

# Banjo-Kazooie Jiggy Guide

by Shereef Mobarek

Updated to v1.0 on Mar 12, 2007

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Game: Banjo-Kazooie  
Platform: Nintendo 64  
Genre: Action/Adventure  
Creator: Rare

Developer: Nintendo  
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Version of this FAQ: 1.0  
Type of FAQ: Jiggy Guide

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To search for a specific section, type Ctrl + F and search for the numbers by the names. Also, to get to a specific Jiggy type in BK-, then the number of the level.

For Jiggys, type in the Jiggy Number after the level number, for example, to find the 7th Jiggy in Gobi's Valley, search for this: BK-67

\*\*\*Note: For Jinjos, which is always the 10th Jiggy, the 10 will be replaced by J, for example, to find the Jinjos in Treasure Trove Cove: BK-2J

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## 2.0 VERSION HISTORY

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- 1.0 - January 07, 2004 - Added a few pointers, changed usernames and email.
- 0.9 - December 13, 2003 - All sections completed, will make some more additions and changes.

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## 3.0 INTRODUCTION

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Welcome to the Jiggy guide for Banjo-Kazooie, personally my first co-authored FAQ. I am A.K.A., and I made a Jiggy guide because the one posted already is not as in-depth as I would have liked, so I decided to make a new one. This game is a winner, it is one of the greatest action platformers and it hits home really well. The levels were split up by odds and evens, myself taking the even levels and SubBlue taking the odd levels. If you ever have any questions about this game, please don't hesitate to e-mail either one of us, and it doesn't matter which person you e-mail. Enjoy the FAQ!

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## 4.0 JIGGY WALKTHROUGH

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This is the heart of the FAQ, and will take you through all the Jiggys in the entire game. Enjoy!

4.1 MUMBO'S MOUNTAIN

BK-1

Welcome to the first level in the game, Mumbo's Mountain. It will cost you one jiggy. Named after the Bone-headed mumbo. This level is simple and made for getting to know your Controls pretty much. There are 100 notes, 10 Jiggys, 2 honeycomb pieces, and 3 moves for you to learn. So lets head to Mumbo's mountain which is located on the right, right when you walk into Grunty's Mountain, which is across the bridge from spiral mountain.

Jiggy #1 - Conga's Orange Blocks

BK-11

Right when the level starts keep heading straight. You will see a huge monkey Named Conga on a tree. When you get near him he will get mad and stay away from his tree, don't listen to him. There should be four blocks around the tree with oranges on them. Get on them and he will throw oranges at you. Right before the oranges hit you move and the will hit the blocks. Do this to every one of the blocks and Conga will hand over a jiggy!

Jiggy #2 - Chimpy Is Hungry

BK-12

Once you have the jiggy for the orange blocks head toward the big log behind the tree and you should see a small monkey named Chimpy. He is very hungry and he needs an orange to eat. Where can you get one? Conga! There is an orange on his tree. Walk toward the tree and climb up and get it. This will make Conga mad and he will start tossing oranges at you. Give the orange to Chimpy and receive your surprise, which is a jiggy! Jump up on the log to receive it.

Jiggy #3 - Egg Conga

BK-13

Alright your now on the log right? Hold Z and push A to backflip onto the edge of the ledge. You should see a mound to the left. Talk to bottles to receive the move where you can shoot eggs. Gather up some eggs and walk left to the end of the ledge where you have a clear view of Conga. Run onto the giant piece of wood and hold Z and push C-Up. This should fire an egg. It should hit Conga and he will start tossing Oranges at you. Hit him 3 times and you have beat Conga and he will hand over the Jiggy.

Jiggy #4 - Climb Banjo, Climb!

BK-14

Head over to the huge mountain and find like a wooden bridge that takes you up the mountain. Going up this bridge you should get quite a few notes. Once up it you should see a giant anthill. Go left of it to go up yet another hill. At the top you should see another mound to gather yet new move, this time the chicken walk. You should see the jiggy right in front of you. It is near like on old aztec looking thing. Grab it and get another! That Makes 4.

Jiggy #5 - Break The Hut

BK-15

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Head across to the other side of the giant ant hill and you should see a big statue and a hut. To left of all this is another mound. Take to bottles to figure out how to the beak buster. Now beak buster each hut. The first one has 5 notes in it, the second one has five eggs in it, the third one has an enemy in it, the fourth one has a jinjo (see last jiggy for this level), the fifth one has an extra life in it, and last but not least the sixth one has, yes you guessed it, a jiggy! Five down, Five to go.

~~~~~  
Jiggy #6 - In Mumbo's Eye

BK-16  
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You should see something like a huge skull building right in front of your face. It is mumbo's skull and there is a jiggy in his eye. This is the easiest jiggy in the game. Go up to his skull and do a backflip into his eye. Piece of cake. Four more jiggys till the level is complete.

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Jiggy #7 - The Tiki Statue

BK-17  
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In the middle of this area there is a rotating Tiki statue right? Jump up onto the platform that this statue is on and push Z + C-Up to shoot an egg in the mouth. You must time these just perfect to get them into the mouths of the statue. Each time you get one in, one head gets knocked off and the next head starts spinning faster and faster. Do this a total of four times and the jiggy is yours.

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Jiggy #8 - The Slide

BK-18  
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Now near the huts you should see a gigantic hill with little edges all over it. If you slide right from the exit you will land on a ledge with a jiggy on it. Pretty simple. Also there are many notes on this hill.

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Jiggy #9 - The Ant Hill

BK-19  
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Well you have almost completed the level. Now for a fun jiggy. You have seen the little skulls around the level right? They are called Mumbo Skulls. When you get enough you can change into different creatures. You need Mumbo Skulls, the number you need and the guy that turns you into the creature is in the huge skull near the huts. In this level the number is five skulls. You can find the skulls in these locations:

1. The first one you probably noticed was under the stairs of Mumbo's hut.
2. Go into the anthill with your chicken walk and climb up the platforms. On the second platform you should find it.
3. Remember where you shot eggs at Conga. Go there except go to the other side and there are ledges, there is a mumbo skull up there.
4. Behind the aztec statues.
5. When you enter the world, to the right there is a tall platform with a jinjo on it, it behind that.

Now go back to Mumbo's hut and he will turn you into and ant! Now that you're an ant where else is there to except the anthill. Head there and once your inside the other ants will talk to you. You should hear their funny comments. Climb up each ledge and do not forget to get the notes. Once you're at the top

go outside the hill. Grab the level up but be careful. Head to the very tip of the hill on the outside to collect the ninth jiggy.

Jiggy #10 - Adventure For The Jinjos

BK-1J

\*\*\*Green Jinjo- The green jinjo is located in the third hut smashed.

\*\*\*Orange Jinjo- This jinjo is located on top of the Aztec ruins at the very end of them.

\*\*\*Yellow Jinjo- Jump off the ruins and onto the hill. You should see the yellow jinjo on one of the ledges.

\*\*\*Blue Jinjo- It is located on a platform in the water.

\*\*\*Red Jinjo- Right when you enter the level, it is on the platform to the right.

4.2 TREASURE TROVE COVE

BK-2

Welcome to the second major island resort of this game! This place is much, much harder than Mumbo's Mountain and in some cases can get people lost because you have to search a little deeper than you would think for the second level. Anyway, there are 10 Jiggys once again, 100 notes, and 2 Extra Honeycomb pieces. I will split this and all of the rest of my levels into two sections to ease your eyes and the obliterating information that will be shot at you. For all of the Jiggys, I will give you the directions from the start point, so go there to find the next Jiggy to make it easier. So anyway, here it is.

Jiggy #1 - Captain Blubber's Blunder

BK-21

From the start point, head straight off the dock and through the archway, defeating a Snippet on the way. You will see a half sunken pirate ship straight ahead over a small lake. Go around to one of the sides and climb it using Kazooie's Talon Trot to go up the steep incline. Go around the "netting" that you could climb to get to the main floor of the ship. There you will see Captain Blubber, crying because he lost his treasure.

There are two places you must go to get the two pieces of treasure that he is too lazy to get up and go look for. It would be much easier for him, considering he is a walrus and we are no kind of water animal. But then the game wouldn't be fun so I guess we have to do it.

Treasure #1 - Remember when you came from the beginning to the ship and you saw a pool of water? Well head into the pool of water and look towards the ship. You will see three patches on the side of the ship, two are wood and one is black. That is where you should enter for the first treasure piece. Swim down and enter the boat and get the treasure piece. Once you do that swim out the way you came.

Treasure #2 - Well, now that you have the first one, get close to Blubber and Banjo will automatically take the piece of gold out, so toss it next to him with A, then move on. Kind of by the big pole in the middle of the ship is a wood covering. Moving away from Blubber right after the pole you will find the









level. Here you will find another bomb guy in a pool with eggs. Go around him and use another shock pad to get to the highest level. Here you will find a deep pool with a bomb guy in it. Enter the pool on one of the sides and swim straight down from here, going any farther forward will make him sense you. Swim down to the thing on the bottom, grab it, and come back all the way on the other side, again making it so he can't detect you. Oh by the way, you just got your eighth...

Jiggy! Eight down...2 to go!

#####  
Jiggy #9 - Through the Back Ways to Get The Prize BK-29  
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For this Jiggy, you will need to know how to use the Shock Jump Pads. From the start point, head down the dock and meet the Snippet in the middle of a three-way fork. Turn left and head towards where Clipper used to be. When you pass through the archway turn right and you will see a shock pad next to a steep cliff. Use the shock pad to go up to the second level.

Here you will find a Treasure Chest with some eggs in it. Past that you will see a very steep incline that Kazooie can still climb. You will then find yourself with a bomb guy in a pool with feathers, a honeycomb dealer, and a snippet. Pass by all of these and use the next spring pad to get to the next level. Here you will find another bomb guy in a pool with eggs. Go around him and use another shock pad to get to the highest level. Here you will find a deep pool with a bomb guy in it. Pass this guy and you will see stairs heading downwards with notes on the side of the stairs.

Go down the first set of stairs to find a Treasure Chest with two Mumbo Jumbo tokens, so take those. Head down the stairs again to find a honeycomb dealer, and once again to get to the sea level. From the bottom of the stairs turn around facing the stairs, and off to the right you will see a narrow ledge head off in that direction. The best thing I think is to...maybe...go there. Head along the ledge carefully until you get to a wider ledge with four feathers. On the water you will see three floating boxes. Fly on to each of them, using your shadow as a guide, until you get to the third box. From here, looking left from where you came, you will see a ledge that you CANNOT jump up to, you must flip up, and hold forward the whole time. I cannot stress enough to you that you need to hold forward when flipping, unless you want to start over and risk getting chomped by Snacker.

Anyway, once you flip up to the ledge, jump across this one and Flip-Flap to get to it. Then flip up to get to the next ledge, and fly across to the next ledge. For the last ledge, make sure you jump your absolute best because it will take every flying energy you got to get there. Once you get up to there you will be in a little alcove where you will find a...

Jiggy! Nine down...1 more to go!

#####  
Jiggy #10 - The Second Quest for Jinjos BK-2J  
#####

This will be your second time trying to find the Jinjos, and you will every level, so get used to it. I will put directions from the start for each one.

\*\*\* Blue Jinjo - Hmm, this one is right under your nose, but many, many people forget where it is. It is actually pretty difficult to get as well. From the start point, head off the dock and turn right around. Underneath the dock you

will find the Jinjo underwater, as most Blue Jinjos end up to be. The only problem is that as soon as you get close to it, with the current and all, Snacker comes to feed. The best way is to defeat Snacker. Lure him to the edge of the water, and fart an egg out at him. You need to do this many, many times, maybe 5 times, but then he will go away. Once he is gone, snatch the Jinjo. If he comes back, it will only take one egg to drive him off again.

\*\*\* Orange Jinjo - For this Jinjo, you will need to know how to use the Shock Jump Pads. From the start point, head down the dock and meet the Snippet in the middle of a three-way fork. Turn left and head towards where Clipper used to be. When you pass through the archway turn right and you will see a shock pad next to a steep cliff. Use the shock pad to go up to the second level.

Here you will find a Treasure Chest with some eggs in it. Past that you will see a very steep incline that Kazooie can still climb. You will then find yourself with a bomb guy in a pool with feathers, a honeycomb dealer, and a snippet. Pass by all of these and use the next spring pad to get to the next level. Here you will find another bomb guy in a pool with eggs. Go around him and use another shock pad to get to the highest level. Here you will find a deep pool with a bomb guy in it. Facing where you are coming from, look left to see the orange jinjo on a pretty narrow ledge. Go on the ledge, and go as carefully as you need to so that you can get him.

\*\*\* Yellow Jinjo - From the start point, head straight off the dock and through the archway, defeating a Snippet on the way. You will see a half sunken pirate ship straight ahead over a small lake. Go around to one of the sides and climb it using Kazooie's Talon Trot to go up the steep incline. Go all the way up the steep incline to get where there is a flight pad and the mole to teach you the trick. If you haven't learned it yet, do so now, then hop onto the flying pad.

Fly away from the starting point towards the sea. Use feathers as needed to stay high above the water. You should be heading towards a large rock structure over the water. There are two coves in each side of the inside of the rock structure. Go into the right one, coming from the ship, and you will see some notes and some stairs leading into blackness. Head into that place and into the blackness and you will be on your way. When you appear out, push your joystick forward, in essence the other way Banjo is facing. Eventually you will see on a tree that is on a lower ledge the Gold Jinjo. Carefully go up the tree and get him on the leaf.

\*\*\* Green Jinjo - From the start point, head straight off the dock and through the archway, defeating a Snippet on the way. You will see a half sunken pirate ship straight ahead over a small lake. Go around to one of the sides and climb it using Kazooie's Talon Trot to go up the steep incline. Go all the way up to the Flying Pad, and also a huge pole in the middle of the place. If you stand there long enough you will hear whistling...go up the pole and to find the Green Jinjo.

\*\*\* Purple Jinjo - From the start point, head down the dock to find the Snippet in the middle of a three-way fork. Head straight through the archway and you will see a half sunken ship. Turn to your right to see the indestructible boxes stacked on top of each other. Climb up those to reach the higher level. Looking at the sea, head left until you see the mole again. Learn how to use the Shock Jump pad, then go up and begin to use them. For the first jump, DO NOT jump forward. It is very, very difficult to reach that one, so instead go to the left of the starting point and follow the path that way.

Every time you jump, you will probably need to use Kazooie's Flip Flap to get you there. The best judgment of when to land is to look for a little shadow on

the pillar. Instead of going to the side ledges, you will find the purple Jinjo the farthest away from the start point. Jump to it and once you get it, if it is the last one you got, you will get your final...

Jiggy! All done...none left!

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4.3 CLANKER'S CAVERN

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BK-3

Welcome to Clanker's Cavern. One of the most annoying levels in the game. You will probably have a lot of trouble with this level if you did not have this guide. This level is pretty much in a cavern with a huge trash compacter which is a shark named Clanker. You can enter this shark too and you will need to do it for most of the jiggys. This is an underwater based level so you got to be a quick swimmer. You should swim around and get used to the swimming controls before trying to collect Jiggys. Well here we go.

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Jiggy #1 - The Shark Hook

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BK-31

You start out and you see a tall tower in some water. Jump into that water. Swim down and you will find a tube underwater. Swim through the tube and you should see a huge shark named clanker. He will talk to you and tell you how he hates being in this dirty water. So how can you get him out of this dirty water, noticed he is chained down. Swim down toward where the chain is hooked to a lock on the ground. Notice there is a key in the lock. You must swim through the key 3 times. If you run out of there is a fish with bubbles coming out of him and you can gather air from him. Once you swim through the key 3 times the clanker will be raised up to the top of the water. He gives you a jiggy, which is on his back.

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Jiggy #2 - Tooth Ache

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BK-32

This one is pretty simple. Once you get the last jiggy, Clanker will say his tooth hurts from eating all the garbage. There are two platforms in front of Clanker. Jump up on one a notice on each side of the mouth he has a gold tooth. Shoot the gold tooth 3 times for it to pop out. Then swim into that side of the mouth. The right side of the mouth contains a mumbo token and the other contains the jiggy!

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Jiggy #3 - Under The Sea

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BK-33

If you start right in front of clanker swim down and to the right there is a tunnel in the wall. Swim to the end and there is a jiggy but you got be quick and get out of the tunnel before you run out of breath.

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Jiggy #4 - Something Smells Crabby

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BK-34

Swim under the water and past Clanker. Right behind clanker is a green tunnel. Swim through it and it will finally lead off to land. Then 3 crabs will attack you. Jump in the air and press Z to you the beak drill into them. Once you have

defeated all of of them in the room, backflip onto the pipe and walk onto the generator. The jiggy is there waiting for you.

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Jiggy #5 - Jiggy in Jail BK-35  
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Get on Clanker's back. Walk to the end of him and up on his tail. Once at the edge of it you should see a jiggy behind bars. Shoot some eggs at the jiggy and the cage will break. Once the cage breaks walk across the pipes slowly and grab your prize.

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Jiggy #6 - Use The Blowhole Banjo! BK-36  
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This is another simple jiggy. Climb up onto Clanker's back once again. Walk toward his head and you should notice a blowhole with a bolt shooting out of it. Wait till the bolt goes back into his blowhole and then walk onto the bolt. It shoots you up and fits perfectly into a platform. Hurry and walk off the bolt before it goes back down into clanker. Once on the platform, the jiggy is straight in front of you. You must walk across the crooked pipe, backflip and the jiggy is yours.

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Jiggy #7 - Banjo The Ring Swimmer BK-37  
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Once again jump onto Clanker's back. Once the bolt shoots out of Clanker's blowhole jump into the hole. You should see multiple rings that are blue and one green one. Once you jump through the green one another one will turn green and you have a time limit to jump through every one of them why they are green. Here is a diagram I tried my best on.



Those are the orders you must swim through to get the jiggy. The water will rise and the jiggy will be on the flight pad.

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Jiggy #8 - Don't Get Cut Banjo BK-38  
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Drop through the blowhole and you should see some spinning blades. Right next to you is another mound with bottles in it. Talk to him to learn to the wonder wing. Press Z + C-Right to use it and run through the blades to get the jiggy.

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Jiggy #9 - Blades? Again? BK-39  
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Where you left off where the rings where get on the flight pad and fly across

the room where you shall find more blades. Use your wonder wing (Z + C-Right) to run through them and gather the jiggys.

Jiggy #10 - The Journey for the Jinjos

BK-3J

\*\*\*Green Jinjo- Swim to where Clanker is chained down (check back to jiggy #1). The Jinjo is down there waiting for you to come rescue him.

\*\*\*Orange Jinjo- There is a platform to Clankers left, that has a shock spring pad on it (Green foot pad). Go over there and use the pad to get on a pipe. Jump to the ledge and use beak buster on the bars. There is a jinjo down there.

\*\*\*Blue Jinjo- Jump in and swim down below the water. There is a pipe on the right, it is the second one and you should located the blue jinjo there.

\*\*\*Pink Jinjo- Go to the ring area, which is Clanker's left gills. Swim to the bottom of the water and you should the pink jinjo waiting for you.

\*\*\*Yellow Jinjo- From the starting point you should see a giant container ahead with a ladder on it. Grab and climb up the ladder to see a behive. Bust the beehive and the last jinjo is there waiting for you.

4.4 BUBBLELOOP SWAMP

BK-4

After the sharp incline in the difficulty of the levels, it kind of simmers of here with an easier level for you to work with. This is one of the easier levels in the game, considering how far along you must be to get there. Personally I thought Clanker's Cavern was much more difficult. Again there are 10 Jiggys, 100 notes, and 2 extra honeycomb pieces for you to grab. Anyway here is the stuff for Bubbleloop Swamp.

Jiggy #1 - The Long Race to the Treasure

BK-41

From the start, head forward and keep going until you get to the bridge. Cross the bridge until you come to a four way crossing, including the way you came. In the middle of the crossing, you will see a green switch with a Jiggy on it. Get ready to run, and pound it. Now you must run straightforward up the narrow slope and around the upper level of the path to get to the Jiggy in time. They give you plenty of time, so don't panic and fall off. I would suggest using Kazooie for most of it if you are comfortable with the bird, because it is much faster. Once you get to the last stretch before the Jiggy, I would suggest using Banjo because it is much too narrow for the quick turning Kazooie. So head up the first incline with Kazooie, past all of the little alcoves housing the goodies, and continue on. This is a fairly leanient time limit, so you don't have to kill yourself to rush, but you should hurry. Carefully walk across the last part, and if you find you are running out of time and you are close enough, you can just jump there to get the first...

Jiggy! One down...9 to go!

Jiggy #2 - The Golden Egg Without the Goose

BK-42











bridge until you come to a four way crossing, including the way you came. From here, take a right turn and you will see a leaf floating still in the swamp to get a platform covered with several hollowed stumps. Use the leaf to cross over to the platform, and for our purposes, go straight so that you end up in a place with a bunch of pillars with shock jump pads and many wooden huts. Underneath the pillars there are many different prizes, like Mumbo tokens, eggs, feathers, notes, and of course, the Purple Jinjo.

Once you pick up all five jinjos, your prize will be a...

Jiggy! 10 down...and you are all done!

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4.5 FREEZEEZY PEAK BK-5  
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Jiggy #1 - Snowman Sledding BK-51  
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Welcome to Freezeezy peak. You start off by seeing some little hills in front of you. Slide down the first one to talk to a bear who ate something that hurt his stomach, it was gold and shiny, so what else is it? A JIGGY! How can we get this out of his stomach. Go down the next hill and you shall see a gigantic snowman. Go between his legs and up another ledge to find the start of his scarf. Climb up his scarf, which has a red feather on each red part of the scarf and a note on each gold part. Once your at the top of the scarf, go to the other side of the snowman's head to find yet another part of the scarf. Notice a sled at top of it. Walk onto the sled to slide down the scarf, and jump onto the bear's belly. The jiggy will pop out and he thanks you for getting his sled back and getting the jiggy out of him.

~~~~~  
Jiggy #2 - Smoking a Jiggy BK-52  
~~~~~

You will have to climb up the big long scarf one more time. Climb all they way to the top and find a shockpad. Use it to jump onto the snowman's nose. Carefully jump onto the pipe down below which contains a jiggy. Well lets move on to the next jiggy because you are one step closer to Grunty.

~~~~~  
Jiggy #3 - Watch Out Snowman! BK-53  
~~~~~

Time for a new move. Look behind the snowman to find a new move. The Beak Bomb, sounds hurtful doesn't it. Get ready to use it. Take off and a flying pad and looks for snowmen throwing snowballs at you. Get near them and you use your beak bomb toward the "X" on their hat. If you hit it they will die. Once you kill every single one of them you will get a jiggy which will appear where the last snowman you hit was.

~~~~~  
Jiggy #4 - Push The Snowman's Buttons BK-54  
~~~~~

You should now know the beak bomb. Now take off on a flying pad and fly way up high toward the front of the snowman. You should see 3 targets on him that look like buttons. Well beak bomb all 3 of these to get a jiggy that will appear on top of his hat.

~~~~~  
Jiggy #5 - Save The Twinkles

BK-55  
~~~~~

Do you see a giant Christmas tree? Good, well head toward it. You should see a box of light bulbs, called twinkles. You must let these twinkles get to the trees. Heres how you do it. The will walk across the platform and there are 3 holes which some type of monsters come out and eat them. You must beak bust each of these monsters so the twinkles can get by. 20 must get in the tree before the time limit ends. Then, you must shoot eggs at the back star on the pot. A star will appear above the tree, and you must fly through it three times. Once you do that, you can go inside and retrieve your Jiggy.

~~~~~  
Jiggy #6 - The Poor Bears

BK-56  
~~~~~

Where the level starts, right next to it is an igloo. Go inside and the kid bears will tell you that they want some presents for Christmas. Well alright Santa, lets do a good deed and get these bears some presents. Here is where they are located:

1. If you go up the snowmans scarf and use the spring pad it is on his nose
2. There is one located inside the Christmas tere
3. There is one on the left of the snowman in the water on an island

~~~~~  
Jiggy #7 - The Walrus Vs The Bear

BK-57  
~~~~~

This one is pretty simple. You must transform into the walrus and race the bear. If you beat him you will win a jiggy.

~~~~~  
Jiggy #8 - Bear Vs Bear

BK-58  
~~~~~

Same thing you must complete the race except you must run.

~~~~~  
Jiggy #9 - Walrus in Love

BK-59  
~~~~~

Go to mumbo and get changed into a Walrus. Now head to the girl walrus's cave and talk to her, she will give you a free jiggy.

~~~~~  
Jiggy #10 - Another Quest for The Jinjos

BK-5J  
~~~~~

\*\*\* Blue Jinjo- there is one if you jump onto the broom of the snowman

\*\*\* Green Jinjo- Behind mumbo's house

\*\*\* Yellow Jinjo- In mumbo's hut on the top shelf

\*\*\* Pink Jinjo- There is a stack of presents stacked up there is a jinjo on there.

\*\*\* Orange Jinjo- Go in the walrus's cave it is on a ledge

4.6 GOBI'S VALLEY

BK-6

We now go to the desert for the sixth level of this amazing journey. This level definitely steps up its level of difficulty from Freezeezy Peak, but it is not as steep an incline from the swamp to the peak. This incorporates a whole new of kind natural enemy, quicksand, and you don't want to stay in there for too long. Once again there are 10 Jiggys, 100 Notes, and 2 extra Honeycomb pieces. So here we go!

~~~~~  
Jiggy #1 - Feeding and Flying with a Runny Nose BK-61  
~~~~~

From the start, go around the pond with the tree in the middle and go up the sand slope. From here you will see a giant sphinx named Jinxy, so go up to it and say hello. Anyway, make sure to either avoid or kill the Mummified Hand, because if you don't he can hurt you pretty bad. Anyway, jump up on one of his paws, and climb around to the back of him and eventually you will end up on top of him. Go over his head and when you are on his nose you will see two huge cacti sticking out of the ground at perfect jumping levels. Hmm...what to do. So jump on one of the cacti and the sphinx will say that he has a stuffed nose. Somehow, shooting eggs into his nose will heal it, because eggs can do everything pretty much. So shoot an egg into each nostril, and he will open the door to the inside of him. So go inside of him.

You will then see that there is a floating magic carpet sitting there. Jump up on top of it, and nothing will happen. Turn to your right to see a mini-sphinx on the wall, so give him an egg. The carpet will raise, and you will float up to a high enough level where you can jump to the next carpet. Be careful though, you don't have unlimited time, as the carpet will lower again after a few seconds. Anyway, continue doing this and after you feed the third one, jump quickly to the final carpet where you will receive a...

Jiggy! One down...9 to go!

~~~~~  
Jiggy #2 - Feeding Moving Bowls to Rise Up BK-62  
~~~~~

From the start, go around the pond with the tree in the middle and go up the sand slope. From here you will see a giant sphinx, and make sure to either avoid or kill the Mummified Hand, because if you don't he can hurt you pretty bad. Anyway, jump up on one of his paws, and climb around to the back of him and eventually you will end up on top of him. On top of him you will see a flying pad. Before you use it, if you are facing Jinxy's face, look to the left. You will see a pyramid with a bird statue on top that has a target on it. That's where you are going to end up going, so be prepared to turn right away. Use the flying pad to fly towards it, and Beak Bomb the bulls-eye. When you do so, the door to the pyramid will open up. Enter and you will see a man sitting there named Rupee (why he is named after money beats me) and he has a task for you. If you feed his snake enough times, you will be able to get the prize way up above. The snake is really this little basket that circles Rupee, and you have to have eggs come out of Kazooie's behind (C-Down) to make it work. When you get one egg into the basket, it will move faster. Do this five times (greedy snake) with good timing and the snake will rise up out of the basket. Climb up it and flip up to get a...

Jiggy! Two down...8 to go!

Jiggy #3 - Freeing a Chained Up Camel Named Gobi BK-63

From the start, go around the pond with the tree in the middle and go up the sand slope. From here you will see a giant sphinx, and make sure to either avoid or kill the Mummified Hand, because if you don't he can hurt you pretty bad. Continue up the slope to the right of the cacti, and continue up the next slope past the platform with the moat. There will be a closed pyramid, and go around the left side of the pyramid. If you wait a little bit you should see a magic flying carpet floating around by there, so when it comes, hop on so that it will take you to the island. There is a camel named Gobi, and he is tied to a rock on the island. It is as simple as smashing the rock and he will give you a...

Jiggy! Three down...7 to go!

Jiggy #4 - Punishing a Bad Gobi, Helping a Good Trunks BK-64

You must have completed the previous Jiggy to have this work. From that start, if you did it correctly, you will see a shriveled tree named Trunks and Gobi sitting in front of the tree. He is full of water and he has gotten greedy. The tree is shriveling up and needs some water, but Gobi will not share. So do the rightful thing and smash Gobi's back so that he spurts water into the tree. Probably not the water the tree wanted but it is good enough. The tree will grow and it will then magically put a Jiggy on the top of it. Go on one of the other trees and jump to the top of Trunks. It will seem impossible, but try it and eventually you should get a...

Jiggy! Four down...6 to go!

Jiggy #5 - A Scintillating Puzzle to Earn Some Gold BK-65

From the start, go around the pond with the tree in the middle and go up the sand slope. From here you will see a giant sphinx, and make sure to either avoid or kill the Mummified Hand, because if you don't he can hurt you pretty bad. Continue up the slope to the right of the cacti, and continue up the next slope past the platform with the moat. You will see another pyramid that is closed, so climb to the top and you will see a switch. Pound that switch and you will have 10 seconds to make it into the door that is opened before you have to pound the switch again.

Once you are inside, there is a puzzle that you have to solve within 100 seconds. Normally it is a little challenging, but that's why you came here right? First of all, get rid of the mummy by doing a Wonderwing to him. Now, here is what the tiles are, just pound them in pairs until they are all completed. Here they are:

|       |       |       |       |
|-------|-------|-------|-------|
|       |       |       |       |
| MUMBO | EGG   | JINJO | JINJO |
| TOKEN | TOKEN | TOKEN | TOKEN |
|       |       |       |       |

|                           |         |         |         |
|---------------------------|---------|---------|---------|
|                           |         |         |         |
|                           |         |         |         |
| +-----+-----+-----+-----+ |         |         |         |
|                           |         |         |         |
|                           | RED     | NOTE    | BANJO   |
|                           | FEATHER | TOKEN   | TOKEN   |
|                           | TOKEN   |         | HONEY   |
|                           |         |         | COMB    |
|                           |         |         | TOKEN   |
|                           |         |         |         |
|                           |         |         |         |
| +-----+-----+-----+-----+ |         |         |         |
|                           |         |         |         |
|                           | KAZOOIE | RED     | MUMBO   |
|                           | TOKEN   | FEATHER | TOKEN   |
|                           |         | TOKEN   |         |
|                           |         |         | KAZOOIE |
|                           |         |         | TOKEN   |
|                           |         |         |         |
|                           |         |         |         |
| +-----+-----+-----+-----+ |         |         |         |
|                           |         |         |         |
|                           | NOTE    | BANJO   | HONEY   |
|                           | TOKEN   | TOKEN   | COMB    |
|                           |         |         | TOKEN   |
|                           |         |         |         |
|                           |         |         |         |
| +-----+-----+-----+-----+ |         |         |         |

Smash them in pairs within the 100 seconds and you will get your prize which is a...

Jiggy! Five down...5 more to go!

~~~~~  
 Jiggy #6 - Race around the Temple BK-66  
 ~~~~~

For this one, you need to be able to use the Speed Shoes. From the start, go around the pond with the tree in the middle and go up the sand slope. From here you will see a giant sphinx, and make sure to either avoid or kill the Mummified Hand, because if you don't he can hurt you pretty bad. Continue up the slope to the right of the cacti, and continue up the next slope past the platform with the moat. Pass it around the left side of it, and go up any one of the many slopes there. From here, you will see a Temple with a trail all the way around it. At the base of the trail you will see a switch on the ground. Go get the running shoes, and run over the switch to activate it. From here you will have 25 seconds originally to get all the way to the top. This one actually gets VERY close, as they didn't want you to get there with regular running. Just keep on trucking, and so you know, the door at the top doesn't quite close at zero, so you can make it there in time. Once you get inside the temple, you will fall in some water. Beneath you underwater is a...

Jiggy! Six down...4 to go!

~~~~~  
 Jiggy #7 - Ring Above the Ancients BK-67  
 ~~~~~

From the start, go around the pond with the tree in the middle and go up the sand slope. From here you will see a giant sphinx, and make sure to either avoid or kill the Mummified Hand, because if you don't he can hurt you pretty bad. Anyway, jump up on one of his paws, and climb around to the back of him and eventually you will end up on top of him. On top of him you will see a



\*\*\* Blue Jinjo - From the start, go around the pond with the tree in the middle and go up the sand slope. From here you will see a giant sphinx, and make sure to either avoid or kill the Mummified Hand, because if you don't he can hurt you pretty bad. Continue up the slope to the right of the cacti, until you see a moat with a platform on it. I would recommend completing the sixth Jiggy before getting this one. Swim in the moat and around the platform. On one of the sides of the platform underwater you will find this Jinjo.

\*\*\* Orange Jinjo - From the start, go around the pond with the tree in the middle and go up the sand slope. From here you will see a giant sphinx named Jinxy, so go up to it and say hello. Anyway, make sure to either avoid or kill the Mummified Hand, because if you don't he can hurt you pretty bad. Anyway, jump up on one of his paws, and climb around to the back of him and eventually you will end up on top of him. Go over his head and when you are on his nose you will see two huge cacti sticking out of the ground at perfect jumping levels. Hmm...what to do. So jump on one of the cacti and the sphinx will say that he has a stuffed nose. Somehow, shooting eggs into his nose will heal it, because eggs can do everything pretty much. So shoot an egg into each nostril, and he will open the door to the inside of him. So go inside of him.

You will then see that there is a floating magic carpet sitting there. Jump up on top of it, and nothing will happen. Turn to your right to see a mini-sphinx on the wall, so give him an egg. The carpet will raise, and you will float up to a high enough level where you can jump to the next carpet. Turn around and you will see the Orange Jinjo on a carpet, so jump to the carpet and get the Jinjo.

\*\*\* Yellow Jinjo - From the start, turn straight around and you will see the Jinjo on a rock in the middle of some quicksand. Jump carefully and get the easiest Jinjo of the level.

\*\*\* Green Jinjo - From the start, go around the pond with the tree in the middle and go up the sand slope. From here you will see a giant sphinx, and make sure to either avoid or kill the Mummified Hand, because if you don't he can hurt you pretty bad. Continue up the slope to the right of the cacti, and continue up the next slope past the platform with the moat. You will see another pyramid that is closed, so climb to the top and you will see a switch. Go around the other side using Kazooie and you should see a small alcove in the pyramid, and it houses the Green Jinjo.

\*\*\* Purple Jinjo - From the start, go around the pond with the tree in the middle and go up the sand slope. From here you will see a giant sphinx, and make sure to either avoid or kill the Mummified Hand, because if you don't he can hurt you pretty bad. Continue up the slope to the right of the cacti, until you see a moat with a platform on it. I would recommend completing the sixth Jiggy before doing this one. Anyway, on the platform walls facing one of the pillars sticking out of the moat is a sphinx moving back and forth. Climb on to the pillar and shoot three eggs into his mouth and he will chew, swallow, burp and disappear. A pyramid will start to appear out of the platform as well. Continue on and do the same for the other two pillars, and after the third pillar you will be able to see the door to the pyramid and you can now enter.

When you enter, you will be warned that King Sandybutt's wrath will get you if you don't turn around. Continue on, but be prepared to run. Once you get past a certain point, a door behind you will close and the race will begin. You have sixty seconds to get to the other side of the maze. This isn't really that tough. My only piece of advice is to take the right path if you are facing the opposite way that you came from. Other than that, the camera angles



change greatly and it is hard to give directions. You will encounter a Mummy on the way, just Wonderwing it in stride so you don't have to stop. Continue on and you should make it, if you don't you will lose a life. Once you beat it continue on into a room. There will be a sarcophagus in there along with some pots. In the pots are some goodies, and one of the goodies is the final Purple Jinjo. Once you get all 5 jinjos, you will get a...

Jiggy! 10 down...and none left!

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4.7 MAD MONSTER MANSION BK-7  
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Mad Monster Mansion is a pretty tough level. There is a lot of stuff you must do throughout the level. Also you gotta have 20 mumbo tokens to become the pumpkin in this level. There are no moves in the level.

~~~~~  
Jiggy #1 - Can You Spell Banjo Kazooie? BK-71  
~~~~~

Alright this is another one of those spelling levels like in Treasure Trove Cove. At the mansion go to the right of it and you should see like a light shining over the wall. Go behind the wall to find a hut which is shining the light. Walk into it.

This one is pretty is pretty simple. The only thing you must watch out for is a ghost flying around the letters. All the letters are against the wall. Jump on the clear glass chunk out in the middle floor. Now move around and you will slide, you must spell BANJO KAZOOIE. It is pretty easy, good luck.

~~~~~  
Jiggy #2 - At The Bottom Of The Well BK-72  
~~~~~

Since you are at the hut go ahead and continue past it. You will see a bad guy which is a skeleton, either use your super feather or just make his bones break by beating down, or you could just run past him. Continue until you see a well.

Go ahead and jump down there. There are like 2 baddies down there. Grab the jiggy which is in the pail. Grab it and climb up the rope. 8 more jiggys to go!

~~~~~  
Jiggy #3 - You're Late for Church! BK-73  
~~~~~

Alright, continue you on past the mansion and you should get in some high grass. Continue past it until you see a large gate with a church behind there. Use your Beak Bust(Z+A) to bust down the gate.

Now head to the right side of the mansion and take a right. You should see some stairs. Go up them to find a pair of running shoes and a switch. Hit the switch and get in the running shoes. Jump over the wall and head to where the gate was once past that run into the church. There is a jiggy in there waiting for you.

~~~~~  
Jiggy #4 - Eggs Make Plants Grow BK-74  
~~~~~

Leave the church and go outside. All around there church there are little pots with no flowers in them. Shoot eggs out of your butt and into these pots to

give them flowers. Once the egg goes in flowers appear. Watch out for the moving gravestones that attack. There are 7 of these pots.

~~~~~  
Jiggy #5 - On Top of the Church

BK-75  
~~~~~

This is one of these pretty stupid simple ones. Alright head back to the church and you should where the door kinda sticks out with its on roof. Jump on the gravestone right next to it and then jump onto the little roof. Once up there use you chicken walk.

Now that you are up there. Go onto the next part of the roof. Head toward the tower part and you should see a little brick sticking out. Jump onto it and do a backflip onto the tower roof, you must use the chicken walk. Now backflip onto the platform above and use the jump pad to get to the very top of the tower part. Grab your jiggy.

~~~~~  
Jiggy #6 - Down the Toilet We Go

BK-76  
~~~~~

Alright first you must get changed into the pumpkin. You need 20 Mumbo Tokens, you must get some from other levels. Now if you got the 20 Mumbo Tokens, go into the church yard area and go into the bottom right corner and there is a crack in the wall. Backflip over and mumbo's hut is over there. Get him to turn you into a pumpkin.

Now make sure all the glowing windows on the second floor are busted out. There is a ramp in the garden area for the pumpkin to go up. So head up there and jump into the window on the right. There is a toilet in there so jump in and go down the drain. There are a few baddies you must dodge and then you are in a room containing a jiggy. Go back up the pipe and leave the mansion. Stay as a pumpkin.

~~~~~  
Jiggy #7 - Down The Gutter

BK-77  
~~~~~

Geez, Banjo has to keep getting dirtier and dirtier all the time. If you listened to me in the mission before I said stay as a pumpkin. Go down the roof and into the gutter. Walk across it until you find a drain pipe and make the pumpkin go down it. There is a jiggy there, then leave the bottom of the pipe.

~~~~~  
Jiggy #8 - Sleepers Protected Gold

BK-78  
~~~~~

Alright. Become Banjo again and climb to the very top of the roof on the mansion. Use the shock pad to jump up into the chimney. Now do not hit the fire because you will get burnt and do not touch the floor because you will wake the green ghost up. Jump onto the chair and then the next chair, then onto the table. Run into the ghost to grab the jiggy, and listen to him get yelled at by Grunty.

~~~~~  
Jiggy #9 - There's Not Beer In Thos Bear-els

BK-79  
~~~~~

Alright behind the big mansion there are some stairs going down. Go down the

stairs to see a boarded up door. Beak bust it and enter. Go down the stairs and make Kazooie beak bust ever barrel to gain items, one contains a jiggy.

~~~~~  
Jiggy #10 - Scary Jinjos BK-7J  
~~~~~

\*\*\*Blue Jinjo - Go back to the well and there should be like a little pond full of slime. Jump onto each pillar and then one contains a jinjo.

\*\*\*Green Jinjo - Climb up the mansion and it is on a smoke pipe beside the shock pad.

\*\*\*Yellow Jinjo - Climb up the roof of the mansion once again to see two windows. Bust the left one and it contains a bedroom. On the top bed there is a jinjo.

\*\*\*Pink Jinjo - Go in that boarded up door with the barrells, and in one of them there is a jinjo.

\*\*\*Orange Jinjo - There is a huge garden that is a maze. The last jinjo is located in there.

=====  
4.8 RUSTY BUCKET BAY BK-8  
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Man, if you thought Clanker's Cavern was hard, get ready for, in my opinion, the hardest level in the entire game. It is full of ways to get you to lose your life and make your life absolutely miserable. This mainly features a huge ship stationed in the middle of the oily water. The oily water does play a factor, however, and it goes like this. If you are submerged underwater you will lose your honeycombs twice as fast as usual. If you are swimming on the surface of the water, you will lose honeycombs like you would if you were normally submerged underwater. Also, to give easier directions on the boat, I will use normal ship terms. So, the front will be called the front, the left will be called the port, the right side will be called the starboard, and the back will be called the back. Here we go!

%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%  
Jiggy #1 - Tooting for Gold BK-81  
%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%%

From the start, head up the bridge so you are on the port side of the ship. Turn right and kill the floating device, and continue on until you get to some boxes. Climb around to the other side and you will see on the wall a code that says 312-111. It is a code for something...

Climb up the boxes and head towards the front of the ship. Head across the bridge to the higher level, and by the front of the ship, and up above are some bells. Smash the bells in the order that the code stated and a prize will appear on the second bell. That prize is a...

Jiggy! One down...9 to go!

%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%%  
Jiggy #2 - Climbing the Smokestacks BK-82  
%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%%

From the start, head up the bridge so you are on the port side of the ship.

Turn right and kill the floating device, and continue on until you get to some boxes. Climb up the boxes and head towards the front of the ship. Head across the bridge to the higher level. Keep crossing the ship and once you get to the front, look at the closest smokestack. You should see a ladder built into the smokestack, so climb up that. Once you get to the top, circle around the smokestack and cross the piece of hanging metal (how does it stay up?) to the other smokestack. Go around to the other side, and climb up the next smokestack. One of the ways will have one of those wall attacker guys, so beware of that. Kill it and go across the metal bridge again to the other side, where a wall guy might be hiding again. Climb up the ladder again, and this time on both sides will be a wall guy, so kill it and move around to the other side. Climb up the ladder there and you will reach the top of the smokestack. You should also see the top of the other smokestack, so jump to the top of that. Head to the middle of the smokestack and you will get a...

Jiggy! Two down...8 to go!

%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%  
Jiggy #3 - Inside the Shack to Get the Gold BK-83  
%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%

From the start, head left before getting to the bridge and around the boxes. You will see an empty gap and a sign on the wall that says, Toll: 2. So shoot two eggs into there, and a platform will move out. See those shiny gold feathers above the platform to the right? Put four more eggs in the toll and it will extend more so you can reach those and avoid the wall monster. Anyway, move on across the walkway and you will see a roof of a shack. Use Kazooie to climb up it and down the other side. Once you get down to the other side, look back up at what you just climbed over. You should see a window there, and its lights should be off. Go up there with Kazooie again, and pound the window and go inside.

When you get inside, you will see it was a storage room that got flooded. You will land on a narrow plank, so walk back onto the boxes and go away from the screen, so right of the plank. Hop along the boxes, and eventually you will get to the prize in the opposite corner. Your prize this time is a...

Jiggy! Three down...7 to go!

%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%  
Jiggy #4 - The Big Box of Gold BK-84  
%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%

From the start, head up the bridge so you are on the port side of the ship. Turn right and kill the floating device, and continue on until you get to some boxes. From here, look up and you will see a big box labeled "TNT" suspended by a crane. Hmm, somehow we need to drop that box...

Climb up the boxes on the front most side of the area that you are in, and climb up on the rope. Climb up the rope and across the crane, to get to the ladder. Climb down the ladder and go around in front of the crane and you will see a big down arrow that is not pushed in. Well, what are you waiting for? Beak Barge it in and the TNT box will explode. Climb all the way back and drop into the new hole.

Inside you will see a prize just lying there. When you go to grab it, a huge exploding box will appear. This box splits up into two boxes, which both split into two boxes, which split into two more boxes, which finally split into two more boxes. All together, it is fifteen boxes that you must destroy. There are eggs all around the arena, so that is there suggestion. My suggestion is

to become invincible and just go to town on all of them. It is much safer and quicker. Once they all perish, you finally be able to get your...

Jiggy! Four down...6 to go!

%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%  
Jiggy #5 - Crane...ium Gold BK-85  
%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%

From the start, head up the bridge so you are on the port side of the ship. Turn right and kill the floating device, and continue on until you get to some boxes. From here, climb up the boxes and go back towards the front of the ship. Climb up the platform and all the way to the front. In the middle of the front deck is a cage that holds some Gold. The cage is then attached to a crane. Somehow you have to raise the cage...

Backflip up on top of the cage and climb the rope. Go across the crane once you get to the top and then climb down the ladder on the side. Go around in front of the crane and you will see a big up arrow not pushed in. Now this part is tricky, so prepare yourself. There is a time limit from when you push it in, so as soon as you push it in, and the cut-scene is done, then quickly climb the ladder and use Kazooie to run across the crane, and when you get close enough where you think you can jump, go ahead and do so to get your prize. A word of caution however, if you get your prize then you don't get out of the cage in time, then it will close around you, and you will be stuck. SO get out as soon as Banjo stops his dancing. Oh right, and your prize is a...

Jiggy! Half done...half to go!

%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%  
Jiggy #6 - Robbin' from the Cap'n BK-86  
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From the start, head up the bridge so you are on the port side of the ship. Turn right and kill the floating device, and continue on until you get to some boxes. From here, climb up the boxes and go back towards the front of the ship. Climb up the platform and all the way to the front. Go to the starboard side eventually and get to the front of the ship. Go along the starboard walkway and go inside the first porthole that you can. Inside you will be in the Captain's room, so there has got to be some gold in here. There is a goblin in here as well as a closet that you can break the door of. Hmm... Kill the goblin and break open the door. Kill the wall monster and now all you have to do is backflip to get your...

Jiggy! Six down...4 to go!

%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%  
Jiggy #7 - Engine Room Conquest BK-87  
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From the start, head up the bridge so you are on the port side of the ship. Turn right and kill the floating device, and continue on until you get to some boxes. Climb up the boxes and head towards the front of the ship. Look out for a door implanted in the first smokestack that you see, and beak barge the door to open it. Remember where you went to get here, cause you will need to return soon.

From the start, head up the bridge so you are on the port side of the ship. Turn right and kill the floating device, and continue on until you get to some boxes. Climb the boxes until you get to the back of the ship. Here there will

be two ventilation pipes. One of them is alive, and you should stay away, because there is absolutely no way to beat it. The other one however, is harmless, and you should jump into it. Inside, climb down and you will be in a room with a switch of a fan, and a window into the engine room that you will visit very shortly. Pound the switch, watch the results, then head all the way back to the where I told you to remember.

Enter the opening after you break the door and you will be on a skinny platform. Either way you go, you will have to fight a wall monster, so kill him then climb down the very long ladder to get to a platform with a honeycomb provider surrounded by bees. I would leave it alone. A note of caution before moving on. In this next area, falling doesn't mean getting hurt, falling means losing a life, so that is the absolute last thing you want to do. Anyway, continue on into the engine room.

Go along the skinny platform and wait for the spinning walkway to stop moving. If you are quick, you can get the Mumbo token, but if you aren't confident, just jump over the gap to get to the other side. Next you will get to a bunch of giant metal gears that you will have to climb up. Just keep jumping up and you will reach the next platform. From here, go straight and wait for the fan inbetween it to slow down. If you don't know what slow down is, wait 10 seconds to see the difference between fast and slow. When it is slow, jump right when a fan blade is perpendicular to the floor and if you did it right you should pass right through. Finally, go along the skinny pipe, and backflip up to the small alcove. Finally, after all that work, you will get a...

Jiggy! Seven down...3 to go!

%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%  
Jiggy #8 - The Hardest Quest Ever BK-88  
%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%-%%

In my opinion, this is the hardest one to get and still stay alive. I wouldn't recommend doing this when you have 99 Notes (in fear of finding them all again) so be warned. A lot of this one is luck and if you don't get it the first time, you are normal because nobody I know has ever gotten it on their first try. Stay with it, and remember that you don't need to live after you get the prize so that will be your main focus. Save and start the level over after getting 9 Jiggys and 100 Notes and here we go.

From the start, head up the bridge so you are on the port side of the ship. Turn right and kill the floating device, and continue on until you get to some boxes. Climb up the boxes and head towards the front of the ship. Look out for a door implanted in the first smokestack that you see, and beak barge the door to open it.

Enter the opening after you break the door and you will be on a skinny platform. Either way you go, you will have to fight a wall monster, so kill him then climb down the very long ladder to get to a platform with a honeycomb provider surrounded by bees. I would leave it alone. A note of caution before moving on. In this next area, falling doesn't mean getting hurt, falling means losing a life, so that is the absolute last thing you want to do. Anyway, continue on into the engine room.

Go along the skinny platform and wait for the spinning walkway to stop moving. If you are quick, you can get the Mumbo token, but if you aren't confident, just jump over the gap to get to the other side. Next you will get to a bunch of giant metal gears that you will have to climb up. Just keep jumping up and you will reach the next platform. From here now, you will have to pound two switches to completely stop the whirring blades on the ship. Start by going to

the left. For each of the spinning pipes, wait until you are sure that the pipes are walkable. Many times the pipe will stop spinning on a crack of the pipe, and when you jump on you will simply slip off to your doom. So be patient and when you get a good place to walk on, walk halfway on it and jump the rest of the way, because it will start to move again.

Once you get to the next platform, wait for the spinning walkway to stop, and pound that first switch. Make your way back to the central platform and this time go the other way. Wait for a good walkway, and jump halfway through. Wait for the walkway to stop spinning and continue to the last switch. Prepare yourself and pound it. You know have only 65 second to go back across this platform, go across the spinning pipe, jump down the gears, across the spinning walkway, and up the ladder. Then you need to cruise over to the back of the ship, running in a Talon Trot. Get in the water and swim as fast as you can into the propellers and get the prize in the middle. Once the clock reaches zero, there is no extra time, the propellers will start moving again and if you are inside with a second left you will die. But, if you get the prize, congratulations on getting the hardest prize in the whole game, which is a golden, shiny...

Jiggy! Eight down...2 more to go!

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%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%
                                Jiggy #9 - Save Your Sister...I Mean The Dolphin                                     BK-89
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From the start, head up the bridge so you are on the port side of the ship. Turn right and kill the floating device, and continue on until you get to some boxes. Keep going past the boxes until you get to the front of the ship. Jump off the edge and swim out to one of the boxes sitting out in front of the ship. From here you should be able to see way underneath the ship a dolphin that is caught in the anchor. Of all the things to get caught in... Anyway, go swin underneath the water and follow the anchor chains to get inside the ship.

As soon as you can, surface so that you can get some air. Go into the wallway and kill all of the wall beasts that are in the way. Keep going all the way to the end of the hallway, and you will find a switch. Pound that switch, and the anchor will raise up. When they show the cut-scene, it looks like a painful getting loose of the anchor for the dolphin, but he's fine and he will drop a prize in the water. Go back down the hallway and out of the ship. Once you get out of the ship, surface before attempting to get the prize, because most likely you won't have enough air. When you finally do get the prize, you will be rewarded with a high five! No, wait, here we go, it's a...

Jiggy! Nine down... one more to go!

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%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%
                                Jiggy #10 - The Eighth Quest for the Jinjos                                     BK-8J
%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%-%
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You know the drill, here are the locations of 'em.

\*\*\* Blue Jinjo - From the start, head left before getting to the bridge and around the boxes. You will see an empty gap and a sign on the wall that says, Toll: 2. So shoot two eggs into there, and a platform will move out. See those shiny gold feathers above the platform to the right? Put four more eggs in the toll and it will extend more so you can reach those and avoid the wall monster. Anyway, move on across the walkway and you will see a roof of a shack. Use Kazooie to climb up it and down the other side. Be especially careful since the ledge is so narrow. Carefully go across the ledge to get to

yet another roof. Climb the roof, and you don't have to worry about the other side anymore.

Continue on the walkway past the toxic waste dumb with the barrels, and go across the bigger walkway to get to an exploding box by one of the cranes. Destroy the box, and go around the crane to the other side. There will be a toll of 6 you now have to pay, so do that now. Not only is it 6 now, but it is very windy, so take your time. Once you cross it you will get to some huge blue storage boxes. You need to get into the second one. Go around all three of them and use the shock jump pad to jump on top of them. Go through the hole in the second one to get the Blue Jinjo inside.

\*\*\* Orange Jinjo - From the start, head up the bridge so you are on the port side of the ship. Turn right and kill the floating device, and continue on until you get to some boxes. From here, look up and you will see a big box labeled "TNT" suspended by a crane. Hmm, somehow we need to drop that box...

Climb up the boxes on the front most side of the area that you are in, and climb up on the rope. Climb up the rope and across the crane, to get to the ladder. Climb down the ladder and this time jump down to the right of the crane. If you see a toll of 8, then you are in the right place. So give it 8 eggs, and a nice obstacle course will show up (not really, but its tough) and you must cross it. Once you get all the way to the end you will see your Orange Jinjo.

\*\*\* Yellow Jinjo - From the start, head left before getting to the bridge and around the boxes. You will see an empty gap and a sign on the wall that says, Toll: 2. So shoot two eggs into there, and a platform will move out. See those shiny gold feathers above the platform to the right? Put four more eggs in the toll and it will extend more so you can reach those and avoid the wall monster. Anyway, move on across the walkway and you will see a roof of a shack. Use Kazooie to climb up it and down the other side. Once you get down to the other side, look at the water in front of you. In the corner, you will see the yellow Jinjo sitting on a buoy. When you go out in the water, a fish will try to bite you so quickly jump on the buoy, to get the Yellow Jinjo.

\*\*\* Green Jinjo - From the start, head left before getting to the bridge and around the boxes. You will see an empty gap and a sign on the wall that says, Toll: 2. So shoot two eggs into there, and a platform will move out. See those shiny gold feathers above the platform to the right? Put four more eggs in the toll and it will extend more so you can reach those and avoid the wall monster. Anyway, move on across the walkway and you will see a roof of a shack. Use Kazooie to climb up it and down the other side. Be especially careful since the ledge is so narrow. Carefully go across the ledge to get to yet another roof. Climb the roof, and you don't have to worry about the other side anymore.

Continue on the walkway and go to the toxic waste. You will recognize it upon sight because of the extremely bright, neon green slime that you shouldn't fall in. Jump on the barrels, and balance yourself after each one, to get to the Green Jinjo.

\*\*\* Purple Jinjo - From the start, turn right before you get to the bridge, and jump up to the roof and climb up and over it. On the other side you will see a grating with a Honeycomb carrier with bees, and an exploding box. Get rid of the box, and then look down at the grating. Underneath the grating is your jinjo. Climb out into the water and stand on the box that is nearby. This is tough, because you lose air so fast, but it is doable. Swim in the big hole in the wall underwater and get the Jinjo with the crappy camera angles. Once you get it, surface quickly and regain your oxygen. I would recommend not saving



this one for last, because then you have to go get it again, which is another chance to lose a life. Get this one first, in case you drown. Once you get all 5 jinjos, you will receive your final...

Jiggy! Ten down...none left!

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4.9 CLICK CLOCK WOOD  
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BK-9

The last level. You have made it this far, congratulations, but this game is slowly coming to the end, so sad. This level is by far the hardest and the most confusing. You start in spring. You must look for a switch for summer, and in summer you must look for a fall switch, and in fall you must look for the winter switch. Now each of these different seasons have their own jiggies, and you can only do certain things in each season. Well here we go!

\*\*\*\*\*  
SPRING  
\*\*\*\*\*

~~~~~  
Jiggy #1 - The Quest To Find the Tentacles  
~~~~~

BK-91

This is pretty simple, climb up the tree; I'm not going to in full detail because it would just take way to long. Anyways there is a room filled with tentacle things. There is a jiggy on the right wall.

\*\*\*\*\*  
SUMMER  
\*\*\*\*\*

~~~~~  
Jiggy #2 - Leaves... Stiff Leaves  
~~~~~

BK-92

Go forward and climb up the leaf wall. Head to your right and then you should eventually find around 6 leaves going across with spaces in between them. Jump across and the top you shall find a jiggy waiting with your name on it.

~~~~~  
Jiggy #3 - The Jiggy May Bee Yours  
~~~~~

BK-93

Head up the tree. Pretty far up it too past the tore down tree house thing. You should see a giant bee butt, yes it looks like the back to the bee. Now where the butt hole is, enter it. There are a whole bunch of bees and you must destroy them, do it and the jiggy is yours.

~~~~~  
Jiggy #4 - A Beavers Dam Goes Wrong  
~~~~~

BK-94

Since you are in the summer, the river has totally dried out. In the spring you might of saw a beaver which his house a boulder in front of it but there was water so you could not do anything. Now you can, since the water is gone, beak drill into it and bust it you can not get all the way up there because the wall is too big. Come back in the fall to go in.

~~~~~  
Climb up the tree and you should notice a broken down the clubhouse. There is a jiggy in the room, go grab it, piece of cake.

\*\*\*\*\*  
FALL  
\*\*\*\*\*

~~~~~  
Jiggy #6 - He Lost His Nuts

~~~~~  
Climb the tree ones again. Near the very top, there is a squirrel who lost his nuts. Help him find them, They are all throughout the level. They are different locations every time, so go find them and bring them back for a jiggy.

\*\*\*\*\*  
WINTER  
\*\*\*\*\*

~~~~~  
Jiggy #7 - The Plants Are Dead

~~~~~  
Remember the snapping plants with items in them? Well they are all dead now. Find the flying pad and use it. Fly to the very top of the tree, and I mean the very top to find a dead plant with a jiggy. Grab the jiggy and get ready for more.

\*\*\*\*\*  
ALL SEASONS  
\*\*\*\*\*

~~~~~  
Jiggy #8 - The Bird shall Be Born

~~~~~  
Head to the giant bird nest at the top of the tree

Spring: Break open the egg  
Summer: Feed the eagles 5 worms  
Fall: Feed Him 10 worms  
Winter: Visit the bird to receive a jiggy

~~~~~  
Jiggy #9 - The Plant

~~~~~  
At the first you should see a fenced off area

Spring: Shoot eggs into the hole  
Summer: Use the camel, and jump on his back to squirt water on it  
Spring: Jump on the camel again to receive a Jiggy

~~~~~  
Jiggy #10 - The Last Quest For The Jinjos

\*\*\*Green Jinjo - In the fly trap at the bottom of the tree

\*\*\*Blue Jinjo - On the roof of Mumbo's house

\*\*\*Pink Jinjo - In the bee house/hive

\*\*\*Orange Jinjo - Next to the plant growing, in a pile of leaves

\*\*\*Yellow Jinjo - At the first of the level in the grass

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5.0 CREDITS  
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-Thanks to everyone who reads this

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