

# Banjo-Kazooie The Best Banjo-Kazooie FAQ

by marshmallow

Updated to v2.2 on Mar 9, 1999

\*\*\*The Best Banjo-Kazooie FAQ\*\*\*

Author: marshmallow

-It's not the best?! I put hours and hours of work, my heart, and my soul into this so it better be the best =)

This FAQ/Guide will cover every square foot of Banjo & Kazooie, but I suggest you don't use it! It would be terrible if you ruined this gem of a game, but if you're stuck or need help, then look no further.

=====  
Version 2.2

Revision History:

March 9th - Well, I spellchecked the entire thing with my new Spellchecker. New things? Changed font. Anything else? No :)

Something: Well, Tyler told me that in Click Clock Woods, in summer, you can get the Jiggy in the cabin by getting it in FALL! And it's easier because there isn't a gap! Well, thanks, Tyler. So what's been updated? This, and the credits section.

Last Revision: I apologize to Y0SHiX642, I was supposed to give him credit for giving me the correct note counts. But some other people corrected me as well, so I thank you guys, too! So...not much of an update, huh? Well...uh...yeah, I'm sorry, but what did you expect? I've pretty much covered everything there is...oh! In MMM (Mad Monster Mansion) there is a hole to get in that one ramp place...and some people told me about it...(see Credits section).

September 16: Added a new section...Also fixed notes count in CCW, it's...

Spring: 20 (that includes the four by the entrance)  
Summer: 16  
Fall: 48  
Winter: 16  
So theeeeeere!! :)

=====  
\* - updated

Contents

- - - - -

- 1) Introduction
- 2) Basics
- 3) Tips and Tricks
- 4) Walkthrough
- 5) The BIG list
- 6) Secrets
- 7) Items
- 8) Enemy List
- 9) Boss List
- 10) Characters
- 11) What did she say?
- 12) OK!!!!
- 13) FAQ
- 14) Legal Stuff
- 15) Credits \*
- 16) The End

-----  
1) Introduction  
-----

This is Rare's gift to Nintendo, and what a gift it is. If you haven't bought it already shame on you!

Plot: Once upon a time in a far away place there was a witch named Gruntilda, she was an ugly as anything could be. She wished to be the most beautiful person anywhere, anytime. So she captured the most beautiful girl in the land, Banjo's sister, Tooty. She is stealing the beauty from her so she will be pretty. She has locked her castle with Jigsaw Pieces in which Banjo and Kazooie must collect. Good luck!

Ok, so it's a little more than that (very little), just watch the introduction in the game!

-----  
2) Basic

-----

Here I will list the basics, but Bottles will tell you pretty much all of this.

Controlling Banjo is quite easy, it's just like Mario.

-Banjo's Moves-

Moving: Control stick

Camera Controls: C buttons.

Punch/Slash: B button

Jump: A button

Crouch: Z button

Roll: Run in any direction and then push the B button

Flap Flip: Hold the Z button then jump (A button) (like Mario's Blackflip)

Paddle: While under water tap the A button

Dive: Push the B button while on the surface of the water

Climbing: Jump onto a vine, pipe, or tree and then climb up it using the control stick.

-Kazooie's Moves-

Feathery Flap: After a jump push A, this is great for adding distance to your jumps or landing on small platforms.

Rat-a-tap tap: While in the air (after a jump usually) tap the B button.

Talon Trot: Z plus C left. Kazooie can walk faster and can go up steep hills. Hold Z after this. But you can't use any attacks while in this mode.

Shooting Eggs: Push the Z button then the direction of either up or down with the C buttons (C up for up, C down for down). Note: You must have eggs to do this.

Strong Paddle: While under water tap the B button

Beak Barge: Z button and then B

Beak Buster: Jump and then push Z (Like Mario's butt stomp)

Flying: Use the control stick to move around, push A to ascend (costs one feather) and R for sharper turns.

Beak Bomb: While flying push B and Kazooie will go hurtling through the sky like a missile. This is great for solving \*certain\* puzzles, defeating baddies, or getting through a level quicker (I went through half of Gobi's Desert with one push!).

Wonderwing: You need at least one gold feather for this. Press C right while holding Z, after that just hold Z.

Well, that's it for the controls. Let's move on to the gameplay.

You start out in a large overworld, a lot like Mario's castle or Diddy Kong Racing's (DKR) overworld. To un-lock new levels you must find a certain number of Jigsaw Pieces and other assorted items. Think back to Mario's stars or DKR's balloons, same idea, kinda.

To open a level you must first find it's puzzle, here you put the amount of pieces you have in until it's complete. When it's complete it will open it's level elsewhere. The entrance may be a pipe, a door, or something fancier, like a treasure box.

Each level has 10 Jigsaw Pieces, they are usually very hard to find/win. To get one you must complete an objective or just find one! Hidden ones are usually in either hard to spot places (e.g. behind a pillar), or just plain to hard to reach places (e.g. a high ledge). Others must be taken from a boss character (s). Either way, you want to collect as many as possible.

To move forward in the Witch's lair you must find a lot of Musical Notes. There are note doors which can only be opened when you find the amount that's listed on the door.

Here's a little list I put together, it's the terms that I use for the attacks. Just so you're not left in the dark.

Charge = Beak Barge

Stomp = Beak Buster  
Bomb = Beak Bomb  
Glide = Feathery Flap  
Using Kazooie (kinda sick, huh?) = Talon Trot  
Backflip = Flap Flip  
Peck = Rat-a-tap tap  
Fart eggs = Shoot eggs using C down  
throw eggs = Shoot eggs using C up  
Use gold feathers = Wonderwing

-----  
3) Tips and Tricks  
-----

Sometimes you might find a VooDoo magician, Mumbo Jumbo. He will help you by turning you into an animal of somekind. But not without a price, of course. The price? A bunch of Mumbo Tokens! The amount of Mumbo Tokens is listed on a sign. While in animal form you can do things that neither Banjo or Kazooie could ever do, read ahead for descriptions.

Termite: As a termite you are very small, just like any other termite. Since you're small you can go into small openings and through the smallest tunnels. You can also climb really steep hills, hills so steep no even Kazooie can get past them! But be careful, you can not attack in this mode!

Alligator: You are smaller than what you used to be, so you can go through small openings. You can attack by pressing B, other than that...well, you can go through piranha infested waters too. Pretty useful, huh?

Walrus: You can go through icy waters, can't attack, are small...that's it! You'll see what you can do with it in the walkthrough though.

Pumpkin: Why oh why did those psychos (I mean that) at Rare do this? The only pro I can think of is that it's small, other than that it's all cons! Can't attack, slow, can barely jump, and..wait! I thought of another pro! The delightful "splat!" when you land always brings a grin from anyone in the room.

Bee: The bee is quite useful, it can climb steep surfaces and it can fly! The best part? You don't need any feathers! Just press B to go higher, the only con is that it's hard to land (a descend button would be nice...). Push B to go faster. Like all of Mumbo's creations, you're smaller.

For here on I will list everything in this section like a list

Defeat the annoying green ghosts in Mad Monster Mansion with gold feathers, same goes for any other seemingly invulnerable creature.

Stomping on a crab when it's NOT flipped over will yield two (instead of one) honeycombs!

The super honeycomb is REALLY called the extra honeycomb, but I'm too lazy to fix it!

You don't always have to use the backflip like in Mario 64, you can just be running and do it! Although if you want more height, the Mario way is the only way to go.

If you want to cover ground quickly then use Kazooie to walk around instead of Banjo.

When falling through the air at a great height, glide using Kazooie so that you don't lose damage, do this right before you hit the ground. Although if you fall too far then you can't do this.

Un-like Mario 64 getting underwater and then out will not heal you.

If there is a door then egg it or charge it.

Don't stick to one attack, use them all! They come in handy in certain situations.

-Mini Game List-

Banjo-Kazooie has many mini games, but they aren't like Mario's Example: Race a turtle (although there is a race...). Here I will explain them and give you hints and tips.

1. Yumblies and Grumblied

This can be found in BubbleGloop Swamp. There are three difficulties...

Easy

The object of this game is to eat the red yumblies, eat more than Mr. Vile and win. Simple enough, since this is the easiest game there's nothing much to tell you.

Normal

The object is to eat more red yumblies than Mr. Vile, but there is an added feature, yellow grumblies. They aren't ripe, so you shouldn't eat them. If you do eat one you will be dis-abled for several precious seconds. A tip here is to go to the front where you can see the entire area, this way you can see where the majority of the red yumblies are.

#### Hard

This is the hardest and is always close, winning by more than two points is a feat. The object of the game is to eat what is shown at the top of the screen, either red yumblies or yellow grumblies. If you see that Vile is eating a string of what you need then get in front of him so you get everything and he doesn't get squat, it will take the AI a second or two to break off.

#### 2. Racing With Boggy as a Walrus

This can be tricky if you screw up, the object is to go in between the red flags and beat Boggy to the end of the course. Before he says "GO!" press the control stick all of the way forward, this way when you start you will be going down the hill at full speed. When going up a hill, especially at the end, jump rapidly and you will go up it faster. When the gates are rather far off to the side, like at the end, don't press forward all of the way, it may decrease your speed but still. Near the end Boggy will slow down considerably, grab the chance and win.

#### 3. Racing Boggy on foot

No tricks really, except jumping up hills. At first you will lay behind because you have to get the speed boots but you'll catch up. Oh, here's a trick that works for both races, at the last house where you fall off, jump way far. If you make it and land on the bridge you'll get some room to maneuver the gates because this is where Boggy starts to ram you, but if you jump far enough he'll have to catch up.

#### 4. The Boat Puzzle

At the front of the ship in Rusty Bucket Bay are several switches, they look like this

!1 !2! !3!

The combination is 3 2 1 1 1 1 If you get one wrong you will have to start over AND you will lose one honeycomb

#### 5. Treasure Trove Cove Puzzle

In the sand castle is a large puzzle, some tiles have a letter on them. Spell out B A N J O K A Z O O I E to get a Jiggy

#### 6. Pyramid Maze

You only have 60 seconds to get out, I'm not sure what happens if time runs out though. Turn to Banjo's right at the beginning and then follow the path to the end, you might meet a few Mum-Mums so be careful. Break off from the path to find a Witch Switch.

#### 7. Old Shack Mystery

This is in Mad Monster Mansion, hop onto the large ice thing and now use the control stick to slide around. Along the edge's of the room are either a) Letters or b) a Gruntilda tile. Touch b and you will lose one honeycomb. Circling near the edge is a purple ghost, beware him because he will knock you off the ice thing. Slide on the letters to enter them. Spell out B A N J O K A Z O O I E to get a Jiggy.

#### 8. Matching Game

In Gobi's Valley the last pyramid has a matching game. If you can match two tiles then they stay that way, like that one card game...I forget what it was called. Match them all and you get a Jiggy.

#### 9. Clanker's Green Rings

In Clanker's stomach are many rings, jump through the green one and the next one will turn green. Go through all of the green ones to get a Jiggy! You only get 50 seconds, and if you screw up you have to start over!

#### 9. Grunty's Furnace Fun

This is nearly a level of it's own, you must go across a giant gameboard, at each square you must answer a question or do some timed task, at the end is Tooty and Gruntilda, the host. Everytime you make an incorrect answer you will lose one honeycomb, and on the death tiles if you make a mistake you die...here are all of the tiles and what you must do to pass them. Don't worry about energy, there are several empty tiles that have honeycomb pieces on them.

#### Banjo-Kazooie Tile

Here you must answer a question about the game, whether it be how many

huts were by Mumbo's Hut, how many eggs you can carry, what is a move called, a level, etc.

#### Eye Tile

Gruntilda will show you a picture from a 1st person view of a level, it might be a close up picture where you can barely see anything or a long shot of something obvious! The question is what level you have been in.

#### Music Tiles

This is always random, you either have to hear a character's voice and answer who it was, an item's noise when you pick it up, or a level's music!

#### Clock Tile

Get on this and you will be warped to a boss, a puzzle like the one in Treasure Trove Cove or the matching game in Gobi's Valley, or maybe something else. The catch is you have barely any time to complete it and any hits you take in there will count!

#### Gruntilda Tile

This is where Brentilda comes in to play, if you've talked to her some of her words always shake, right? Well here you must answer questions about Gruntilda herself! Like where she went to school, her favorite color, smell, etc. Note: Each new game always have random answers, so if the correct answer in game 1 was "smelly socks" then it may be wrong in game 2.

#### Skull Tile

These questions are always random, it could be from anything, just pray for something easy. If you get it wrong you will be flipped into the lava, that would kill you....duh.

#### ----- 4) WalkThrough -----

Note to readers: When you find a Jinjo I will list it as (whatever the number is). I will list Jiggies (Jigsaw Pieces, same deal) as (\*whatever the number is). Ok? OK.

#### Level 1 (technically): Spiral Mountain

This is where you begin your game. You only have one move, jumping. Look around for mole hills, go up to them and find Bottles the mole. He will help you by teaching new moves. Of course, after you "learn" each move you must practice it a bit. Or, if you already know everything then press B when he asks, don't worry, you can still get all 6 super honeycombs. So if you did that just ignore everything below and get the super honeycombs.

From your house go forward and talk to bottles. After that go forward again, after some walking you'll come to him again. He'll teach you about the camera, now you can use that. You can go left or right, it's a circle. Let's go left, shall we?

Stop at the tree stumps to learn some jumping moves, use a backflip to get the super honeycomb. Keep going and you will find him again, here he tells you about swimming. Dive into the pool and collect the super honeycomb that is in the little aclove. Return to the same spot where you left bottles, or you will get really disorientated. Break off from the flowers and jump from the platform to platform, if you fall try again, you need to use the glide on the last jump. Your prize, another super honeycomb.

Jump into the little cave and get the 1-up, you'll need plenty of these if you're a first timer. Get back to where you entered and cross the bridge. Talk to Bottles again, he'll teach you how to climb stuff. Go back to a previous tree and climb it to get a super honeycomb. Ignore the bridge to the right for now, go to the brown corner and learn about the skidding peck (or the charge). Defeat all of the rocks get a super honeycomb! Go to the place that looks like a farm, this is the last training place. You will learn about rolling, pecking, and punching. You get another super honeycomb. Remember that bridge I told you to ignore? Go up it and go across the long bridge, now enter Gruntilda's lair...

#### Gruntilda's Lair

Go left and jump up the many platforms. At the top is a Jiggy (Jigsaw Piece...same thing!). Now go right, you can't really go anywhere else! Go up the hill and put the one piece into it. Now you can go into Mumbo Mountain!

#### Level 2: Mumbo Mountain

You can do any level anyway you want, they are very non-linear. But here is how I usually do it.

Go to your right and do a backflip to collect the Pink Jinjo (1). Behind the pillar is a Mumbo Token. Go across the bridge, this will net you a lot of notes. In the water is an island with a Blue Jinjo (2), underneath it are some notes. Swim to the other side and go up the ramp, or you could across the bridge, same place.

Watch out for the Bull and note the Bee Hive in the central platform. BTW, you're safe there. Go right, up the ramp with all the notes. Go to the right, killing all the termites. When you get to an entrance in the middle pillar enter it. Use a backflip to obtain the Mumbo Jumbo token. Go back outside and continue around the pillar, head up the steep hill (you don't have to learn the Talon Trot to do this) and learn the stomp (or beak buster for you technical people). Go back to the main pillar and head up the ramp with all the notes.

Talk to Bottles to learn about the Talon Trot. Use it to get the ton of notes, the orange Jinjo (2), then the Jiggy in the middle (\*1). There is a Mumbo Token behind one of the pillars, plus a bunch of eggs stashed away between some. Slide down and return to where the Bull is. Run across and get to Conga, a boss like character. He will throw oranges at you. There are some orange switches around you, stand on them and when he throws an orange move out of the way. It will hit it and it will be turned off. Turn them all off for a Jiggy (\*2). Keep going and talk to Chimpy, a weird looking monkey.

Go back and climb the tree Conga is on, grab the orange. Return to Chimpy and give it to him. You will get a Jiggy as a reward (\*3) plus the stump he is standing on will rise. Do a backflip to get to the upper path, collect the billion eggs then talk to Bottles. Get the Mumbo Token and go along the logs to find the witch switch, stomp on it to reveal a Jigsaw piece in the Witch's Lair. Go up to the log where Conga is facing you. Use the eggs from bottles to defeat Conga, giving you a Jiggy (\*4).

Use the Talon Trout to climb the large hill, getting the billion or so notes, plus the yellow Jinjo (4). Go up where you learned the Talon Trout, then where the termite place is. Go up the hill where you learned about the stomp. Use it on all the huts to get the following: a bunch of notes, some eggs, a dino, a green Jinjo (5) (which will get you a Jiggy (\*5)) a 1-up, and a Jiggy (\*6). Take note of the beehive in the corner. Get the Mumbo Token underneath the stairs. Now go onto the central platform, facing the totem pole.

When the mouth is facing you throw an egg into it, when all the sections are down you get a Jiggy (\*7). There is a super honeycomb above it, to get it just jump on the last remaining section of the totem pole and jump to it!

Before going into Mumbo's hut, get all the goodies on the hill next to it. One of those is a Jiggy (\*8). Before you enter the hut do a backflip to get a nice Jiggy in the eye (\*9). Collect all the notes and then talk to Mumbo, you now will be transformed into a termite! Hightail it back to the termite's mound.

Talk to the termites along the way, they want your stuff so get away from them! =) Jump from platform to platform, as Banjo (or Kazooie) you couldn't make them because they are almost vertical, but now you can! After awhile (and collecting lots of stuff) you will reach the top. Get the 1-up and the final Jiggy (\*10). Since your outside, jump off! Try to aim near where the Bull was, collect the super honeycomb that is in the side of the mountain, use the 1st person view if you can't see it. Now just walk to the exit! This was the easiest level, not to mention the smallest! So get ready to tackle some more! Oh, and don't worry, the fall won't hurt you as a termite.

#### Gruntilda's Lair

The second you get out there climb the wall, you can only do this as a termite. At the top is the Jiggy that you got from the Witch Switch. Go back to where you collected your first Jiggy. Along the way you will turn back into Banjo. Now that you have the Talon Trout you can climb the steep hill, do so. Talk to bottles, well, the game forces you to =) Note the beehive. Enter the note door, you will have enough.

Talk to Brentilda if you want...she comes in handy later in the game. Go and activate Treasure Trove Cove, it's to the right. Go down the stairs to the left, you will find some eggs, a Mumbo Token, and a Cauldron! Talk to it to activate it, now go back to the previous room.

Go up the green ramp, it will lead you to the sewers. Go into the pipe that is spilling water. There is a large hole in the pipe, use it to exit the pipe (follow the path and you get to a dead in). Activate the Cauldron. There is a Mumbo Token on top of pipe. Go back to the sewer room.

You can either climb the hill with Kazooie or go down the cliff to another section, choose the cliff. Don't bother with the underwater pipe, but don't ignore the tunnel in the wall! Enter it...Go across the water and backflip into the treasure box.

Almost every tree around here has a bunch of feathers or some notes, just telling that to you now so I won't have to point that out everytime there's a tree!

Grab the notes in the corners and skedaddle to the edge of the water. Jump to the side of the blue Jinjo so that when you press B to dive you collect him (1). Go to the left of the beginning, there is the boss: Nippy. Defeat him so you can enter his shell. Behind his shell is a Mumbo Token. Enter his shell now. Go down the twisting halls and defeat the two crabs, collecting the notes, the eggs, and the Jiggy (\*1).

Behind the shell is an ocean, duh, but to the right and back is a super honeycomb, when you go swim to get it make sure you have full life or near that because you will get bitten by the shark once or twice. Go back to the beginning and go into the path directly in front of it.

Take a dip in the water and head into the small opening in the ship. Grab the notes and the giant hunk of gold. Go back out and follow the path to the left, now you're on the deck of the ship. You'll throw him the gold, climb the pole to get a Mumbo Token. Near it is a small square on the deck, pound it to get to another room in the ship. Swim to all the notes and the gold piece, but don't forget the Mumbo Token. Throw it to Blubber face and get his Jiggy (\*2). Go up the ramp and climb the nets, then the other one too, since they are lined with notes. Talk to Bottles to learn how to fly!

Get the feathers, climb the pole to get a green Jinjo (2), then hit the launcher and go zoomin'! Fly towards the cavern in the tunnel that is on the left, it has a treasure chest. Do a backflip into it and get the Jiggy (\*3). Now fall (heh) back to the ship, climb the crates that are near it. Talk to Bottles to learn about the Flip pad. After that head in the opposite direction and collect all the notes, a whole lot isn't it? On one of these paths you can see a small lake with a mine in the middle, drop down to a ledge and fart two eggs into the little bucket, since you were so nice he will drain the water in the lake! Don't go down, use the flipper to get back on the path.

Go back to the molehill and use the flip pad to get a Mumbo Token, then use all of those pads to get across the gully to the island with all the stuff! Then there's the pink Jinjo (3). From the platform you can clearly see a bunch of platforms across the way. Just get over there via the pads, your prize? A Jiggy (you were surprised? \*4) Near the platform is a small box with a super honeycomb on it, although it's way out in the ocean (sharky time!). Head backwards and you will find the empty lake, head inside. Complete the puzzle (see Tips and Tricks) and the gate will open, defeat the crab and get the Jigsaw piece (\*5). Go back to the place with all the flippers.

Go down near the platform, you will see a Mumbo Token behind it. Continue along the path to the north. Collect the booty in the treasure boxes and go to the small tower. At the top is a launching pad, stomp on the big X and it will turn into an arrow, use the pad to fly to the next pad (where the arrow is pointing) and stomp on the X again! Do this until you're back near the tunnel. Stomp on the huge X behind the platform in the sea, use an egg to crack the treasure box and the Jiggy is yours (\*6).

Go back to the launching pad at the tower, you have a clear view of the caverns of before. Go to the tunnel on the left. Head left and you will see a yellow Jinjo on a tree (4). Go up the twisting path, use the flipper if you want a small shortcut. Behind the tower at the top is a Witch's Switch, stomp on it to reveal another Jiggy in Gruntilda's Lair. What is that? You can't enter the door? Just shoot it with an egg!

Enter it, collecting the Mumbo Token. Use the flipper to get the Jiggy (\*7) on top of the tower. From here you can see the entire level! Big, ain't it? Go back to the caverns where you enter this place. Look to your right (using the 1st person view) and jump down there! Quickly get to a box before the shark can get you. Get onto the large structure.

Go across the thin (and I mean thin) path behind the ladder and get all the eggs and the Jiggy at the end (\*8). Return to the ladder and go up all of them until you reach the top. Take the time to get all the notes and the two Mumbo Tokens inside of the treasure chest. Dive into the pool and collect the Jiggy (\*9) at the center.

Jump across the gap and get the 1-up, at this same level is an orange Jinjo (5, another Jiggy! \*10). Then jump down to the lower section and collect all the treasure. Head to the launching pad and fly to the entrance to exit outta here!

#### Gruntilda's lair

After exiting the stage go over to the other side of the room and jump on the cannon that is sticking out, it will lead you to the top of the ship. Get the feathers and the Jiggy piece! Go back outside and climb the pipes that are on the wall, see the pipe that is spilling water? Above it is a tunnel, remember it.

Go back to the previous room where you activated the 2nd level. You know, the one with the giant Gruntilda mat on the floor. Use the flipper to reach a picture of Clanker's Cavern. Activate it and go back to the tunnel above the pipe, enter it. Hit the switch and two pipes will rise above the water. Use them to get to the other side, beware of the mine in the water. Enter the pipe, it's the entrance to Clanker's Cavern.

#### Level 4: Clanker's Cavern

Drop down out of your pipe and take care of the crab. Go up the ladder that's on the wall to the left. Jump up onto the left pipe. Tip toe up to the hole in the wall, when you're next to it a giant green worm will pop out. When he goes back in his hole run past it, if he comes out peck it. Do the same with the next ones and jump from platform to platform getting all the goodies.

There is a yellow Jinjo (1) behind the beehive. Drop down into the water and swim down the pipe. You first priority here is to clean out all the items. There is a blue Jinjo in one of the passages (2) and a Jiggy too (\*1). Don't forget the super honeycomb cleverly hidden in an upside down pipe! One of the ledges has a beehive on it. Climb up to it and jump on the pipe. Follow it to a flipper, go up there and glide to all the goodies!

Drop down and quickly collect the gold feathers, there are some more underwater in the pipes. The very back pipe (behind Clanker) is a green room with mutated crabs. Defeat them all and you get a Jiggy (\*2).

Return back to Clanker and swim to the bottom, notice the big piece of chain? Swim to the very bottom where it is, there's a green Jinjo (3). Now here's the tricky part, swim through the key that is in the lock three times and Clanker will rise up and now you can jump on him! If you start to run out of air look for a fish who is blowing bubbles, if you swim through one you get more air.

Return to the surface and jump on Clanker, collect all the notes and the Jiggy (\*3). Head over to his tail fin and climb up on it, be very careful. At the top jump on the pipe and shoot eggs at the gate, it will open. Grab the contents, a Jigsaw piece (\*4). Stand on his head and look at the gray bolt in his blowhole, stand on it and it will rocket up to a platform. Follow the path to a Jiggy (\*5). Drop back down and climb on on his bolt again, except when it blows drop down and enter the hole where it used to be.

Stomp on the Witch Switch and run as fast as you can forward. Don't try to stop to avoid the blades, usually if you time it right you'll go through undamaged. But even if you get hit keep running! You'll get to a Jiggy (\*6). Head into the hole. Jump on the launcher and fly to the end of the belly...guys, this is original! You are a bird and bear flying inside of a giant whale's belly looking for a puzzle piece!!

Go into the little hole and talk to Bottles (how in the hell did he get his tunnels in here???) and learn how to use Gold Feathers. Use it to get to the end where you'll get a Jiggy (\*7). Go back and drop into his stomach acid pool. Collect the stuff and complete the puzzle (see Tips and Tricks). Your prize is a..ta da! Jiggy (\*8)!

Since the water rose you can get into all the tunnels you couldn't before! One of them has a pink Jinjo (4). Swim through the exit and you will come out of his gills. Walk to the platforms by his teeth, shoot eggs at the gold teeth until they come out. When they are both out he will swallow the Jiggy, just go into the holes that the teeth left and you will get it (\*9)! Drop down into his mouth to get all the notes, swim back to his stomach and exit his gills, again.

Ok, you're probably wondering where the last Jinjo is, right? Well head on over to Clanker's left flipper. Use it to hop onto the ledge with a flipper. Kill the worm thing that pops out and use the flipper to flip to the pipe on the wall...it's to the left. Jump to the structure and butt stomp on the grating and you will get the final orange Jinjo (5) and the final Jiggy (\*10)! Jump out and head on over to the pipes with tons of notes, collect them. The pipe with grating AFTER the orange Jinjo has a super honeycomb. Swim back to the exit.

#### Gruntilda's Lair

Stomp on the switch to your right and you'll cause a pipe to go up revealing another entrance! But before you do that go back to the mat of Gruntilda, the place where you activated Treasure Cove Clove. Stomp on the two eyes that raised and you'll get a Jiggy!

Now return to where you raised the pipe and jump onto it and from there follow the pipe until you reach a switch, pound it and a sewer door will open. Fall down into the water and swim into it. Follow the two paths until you get to the top, it's the place where you can open up Bubbleloop Swamp! Do so!

Backtrack to the place where the pipe is spilling out water, go up the hill using Kazooie and go through the note door, you only need 180



notes. You should have a lot more than that!

Collect the feathers if you wish, but just beware the giant fish! Wow, I made a rhyme! How cool was that?! Anyways, follow the path to the left and you will reach another hill, climb it using Kazooie. Slide down the wooden pipe, keep going forward until you reach a building with BubbleGloop Swamp on it, enter it.

#### Level 5: BubbleGloop Swamp

Turn left and defeat the frog, talk to bottles to learn how to use the Wading Boots. Climb the poles around this level to get the items! Just telling you that so I won't have to say it everytime there's a pole. Shoot an egg in the alligator thing so that it transports to another place. Track it down each time and after awhile you'll get a Jiggy (\*1).

Go right and go across the green path, glide over to the platform with a yellow Jinjo on it (1). You can not touch the green water because if you do the piranhas will snap at you. Jump across the gaps or run across the logs and when you get to a Jigsaw Switch hit it, a Jiggy will appear for a small fraction of time. Run across all the paths being careful not to fall off (\*2).

Collect all the notes and stuff around here, including the green Jinjo (2). Drop down from that platform and you will land on the switch again. Go to the left as if you were from the beginning, and you will find a bunch of frogs and a pair of wading boots. Use them to cross the water and collect the notes behind the island with a giant pink egg. Before the timer runs out get on the island. Use the flipper to get on top of the egg, butt stomp on the X. Now get down and peck the X. Stomp on the X. Charge peck into the X and then stomp, the Jiggy is yours (\*3).

From the island with the Jiggy switch go left, you will reach some bosses, the yellow frogs. Defeat them for a Jiggy (\*4). Go right towards the turtle, stomp on it's flippers and he will cough out a Jiggy (\*5). Get the boots ontop of his shell and get the orange Jinjo behind him, it's in the water (3) Go through his mouth to find Tiptup (He doesn't look like TipTup to me!). There is a super honeycomb above his desk. The best solution I could give you is to get out some paper and when they croak put a R for red, Y for yellow, B for blue, etc. And then use that as a guide. After three times you get a Jiggy (\*6).

From the boss pad go forward and stomp on the huts so you get a flipper. Keep going until you get to the hut with a Jiggy (\*7). You also hit the Witch Switch! Later, when you're the alligator come back here and get the pink Jinjo (4).

From the boss pad go left and go past the Alligator head, collect the blue Jinjo on the poll (5) to get a Jiggy (\*8)! Go across the path and collect the boots. Go through the long, twisting hallways until you reach land. Get the boots and keep doing this until you reach another Jigsaw switch. Hit it and hold R so the camera is always right behind Banjo, this makes things a lot easier when trying to get the Jiggy (\*9) that is across the narrow path.

Walk into Mumbo's Hut, if you have 10 (and if you don't you really suck at this game!) Tokens he will turn you into a Alligator. Go to the giant Alligator head and go through the nostril. Play with Vile The Crocodile (see Tricks and Tips) until you win the Jiggy (\*10). Go back and warp out of this swamp!

#### Gruntilda's Lair

Go behind and you will find a tunnel, head down the path and you will find the Freezeezy Peak picture, activate it. Go over the boardwalk and back to being Banjo-Kazooie! Head back to the giant Gruntilda statue, on the right side of it are a lot of platforms. Go through the notedoor, you need 260 (I think) so it shouldn't be a problem. There are two doors you can't get through in this room, they can be broken by a lot of egg shots. One of them contains the first Blue Gruntling, so be careful. Hit the switch and go back to the main room, there will be a flipper circling the pot in the center. Jump on it a go down the pipe, you now get the Jiggy in the Gruntilda statue!

Go back to the main room, go up the stairs to the left of the statue. Destroy the spiderwebs with a lot of eggs, either from the butt or from the beak. You can find a cauldron in here, the first shortcut in the game. Go to the tunnel a little to the right, it's the entrance to Freezeezy Peak.

#### Level 6: Freezeezy Peak

Before this level I would go to Gobi's Desert and collect the running shoes from Bottles, because you need them in this stage.

Head down the hill and you will talk to Boggy, the misfortuned polar bear. After the next hill head left, stomp on the box that is jumping up and down. This is a kinda of mini-game, just kill the first monster, the 2nd, and the 3rd, head back and when the 1st pops up kill him, the 2nd, the 3rd, etc. When 10 lights make it to the tree you've won! Go behind

the lake and shoot three eggs at the switch, it will light up the tree.

Do this very quickly, head on down the path and jump on the launch pad, make your way back to the tree and fly through the star at the top three times, it will crack the glass around the first Jiggy. Go up the boardwalk and jump in the tree's pot, climb up. On each level there are a bunch of items, collect them. The first level has a present too, collect it. When you get to the very top collect the Jiggy (\*1).

Run on over to the giant pile of presents, learn the Beak Bomb from Bottles. At the top of the presents is a pink Jinjo (1). Jump on the little islands to get to the feet of the giant SnowMan, and I do mean giant! In real life I would say he towers a few 100 feet. Near here is a large island with a present on it, get it and hop on over to the path behind it. Climb up it and go up the Snowman's scarf, it serves as a ramp. At the top you will be on his neck, see the big stick he is holding in his right hand? At the top of it is a blue Jinjo (2).

Go to the front of his neck, don't hop on the sleigh! Just use the flipper to get on his mouth, which is made up of very long logs. One of them sticks out a great length, this is his cigar. At the end where the smoke would come out is a Jiggy (\*2). You should have also collected the third and last present. Go back down and hop on the sleigh, after the cutscene you are at Boggy and he coughed up the Jiggy (\*3), gotta love those sound effects ;)

Head to the right instead of the left and you will reach a bunch of houses, one of them has a green Jinjo behind it (3). After collecting the items go past the river and into Mumbo's Hut. Once inside you have probably noticed the yellow Jinjo at the top because you can hear him screaming "Help!" and whistling at you, so get him (4)! After getting him talk to Mumbo so he will transform you into a Walrus.

Go back outside and get all the items in the pools that you couldn't before, go back to the big pile of presents, in front of it is a path, follow it. You will meet Wozza the Walrus (check him out before warping into a Walrus and he will run away in fright...haha), talk to him and he will give you the Jiggy (\*4). Follow him into the cave, go through the pool through the long, thin tunnel and at the end you will get some items and a super honeycomb.

Go near the houses where you collected the green Jinjo and you will find a path, go up it and you will find Boggy again, agree to race him (see Tips and Tricks). If you win you get a Jiggy (\*5). You are near Wozza's cave so go into it, he will be scared. He offers you the orange Jinjo though, it's in a hole above him, just do a backflip (5, that would be Jiggy # 6! \*6, you have to do this while you're not a Walrus though).

Go back to Mumbo's hut and get changed back to your "normal" self. Go to the place where you raced Boggy, he will offer you a challenge. Grab the running shoes and beat him (see Tips and Tricks)! It's pretty easy with this, your prize is a Jigsaw piece (\*7).

Head to the pile of presents, use the launcher to go flying. Kill every SnowMan by bombing into the X on their hat, a Jiggy will appear below the Giant SnowMan's legs (\*8). You will get a super honeycomb by killing one of them too! This next Jiggy took me awhile to figure out, just Bomb all three buttons on the Giant SnowMan's belly, this will net you another Jiggy (\*9), but you have to go to the very top of his hat to get it.

Return to the exit, but don't go through it! Near it is an igloo. Head inside and give each kid a present, you collected all three, right? They will give you a present in return, I bet ya can't guess....a Jiggy (\*10)! Now exit out of this place.

#### Gruntilda's Lair

Now how do you get that Jiggy at the top of the wall? Easy! Well, kinda. Jump on all the flippers until you get to a switch, stomp it and a launching pad will appear in the big room that had the spider webs. Grab the running shoes and run as fast as you can to it, jump on it and fly back here and get the Jiggy! You only have 10 seconds to do this, though. Now head to the desert, the way to open it is to go through the note door and get it!

#### 7: Gobi's Desert

Jump backwards to get a yellow Jinjo (1). Go forward and head up the hill, you have to use Kazooie. Jump on the platforms and get on top of the statue. Head onto the head, jump on the cactuses in front of his face. Shoot eggs into his nostrils, he will sneeze which will cause the door at the bottom to open. Enter it.

Jump on the carpet and shoot an egg into the statue's mouth, the carpet will go up. Look behind it, there's the orange Jinjo (2). Keep shooting eggs into the mouths until you get to the Jigsaw piece (\*1). Drop down (glide so you don't take damage) and collect the eggs, look out for the larger than average hand. Exit.

Go back to the top of the statue and jump on the launcher, go to the

next pyramid, it has a giant Kazooie target, beak bomb it to open it's door. Go into it. Fart eggs into the basket that is spinning around the snake basket until the snake goes way up high. Climb it to get a Jiggy (\*2). Go back outside.

Go to the raised platform, there are many hills going down into it. stand on the platform with a face like statue in it. Shoot an egg into the mouth and a pyramid will start to raise out of the platform. Keep doing this until it's all the way up and the entrance is showing. Go inside it. Follow the hallway until you get to a maze, my only clue is to go to the right (Banjo's right) at the start. Don't forget to hit the Witch Switch, it's easy to find. At the end is a coffin, it will open revealing a Jiggy (\*3). One of the pots has a purple Jinjo in it (3). Head out the exit!

Go to the next pyramid, it has steps leading up to it. Go behind it and trip the switch, it will reveal a super honeycomb in a ring that just happens to be a cactus. Near the switch is a green Jinjo (4) in an aclove. Stomp on the switch that is at the tip and go into the door. Just solve the puzzle, it's pretty easy (see Tips and Tricks). Of course your prize is a Jiggy (\*4).

Go back outside, in front of the stairs is a cliff, fall down it and jump on the Launcher. Go near the beginning, you will see a statue with a ring on his head, fly through it. Another one will appear elsewhere, keep flying through them until you get a Jiggy (\*5).

Go back to the puzzle pyramid, near it in the corner is a platform. use the carpet to get there. Stomp on the rock and Gobi will give you a Jiggy (\*6). Go back to the very beginning, stomp on Gobi's back and a Jiggy will appear above the tree's head. Get to the Launcher on the "Jinx's" back and land on top of the tree (\*7). Fly to the little aclove in the side of the mountain, I'm sure you've noticed it. Stomp on Gobi and he will cough out a Super Honeycomb. Fly on over to the cactus and fly through it and grab the super honeycomb that was in there.

Go to the pyramid that is in front of the "maze pyramid." Grab the running shoes in the corner and trip the switch, run as fast as you can to the top and fall down the hole. Swim to the bottom and get the Jigsaw piece (\*8). This will cause a door to open all the water will drain out and fill in the cliff areas around the "maze pyramid." Swim down there and get the Blue Jinjo (5) (\*9).

Go back to the running shoes and get them, jump over the gaps and fall down the hill, the hand will "offer" the Jiggy to you, run as fast as you can to get it and it's yours (\*10)! Simply go back to the beginning and warp out of this place!

Gruntilda's lair

Go up the ramp near the entrance to Freezeezy Peak, at the top is a note door. Go through it and keep swimming to the end...keep on swimming...just a little more...there we go! At the point where you can't go any further jump on the lowest ledge. Jump from ledge to ledge until you get to the Mad Monster Mansion puzzle. Do that and swim back to the place with all the super apes. Go to where you activated Gobi's Desert, now keep going and you will get to a very creepy place. Before entering the level go some more and knock down the gate with some eggs, NOW enter Mad Monster Mansion (enter demonic laughing).

Level 8: Mad Monster Mansion

Smash through all of the glass windows on the first floor of the house in front of you, you'll get some great items. When you're done climb one of the pipes, collecting the notes along the way. Be sure to crack open all of the windows here, you'll need to come back here later. One of them has a bedroom with the orange Jinjo (1).

At the top of the house is a green Jinjo (2). Use the flipper to hop down the chimney. Sneak up to the table and hop on, run and grab the Jiggy (\*1). You can only get it by coming from behind, if you come from the front door the ghost wakes up. Go back outside.

Go to the side of the house near the purple gate (speaking of which, knock them down by pecking at them). Smash through the basement with a stomp and head down the stairs. Watch out for the ghost (or defeat him with a gold feather) and break open all of the wine barrels with a peck. You will find a Jiggy (\*2) and the pink Jinjo (3). Go back outside.

Near there you will find a pool of water with a blue Jinjo on a pillar (3), use the flipper to get there. Find the small staircase, it's near where you came in. At the top is a switch and a pair of running shoes. Hit the switch and grab the shoes, run as fast as you can to the church door and go in.

Jump onto the benches and get the items. Run to the foot of the giant organ. Use the footpedals and the flipper to get to the keys, talk to the hand. Stomp on the keys he pushes, after awhile you will get a Jiggy (\*3). Run to the top and you will find a launching pad on a ledge, get

on it and push A a lot, you will get into the rafters. Here you will find the Witch Switch and a super honeycomb. Go back outside.

Outside you will find pots with eyes on them, fart eggs into them and they will sprout flowers and say "Thank You" (it's not Fuck You!), do this to all of them and you'll get a Jiggy (\*4). Go to the tombstone near the entrance to the church, to the right. Jump up there and climb up to the clock. On the other side is an entrance, go in there. Use the flipper to get up there, climb the pole to get another Jiggy (\*5) > BTW: One of the windows on the outside has a BK sign on it, go in there for some goodies!

Go to the maze, go in and get the orange Jinjo (5, Jiggy \*6). Near the maze is an old shack, bust open the door and go inside. Solve the puzzle (see Tips and Tricks). That's another Jiggy (\*7).

Go to Mumbo's Skull, now you are the mighty Pumpkin!!! Go to the top of the Church, where the clock is. Jump off and into the maze, you will see a ramp. Jump into that area, this is the only way to get there to my knowledge. Go up the ramp and you can get to the roof, one of the windows leads to a toilet (you should have busted all of the windows before this, like I said earlier).

Get flushed down the toilet, go down the shit covered pipes to get another Jigsaw piece (\*8). Go back to another window, you can now get the super honeycomb beneath the floor! Go back to where you solved the BANJO KAZOOIE puzzle, behind it is another path. You will find a well, there is a pipe in the side. Go down it and now you can collect all of the notes easier, plus the Jiggy (\*9). Go back to the top of the roof (actually, I do this before this, I just forgot about it when I was writing this!).

One of the pipes has a hole in it, get flushed down it and you will get the Jiggy (\*10). Note: Has anyone noticed at the very top of the house (where the green Jinjo is) there is a pipe that only the pumpkin could get through? Can you get there or is just another Dam island (GoldenEye ya know)? Who knows, this is Rare...

#### Gruntilda's Lair

I hope you're still the pumpkin when you exit, if not go back and get turned into it. You know that gate I told you to knock down (with a peck) before? Go through it, you will come to a house. Enter it, you have to be a pumpkin through, only that way could you fit through the little hole. Go up to Mumbo and he'll turn you back into Banjo.

Go up to the coffin and stomp on it, inside it is a switch. Stomp it and the water in the water caverns will rise. Change back into a Pumpkin and exit, go to the water caverns. But before you enter go to the Freezeezy Peak entrance and get the launching pad, fly to the Jiggy in the statue of Grunty's head, you'll have to break the glass eye with a beak bomb though. You'll change back to Banjo, go to the water caverns, now you can get to the entrance to Rusty Bucket Bay...but it's not open. Climb the stairs and jump across the tops of the big boxes, across the box with the feathers, and on the metal box you can see a small platform with a box that has the Rare symbol on it.

Stomp on it to reveal another switch, stomp on it and the water will rise even more. There is another cauldron in an alcove, activate it. Across the room you will see a purple tunnel, jump into it. At the junction turn right (the other is a dead end). Smash through the grating (peck it), and there before you is the Rusty Bucket Bay picture. Activate it and the opening will be revealed, enter it.

#### Level 9: Rusty Bucket Bay

Note: This is the most non-linear level in the game, and that's saying something. Here is how I usually do it, it goes to the hardest part first because if you collected all of those notes and then died you would probably be very pissed off, I learned that from experience!

Go up the ramp to the ship and turn right, this is the back of the ship. Engrave that into your brain. Go to the very end, jump down the pipe that doesn't try to eat you. Stomp on the switch, now the blades in the (as I call it) the mechanical room have slowed down some. Climb the ladder near the pipe that tries to eat you, keep going forward and you will see a door in the giant smokestack. Smash through it (peck or eggs). Drop down to the bottom (or climb the ladder). Above the entrance to the mechanical room is a tunnel with a super honeycomb in it!

This room is the most annoying, hardest, and frustrating in the entire game! If you fall you're dead, all of this is above a bottomless pit. Run across the bridge that swings every few seconds, jump up the giant gears, kill the demon guy, go forward. This blade will slow down for about three seconds and then go really fast again, it's a pattern. When it's slow jump through, if you have good timing you've made it! Get the Jiggy (\*1).

When you get that Jigsaw piece go back to it and cross the spinning pipes, when they stop of course, I suggest using Kazooie so you can get

across faster. Stomp on the switch, the propellers in the back of the ship will slow down. Across this room is another switch like this, stomp on that as well. The propellers will now stop completely, for about 60 seconds though. Haul ass to the back of the ship, jump off and swim to your Jiggy (\*2). If you're too slow the propellers might start again while you're collecting it, this means you're trapped!

Swim to the nearest box, you're life is probably almost gone. Look down to the wall on the ship's left side (where you started). You'll see a hole in the grating, swim down in here to collect a pink Jinjo (1). Instead of going back to the ship go down the path (from the start, you should have gotten back to land). There is a hole that has a sign above it, it says "Toll: 2." Shoot two eggs into it, the # on the holes are the amount of eggs you need.

A bridge will form, cross it. Go up the roof using Kazooie, you will see a pool. Swim into it, you'll see your old friend Snacker. Quickly swim to the buoy, the yellow Jinjo (2) is yours. Near here in the water is a door, enter it to find a room. It's pretty straightforward, just jump across the boxes, across the bridges, etc. At the top is a Jiggy (\*3). Exit.

When you get out you will hear crying, a dolphin is trapped under the anchor of the ship. Help the thing by swimming into the hole where the anchor chain goes. At the end of the tunnel you'll see a switch (what's with all of these switches all of the sudden?), stomp on it and the anchor will lift. Since you were SO nice the dolphin will give you a Jigsaw piece (\*4).

Climb the farthest ladder and you will come to a toxic waste pool. On one of the floating barrels is a green Jinjo (3). Continue along the thin path and you will see a flipper, use it to get up the crane. Charge into the red switch that is sticking out and a cage will lift revealing a Jiggy. Climb the nearby ladder and run across the crane's arm, fall down (that's right, you can't beat the clock if you climb down...I think) and get it before time runs out (\*5).

Go down the pipe that doesn't try to eat you and collect the notes, go back up. What people miss around here is the fact that some of the windows in the wall can be cracked open with a well placed peak, they seem more reflective than others. One of them leads to a bedroom, open the closet (with a peak, of course) and you will get a Jiggy (\*6). Go back to the cage, climb the boxes to find three switches: One has a 1, one has a 2, the last has a 3. Solve the puzzle (see Tips and Tricks) you're prize is yet another Jiggy (\*7).

Climb the rope connected to the cage to go back to the crane, go to the bottom and pay the toll of four eggs. Run across the bridge and you will come to three blue boxes, you can get into two of them through the doors and one you must climb the boxes and get on top, the entrance is a small square hole. That one has a blue Jinjo (4) cleverly hidden in a blind corner.

Swim back to the beginning (won't take long, you're at the back of the ship now). When on the ship go left, continue along the path and near the pipe that tries to eat you is a ramp, go up it. Go around the smokestack to find a ramp with notes on it, follow it. Go around the 2nd one to find a ladder on it, go up it. This next part is a one way ticket to the inside of the smokestack that has a Jiggy in it (\*8).

Jump to the back of the ship, climb the rope connected to the box of TNT. At the top you can see the Witch Switch on a tall gray platform, glide over there and stomp it. Go back up to the crane, this is on an island you couldn't get to any other way. Pay the toll of eight eggs and at the end is the orange Jinjo (5), and that was your fifth Jinjo so you get a Jiggy (\*9). Flip the red switch that is sticking out with a charge, the box of TNT will drop to the cargo bay and in a gigantic (and loud), and very cool looking, explosion the cargo bay will be blasted wide open.

Drop down into it and do battle with Boss Boom Box, I hope you have a few gold feathers for those sticky situations. When defeated he will yield the final Jiggy of this level (\*10). Run back to the entrance and exit.

\*\*\*UPDATE\*\*\*

While getting the yellow Jinjo swim to the the wall opposite of it, there is a hole in it. Swim in to find a large, open room. Swim to the other side and stomp on the super honeycomb switch to make a super honeycomb appear high above. Go to the other side of the room and use the launcher to fly to it. There is also a boat in the middle with a Seaman Grublin and a gold feather.

Gruntilda's Lair

Swim to the room before this, the one with the mine in it. Climb to the little alcove so you can get the Jiggy from the Witch Switch. Go up the three platforms that are a short distance away, at the top is a note door. You need 640 to get through, shouldn't be a problem.

You are now in a hallway with tons of those tree roots, just egg them all. What's that? You ran out of eggs? Try gold feathers! Oh...you ran out of those too. Well...just run through them, what's that? You'll die? Wow, you're really screwed!

At the end is a large open field, beware the Bull and the black Gruntling. Near where the Bull was grazing are two large leaves, jump up them to reveal an upper path. Ignore the note door, ignore the 2nd path (unless you want a Mumbo Token). But don't ignore the switch, hit it and a puzzle piece thingy (?) will appear in front of the picture of Click Clock Woods. Now go to the very beginning of the lair (this is where those cauldrons are handy!), swim down the stream near the entrance to Treasure Trove Cove.

Fit all the pieces into the picture, it will take quite a few. Now run all the way back to the field and enter the last level of the game...there is a cauldron in a secret tunnel beneath the upper path, it's pretty useful too (it warps you all the way back to the beginning!).

Level 10: Click Clock Woods

This level is pretty neat, the four seasons idea is very cool. It's my favorite level!

From the start go backwards and stomp on the flower switch, this will cause the Spring Season door to open, enter it. Spring-

Go forward and to the right, chat to the beaver if ya want, you won't be able to get anything from him for awhile. Swim until you see a Bull grazing on some grass, you'll see some dirt with a fence around it. Go into it and fart eggs into the hole in the middle until a plant pops up. You will notice a ramp near it, it's facing where you came it. Climb up to it, beware of the birds that pop out and peak at you. They are like the green worms, just peak them.

Go left or right, they'll both get you to the same place. The place is a ramp going upwards. Go up the steep hill, collect as many Mumbo Tokens as you can! See those bearsnatchers (those things that hold items that if you try to collect they bite you)? You can get the items when you're a Bee.

Keep going, there's not much to say, just keep going. When you get to a dead end drop down to a broke in some places, wooden bridge. Follow it to Nabut's house. Stomp on the sun switch to open up Summer. Follow the path, jumping across the gaps and everything, if you fall I would just take a screwdriver and twist my eyes out because getting back up here is a real pain.

After a bit the bath will take a left, follow it to get to a nest with a GIANT (!!!!!) pink egg, if you thought the one in BubbleGloop swamp was big...anyways, use the flipper to crack it open. Eyrie the "mighty" eagle will fall out and will then proceed to fall asleep, go back to the main path. Jump across the very thin logs, and at the end you will get to a door. Bust it open and go inside, collect the Jiggy (\*1). Outside is a bearsnatcher with a green Jinjo, use a gold feather or come back here as a Bee.

Drop back down (ahhhhh!!!...try to land in the water) and go to Mumbo's Hut, get changed into a Bee. Go to the beehive and squeeze through the small opening, at the other side of the room is the pink Jinjo (2). Fly as high as the game will let you, on a small log is a bearsnatcher with a Jiggy (\*2), collect it. Spring doesn't have very many items, does it? Return to the crossroads and enter Summer.

-Summer-

As you walk through the door you will be transformed back into Banjo-Kazooie. You will also see that Eyrie wants five caterpillars. Go to the left and in the corner is a yellow Jinjo (3). And he is so well hidden because the high grass is yellow! There is a caterpillar underneath the big leaves (C: 1). Go into the lake, the water has drained. There is another caterpillar here (C: 2). Smash Gnawty's boulder so he can get into his house, but you can't climb the steep slope!

Follow the lake until you get to the Fall Switch. Stomp on it to open Fall's door. To get out of the lake climb the ramp near the 2nd caterpillar. Go to Mumbo's Hut, he says it's too hot to transform into anything! Too bad, huh? Grab the caterpillar (C: 3) outside anyways. Go back to the path and find the ramp that goes upwards. Go jump on the big leaves to the right until you get to a Jiggy (\*3). Go back to the ramp, follow the path to the left. The path will branch off soon, grab the caterpillar on the leaf (C: 4).

Go to the beehive, there is a small square on it. Stomp on it and it will break, now you can go into the beehive. Defeat all of the bees to get a Jiggy (\*4). Go back to the path and keep going until you find another caterpillar (C: 5). Go into the wooden house and jump and glide on over to the 1-up. From there hop to the Jiggy (\*5). Hope you don't fall because it's a long ways down. Go back outside. Drop down onto the

lower path and continue.

At the front of Nabut's house there is a path, up there is a lot of notes. Jump from platform from platform until you get to Eyrie's nest, feed him all of those caterpillars. He will fall asleep, after putting on about 500 pounds. Drop down to the lower paths (don't fall down, there isn't any water to land in) and make your way to the flower. There's Gobi, stomp on his back and he will spit water into the plant so it will grow bigger. Go back to the crossroads and enter Fall.

-Fall-

Now Eyrie wants 10 caterpillars! You should have collected the last two in Summer, one by Mumbo's Hut, in the little path before the Bull, and the one across the river. So that's (C:3).

Dive into the lake and swim up into Gnawty's house, he will give you a Jiggy (\*6). Go to the giant flower, stomp on Mr. Gobi and the flower will bloom and a Jiggy will appear in it's petals, as far as I know you can't get it unless you drop down from a higher platform (in this case, the Bee Hive \*7). On the nearby hills you will find the orange Jinjo (4) and a caterpillar (C: 4). Another caterpillar is on another hill (C: 5). Go to Mumbo's Hut and he says that he can't do any magic because he's sweeping out all of the leaves! There is another caterpillar inside his hut (C: 6).

There is a caterpillar on a path near Mumbo's Hut, it's guarded by a bird thing (C: 7). Go to the circling path and get all of the notes. Go to the upward ramp, follow the path as usual. When the path splits take a left to get a caterpillar (C: 8). Continue...

There is a caterpillar on the Bee Hive (C: 8), almost there! Another caterpillar is inside the Hive (C: 9). Follow the path...dun didly dee...and you'll find a caterpillar on the lower path next to the wooden house (C: 10). At the end you'll find nabut, he needs six acorns before winter comes. Of course you have to get some for him!

Go around the twisting oath and break the window, inside at the bottom of a pool is an acorn (A: 1). There is another acorn inside Nabut's house, it's on a shelf (A: 2). Go to the circular path in front of his house for another (A: 3) and do a careful jump/glide and get the one in mid-air (A: 4) and land on the path below which has two more (A: 5 and 6). Give them all to Nabut for a Jiggy (\*8).

Go down the path and hit the Winter Switch, the Winter door is now open! Feed Eyrie the eagle all 10 caterpillars and he will get BIG, very BIG. Go back to the beginning, you can fall because there's water in the lake. Go back to the crossroads and enter Winter

-Winter-

All of the bearsnatchers are dead so you can get their items! GO to the lake, it has frozen over. There is a small hole in it though, QUICKLY swim to the beaver's house and get the super honeycomb. Use the launching pad to get to Mumbo's hut, on top of it is a blue Jinjo, the very last Jinjo in the entire game (5, that nets you a Jiggy \*9).

Mumbo won't give you any magic, he left for a vacation! Hit the Witch Switch, it's on a small ledge guarded by a Snowman. Fly above to the window directly above Nabut's house, bomb the window and it will blow away. Enter it for a super honeycomb. Go to Eyrie and he will give you the 99th Jiggy (\*10). Exit.

Gruntilda's Lair

Before exiting turn back into the Bee and fly to the hole above the upper path, where you got the switch for the puzzle for the picture of Click Clock Woods...whew! Ok, grab it and you have gotten the last Jiggy in the entire game!!! 100!!!

Ok, after the partying go through the note door, at the end is a circle with a picture of Tooty on it, jump onto it.

Complete Grunt's Furnace Fun (see Tips and Tricks). When you get to the end you will see the credits...what? You think it's over?!?! HAHHAH!! Don't you wish! You're not winning that easily...

When you get back go up the stairs to the right. Go through the note doors and activate Grunt's picture. Go and talk to Dingpot, collect all of the objects behind the note doors, they are VERY handy...does anyone know how to open those doors with the green faces on them? They're by the beauty machines...when you're ready jump into Dingpot and do battle with Gruntilda, if you win you get to watch the credits and the ending! Yay!!! You won!!

-----  
5) The BIG List  
-----

Here I will list where all of the Jiggies, Jinjos, and super honeycombs

are.

-Spiral Mountain-

This is the peaceful place beneath Gruntilda's lair, although Grunty's statue head leers menacingly above. This is home to Banjo, Kazooie, Tootie, and Bottles.

Super Honeycombs

1. On a tree stump
2. Across some platforms on the lake
3. In a small alcove in the pillar that leads to Gruntilda's lair.
4. Up a tree near B
5. Defeat a baddie in the "farm place"
6. Defeat all of the rocks in another training ground

-Mumbo's Mountain-

This is home to the master Shaman, Mumbo Jumbo.

Jigsaw Pieces

1. Collect all five Jinjos
2. On the top of the termite hill, get it by going through it as a Termite
3. Where Bottles teaches you the Talon Trot
4. In one of the huts near Mumbo's Hut
5. In the eye of Mumbo's Hut
6. Get Conga to hit all of the orange switches with oranges
7. Grab the orange in Conga's tree and give it to Chimpy
8. Defeat Conga with eggs, must be facing him on the log
9. On one of the ledges near the beginning, on the hill.
10. Shoot eggs into JuJu the totem pole, he's in front of Mumbo's Hut

Super Honeycombs

1. In the side of the mountain near the Bull
2. Where only on section of JuJu is left, jump on him and do a backflip

Jinjos

1. Orange: Where Bottles teaches you the Talon Trot
2. Blue: On a small island near the bull, in the lake
3. Pink: On a pillar near the beginning
4. Yellow: A ledge on the hill near Conga
5. Green: In one of the huts near Mumbo's Hut

Witch Switch

On a ledge near Conga, where you learned to use eggs

-Treasure Trove Cove-

This large island is in the middle of no where, but I wouldn't grab my beach towel, there's gold to be found!

Jigsaw Pieces

1. Get all five Jinjos
2. Defeat Nipper the hermit crab, he's to the left of the beginning. Go inside his shell and go to the end.
3. Get Captain Blubber his two pieces of gold. One is under the ship in a small opening in the side of the ship. The other is through a hole on the deck, you must pound it.
4. Fly to the treasure chest to the left inside of the giant rock cave. Left is from Bottle's flight pad.
5. On one of the flight pads is an X, stomp it, follow the arrow, stomp on the X. Keep doing this until you get to a chest, open it with an egg.
6. At the very tip top of the island
7. At the place where there are wooden ladders, there is a narrow path behind one. Follow it.
8. After the ladders there is a pool with a mine, it's at the bottom.
9. In the side of the mountain where there are a ton of flippers
10. To the right of the beginning is a sand castle. Fart two eggs into the Bucket near there and go in the castle, spell out BANJO KAZOOIE

Super Honeycombs

1. In the sea, in the corner, behind Nipper
2. Out in the sea where there are a ton of flippers

Jinjos

1. Blue: Underneath where you start
2. Orange: After Jiggy # 8
3. Pink: Where there are a ton of flippers
4. Yellow: At the top of the island, on a tree
5. Green: At the very tip top of the boat

Witch Switch

At the very top of the island



-Clanker's Cavern-

Home to Clanker, the Witch's gigantic whale trash compactor.

Jigsaw Pieces

1. Rescue Clanker by swimming through the key in his chain three times
2. Shoot eggs at his gold teeth
3. In his lungs, jump inside his blowhole
4. Where Bottles teaches you the Wonderwing
5. Swim through the green rings in his belly
6. Get all five Jinjos
7. Jump on Clanker's Blowhole so it blows you up to it
8. Climb up Clanker's tail fin and shoot eggs at the grating
9. In one of the sewer tunnels in the cavern
10. Defeat the green crabs, they are in a duct behind Clanker

Super Honeycombs

1. In an upside down pipe on Clanker's left side
2. In the grating next to the orange Jinjo

Jinjos

1. Orange: On Clanker's left flipper, use the flipper to climb a pipe on the left. Smash the grating at the top.
2. Pink: In Clanker's left gill
3. Blue: In a tunnel near Clanker
4. Yellow: At the beginning, climb the ladder and follow the path
5. Green: near the key in his anchor

Witch Switch

Drop into his Blowhole

-BubbleGloop Swamp-

This place is damp, dark, and slimy. Dive on in!

Jigsaw Pieces

1. Feed all the Croctuses eggs
2. Find all five Jinjos
3. Defeat the yellow frogs
4. Turn into an Alligator and go into the giant Croc head, beat Vile's game.
5. Stomp on the giant turtle's feet
6. Inside the turtle, do the music puzzle
7. At the place where there are a ton of flippers, at the very top
8. Break open the giant, pink egg
9. Stomp on the Jiggy switch near the beginning
10. Stomp on the Jiggy Switch near Mumbo's Hut

Super Honeycombs

1. In Mumbo's Hut
2. Above Tip Tup's Desk

Jinjos

1. Orange: Behind the giant turtle
2. Blue: On a pole behind the giant croc head
3. Yellow: On a platform near the beginning
4. Green: Along the path to Jiggy # 9
5. Pink: Underneath the platforms where Jiggy # 7 is, must be an Alligator

Witch Switch

Bust open of the huts where all of the flippers are (near Jiggy # 7)

-Freezeezy Peak-

This ain't no winter wonderland!

Jigsaw Pieces

1. Help the twinklies into the tree, turn on the switch, fly through the star at the top three times, climb the tree, there it is!
2. Use the Beak Bomb on the Giant Snowman's buttons (the one's on it's belly)
3. Defeat all of the snowball throwing Snowmen
4. Get all five Jinjos
5. Turn into a Walrus and go to Wozza the Walrus
6. At the top of the Giant Snowman there is a sled, hop onto it
7. Turn into a Walrus and race Boggy
8. After that turn back into Banjo-Kazooie and race him again
9. In the giant Snowman's cigar
10. Get all three presents (In the tree, on the Giant Snowman's nose, on an island in the cold water) and give them to the three kids in the igloo at the beginning

Super Honeycombs

1. In Wozza's cave, through the small tunnel (must be a Walrus)
2. You get one from a Snowman, when you defeat it

Jinjos

1. Pink: Near Bottle's mole hole
2. Green: Behind a house
3. Orange: In Wozza's Cave
4. Blue: On the stick the Giant Snowman is holding
5. Yellow: In Mumbo's Hut

#### Witch Switch

It's under one of the Snowmen, have to defeat him first though

#### -Gobi's Valley-

This place is too hot for a camel!!!...me am going psycho!!!

#### Jigsaw Pieces

1. Go through all of the Ancient Ones rings
2. Get all five Jinjos
3. Shoot eggs into Jinxy's nose and go inside. Shoot eggs into the statues. Get to the the end.
4. Shoot eggs into the statues on the large platform above the sand. Enter the pyramid, go through the maze.
5. Get the running shoes and get it from Grabba
6. Break the block that is holding Gobi
7. Go to the beginning and stomp on Gobi
8. At the last pyramid stomp on the switch, solve the puzzle
9. Get the running shoes, hit the switch, and run to the top of the time pyramid.
10. Use the beak buster on the Kazooie bulls eye. Go inside, fart eggs into the basket. Climb the snake.

#### Super Honeycombs

1. After getting Jiggy # 8 go to the aclove in the side of the level, stomp on Gobi again.
2. At the very end of the level there is a switch, hit it. Fly inside the cactus.

#### Jinjos

1. Yellow: Behind you at the very beginning
2. Orange: Behind the first carpet in Jinxy's temple
3. Blue: In the ring of sand around King SandyButt's pyramid
4. Green: In an aclove in the last pyramid
5. Pink: In a pot near Jiggy # 4

#### Witch Switch

In king Sandybutt's maze

#### -Mad Monster Mansion-

HAHA! BOO! Ghosts, skeletons, bats, all of that stuff...

#### Jigsaw Pieces

1. Go through the chimney at the first house and grab it
2. Get all five Jinjos
3. In one of the barrels in the basement
4. At the very top of the church
5. Go inside the church, solve the puzzle
6. Fart eggs into the pots around the church
7. In the well
8. Be a pumpkin and get on the roof of the Jiggy # 1's house, go down the pipe.
9. Be a pumpkin and go down the toilet
10. Solve the puzzle in the old shack

#### Super Honeycombs

1. In one of the rooms at the top of the 1st building. Must be a pumpkin, it's under the floor.
2. Across from the Witch Switch

#### Jinjos

1. Blue: On a pillar in the middle of the green pool
2. Pink: In a barrel in the basement
3. Yellow: On top of the bed in a room in the 1st house
4. Green: At the very top of the 1st house, on a pipe
5. Orange: In the maze

#### Switch

Go to the church, get on the flight pad, fly to the ceiling and climb on the rafters.

#### -Rusty Bucket Bay-

Ah, the freak has her own ship too!

#### Jigsaw Pieces

1. Get all five Jinjos
2. In the propellers at the back of the ship. But you have to shut them off before getting it.
3. Climb the rope that's connected to the TNT box, hit the red switch

with a charge. Go into the giant hole, beat the boss.

4. At the front of the ship is a bunch of switches, hit them for a Jiggy: 312111
5. In the mechanical room, through the door in the smoke stacks
6. Another rope is connected to a cage, climb it. Hit the switch with a beak barge. Run back and get it.
7. Bust open the of the windows on the ship, it's in the closet.
8. In one of the smokestacks, at the very top
9. Rescue the dolphin by going into the anchor place and hit the switch
10. In one of the buildings

#### Super Honeycombs

1. Above the door to the mechanical room
2. Find the yellow Jinjo and swim into the hole in the wall, hit the switch.

Jinjoes. Pink: To the left of the start, under the grating

2. Green: In the toxic waste area
3. Blue: In a blind corner in one of the blue shacks
4. Yellow: In a buoy in the Snacker area
5. Orange: Find the "Toll: 8" sign and hit it with eight eggs, at the end of the path

#### Witch Switch

Climb to the top of the TNT crane and glide on over to the platform that has it, it's hard to miss it from up there.

#### -Click Clock Woods-

The last area in the game, Jiggies are rewards for very hard work!

#### Jigsaw Pieces

1. In Spring fart eggs into the hole by the bull, after that stomp on Gobi from each season
2. In Spring bust open the giant pink egg, feed him caterpillars after that in each season. Go to him in winter
3. In spring be the Bee and fly to a very high ledge
4. In Summer bust open the boulder and go to the beaver's home in Fall
5. In fall collect 6 acorns for Nabnut
6. In Spring bust open the door at the end of the level, follow the path
7. In Summer bust open the Bee Hive and defeat them
8. Find all five Jinjos
9. In Summer (I think) go to the wooden house and jump to the 1-up and then the piece
10. In Summer jump on the big leaves besides the steep incline in the tree

#### Super Honeycombs

1. In Winter go into the small hole in the ice and swim into the beaver's house
2. In winter get the flight pad and beak bomb the window directly above Nabnut's door. It's in there.

#### Jinjoes

1. Pink: In Spring go to the beehive as a Bee
2. Green: At the end of Spring, he is in a Bearsnatcher
3. Yellow: In Summer, to the right of the start
4. Blue: In Winter, on top of Mumbo's Hut
5. Orange: In Fall, on a pile of leaves near the giant flower

#### ----- 6) Secrets -----

After finding the letterboard at Treasure Trove Cove go back to Banjo's house, talk to the picture of Bottles. He will give you a puzzle, I suck really bad at this mini-game but if you win and put the codes in (Bottles tells you them) then you can distort Banjo and Kazooie's body! And one of the codes let's you turn into a Washing Machine!

When you are the Alligator go behind BubbleGloop Swamp, to the place where you activate Frezeezy Peak. At the top of a hill is a very narrow tunnel, there is a piece of ice blocking it though so you'll have to stomp it as Banjo. But at the end is a Cheat book, he tells you about the cheat: BLUEEGGS Enter that at the letterboard in Treasure Trove Cove and you can carry 200 eggs at once...the catch is, if you don't talk to the book it doesn't work!

When you are the Pumpkin go to the very thin path where Brentilda is, behind here is a small tunnel. At the end is a Cheat Book, it tells you about the Cheat: REDFEATHERS Enter that at the letterboard in Treasure Trove Cove and you can carry 100 red feathers at once...the catch is, if you don't talk to the book it doesn't work!

Before warping to the showdown with Gruntilda there are many note doors surrounding the pot. What's behind them? Here's a list!

A giant red feather: Touch this and all of your red feathers will be restored

A giant blue egg: Touch this and all of your eggs will be restored

A giant gold feather: Touch this and all of your gold feathers will be restored

A giant picture puzzle: Fill this up and your energy will turn red, now you have twice as much energy! Very useful, especially against Grunty.

Get 100 Jiggies and beat the game (or if you already have beaten it in that file it will show you). Mumbo will show you three pictures of secret areas

Treasure Trove Cove

The rock island with the sign that says "Shark Food Island" has rose and there is a hole in it, follow it to the top for a pink egg thing

Freezeezy Peak

Go to Wozza's cave and go to where the orange Jinjo is, there is the giant ice key

Gobi's Valley

The door where Gobi gives you the super honeycomb has opened, follow it to the end for another egg thing

But as everyone knows no one except the people at Rare know how to activate these. They say we have to wait until Banjo-Tooie, the sequel to Banjo-Kazooie, comes out in late 99'. Bull Shit I say, they are messing with our heads. Something will happen soon...it may be a week, a month...or longer...remember the Alcatraz thing with SFR? Oh boy...

\*\*\*NEW\*\*\*

To find the third cheat book do this: When you hit the Witch Switch in Rusty Bucket Bay go get the Jiggy that appears, behind it is some grating. Peck it and it will blow open, follow the pipe to a switch. Hit it and the water will raise, but only for about 30 seconds. Quickly jump into the water and go to the Rusty Bucket Bay room, swim to the very top ledge. At the end is the 3rd cheato, he will give you the GOLDFEATHERS code, enter this in the Treasure Trove sandcastle puzzle to get 20 gold feathers as your max. The catch is, you must talk to cheato before entering this code or it's won't work.

Type in "CHEAT" in the Treasure Trove Board and you will hear the Bull mooing for each letter.

There are loads of other codes, but you can find them at [www.n64cc.com](http://www.n64cc.com), 'Dojo, and IGN64.

-----  
7) Items  
-----

Jigsaw Pieces (aka Jiggy): These magical Jigsaw pieces open up new levels. Each level has 10 of them, but they are usually hard to find/spot/win. Think back to Mario 64, remember the star idea? These are stars.

Note: There are 10 hidden ones in Gruntilda's lair that can only be found by stomping on the Witch Switches...except the first one.

Musical Notes: Collect as many as you can, you're gonna need them! The only way to open the note doors are to collect the amount that is engraved on the door.

HoneyComb Pieces: These will refill one section of Banjo's health bar, they are usually out in the open. You also get one for defeating baddies and destroying bee hives.

Eggs: These blue eggs are usually in hard to spot areas. What do they do you ask? They let Kazooie fire one more egg (see basics section)! You can \*only\* hold 100 at one time.

Red Feathers: For Kazooie to fly she must first have some feathers. These are usually in out of the way places, so search around any suspicious areas. You can only have 50 at once.

Pad: These can be found at high places (like a mountain, for example). Jump on one and it will launch the duo way up high, if Kazooie has some feathers you will be able to fly! There aren't very many of these, so if you find one it's there for a reason.

Jinjos: Find all five in a level and you will get a Jigsaw piece, hmmm, think of them as red coins. =) They look like little multicolored people..or gummy bears...heh.

Mumbo Tokens: Collect enough of these and Mumbo will change you into an animal! They look like little skulls.

Beehives: Break open this and you will get three honeycombs.

Gold Feathers: Grab one and you will be invincible for a short period of time. Although you must push a button command, Bottles will fill you in. You can only hold 10 at a time.

Running Shoes: They make you run faster! I bet you couldn't have guessed that ;)

Shock Springs: Get over these pads and then push and hold A, you rocket way up high.

Witch Switch: There are one of these in every level, stomp on it and a Jigsaw piece will appear in Gruntilda's lair.

Wading Boots: With these Kazooie can go across piranha infested waters, hot sand, and other nasty areas.

Golden Banjo: A 1-up, you can have up to nine.

Super HoneyComb: Get six of these and you get one more section of honeycomb!

-----  
8) Enemy List  
-----

Topper the Carrot  
These guys bounce around, just roll into them.

Bawl The Turnip  
Same as the carrot, some of them float though. For those use the peck.

Quarrie The Rock  
They are just for target practice. And you should use the sliding peck.

Colliwobble The Cauliflower  
Just ignore these guys, they float so that can't hurt you!

Gruntling The Ape  
These weird looking creatures wander around Gruntilda's lair. A simple roll or slide peck will put them down.

Ticker The Termite  
These guys look tough, but they are easy to avoid. Try a roll, do you notice I like the roll? Wanna know why? It's easy to do and it guarantees a kill! Ahem, moving on...

Grublin  
Don't get too close or they'll charge, again, try a roll.

Bigbutt The Bull  
I almost put this in the boss section, but it's not really a boss. You can't kill it, it's just in your way. If it starts to charge get away! It WILL hit you. You can't avoid it once it starts to get near you. Two charges will make it be disabled for a while though.

Snippet The Crab  
Roll into him to make him flip over, then butt stomp him to defeat him for good. If he stays on his back too long he will flip back over.

Yum-Yum The Clam  
This guy is more dangerous than he looks. He hops around trying to eat you, if he succeeds not only will you lose a honeycomb but you will lose one feather and one egg. If you can collect them before he eats them then great! I would try to avoid him, rolling into him is near impossible, egg tossing is out of the question, and charging at him isn't that hot either. You must hit him while his mouth is open. Whew!

Shrapnel The Mine  
These guys guard treasure, and they're good at it. When you get close to them they will start to float at you, they explode on contact. Just dive underneath the water, they can't go beneath the surface.

Snacker The Shark  
This guy is a pain the ass, believe me. He's on the offshore waters, guarding all the stuff you have to get to. There are many boxes that are floating that you can use...but staying out of the water is even a better way of avoiding him. But for some Jiggy pieces you must go down in the water. You can defeat him with a gold feather or some farted eggs, but he will return in a few minutes.

Piranha  
Don't fall into the murky green water or these guys will nip at your feet.

Gold Fish  
He guards the giant Gruntilda statue and a few other places.

#### Black Crab

This guy is just like a normal crab, except that he can only be flipped over by stomping on him and he moves a lot faster.

#### Grille Chompa (aka Green Worm things!)

I love these guys, they pop out of their pipes and snap at you. They can be killed, just do a peck.

#### Whiplash

They are easy to avoid except some of the ones in the throat.

#### Flibbit The Frog

They can be difficult to hit because they hop up and down, try a peck or two.

#### BigBomb the Dragonfly

I usually try to avoid these guys, but if you must get one try a peck.

#### Bees

After a few levels these start to guard bee hives, these are very difficult to avoid but if you need the honeycombs then...

#### Blue Gruntling

These are blue Gruntlings, they can take twice as much damage as a regular Gruntling.

#### Sir Slush The SnowMan

Unlike their cute cousins in Mario 64, these guys actually pose a threat! If you hear one start to chuckle then start running because that means they are starting to aim their snowballs. The only way to defeat them is to Beak Bomb the red X on their hats.

#### Chinky The Ice Block

Peck them and they split into two smaller (and faster) ones, kill them for two honeycombs. They are very fast.

#### Slappa The Mummy Hand

They roam the deserts, when they are down on the ground pound them.

#### Scabby the Beetle

They will track you down from a distance and mow you down, try a peck.

#### Mum-Mum the Mummy

They will track you down from a distance and mow you down...well they will! You can attack them to make them fall down, but after a few seconds they will get back up. Try a gold feather, that will get them.

#### Bat

They can get you from a distance, these can get very annoying. Try a peck.

#### Whipcrack

A few eggs will put them down, easy to avoid.

#### Tee-Hee

The infamous green ghosts are a pain in the ass, unless you have a few gold feathers.

#### Limbo the Skeleton

Knock them down if you will, but they will get back together soon.

#### Portrait Chompa

Like the big green worms, just dumber looking.

#### Pipes

On the ship these little darlings will snap at you, they are more dangerous than they look.

#### Flotsam

These life savers will come bouncing at you, a peck will send it flying into the air as the farting noise shows that air is escaping...

#### Seaman Grublin

These can take a few hits, once they spot you they will scream "Hi!" in a high pitched voice, then they will charge at an alarming speed.

#### Grublin Hood

Stop laughing when you see them because they can charge pretty fast!

#### BearSnatchers

They hold items in their mouths but when you get close they snap at it, you can only get them with gold feathers or as a Bee. In Winter they're dead!

#### Black Gruntlings

Three times as powerful as the normal Gruntling

-----

9) Boss List

-----  
Conga

This huge ape inhabits level 1, Mumbo Mountain. He loves his oranges, almost as much as his beloved treasure. When he sees an intruder he will throw his oranges at them. What I'm really surprised about is that the tree he is standing on doesn't collapse!

Nippy

He claims to own the 2nd level, this giant hermit crab is a little tough. With practice this will be easy, simply wait for him to stop snapping at you and then run up to his face, jump, and peck at him! When you bounce off of him run back because he could hit you with his claws. Repeat.

Green Crabs

These mutated crabs can be hard at first, but with practice they are easy. Just jump over them and stomp. If they start to snap just backflip and then stomp.

Yellow Frogs

Just like the green crabs, mutated. Do a backflip and stomp or run at them and peck. They take two hits each so it might be awhile before you defeat them all.

Boom Box

This guy is tough! He keeps splitting in half until it seems like he can't get any smaller...then he does! Try the charge, gold feathers, or a ton of eggs.

Zubba The Bee

They come at you from all directions, don't be confused by the mass of moving creatures. Just focus on one at a time. Try a peck.

Gruntilda

The last and HARDEST boss in the game. She has five sections. After each section she will drop a honeycomb, you'll need them all!

1st section

She will swoop back and fourth on her broom, just run to the side as fast as you can. After a few swoops her broom will stall and she will be just sitting there, go up to her and peck her. When that happens she will shoot a red hot fireball at you, avoid. After being hit four times she will fire an unavoidable blue ball at you, use a gold feather.

TIME SAVER: Instead of pecking at her, shoot three eggs at her. If they all hit it will count as three pecks, just a time saver.

2nd Section

Grunty will go and hover over a spot where you can NOT reach her. Then she'll shoot four fireballs, pause, and then start again. When she's pausing get up on the ledge and fire three eggs at her, if they all hit she will go over to another part of the arena. When you're on the ledge make sure you're closer to the inside, if you get hit and you're close to the ledge you will fall off! Not a very good idea. Repeat. She'll then fire the unavoidable blue ball, again, use a gold feather.

3rd Section

After the 2nd section she will take to the sky. A launching pad will drop down in the middle, use it to get up there! When she's in view use the beak Bomb. When she's hit she will stop and fire three fireballs at you, avoid the best you can and try to hit her again, she's a sitting duck in this position! After four hits she will use a blue shield to protect herself, go back and land on the floor.

4th Section

Your friends, the Jinjos, are coming to help! Go to each corner and activate them by shooting or farting eggs into the hole on the front. They will turn into a Jinjo and shoot into Gruntilda like a heat seeking missile. After all four are used up her broomstick will blow up and she will be on the ledge of the arena.

5th Section

This is the hardest part in the entire game! Gruntilda is firing a stream of fireballs at you, then a homing blue ball. Shoot eggs in all four holes to activate "The Jinjonator." She will pause for about 1.1 seconds though...so just look at the bright side! Just fool the fireballs, shoot the eggs, and watch the ending!

The Red Fireballs

When Grunty shoots a red fireball it will track your position down. For example, if you're running to the right the game will predict where you will be when the fireball lands and make it so the ball hits you! This is a very sticky situation because this is her main attack, but there is a way to fool it. Before she fires one move the control stick a little to the left or right and stay there. The ball will go to the direction of the stick! Another thing to do is to run and then when she fires it, just stop! Just wanted to tell you this.

-----  
10) Character List  
-----

Banjo

This is the star of the game, he is a Honey Bear. Although he has changed from his redneck ways in DKR, now he's more like Goofy. Duhh...yup!

Kazooie

This is one of Banjo's closest friends, although if you ask me I think Banjo is a little bit closer to this nice looking bird (if ya know what I mean...) than Rare would like to comment on! She sits in Banjo's backpack through out the game, occasionally peeking her head out to get a looksie.

Mumbo Jumbo

Another friend of the duo, he will gladly change them into an animal of some sort, but he's not THAT nice. Oh no, he wants something in return...(see "be an expert")

Tooty

Come on! This is the most hilarious name I have ever heard! My friends and I joked about this one for hours! Tooty Fruity! I have to Tooty! HAHA! But seriously, this is Banjo's sister...does anyone remember when she used to be his Girlfriend? Uh...hhmmmm...

Tiptup the Turtle

He makes a cameo appearance in BK, just to make Tiptup lovers around the globe buy this game just to look at him! I beat DKR with him, I beat the secret level with him, gosh darn it, I even got T.T. with him..TIPTUP RUKES!!! (not a typo) Sorry for the insanity!

Bottles The Mole

He teaches you the ups and downs of BK, in other word he's that freak who tells you all the stuff that \*I\* already told you! Although to get any moves you must talk to him.

Brentilda: Sister of Gruntilda, she is a nice witch. She helps you along your quest by telling you stuff about Gruntilda.

Gruntilda: The villain of the game...well she is!

Clanker: This giant fish/whale/trash compactor lives in his very own water filled cavern, and he isn't very happy.

Blubber The Hippo

This cry baby pirate has lost his treasure beneath his ship and he can't swim! With your help he will have his booty and you'll have a Jiggy!

Vile The Crocodile (I know...sp)

He has mastered his mini-game, he is the greediest croc around.

Wozza The Walrus

Poor Wozza, afraid of the big Bear.

Boggy

First he swallows a Jiggy, then he challenges you to a race. He is also father of three...wow!

Gobi The Camel

He's annoyed by the strong heat, this coming from a camel?

Trunker The Tree

He's thirsty and...

Rubee The Snake Charmer

He has a pretty snake.....that was pretty sick! Shut up you pervs!

Napper The Ghost

He guards Grunty's Jigsaw piece...he's sleeping on the job, like any guard.

Nabnuts

He wants some nuts!

Eyrie The Eagle

The mighty eagle! Feed him caterpillars and see what happens.

Gwenty The Beaver

His house is blocked by a giant boulder, sad isn't it?

Nabnut The Squirrel

He likes to eat nuts, will you get him some nuts? He says he will eat any nuts that you give him! All he needs is six nuts!

Dingpot

He will transport you to Gruntilda



That was so corny...or should I say nutty? hahaahah...I'll stop now

-----  
11) What did she say?  
-----

Here I'll list everything that Gruntilda says in the final fight...what's the point you ask? Nothing really, just for fun, and maybe a few laughs for some PSX ppl (hehe) who don't own it.

"Back once more more, you'll never learn, that suits me fine, you'll butts I'll burn!"

"Did you hear that lovely clack? My broomstick gave you such a whack."

"Ouch! My gut you nearly hit, if you're shot was down a bit!"

"Spell of Banjo homing, get him now to stop his roaming!"

"It's too easy, so I fear, so watch me step things up a gear!"

"So I got you there once more, I knew your skill was very poor."

"Watch my broomstick fly, I'll kick your butts. So don't even try!"

"Ouch, now that one will really sting. So take this nasty spell I've brung!"

"Another hit, that's how it goes. Watch me fly and pick my nose!"

"Fireballs fizz and fireballs fly, blast that bear out of my sky!"

"Look at me I'm quite a mess, here's a shield to hide my dress!"

"So your furry friends come here to share your bitter end!"

"Your Jinjos really are a joke, now watch your lives go up in smoke!"

"How that Jinjo stung and burned, he got me when my back was turned!"

"Useless broomsticks I can't stand, it's left me stranded back on land!"

"I think you really ought to run, before I defeat him and spoil your fun!"

"The bear is dumb, the bird's a 'twit, 'cuz I just got another hit!"

"Now you've got me in a fluster, faster spells I'll have to muster!"

"Ah, I see it makes you really sad, to know your skill is really bad."

"That last hit did clip my ear, but you can't get me over here!"

"Hear that fireball fizz and bang, you're hairy butt took quite a clang!"

"I can't dodge with all of this weight, those eggs I sure do hate!"

"So you're back, you must be thick, you'll lose again, I'll make it quick."

"Hopeless bear runs to and fro, but takes a whack for being to slow!"

"See this spell, I'm sure you'll find, it's target will be your behind!"

"Ouf, I took another whack, but watch me give you double back!"

"Now I'm off into the air, leaving Banjo way down there."

"YOW! That beak sure gave me a jolt, so you can have this here lightning bolt!"

"I hold on hard and grit my teeth, to stop it dangling underneathe!"

"Old Bottle brain has taught you well but bears can't fly and I can tell!"

"I may be old and rather wide, but underneathe this shield I'll hide!"

"Useless Jinjos sneer and hoot, go back right now or taste my boot!"

"Hey, that Jinjo really hurt, now I'll rub you in the dirt!"

"You're silly friends upon their blocks, they're going to take a couple of knocks!"

"That last shot I failed to stop, so down onto the ground I drop!"

"Hear the fizzle and hear the bang, you're gonna lose a life again!"

"You just tasted my red hot fireball, you're gonna be wasted!"

"It's now time to end your fun, here's a spell you can't outrun!"

"This spot is proving rough, I'll have to move to make it more tough!"

"That didn't hurt, I feel no pain, Grunty's back to fight again!"

"A big old gal I may be, but when I fly you can't get me!"

"Another hit, I'm getting weak, boy I really have to take a leak!"

"I hid you well for being bad, don't help the bear, you'll make me mad!"

"That wasn't fair, I wasn't ready, Jinjos make me so unsteady!"

"You're stupid friends aren't much help, they stand there while I make you yelp!"

"I can't believe you're up here again, dumb bear and stupid bird brain!"

"What was that, you got me now, you've really angered this old cow!"

"That last spell you forgot to duck, so Banjo's useless head got struck!"

"Argh, you got me once again, prepare to take this sizzle brain!"

"Get used to that, there's plenty more nasty spells in store!"

"Spells rain down upon your head, you have no chance when I see red!"

"Ouch my butt, it's now quite sore. I'll make you suffer, that's for sure!"

"Magnet spell seek out your prey, it's sure to hit, O' happy day!"

"Nothing but a glancing blow, now I'll knock you through the floor!"

"Argh, I'm slow with all of this lard. That egg of yours caught me off guard!"

"Soon you'll be gone, and when you do I have to use the jon!"

"That pointy beak did not miss, but let's see it get through this!"

"Oooof, you've winded me all around, to catch my breathe I'm on the ground!"

"What's all of this, how dare you cheat, I don't care, I can't be beat!"

"MMM, I see you took that one. A few more and your life is gone!"

"Did you know I learned to fly? At Witch's school, I'm sure you know why."

"Come on then you little punks, Grunty's spells will make you all chunks!"

"Don't hit me you flying pig, my anger is now growing big!"

"I've bet you thought you had me beat, but look! I've landed on my feet!"

"Even with your extra friend, I know you'll meet a nasty end!"

"Who's back up here, oh my word, it's birdy geek and hairy nerd!"

"I'm not one to brag or boast, but after this you'll both be toast!"

"Simply put I'm rather proud, you're yelps and screams I heard quite loud!"

"Here's my magnet spell at last, hide and run you won't get past!"

"Ahh, it's time for me to change my spot, just to put me out of range!"

"Ha! You took another zap, I got you through that little gap!"

"That wasn't fair, I wasn't ready, I feel all faint and unsteady!"

"This broom is hard, it shaves my cheeks as I fly!"

"Ohhh...those nasty beaks are causing swellings in my cheeks!"

"That's no good you stupid jerk, the Jinjo statue will not work!"

"Grunty's aim is rather good, if you could run I know you would!"

-----  
To get the secrets in Banjo-Kazooie (Ice Key, Door in Gobi's Valley, and Egg in Treasure Trove Cove) you must buy the sequel, Banjo-Tooie. Banjo-Tooie is the sequel to Banjo-Kazooie, and Tooie is NOT a new character. "Tooie" is a just a "funny" way of saying Banjo-Kazooie 2. When you get Banjo-Tooie you will be able to go back and get the secrets in Banjo-Kazooie. They will be used in Banjo-Tooie. But they will just be extras, you don't have to own Banjo-Kazooie to beat Banjo-Tooie. So how will Rare do this? Probably a lock-in cart, it's been done on the Genesis (Sonic and Knuckles) before.

SO STOP EMAILING ME!!!

-----  
12) FAQ  
-----

Q: Is there a first person view?

A: Kinda, hit C up twice and it will show you Banjo's World from his perspective, just like in Mario 64. But you have to stay in place, you can't move around while in this mode.

Q: How come when I return to a level all the notes are there?

A: It's pretty stupid, I know, but you have to collect them all over again!

Q: I'm missing a few notes in Gobi's Valley, where should I look?

A: Try all of the temples, and don't miss the five in the secret area in the side of the level.

Q: How do you reach those secret areas Mumbo shows you?

A: Go to Britain, threaten one of the designers point blank with an automatic of some kind, I'm sure he'll tell you.

\*\*\*NEW - BELOW\*\*\*

Q: How many notes are in each season in Click Clock Woods?

A: Spring: 20 (that includes the four by the entrance)  
Summer: 16  
Fall: 48  
Winter: 16

Q: Seriously, how do you get those secrets?!

A: I told you! You can't!

Q: I sent in the thing for Rusty Bucket, how come I'm not in the credits section?

A: Because exactly 36 (I counted) emailed it to me, I only did the first person.

E-mail me with your Questions! If one question is asked at least five times then I will add it, otherwise I will deal with it personally.

-----  
12) Legal Stuff  
-----

This guide can not be copied without premission of the author. It can not be used as a means of profit. Basically, just don't put your name where mine should be (i.e. stealing).  
Copyright (C) 1998 marshmallow

-----  
13) Credit  
-----

Nintendo: For everything they did with it

Rare: For making this god of a game

Me: I wrote all of this!

MetroidMoo: He told me some of the items before the game was released.

Dojo and IGN64.com: I found out some of the moves there

Ice Blue: He told me some of the items before the game came out

Hrodwulf: He helped me find some of the super honeycombs

Denise Lepage/Keller Happy (different people):

They pointed out where the super honeycomb in Rusty Bucket Bay is. Thanks a lot, I looked for hours and couldn't find it, in my book looking for one little insignificant item for hours is a bit much, but if it was important (like say the last Jiggy I needed) then I would've kept looking.

And a bunch of other people:

They e-mailed me when I asked about the Rusty Bucket Bay thingie...yeeehaaa!

YOSHIX642 and some other people:

They told me that my note count for CCW (Click Clock Woods) was wrong, and it was. So...not much of an update, huh? Well...uh...yeah!

NinjaDuck and some other people:

Told me about the hold to the ramp in the bushmaze in MMM (Mad Monster Mansion...whew!)

Tyler: Pointed out that in Click Clock Woods Summer, you can get the Jiggy in the cabin in FALL, making it much easier. Thanks Ty!

-----  
14) End  
-----

Well, that is the end of this FAQ. If you find any secrets I missed, typos, mistakes, need help, or anything like that, then E-mail me at [m\\_mallow@hotmail.com](mailto:m_mallow@hotmail.com). Or you can reach me on ICQ, my # is 9936617. C-ya on the next FAQ!

- marshmallow -