus and the second when you're Banjo and Kazooie, but you'll need the Running Shoes for that.

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| Moggy |

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Moggy is one of Boggy's kids. He is upset that his father didn't return with his present. When you find and return all three kids' presents, you get a Jiggy.

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| Soggy |

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Soggy is one of Boggy's kids. She is upset that her father didn't return with her present. When you find and return all three kids' presents, you get a Jiggy.

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| Groggy |

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Groggy is one of Boggy's kids. He is upset that his father didn't return with his present. When you find and return all three kids' presents, you get a Jiggy.

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| Twinklies |

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Twinklies are Christmas tree lights found in Freezeezy Peak. Beak bust the present box their in open to play a mini-game. Rat-a-tat-rap the Twinklie Munchers so 10 Twinklies can cross to the tree in 100 seconds. It's extremely easy if you just keep killing the munchers in order, 1, 2, 3, 1, 2, 3. Once 100 twinklies are across, instead of giving you a Jiggy, they give you a switch in

the back of the tree. Shoot the eggs with three eggs to make the lights go on TEMPORARILY. Rush to the Flying Pad and fly through the star at the top of the tree three times. This makes a glass casing a Jiggy INSIDE the top of the tree explode! Damnit. You have to climb the trunk from the inside to get the Jiggy.

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Wozza

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Wozza is a walrus who is afraid of Banjo in Freezeezy Peak. When you transform into a walrus, he will give you a Jiggy. You can go in his cave to get a Hollow Honeycomb in the icy water. You'll also have to go in as Banjo and Kazooie to get the orange Jinjo.

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Trunker

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Trunker is a carrot-like tree thing at the start of Gobi's Valley. He is dehydrated. Once you free Gobi, you'll be able to stomp him to make him spit his water on Trunker, who will give you a Jiggy.

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Jinxy

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Jinxy is the sphinx near the start of Gobi's Valley. He has a Flying Pad on his back and a Mumbo Token on his nose, which is stuffed. You can unclog his nose by shooting one egg into each nostril (wtf). This will make him open himself up, where you can get a Jiggy atop some magic carpets, as well as the orange Jinjo.

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The Ancient Ones

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The ancient ones are a bunch of rings that pop out of the ground in Gobi's Valley. You have to fly through them all (one goes down when you fly through it and another goes up somewhere else) to get a Jiggy, although they try to be smart and tell you that it will defeat the witch. Sure it will.

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Rubee

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Rubee is a snake charmer who lives in a pyramid with his snake, Histup, in Gobi's Valley. If you shoot a eggs into the basket circling the snake (which gets faster everytime it gets an egg), Hisstup will lift you to a Jiggy.

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Histup

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Histup is Rubee's snake who will lift you to a Jiggy if you shoot a few eggs into the basket circling him.

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Grabba

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Grabba's got a Jiggy, ner ner, WTF where did it go? Grabba is like a Slappa,

except he's not a real enemy. If you use the Running Shoes, you can grab his Jiggy before he goes back underground. He lives near the back of Gobi's Valley.

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| Gobi |

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Gobi is a camel trapped near the back of Gobi's Valley. If you beak bust the rock trapping him, he'll give you a Jiggy and run off to near Trunker. Beak bust his hump to make him spit his water all over Trunker. Then he runs to near a door with notes in front of it. Beak bust his hump again for a Hollow Honeycomb, then he'll run to Click Clock Wood. Beak bust his hump in summer and fall to make him spit his water over the flower, making it grow and produce a Jiggy. He then goes to the lava world. Don't think you're done pissing him off yet..

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| King Sandybutt |

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You never actually see King Sandybutt. The pyramid you raise by shooting eggs into the sphinx heads moving on the sides of the pillar in the middle belongs to King Sandybutt. When you enter, you have to navigate a maze in 60 seconds, or the walls close and kill you instantly. The Witch Switch is also in here, but not along the path to the exit. At the end of the maze you'll get a Jiggy in a coffin as well as the purple Jinjo.

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| Cheato |

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Cheato, Grunty's missing spellbook, appears in three locations. The first is through a hole up a slope near the Freezeezy Peak puzzle. Only the alligator can get through the hole, but Banjo and Kazooie have to break the ice blocking it off first. He will give you the cheat BLUEEGGS, which you can enter in Treasure Trove Cove to increase your egg maximum to 200. The next Cheato is in the lava room, past the Mad Monster Mansion cave. You have to go through the thin, winding path to get to a tiny hole that only the pumpkin can go through to find Cheato, who gives you the cheat REDFEATHERS, which increases your red feather maximum to 100. The final Cheato is near Rusty Bucket Bay. First, in the room with the 640 note door, you have to bust open a grate in an alcove where the Rusty Bucket Bay Witch Switch Jiggy appears. Head through the pipe to find a water level switch. Beak bust it to raise the water level to 3 temporarily, then swim to the Rusty Bucket Bay room. Jump into the alcove that you an access now and follow the stairs to find Cheato, who gives you the cheat GOLDFEATHERS. That will increase your gold feather maximum to 20.

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| Loggo |

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Loggo is the toilet of Mad Monster Mansion's bathroom. When you transform into a pumpkin, he will flush you down, letting you get a Jiggy.

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| Napper |

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Napper is a green ghost who lives in the dining room of Mad Monster Mansion. You have to go to the top and fall through the fireplace. If you touch the floor, Napper will wake up and you won't be able to get his Jiggy. Instead, you have to



jump across the chairs and get the Jiggy.

-----  
Tumblar

Tumblar is found in the shed in Mad Monster Mansion. Solve the puzzle by spelling out BANJO KAZOOIE on the floor (you have to avoid the purple ghost going around the room and the witch squares) to get a Jiggy.

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Motzhand

Motzhand is a ghostly hand who plays an organ in the church of Mad Monster Mansion. Follow him along the keys in two pieces by beak busting the keys to get a Jiggy.

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Gnawty

Gnawty is a beaver in Click Clock Wood. There's a boulder blocking his house in spring. In summer, you can beak bust the boulder to destroy it. However, you can't head up the slope until there's water in the lake again in fall. In fall, Gnawty will give you a Jiggy. Also, in winter, you can swim into Gnawty's house (you have to swim through icy water that takes oxygen twice as fast underwater) to get a Hollow Honeycomb.

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Nabnut

Nabnut is a squirrel found in Click Clock Wood near the house and bridge area. In spring, he is eating his acorns, and in summer, he's so fat he can't move. In fall, you'll have to round up six of his acorns (one is above a pit you can fall through, one is below the acorn above the pit, one is above the circle walkway that forms the pit, another is on Nabnut's shelf, one more is in a mini-lake inside the tree, and a final one is on a steep unfinished walkway) to get a Jiggy.

-----  
Eyrie

Eyrie is an eagle found near the top of the tree in Click Clock Wood. In spring, you hatch him from his egg. In summer, you collect and feed him five caterpillars. In fall, you feed him 10 caterpillars. In winter, he's a fully-grown eagle and FINALLY gives you the Jiggy you deserve.

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| 5g | Mumbo Token Guide | TOKENS |  
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A list of where the Mumbo Tokens are.

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Gruntilda's Lair

- 
1. Behind the first purple cauldron.
  2. On top of the pipe that leads to the red cauldron.
  4. Behind the sphinx coffin in the room with the gold urn.
  5. In one of the alcoves above the Freezeezy Peak entrance.
  6. Go through the blue egg path into a doorway along the ledge leading to the Jigsaw podium Switch near Click Clock Wood to find the token.
  7. In the left corner in the front of the room hidden behind trees in the room with the Click Clock Wood puzzle.

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| Mumbo's Mountain |

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1. Behind the pillar where the purple Jinjo is.
2. On a ledge near the Witch Switch.
3. Behind one of the stone slabs holding up the path near the talon trot.
4. Under the bridge leading to Mumbo's hut.
5. On the second ledge in the termite nest.

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| Treasure Trove Cove |

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1. Behind Nipper's shell.
2. Directly above the Shock Jump Pad past the one by to the molehill.
3. At the top of the pole starting from Blubber's ship deck, under the platform.
4. Inside Blubber's ship, the part entered through a trapdoor.
5. Behind the breakable door of the lighthouse.
6. Inside a chest near one of the ladders
7. Inside a chest near one of the ladders
8. Behind the pillar where you stomp a red X to reveal a question mark.
9. In the water, below the giant arch on a crate.

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| Clanker's Cavern |

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1. Above the entrance.
2. In Clanker's left tooth once you fix it with eggs.
3. On a ledge, guarded by a Chompa. You need to use Clanker's tail to reach it.
4. On Clanker's right side, there's an orange pipe underwater with a token.
5. From the Shock Jump Pad guarded by a Chompa (you need to use Clanker's fin), shock jump to the pole on the right. Climb up to an alcove with the token.

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| Bubblegloop Swamp |

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1. In the swampy water behind the pillar with the Jinjo. Use the Wading Boots.
2. On top of the pole near the giant egg.
3. In one of the alcoves along the thin path to the Jiggy switch Jiggy.
4. At the top of the huts, shock jump to the left to the croctus. In the air is the token.
5. Behind Tiptup.
6. Behind Mumbo's hut.
7. Behind Mumbo's chair.
8. Inside the giant crocodile.
9. Below one of the pillars holding up the huts.

10. Below one of the pillars holding up the huts.

=====  
| Freezeezy Peak |  
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1. Behind the desk in the igloo.
2. Behind the Christmas tree, in the pot.
3. Under one of the snowmen. You have to kill it first.
4. Under one of the snowmen. You have to kill ti first.
5. By the giant snowman's foot.
6. By the giant snowman's foot.
7. Under the start of the scarf in the freezing water.
8. Use the sled (you'll automatically get the Mumbo Token).
9. Directly above the Flying Pad on the chimney of a house.

=====  
| Gobi's Valley |  
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1. On Jinxy's nose.
2. In the back of the room inside Jinxy.
3. In the quicksand behind Jinxy. Use the Wading Boots.
4. Inside the pyramid where you meet Rubee.
5. On top of the water in the pyramid you need the Running Shoes to get into.  
Get the token before you drain the water.
6. Inside the matching game pyramid.
7. At the bottom of the lake you fill up.
8. On top of King Sandybutt's tomb.
9. In one of the pots at the end of the maze.
10. At the exit to the maze.

=====  
| Mad Monster Mansion |  
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1. Inside the sink in the bathroom.
2. In front of the picture of the ghosts in the room with the yellow Jinjo.
3. In the fireplace in Napper's room. Use the wonderwing.
4. Inside a barrel in the wine cellar.
5. Behind a gravestone in the church area.
6. At the entrance to the very top of the clocktower.
7. In the maze.
8. In the maze.
9. Left of the entrance to the shed area, in a hidden corner.
10. On top of the shed.
11. Left of the entrance to the fountain, in a hidden corner.
12. On top of the chair by the organ.
13. On the beams supporting the church's roof.
14. In the well.

=====  
| Rusty Bucket Bay |  
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1. In the pipe at the very start of the boat.
2. On top of one of the smokestacks.
3. On a spinning bridge in the mechanical room.
4. Above a cog in the mechanical room.
5. Above a cog in the mechanical room.

6. On a barrel in the toxic waste dump.
7. Above the toll 2 bridge. You'll need to spit an extra four eggs to extend the bridge to the token.
8. In the left blue box.
9. In the middle blue box.
10. In the control room.
11. In the lifeboat hanging off the edge of the back of the boat.

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|                                     Click Clock Wood                                     |
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|                                     Spring                                     |
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1. In the man-eating flower right of the start.
2. On the ledge left of the end of the lake, guarded by a flower.
3. In a small corner in the bramble area by Mumbo's hut.
4. On a huge branch.
5. At the Zubba's nest entrance.
6. At the house being built.
7. On top of Nabnut's wardrobe.
8. In Eyrie's nest (he's still an giant egg in spring).

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|                                     Summer                                     |
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1. At the entrance to Gnawty's house.
2. In the right corner when you are leaving the giant flower patch and going to Mumbo's hut.
3. On the planks on top of the inside of Mumbo's skull.
4. On one of the giant leaves (the leaves form a shortcut to the house).
5. On the giant branch.
6. On the ledges with the birds (with gaps in between).

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|                                     Fall                                     |
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1. Right of the entrance in a man-eating plant.
2. On one of the big leaves that form a shortcut to the house.
3. On the giant branch.
4. On a leaf near the house.
5. In the man-eating plant at the top of the tree, by a door.

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|                                     Winter                                     |
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1. Under the snowman between the giant flower and Mumbo's skull. You have to kill the snowman.
2. In the giant flower.
3. In the remains of the Zubba's nest.
4. On one of the ramps near Nabnut's house.

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|                                     Cheat Codes                                     |
|                                     CHEATS                                         |
|                                     =====                                     |

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All of these cheat codes start with CHEAT. You'll hear a moo sound when you put in the letters of the word CHEAT, but no sound after until you complete the overly, unnecesarrily long code in question. All codes are entered on the Treasure Trove Cove sandcastle floor. USE MORE THAN TWO OF THESE, AND YOU'RE GAME FILE WILL BE ERASED. NO JOKE! I guess it doesn't matter though, since entering one of these codes only takes a few hours.

CHEATANENERGYBARTOGETYOUFAR

CHEAT AN ENERGY BAR TO GET YOU FAR

This will give you eight honeycombs. HOWEVER!!!, if you use this when you already have sixteen, you'll be brought back down to eight.

CHEATGIVETHEBEARLOTSOFAIR

CHEAT GIVE THE BEAR LOTS OF AIR

Infinite air. This is one of the most useful codes, especially for Rusty Bucket Bay and Clanker's Cavern.

CHEATBANJOBEGSFORPLENTYOFEGGS

CHEAT BANJO BEGS FOR PLENTY OF EGGS

Infinite eggs. Wow, didn't see that one coming. It's not as ridiculous as the rest of the cheats, but it's still not good. 100 is a good amount. With Cheato, you can have 200, which is already more than enough.

CHEATNOWYOUCANFLYHIGHINTHESKY

CHEAT NOW YOU CAN FLY HIGH IN THE SKY

Infite red feathers. Pretty good. 50 isn't enough, and 100 is about right. It's okay, but there are better cheats.

CHEATGOLDENGLOWTOPROTECTBANJO

CHEAT GOLDEN GLOW TO PROTECT BANJO

Infinite gold feathers. It makes the game quite a bit easier, but you can still die from falling, and you can't go through most of the puzzles while using the Wonderwing.

CHEATDONTBEADUMBOGOSEEMUMBO

CHEAT DONT BE A DUMBO GO SEE MUMBO

This will give you 99 Mumbo Tokens. You have a guide to tell you where to get the tokens, so this is a waste.

CHEATLOTSOFGOSWITHMANYBANJOS

CHEAT LOTS OF GOS WITH MANY BANJOS

A cheat for infinite lives, but wtf? Who needs infinite lives???

CHEATTHERESNOWHEREDANKERTHANINWITHCLANKER

CHEAT THERES NO WHERE DANKER THAN IN WITH CLANKER

This opens Clanker's Cavern. Since you have guides to tell you where the Jiggies are, level opening cheats are pointless.

CHEATNOWINTHESWAMPYOUCANSTOMP

CHEAT NOW IN THE SWAMP YOU CAN STOMP

Opens Bubbleloop Swamp.

CHEATTHEJIGGYSDONESOOFFYOUGOINTOFREEZEEZYPEAKANDITSSNOW

CHEAT THE JIGGYS DONE SO OFF YOU GO INTO FREEZEEZY PEAK AND ITS SNOW

Opens Freezeezy Peak. The length of this code is scary.

CHEATGOBISJIGGYISNOWDONETREKONINANDGETSOMESUN

CHEAT GOBIS JIGGY IS NOW DONE TREK ON IN AND GET SOME SUN

Opens Gobi's Valley.

CHEATTHEJIGGYSNOWMADEWHOLEINTOTHEMANSIONYOUCANSTROLL

CHEAT THE JIGGYS NOW MADE WHOLE INTO THE MANSION YOU CAN STROLL

Opens Mad Monster Mansion. Wow, even longer than Freezeezy Peak. We've got a record.

CHEATWHYNOTTAKEATRIPINTOGRUNTYSRUSTYSHIP

CHEAT WHY NOT TAKE A TRIP INTO GRUNTYS RUSTY SHIP

Opens Rusty Bucket Bay.

CHEATTHISONESGOODASYOUCANENTERTHEWOOD

CHEAT THIS ONES GOOD AS YOU CAN ENTER THE WOOD

Opens Click Clock Wood.

CHEATTHESEGORIGHTONTONOTEDOORTWO

CHEAT THESE GO RIGHT ON TO NOTE DOOR TWO

This opens the 180 note door. All the note door cheats are useless, as none of them open the last necessary note door (810).

CHEATNOTEDOORTHREEGETINFORFREE

CHEAT NOTE DOOR THREE GET IN FOR FREE

This opens the 260 note door.

CHEATTAKEATOURTHROUGHNOTEDOORFOUR

CHEAT TAKE A TOUR THROGUH NOTE DOOR FOUR

This opens the 350 note door.

CHEATUSETHISCHEATNOTEDOORFIVEISBEAT

CHEAT USE THIS CHEAT NOTE DOOR FIVE IS BEAT

This opens the 450 note door.

CHEATTHISTRICKISUSEDTOOPENNOTEDOORSIX

CHEAT THIS TRICK IS USED TO OPEN NOTE DOOR SIX

This opens the 640 note door.

CHEATSEVENTHNOTEDOORISNOWNOMORE

CHEAT SEVENTH NOTE DOOR IS NOW NO MORE

This opens the 765 note door.

CHEATGRUNTYWILLCRYNOWTHATYOUVESMASHEDHEREYE

CHEAT GRUNTY WILL CRY NOW THAT YOUVE SMASHED HER EYE

There are a number of cheats that destroy barriers and what not in the lair, and they're all a complete waste, since they're all easy to break anyways. This one smashes the eye in the Grunty statue with the 350 note door.

CHEATTHEYCAUSETROUBLENOWTHEYRERUBBLE

CHEAT THEY CAUSE TROUBLE NOW THEYRE RUBBLE

This destroys breakable walls.

CHEATWEBSSTOPYOURPLAYSOTAKETHEMAYAWAY

CHEAT WEBS STOP YOUR PLAY SO TAKE THEM AWAY

This removes all the webs.

CHEATSHESANUGLYBATSOLETSREMOVEHERGRILLEANDHAT

CHEAT SHES AN UGLY BAT SO LETS REMOVE HER GRILLE AND HAT

Destroys the bars and the hat of the Grunty statue.

CHEATYOUILLCEASETOGRIPEWHENUPGOESTHEPIPE

CHEAT YOUILL CEASE TO GRIPE WHEN UP GOES THE PIPE

This cheat raises the pipe that lets you get to the switch that opens the way to the Bubbleloop Swamp puzzle.

CHEATBOTHPIPESARETHEREINCLANKERSLAIR

CHEAT BOTH PIPES ARE THERE IN CLANKERS LAIR

This one raises the pipes that let you get to Clanker's Cavern.

CHEATTHISSHOULDGETRIDOFTHECRYPTCOFFINLID

CHEAT THIS SHOULD GET RID OF THE CRYPT COFFIN LID

Removes the lid of the coffin in the shack near MMM, with the water level switch.

CHEATYOUWONTHAVETOWAITNOWTHERESNOCRYPTGATE

CHEAT YOU WONT HAVE TO WAIT NOW THERES NO CRYPT GATE

Destroys the gate blocking the path to the shack near MMM.

CHEATUPYOUGOWITHOUTAHITCHTOTHEWATERLEVELSWITCH

CHEAT UP YOU GO WITHOUT A HITCH TO THE WATER LEVEL SWITCH

This raises the water level near Rusty Bucket Bay.

And those are all the cheats, folks. Use your common sense when judging which to avoid. Unless you're braindead, cheats like BOTH PIPES ARE THERE IN CLANKERS LAIR will never grace your file.

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|           5i                 |           Achievements           |           ACHV           |
|                               |                               |                               |
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This is a list of the Xbox 360 achievements to be earned in Banjo-Kazooie. When you achieve one of these, a box will appear on your screen notifying you of your achievement. Each achievement will give you achievement points, which total up



to your gamerscore on your Xbox profile ID card. There are a total of 12 achievements in Banjo-Kazooie, for a total of 200 achievement points.

Achievement	Points	Description
Jigsaw Maker	20	Complete all seven of Bottle's Secret Jigsaws.
Show me the honey!	15	Collect all the honeycombs.
Music Maestro	25	Collect all 900 notes in the game.
Cheating Cheato	20	Find Cheato three times.
Move Master	15	Learn all Banjo's moves.
Chomp Chomp!	15	Chomp 30 Red Yumblies.
Free Clanker	15	Free Clanker.
Konock out Nipper	15	Beat Nipper.
Mumbo Jumbo	10	Be transformed by Mumbo.
Get Jiggy	10	Collect 2 Jiggies.
The Quiz Master	20	Complete Grunty's Furnace Fun quiz show and win the Star Prize. Been paying attention?
Jinjonatored	20	Fear the Jinjonator. If you're a witch, that is. The Jinjonator lays the smack down on witches.

5j	Legal Disclaimer	LEGAL
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5k	Contact Information	CONTACT
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You can contact me only through email. My email address is zoophoria@gmail.com. Be sure to include the phrase "Banjo-Kazooie: Nuts n' Bolts FAQ", or something along those lines, so I'm aware that it's not junk.

These are the things you CAN contact me about:

- Correcting things I messed up and giving extra tips. Sure, I'll add whatever you contribute and give you full credit for your information.
- Praise mail. Yeah, if you liked this guide, you're welcome to tell me so.
- Hate mail. I don't really care if you hated my FAQ. If it's hate mail, I'll just ignore it.
- Permission to use the FAQ. Yes, like I said, you're welcome to use the FAQ IF AND ONLY IF I GIVE YOU PERMISSION.

Now these are the things I DON'T want to be e-mailed about:

- Spam. Just no.
- Spelling/grammar corrections. I can find these on my own and they (in almost all cases) do not at all affect your ability to understand what is being said.
- Questions or emails "wrtn lik thiz". This gets really annoying and sometimes actually makes it difficult to read your message.
- Questions that are answered in the FAQ. Unless there is something missing from the FAQ or the description of how to do something is unclear to you, just check the FAQ.

That's pretty much it. These rules are not very difficult to follow. Failure to follow them will result in me not answering your questions, so it's in your best interest to follow them.

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|                                     |                                     | |
|           51                       |           Credits           |           CREDIT           |
|                                     |                               |                             |
|                                     |                               |                             |
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me frog - His BK FAQ inspired me to write this. Also, his guide helped me with Mumbo Tokens and cheat codes.

Rock N Deep - His FAQ helped me with cheat codes and characters.

Ernest 64 - His FAQ helped me with Mumbo Tokens.

Rareware - For making such an awesome game.

Nintendo/Microsoft - For publishing such an awesome game.

CJayC - For creating such a site as awesome and helpful to gamers everywhere as gamefaqs.

sam-del\_567@hotmail.com - He corrected the error in the GOLDFEATHERS cheat.

maxpower592@yahoo.com - He corrected the error in the Ice Key cheat.

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