

Banjo-Kazooie FAQ/Walkthrough

by Rockin N Deep

Updated to v1.0 on Jan 8, 2007

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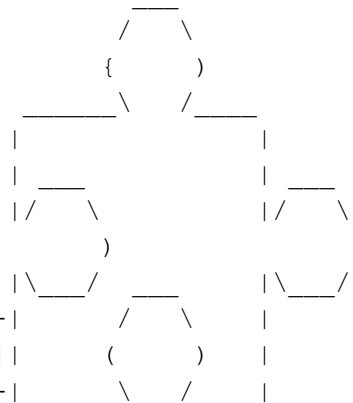
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1) REVISION HISTORY [RVHI]

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Version 0.5 (30/04/05)
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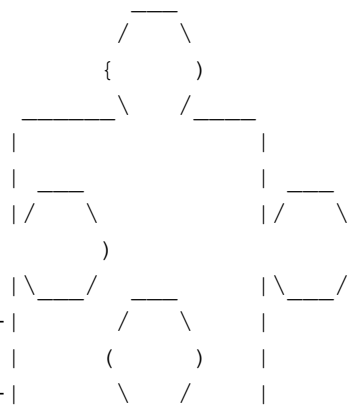
All worlds Jiggies, notes, Mumbo Tokens, Empty Honeycombnb Pieces and Witch Switches complete up to Mad Monster Mansion. Enemy guide, Cheats and Codes, Ice Key sections all added. File size is 185kb.

=====
Version 0.9 (20/09/05)
=====

After a long delay I have added another 9 Jiggies to Rusty Bucket Bay. Sorry it took so long I've been busy recently. Can't be certain when I'll complete the guide but hopefully it shouldn't be too long. The file size is around 195kb.

=====
Version 1.0 (08/01/07)

=====
 Finally the guide is complete. I have finished off the guide for Click Clock Wood, Grunty's Furnace Fun, the Final Battle and Bottles' Puzzle Games. The Stop N Swap section has been improved. In addition to this I have improved the descriptive quality of the guide overall. I've also changed the Jiggy designs on the section headers slightly and re-designed the sub-section headers. The guide is just about complete but not quite. I still need to include the locations of all the Mumbo Tokens and Extra Lives. You will find the ones that I bumped into whilst making the guide included, now I need to find the rest. In addition to this there are questions and answers missing from the Grunty's Furnace Fun Answers section. Standby for a small update. File size is 287kb.



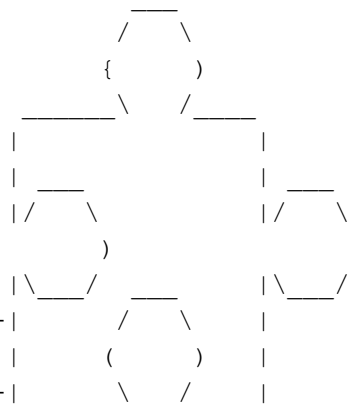
 2) LEGAL NOTICE [LGNO]

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- GameSpot- <http://www.gamespot.com>
- Spiral Mountain- <http://www.spiralmountain.developer.graphyx.net/>
- IGN- <http://www.ign.com>
- Neoseeker- <https://www.neoseeker.com>

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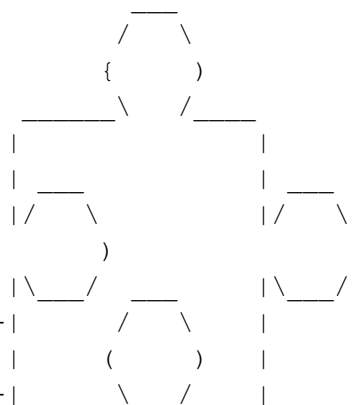
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 3) INTRODUCTION [INDC]

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 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!"



```

=====
5)          CHARACTERS          [CHTR]
=====

```

Through out this game you will meet many characters who will help or hinder your progress. This will cover all the games main characters, for information on enemies and how to defeat them see the Enemies Guide.

```

=====
  ANCIENT ONES
=====

```

The "Ancient Ones" hold hoops that you must fly through to gain a Jiggy. Found in Gobi's Valley.

```

=====
  BANJO
=====

```

Obviously one of the two heroes of the game. Banjo the honey bear is the brother of Tooty and lifelong friend of Kazooie. Banjo lives in Spiral Mountain in the blue house at the very start.

```

=====
  BOGGY
=====

```

Stupid polar bear that you will find in Freezeezy Peak. Duh...I think I swallowed something shiny....

```

=====
  BOTTLES
=====

```

Bottles the mole will be essential to your adventure. He will teach you the advanced moves that you will need to progress through the game (see Advanced Moves section). When you see a molehill, press B next to it and Bottles will appear with useful information.

=====
BRENTILDA
=====

Gruntilda's nicer sister wants to see her pay. She will tell you all Grunty's nasty secrets- these will come in handy later. You will find Brentilda nearby to the entrance of each world. You can pick her out by her pink dress.

=====
CAP'N BLUBBER
=====

Old sea hippo, found in Treasure Trove Cove. He's a bit childish and managed to beach his ship the Salty Hippo.

=====
CHEATO
=====

Found in 3 different hidden areas of Grunty's Lair. Each time you find him he will give you an upgrade to help you in your quest. He is a red spellbook with eyes.

=====
CHIMPY
=====

A small chimp that resides in Mumbo's Mountain. Will need his help to gain what you need.

=====
CLANKER
=====

Resides in Clanker's Cavern. He is a large machine that is a cross between a whale and a shark. Impossible to get through the cavern without his help.

=====
CROCTUS
=====

A gold crocodile with gems for eyes. Found in Bubblegloop Swamp, fire eyes in his mouth.

=====
EYRIE
=====

Huge baby eagle found in Click Clock Wood. Feed him up on caterpillars and he will grow.

=====
GLOOP
=====

The fish will breath out air bubbles that you can swallow to get air. Found in Clanker's Cavern.

=====
GOBI
=====

Camel who's namesake is Gobi's Desert. He's gonna take a lot of pounding from you through out the game. Beak Buster away.

=====
GRUNTILDA
=====

The ugly old witch who has bear-napped Tooty and is trying to steal her life

force to become beautiful. Resides in the tower of her mountain lair.

=====
HISTUP
=====

Snake in Gobi's Valley. Fire eggs into his basket and he will rise up to the roof to the sound of Rubees's flute.

=====
JINJOS
=====

If you find all 5 of these in a world then you will receive a Jiggy. Towards the end worlds they will become increasingly hard to find. They are about half the size of Banjo and they look like a cross between mice and birds. They come in 5 different colours- blue, orange, green, yellow and pink.

=====
JU-JU
=====

Totem pole in Mumbo's Mountain. Fire eggs into it's mouth to make it's heads disappear.

=====
KAZOOIE
=====

The other hero of the story. Kazooie the Breegull lives with Banjo and resides in his backpack. Her smart mouth and fiesty attitude makes her the perfect contradiction to Banjo.

=====
KLUNGO
=====

Grunty's grunting servant. He is the one who is overseeing the transformation of Tooty. Doesn't really play a major role in this game.

=====
LEAKY
=====

Found in Treasure Trove Cove, he is a multi coloured bucket. You'll need his help to get to the sandcastle where you input the game cheats.

=====
LOGGO
=====

Toilet found in Mad Monster Mansion. He will flush you down the drain as a pumpkin.

=====
MOGGY
=====

One of Boggy's Kids. Found in Freezeezy Peak.

=====
MOTZAND
=====

A ghost of a hand. He plays the large organ in Mad Monster Mansion.

=====
MR.VILE
=====

A nasty red croc that will challenge you to an eating contest. Found in Bubblegloop swamp.

=====
MUMBO JUMBO
=====

The crazy shaman will aid your quest by transforming you into a variety of animals throughout your quest. He resides in his skull, which can be found on levels- Mumbo's Mountain, Bubblegloop Swamp, Freezeezy Peak, Mad Monster Mansion and Click Clock Wood.

=====
NABNUT
=====

Brown squirrel found in Click Clock Wood. He's very greedy and will need your help after he eats all his acorns.

=====
NAPPER
=====

He is a large green ghost that sleeps. He is guarding a Jiggy, but wake him up and you won't be able to get it.

=====
RUBEE
=====

Found in Gobi's Valley, he is an Egyptian snake charmer. He will make Histup dance to take you to gold...

=====
SOGGY
=====

One of Boggy's kids, a polar bear.

=====
TANKTUP
=====

Giant turtle found inside Bubblegloop Swamp. Beak Buster his feet to reveal secrets...

=====
TIPTUP
=====

Found inside Tanktup. Follow his music lessons using the famous Tiptup choir.

=====
TOOTY
=====

Banjo's little sister. She must be pretty coz Grunty's stole her away and is going to steal her beauty! She so inconsiderate...I'd rather be lounging around if I was Banjo.

=====
TRUNKER
=====

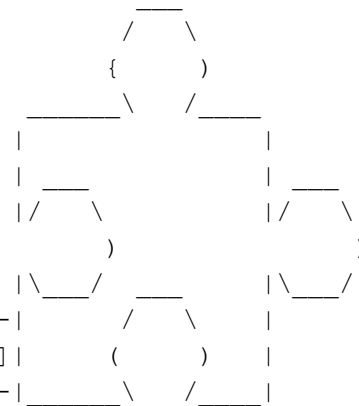
Dying tree in Gobi's Valley. Get some water (Gobi) and save his ass.

=====
TUMBLAR
=====

The mighty. He is trapped in the light shed, in Mad Monster Mansion. Break the puzzle to free him.

=====
TWINKLIES
=====

Little living fairy lights of different colours. They need help getting to the Christmas Tree.



6) CONTROLS AND BOTTLES MOVES [CABM]

This would be kind of confusing if I did it in list format, so the controls are described in a paragraph form.

=====
JOYSTICK
=====

Moves Banjo and Kazooie around the worlds. Also moves them up and down ladders and trees.

=====
A BUTTON
=====

A single press will make you jump, whilst a double press will jump and flutter. The longer you hold A down for, the longer you will flutter for. Press whilst in or under water to swim. Will be used in more advanced moves.

=====
B BUTTON
=====

Hit B and you will Claw Swipe. Press it whilst tilting the joystick and you will perform a roll. Used to communicate or perform certain tasks. It is essentially the action button. Press whilst under water to swim faster. Will be used in more advanced moves.

=====
R AND L BUTTON
=====

Change the camera angles. R to rotate anti-clockwise. Have a guess what L does. I hope you were right, but yes it rotates the camera clockwise.

=====
Z BUTTON
=====

Crouch, and that's all there is to it really. Will be used in more advanced moves.

=====
FLAP FLIP JUMP

=====
Hold Z and press A to perform the Flap Flip Jump. It is basically a backflip. This will enable you to reach higher ledges. You'll learn this in Spiral Mountain.

=====
RAT-A-TAT-RAP
=====

Strongest basic attack that you'll learn. To use it, just jump and press B. Kazooie will levitate with Banjo and peck at any enemies.

=====
BEAK BARGE
=====

A powerful attack for destroying things like boulders and breaking down doors. Banjo will duck and Kazooie will charge into the object. Just hold Z and press B to charge.

=====
TALON TROT
=====

Hold Z and press the left C button. You will now be able to Talon Trot, which means that you can walk up steep inclines. Kazooie will carry Banjo on her back and walk up the gradients. You will learn this move in Mumbo's Mountain.

=====
EGG FIRING
=====

Hold down Z and press the top C button to fire eggs forward. This will be a useful weapon. You can also fart eggs by pressing the back C button. Found in Mumbo's Mountain.

=====
BEAK BUSTER
=====

The slam attack of Banjo Kazooie. Can be used to activate switches, and crush huts and boxes. To use, just jump and then press Z. Kazooie will come crashing to earth beak first.

=====
FLAP JUMP
=====

Press A to jump and whilst in mid-air press A again. Kazooie will flutter her wings and perform a double jump.

=====
SHOCK PAD JUMP
=====

You will learn this in Treasure Trove Cove. Press A on one of these pads (they are green with a talon on them) and you will be shot into the air in a huge jump. The jump will be performed by Kazooie bending her legs.

=====
FLYING
=====

Stand on a Fly Pad and press A. You will be shot up into the air and you can fly! You will need Red Feathers to fly, everytime you flap (A) it will cost a Red Feather. This is found in Treasure Trove Cove.

they will give you 3 health honeycombs.

=====
CATAPILLARS
=====

You will find these small green catapillars in Click Clock Wood. Feed them to Eyrie the baby eagle.

=====
EGGS
=====

Eggs can be found in every world which you pass through. They are used as ammunition for the Egg Firing attack. This is used to harm enemies or are used as a toll in Rusty Bucket Bay. You can carry a maximum of 100, and then 200 when you upgrade. By the way they are blue...and they're eggs.

=====
EMPTY HONEYCOMB PIECES
=====

These will increase your health meters size by one. The catch is that you must collect 6 of these for that to happen. You will find 2 in each world, but they are well hidden. You can maximize your bar to 8 honeycombs, and if you have enough notes for the upgrade, you will have 16 honeycombs. This will make the completion of the game about 100% easier.

=====
ENTRANCE/EXIT PAD
=====

Stand on this to exit a level. You will appear here at the start of the world.

=====
EXTRA LIFE
=====

Each one of these that you collect will give you one more life. They are gold and in the shape of Banjo. There are a couple in each world, and they're not so hard to find.

=====
HEALTH HONEYCOMBS
=====

These are filled honeycombs, that will top up your health bar. They can be acquired from beehives or from defeated enemies. Make sure you keep your health bar topped up with these.

=====
MUSICAL NOTES
=====

These will be found throughout the worlds that you pass through. You will find 100 in each world, making 900 throughout the game. You will need to collect them to get through the note doors that Grunty puts in your path. The more that you collect, the easier your life will be at the end of the game.

=====
GOLD FEATHERS
=====

Gold Feathers are used to perform the Wonderwing move. If you have none then you can't use it. You can carry a maximum of 10 and when you upgrade, it will be increased to 20.

=====
HONEYCOMB SWITCH
=====

Hit this and an Extra Honeycomb Piece will appear. Found in Gobi's Valley and Rusty Bucket Bay.

=====
JIGGY
=====

The life-blood of the game. Small golden jigsaw pieces...who'd have thought it? Anyway collect these to complete the pictures and enter worlds. The more Jiggies, the more worlds and the closer you are to Grunty. Collect these by completing tasks and challenges in each world. You will find 10 in each (including Gruntilda's Lair), making 100 Jiggys.

=====
JIGGY SWITCH
=====

This can be found in Bubblegloop Swamp. Hit the switch and a Jiggy will appear for a set period of time, after which it will disappear, so you'll have to be quick. The switch has a green Jiggy upon it.

=====
MUMBO TOKENS
=====

These are small silver tokens in the shape of a skull. they enable you to be transformed into different things by Mumbo. You will need to pay him a set number of tokens for him to perform the tranformation. They can be found in all 10 worlds, a differing number in each.

=====
ORANGE
=====

You must give Chimpy an orange in Mumbo's Mountain.

=====
PIPE SWITCH
=====

Found in Clanker's Cavern area of Grunty's Lair. Beak Buster it to raise a pipe. It is a small switch with a pipe on it. When you hit the third one of these it will not raise a pipe but open one up for you to swim through.

=====
PROPELLOR SWITCH
=====

Slows the propellors on the ship down in Rusty Bucket Bay.

=====
RED FEATHERS
=====

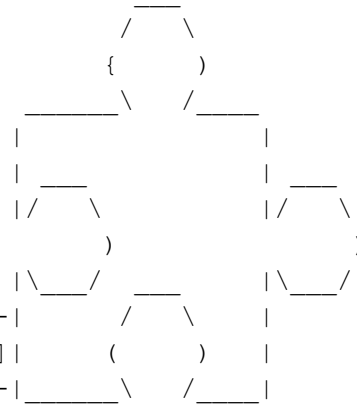
These are used when you fly. Each time you accelerate, it will cost one Red Feather. You will find Red Feathers in all kinds of places all except Spiral Mountain and Mumbo's Mountain. You can carry 50 at a time, and then 100 when you upgrade.

=====
TALON SWITCH
=====

You will only find this once in the entire game. It is in the Gobi's Valley area of Grunty's Lair. Beak Buster it to make a Shock Pad appear.

=====
WITCH SWITCH
=====

You will find a Witch Switch in each world. Hit it and a Jiggy or a way of earning a Jiggy will be revealed in Grunty's Lair. It is a small switch with Grunty's face on it. Beak Buster to activate it.



8) THE WALKTHROUGH [THWA]

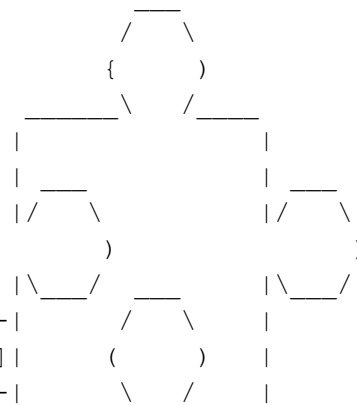
This section of the guide will cover-

- * Jiggies
- * Notes
- * Mumbo Tokens
- * Empty Honeycomb Pieces
- * Witch Switch Locations

The guide splits up how to get each Jiggy e.g. there are 10 Jiggy sections to a world. However the guide is written as though you have read the entire world. For example, how to get the first Jiggy is described from the entrance/exit pad, how to get the second Jiggy is described from the location of the first Jiggy. Make sense? Good.

In addition to this the guide will describe the path through the HUB world (Grunty's Lair), Grunty's Furnace Fun and the final battle with Grunty. Any suggestions for improvements you have can be emailed to me using the address in the Contact Information section.

For the location of notes I have provided two sections. The first is made for more experienced players who know the way around the world. The second section will take you through, step by step how to get the notes.



8A) SPIRAL MOUNTAIN [SPMT]

ENEMIES: Collywobble, Topper, Bawl, Quarrie.

NEW MOVES: Beak Barge, Flap Jump, Flap Flip Jump, Roll, Rat-a-Tat-Rap.

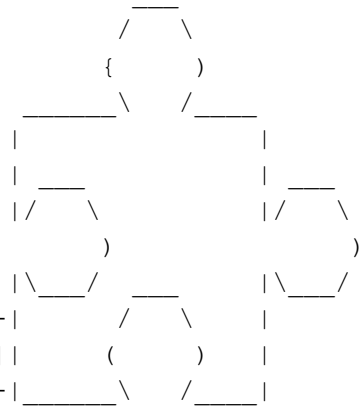
And so the adventure starts...Outside your house, go straight forward and speak to Bottles. He will introduce himself and tell you that Tooty has been bear-napped by Gruntilda, who has taken her into her lair. He goes on to say if you want to get her back, then you'll probably need some training. He will appear around the world in molehills and will give you the training you need to progress through the game. If you think you need it (if you're playing the game for the first time) then press A. If not, press B and skip the tutorial from Bottles. However, don't forget to go around and pick up all the Empty Honeycomb pieces scattered about Spiral Mountain.

Now follow the yellow path up the incline and you will find Bottles' first molehill. He will teach you how to use the camera. Once you have learned the basic functions, take a right at the fork in the path. Now take your first right again and you will be in a ploughed field. Here you will find Bottles' second molehill. He will teach you the ways in which you can attack your enemies. The first move will be the claw swipe attack, so use it against the Toppers (carrots). After this you will be taught to roll, so roll into the Bawls (onions). The final move that you will learn is extremely useful throughout the game. The Rat-a-Tat-Rap is the moves, so defeat the Collywobbles using it. When you have done this, you will have earned an EMPTY HONEYCOMB piece. Collect six of these and your health meter's maximum will be increased by one honeycomb.

Head out of the field, take a right and you will come to the third molehill. Here you will learn the Beak Barge. Use it on all of the Quarries and you will have earned another EMPTY HONEYCOMB. Now get back on the path and follow it up the hill until you come to a molehill just after a tree. You will now be taught how to ascend and descend trees. Head over the bridge and climb up the tree on the opposite side. Up here is another HONEYCOMB PIECE, but you won't be able to reach it yet. Drop down and nearby is another molehill. Bottles will now teach you to swim underwater. Jump in the nearby water and follow Bottles' instructions. In a hollow underneath the bridge to the top of Spiral Mountain, in the middle of the moat is an EMPTY HONEYCOMB. Jump out of the water and head down the mountain to the left. On the right hand side you will see a molehill near some tree stumps of varying sizes. Speak to Bottles and he will teach you how to Flap Jump (double jump) and Flap Flip Jump. Use the Flap Flip Jump to reach the EMPTY HONEYCOMB on top of a stump. You can now head back to the EMPTY HONEYCOMB on top of the tree, which you couldn't reach previously. Climb the tree and use Flap Flip Jump. Added to this, if you head back to Banjo's house, Flap Flip Jump onto the roof and stand on the chimney. From here you can jump up and reach an extra life.

To the left of this (towards the waterfall) is another path. Follow it and then jump from platform to platform until you reach the final EMPTY HONEYCOMB. You should now have six EMPTY HONEYCOMBS and your stamina bar will increase by one honeycomb. From the platform you are standing on, look at the waterfall and you should see an extra life! Flap Jump into the waterfall and you should land in an alcove with the extra life in it. Now head back towards the Spiral Mountain and go towards the molehill where you learned to climb trees. Nearby is a bridge that will take you over the moat and onto the Spiral Mountain. Climb the mountain up the winding path and at the top Bottles will tell you that he has fixed the bridge (not that you knew it was broken) and that you can now go into Gruntilda's lair. Head over the bridge and into the Grunty statue's mouth. A scene will be shown that tells you that it is almost too late for Tooty.

Both Gruntilda and Tooty are in the machine that will transfer both their life forces. Don't take this as a warning to hurry up though, they won't do it unless you lose all your lives or quit the game.



=====
8B) GRUNTILDA'S LAIR [GTLR]
=====

This is the HUB world in which you will make your way through. You will enter the other worlds through the HUB world, though there are 10 Jiggies to be found in Grunty's Lair. Please note that the locations of Mumbo Tokens and Extra Lives are included under the section headers.

ENEMIES - Snippet, Red Gruntling, Ticker, Chump, Buzzbomb, Mum Mum, Scabby, Blue Gruntling, Ripper, Tee-Hee, Sir Slush, Shrapnel, Bigbutt, Black Gruntling.

=====
AFTER SPIRAL MOUNTAIN
=====

On entrance to the lair you will see a picture of Gruntilda herself. Go to the left of this and there is a mound of rocks which you can climb. Use your Flap Jump and at the top you will find your first Jiggy! Drop down to the floor again, and go through the tunnel to the right of Gruntilda's portrait. Here you will come to the first world Mumbo's Mountain- but it's locked. Just to the right of the world is a picture with a piece missing. Do you get the idea? Stand on the Jiggy in front of the picture and place the Jiggy to complete the painting. This will open Mumbo's Mountain, so head back and go in.

=====
AFTER MUMBO'S MOUNTAIN
=====

Now head towards the portrait of Grunty. Past here the Mumbo magic that keeps you as a termite will wear off. On the left hand side of the picture there is an incline, simply Talon Trot up it. At the top you will find a beehive and Bottles. He will tell you about note doors. When he has finished take the time to notice the note door next to you (hard work I know). It will need 50 notes to break the spell upon it. Hopefully you will have enough notes by now but if not, go back to Mumbo's Mountain and collect enough. On the other side of the note door look straight to the left and head down the staircase here. At the bottom you will find a sleeping cauldron. It will spring to life and tell you that if you find 2 of the same colour, a shortcut will be created between them. Grab the Mumbo Token from behind him (see *NOTE*) and head up to the main room. Ahead and to the right you will find Brentilda, Grunty's sister. Listen to the three secrets she tells you as they will come in handy for Grunty's Furnace Fun. To the left of Brentilda there will be an incomplete picture. Fill in the 2 missing Jiggies and it will open Treasure

Trove Cove. Now head up the green ramp behind you and go through the door at the top. In the next room, jump in the river and let it take you over the waterfall. Head through the doorway on the right and you will be in the Treasure Trove Cove area. Simply jump in the large chest to enter the world.

NOTE - The description below will need to be undertaken after Mumbo's Mountain. However, there are only 4 Mumbo Tokens available to you in Mumbo's Mountain at this point. You must leave to collect a fifth. Once you have done this, you can perform the task below.

Make sure that you hit the Witch Switch inside Mumbo's Mountain and that the Jiggy has appeared above the entrance. Leave the world as a termite and climb up to get the Jiggy. As Banjo Kazooie, you won't be able to climb this gradient.

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AFTER TREASURE TROVE COVE
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Make sure that you have hit the Witch Switch inside Treasure Trove Cove and the cannon has fired out the Jiggy. Head straight forward and jump on the protruding canon. Flap Flip jump on to the higher deck and kill the red Gruntling up here. Up here you will find a Jiggy. Now head up the staircase and climb up the vine at the top. Head over to the right and go to the room where you found the Treasure Trove Cove picture. At the bottom of the ramp use the Shock Pad on the right. You will reach another incomplete picture. This one requires 5 Jiggies, so input them and you will unlock Clanker's Cavern. Now head back up the ramp and go into the pipe on the right. Follow the pipe and jump out to the right when possible. Here you will find another sleeping cauldron. Unfortunately this doesn't link to the first, so it won't help you now. Before you leave jump on top of the large pipe and you will find a Mumbo Token the corner. Now head back out of the pipe, then jump on top of it. You can now Flap Flip jump into a higher pipe. This will take you to the Clanker's Cavern area. You can see the entrance to the world, but you won't be able to reach it. To your right is a switch with a pipe on it. Hit the switch and two pipes will raise from the water, granting you access to Clanker's Cavern. Before you go in though, Flap Flip jump to reach the Mumbo Token above the entrance.

=====
AFTER CLANKER'S CAVERN
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Leave Clanker's Cavern and go immediately to the right. Beak Buster the pipe switch here and a pipe will raise on the opposite bank. Go across the water and climb on top of it, then jump on the horizontal pipe. Up here you will find Brentilda and another switch- hit the switch. This will open an underwater tunnel to the left. Go through this tunnel and you will find an incomplete picture. Fill in the blanks to open Bubbleloop Swamp. It will require 7 Jiggies. Now leave the Clanker's Cavern area completely and go back to the room where the Treasure Trove Cove picture is. Here (providing you hit the Witch Switch), Grunty's eyes will have raised out of the floor. Beak Buster the eyes to earn a Jiggy. Now head back up the ramp and Talon Trot to the Note Door. It requires 180 notes to break the spell, but you should hopefully have 300 by now. Anyway the door will dissolve, leaving you free passage. At the top of the stairs you will find a massive Grunty statue (bit vain isn't she?). Head over to the left and Talon Trot up the hill. Go through the tunnel and immediately go through the pipe on your

right. Here you will find Brentilda. Get Grunty's secrets from here and then exit the pipe. Go to the right and follow the bridge the Bubblegloop Swamp. Make sure you don't fall in the water, it is pirhana infested.

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AFTER BUBBLEGLOOP SWAMP
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Go to the entrance of the Bubblegloop swamp area (not inside the world) and in a tunnel on the right are some Wading Boots. Use them and walk through the water and go through the tunnel behind Bubblegloop swamp. You will now be in a snowy area with an incomplete picture. Input the 8 required Jiggies and Freezeezy Peak will be unlocked. To your left will be a large slope- Talon Trot up it. At the top Beak Buster the boulder and behind it you will find a Golden Feather and a small gap. Banjo is too big to fit through.

Head back to the entrance of this frozen area and above it you will find some Wading Boots. Use them to go back through the tunnel and enter Bubblegloop swamp. Head to Mumbo's skull and transform into a crocodile. Now go back to the entrance/exit pad and leave the level. As a crocodile, you can swim in the pirhana water, so head back to the Freezeezy Peak picture room. Head up the slope and at the top go into the small gap. On the other side, you will find Cheato the spellbook. He says he will give you a cheat to aid your quest every time you find him. Actually you can find him another twice. Anyway, he will now give you a cheat- BLUEEGGS. Enter this cheat on the floor of the sandcastle in Treasure Trove Cove and you will now be able to hold a maximum of 200 blue eggs for ammo. Now leave the Bubblegloop swamp area entirely. Once you do the Mumbo magic will wear off and you will change back into Banjo and Kazooie. Now go to the Grunty statue. Make you way up the pass to the right and use the Shock Jump Pad to reach the higher level. Up here you will come to a Note Door. It will require 260 notes to break the spell. By now you should have 400 so head through the door.

At the top of the stairs go to the left and Beak Barge the door that has been bricked up. Inside you will find a blue Gruntling and a Talon Switch. Beak Buster the switch and a moving Shock Pad will start to rotate around the giant urn. To use it, wait until it comes to your feet and then press and hold A. Use it to jump inside the urn. Providing you hit the Witch Switch in Bubblegloop Swamp you can drop inside the urn and through the top of the Grunty statue. You will land inside and collect the Jiggy behind the grille.

Head back to the giant urn room and collect the Mumbo token from behind the sarcophagus. Now head up the stairs lit up in green. At the top take a left and fire 3 eggs into the cobweb blocking the doorway. This will clear the web and reveal a cauldron. Activate it and it will create a shortcut between this and the first cauldron you found. Now turn around and you will see an archway with blue light emitting from it. Head in here and you will find Freezeezy Peak.

=====
AFTER FREEZEEZY PEAK
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Exit Freezeezy Peak, head straight forward through the tunnel and take a right. Go towards the giant Grunty head and in her mouth you will find a Note Door. You will need 350 notes to break the spell- but you have 500 don't

you? I know you do because I've told you how to get them. Head through Grunty's mouth and you will now be in a lava chamber. Make sure you stay on the path, it is easy to fall off, and head to the right. Follow the path and you will come to an incomplete picture requiring 9 Jiggies to finish. Input them and it will unlock Gobi's Valley. Head back down the lava path and out of Grunty's mouth. Head directly forward and go into the room with large urn in it. To the left is a bricked up doorway- Beak Barge it. Inside you will find a pair of Wading Boots. Pull them on and go to the left. Jump up the stairs and go over the quicksand to Gobi's Valley.

=====
AFTER GOBI'S VALLEY
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NOTE: Now that you have unlocked the Super Talon Trainers you can go back to Freezeezy Peak and have your rematch with Boggy for the tenth Jiggy.

First of all go behind the entrance to Gobi's Valley and speak to Brentilda. Now grab the Wading Boots and make your way across the quicksand. Now face the sarcophagus with the Jiggy in it. When the moving Shock Pad comes around, use it and jump up and collect the Jiggy. Now head up the green stairs to the left. Once here go forward and lay 3 eggs into the webbed area on the ground. Now head the right and go to the Freezeezy Peak area. Use the Shock Pad to the right of the entrance and then use the next one up here. You will land on a Mumbo Token. Drop back down the Shock Pad and head to the left. You will find a Fly Pad Switch and a pair of Super Talon Trainers. Hit the switch and a Fly Pad will appear in front of Grunty's face. It will only be there for 12 seconds. Use the Super Talon Trainers to get there in the time and use the pad. Fly high and in and through the tunnel above the entrance to the Freezeezy Peak area. On the otherside you will emerge at the top of the Freezeezy Peak area. Fly as high as you can and in front of you will be an open ledge. On this ledge is the Jiggy.

Drop down and head up the ramp to the left as you exit the Freezeezy Peak area. Up here you will find a Note Door on the left with 450 on it. Head past this for a moment and you will find a cobweb on the floor. Lay 3 eggs into it to make it disappear. Drop in here and you will activate a Blue Cauldron. Now go and break the spell on the door and head through.

On the other side drop into the water and Swim under the water to the left and go through the tunnel. Carry on straight forward and go through the next tunnel. This is particularly long, but at the end you will come out in a dark chamber. Go towards the right hand most torch and jump on the ledge. From here you can jump to the left hand platforms, which have progressive height. On the 4th ledge you will find an incomplete picture for Mad Monster Mansion. Fill in the 10 Jiggies and this will unlock the world. Jump to the left again and you will land on a platform with a Whipcrack on it. Defeat it using eggs or Wonderwing and behind it you will find a Mumbo Token. Leave the chamber and go back to the room with the large Grunty head in it. Go through Grunty's mouth and follow the path around past the Gobi's Valley portrait. You will find a tunnel on the left and in here at the end of a path, you will find the tunnel leading to Mad Monster Mansion. Go inside and make your way through the graveyard. Before you get to the mansion take the path that leads off to the left. You will come to a gate. Beak Buster the gate and head back towards the mansion. The reason for destroying the gate will become apparent after Mad Monster Mansion. Now enter the mansion at the far end to start Mad Monster Mansion.

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AFTER MAD MONSTER MANSION
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Leave Mad Monster Mansion as the pumpkin and take the path to the right. Head down the slope and at the bottom there is a building. Go to the doorway and go through the gap in the corner. In here you will find Mumbo who will change you back into Banjo and Kazooie. Beak Buster the coffin lid and Water Level Switch 1 will be revealed. Beak Buster the switch and the water near Rusty Bucket Bay will be raised. Change back into a pumpkin and leave. Head back up the slope and leave the Mad Monster Mansion area.

Take a left and you will see a long and winding path. You must get across this as a pumpkin. It is easy to fall off here, due to the sudden movements of the pumpkin. If you fall off you will die. Don't worry though, it's bound to happen. To help, rearrange the camera so you can see where you are moving easier. When you are on the other side you will find Brentilda and next to her, a gap. Speak to Brentilda to gain some more of Grunty's secrets. Once you have done that go through the gap and you will find Cheato the spellbook. He will give you the cheat that allows you to hold 100 feathers. Enter REDFEATHERS on the floor of the sandcastle in Treasure Trove Cove. Now head back along the winding path and head past the Gobi's Valley painting. Past here the Mumbo magic will wear off and you will return to being Banjo and Kazooie. Head down the path and go out of the door to leave Grunty's mouth.

Head to Freezeezy Peak and use the Shock Pad to the right of the entrance. From here, head to the left and hit the Fly Pad Switch. Use the Super Talon Trainers to get the pad in 12 seconds. Use the pad and then Beak Bomb the left hand eye of the Grunty statue. The eye will smash. Now land in the eye and collect the Jiggy. Now take the ramp opposite Freezeezy Peak and go through the opening on the left. Swim through the tunnel to the left and on the other side, come to the surface. Jump onto the ship and head up the stairs. To the left there is a pile of boxes- jump on them. Flap Flip Jump up on top of the yellow box. From here jump onto the adjacent ledge and you will activate a Blue Cauldron. This cauldron creates a shortcut between itself and the one in the area before the entrance to Freezeezy peak. Now go to the left and you will come to a grey box. From here you will see a Rareware box, so Flap Jump to it. Beak Buster the box and you will reveal the Water Level Switch 2. Beak Buster it and the water will again be raised. Go to the right of the ship and into the tunnel. To the right is a grille; Rat-a-Tat-Rap it and head inside. There is an incomplete painting that needs 12 Jiggies to finish. Insert the Jiggies and Rusty Bucket Bay will be opened. Head back out of the tunnel and you can now get into Rusty Bucket Bay to your right.

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AFTER RUSTY BUCKET BAY
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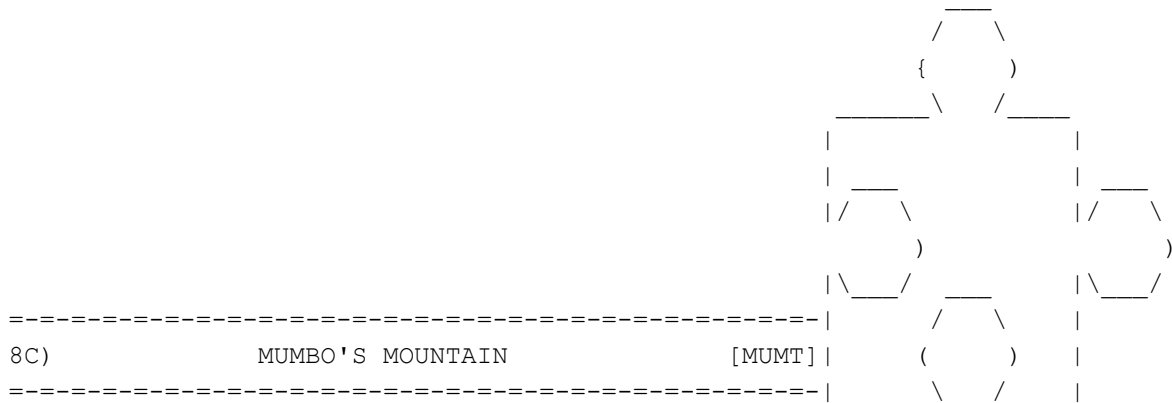
Leave Rusty Bucket Bay and swim down through to the room that would take you out to the Freezeezy Peak area. Resurface and on a platform at the edge of the cavern is a Jiggy! Go behind the Jiggy and you will find a grille- Rat-a-Tat-Rap it and go inside. At the end of this tunnel you will find the Water Level Switch 3. Hit it and you will have 30 seconds to get back to the Rusty Bucket Bay area. Drop down into the water and go through the underwater tunnel dead ahead of you. On the other side rise to the surface and you will find a staircase with a green light emitting from it. Go up this staircase and you will find Cheato for the last time. He will give

you the GOLDFEATHERS cheat to input in the sandcastle of Treasure Trove Cove. You can now hold 20 Gold Feathers instead of 10. Go back to the room with the Water Level Switch. As you enter the room, resurface and go to the right. Use the steps here to reach a Note Door with 640 on it. Luckily, you have 800 by now (or you should have), so you can pass easily.

Use Wonderwing or eggs to get past the Whipcracks that will attack you. Outside the tunnel is a Bigbutt, avoid it and go to the right. Flap Flip Jump up the branches here and head to the right. Ignore the Note Door here and the red passage. Keep following the path and you will come to a Jiggy Switch, hit it and you will now be able to complete the Click Clock Wood puzzle. Head all the way back to the Treasure Trove Cove area and once there stop at the waterfall. In the pool here is an underwater tunnel- go through it. At the end is the Click Clock Wood puzzle. Complete it with 15 Jiggies. Before you leave this area go to the left and pick up the hidden Mumbo Token. Now go to the right and speak to Brentilda to find out some more of Grunty's secrets. Now go towards the pool. On the left hand side, hidden from view is an extra life. and head back to the Click Clock Wood area. Once in the Click Clock Wood area go straight left. In the long grass, there will be a tunnel against the wall. Go down here and you will find a cauldron. Activate it and it will create a shortcut from itself to the cauldron below the entrance to the Clanker's Cavern area. Once you have done that exit the tunnel and go to the left. Speak with Brentilda again. Once you have done that Talon Trot up the steep hill to the right. Enter Click Clock Wood.

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AFTER CLICK CLOCK WOOD
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Exit Click Clock Wood whilst transformed as a bee. Fly straight forwards and to the top of the tree here. As long as you hit the Witch Switch in Click Clock Wood you will be able to land in a hollow and get a Jiggy. Now leave the Click Clock Wood area to change back into Banjo and Kazooie. Now come back to the Click Clock Wood area. On the right as you enter the area is a pair of leaves leading up to a Note Door. Go to the door and it will dissolve if you have at least 765 notes. Hopefully by this stage you will have 900 notes. You will certainly need close to that amount after Grunty's Furnace Fun. Head through the door and follow the passage. Stand on the lit up late to be taken to Grunty's Furnace fun.



Mumbo's mountain is a moderately easy level and the playability, textures and graphics on this level epitomise what Banjo Kazooie is about. At some point you will have to return to this level. This is because you need to gain the Jiggy released by the Witch Switch. You will need to leave as a Termite. The meaning to this will be clear once you have collected the Termite Transformation Jiggy. However there is a small problem with this.

There are only 5 Mumbo Tokens in this world. You need 5 for the transformation, so no problem right? Wrong. One of the Mumbo Tokens can only be gained after the transformation. So in short you WILL need to return to this world.

ENEMIES: Grublin, Conga, Ticker, Bigbutt.

NEW MOVES: Talon Trot, Egg Firing, Beak Buster.

=====
JIGGY 1 - CONGA'S BLOCKS
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From the world entrance head over the bridge in front of you. Beware of the Bigbutt (bull) on the other side as you won't be able to destroy it. Head past the beehive on the raised platform and you will come to a large tree with an even larger ape on it called Conga. Ring any bells people? He will throw oranges at you and you just need to simply dodge them. You should notice 4 orange blocks with oranges on the ground surrounding Conga's tree. Stand on each of these in turn and quickly move before you are hit by an orange. You need to make Conga hit all of the blocks with his oranges. When he does you will receive a Jiggy.

=====
JIGGY 2 - CHIMPY'S ORANGE
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Near to Conga you will find a chimp called Chimpy (original isn't it?) and he is sat on a tree stump. He will tell you that he is hungry. Head over to Conga's tree and climb up the trunk. At the top will be an orange. Collect it and take it to Chimpy. He will skip off happily and the stump he was sat on will rise. A Jiggy will be left on top of it.

=====
JIGGY 3 - BATTLE WITH CONGA
=====

Jump on to Chimpy's stump and then Flap Flip Jump onto the ledge behind. Here you will find Bottles and he will teach you how to fire eggs and use them as a weapon and he will also show you how to lay them. In addition to this he will give you 50 eggs and top up your health meter. Extra eggs can be found on the nearby platforms. Head towards Conga and you will come to a raised platform- stand on the log here. You will be level with Conga. Now fire eggs at him, whilst avoiding the oranges he throws at you. The best method of doing this is to fire one or two eggs at him, and then wait until he throws an orange. Avoid the orange by jumping over it and fire a couple more. Conga will throw two oranges one after the other at you and then rest. If you get knocked off the platform just jump back up using Chimpy's stump. Hit Conga with enough eggs (around 5-8) and he will admit defeat and give you a Jiggy.

=====
JIGGY 4 - BUST THE VILLAGE
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Head back the way you came and get to the raised platform with the beehive

on it. On the left hand side there is a mountain path with notes on the way up. Go up this path and follow the yellow path that you will come to (beware of the Tickers on this path). You will come to a hill on the right hand side, head up it and you will come to a village. On the left hand side of Mumbo's skull you will find Bottles and he will teach you the Beak Buster slam. This is an extremely useful technique. Flap Flip Jump on top of each of the houses in the village and Beak Buster them. The things they yield will be the same, but they will be in random houses. You will acquire 5 notes, 5 eggs, a Grublin, a green Jinjo, an extra life and finally a Jiggy.

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JIGGY 5 - EYE SEE YOU...
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In Mumbo's village, go outside Mumbo's skull. Flap Flip jump into the right hand eye of the skull and here you will find the Jiggy.

=====
JIGGY 6 - JUJU AND THE EGGS
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In the centre of Mumbo's village you will find a totem pole named JuJu. Fire eggs into the mouths of the rotating heads and when you have fed all four, you will be rewarded with a Jiggy. Each time that you feed one it will disappear and the next one will rotate faster. Fire your eggs earlier to get the egg into the mouths of the faster ones.

=====
JIGGY 7 - ON THE STONE
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Head back to the yellow path at the bottom of the hill which Mumbo's village is on. Go to the right and path will take you up another hillside where you will find Bottles' molehill. He will teach you the Talon Trot move, which lets you walk up steep gradients. Next to Bottles, on a large square stone, is a Jiggy

=====
JIGGY 8 - ON THE HILLSIDE
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From Mumbo's village, Talon Trot down the side of the hill that faces the world entrance/exit. You can also Talon Trot up the hill from the entrance. The Jiggy be on one of the ledges on this hillside.

=====
JIGGY 9 - THE JINJOS
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Here are the Jinjo locations-

==~==~
PINK
~==~==

At the entrance to the world, just to the right is a platform. The Jinjo is on top of the platform. Flap Flip jump to reach it.

=~==~==~

Blue

~==~==~

On an island in the water near the start of the world. It is on the right hand side of the bridge. Swim or jump to reach it.

=~==~==~

Green

~==~==~

In one of the huts in Mumbo's Village, just Beak Buster each one until you find it.

=~==~==~

Orange

~==~==~

Talon Trot up the stonehenge-like structure where Bottles taught you to Talon Trot. This is right next to where Jiggy 7 was found. At the end of the platform is the Jinjo.

=~==~==~

Yellow

~==~==~

From the orange Jinjo, head to the left and Talon Trot down the hillside. You will see many ledges with notes on them, but one will be supporting the Jinjo.

=====
JIGGY 10 - TERMITE TRANSFORMATION
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Go into Mumbo's skull in Mumbo's village. If you have 5 Mumbo Tokens, then he will transform you into a termite. Note that you can 5 tokens in this world. Unfortunately 1 of them is in the termites nest meaning you can only get it after you have transformed. This means that you will have to return to this world after you have gained another Mumbo Token if you want to get this Jiggy and the Jiggy released by the Witch Switch. See below for the locations of the Mumbo Tokens in this world.

A few things to note about the termite. You can only perform single jumps but the jumps are long. You can also walk on steep gradients. The termite has no means of attack so avoid all enemies. Termites can fall from a great height and not suffer injury.

Once you have been transformed head down to the termites nest (just at the bottom of the hill) and enter. Use the walkway on the at th back of the room and then jump from platform to platform (collecting the Mumbo Token along the way) to reach the second floor. Beware of the termite here, as you won't be able to kill it but don't forget to collect the six notes here. Again, use the walkway on the side of the wall to jump up to the third floor. Finally, jump up to the highest platform and go through the doorway. You will find an extra life on the right. Follow the winding path upwards and at the top you will find the Jiggy.

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NOTE LOCATION SUMMARY
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7 on the bridge near the start pad.
6 under the water near the Blue Jinjo.
9 on the path up the mountain.
6 on top of the huts in the village.
5 notes in the first hut that you Beak Buster.
4 in Mumbo's Skull.
4 on the way to the stonehenge structure.
14 upon the stonehenge structure.
21 notes on the hillside next to the mountrain path.
18 notes on the hillside facing the entrance/exit pad.
6 inside the Ticker's nest.

=====
NOTES GUIDE
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Head forward and go over the bridge, there are 7 notes on here. Drop down into the water on the right hand side (the side that the Jinjo is on) and dive underwater. In 2 alcoves, you will find 2 sets of 3 notes (13). Get out of the water on the side that the Bigbutt (bull) is on. Take the path up the mountain to your right and pick up the 9 notes here (22). Head up to Mumbo's village and collect 6 notes from the tops of the huts there. There will be an additional 5 notes in the first hut that you destroy, so Beak Buster them all until you find them (33). You will find another 4 notes in Mumbo's skull (37). Head over to the stonehedge structure and on the way you should pick up another 4 notes (41). Talon Trot up the structure and collect the 14 notes up there (55). To the left of the structure, on the hillside where you found the yellow Jinjo are 7 ledges with 3 notes on each. Talon Trot to collect these 21 notes (76). Now head back to the start of the world and Talon Trot up the hillside next to the Pink Jinjo (where you found Jiggy 9). Here you will find more ledges with more notes on them (94). You will be 6 notes short now. Go into Mumbo's skull and transform into the termite. Go into the nest and use the walkway and platforms to reach the second floor. Here, next to a termite, you will find the last remaining notes.

=====
EMPTY HONEYCOMB PIECES
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1) In Mumbo's village, feed the totem pole like you did when you aquired Jiggy 6. Instead of feeding them all, leave one behind, then jump on top of it. Use Flap FLip Jump to reach the piece. If you have already fed the JuJu leave Mumbo's Mountain and come back. They will have returned.

2) Talon Trot up the hill on the right hand side from the start of the world. Just before the top look to the left, Just in front of you and beneath you shud be water. Jump as far forward as you can (on the cliff, not into the water). Hopefully you should land in an alcove where the Honeycomb piece is. If not, either try again, or you can easily climb the cliff to reach the alcove when you are tranformed into a termite.

=====
MUMBO TOKEN LOCATIONS
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1) Next to Conga the ape, you will find this on one of the raised

platforms.

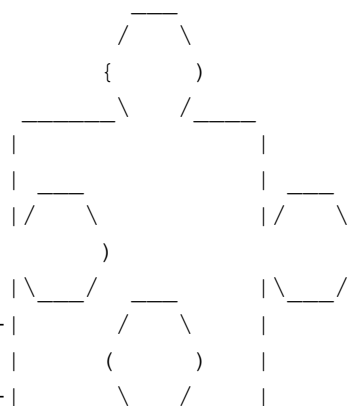
- 2) Underneath the stairs to Mumbo's skull.
- 3) Behind the ledge where you found the pink Jinjo.
- 4) Behind the stonehedge structure, near Jiggy 7.
- 5) Inside the termites nest on the platform between the first and second floors.

=====
 WITCH SWITCH LOCATION
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Next to Conga the ape, use the stump to get onto the raised ledge. Go to the left and jump from platform to platform. On the final one will be the Witch Switch. On the way to this you should find Mumbo Token 1. A Jiggy will appear on top of the entrance to Mumbo's Mountain.

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 EXTRA LIVES
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- 1) In the fifth hut that you smash in front of Mumbo's Skull.
- 2) At the top of the Ticker's nest.



 8D) TREASURE TROVE COVE [TTCV]

Arr!! Pirates. I love this level. The graphics on this level are very advanced for the time. And who doesn't like chilling out at the beach? This world is the location of the sandcastle in which ALL the games cheats are entered.

ENEMIES - Snippet, Nipper, Shrapnel, Snacker, Yum Yum, Lockup, Little Lockup.

NEW MOVES: Shock Pad Jump, Fly.

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 JIGGY 1 - NAUGHTY NIPPER
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From the start, head along the left hand path of the three and you will run into a giant hermit crab. Go forward and he will tell you that his name is Nipper. He doesn't take kindly to Kazooie's sarcasm and wants to

'clip her feathers'. He will then begin to clip and snip with his claws. Stand back to avoid being hit and he will stop his flurry for a few seconds. Use this as an opportunity to Rat-a-Tat-Rap him in the face. Then quickly stand back again, then repeat the process another twice and he will be defeated. Be careful not to stand too far back as you won't have enough time to attack Nipper when he stops his attack. Once he is defeated go and jump inside his shell. Follow the path around until you reach the centre. Here you will find a circle of eggs and the Jiggy.

=====
JIGGY 2 - LEAKY'S SANDCASTLE
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When you exit the shell, head through the arch dead ahead of you. Follow the path and head past the ship (The Salty Hippo). You will come to a stack of crates. Climb to the top of them and take a right. Change the camera angle so it is on the opposite side of the ledge. You should be able to see a platform below you with a bucket on it. Drop down and speak to the bucket. He will say that he is leaky, so it is your job to block him up. Lay 2 eggs into him and he will be blocked up. For this he will now drain the water below you to reveal a sandcastle.

Go in into the sandcastle. .Note that if you go in here before you have drained the moat, then it will be flooded and you won't be able to perform this bit. A Snippet inside will ask you to solve his puzzle to win a prize. All you need to do is spell BANJO KAZOOIE using the letters on the floor. Just Beak Buster each letter in turn. Before you start, have a good look around so you know where all the letters are, then begin. As soon as you hit the B then a timer will start. You will have 100 seconds to complete the task. Note that you can't use the same block twice, so there are 3 O's. When you have done the snippet will want to hurt you. Teach him the error of his ways using Beak Buster to knock him onto his back. Use Beak Buster again to kill him. Now collect the Jiggy.

THIS CASTLE WILL BE WHERE YOU INPUT ALL GAME CHEATS

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JIGGY 3 - CLIFF FACE
=====

Head back to where you climbed up the crates, and climb them again. This time take a left at the top and speak to Bottles. He will teach you the Shock Pad Jump. Use the one next to you for practice and collect the Mumbo Token. Look over to the left and you will see a big group of Shock Pads. Use the first one you come to to reach the Shock Pad on the left. Instead of just staying on the pad though, after the first initial jump, push forward on the joystick and you will fall off the stack. Keep A held down and you will still perform the Shock Jump, but you will get more distance on the jump. Use this to reach the stack ahead of you. Follow this path until you reach the stack with the Pink Jingo on it. Now use the Shock Pad Jump to land on the stack to the left. From this stack you will be able to reach a platform on the cliff face. It is easier to stay on the stack and use the Shock Pad Jump with this one. Once on this platform use the two Shock Pads to reach the higher platforms. On the second you will see a small hollow in the cliff face. In here is the Jiggy.

=====
JIGGY 4 - BLUBBERS LOST GOLD
=====

Drop down to the ground and head over to the Salty Hippo on the right. Speak to Cap'n Blubber the hippo and he will tell you that he has lost his gold. So your gonna go and find it. Towards the rear of the ship is a trap door. Beak Buster it and you will drop down the hole. Dive under the water and down there you will find some notes, a Mumbo Token and a stack of gold. Take it to Cap'n Blubber then jump off the side of the ship with the water on it. Dive under the water and you will find a hole in the side of the ship. In here is another stack of gold. Take this one to Cap'n Blubber and when he's got both he will reward you with a Jiggy.

=====
JIGGY 5 - LOCKUPS LOCKUP
=====

Talon Trot up the rigging of the ship and near the top you will find Bottles. He will teach you how to fly. Once you have mastered the basics of flying. Use the Fly Pad in front of you. Fly straight forwards and on the left you should find an alcove with a Lockup (chest) in it. It will tell you that it is guarding Grunty's gold. Land inside the alcove and Flap Flip jump into the Lockup when its lid is open. Inside you will find a Jiggy. Be careful not to jump too close to the Lockup otherwise it will get you with it's teeth.

=====
JIGGY 6- TIP TOP OF THE COVE
=====

Go back to the ship and use the Fly Pad again. This time head to the alcove to the right. Land in the alcove and climb the stairs inside. At the top you will emerge high above the cove. Notice the big cliff in front of you? Go around the other side and you will find the start of a spiral path. Head up here and Flap Jump over the gaps in the path. At the top you will find a lighthouse. Beak Barge the door and collect the Mumbo Token on your way inside. Use the Shock Pad up here to reach the Jiggy on top of the lighthouse.

=====
JIGGY 7 - X MARKS THE SPOT
=====

From the rear of the Salty Hippo (face the rear of the Salty Hippo and then turn around) follow the path ahead of you and keep going in this direction. You will come to come to 2 Lockups. Carry on past these and you will come to a fragmented path that goes over the water. Jump between the sections of the path and it will get increasingly high. At the top you will find a large X in red and also a Fly Pad. Beak Buster the X and you will be told to follow the clues to find treasure. The X will change into an arrow.

Use the Fly Pad and fly in the direction that the arrow points. Fly around the right hand side of the cliffs and in this direction you should find another platform with an X on it. Beak Buster the X and follow the directions. You can actually see the next X from here. Fly to it and

again Beak Buster the X and follow the directions it gives you. Land on the next platform and Beak Buster it (getting bored yet?). On the next platform that you come to, there is no Fly Pad. Beak Buster the X and a ? will appear. You will be told that you will never find the treasure. Don't worry about it. The X is on the small island nearby (look towards the sea). Beak Buster the X and the Rat-a-Tat-Rap the chest that will try to escape. The broken chest will leave you a Jiggy.

=====
JIGGY 8 - IN THE ROCK POOL
=====

Remember the crates down near the ship? Go there and take a right at the top. Keep taking rights at the junctions and you will be faced with a Lockup. Grab the eggs inside him if you please and Talon Trot up the incline behind him. You will now be on a level where there is a large pool and two smaller pools. Head past them all and use Shock Pads to shoot up two more levels. You will now be next to a particularly deep pool. Dive to the bottom of this pool and at the bottom you will find a Jiggy. To the right of this pool on a platform you will find an extra life.

=====
JIGGY 9 - AROUND THE BEND
=====

Head down the 3 flights of stairs near Jiggy 8 (moving away from the path that you just took) and when you are at the bottom, look behind you. There is a narrow walkway heading off around the wall. Follow this ledge and you will reach a place where you can drop down onto a crate. Do so and jump to the next 2 crates. On the last one, Flap Flip jump onto the stone platform. There are 3 more platforms from here will eggs on, so jump across them and on the final one you will find the Jiggy. Another way to reach this is to go to the lockup where Mumbo Tokens 1 and 2 are found. It is just up the wooden stairs back towards Jiggy 8. Now look over the cliff behind the Lockup. See the path? Jump down to it. This will save you jumping on the crates.

=====
JIGGY 10 - THE JINJOS
=====

==~==~
Blue
~==~==

Underneath the platform that the entrance/exit to the world is on.

==~==~==~
Orange
~==~==~==

On the thin ledge on the same level as the large pool, where you found Jiggy 8.

==~==~==
Green
~==~==~

On top of the mast on the Salty Hippo.

==~==~==

Pink

~==~==~

From where you learned to Shock Jump, go to the left and follow the right hand path of Shock Pads. On the last one is the pink Jinjo.

==~==~==~

Yellow

~==~==~

On top of the tree on the way to the lighthouse. It is away from the main platform, before you head up the spiral path.

=====

NOTE LOCATION SUMMARY

=====

- 4 notes on the starting platform.
- 6 inside Nipper's shell.
- 8 on top of trees near the Salty Hippo.
- 8 notes inside the Salty Hippo.
- 11 notes on the rigging of the ship.
- 1 note on the alcove leading to the lighthouse.
- 3 notes on the spiral path to the lighthouse.
- 5 notes on top of the lighthouse.
- 3 notes above a stack with a Shock Pad on it.
- 6 notes on the cliff where the ? appeared in Jiggy 7.
- 5 notes in the Lockup next to the above cliff.
- 4 notes on the same path as the Lockups.
- 3 notes to the right of Bottles.
- 5 notes on top of the sandcastle.
- 4 inside the sandcastle.
- 6 notes on the way to Jiggy 8.
- 3 notes in the rockpool on the way to Jiggy 8.
- 12 notes on the steps down from the rockpool in Jiggy 8.

=====

NOTES GUIDE

=====

There are 4 notes on the starting platform (4). Take the left hand path and defeat Nipper (see Jiggy 1). Inside his shell you will find 6 notes (10). Take the path towards the Salty Hippo and you will find two trees. Each tree will have 4 notes on top of it (18). Go into the water and enter through the hole in the side of the ship. You will find 4 notes in here (22). You will find 4 in the ships other flooded cabin accessed on the upper deck trap door (26). Talon Trot up the rigging of the ship and you will find 11 on here (37). Use the Fly Pad and go to the right hand alcove. Collect the single note on your way up the stairs (38). On the spiral path towards the lighthouse you will find 3 notes (41). Go to the top of the lighthouse and here you will find 5 notes (46). Make your way back down to the Salty Hippo and climb up the nearby crates. Take a left and then from the where Bottles is and jump to the stack on the left. Use the Shock Pad here to jump straight up and collect 3 notes. Go back to the first Shock Pad and take the right hand path of stacks. On top of the high cliff at the end of this route you will find a snippet and 6 notes (55). Drop down and head to the 2 Lockups inside one of these are 5 notes (60). On this path you will find 4 more (64). Head back to the crates near

the Salty Hippo (again). This time take a right at the top at you should find 3 notes (67).

Drop down and block up Leaky, so he will drain the castle for you. Jump on top of the castle and collect 5 notes (72). Go inside the castle and collect the 4 notes from in there (76). Yet again head back and climb the crates near the Salty Hippo. Take a right again and the next right will gain you 3 notes (79). Take a left at the next fork to collect the next 3 notes (82). Collect the next 3 and head over to the Lockup (85). Talon Trot up the incline behind it and in a pool on the right is 3 notes (88). Take the Shock Pad up the next two levels. Now head down the stairs at the top and collect 4 notes (92). The next two flights will yield 4 notes each which will take you to 100.

=====
EMPTY HONEYCOMB PIECES
=====

1) Just past the pink Jinjo, where the two Lockups are, there are 3 trees on the right. Climb up the centre one and look out to sea. You should see a crate and on top of this crate is the Honeycomb Piece. Simply fly or swim to it.

2) Go to Nipper the hermit crab and head to his left. You should be near the Shock Pad. Go into the water here and look to the right. In the corner, next to the cliff is the Honeycomb Piece.

=====
MUMBO TOKEN LOCATIONS
=====

1) In a Lockup after the first flight of stairs on the way to Jiggy 9.

2) See 1.

3) In the underwater cabin near the back of the ship on the Salty Hippo.

4) On the mast underneath the crows nest on the Salty Hippo.

5) Behind the door of the lighthouse.

6) Behind the cliff where the ? appeared when you were looking for Jiggy 7.

7) At the bottom of the first big pool on the way to Jiggy 8.

8) On a crate in the sea between Jiggy 9 and the Salty Hippo.

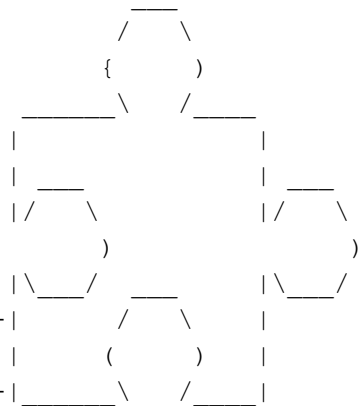
9) In the water behind Nipper's shell.

=====
WITCH SWITCH LOCATION
=====

Behind the lighthouse. A Jiggy will be fired from the cannon outside Treasure Trove Cove and will land on the raised deck opposite it.

=====
EXTRA LIVES
=====

- 1) On a crate next to Sharkfood Island, fly to it.
- 2) On a ledge next to the rockpool with Jiggy 8 in it.



-----|
8E) CLANKER'S CAVERN [CKCV]

This level can be extremely difficult if you don't do Jiggy 1 first. It took me 2 hours to finish this the first time, all because I didn't know how to raise Clanker.

ENEMIES - Whiplash, Snippet, Mutie-Snippet, Grille Chompa.

NEW MOVES: Wonderwing.

=====
JIGGY 1 - RAISING CLANKER
=====

From the pipe at the start, drop down to the ground. Head past the snippet and dive under the water in front of you. On the opposite side, under the water is a pipe with notes in. Go through this pipe and you will meet Clanker. He tells you that he doesn't like the dirty water and he wants fresh air. Go to the surface to top up your oxygen meter. Now dive down and you will see a huge chain coming from Clanker. Follow the chain down a deep cravasse in the bottom of the cavern. Down here you will meet Gloop the fish. If you are short on air all you have to do is swallow the air bubbles that he breathes out. Also down here you will find some notes and the green Jinjo. The major thing down here though is a large lock and key. Swim through the hoop of the key 3 times and this will loosen the chain that holds Clanker. He will now be raised to the surface of the water. On top of him is the Jiggy. To get on him use his fins and then Flap Flip Jump.

=====
JIGGY 2- BANJO THE DENTIST
=====

Clanker will now tell you that his teeth hurt and that he ate too much trash. Notice the floating platforms near his head? Stand on one and fire 3 eggs into his right hand gold tooth (his right). This will open a way to get inside. Swim in and find the Jiggy. Use the same method on the left hand gold tooth and you will earn a Mumbo Token.

=====
JIGGY 3 - BEHIND THE BLADES
=====

Leave Clanker via the gap in his teeth and climb on top of him. Near his head you will find a blowhole with a screw in it. When the screw is fired into the air, jump into the blowhole. You will now land on the Witch Switch. Ahead of you is a tunnel with rotating saw toothed blades. They are moving slowly enough to get past them without being hurt. Just keep focused and as soon as the blade in front of you has passed, quickly roll past it. You can see where the blades are using the black lines on the ground. Once you are past them all, you will come to the Jiggy.

=====
JIGGY 4 - THE WONDERWING THING
=====

Go through the doorway behind Jiggy 3 and you will find yourself on a Fly Pad. Fly to the opposite side of the chamber and go through the tunnel here (it will have a Gold Feather in front of it). Speak to Bottles on your left and he will teach you the Wonder Wing ability. He will also give you 5 Golden Feathers. Use the Wonderwing to pass through the rotating blades safely. Once you are past them all, you will find 5 Gold Feathers and a Jiggy.

=====
JIGGY 5 - CLANKER'S RINGS
=====

Use the Wonderwing to get back past all the razor blades, then exit to the previous chamber. Drop down into the water and you will find a lot of blue and white rings. Find the only green and white one and jump through it. This will start a timer and you will have 48 seconds to pass through all the rings. You will now need to pass through the next green and white ring. My advice you be to jump and flutter along the surface of the water, as it is quicker than swimming. The second ring is straight ahead of the first half in, half out of the water. Pass through it and the next ring is to the right, underwater. Dive down and pass through it. The next will be on the right, in the air. Stand on the nearby crate and then jump through it. The next ring is dead ahead of you, underneath the water. Once through, the next is to the right above the water. There are two rings close together here. Flap Jump to get through them both. The final ring is straight in front of you, underwater.

Once you have passed through this ring the water will rise and you will be able to reach a Jiggy on a platform. If you stand on the floating crates now, you can Flap Flip Jump to reach some Golden Feathers. Now leave Clanker by the gap in the side wall. If you look out from the Jiggy platform it is on the left. Through here you will find a beehive at the bottom of a deep pit, the Pink Jinjo.

=====
JIGGY 6 - THE LONG AND WINDING ROAD
=====

Jump back on top of Clanker and go to his blowhole (don't go in). This

time stand on top of the screw and you will be fired into the air. You will now be on a platform. A winding pipe will lead you to the Jiggy. Rearrange you camera if you think you'll have difficulty in walking the walk. At the end Flap Flip jump to reach the Jiggy.

=====
JIGGY 7- THE MUTANT'S LAIR
=====

Towards Clanker's rear, underwater you should find a pipe with green light coming from it. Swim up this pipe and you will come to a room the is above water level. Mutie-Snippets will tell you that if you want a Jiggy then you must fight them. Stay on the higher ledge and Beak Buster them as they come to you. If you need health, each will leave 2 honeycombs behind when defeated. Once you have killed all 4, a Jiggy will appear in the centre of the room. Use the horizontal pipe with eggs on to reach it.

=====
JIGGY 8 - BLOCKING THE PIPE
=====

Leave the snippets lair and once back in the cavern, come up for some air. To the left under the water you will find another pipe. Make sure you have plenty of air and then swim through the pipe. It is quite long, so beware. At the end you will find a Jiggy. Make sure that you have enough air to get out again. You should have at least half your oxygen bar full once you have the Jiggy. If you don't and it looks like you won't make it, turn back and get some air before you have another attempt.

=====
JIGGY 9 - BEHIND THE VENT
=====

Get back on Clanker's back again and go to his tail. Even though it is swishing about you should still be able to walk to the top. You will notice a platform with Red Feathers on it. Flap Jump to it and then jump and Rat-a-Tat-Rap the vent with the Jiggy behind it. You will land on a pipe beneath it. Just Flap Flip jump to reach it. If you fall off, you don't need to open the vent again, just climb back up and collect the Jiggy.

=====
JIGGY 10 - THE JINJOS
=====

==~==~==
GREEN
~==~==~

At the very bottom of the cavern where you found the key and lock.

==~==~
PINK
~==~==

Inside Clanker. In the room where you did the rings challenge, exit via the gap in the side wall. You should find a beehive here and also the pink Jinjo.

=====
=

BLUE

=====
=

To Clanker's right hand side is a pipe. Inside the pipe is the blue Jinjo. It is on the right of the pipe with the Mumbo Token in it.

=====
=

Yellow

=====
=

From the start, drop to the ground and kill the snippet. On the left you will find some ladders on a box with Flammable marked on it. At the top of the pipe take a right. Follow the path around and jump to the platform with the beehive on it. Behind the beehive is the Jinjo.

=====
=

Orange

=====
=

Use Clanker's left fin to reach a platform with a Shock Pad on it. Use the pad to reach a pole on the left. Climb up this pole and at the top jump to the left. Beak Buster the metal grid and jump in. Here you will find the orange Jinjo. Slide down the inside of this pipe to get a extra life.

=====
NOTE LOCATION SUMMARY
=====

- 8 notes on the pipes near the entrance/exit pad.
- 6 in the pipe leading to the cavern.
- 8 notes where the lock and key is.
- 7 notes in the long pipe at the bottom of the cavern.
- 8 in the Mutie-Snippet's lair.
- 2 notes on the ledges above Clanker to his right.
- 4 notes to the right of the platform with the extra life on it.
- 5 notes to the left of the platform with the extra life on it.
- 10 on top of Clanker.
- 10 on a pipe which can be reached from Clanker's tail.
- 4 notes on the pipe reached by using the bolt in Clanker's blowhole.
- 6 as you enter Clanker's blowhole.
- 5 notes on the left of the water room as you enter, inside Clanker.
- 3 as on the right of the water room as you enter, insider Clanker.
- 8 notes in Clanker's mouth.
- 6 in the room where you learned Wonderwing.

=====
NOTES GUIDE
=====

Drop down to the ground from the starting pipe. Climb up the ladder on the left (near a flammable sign). Take a left at the top and grab the notes that are along this pipe (4). Jump from the next 2 pipes where you will find 2 Golden Feathers and a Mumbo Token. On the pipe that you are on now will have another 4 notes on it (8). Drop down to the ground and head into the deep pool nearby. On the other side of the pool there will be a pipe with 6 notes in it (14). Now swim down to where the huge lock and key is and you will find 8 notes down there (22). If your low on oxygen, then swallow the bubbles that Gloop the fish is breathing. Now

rise to the surface of the water to get some air. Dive under the water again, and to Clanker's left there is a long pipe on the bottom. In this pipe there are 7 notes (29). Now go through the green pipe that will take you to the Mutie-Snippets lair. In the lair is 8 notes (37). Head back out of the pipe and go to the right. Above water, climb on the platform with the beehive on. Use the Shock Pad and you will land on a small ledge. Now jump from ledge to ledge going to the left. Here you will find 2 notes (39). Now, head over to Clanker's left fin and use it to get on the platform with the extra life on it. Use the Shock Pad to jump to the right and you will land on a pipe. Jump to the right again and you will grab a pole. On this pole are 4 notes (43). Now head back to the Shock Pad platform. This time use it and jump to the left- you will grab onto a pole. Climb the pole and at the top jump onto the pipe. Slide down the pipe to collect 5 notes (48). Now get back into the water and climb on top of Clanker. On his back you will find 10 notes (58). Walk up his tail and you will be able to jump to reach a platform with red feathers on. drop down from here and you will be on another pipe with another 10 notes on (68). Now get back on top of Clanker and stand on the screw in the blowhole. You will be fired upwards and on a winding pipe will be 4 notes (72). Head back to Clanker's blowhole. but this time go in. Dead ahead of you are 6 notes, but beware of the razor blades (78). Go through the door, but don't use the Fly Pad that you land on. Go underwater and on the left is a gap. In this gap are 5 notes (83). Directly across from this, but above water is another gap with a beehive in it. In here you will find 3 notes (86). Now head back to the Fly Pad. beneath it is a tunnel that has a number of Whiplash in it. Avoid these and pass through the tunnel. Talon Trot up the sides of the walls and collect the 8 notes (94). Now go back out of the tunnel and use the Fly Pad. Fly through the higher gap on the opposite side of the room. Use the Wonderwing to get through the rotating blades and gather the remaining 6 notes (100).

=====
EMPTY HONEYCOMB PIECES
=====

1) Next to Clanker's left fin there is a platform with a Shock Pad on it. To the right of this platform is a pipe. Swim underwater and then swim up this pipe to get this Honeycomb Piece.

2) Use the Shock Pad platform to Clanker's left and jump to the left to reach a pole. Climb up it and at the top jump to the left. You will now be where you found the Orange Jinjo. Instead of dropping down into the pipe slide down on top of it (where the notes are). Once you are on it, jump and flutter as far to the left as possible. You should land on a platform. Beak Buster the grille on the platform and drop down. Here you should collect an Empty Honeycomb Piece.

=====
MUMBO TOKEN LOCATIONS
=====

1) Fire 3 eggs into Clanker's left tooth to reveal an entrance. Go in and inside will be the token.

2)As soon as you enter the actual cavern, take a left whilst underwater. The first pipe that you come to will have a Mumbo Token in it.

3)Use Clanker's tail to reach the platform where you found Jiggy 9. Drop

down to the pipe below it and on here you will find a Mumbo Token in front of a Grille Chompa.

4) On top of the pipe with the entrance/exit pad in it. Climb the ladders near the flammable sign and take a left.

5) Use Clanker's left fin to get onto the platform with the Shock Pad on it. Use the pad to jump to the right and you will get to a pole. Climb the pole and at the top jump onto the grille with eggs in it. Next to this is a grille with a Mumbo Token in it.

=====
WITCH SWITCH LOCATION
=====

Climb on top of Clanker and drop down his blowhole. You will land on top of the Witch Switch. When you hit it, the eyes of Grunty's floor picture will come out of the floor. Go to the room with the Treasure Trove Cove picture in it and Beak Buster the eyes. This will reveal a Jiggy.

=====
EXTRA LIVES
=====

1) As you enter the actual cavern stay to the left of Clanker. To your left you will see a beehive in front of a Grille Chompa. Jump on this platform and then walk up the slanting pipe here. At the top use the Shock Pad. You will land in a small hollow. Jump to the left and in the eighth hollow will be an extra life.

2) On top of the Shock Pad platform to Clanker's left, in front of a Grille Chompa.

2) Use the Shock Pad platform to Clanker's left and jump to the left to reach a pole. Climb up it and at the top jump to the left. You will now be where you found the Orange Jinjo. Beak Buster the grille here and drop into the hole. Slide down the inside of this pipe and at the bottom is an extra life.



It's a swamp. Yes this is the only way to describe it. It is quite easily laid out, so the Jiggys and notes should be easy enough to find. Beware of the water though, it contains piranhas....ouch.

ENEMIES - Pirhana, Buzzbomb, Flibbit.

NEW MOVES: Wading Boots.

=====
JIGGY 1 - CLOCKWORK JIGGY
=====

From the entrance/exit turn around and walk behind you. Bottles will be here to teach you how to use the Wading Boots. Head forward again and look at the swamp on the right. Either use the bridge or the Wading Boots to reach the opposite bank. Use the floating log to reach the bank after this. This platform will have a Jiggy Switch on it. Beak Buster the switch and a Jiggy will appear above you. However you will only have 45 seconds to recover it. Talon Trot up the path in front of you. Now, take a right here and take the right hand path at junction that you come to. You will come to a particularly narrow windy path. Slowly make your way along the path, until you are halfway there. Now you can Flap Jump to the Jiggy platform. Ta-da! Make sure your quick and you do it in the time though. If you fall off you can reset the timer, so you don't have to wait around.

=====
JIGGY 2- FLIBBIT FIGHT
=====

Go back down to the Jiggy Switch platform. Look at the water next to the switch and you will see a lily pad moving back and forth between this and another platform. As soon as you land on this platform, you will be ambushed by black and white Flibbit frogs. You have a couple of options here. You can use Wonderwing to defeat them, or the Rat-a-Tat-Rap, or a combination of both. Personally, I'd use Wonderwing until you run out of Golden Feathers, then revert to the Rat-a-Tat-Rap. Once you have beaten all 6 Flibbits, you will be awarded a Jiggy.

=====
JIGGY 3 - TANKTUP'S GOT COLD FEET
=====

Near to this you will see a giant turtle (If you look to the right from where you alighted this platform). Use the floating log to reach him. He will tell you that his feet are cold. The solution? Whack them with Beak Buster. Hit all 4 of them and Tanktup will open his mouth and reward you with a Jiggy.

=====
JIGGY 4 - THE TIPTUP CHOIR
=====

Tanktup's mouth will now be wide open, so head on inside. At the back of the room you will find Tiptup the turtle (Diddy Kong Racing anyone?). He will tell you to repeat the sequence you just heard. To play the notes, just Beak Buster each turtle on the head...mmm violence. Anyway, lesson one will mean you'll have to remember 3 notes. Get a note wrong and a honeycomb will be taken from your health, but you can still carry on, rather than start again. If you forget a sequence, go back to Tiptup, who will repeat it. In lesson two you will have to remember 5 notes. The final lesson is harder and you must remember 7 notes. All the notes played in lessons are random, so I can't help you exactly. Let's just hope you have a good memory. If you haven't then you can always write the sequence down.

If at any time you forget the sequence, go and speak to Tiptup and he will show you it again. Once you have done all 3 lessons you will have earned a Jiggy.

=====
JIGGY 5 - VILLAGE ON STICKS
=====

Go back to the island with the Flibbit stumps on. Nearby, (to the right if you come from Tanktup the turtle) you should see a floating log leading to a Shock Pad. Use the Shock Pad to reach the second level of a large pole. On this pole will be a hut. Beak Buster the hut and a Shock Pad will be revealed. Use it to reach the next platform on the left. Beak Buster the hut and use the Shock Pad here to reach the pole on the right. Inside the hut up here you will find 5 notes and the Witch Switch. Walk up the ramp on the left and Beak Buster the next hut. Use the Shock Pad to reach the platform just behind you and to the right. Not the one at 45 degrees to you. Beak Buster the hut and reveal the Shock Pad. Use this pad to jump to the pole on the left. Beak Buster the final hut and inside is a Jiggy.

=====
JIGGY 6 - ON THE NARROW LEDGE
=====

Again head to the Filbbit's stumps island. Nearby (to the right if you have come from the village on sticks) you should see the huge head of a crocodile. Head towards the head, but take the path to the left of it. head up the path and you will run into some Wading Boots. Pull them on and quickly run through the piranha infested water-maze until you reach the next platform. On this platform there will be some more Wading Boots. Use them and again, quickly run through the maze. On the safety of the next platform is a Jiggy Switch. Hit it and a Jiggy will appear on the other side of a long winding path. You will have 10 seconds to collect it before it disappears. You need to be careful here, because it can be infuriating if you fall off. The best way to do it is to arrange your camera so that it is from the point of view of the Jiggy. You can now easily control yourself and see if you're going to fall off. You need to take about 6 seconds to reach halfway (if your quicker thats great). At halfway, you can Flap Jump to reach the Jiggy.

=====
JIGGY 7 - MR.VILE'S CHALLENGE
=====

Get back to where the Jiggy Switch is and nearby you will find some Wading Boots. Pull them on and follow the path on your left. At the end you will find Mumbo's Skull. Go inside and you will find that you need 10 Mumbo Tokens for a transformation. Stand on the switch and he will turn you into a crocodile.

The croc is a lot small than Banjo and Kazooie. It can swim in the infested swamp water. It can bite, so at leats it has an attack.

Head out of the skull and then through the small gap in the fence, on the right hand side. Head down to the big croc's head and go through the hole in his nostril. Inside you will find a red crocodile called Mr. Vile. He will challenge you to eat more red yumblies than he does. They will pop up

from the holes in the ground. To eat them press B. If your coming back to this level from later on then you can use the Super Talon Trainers to increase your speed. Anyway, he will eat around 30 yumblies, so try and top that score. A good tactic is to eat the ones that he is about to eat. If you see a yumbly that has been available for a while, be careful that it doesn't disappear before you get to it. If you win the first game, he will challenge you to a second, if you don't you will lose 2 health honeycombs.

In the next challenge you will need to more red yumblies than he does, whilst avoiding the yellow grumblies. If you do eat one, then you will be immobile for a few seconds. In this one, he will eat around 25 yumblies. You will now move on to the final game. You must only eat the colour that is shown at the top of the screen. In this one, your friend will eat around 20. Keep an eye out though, it changes quickly. Once you have won all 3 games, you will be given a Jiggy.

Now Mr. Vile has a final challenge for you. If you beat him 3 games in a row he will give you 3 extra lives. But if you lose then you will lose a life. Your choice, if you think you're good enough go for it.

=====
JIGGY 8 - RUSSIAN JIGGY
=====

Have Mumbo transform you back into a crocodile and head back to the Jiggy Switch near the beginning of the world. On the left is a log that will lead you to a platform with stumps on it. From this island there is a lilypad moving back and forth between this platform and another. Jump on this lilypad and it will take you to an island with a giant pink egg on it. Use the Shock Pad next to the egg and Beak Buster the egg. It will break and reveal a brown egg. Rat-a-Tat-Rap the side of the egg with the X on, and it will break. Another brown egg will be revealed. Beak Buster the top of this one an orange egg will appear. Beak Barge the X on the side of the egg. Then Beak Buster the top of the final egg to revealed a Jiggy.

=====
JIGGY 9- FEED THE CROCS
=====

Head back to the entrance/exit pad and nearby you should see a golden crocodile with green eyes. When he opens his mouth, fire an egg in it. It will disappear and reappear somewhere else. Make your way to the first Jiggy Switch and Talon Trot up the path in front of you. Take your first right and then your first left, and you will find him, this time with blue eyes. Fire an egg in his mouth and he will appear elsewhere. Drop down and make your way to the huts on platforms (see Jiggy 5). At the top, on the platform with no hut on it, you will find the crocus with red eyes. Use the Shock Pad to reach him, then fire an egg in his mouth, and he will disappear. Head over to the huge crocs head (where you found Mr. Vile) and behind him is the next croctus. Fire an egg in his mouth and the final crocus will appear behind Tanktup the turtle. Head over and fire an egg in his mouth and you will recieve a Jiggy

=====
JIGGY 10- THE JINJOS
=====

=~::~~::~~

Yellow

=~::~~::~~

From the start head over to the bridge and it will be on a raised platform to the left.

=~::~~::~~

Green

~::~~::~~

Start at the first Jiggy Switch. Talon Trot up the path ahead and keep to the main path. Take the final left and in an alcove will be the green Jinjo.

=~::~~::~~

Orange

~::~~::~~

Behind Tanktup in the water you will find the Jinjo. Use the Wading Boots on top of him to reach them.

=~::~~::~~

Blue

~::~~::~~

Go to the giant crocodile's head. Past him and to the right is a platform with a Flibbit and a Golden Feather on it. Near this is a stalk and on top of this stalk is the blue Jinjo.

=~::~~::~~

Pink

~::~~::~~

Transform into the croc at Mumbo's skull. In the water underneath the village on sticks is the pink Jinjo.

=====
NOTE LOCATION SUMMARY
=====

- 5 on the bridge near the entrance/exit pad.
- 3 notes on the log near the bridge.
- 20 notes on the path to Jiggy 1.
- 3 on the log near Tanktup the turtle.
- 4 on the feet of Tanktup.
- 6 inside Tanktup.
- 3 on the log near the village on sticks.
- 5 notes in a hut on the village on sticks.
- 3 notes on the log near the giant crocs head.
- 4 notes on top of the giant crocs head.
- 5 notes in the water behind the crocs head.
- 3 on a stalk in the water behind the crocs head.
- 12 inside the water maze.
- 6 notes in the nostrils of the giant croc.
- 12 notes beneath the village on sticks.
- 5 notes in the water behind the giant pink egg.

=====
NOTES GUIDE
=====

From the world's entrance, head forward and collect 5 from the bridge on the right (5). Keep going forward and collect 3 notes from the floating log (8). Talon Trot up the path in front of the Jiggy Switch. Keep to this path and collect 20 from here (28). Beware though, this path is narrow and windy (that's wind not the stuff that blows) so re-arrange your camera if you need. Drop down to the Jiggy Switch platform and head to the right towards Tanktup the turtle. On the way you will collect 3 from a floating log (31). Beak Buster each of Tanktup's feet and collect a note from each (35). Go inside Tanktup and collect the 6 notes from the highest platform (41). Now exit Tanktup and head back to the Flibbit's stumps island. From here head towards the village on sticks. Collect 3 notes from the log on the way (44). Use the Shock Pads to ascend the village and on the third platform, in a hut you will find 5 notes (49). Head back to the Flibbit's stumps island. Now head towards the giant croc's head. On top of him you will find 4 notes and on the way to him 3 notes. Use the Wading Boots on top of him and head out into the water behind him. Here you will find 5 notes near the stalk with the blue Jinjo on it. Be quick though, as the boots will only last for a limited amount of time (62). From here jump on the nearby island with the Flibbet on it. Climb the stalk facing towards the croc's head. On top of this stalk is 3 notes (65). Head back to the croc and use the path on the left to reach the water maze. Make your way through the maze using the Wading Boots and collect the 12 notes on your way (77). Transform into a croc inside Mumbo's skull and then go down the croc's head. You will find 3 notes in each nostril (83). Now head back to the village on sticks. In the water beneath it you will find 12 notes (95). Now go back to the first Jiggy Switch and take a left. Behind the giant pink egg in the water, you will find the final 5 notes (100).

=====
EMPTY HONEYCOMB PIECES
=====

1) Stomp Tanktup's feet to get inside him. Stand on the stand where Tiptup is. Flap Flip jump from here to get the Extra Honeycomb Piece.

2) Inside Mumbo's skull, jump on the pole without the torch on it. From here jump into the rafters. In the center of the roof is the Extra Honeycomb Piece.

=====
MUMBO TOKEN LOCATIONS
=====

1) Underneath the village on sticks, in the water. You need to change into a croc to get this though.

2) See Mumbo Token 1.

3) Use the Shock Pads to ascend the village on sticks. See the platform without a hut on it? Use the Shock Pad to jump to it and on the way you will collect the token.

4) In the water next to the platform with the yellow Jinjo on it. Use the Wading Boots to reach it.

5) From the first Jiggy Switch climb up the incline and follow the main path. In one of the caves coming from the path is the token.

=====
JIGGY 1 - MERRY CHRISTMAS
=====

Head down the slope to the right and halfway down you will run into Boggy the polar bear. The moron has eaten a Jiggy. But you can help him later. Now slide down to the bottom of the slope and then go to the left. You will come to a present at the end of a wooden track. Beak Buster the present and a Twinkly will tell you that if you protect them from the Twinkly Munchers, they will light the Christmas tree for you. You will have 80 seconds to get 10 Twinklies into the tree. Notice the 3 gaps along the track to the tree? The Twinkly Muncher will appear out of these holes. Just Beak Buster them and they will disappear. Keep the track clear for as long as possible, and make sure the Twinklies have safe passage. Once you have 10 in the tree, a button marked 'ON' will appear around the back of the tree. Hit it with 3 eggs and the lights and star will light up. Now straight ahead and to the left a bit you will find a stack of presents. On here you will find a Fly Pad. Use it and fly towards the tree. See the star on top? Fly through it 3 times and a Jiggy will now be accessible at the top of the tree. Be aware that you only have 60 seconds to do this part though. Drop to the floor and climb up the trunk of the tree. Don't forget to get the Mumbo Token at the bottom. At the top is the Jiggy.

=====
JIGGY 2 - THE SNOWMAN'S BUTTONS
=====

Head back to the pile of presents with the Fly Pad on. Behind the pile you will find Bottles, who will teach you the Beak Bomb move. Now use the Fly Pad and Beak Bomb all three of the giant snowman's target-patterned buttons. Once you have done this, you will be rewarded with a Jiggy at the snowman's feet.

=====
JIGGY 3 - SMASH THE SLUSH
=====

Use the Fly Pad on the stack of presents. See all the Sir Slushes throwing snowballs at you? I bet you can feel them for one thing. What you need to do is Beak Bomb them where the red cross on their hats are. The first two you'll find are right next to the Fly Pad. Now fly around the snowman anti-clockwise and the next Sir Slush will be here. Head on towards the village and the next one will be on an island. Underneath him is a EMPTY HONEYCOMB PIECE. The last one can be found to the left of Mumbo's Skull, where the snowman's scalf starts. Hit the final one and a Jiggy will appear on top of the giant snowman's hat. Fly up there (or walk up the snowman's scalf). At the top you will be challenged by a Chinker. Wonderwing it away, then collect the Jiggy.

=====
JIGGY 4 - STICK THAT IN YOUR PIPE...
=====

Drop down from the top of the snowman's hat to the brim. Drop through the hole in the brim and you will land on his nose. From here, jump onto and

then walk along the snowman's pipe. Inside is the Jiggy.

=====

JIGGY 5 - HIT THE BEAR, WIN A PRIZE

=====

From the top, drop down onto the snowman's scalf (or walk up if you prefer) and at the top of the slope will be a sledge. Walk into it and you will be sent hurtling down the scalf and off the end (collecting a Mumbo Token along the way. You will land on top of Boggy the polar bear (remember him from before?), who will cough up a Jiggy for you. Added to this he will say that you found his sledge. Look out for him later.

=====

JIGGY 6 - HO, HO, BANJO

=====

From where you found Boggy, Talon Trot up the slope and go inside the igloo. Here you will find Boggy's children, who are awaiting the presents Boggy was going to fetch. What a bum, he's gone off sledging. So, your gonna play Santa Claus. The presents can be found-

- 1) On the brim of the giant snowman's hat.
- 2) Inside the Christmas Tree.
- 3) On an island behind the snowman, to the left of Mumbo's skull.

Take all three to the igloo and you will be given a Jiggy.

=====

JIGGY 7 - BOGGY'S RACE

=====

Fly over to Mumbo's skull which is behind the village. This transformation requires 15 Mumbo Tokens. Give them to Mumbo and he will change you into a walrus. As a walrus you can swim in the icy water.

Now head back to the village . Take the path to the right of the village and up here you will find Boggy. He will challenge you to a sledge race. All you need to do is control your sledge with the joystick. Head through the red slalom flags as you come to them. Once you have gone through the, they will turn green. Flags that are further along the route are blue. After you have gone through the snowman's legs and over the bridge, Boggy will have a sudden burst, don't worry just carry on. Use A to jump onto the houses in the village. Keep following the path and on the final incline, Boggy will slow down, giving you a chance to win easily/snatch the victory. Beat him and he will give you a Jiggy.

=====

JIGGY 8 - WOZZA'S GIFT

=====

From the finish line of Boggy's race, head down the slope and you will see a large walrus with a Jiggy. He will give you the Jiggy if you are a walrus. If you aren't he will (run?) away scared.

=====
JIGGY 9 - THE JINJOS
=====

==~==~

Pink

~==~==

At the very top of the stack of presents near Bottles' molehill. The presents are near the Christmas tree.

==~==~==

Green

~==~==~

Behind one of the houses in the village.

==~==~==~

Yellow

~==~==~

In the rafters of Mumbo's skull. Flap Flip jump onto the only pole without a flame on it. From here Flap Flip Jump up into the rafters.

==~==~==~

Orange

~==~==~==

Go inside Wozza's cave as Banjo and Kazooie. It is on a ledge that you can Flap Flip Jump to.

==~==~

Blue

~==~==

On the brush of the giant snowman. Fly up to get it.

=====
JIGGY 10 - REMATCH WITH BOGGY
=====

NOTE YOU WILL HAVE TO COME BACK TO THIS JIGGY LATER

This is because it requires the use of the Super Talon Trainers that you will unlock in Gobi's Valley.

Go to Boggy. He is located just to the right and up a slope as you come down the slope from the start area. Boggy will challenge you to a rematch (make sure you are Banjo and Kazooie). It is the exact same course as the previous race with Boggy, (See Jiggy 7) so you should know it already. When the race starts make sure that you pick up the Super Talon Trainers. Boggy is quicker this time so it is likely that you will fall behind at some point in the race. Don't worry there will be plenty of chance to catch up. The more you fall behind the slower Boggy will go, so carry on if you make a mistake. If you fall behind too much Boggy will cancel the race. When you beat him, Boggy will present you with the last Jiggy!

=====
NOTE LOCATION SUMMARY
=====

9 on the slope near the entrance/exit pad.

5 behind the Christmas tree.
12 notes inside the Chrimstmas tree.
4 notes on the stack of presents near Bottles.
4 notes around the Sir Slush near the stack of presents.
5 notes behind Boggy where he waits to race you.
6 notes in the village.
15 on the snowman's scarf.
4 around the snowman's neck.
8 notes on the snowman's hat.
10 around the snowman's feet.
6 notes in the rafters of Mumbo's SKull.
9 notes in the water near the village. They surround the Sir Slush here.

=====
NOTES GUIDE
=====

Slide down the slope to the left of the entrance/exit pad and collect 9 notes (9). Once at the bottom head over to the left and collect 5 from around the back of the Christmas tree (14). Climb the trunk and head inside the tree. On the second floor you will find 12 notes (26). Now head over to the stack of presents and on top you will find 4 notes (30). Around the Sir Slush that is nearby you will find 4 notes (34). Head over to the left and to Wozza's cave, outside you will find 4 notes (38). Now head back over to the slope that will take you to Boggy's igloo. There is a path to the left of this, so take this and at the top collect 5 notes from behind Boggy (42). Head back down the path and go towards the village. You will find 6 notes on top of houses in the village, use Talon Trot to get them (48). Follow the path leading from the village towards the snowman's scalf. Walk up the scalf and collect the notes from the yellow sections on the way. By the time you are at the top you will have found 15 notes (63). Around the snowman's neck you will find 4 notes (67). Use the Shock Pads to reach the Fly Pad on his nose. Fly up to the snowman's hat and on top you will find 8 notes, but be careful, they are near the edge and you can easily fall off (75). Now, head back to the ground via your preferred method (flying's safest, falling is painful). Go to the snowman's legs you will find 10 notes spread around them (85). Now head over to Mumbo's skull. Before you transform, Flap Flip into the rafters and collect 6 notes from up here (91). Tranform and then leave the skull and head over to the village. You will find the last 9 notes in the circle of water around the island with the Sir Slush on (100).

=====
EMPTY HONEYCOMB PIECES
=====

- 1) Beak Bomb the Sir Slush on the island near the village. He will leave behind the HONEYCOMB PIECE.
- 2) Turn into the walrus (Mumbo's skull) and go inside Wozza's cave. On the left is a pool of water. Go through the tunnel at the bottom and on the other side you will find the HONEYCOMB PIECE.

=====
MUMBO TOKEN LOCATIONS
=====

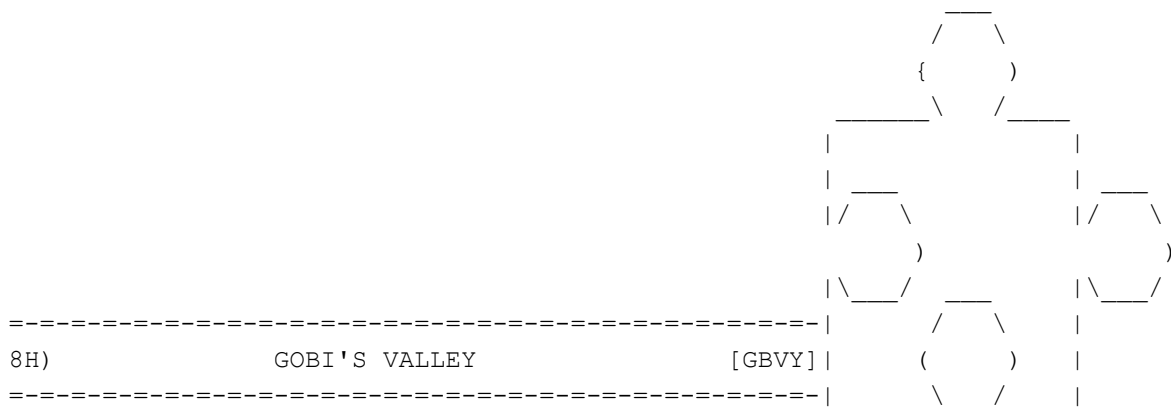
- 1) Collect this one as you slide down the snowman's scalf on way to Boggy.

- 2) In icy water to right and lower down than Wozza's cave.
- 3) Next to the snowman's leg.
- 4) Next to snowman's other leg.
- 5) Inside Boggy's igloo.
- 6) In the bucket holding the Christmas tree.
- 7) Defeat the Sir Slush near the presents stack, using Beak Bomb.
- 8) Beak Bomb the Sir Slush on the way to the village from the Christmas tree.
- 9) Use the Fly Pad on the chimney in the village.
- 10) Next to the ramp near the stack of presents.

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=====
WITCH SWITCH LOCATION
=====
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Beak Bomb the Sir Slush near the stack of presents. A door above the entrance to Freezeezy Peak will now open and reveal a Jiggy on a Fly Pad.

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=====
EXTRA LIVES
=====
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My favourite level. The textures, graphics, sound and layout of this level is brilliant. Might remind a few of you of Shifting Sand Land on Mario 64, but this one is better. So basically, it is an ancient Egypt style level but with all the twists and turns you're coming to expect.

ENEMIES - Grabba, Mum-Mum, Scabby, Slappa.

NEW MOVES: Talon Trot Trainers.

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=====
JIGGY 1 - JINXY'S BLOCKED NOSE
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Head past the pool of water from the start and Talon Trot up the hill (I know it moves, but you can still get up it). At the top you will find Jinxy

the sphinx clever huh? Climb on his paw and then jump onto his back legs. Use Flap Flip jump to get onto his back and then head forward. Ignore the Fly Pad and climb the stairs. Jump on his nose and then onto one of the cacti in front of you. Fire an egg into each of his nostrils and he will sneeze, then open a door in his chest for you. Drop down and head inside.

Flap Flip Jump onto the flying carpet in front of you. Now look to your right and fire an egg into the mini- Jinxy's mouth. This will raise the carpet. Use this opportunity to jump onto the next carpet. This time look to your left and fire an egg into the mini- Jinxy's mouth, raising the carpet. Jump to the next one and repeat the process. On the final carpet you will find the Jiggy, but make sure that you flutter at the very top of your jump, as it is further away.

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=====
JIGGY 2 - THE RINGS OF THE ANCIENTS
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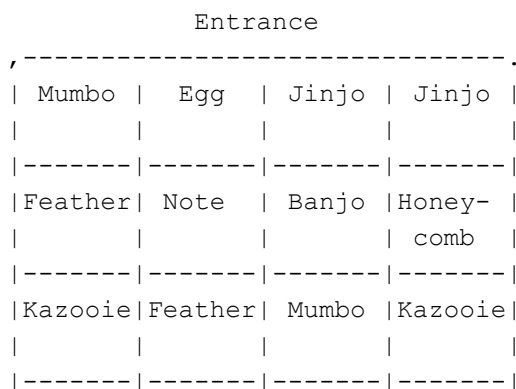
Exit Jinxy and Flap Flip jump onto his back. Use the Fly Pad and to the left of Jinxy you will notice a mini-Jinxy with a ring on its head. It is golden. Fly through it and another will appear in a random place, but you will have to fly through all these places-

- * To Jinxy's right, in the quicksand.
- * Behind Jinxy in the quicksand.
- * To Jinxy's North West (near the first flight of stairs).
- * Between the 2 cactus in front of Jinxy.

Fly through them all and a Jiggy will appear on Jinxy's back.

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=====
JIGGY 3 - THE PUZZLE PYRAMID
=====
```

Drop to the ground and face Jinxy. To your right is an incline- Talon Trot up it. You will now have a set of steps in front of you. Go to the right and Talon Trot up the next hill. You should now see a pyramid with a symbol on the door. Talon Trot to the top of this pyramid and Beak Buster the Pyramid switch on the top. You will now have 10 seconds to get inside the pyramid before the in closes. Inside you will find a group of tiles and a Mum-Mum. Dispatch the Mum-Mum with Wonderwing before you start. You have to Beak Buster the tiles and match the pairs. If that seems like too much work, use the handy plan below-



| Note | Banjo | Honey- | Egg |
| | | comb | |
'-----'-----'-----'-----'

Find all the pairs inside 100 seconds and you will given a Jiggy. Grab the Mumbo Token at the back of the room before you leave.

=====
JIGGY 4 - GOBI THE CAMEL
=====

Exit the puzzle pyramid and head around the back of it. You will see an island in the middle of the quicksand. Wait for the flying carpet to come and jump on it. It will take you to the island where you will find Gobi the camel. He is tied up and wants to get free. Beak Buster the rock that he is teathered to and it will break, releasing him. He will give you a Jiggy for this.

=====
JIGGY 5 - KING SANDYBUTT'S TOMB
=====

Head back to the entrance of the puzzle pyramid and go down the stairs in front of it. You will see a mini-Jinxy with a platform in front of him. Jump on the platform and he will begin to move. Fire 3 eggs into his mouth. This will slightly raise a pyramid from the sand, and he will move around the other side of the rock. Turn around and jump on the narrow path with the notes on. This is just to the left of the stairs that you just came down. Move along the path until you see the mini-Jinxy again. Jump on the platform and fire 3 eggs into his mouth. The pyramid will be raised again. Now get back on the path and find the next mini-Jinxy. Fire the 3 eggs into his mouth and the pyramid will now be accessable. Now leave the path and head to the right. Go up the stairs and enter the pyramid.

You will now be inside King Sandybutt's tomb. You will have 59 seconds to get through the maze. Take the following directions to get through. Note that this is the way that Banjo will be facing and not the camera.

From the start, take a right, 1st right, 1st left, 1st left, left at junction, the next junction is like a wonky crossroads- go straight on, follow this path around until you reach the exit.

In the next chamber, inside a sarcophagus you will find a Jiggy.

=====
JIGGY 6 - GRABBA'S GOT GOLD
=====

Exit Sandybutt's tomb and go down the stairs in front of the entrance. Now go to the right and Talon Trot up the incline here. You will come to another pyramid. Go to the left of this pyramid and you will see a thin walkway with a tree on it. At the end of this walkway you will find Bottles, who will teach you how to use the Super Talon Trainers. Turn right around and keep to this path. Follow the path around the back of the next building that will come up on your right hand side. Jump onto the island with the Wading Boots on and then jump to the other side. Talon Trot up the hill in front of you and here you will find the Super Talon Trainers. Put them on and run back

past the Wading Boots. Take a right down the incline and jump on the land here. Run towards the Grabba that is holding a Jiggy. Jump and get the Jiggy out of his grasp. If you try this without the use of the Super Talon Trainers then the Grabba will disappear into the ground before you reach him.

=====
JIGGY 7 - KAZOOIE'S UPHILL SPRINT
=====

From here, head back to where you found the Super Talon Trot at the top of the hill. Put them on and at the bottom of the hill take a left and you will see a switch with a star on it. Stand on it and a trap door at the top of this pyramid will open. You will have 25 seconds to get the top. But but by the time the door has opened it will be more like 20. This is very hard, so keep practicing is you fail.

Once inside, get the Mumbo Token from the surface of the water. Now, dive underwater and the Jiggy will be on a pedistal, between 3 Mum-Mum's. Once you have collected it, a door will open and all the water will be drained from the chamber. The water will spill out into the chasm around Sandybutt's tomb, creating a moat.

=====
JIGGY 8 - RUBEE THE SENSATIONAL SNAKE CHARMER
=====

Leave this pyramid and collect the Mumbo Token in the exit. Talon Trot down the gradient and go down to Jinxy. Use Flap Flip Jump up onto his back and once there, use the Fly Pad. To the left you will find a golden Kazooie-like figure with a target on it. Beak Bomb the target and the pyramid below will open. You will have 21 seconds to get inside, before it closes again. Go inside and speak to Rubee the snake charmer. Lay 5 eggs into the revolving bucket and he will place a tune, to which Histup the snake will dance to. Use Histup as a rope and climb up him. At the top you will find a Jiggy. Collect the Mumbo Token here before you leave.

=====
JIGGY 9 - GOBI'S GOT THE HUMP
=====

Exit Rubee's pyramid and head down to the entrance/exit pad. On the island in the centre of the pool, you will find Gobi and Trunker. Gobi is refusing to let Trunker have any water. The solution? Beak Buster Gobi's hump and he will spurt out water into Trunker's mouth- lovely jubbly. Trunker will reward you with a Jiggy. Use the trees around to reach the Jiggy on top of him.

=====
JIGGY 10 - THE JINJOS
=====

==~==~==~
YELLOW
~==~==~

On a rock in the quicksand behind the entrance/exit pad.

==~==~==~

ORANGE

~::~::~=

On a magic carpet inside Jinxy.

=::~::

BLUE

~::~::~=

At the bottom of the moat/chasm around Sandybutt's tomb.

=::~::~=

GREEN

~::~::~~

In a hollow in and around the back of the puzzle pyramid.

=::~::~~

PINK

~::~::~=

In the chamber at the end of Sandybutt's tomb. You will find it in an urn.

=====

NOTE LOCATION SUMMARY

=====

- 5 on the hill that takes you into the valley.
- 6 on Jinxy's paws.
- 8 in the quicksand behind Jinxy.
- 7 notes inside Jinxy.
- 9 around the back of Sandybutt's tomb.
- 2 on the stairs near the above path.
- 4 on the puzzle pyramid.
- 4 inside the puzzle pyramid.
- 2 next to the puzzle pyramid.
- 2 next to the Super Talon Trainers.
- 4 on the way up to the time-trial pyramid.
- 4 inside the time-trial pyramid.
- 11 notes in the quicksand near Grabba.
- 4 notes on the stairs that lead to Sandbutt's tomb.
- 7 inside Sandybutt's tomb.
- 8 notes inside Rubee's pyramid.
- 5 notes next to where you meet Gobi the second time.

=====

NOTES GUIDE

=====

Head past the pool of water and Talon Trot up the hill and collect 5 notes on the way. Now get another 3 off each of Jinxy's paws (11). Use the Wading Boots on Jinxy's tail and head to the left in the quicksand and you can get another 8 notes (19). Now Flap Flip jump onto Jinxy's back and then onto the cacti in front of him. Fire an egg into each nostril and then head inside him. You will find a note on each of the first 3 flying carpets (22) and another 4 in each corner of the room (26). Leave Jinxy and Talon Trot up the hill to the left, then follow the narrow path to the left of Sandybutt's tomb. Along the way you will collect 9 notes (35). Collect 2 from either side of the stairs nearby (39). Talon Trot up the puzzle pyramid and collect the 4 from here (43). Hit the switch at the top and head inside. There are 4 inside here (47). Head to the left of the puzzle pyramid

and you will find 2 notes here (49). Head forward and Talon Trot up the hill to the Super Talon Trainers and you will find 2 up here (51). Pull on the trainers and run to the switch at the start of the square pyramid. Hit it and run to the top of the pyramid. Collect 4 notes along the way (54) and drop into the trap door at the top. Inside the pyramid you will find 4 notes (59).

Head back around the back of the square pyramid. Use the Wading Boots and head down the incline to where Grabba was. In the quicksand down here will be 11 notes (70). Talon Trot up the hill and head over to Sandybutt's tomb. You will find 4 notes on the stairs (74) and head inside. On the way in you will find 3 notes (77). Make your way through the maze, collect the 4 notes on the other side (81). Exit Sandybutt's tomb and dive into the moat. Down here you will find 6 notes (87). Head over to Jinxy, and use the Fly Pad. Hit the target on the pyramid on the left and then go inside Rubee's pyramid. In here you will find 8 notes around the edges of the room (95). Flap Flip jump onto Jinxy's back and use the Fly Pad. Fly behind and to the right of Jinxy and in an alcove you will find the remaining 5 notes (100).

=====
EMPTY HONEYCOMB PIECES
=====

1) Behind the puzzle pyramid is a Honeycomb Switch. Hit it and an Empty Honeycomb will appear in the centre of the circular cacti. To get it just use the Fly Pad on Jinxy's back and fly through the cacti. Beak Bombing straight through it could help.

2) Make sure that you have done Jiggy 9, then fly behind Jinxy. Gobi will be in an alcove just off to the right. Beak Buster him and he will spit out an Empty Honeycomb.

=====
MUMBO TOKEN LOCATIONS
=====

1) Inside the square pyramid which you can run up. Make sure you get this one before you change the water.

2) In an urn in the chamber at the end of Sandybutt's tomb.

3) Found as you exit the square pyramid.

4) At the bottom of the moat/chasm around Sandybutt's tomb.

5) Inside the puzzle pyramid.

6) On the end of Jinxy's nose.

7) Inside Jinxy, on the far side.

8) In the corner to the right of Jinxy. Use the Wading Boots to get through the quicksand.

9) Inside Rubee's temple.

10) On top of King Sandybutt's tomb/pyramid.

out BANJO KAZOOIE using the letters around the room. Be careful of the witch spaces, if you run over them you will lose a health honeycomb. Beware of the Tee-Hee which will be doing laps of the board. Have a good look around so you know where the letters are before you start. Begin, but if you fail you will be sent to the entrance/exit pad. Once you have done the task, Tumbler will leave you the Jiggy.

=====
JIGGY 3 - A VINTAGE YEAR
=====

Leave the shed and go down the path at the bottom of the screen. From here, head more or less straight forward and go down the stairs to the right of the house. Beak Barge the wooden planks at the bottom and go inside the cellar. In the last keg on the left of the screen, you will find a Jiggy. Beak Barge the front to get inside.

=====
JIGGY 4 - CATCH NAPPER NAPPING
=====

Head out of the cellar, climb the stairs and shimmy up the drainpipe. Talon Trot up the roof and on the opposite side of the house (the side facing the green pond) is a breakable window, lit up in yellow. Rat-a-Tat-Rap it, and then leave it. This has nothing to do with this Jiggy, but it needs to be done at some point. Use the Shock Pad nearby (on the side of the mansion facing Tumbler's shed) and as soon as you land use Talon Trot otherwise you will slide off the roof. Talon Trot up to the top of the roof and see the Shock Pad here and drop down the chimney. You will now be in a fireplace, so walk between the two fires and jump onto the chair. Don't touch the floor at any point, or Napper will wake up and you will have to leave and come back to get the Jiggy. Now, jump from chair to chair and then onto the table. Creep towards Napper and walk into the Jiggy to get it.

=====
JIGGY 5 - HIGH ABOVE THE CLOCKTOWER
=====

Beak Barge the door down and exit. Head around the house to the left and go back towards the cellar. To the right you will find a locked gate. Beak Barge it to break it down. In front of you is the church. Use the headstone to the right of the church door to get on top of the lobby. Once on top use Talon Trot, and then jump up to the higher roof. Once here head over to the left and use the protruding brick to jump up to the narrow path surrounding the clock. Talon Trot around to the other side of the clock and head inside the gap here, collecting the Mumbo Token on the way. Once on the clock tower, use the Shock Pad and grab hold of the weathervane. At the top you will find a Jiggy.

=====
JIGGY 6 - FLOWERS ON THE GRAVES
=====

Head back down to the entrance of the church and to the right you will find an empty flowerpot. Lay an egg into it and it will utter "thankkkkk youuuuu" and then bloom into flower. You will need to do this to another 4

flowerpots to earn a Jiggy. The next one can be found to the right of here, next to a tombstone. From here follow the graveyard wall around to the left and you will find the next which is behind a Ripper. Now, from here look directly at the church and you should find another flowerpot here. From this flowerpot head to the right (around the back of the church). Here you will find the final flowerpot.

=====
JIGGY 7 - MOTZAND PLAYS MOZART
=====

Head back towards the start of the level, where the green pond is. In this fenced off area to the right, next to the entrance, you will find a staircase. It will lead you to a pair of Super Talon Trainers, and a strange looking switch. Beak Buster the switch and this will open this big church door. You will have 14 seconds before it shuts. Quickly put on the Super Talon Trainers and run down the stairs. Head out of the gateway to the right and run around the side of the house anti-clockwise. Head through the gate into the churchyard and run through the open the door.

Inside, head straight forward down the aisle and use the golden pedals to get on to the stool. Then from here, use the Shock Pad to jump onto the keyboard. Talon Trot up to the songbook and you will meet Motzand the ghost hand. He will ask you to follow the notes that he plays. Simply repeat the note that he hit by Beak Bustering it. The notes are played at random, so I say what they are going to be. When he hits it it will light up blue so it is easily seen. Just follow him and when he stops he is about to hit a key.

On the second set of notes, he will play again but this time he will be quicker. He will also use more of the black smaller keys this time. Make sure you are accurate when you Beak Buster them. When you are done, he will reward you with a Jiggy on top of the organ. Talon Trot up to the songbook and the Flap Flip Jump on top of it. From here jump on top of the organ. Jump up the pipes and on the top most pipe you will find the Jiggy.

=====
JIGGY 8 - TOILET TROUBLE
=====

NOTE: Before you start this mission make sure you have broken the window on the first floor of the mansion (see Jiggy 4).

Leave the church and head over to the left. You can Flap Flip jump over a wall, to reach Mumbo's Skull. You will see that this transformation will require 20 Mumbo Tokens. Pay Mumbo and he will transform you into a pumpkin. The pumpkin can walk on the misty, thorny ground. It has no attacks. It sinks in water so is very useful for collecting the notes in the well.

Leave Mumbo's skull and leave walled in area via the hole in the wall on the right. Now, head to the left of the church door and to the left of the entrance to the hedge maze, you should find a hole in the hedge. Go through and head up and along the slanted hedge. Once the hedge levels off carry on following it. A wall will run to the mansion on the left. Walk along the wall and onto the roof. On the side of the mansion that faces the green pond you will see a breakable lit up window. If you were smart or read the guide, you will have broken the window earlier as Banjo and Kazooie. If you didn't break the window, you'll have to transform back into the bear and bird and break the window. Anyway, head inside and you will meet Loggo the toilet.

Jump inside him and he will flush you away. Head down the pipe and you will come out in an underground room. Make your way past the Whipcracks and the Chompas to collect the Jiggy in the corner of the room. Now head back up the pipe.

=====
JIGGY 9 - DOWN THE DRAIN
=====

Leave Loggo's bathroom and head over to the side of the house that faces the entrance/exit pad. Here on the corner you will find a drain pipe that is unusually large- drop down it. You will land on a Jiggy- easy done. Obviously you have to be a pumpkin to get this Jiggy.

=====
JIGGY 10 - THE JINJOS
=====

=~::~~

BLUE

~::~~

From the start head over to the right and it is on top of the large pillar in the middle of the poison pond.

=~::~~

GREEN

~::~~

On a chimney on top of the mansion.

=~::~~

Orange

~::~~

In the corner of the hedge maze.

=~::~~

Pink

~::~~

In one of the keys in the mansion cellar.

=~::~~

Yellow

~::~~

Break a window on the top floor, then use the Shock Pad to reach it on top of the double-poster bed.

=====
NOTE LOCATIONS SUMMARY
=====

- 4 notes in front of the entrance/exit pad.
- 8 inside Napper's room.
- 4 on the first floor roof.
- 4 in a first floor room.
- 4 on the second floor room.
- 9 notes in a second floor room.
- 4 notes around the edges of the green pond.
- 7 at the bottom of the wishing well.

4 notes around the wishing well.
4 on top of Tumblrar's shed.
4 inside Tumblrar's shef.
3 notes next to the graveyard gate.
4 notes inside the cellar.
1 note on top of the entrance to the church.
9 on top of the church.
4 notes in the clocktower.
6 inside the hedge maze.
2 on the organ pedals in the church.
4 notes on the pipes of the organ.
4 notes on the benches of the church.
2 inside Mumbo's Skull.
5 notes in the same container as Jiggy 9.

=====
NOTES GUIDE
=====

From the start you will find 4 notes in front of you (4). Head forward and Beak Barge the door. Inside you will find a note on each of the chairs (12). Head around the right hand side of the house and climb the drainpipe. Talon Trot on the roof and you will find a note on each corner of the house (16). Use the Shock Pad on the first floor and break and go into the window that you come to. In the right hand corner of the room, you will find 4 notes (20). Exit and again, on each corner of the house you will find a note (24). On the opposite side of the house, break the window and head inside. Inside, beware of the Portrait Chompas and collect 9 notes (33). Exit and head down to the entrance/exit pad. Head to the right and around the edges of the poison pond, you will find 4 notes (37). Use the Shock Pad to jump over the gate. Jump into the wishing well and on the bottom you will find 7 notes (44), beware of the Whipcracks though. Climb up the rope and look to the left. You will see a platform with 2 notes on. Jump to the platform and collect (46). Now jump to the left and go platform to platform until you reach 2 more notes (48). Go back to the Shock Pad platform and use it to get to the wishing well. Go across the plank and head to the right. You will come to Tumblrar's shed. Around the side, use the Shock Pad to get on top and collect 4 notes (52). Now head inside the shed and collect 4 notes from around the board (56).

Leave the shed and head to the left. To the right of the graveyard gate there are 3 notes (59). Now, go to the left of the gate and break your way into the cellar. On the back wall will be 4 notes on a shelf (63). Leave the cellar and break down the gate. Use the gravestone to the right of the church entrance to get on top of the porch, where you will find 1 note (64). Jump to the next level and you will find 9 notes (73). Head up to the clock tower and up here you will find 4 notes (77). Go to the left of the church entrance and Beak Barge the gate to the hedge maze. In here you will find 6 notes (83). Exit the maze and go to the poison pond. Use the Super Talon Trainers to get inside in church. Go straight down the aisle and collect 2 notes from the organ pedals (85). Climb the organ and on the golden pipes you will find 4 notes (89). Now drop to the floor and you can use Flap Flip jump to reach the notes on each of the benches (93). Now exit the church and head over to Mumbo's skull. Inside you will find 2 notes (95). Transform into a pumpkin and use the gap in the hedge to the left of the left of the church entrance. Go up the slanted hedge and onto the roof of the mansion. On the first floor you will see a unusually thick drainpipe. Drop down it and at the bottom you will find 5 notes (100).

=====
EMPTY HONEYCOMB PIECES
=====

1) Break the window on the first floor on the side of the house facing the church. Now, head down to the grave yard and Mumbo's skull, then transform into the pumpkin. Head over to the left hand side of the church entrance, and on the left of the hedge maze gate, you will find a gap. Head through the gap, up the slanted hedge, and onto the mansion. Go in through the window and drop under the floorboards (there are plenty of gaps). In the centre of the room is the HONEYCOMB PIECE.

2) Use the Super Talon Trainers to get inside the church. Head down the centre of the aisle and use the pedals to get on the organ stool. From here Talon Trot and Flap Flip jump to the top of the organ. Once here, look to the left and you will see a platform with a Fly Pad on it. Jump and flutter to it and fly into the rafters of the church. On the centre rafter you will find the HONEYCOMB PIECE.

=====
MUMBO TOKEN LOCATIONS
=====

- 1) On the stool of the organ in the church.
- 2) In the sink of Loggo's bathroom.
- 3) In the gap in the church's clock.
- 4) Go to the roof of the mansion, break the window up here (the one with the yellow Jinjo) and it will be in the right hand corner behind the cabinet.
- 5) At the bottom of the wishing well.
- 6) On top of Tumbler's shed.
- 7) To the left of the shed, in a dead end.
- 8) In the rafters of the church.
- 9) In the hedge maze, near the beehive.
- 10) Transform into a pumpkin and go through the gap to the left of the church entrance. It is next to the slanted hedge.
- 11) In one of the barrels in the wine cellar.
- 12) Behind a gravestone at the back of the graveyard.

=====
WITCH SWITCH LOCATION
=====

Fly up the rafters of the church where you found the Empty Honeycomb Piece. From here there is a thin plank that will lead you to the Witch Switch. Beak Buster it and a Jiggy will appear in the eye of Grunty in

the ship. Get the Jiggy from underneath before the time runs out.

=====
JIGGY 3- EASY AS 1-2-3
=====

From here use the cage to Flap Flip Jump onto the higher deck behind. Here you will see some pads numbered 1, 2 and 3. Input the code 312 111 using Beak Buster and you will receive a Jiggy. This code can be found on the starboard (right) side of the ship, between the 2 cranes, next to a Flotsam.

=====
JIGGY 4 - THE CAPTAIN'S HOARD
=====

Drop down to the lower deck and head along the starboard side of the ship. On the wall on the right you should see a porthole that you can break using Rat-a-Tat-Rap. Head inside and you will be in the captain's mess. Kill the Seaman Grublins and look to the right. Rat-a-Tat-Rap the wooden planks here and then do the same to the Chompa behind. This leaves you to Flap Flip jump to the Jiggy.

=====
JIGGY 5 - ON THE SMOKESTACK
=====

Keep heading down the starboard side until you drop onto an even lower deck (there will be a Grimlet here). Go up there stairs here and turn around. On the opposite side of the smokestack is a grille walkway. Go over it and there are ladders on the opposite side of the next smokestack. Climb them and once up, use the walkway here to get across to the next smokestack. Use the ladders here and once up, head over the walkway to the next smokestack. Climb the ladders here and at the top is a Jiggy. On the opposite one you will find a Mumbo Token. You can use a Shock Pad to reach it.

=====
JIGGY 6 - BEAT BOSS BOOM BOX
=====

Drop down to the bottom of the smokestack. From here climb the large boxes near the backmost smokestack. You will reach a box suspended by a rope. Climb the rope and make your way along the top of the crane. Drop down and on the front of the crane you will see a red down button. Beak Barge the button and the TNT box will drop to the deck, explode and leaving a hole. Drop down this hole and you will meet Boss Boom Box.

Use Wonderwing on him and he will spilt into 2 smaller boxes. Wonderwing each of these and in turn, these will split into 2 smaller boxes. Wonderwing each of these and there will now be 8 minature Boom Boxes. Wonderwing these away and you will receive a Jiggy. Should you run out of Golden Feathers, you can jump on top of the boxes to attack them, should you be able to jump high enough. Another more effective option is to fire eggs at them (you'll notice that they are around the perimeter of the room). Keep on the move if you decide to use eggs as you are open to attack. Climb the ladders and

leave.

=====
JIGGY 7 - IN THE ENGINE ROOM
=====

From the hole in the deck, head to the rear of the ship. You will notice two vents. As you face the front of the ship, the one on the left is a Grimlet. Jump into the one on the right. Once you are down here, kill the Seaman Grublin. On a raised platform you will see a Propellor Switch. Hit it and this will slow the propellers in the engine room down. Now climb back up to the deck of the ship. Head to the rearmost smokestack. Once you are here, you will notice a small door just to it's port side. Beak Barge the door and enter. You will now be inside the smokestack. Make your way along the walkway and Rat-a-Tat-Rap the Grille Chompa. Now make your way down the ladders. At the bottom you will find a beehive, so you can top up your health if you need to. Go through the passage here and you will enter the engine room.

Go forward and ahead of you, you will see a winding path. Do not cross it straight away. It will move round 360 degrees and once it has stopped quickly walk across or jump over it. You will now come to three different sized gears. Jump onto the first one using Flap Flip Jump. Quickly, before you fall off jump to the higher part of the gear and from there jump to the next gear. From there jump to the final gear and then onto the higher platform. Go straight forward here and you will come to a propellor. The propellor fluctuates in its speed. Once it has finished going round at its quickest and has slowed down, jump through a gap in the propellor. You may find it easier to use Talon Trot whilst jumping here. On the other side go dead ahead and pick up the Jiggy.

=====
JIGGY 8 - THE HARDEST JIGGY
=====

This, in my opinion (and many other's) is the hardest Jiggy to attain. There are just so many places where you can fall off or fail. Added to this it takes quite a while to get the Jiggy, so if you spend a long time on it and then die it can be quite disheartening.

Make your way back to the platform you just came from. Now go to the right and Talon Trot then jump through the propellor when it slows down. Here you will find another Propellor Switch so Beak Buster it and it will slow down the propellers at the back of the ship. Get the nearby extra life if you need it. Now turn around and go through the propellor you just came through. Keeping heading forward and Talon Trot through the next propellor. Now Beak Buster the Propellor Switch here and the propellers at the back of the ship will stop- but only for 65 seconds. Use the path to the right, but beware it stays vertical. Wait until it moves 360 degrees and then jump across it. Now take a right and jump down the gears. Wait until the winding platform makes a 360 then jump across it. Now climb up the ladders and exit. At the bottom of the ladders you need to have around 40 seconds remaining. At the top is if you just over 20 seconds you should make it. Make your way to the back of the ship as quick as possible and then jump off of the back. Swim down under the propellers quickly, as time will be running short. Here you will get the Jiggy. You may well be trapped

inside the propellers here but it will be worth it. Unless you have 99 notes then it will be a bit of a bummer.

=====
JIGGY 9 - SNORKEL DOLPHIN
=====

Make your way to the front of the ship and then jump in the water. Dive under and you will find Snorkel the dolphin who is trapped under the Rusty Bucket anchor. Follow the chain up and go through the hole here. Get out of the water and go through the tunnel on the right. In here there is an abundance of Chompas. Rat-a-Tat-Rap any that you come across. Once past them you will come to the anchor switch. Beak Buster it and the anchor will be raised. Snorkel will thank you and leave behind a Jiggy. Exit and go and collect it.

=====
JIGGY 10 - THE JINJOS
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~::~~

PINK

~::~~

To the right of the entrance/exit pad there is a large grille with a beehive on it. In the water to the left of the grille is a hole. Go through it and under here you will find the Jinjo. Be quick though, oxygen will be tight.

~::~~

YELLOW

~::~~

After the "Toll 2" bridge go over the rooftop and it is on a bhoj in the water in front of you.

~::~~

GREEN

~::~~

After the Yellow Jinjo, there is a toxic pond. You will find the Jinjo on a barrel in the pond.

~::~~

BLUE

~::~~

After the "Toll 4" bridge, there are 3 large blue storage containers, go past them and climb the boxes next to them. You can now get on top of the containers. Drop down the hole in the second and the Jinjo is at the very back of the room behind some boxes.

~::~~

ORANGE

~::~~

Get to the second crane, via the rope on the ship. Use the "Toll 8" bridge. Kill the Chompas on the otherside and at the end of the path is the Jinjo.

=====
NOTE LOCATION SUMMARY
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5 notes on the walkway to the ship.
6 notes at the very back of the ship.
4 down the vent at the back of the ship.
12 in the engine room.
4 notes on a slanting path near the front smokestack.
2 notes near the slanting path.
8 on the paths between the smokestacks.
3 notes in the room behind a breakable porthole on the starboard side of the ship.
5 notes in the kitchen.
4 notes near the centre of the ship on the starboard side.
4 notes near the grille near the Pink Jinjo.
5 around the fenced area that Snacker inhabits.
3 on the barrels of the toxic pond.
6 notes- 3 on each of the cranes.
12 notes in the blue storage containers.
4 inside the Anchor Switch room.
4 notes inside the building near the "Toll 2" bridge.
4 through a porthole on the port side of the ship.
5 notes can be found in the vent that is located near where you board the ship.

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NOTES GUIDE

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From the start, go forward and pick up 5 on the way up to the ship (5). Now go to the right and head to the very back of the ship. Here you will find 6 notes (11). Whilst here, jump down the right-hand vent (the other is a Grimlet). There are 4 notes here (15) and the fan-switch which you need to hit. Head back out of here and go to the nearest smokestack. There is a door in the side of it. Use Beak Barge to gain access and go inside. Go down the smokestack and head down the path at the bottom. Use the rotating path when it stops spinning and jump across. Jump up the cogs and wait for the fan in front of you to slow down, then jump through, using Talon Trot if it helps. Here are 4 notes (19). Look to the left and get past the fan when possible. Look to the left and there is a rotating path. When it stops, move along, use Flip Flap Jump and get across. Here is another 4 notes (23). To the left is a spinning rod. Wait until it has stopped then make your way across. There is an identical rod in front of you. Use the same method to get across and claim another 4 notes (27). Now leave the engine room and the smokestack. On the opposite side of the smokestack there is a slanting path with 4 notes on (31). Head up this path and jump up to the higher level here. You should find a note either side of a box (33). Now climb up the ladder at the side of the smokestack. Take the path to the other smokestack for another 4 notes (37). Use the ladder here and then skip back across the path for 4 notes (41). Now return to the base of the foremost smokestack and drop down to the left. On the wall here should be a breakable porthole. Rat-a-Tat-Rap it and go inside. Here are 3 notes (44). Exit and go to the right. Here (near the cage) is a vent. Go inside and you will be in the kitchen. Pick up all 5 notes from here (49). Leave and head down the path to your right. Drop down a level and next to the Grimlet there is another breakable porthole. Inside there are 4 notes (53). Now exit the ship the same way that you boarded and go to the left. Talon Trot over the roof top and you will find 4 notes here (57). Now head over to the right again and go over the "Toll 2" bridge. Talon Trot over the slender path and collect 5 notes (62). Go

over the next rooftop and collect the 3 notes from the barrels in the toxic pond (65). On the other side of the pond, use the Shock Pad to reach the crane. On the crane collect the 3 notes (68) and then drop down to the right and use the "Toll 4" bridge. You will come to 3 blue storage containers. Inside the first, are 8 notes (76). Exit and enter the third container. Inside are 4 notes (80). Go back to the crane and climb up it, then drop down onto the ship. Head to the back of the ship and after the second smokestack, climb up the crates and jump onto the rope here. Use the rope to walk along the crane and then drop down. Collect the 3 notes here (83). Now head back to the very front of the ship and jump into the water. Go into the anchor hole on the port side. Along the corridor in here are 4 notes (87). Now exit and go back to the "Toll 2" bridge. Beak Buster through the second skylight on the rooftop and in here there are 4 more notes (91). Now go back to the ship and head towards the front. On the port side is a breakable porthole. Go inside and under a desk are 4 notes (95). Go back to where you board the ship and enter the vent there. In this room are 5 notes (100).

=====
EMPTY HONEYCOMB PIECES
=====

1) Head towards the backmost of the Smokestack. Beak Barge the door here and go down the smokestack. Above the door at the bottom is a hexagonal hole. Flap Flip jump to it and inside is the Empty Honeycomb Piece.

2) From the start of the world, head to the left and go over the 'Toll 2' bridge. Talon Trot over the rooftop and drop down into the water on the other side. In the wall of the building on the right is a hole. Go inside and resurface before you run out of air. Go past the boat here and hit the Honeycomb Switch and the Empty Honeycomb will appear above the boat. Go to the opposite side of the building and use the Fly Pad here to reach the Honeycomb.

=====
MUMBO TOKEN LOCATIONS
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- 1) On the Smokestack which the Jiggy isn't.
- 2) Above the 'Toll 2' bridge.
- 3) On a barrel in the toxic pond.
- 4) In the first blue storage container.
- 5) In the second blue storage container.
- 6) In the vent to the left as you board the ship.
- 7) In the lifeboat at the back of the boat.
- 8) On the first path of the engine room.
- 9) To the left of the main path in the engine room.
- 10) To the right of the main path of the engine room.

this bud jump to the next. You can now jump up to the higher level. When you have done this head to the left and Rat-a-Tat-Rap any birds that attack you. You will come to a path onto the next level. Take it and once up there head to the left. Talon Trot up the steep slope. Here there is an extra life if you venture out onto the branches and get it. Once you have done that (or not) carry on up the winding path. You will come to a branch with a beehive on it. There's nothing you can do with the beehive until Summer. Now face the tree and to the left of the path that you just came up will be a hollow with an egg in it. You can Flap Jump to this. From here Flap Jump to the next hollow and in it you will find a Shock Pad. Use the pad and you will be in another hollow. Jump to the next hollow and from there jump to the next. You will now be on a branch with a half-built treehouse on it. Come back in Summer and it will be of more use. However, below the treehouse you will see a fragmented path. Drop down to this path and make your way up it, jumping over the gaps. At the top of the path on your left, you will find the SUMMER SWITCH. Beak Buster it and the Summer door will now be opened.

If you go in the room on your right you will find Nabut the squirrel, who is eating acorns. More on him later. Carry on along the path that you were taking up the tree and you will come to a cut out in the tree. Jump from platform to platform (each one has a Red Feather) on it. On your left you will come to a branch with a bird's nest on it. Go into the nest and use the Shock Pad at the back to jump on top of the egg. Beak Buster the blue cross on top of this egg. This will reveal Eyrie the baby eagle. He will go to sleep for now. Come back in Summer...

=====
JIGGY 2 - BEHIND THE DOOR
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From Eyrie's nest you will see the continuation of your path. To the left are a group of flat branches like platforms. Jump to the first of these and then Flap Flip Jump up to the next. Make your way along this pass and you will come to a flat platform. On your left will be a Snarebear and inside will be the Green Jinjo. Use Wonderwing to safely get it. Alternatively, you can come back as the bee transformation and get it. Now Beak Barge the door to the right and go inside. You will be in a room with a number of Whipcracks. Use eggs or Wonderwing on them. Near the centre of the room you will find a Jiggy. Use the branches in the centre of the room to reach an extra life. Exit this room.

=====
JIGGY 3 - EGGPLANT PART ONE
=====

You will now be at the top of the tree again. I'm far too lazy to walk down. Look to the right of the Green Jinjo and on the ground you will see a stream. Jump down aiming for this stream. If you land in the water you will receive no damage. If you hit the land you will be grievously hurt. Make sure you hit the water then huh? Halfway down your fall you can Flap Jump to help you aim and to slow you down. At the bottom you will be near a fenced off area, near a Bigbutt. Go and stand in the fenced area. In here you will notice a small hole in the ground in this area. Lay 5 eggs into this hole and as if by magic a flower will appear. Obviously the flower will need nurturing. To be continued...

=====

JIGGY 4 - BEESY DOES IT

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From the fenced area carry on in the direction you were heading. You will come to a raised tree root with notes on. Jump on it then walk to the left. You will now be on the tree. Go to the right and follow the path until you come to a path on the right. Head down here and you will see Mumbo's Skull. Jump onto the tree stump with the Wading Boots on. Wade through the thorny patch and go inside Mumbo's Skull. You will require 25 Mumbo Tokens for a transformation so make sure you have them. Mumbo will transform you into a bee. The bee can fly without using Red Feathers.

Exit Mumbo's Skull. Now fly as high as you can and do a lap of the tree. You will find branch with a Snarebear on it. The Flower is guarding a Jiggy. As a bee you can safely land on these flowers. Land on it and collect the Jiggy.

Once you have this Jiggy exit Spring and enter Summer (The Summer door will be open if you hit the switch, see Jiggy 1).

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SUMMER

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As soon as you enter Summer Eyrie will cry out that he wants 5 catapillars. I will list the locations of these in the correct place, but there is no reason to stop you collecting the catapillars whilst you are dealing with other Jiggies. I would advise you to have at least 3 Catapillars before you start Jiggy 5 and Jiggy 1: Part Two.

ENEMIES - Snarebear, Grublin Hood, Whipcrack, Bigbutt, Bees, Big Clucker.

=====

JIGGY 5 - GNAWTY'S PROBLEM: PART ONE

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From the entrance of Summer head over to the right. You will notice that the channel of water has dried up. Walk over to Gnawty who asked you to help him in Spring. He want's you to move to boulder outside his house. Beak Barge it. Unfortunately for you, you can't get inside yet so come back later.

=====

JIGGY 3 - EGG PLANT: PART TWO

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From Gnawty's house go the left. Follow the bank around and you will come to the AUTUMN SWITCH. Hit it and the Autumn door will be opened. Now go back past Gnawty's house and go up the ramp on your left. Up here follow the path around until you are stood on the tree. Take a right and follow the tree around towards the flower that you planted in Spring. Take a right and use the path to get over the empty channel. Once you are at the flower you will see Gobi the camel from Gobi's Valley. Beak Buster his hump and he will spurt water over the flower. The flower will now grow. However, it isn't finished yet. Come back in Autumn.

=====

JIGGY 6 - BEHIVE BEDLAM

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Make your way up the tree (see Jiggy 1 for route) and you will come to a beehive. There is a small gap on top of the beehive. Use Beak Buster on it and drop inside. Once you are inside go towards the Jiggy crystalised in honey and a number of Zubba will attack you. The best way to deal with this is to use Wonderwing, but if you have no Golden Feathers or you run out you'll have to use Rat-a-Tat-Rap. I'd also advise you to keep rolling out of harms way as to conserve health. Once you have defeated all the Zubba's you will be rewarded with a Jiggy.

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JIGGY 7 - IN THE TREEHOUSE

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Keeping going up the tree and once you reach the level where the treehouse is enter the treehouse. Once inside go onto the extended plank to the right and Flap Jump to the platform with the extra life on. From here Flap Jump to the left and land on the platform to get another Jiggy.

=====

JIGGY 1 - EYRIE THE EAGLE: PART TWO

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NOTE Make sure that you have enough catapillars before starting this Jiggy, it will save you a lot of time.

From the treehouse drop onto the fragmented path below it. The path is more complete than in Spring but it is not yet finished so you will need to jump over the gaps. Once you reach Nabut's house talk to him and you will find that he has eaten all his acorns. Never mind that now. Exit Nabut's house and go to the right. Jump from platform to platform but don't forget to Rat-a-Tat-Rap any Big Cluckers. Along this path you will find a Mumbo Token.

In Summer Eyrie will request that you find him 5 catapillars. They can be found-

- * On the same level as the treehouse.
- * In front of you when you enter Summer.
- * On a platform near Nabut's house.
- * Opposite the Flower from Jiggy 3.
- * Walk from the Flower from Jiggy 3 to Mumbo's Skull. You will find it here.
- * Outside Mumbo's Skull.
- * On the bed of the dried up stream.

Once you have fed him, he will grow before your very eyes. Then he will fall asleep. Exit Summer and go into Autumn. Details of the AUTUMN SWITCH can be found in Jiggy 5.

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AUTUMN
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Once you enter Autumn Eyrie will be awake again and ask you to find him 10 catapillars this time. If you got the listed ones from Summer you will have two already. I would advise you to look at the locations of the catapillars and attain them before you head up the tree. Locations can be found in Jiggy 1: Part Three.

ENEMIES: Buzzbomb, Grublin Hood, Big Clucker.

=====
JIGGY 5 - GNAWTY'S PROBLEM: PART TWO
=====

Once you enter Autumn head over to the right. The stream will be full again. Swim around to the entrance of Gnawty's house. You will now be able to swim inside. Speak to Gnawty and he will give you the Jiggy.

=====
JIGGY 3 - EGGPLANT: PART THREE
=====

Exit Gnawty's house and go to the left. Head around to the flower. You will see that Gobi is still here. Beak Buster him and he will water the plant again. He will then get angry and run off to the "lava world" and that is the last you'll see of him. The plant will now grow and blossom. On the top a Jiggy will be revealed. To get the Jiggy climb up to the beehive (see Jiggy 1: Part One for the route) and drop down onto the flower.

=====
JIGGY 8 - NABNUT'S ACORNS
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Head up the tree to Nabnut's house (see Jiggy 1: Part One for route).

When you reach Nabnut's house he will be outside. He wants you to find 6 acorns for him. The first can be found up the ramp straight in front of Nabnut. It is around the far side of the looped path. Collect it. You will notice another one in the centre of the loop. Jump to it. Once you get it drop straight down and you should be caught by the lower strip of walkway. On this walkway is the third acorn. If you miss the walkway you will fall to the ground and you will have to climb back up the tree. Now go up this path and you will come to a circular platform. On the otherside of this platform is a slanted path. Talon Trot down this path and collect the fourth acorn. Go back back to Nabnut Nabnut. To his left there is another winding path. Go up here and it will lead to a window. Rat-a-Tat-Rap the window and go inside. You will be in a flooded room. Dive under the water to get the fifth acorn. Now go inside Nabnut's house. Jump onto the table and from there Flap Flip Jump onto a shelf with notes on. From this shelf you will see another shelf to the left. On it you will find the sixth acorn. Take the acorns back to Nabnut and he will reward you with a Jiggy.

=====
JIGGY 1 - EYRIE THE EAGLE: PART THREE
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From Nabnut's house go up the broken path to the left. Make sure that you Rat-a-Tat-Rap the Big Clucker otherwise they will knock you off the tree.

At the end of this path you will find the WINTER SWITCH. Hit it and the door to Winter will be opened.

You will need to feed Eyrie 10 catapillars this time. You may have some left over from spring but here are the locations of more-

- * To the right on a pile of leaves as you enter Autumn.
- * Near the Big Clucker opposite Mumbo's Skull.
- * Inside Mumbo's Skull.
- * Inside the beehive
- * On top of the beehive.
- * On a mound of leaves near the tree stump in the stream.
- * On a mound of leaves near the "Eggplant" flower.
- * On the second level of the tree.
- * On the platform below the treehouse.
- * Inside Nabnut's house.
- * Behind Eyrie, in the nest.
- * At the top of the tree.

Once you have fed Eyrie, he will grow AGAIN. He will then fall asleep AGAIN. Return in Winter.

=====
JIGGY 9 - ON THE EDGE
=====

Head back down the tree to Nabnut's house. Once here follow the path to the treehouse. When you get to the only break in the path look towards the tree and down. You will see a Jiggy perched on a ledge with a Shock Pad. This is the easiest way to reach this Jiggy. Be careful that you don't get too close to the Shock Pad when you land as the Big Clucker and it could knock you off.

Once you have this Jiggy leave Autumn and go to Winter. For details on finding the WINTER SWITCH see Jiggy 1: Part Three.

~::~::~=
WINTER
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You are now in Winter. Not much to do here just to get the final couple of Jinjos. Beware of the ice water though, your oxygen will be used twice as fast when you dive under it.

ENEMIES - Chinker, Grublin Hood, Sir Slush.

=====
JIGGY 1 - EYRIE THE EAGLE: PART FOUR
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Go up the tree and see Eyrie. For details of the route see Jiggy 1: Part One. You will find that Eyrie is a "mighty eagle at last". He will fly away and leave you with a Jiggy. This one has been hard-earned.

=====
JIGGY 10 - THE JINJOS
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PINK

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In Spring transform into a bee. Now fly up to the beehive. On the end of the beehive is a hole just big enough for a bee. In here on top of a pile of honeycombs you will find the Jinjo.

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GREEN

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At the top of the tree. You will see it before you get Jiggy 2. It is guarded by a Snarebear. Use Wonderwing to recover it safely.

=~::~~

ORANGE

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On a pile of leaves next to the "Eggplant" flower (Autumn).

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BLUE

~::~~

On top of Mumbo's Skull (Winter).

~::~~

YELLOW

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Enter Summer. Go straight to the left and you will find it in the long grass.

=====
NOTE LOCATION SUMMARY
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- 4 outside the Spring Door.
- 3 notes on a path to the tree near the "Eggplant" flower (Spring).
- 3 notes on a path to the tree near the "Eggplant" flower (Spring).
- 4 in fenced off area around "Eggplant" flower (Spring).
- 2 between the "Eggplant" flower and Mumbo's Skull (Spring).
- 3 between the "Eggplant" flower and Mumbo's Skull (Spring).
- 2 leaves ahead of you as you enter Summer.
- 2 in the entrance of Gnawty's house (Summer).
- 3 on the same level as the beehive (Summer).
- 4 notes in front of the treehouse (Summer).
- 5 notes on the walkway in front of Nabnut's house (Summer).
- 15 notes on the path around the tree on the first level (Autumn).
- 3 guarded by a Snarebear near the path to the second level of the tree (Autumn).
- 1 note on the path to the tree's second level (Autumn).
- 4 inside the beehive (Autumn).
- 3 in Nabnut's house (Autumn).
- 3 notes near Eyries' nest (Autumn).
- 8 around the edges of Eyries' nest (Autumn).
- 4 in the rafters of Mumbo's Skull (Autumn)
- 3 guarded by a Snarebear near the "Eggplant" flower (Autumn).
- 5 behind the "Eggplant" flower (Autumn).
- 2 in Gnawty's house (Autumn).
- 4 on the first level of the tree behind the Sir Slush (Winter).
- 4 on the roof of the treehouse (Winter).

4 notes on the platform outside Nabnut's house (Winter).

4 notes on the path past Eyries' nest (Winter).

=====
NOTES GUIDE
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Head forward to Spring and collect the 4 notes outside (4). Now go through the door into Spring. Head to the right and swim along the stream. On your right hand side a tree root will provide a ramp. Go up here and follow it round to the tree. Along the way you will find 3 notes (7). Take a right when you get to the tree and follow the path. Another path will appear on your right hand side. Take it and collect the 3 notes here (10). Go to the end of the path and it will take you to the "Eggplant" flower. Collect the 4 notes in the fenced off area (14). Carry on towards Mumbo's Skull and on another root you will find another 2 notes (17). Follow the path past Mumbo's Skull and you will find another 3 notes on your right hand side. Collect these and exit Spring (20). Head into Summer.

In Summer go straight forward. Use Flap Flip Jump to reach the two notes on the leaves here (22). Drop down and head to the right. Go into the entrance of Gnawty's house and pick up the two notes here (24). Now from Gnawty's house head forward and to the right. Climb the ramp here and go onto the tree. Go around the tree to the place where you can walk up to the next level. Go up the tree until you reach the level with the beehive on it. Here you will find 3 notes (27). Now keep going on the path that takes you up the tree. Once you reach the level with the treehouse on it go forward. In front of the treehouse are 4 notes (31). Drop down onto the fragmented path beneath the treehouse and walk along it. When you reach Nabnut's house Talon Trot up the walkway in front of it. Here you will find 5 notes (36). Now exit Summer and head into Autumn.

Once in Autumn, Talon Trot up the pile of leaves ahead of you and to the left. You will now be on the first level of the tree. Head to the right and do a lap of the tree, killing the Big Cluckers along the way. In this way you will find 15 notes (51). You should be near the path that takes you onto the second level of the tree. Opposite this is a Snarebear which is guarding 3 notes. Use Wonderwing to get them whilst remaining safe. Head up to the second level and pick the note up on the way (52). Climb up to the beehive and go inside. In here in each corner you will find a note (56). Now leave the beehive. From here head up to Nabnut's house. On the shelf on the back wall you will find 3 notes (59). From here go up towards Eyries nest. On the platforms before you reach it you will find 3 notes (62). Go to the nest and around the edges you will find 8 notes (70). Now go back down to the first level of the tree. Go into Mumbo's skull and Flap Flip Jump onto the pole without flames on. From here jump to the rafters. In the rafters you will find 4 notes (74). Exit Mumbo's Skull and put on the Wading Boots. Now wade to the left, towards the "Eggplant" flower. On the opposite bank to the flower you will see a Snarebear guarding 3 notes. Use Wonderwing to recover them safely (77). Now go to the area behind the "Eggplant" flower and here you will find 5 notes (82). Jump in the water and head to Gnawty's house. In here you will find 2 notes on the shelf on the left (84). Now exit Autumn and head for Winter.

Once in Winter begin to climb the tree. On the first level you will see a Sir Slush. Behind him on the branches are 4 notes (88). Now follow the treehouse. Flap Flip Jump onto the roof and then quickly use Talon Trot. On the roof of the treehouse you will find 4 notes (92). Now head up the path up to Nabnut's house. Go up the central path outside his house. Up here

is a Fly Pad. Take to the air and destroy the Sir Slush that is on the lower platform using Beak Bomb. He will leave behind an extra life. In addition to this there are 4 notes surrounding him (96). Now rejoin the path that leads up the tree. Just past Eyrie's nest you will find that there are notes on the platforms that lead to the top of the tree. Here you will find 4 notes (100).

=====
EMPTY HONEYCOMB PIECES
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1) From the entrance to Winter head to the right. You will notice that the stream has frozen over. Walk along it to the place where the "Eggplant" flower was. The flower has died now. Nearby in the stream a hexagon of ice has been cut away. Drop into the water through this hexagon and quickly swim to Gnawty's house. Be careful though as icy water takes double oxygen like the water in Rusty Bucket Bay. On the bookcase on the left hand side when you surface in Gnawty's house is the EMPTY HONEYCOMB PIECE.

2) In Winter, fly up towards Nabnut's house. See the Window above the door? Beak Bomb it to break it. Now fly in through the gap. On the left hand side as you enter will be the EMPTY HONEYCOMB PIECE. Use Flap Flip Jump to reach it.

=====
MUMBO TOKEN LOCATIONS
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- 1) Near Eyrie (Spring).
- 2) Near the edge of the beehive (Spring).
- 3) On the path just further up the tree than Nabut's house (Summer).
- 4) In the entrance to Gnawty's house (Summer).
- 5) In the rafters of Mumbo's Skull (Summer).
- 6) In the brambles opposite Mumbo's Skull (Spring).
- 7) On the second level of the tree, on a branch (Summer).
- 8) A Snarebear has one as soon as you enter Autumn. Use Wonderwing to get it safely.
- 9) On the branches to the right of the path that takes you to the second level of the tree (Autumn).
- 10) Same level as treehouse (Autumn).
- 11) On the second level of the tree (Autumn).
- 12) At the top of the tree guarded by a Snarebear. Exactly where the Green Jinjo was in Spring (Summer).
- 13) On your right as you enter Spring. It is guarded by a Snarebear. Use Wonderwing to recover it.

advance to the next square. Each of the different squares will have a topic. If you answer correctly you will be allowed to advance to the next square. If you answer incorrectly you will lose 1 honeycomb of health and you must answer another question. Every now and again you will come across a honeycomb of health and these will aid you in your way across the board. Before you start though, turn around and go around the back of the entrance/ exit pad. Here you will find a cauldron. Activate it as it will come in handy later on.

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=====
THE SQUARES
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Here I will take you what will happen on each of the different squares.

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~::~::~::~~
BANJO KAZOOIE SQUARE
~::~::~::~~
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On this square you will be asked a question about the gameplay of the game.

e.g. Q) Part of Mad Mansion's race, what time is shown the church clock face?
 A) Nothing, it's hands have fallen off.

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~::~::~::~~
VISUAL CHALLENGE SQUARE
~::~::~::~~
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On this square you will be shown a piece of scenery that may be obscure or a very close close-up. You must name what it is or where it comes from.

e.g. Q) See the picture on the screen, do you know where you have been?
 (the picture is of the wooden holder on the well in Mad Monster Mansion)
 A) Mad Monster Mansion.

You could also be asked to name a character that you are shown.

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~::~::~::~~
ENERGY SQUARE
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Every now and again (roughly every third square, but it can be more) you will come to a blank square with a health honeycomb on it. You will not have to answer any questions on this square. This squares will aid you greatly in reaching the other side. Make sure that if you already have a full health bar, you don't collect the honeycomb piece. You can come back for it when you need it.

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~::~::~::~~
GRUNTY SQUARE
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On the Grunty Square you will be asked questions about Grunty. You should have got all the information about Grunty from Brentilda throughout Grunty's Lair. If you didn't then either go back and speak to her or try and wing it. The answers to these questions change every time you start a new game.

e.g. Q) Listen carefully to this tune, which world's it from you furry goon?
 (Sound of Click Clock Wood)
 A) Click Clock Wood.

Other questions asked may be about the sound that is made when you pick up an item or the sound of someones voice.

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SUDDEN DEATH SQUARE
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If you get the question wrong on this square you will die and have to start from the beggining. Questions are usually about gameplay like the Banjo Kazooie questions, but they can be based on any topic.

e.g. Q) A bubble fish who's really tame, in Clanker's Cavern, whats his name?
 A) Gloop.

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==::~==::~==::~==::~~::~~::~
JOKER SQUARE
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If you get the answer correct on a Joker Square then you will earn yourself a Joker. With a Joker you can skip any square that you come to by pressing B instead of A. Very handy. Questions from this square are usually gameplay based like the Banjo Kazooie questions but they can be on any topic.

e.g. Q) Here's three facts on Freezeezy Peak, the one that's true is what you seek.
 A) It features 5 bears.

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THE BOARD
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Below you will see an overview of the game board and a key to clarify what it means.

LETTER	SQUARE
B	Banjo-Kazooie
V	Visual
S	Sudden Death
X	Energy
C	Challenge
J	Joker

early so you should be able to see when one comes at you. Make your way towards her whilst avoiding these flaming balls. You will also notice that she fires the ball in the direction that you are running. You can use this to your advantage. Start running one way and Grunty will fire the fireball, then quickly change direction and you will be out of harms way. Eventually you will reach the wall. Stand on it and fire three eggs at Grunty. You may not be able to fire all three at once if Grunty is too quick for you. If she fires a fireball at you just avoid it and the jump back on the wall and then fire your eggs. Once you have hit Grunty with three eggs, she will fly around the next side of the roof. If you start to run low on eggs collect the ones scattered about the battlements. Once you have hit here with three eggs four times she will fire another white fireball at you. Use Wonderwing to remain safe. A health honeycomb will now be dropped.

Grunty will now have taken to the air. In the centre of the roof a Fly Pad will have appeared. Use it and get airborne. Once up there you will see Grunty flying around above the roof. If she sees you she will shoot 3 fireballs at you to avoid these fly higher. When you get the chance you need to Beak Bomb Grunty. You will notice that she stops and hovers at some points, so this could be the ideal opportunity. Once you hit her 4 times she will surround herself in a white glowing orb. A health Honeycomb will now be dropped.

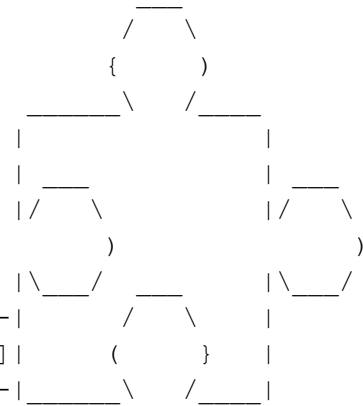
You will not be able to Beak Bomb Grunty now and if you do, you will sustain damage. She will begin to shoot fireballs at you. Don't worry because the Jinjos will now come to your aid. Drop to the ground. Grunty will still be firing the fireballs at you. To avoid them run in a zig-zag fashion. You will need to fire 3 eggs in the hole in each of the Jinjo statues. As soon as you do, the statue will break and out will come an actual Jinjo! The Jinjo will then go and attack Grunty. Once you have done this to all 4 statues Grunty will fall from her broomstick. Unfortunately she will land on one of the battlements and fire another white fireball at you. Use Wonderwing to remain safe. You will also notice that a health honeycomb has been dropped. Make your way towards Grunty (avoiding the fireballs that she is shooting) and now the Jinjonator statue will appear. Make your way towards it. You will need to fire 3 eggs into each of the holes at its base. Now you need to be careful here. If you just try to do it while you are being shot at you will die. First of all avoid the fireballs that Grunty shoots at you, but stay close to the Jinjonator statue. Grunty, once she has finished shooting fireballs will now fire a white fireball. Use Wonderwing to protect yourself. Once she has done this Grunty will now pause for a few seconds. Quickly go to one of the holes in the statue and fire the eggs in. Once you have done this get ready for the next set of fireballs and repeat the process until you have fed all 4 hole with 3 eggs. Once you have done so, the Jinjonator will be awakened. He will now attack Grunty, finally knocking her off the end of the battlement. She will fall to the ground and is trapped by a giant rock.

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80)      THE END                      [TTED] |_____|_____|_____|_____|_____|
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Now Grunty is trapped, Banjo and Kazooie can chill out at the beach. But there is a couple for things for you to do. If you collected 100 Jiggies then Mumbo Jumbo will show you some "secret pictures". These pictures show Banjo and Kazooie collecting the Ice Key in Freezey Peak and the secret eggs from Gobi's Valley and Treasure Trove Cove. Mumbo will say that you will find out more about them in Banjo Tooie. How wrong he is. Check out the Stop N Swop section of the guide for more details on this.



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9)          BOTTLES' PUZZLE GAMES          [BSTG]
=====

```

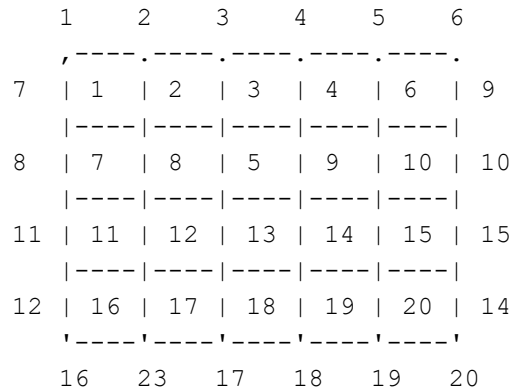
Once you have finished the game, head down Spiral Mountain and go into Banjo's house. Use C-Up to look at the picture of Bottles above the fire place. You will now unlock Bottle's Secret Game. You must fill in the pieces to the moving picture. If you complete it within the time you will win a prize.

```

=====
PUZZLE ONE
=====

```

Here is puzzle one. The numbers around the outside correspond with the numbers on the plan. e.g. enter number 1 into the number 1 square. You will have 100 seconds to complete this task.



Once you have finished this puzzle Bottles will give you the code "BOTTLESBONUSONE" to enter on the floor of the sandcastle in Treasure Trove Cove. This will give Banjo a big head.

```

=====
PUZZLE TWO
=====

```

Here is puzzle two. The numbers around the outside correspond with the numbers on the plan. e.g. enter number 1 into the number 1 square. You will

have 100 seconds to complete this task.

```
      1     2     3     4     5     6
      /-----\
7 | 6 | 5 | 19 | 15 | 3 | 20
  |-----|-----|-----|-----|
8 | 1 | 11 | 7 | 4 | 13 | 19
  |-----|-----|-----|-----|
9 | 8 | 2 | 18 | 20 | 16 | 18
  |-----|-----|-----|-----|
10 | 9 | 10 | 12 | 17 | 14 | 17
   \-----/
      11     12     13     14     15     16
```

Once you have finished this puzzle Bottles will give you the code "BOTTLESBONUSTWO" to enter on the floor of the sandcastle in Treasure Trove Cove. This will give Banjo big hands and feet.

```
=====
PUZZLE THREE
=====
```

In this puzzle the pieces will not fit exactly. You may need to spin them around. Do this with the C buttons.

```
      1     2     3     4     5     6
      /-----\
7 | 6 | 11 | 4 | 9 | 3 | 20
  |-----|-----|-----|-----|
8 | 1 | 5 | 2 | 19 | 13 | 19
  |-----|-----|-----|-----|
9 | 8 | 7 | 18 | 20 | 16 | 18
  |-----|-----|-----|-----|
10 | 15 | 10 | 12 | 17 | 14 | 17
   \-----/
      11     12     13     14     15     16
```

Once you have finished this puzzle Bottles will give you the code "BOTTLESBONUSTHREE" to enter on the floor of the sandcastle in Treasure Trove Cove. This will give Banjo a small head and a tall body.

```
=====
PUZZLE FOUR
=====
```

```
      1     2     3     4     5     6
      /-----\
7 | 6 | 5 | 15 | 19 | 3 | 20
  |-----|-----|-----|-----|
8 | 1 | 20 | 7 | 9 | 13 | 19
  |-----|-----|-----|-----|
9 | 4 | 2 | 18 | 11 | 17 | 18
  |-----|-----|-----|-----|
10 | 14 | 10 | 12 | 16 | 8 | 17
   \-----/
      11     12     13     14     15     16
```

Once you have finished this puzzle Bottles will give you the code "BOTTLESBONUSFOUR" to enter on the floor of the sandcastle in Treasure Trove Cove. This will give Kazooie a big head and wings.

=====
PUZZLE FIVE
=====

	1	2	3	4	5	6
7	7	19	13	18	6	20
8	11	16	2	4	5	19
9	8	12	1	17	14	18
10	3	15	20	9	10	17
11	12	13	14	15	16	

Once you have finished this puzzle Bottles will give you the code "BOTTLESBONUSFIVE" to enter on the floor of the sandcastle in Treasure Trove Cove. This will give Banjo a big head and big feet.

=====
PUZZLE SIX
=====

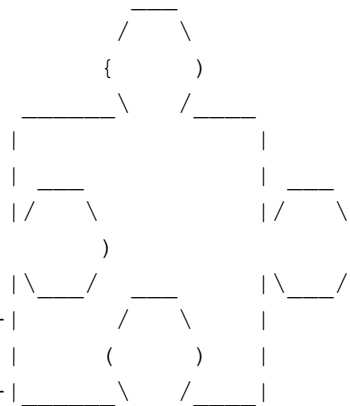
	1	2	3	4	5	6
7	11	19	20	15	12	20
8	7	16	4	14	3	19
9	5	9	8	6	10	18
10	13	18	17	1	2	17
11	12	13	14	15	16	

Once you have finished this puzzle Bottles will give you the code "BIGBOTTLESBONUS" to enter on the floor of the sandcastle in Treasure Trove Cove. This will

=====
PUZZLE SEVEN
=====

	1	2	3	4	5	6
7	11	19	20	15	12	20
8	7	16	4	14	3	19
9	5	9	8	6	10	18
10	13	18	17	1	2	17

Once you have finished this puzzle Bottles will give you the code "WISHYWASHYBANJO" to enter on the floor of the sandcastle in Treasure Trove Cove. This will tuen Banjo into a washing machine!



=====
 10) GRUNTY'S FURNACE FUN ANSWERS [GFQA]
 =====

In this section you will find all the answers to the questions in Grunty's Furnace Fun. At least there are as many as I can possibly describe. There will be answers to the Sudden Death, Banjo Kazooie, Joker questions. These will come under the header "General Knowledge". In addition to this I have given a brief description of the pictures that appear in the visual questions. These will come under the "Visual Questions" header. I cannot provide you with the answers to the Grunty Questions as they will be different in every game. Sound Square questions are also not possible at present.

=====
 GENERAL KNOWLEDGE
 =====

- Q) Treasure Trove's got Cap'n Blubber, What's wrong with that sobbing lubber?
 A) Lost his gold.

- Q) In Mumbo's Mountain you don't know, what does that big gorilla throw?
 A) Oranges

- Q) In Mumbo's Village in the middle, which tall object solves this riddle?
 A) Ju-Ju the totem pole.

- Q) Captain's cabin in Rusty Bay, whats on the bed duvet I say?
 A) Anchors

- Q) Freezeezy Peak is full of snow, but which one of these isn't on show?
 A) A slippery seal.

- Q) In Treasure Trove you need quick legs, which one of my baddys ate your eggs?
 A) Yum Yum the clam.

- Q) In the whale's blowhole an object sat, in Clanker's Cavern what was that?
 A) A bolt

- Q) You found enough, you know the score, how many notes for the first door?
 A) 50

- Q) Bubblegloop Swamp will test your mind, how many turtles did you find?
A) 8
- Q) On Treasure Trove there is a boat, whats its name, it doesnt float?
A) Salty Hippo
- Q) Your moves are uncool, style they lack, what is the name of your jump attack?
A) Rat-a-Tat-Rap
- Q) Freezeezy's bears are rather sad, what can you find to make them glad?
A) Presents.
- Q) She will soon be fat and lame, what is your little sister's name?
A) Tooty
- Q) In Click Clock Wood the shaman's dumb. What creature do you become?
A) A bumble bee
- Q) In Mumbo's Mountain in the lake, what's in there make no mistake?
A) Shoal of fish
- Q) Here's some facts of Rusty Bay, pick the one that's true today.
A) There are 4 lifeboats.
- Q) In clankers cavern its a pain, what's attached to Clanker's chain?
A) Anvil
- Q) The Click Clock eagle that you meet, how many autumn worms will he eat?
A) 10
- Q) In Spril Mountain fields are green, which veggie baddy isn't seen?
A) Spuddy the Potato.
- Q) A bubble fish who's really tame, in Clanker's Cavern, whats his name?
A) Gloop
- Q) Mansion cellar barrels are round, what on the front of them is found?
A) Year 1881.
- Q) This run of luck will have to stop, big ship third funnel whats on top?
A) There's no third funnel.
- Q) Boggy is Freezeezy's clot, how many Jiggies has he got?
A) 3
- Q) In Click Clock the eagles lame, can your remember the stupid birds name?
A) Eyrie.
- Q) A charmer helps you on your way, in his pyramid what did you pay?
A) Blue eggs
- Q) The whale's stomach is pretty grim, through how many hoops did you swim?
A) 8
- Q) Get this wrong you little toad, Rusty Bays whistles what's to code?
A) 312-111
- Q) Mad Monster Mansion graveyard pots, what appear from them, there were lots?

A) Flowers

Q) Treasure Trove Cove's got a treasure hunt, how many Xs you little runt?

A)

Q) In Bubblegloop Swamp tell me now, which fact is made up by this old cow?

A) Bottles teaches you two new moves.

Q) Gobi's cactus concels a prize, tell me what if you think your wise

A) Extra Honey Comb Piece.

Q) Mad Monster Mansion is real hard, but what's not found in the graveyard?

A) Ghosts

Q) In Bubblegloop Swamp's giant egg, whats not inside you needn't beg?

A) Extra life.

Q) In Mumbo's Mountain its not dull, whats in the eye of Mumbo's skull?

A) Something else.

Q) On Mumbo's Mountain they look flash, how many huts were there to smash?

A) 6

Q) At Mumbo's Skull you made a stop, how many feathers were on top?

A) 3

Q) Treasure Trove Cove had a feature can you name the giant creature?

A) Hermit crab

=====
VISUAL QUESTIONS
=====

PIC) A large yellowy brown beehive.

A) Click Clock Wood

PIC) Picture of a yellow sand coloured sarcophagus.

A) Gobi's Valley

PIC) Wooden ladder on a blue background.

A) Treasure Trove Cove

PIC) Red and yellow scalf.

A) Freezeezy Peak

PIC) A set of stairs with green surrounding it.

A) Bubblegloop Swamp.

PIC) A diamond shape engraved in brown wood.

A) Mad Monster Mansion

PIC) A blue and yellow picture with a target at the top.

A) Gobi@s Valley

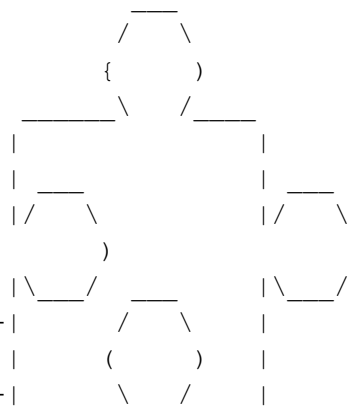
PIC) A picture with a tunnel on left and a grille for a wall on right

A) Clanker's Cavern

PIC) Picture of a red crocodile.

A) Mr. Vile the crocodile

- PIC) Picture of window made of wood.
 A) Click Clock Wood
- PIC) Picture of a shed with Mumbo's Skull in the background.
 A) Mumbo's Mountain
- PIC) A closeup of the pink turtle in the Tiptup Choir.
 A) Bubbleloop Swamp.
- PIC) Picture of stonehenge structure, slant flat stones.
 A) Mumbo's Mountain
- PIC) Picture of Kazooie cut into a sandy coloured rock.
 A) Gobi's Valley
- PIC) Picture of a golden pipe on an organ
 A) Mad Monster Mansion.
- PIC) Picture of squares in the puzzle pyramid.
 A) Gobi Valley
- PIC) Picture of water underneath bridge.
 A) Click Clock Wood
- PIC) Closeup of the snowmans pipe.
 A) Freezeezy Peak
- PIC) Picture of a stalk with brown bobble on top.
 A) Bubbleloop Swamp
- PIC) picture of circular cactus.
 A) Gobi's Valley
- PIC) A closeup picture of a house and chimney.
 A) Freezeezy Peak



11) ENEMIES GUIDE [NMEG]

=====
 BAWL
 =====

DESCRIPTION	Onion, that floats
STRENGTHS	None
WEAKNESSES	No attacks, no defence
ATTACKS	None


```
-----|
| TO DEFEAT | Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 1/5 |
|-----|
| LOCATION | Spiral Mountain |
|-----|
```

=====

BEEES

=====

```
,-----,
| DESCRIPTION | Black and yellow, live in beehives |
|-----|
| STRENGTHS | Quick, numerous |
|-----|
| WEAKNESSES | Only attack when prompted |
|-----|
| ATTACKS | Sting? |
|-----|
| TO DEFEAT | You can't- just run |
|-----|
| DIFFICULTY | 1/5 |
|-----|
| LOCATION | Every world |
|-----|
```

=====

BIGBUTT

=====

```
,-----,
| DESCRIPTION | Huge big blue bull |
|-----|
| STRENGTHS | Invulnerable |
|-----|
| WEAKNESSES | Can be stunned |
|-----|
| ATTACKS | Charge |
|-----|
| TO DEFEAT | Wonderwing to stun, otherwise run |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Mumbo's Mountain, Grunty's Lair |
|-----|
```

=====

BIG CLUCKER

=====

```
,-----,
| DESCRIPTION | Green bird found in holes in walls |
|-----|
| STRENGTHS | Element of surprise |
|-----|
| WEAKNESSES | Easily defeated |
|-----|
| ATTACKS | Peck |
|-----|
```

```
-----|
| TO DEFEAT | Roll, Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Click-Clock Wood, Grunty's Lair |
|-----|
```

```
=====
BOOM BOX
=====
```

```
,-----,
| DESCRIPTION | Small TNT box with eyes |
|-----|
| STRENGTHS | Fast, hard to avoid |
|-----|
| WEAKNESSES | Self-destruct |
|-----|
| ATTACKS | Explode |
|-----|
| TO DEFEAT | Fire eggs at it |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Rusty Bucket Bay |
|-----|
```

```
=====
BUZZBOMB
=====
```

```
,-----,
| DESCRIPTION | Golden dragonfly, bit annoying |
|-----|
| STRENGTHS | Hard to hit |
|-----|
| WEAKNESSES | Weak attack |
|-----|
| ATTACKS | Dive bomb |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Bubblegloop Swamp, Grunty's Lair |
|-----|
```

```
=====
CHINKER
=====
```

```
,-----,
| DESCRIPTION | Large spinning ice cube, once defeated |
| | will split into small ones |
|-----|
| STRENGTHS | Good defensively |
|-----|
| WEAKNESSES | None really |
|-----|
```

```
| ATTACKS | Spin |
|-----|
| TO DEFEAT | Wonderwing |
|-----|
| DIFFICULTY | 4/5 |
|-----|
| LOCATION | Grunty's Lair, Freezeezy Peak |
|-----|
```

=====

CHUMP

=====

```
,-----,
| DESCRIPTION | Large orange piranha fish |
|-----|
| STRENGTHS | Strong swimmer |
|-----|
| WEAKNESSES | Weak attack |
|-----|
| ATTACKS | Bite |
|-----|
| TO DEFEAT | Beak Buster |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Grunty's Lair |
|-----|
```

=====

COLLIWOBBLE

=====

```
,-----,
| DESCRIPTION | It's a cauliflower |
|-----|
| STRENGTHS | None |
|-----|
| WEAKNESSES | No attack, no defence |
|-----|
| ATTACKS | None |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 1/5 |
|-----|
| LOCATION | Spiral Mountain |
|-----|
```

=====

CONGA

=====

```
,-----,
| DESCRIPTION | Large black ape Donkey Kong decendant? |
|-----|
| STRENGTHS | Big and big |
|-----|
| WEAKNESSES | Bad shot |
|-----|
```

```
| ATTACKS | Throws oranges at you |
|-----|
| TO DEFEAT | Fire eggs at him |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Mumbo's Mountain |
|-----|
```

```
=====
FLIBBIT
=====
```

```
,-----,
| DESCRIPTION | Large poisonous frogs |
|-----|
| STRENGTHS | Very fast and hard to hit |
|-----|
| WEAKNESSES | No real attack |
|-----|
| ATTACKS | Just run into you |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Bubbleloop Swamp |
|-----|
```

```
=====
FLOTSAM
=====
```

```
,-----,
| DESCRIPTION | Red and white lifebelt with teeth |
|-----|
| STRENGTHS | Disguise |
|-----|
| WEAKNESSES | No strong attack |
|-----|
| ATTACKS | Jumps into you |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Rusty Bucket Bay |
|-----|
```

```
=====
GRABBA
=====
```

```
,-----,
| DESCRIPTION | Large mummy hand |
|-----|
| STRENGTHS | Quick |
|-----|
| WEAKNESSES | Super Talon Trainers |
|-----|
```

```
| ATTACKS | None |
|-----|
| TO DEFEAT | Super Talon Trainers |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Gobi's Valley |
|-----|
```

```
=====
GRILLE CHOMPA
=====
```

```
,-----,
| DESCRIPTION | Slimy green monster, lives in grilles |
|-----|
| STRENGTHS | Element of surprise |
|-----|
| WEAKNESSES | None really |
|-----|
| ATTACKS | Chomp |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Rusty Bucket Bay, Clanker's Cavern |
|-----|
```

```
=====
GRIMLET
=====
```

```
,-----,
| DESCRIPTION | Large funnel with eyes and fangs |
|-----|
| STRENGTHS | Disguise, invulnerable |
|-----|
| WEAKNESSES | Immobile |
|-----|
| ATTACKS | Bite |
|-----|
| TO DEFEAT | You can't so don't even try |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Rusty Bucket Bay |
|-----|
```

```
=====
GRUBLIN
=====
```

```
,-----,
| DESCRIPTION | Small purple dinosaur kinda thingy |
|-----|
| STRENGTHS | None |
|-----|
| WEAKNESSES | Slow, weak attack |
|-----|
```

```
| ATTACKS | Swipe |
|-----|
| TO DEFEAT | Roll |
|-----|
| DIFFICULTY | 1/5 |
|-----|
| LOCATION | Mumbo's Mountain |
|-----|
```

```
=====
GRUBLIN HOOD
=====
```

```
,-----,
| DESCRIPTION | Robin Hood but a grublin |
|-----|
| STRENGTHS | Quick |
|-----|
| WEAKNESSES | Slow to attack |
|-----|
| ATTACKS | Fires at you |
|-----|
| TO DEFEAT | Rat-a-Tat=-Rap |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Click CLock Wood |
|-----|
```

```
=====
GRUNTILDA
=====
```

```
,-----,
| DESCRIPTION | Banjo's nemesis- the reason the game |
| | is being played. Fat green witch |
| | wants to be beautiful. |
|-----|
| STRENGTHS | Powerful attacks |
|-----|
| WEAKNESSES | Jinjos |
|-----|
| ATTACKS | Fire-ball, dive bomb, magnetic ball |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap, Eggs, Jinjos |
|-----|
| DIFFICULTY | 5/5 |
|-----|
| LOCATION | Grunty's Tower |
|-----|
```

```
=====
GRUNTLING
=====
```

```
,-----,
| DESCRIPTION | Ape-like creature of different colours |
| | blue, red and black signify how |
| | powerful they are. |
|-----|
```

```
| STRENGTHS | Black one is strong |
|-----|
| WEAKNESSES | Weak attack |
|-----|
| ATTACKS | Runs at you |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Grunty's Lair |
|-----|
```

```
=====
LIMBO
=====
```

```
,-----,
| DESCRIPTION | Skeleton that can rearrange itself |
|-----|
| STRENGTHS | Good defence |
|-----|
| WEAKNESSES | Weak attack |
|-----|
| ATTACKS | Walks into you |
|-----|
| TO DEFEAT | Wonderwing |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Mad Monster Mansion |
|-----|
```

```
=====
LOCKUP
=====
```

```
,-----,
| DESCRIPTION | Large treasure chest with fangs |
|-----|
| STRENGTHS | Invulnerable |
|-----|
| WEAKNESSES | Immobile |
|-----|
| ATTACKS | Bite |
|-----|
| TO DEFEAT | You don't. |
|-----|
| DIFFICULTY | 1/5 |
|-----|
| LOCATION | Treasure Trove Cove |
|-----|
```

```
=====
MUM-MUM
=====
```

```
,-----,
| DESCRIPTION | It's a mummy |
|-----|
```

```
| STRENGTHS | Good defence |
|-----|
| WEAKNESSES | Weak attack |
|-----|
| ATTACKS | Walk |
|-----|
| TO DEFEAT | Wonderwing |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Gobi's Valley, Grunty's Lair |
|-----|
```

```
=====
NIBBLY
=====
```

```
,-----,
| DESCRIPTION | A bat |
|-----|
| STRENGTHS | Tricky to hit |
|-----|
| WEAKNESSES | Weak attack |
|-----|
| ATTACKS | Bite |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Mad Monster Mansion |
|-----|
```

```
=====
NIPPER
=====
```

```
,-----,
| DESCRIPTION | Large hermit crab |
|-----|
| STRENGTHS | Good offensively and defensively |
|-----|
| WEAKNESSES | Short-lived attacks |
|-----|
| ATTACKS | Snips and snaps |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap his face |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Treasure Trove Cove |
|-----|
```

```
=====
PIRANHA
=====
```

```
,-----,
| DESCRIPTION | Cant see them but you can feel them |
| | once you are in the water |
|-----|
```



```

-----
| STRENGTHS | Instant attack |
-----
| WEAKNESSES | Confined to water |
-----
| ATTACKS | Bite |
-----
| TO DEFEAT | Don't go in the water |
-----
| DIFFICULTY | 3/5 |
-----
| LOCATION | Bubblegloop Swamp, Grunty's Lair |
-----

```

```

=====
PORTRAIT CHOMPA
=====

```

```

-----
| DESCRIPTION | Skeletal monster, lives in portraits |
-----
| STRENGTHS | Element of surprise |
-----
| WEAKNESSES | Side Attacks |
-----
| ATTACKS | Chomp |
-----
| TO DEFEAT | Rat-a-Tat-Rap |
-----
| DIFFICULTY | 3/5 |
-----
| LOCATION | Mad Monster Mansion |
-----

```

```

=====
QUARRIE
=====

```

```

-----
| DESCRIPTION | A rock. The worst enemy on the game |
|             | that sits there and does nothing |
-----
| STRENGTHS | None |
-----
| WEAKNESSES | Does nothing. At all |
-----
| ATTACKS | None |
-----
| TO DEFEAT | Beak Barge |
-----
| DIFFICULTY | 0/5 |
-----
| LOCATION | Spiral Mountain |
-----

```

```

=====
RIPPER
=====

```

```

|DESCRIPTION | Large living tombstone |
|-----|
| STRENGTHS | Big and powerful |
|-----|
| WEAKNESSES | Weak attack |
|-----|
| ATTACKS | Charge |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Mad Monster Mansion, Grunty's Lair |
|-----|

```

```

=====
SCABBY
=====

```

```

,-----,
|DESCRIPTION | Large blue scarab beetle- it flys |
|-----|
| STRENGTHS | Evasive |
|-----|
| WEAKNESSES | Weak attack |
|-----|
| ATTACKS | Dive bomb |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap |
|-----|
| DIFFICULTY | 2/5 |
|-----|
| LOCATION | Gobi's Valley, Grunty's Lair |
|-----|

```

```

=====
SEAMAN GRUBLIN
=====

```

```

,-----,
|DESCRIPTION | Green Grublin with a sailor suit |
|-----|
| STRENGTHS | None |
|-----|
| WEAKNESSES | Slow and weak |
|-----|
| ATTACKS | Swipe |
|-----|
| TO DEFEAT | Roll |
|-----|
| DIFFICULTY | 1/5 |
|-----|
| LOCATION | Rusty Bucket Bay |
|-----|

```

```

=====
SHRAPNEL
=====

```

```

,-----,

```

```
|DESCRIPTION | Floating Mine! |
|-----|
| STRENGTHS | Strong attack |
|-----|
| WEAKNESSES | Confined to water, self-destruct |
|-----|
| ATTACKS | Explode |
|-----|
| TO DEFEAT | Drain water, or leave well alone |
|-----|
| DIFFICULTY | 4/5 |
|-----|
| LOCATION | Treasure Trove Cove, Grunty's Lair |
|-----|
```

```
=====
SIR SLUSH
=====
```

```
,-----,
|DESCRIPTION | Annoying tall snowman with top hat |
|-----|
| STRENGTHS | Good shot, good defence |
|-----|
| WEAKNESSES | Immobile |
|-----|
| ATTACKS | Throws snowballs with accuracy |
|-----|
| TO DEFEAT | Beak Bomb |
|-----|
| DIFFICULTY | 4/5 |
|-----|
| LOCATION | Freezeezy Peak |
|-----|
```

```
=====
SLAPPA
=====
```

```
,-----,
|DESCRIPTION | Large mummy hand |
|-----|
| STRENGTHS | Appears out of nowhere |
|-----|
| WEAKNESSES | Confined to the sand |
|-----|
| ATTACKS | Slaps ground |
|-----|
| TO DEFEAT | Wonderwing |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Gobi's Valley |
|-----|
```

```
=====
SNACKER
=====
```

```
,-----,
```

```
|DESCRIPTION | A shark |
|-----|
| STRENGTHS | Quick to attack |
|-----|
| WEAKNESSES | Can be evaded. Confined to water |
|-----|
| ATTACKS | Bite |
|-----|
| TO DEFEAT | Don't just swim |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Treasure Trove Cove, Rusty Bucket Bay |
|-----|
```

```
=====
SNAREBEAR
=====
```

```
,-----,
|DESCRIPTION | An orange venus flytrap with eyes. |
|-----|
| STRENGTHS | Strong defence |
|-----|
| WEAKNESSES | Immobile |
|-----|
| ATTACKS | Snip |
|-----|
| TO DEFEAT | Invincible |
|-----|
| DIFFICULTY | 4/5 |
|-----|
| LOCATION | Click Clock Wood |
|-----|
```

```
=====
SNIPPET
=====
```

```
,-----,
|DESCRIPTION | Small green crab with large claw |
|-----|
| STRENGTHS | Dunno |
|-----|
| WEAKNESSES | Slow, and weak |
|-----|
| ATTACKS | Walks into you |
|-----|
| TO DEFEAT | Beak Buster |
|-----|
| DIFFICULTY | 1/5 |
|-----|
| LOCATION |Clanker's Cavern, Treasure Trove Cove, |
| |Grubty's Lair |
|-----|
```

```
=====
TEE-HEE
=====
```

```
-----
| DESCRIPTION | A green ghost that goes 'Tee-Hee' |
|-----|
| STRENGTHS | Good attack and defence |
|-----|
| WEAKNESSES | Slow to attack |
|-----|
| ATTACKS | Float, I guess |
|-----|
| TO DEFEAT | Wonderwing |
|-----|
| DIFFICULTY | 4/5 |
|-----|
| LOCATION | Mad Monster Mansion |
|-----|
```

```
=====
TICKER
=====
```

```
-----
| DESCRIPTION | A termite, what more do you need? |
|-----|
| STRENGTHS | Fast |
|-----|
| WEAKNESSES | Weak |
|-----|
| ATTACKS | Run |
|-----|
| TO DEFEAT | Roll |
|-----|
| DIFFICULTY | 1/5 |
|-----|
| LOCATION | Mumbo's Mountain, Grunty's Lair |
|-----|
```

```
=====
TOPPER
=====
```

```
-----
| DESCRIPTION | A carrot with eyes |
|-----|
| STRENGTHS | None |
|-----|
| WEAKNESSES | Just bounces |
|-----|
| ATTACKS | None |
|-----|
| TO DEFEAT | Roll |
|-----|
| DIFFICULTY | 1/5 |
|-----|
| LOCATION | Spiral Mountain |
|-----|
```

```
=====
WHIPCRACK
=====
```

DESCRIPTION	Large root
STRENGTHS	Numerous and powerful
WEAKNESSES	Immobile
ATTACKS	Whipcrack
TO DEFEAT	Wonderwing
DIFFICULTY	3/5
LOCATION	Click-Clock Wood, Grunty's Lair

=====
 WHIPLASH
 =====

DESCRIPTION	Pink tentical thingy
STRENGTHS	Invulnerable
WEAKNESSES	Immobile
ATTACKS	None
TO DEFEAT	Just avoid it
DIFFICULTY	1/5
LOCATION	Clanker's Cavern

=====
 YUM-YUM
 =====

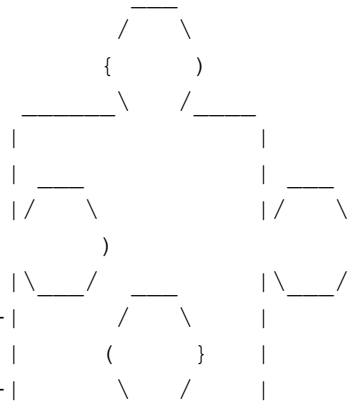
DESCRIPTION	Large clam with large tongue
STRENGTHS	Effective attack
WEAKNESSES	Slow
ATTACKS	Steals health, eggs and Red Feathers
TO DEFEAT	Rat-a-Tat-Rap
DIFFICULTY	3/5
LOCATION	Treasure Trove Cove

=====
 ZUBBA
 =====

```

-----
|DESCRIPTION | Big bees |
|-----|
| STRENGTHS | Quick and numerous |
|-----|
| WEAKNESSES | Confined to beehive |
|-----|
| ATTACKS | Sting |
|-----|
| TO DEFEAT | Rat-a-Tat-Rap, Wonderwing |
|-----|
| DIFFICULTY | 3/5 |
|-----|
| LOCATION | Click-Clock Wood |
|-----

```



```

=====
12)                STOP N SWAP                [IKSS]
=====

```

This is the truth about the Ice Key, Stop N Swap and the eggs. Here we go so listen close.

In a question and answer editorial from Rareware on 14/03/99 it was announced that the ice key and eggs would be used in Banjo-Tooie. Whilst playing Tooie, you would be able to go back to Kazooie and grab the ice key and eggs. You would then be able to go back to Tooie and put the items to good use.

Unfortunately, there was some kind of problem. There are many rumours that try to guess the nature of this problem. One theory was that you would be able to link Banjo Kazooie to Banjo Tooie by "hot-swapping". This is the idea that you could play Banjo Kazooie, turn the console off and then insert Banjo Tooie. If this is done within a time limit (around 30 seconds if I am not mistaken) then the "short term memory" built into the N64 would remember the actions that you just performed in Kazooie and that you could use the remembered information on Tooie. This theory suggests that Nintendo told Rare that hot swapping could potentially cause long-term damage to the console. This would mean that Rare would be liable for all the damaged systems and warranty claims. Therefore the idea was scrapped.

Another theory is that Rare simply ran out of time. With the PS2 released at this time Nintendo needed to release Banjo Kazooie fast. The linked play was not ready so Rare had to scrap the idea and put the game out as it was.

It is also rumoured that Rare were to use Lock-in cartridges, such as the ones used for Sega's Sonic and Knuckles. It is said that the time was against Rare (as said above) and the lock in cartridges had to be scrapped.

This said you can still collect the eggs and the Ice Key but you cannot do anything with them though, they are basically pointless. You collect them and

pumpkin. Exit the world and head out into the lava room (with the Gobi's Valley picture). On the right hand side of the screen is a narrow winding path. This is a difficult path to take, and your bound to fall off, but if you get over safely well done. Cheato will be inside and you can enter the cheat REDFEATHERS on the floor of the Treasure Trove Cove sandcastle. You will now be able to hold 100 Red Feathers as opposed to 50.

```
=====  
20 GOLDEN FEATHER MAXIMUM  
=====
```

Once you have raised the third water level switch. Quickly swim back to the first Rusty Bucket Bay entrance and swim through the hole in the wall. Go up the stairs and speak to Cheato, who will give you the GOLDFEATHERS cheat. Enter it on the floor of the sandcastle in Treasure Trove Cove and you can now hold 20 Golden Feathers.

```
=====  
BOTTLES CHEATS  
=====
```

Everytime you finish one of Bottles' Puzzles, (see Bottle's Secret Puzzles section) he will give you a cheat to input on the floor of the sandcastle in Treasure Trove Cove.

```
BOTTLESBONUSONE.....Big Head  
BOTTLESBONUSTWO.....Big arms and legs  
BOTTLESBONUSTHREE.....Small head, tall body  
BOTTLEBONUSFOUR.....Big Kazooie head and wings  
BOTTLESBONUSFIVE.....Big heads and feet  
WISHYWASHYBANJO.....Turns Banjo into a washing machine
```

```
=====  
STOP N SWOP CHEATS  
=====
```

These are the codes that will allow you to get the Ice Key and Secret Eggs. For more details on Stop N Swop go to the "Stop N Swap - All You Need To Know" section. Note that when you input these codes, the only recognition that the letter you have enter has been accepted will occur on the word "CHEAT". A "mooing" sound can be heard. After that there are no more signs that you have entered the correct letter until you have finished inputting the code.

```
=====  
THE ICE KEY  
=====
```

"CHEATNOWYOU CANSEEANICEICEKEYWHICHYOU CANHAVEFORFREE"
(Now you can see a nice ice key, which you can have for free)

Enter this code on the floor of the sandcastle in Treasure Trove Cove and the Ice Key will appear in Freezeezy Peak. Go into Wozza's Cave (see Jiggy in Freezeezy Peak if you are unsure). Inside, on the ledge where the Orange Jinjo sat, there was a window. This has no disappeared. Pass through the gap here and on a pedistal you will see the Ice Key. Once you collect the key you will open the Stop N Swap screen in the pause menu. This screen will record that you have collected the key and will also record the collection of the siz eggs.

~::~~::~~::~~::~~::~
CYAN EGG
~::~~::~~::~~::~~::~

"CHEATDONTYOUGOTELLHERABOUTHESECRETINHERCELLAR"
(Don't you go tell her, about the secret in her cellar).

Enter this code on the floor of the sandcastle in Treasure Trove Cove and the Blue Egg will appear in Mad Monster Mansion. Go down to the cellar (see Mad Monster Mansion Jiggy 3 if you are unsure) and in a wine cask that is usually in accessable will now be opened.

~::~~::~~::~~::~~::~
YELLOW EGG
~::~~::~~::~~::~~::~

"CHEATNOWBANJOWILLBEABLETOSEEITONNABNUTSTABLE"
(Now Banjo will be able, to see it on Nabnut's table)

Enter this code on the floor of the sandcastle in Treasure Trove Cove and the Yellow Egg will appear in Click Clock Wood. Enter Click Clock Wood and go into Winter. Head up to Nabnut's house and break the window to get inside (see Click Clock Wood Jiggy 1: Part One if you are unsure). You will find the egg on his table.

~::~~::~~::~~::~~::~
RED EGG
~::~~::~~::~~::~~::~

"CHEATTHISSECRETYOULLBEGRABBININTHECAPTAINCABIN"
(This secret you'll be grabbing, in the Captain's cabin)

Enter this code on the floor of the sandcastle in Treasure Trove Cove and the Red Egg will appear in the Captain's cabin in Rusty Bucket Bay. Go into Rusty Bucket Bay and go into the Captain's cabin (see Jiggy 4 of Rusty Bucket Bay if you are unsure). The egg is found on the Captain's bed.

~::~~::~~::~~::~~::~
PINK EGG
~::~~::~~::~~::~~::~

"CHEATOUTOFTHESEAITRISESTOREVEALMORESECRETPRIZES"
(Out of the sea it rises, to reveal more secret prizes)

Enter this code on the floor of the sandcastle in Treasure Trove Cove and Sharkfood Island will be raised from the sea in Treasure Trove Cove.

~::~~::~~::~~::~~::~=

BLUE EGG

=::~~::~~::~~::~~::~~::~=

"CHEATADESERTDOOROPENS WIDE ANCIENT SECRETS WAIT INSIDE"

(A desert door opens wide, ancient secrets wait inside)

Enter this code on the floor of the sandcastle in Treasure Trove Cove and a door will open in Gobi's Valley. The door is next to the place where Gobi gives you an Extra Honeycomb Piece. If you are unsure of the place a description can be found under the "Extra Honeycomb Pieces" header in the Gobi's Valley section.

~::~~::~~::~~::~~::~=

GREEN EGG

=::~~::~~::~~::~~::~~::~=

"CHEATAMIDSTTHEHAUNTEDGLOOMASECRETINTHEBATHROOM"

(Amidst the haunted gloom, a secret in the bathroom)

Enter this code on the floor of the sandcastle in Treasure Trove Cove and the Green Egg will appear in Mad Monster Mansion. Enter the world and on the first floor of the mansion, on the side facing the green pond you will see a breakable window. Inside you will find Loggo the toilet. Above him is the egg.

=====

WORLD OPENING CHEATS

=====

CHEAT THERES NOWHERE DANKER THAN IN WITH CLANKER.....Open Clanker's Cavern

CHEAT NOW INTO THE SWAMP YOU CAN STOMP.....Open Bubblegloop Swamp

CHEAT THE JIGGYSDONESO OFF YOU GO INTO FREEZEZY PEAK AND ITSSNOW..Open Freezeezy Peak

CHEAT GOBI'S JIGGY IS NOW DONETREKONIN AND GETSOMESUN.....Open Gobi's Valley

CHEAT THE JIGGY SNOW MADE WHOLE INTO THE MANSION YOU CAN STROLL..Open Mad Monster Man.

CHEAT WHY NOT TAKE A TRIP INSIDE GRUNTYS RUSTY SHIP.....Open Rusty Bucket Bay

CHEAT THIS IS ONE SO GOOD AS YOU CAN ENTER THE WOOD.....Open Click Clock Wood

=====

NOTE DOOR OPENING CHEATS

=====

CHEAT THESE GORIGHT ON THROUGH NOTEDOOR TWO.....Open Note Door 2

CHEAT NOTEDOOR THREE GET IN FOR FREE.....Open Note Door 3

CHEAT TAKE A FOUR THROUGH NOTEDOOR FOUR.....Open Note Door 4

CHEAT USE THIS CHEAT NOTEDOOR FIVE IS BEAT.....Open Note Door 5

CHEATTHIS TRICKS USED TO OPEN NOTED DOORS SIX.....Open Note Door 6

CHEAT THESE SEVENTH NOTED DOOR IS NO MORE.....Open Note Door 7

=====
ITEM INCREASE CHEATS
=====

Please note that if you use the "Instant 8 Honeycombs" cheat and you have 16 honeycombs, you will lose the extra 8 that you have earned.

CHEAT AN ENERGY BAR TO GET YOU FAR.....Instant 8 Honeycombs

CHEAT DON'T BE A DUMB BOG SEEMUMBO.....99 Mumbo Tokens

CHEAT GIVE THE BEAT LOTS OF AIR.....Infinite Oxygen

CHEAT BANJO BEGS FOR PLENTY OF EGGS.....Infinite Eggs

CHEAT A GOLDEN GLOW TO PROTECT BANJO.....Infinite Gold Feathers

CHEAT LOTS OF GOES WITH MANY BANJOS.....Infinite Lives

CHEAT NOW YOU CAN FLY HIGH IN THE SKY.....Infinite Red Feathers

=====
GRUNTILDA'S LAIR CHEATS
=====

So enter these codes into the floor of the sandcastle in Treasure Trove Cove to activate them-

CHEAT GRUNTY WILL CRY NOW THAT YOU VES MASHED HERE EYE.....Break Grunty's Statue Eye

CHEAT THEY CAUSE TROUBLE BUT NOW THEY RERUBBLE.....Remove All Breakable Walls

CHEAT WEBS STOP YOUR PLAYS OTAKETHEMAWAY.....Remove All Spider Webs

CHEAT SHE SANUGLY BATS OLETS REMOVE HER GRILLE AND HAT.....No Grille in Grunty Statue

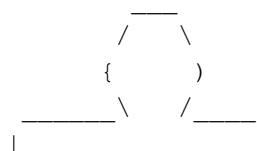
CHEAT YOU'LL CEASE TO GRIP WHEN UP GOES THE PIPE..Raise Pipe Next to Clanker's Cavern

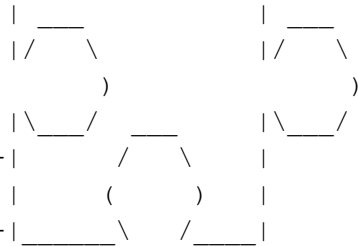
CHEAT BOTH PIPES ARE THERE IN CLANKER'S LAIR.....Pipes near Clanker's Cavern Raised

CHEAT THIS SHOULD GET RID OF THE CRYPT COFFIN LID.....No Lid on Coffin Near
Mad Monster Mansion

CHEAT YOU WON'T HAVE TO WAIT NOW THERE'S NO CRYPT GATE.....No Crypt Gate Near
Mad Monster Mansion

CHEAT UP YOU GO WITHOUT A HIT TO THE WATER LEVEL SWITCH.....Raise Water Level Near
Rusty Bucket Bay





14) FREQUENTLY ASKED QUESTIONS [FRAQ]

=====
QUESTION 1
=====

I'm having trouble reaching the Witch Switch in Rusty Bucket Bay. I jump and flutter, but I'm still too short. Help?

=====
ANSWER 1
=====

Take a long run up, then only jump at the last minute. At the height of your jump start to flutter, and keep A held down. Hopefully, you will have fluttered far enough to land on the Witch Switch. The alternative to this is to stand on the very edge of the crane and try to jump and flutter.

=====
QUESTION 2
=====

I have completed the game and I have unlocked all worlds and earned the double honeycomb upgrade. I have 2 Jiggies left, and extra notes- why?

=====
ANSWER 2
=====

Quote from Rareware 14/03/99-

"In an effort to make the game slightly less daunting for not-so-skilled players, we thought that having a bit of leeway in the required totals to finish the game was a good idea. If you don't believe that, then it's because we can't count properly."

=====
QUESTION 3
=====

Are the giant items behind the note doors before the final boss reusable or do they disappear after the first use?

=====
ANSWER 3
=====

Yes, they will reappear.

=====
QUESTION 4
=====

Where can I find screenshots of Banjo Kazooie?

=====
ANSWER 4
=====

<http://www.gamespot.com/n64/action/banjokazooie/screenindex.html>

```

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    |_____|                       |_____|
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15)          CREDITS                [CRDI] | ( ) |
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```

=====
THANK YOU
=====

www.GameFAQs.com for hosting this guide.

[GameFAQs Tips and Secrets](#) page where some of the cheats were sourced.

<http://www.rarewitchproject.com> for information on Stop N Swap.

All on the Banjo Kazooie message board on GameFAQs for providing the frequently asked questions.

To LivingNightMare185 for the basic section headers ASCII, though these have been modified slightly.

shoecream for the Banjo Kazooie ASCII.

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    |_____|                       |_____|
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16)          CONTACT INFORMATION      [CNNF] | ( ) |
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If you have any questions or queries THAT ARE NOT ANSWERED IN THE GUIDE, then you can contact me at entirelyconfused@hotmail.com. I cannot emphasise enough that if questions that are asked are already answered in the guide, they will be ignored. Also you can notify me of any mistakes or anything you'd like to add to the guide at the same address. Could you please give you e-mail a specific title as otherwise it will probably end

up in my spam folder.

Thank you,

- Rockin N Deep

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