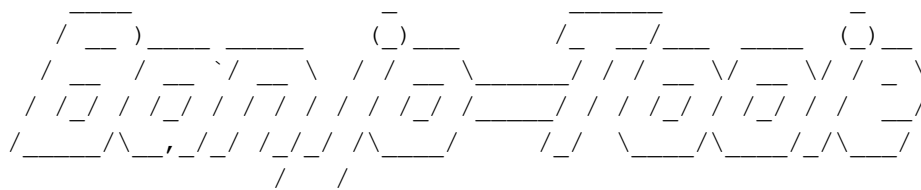


# Banjo-Tooie FAQ/Walkthrough

by Dallas

Updated to v0.8 on Dec 9, 2003



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Banjo-Tooie FAQ/Walkthrough (N64)  
Version 0.8 - Last Revised on 03/16/2001  
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## i. Introduction and Revision History

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### Introduction

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Welcome to my FAQ/Walkthrough for Banjo-Tooie! Ever since the prequel to this game was released (Banjo-Kazooie) I've fell in love with the series. If you've never played the prequel, give it a try to help you understand the game better. Anyway, the game features a Bear and Bird duo (Banjo the Bear, and Kazooie the Bird) who must stop the evil witch Gruntilda and her two nasty sisters from

sucking up all the life of the world. 9 huge worlds to play through with tons and tons of puzzles, mini-games, etc. makes this one of the best games ever released for the N64.

#### Revision History

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03/16/2001 - v0.8 (253K): This update features the new format for all of my guides as well as my new e-mail address. I know the guide isn't complete yet, but I'll be going back to finish it once I finish my Conker's Bad Fur Day guide. I promise.

12/28/2000 - v0.73 (254K): Slightly reformatted the guide. Centered all section titles and re-did the ASCII Art, also added a very small bit more to the "World Information/Locations" section.

12/21/2000 - v0.72 (240K): Finished up the 1st world locations as well as the 2nd world in the "World Information/Locations" section of the guide. More coming on the 26th of December (as that is the next time GameFAQs will be updated.)

12/16/2000 - v0.7 (226K): I've combined all the "Location" sections into one large section of descriptions/locations/etc. of each world to make things easier. Not much has been added to the walkthrough and the only world that has been revised in the "World Information/Locations" section is the first.

12/10/2000 - v0.68 (212K): Finished the last 10% of the Glitter Gulch Mine walkthrough as well as added another 10% to Jolly Roger Lagoon. Another secret added to the "Secrets/Codes" section also. The Grunty Industries walkthrough will begin with the next update.

11/23-12/8 - v0.2-0.66: These updates featured additions to the walkthrough and locations sections as well as several secrets added to the "Secrets/Codes" section. The 2nd version featured new ASCII art, and somewhere between then and 12/8, I added a new design to the art.

11/22/2000 - v0.1 (34K): Initial Release, very small portion of the walkthrough has been completed. Added a few locations and started the majority of the sections in this guide.

#### Walkthrough Percentages:

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Mayahem Temple	= 100%	Complete
Glitter Gulch Mine	= 100%	Complete
Witchyworld	= 100%	Complete
Jolly Roger Lagoon	= 80%	Complete
Terrydactyland	= 60%	Complete
Grunty Industries	= 5%	Complete

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I. Story  
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A midnight storm raged outside, and Banjo the bear nodded ruefully as he observed the varying fortunes of the players huddled around the card table. His breegull partner, Kazooie, was losing badly, and Bottles the mole was about even. It had been a good night, however, for Mumbo Jumbo the shaman, who was shaking excitedly as he dealt the next hand.

"S-Stop rocking the t-table--you're spilling our d-drinks!" Kazooie squawked accusingly at the shaman.

"N-Not Mumbo. W-Whole h-house s-shaking," Mumbo replied unsteadily.

He was right. Banjo's house was shaking, but it suddenly ended just as abruptly as it had begun.

"I wonder what that was? Perhaps someone should go and take a look," Bottles blinked nervously.

"Mumbo much brave. Me go outside," declared the shaman confidently, striding toward the door and out into the howling storm.

As rain pattered down on his bony head, Mumbo noticed two witches hurrying toward where Banjo's arch enemy, Gruntilda the witch, had been buried two years before. By the time he found a suitable hiding spot close to the action, the two witches were standing in front of the boulder that covered Grunty's grave, mumbling in a strange language. Suddenly the large boulder rose into the air and vanished!

As the smoke cleared, a figure slowly emerged from the freshly-opened grave-- it was Gruntilda! But it wasn't the Grunty they all remembered. The two years she had spent underground had taken their toll on her warty body, reducing her to a mere skeleton! Grunty looked down at her new bony body in disgust.

"Nice Grunty looks. Lost weight you have," the thin witch grinned.

Grunty glared at her sisters. "I hate bones, a body I need. Can you help me with this little deed?"

Just then, Mingella, the thin witch, turned in Mumbo's direction and pointed a long, crooked finger toward him. "Arrgghh! Seen us, bony man has!" she screeched.

"Leave it to me--he's no hassle. I'll kick butt, then off to the castle!" cackled Grunty as she lumbered after him.

Mumbo fled frantically from his hiding place and crashed through the front door of Banjo's house. "Grunty spell coming! Quick, must all run!"

Gruntilda watched gleefully as the bright light of her spell slammed into the side of Banjo's house, reducing it to a pile of smoking rubble. Cackling maniacally, she hurried across to where her sisters were waiting.

The three of them climbed into the giant digging machine Mingella and Blobellda had used to tunnel their way to Spiral Mountain. As they headed back to their castle, the two fleshy sisters described a machine that they had created.

They explained to the skeletal Gruntilda that it could suck the life force from the ground itself and from any creature standing on it. Once enough of that life force had been collected, they could use it to restore her former bloated body. Grunty couldn't wait to give it a try!

Some time later, a very groggy Banjo sat up on the grass, where he'd been thrown when the spell struck. Kazooie emerged from the safety of his backpack and watched in amusement as Mumbo rubbed his bruised skull gingerly.

"Ooooh, Mumbo's head hurt," the shaman groaned.

Banjo surveyed the smoldering wreckage of what used to be his house. "Well, at least everyone got out safely..." he sighed.

"Hang on. Where's Goggle Boy?" trilled Kazooie.

Everyone turned to look as a blackened shape stumbled out of what was left of the house. Bottles wobbled and staggered toward his friends, then collapsed to the ground and lay there motionless. Banjo and Mumbo rushed to help the stricken mole.

"Grunty's killed poor Bottles!" the bear gasped.

Kazooie screeched excitedly. It seemed like such a long time since their last adventure.

"Those witches are gonna pay! C'mon, Banjo, let's go!"

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## II. Characters

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Most of the characters in Banjo-Tooie are returning faces from the prequel, Banjo-Kazooie, but there are a few new guys/gals in the game. Below are the descriptions of each main character in the game (from the manual.)

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### Banjo the Bear

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Banjo, the Honey Bear prefers a quiet life to the thrill of adventure that his bregull partner seeks. Unfortunately for him, Gruntilda's up to her old tricks, so he won't get to relax anytime soon. And this time around, Banjo will have to learn some new tricks, since his partner plans to ditch the backpack and head out alone...

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### Bottles the Mole

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This timid mole's moves enabled Banjo and Kazooie to defeat Gruntilda in their first adventure. But he chose the wrong night to visit his old friends as the recently-exhumed witch blasted him with her fatal spell. Will Bottles ever see his family again? The bear and bird are his only hope...

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### Gruntilda the Witch

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A small matter of being dead and buried isn't enough to finish Banjo's arch enemy. And now, thanks to her grave-robbing sisters, Grunty is back and almost as good as before. Her subterranean stay may have reduced her to a mere skeleton, but she's wasted no time in blasting poor Bottles into oblivion and devising an evil plan to restore her carcass back to its former bloated glory.

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Honey B the Honey Bee

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She is one of the few friendly characters you're likely to meet on Grunty's Isle o' Hags. In exchange for the tasty empty honeycombs she craves, Honey B will provide passing travelers with much-needed extra energy. Be on the lookout for her distinctive wooden home--a gigantic beehive, naturally.

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Humba Wumba the Human

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The Isle o' Hags' resident magic user takes none too kindly to the intrusion of Mumbo Jumbo and his supposed reputation. She, too, has the ability to transform subjects into other forms and is determined to expose the shaman as the amateur he is.

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Jamjars the Sergeant

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As different from his brother Bottles as chalk is to cheese, Sergeant Jamjars joined the mole military when he was just a nipper. Those years of rigid rodent discipline may explain his lack of manners and nonexistent sense of humor, but his advanced ability training will be essential if Banjo and Kazooie are to stand any chance of defeating the evil coven.

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Kazooie the Breegull

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This red-crested breegull is ill-mannered, foul-mouthed, and proud of it! She's the attacking force behind the formidable bear-and-bird partnership, but Banjo's steady head makes too many sensible decisions for her liking. Kazooie can't wait to see what kind of trouble she can get into once she's free from his backpack!

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King Jingaling the Jinjo

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King Jingaling is the king of all things Jinjo and ruler of Jinjo Village. At least he was before Grunty and her sisters plowed through his peaceful kingdom with their digging machine, scattering his subjects to the far corners of the island.

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Master Jiggwiggy the Mysterious Jiggy-Headed guy

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Little is known about the ancient order of the Jiggwiggy except that it is based in a bizarrely-shaped temple and led by a recluse known only as Master Jiggwiggy. Legend has it that Master Jiggwiggy controls the all-powerful

Crystal Jiggy and that those seeking his help must first prove their worth...

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### Mingella and Blobellda the Witches

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The comical appearances of tall, thin Mingella and short, fat Blobbelda disguise this pair's magical prowess. Not since childhood have these two been united with their sister Gruntilda, but now the odds have suddenly swung back to three against two in their favor.

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### Mumbo Jumbo the Shaman

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This skull-headed shaman has spent the last two years at witch doctor school, so his mysterious powers have never been greater. Mumbo hopes that this time he'll get a chance to leave the safety of his skull hut to show Banjo and Kazooie what he can really do with his newfound skills.

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## III. Game Overview

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Below you will find random information about Banjo-Tooie that I couldn't put anywhere else. Former Banjo-Kazooie players may not need to read some of this information, but there is some new stuff that everyone should read, whether you've played Banjo-Kazooie or not.

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### Standard Controls

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Start: Brings up the menu and pauses the game.

Control Stick: Used to run, walk or switch between menu options.

D-Pad: N/A

A Button: Allows you to jump (hold down longer to jump higher)  
Press repeatedly to scroll through text faster.

B Button: Used for attacks, also used to read Information Signs or other types of signs. Also used as a cancellation method.

Z Button: Causes Banjo to crouch down; slows down dialogue text.

R Button: Press and hold to center camera behind Banjo; press to aim while using the Breegull Blaster ability.

L Button: N/A

C-Up: Sets the mode to First Person View.

C-Down: Changes camera zoom.

C-Left: Rotate camera angle.

C-Right: Rotate camera angle.

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### Starting a New Game

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There are several items you can choose from when starting a new game. First off, you can choose from three pictures on the wall; these are your save slots. Choose anyone you want to begin your new game. After you've begun a game, you can select a few other things. The camera (to the right of the pictures) allows you to copy one picture (saved game) to an empty picture (empty save slot.) To the far left is the trash can, which allows you to delete a saved game, thus making that save slot empty again.

On the bottom (where the shelf is) you can see some more options to choose from. You can select the N64 icon, which allows you to start a multiplayer game. To the right of that is the Television, with which you can change the settings of the game, such as: the Screen Alignment, position the screen on your TV to match your liking; Wide-screen mode, choose from wide screen or normal screen; and Speaker mode, choose from Mono, Stereo, Surround or Headphones. Just to the right of that is the VCR which allows you to replay cinematics, boss fights, or other cinematic sequences you've already seen in the game.

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### Built-In Abilities

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Roll: While running, press the B button to roll forward.

Rat-a-Tat Rap: Jump by pressing A, then press B to make Kazooie peck her beak out in the air.

Beak Buster: Jump by pressing A, then hit the Z-Button to come crashing down to the ground.

Double Jump: Press A to jump, then press A again while in mid-air to make Kazooie extend her wings for a "double jump."

Flip-flap: Press Z to crouch, then press A to do a backflip.

Talon Trot: Hold the Z button, then hit C-Left to walk using Kazooie. This allows you to walk up steep hills.

Egg Shooter: Hold the Z button, then press C-Up to shoot eggs out of Kazooie's mouth (you must have eggs for this to work.) Hold Z and press C-Down to shoot them out of the other end.

Beak Barge: Hold the Z Button, and hit B to charge forward.

Wonderwing: Hold the Z Button and press C-Right to use Kazooie's wonderwing ability. You need gold feathers for this to work, and it makes you invincible for as long as you hold it.

Flying: When you have red feathers, stand on a flight pad and Press the A button. You can fly as long as you wish until you run out of red feathers.

Super-Jump: This is also known as the shock spring jump. When you're standing on a shock spring pad, press A to use Kazooie's legs which will launch you high in the air.

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### Learned Abilities

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Egg Aiming: Learned in the Mayahem Temple. This will allow you to shoot eggs more accurately. Press the C-Up button to go into first-person mode, and a sight will show up. Use this to aim, and press Z to fire an egg. Pressing C-Down will remove the sight and allow you to look around.

Breegull Blaster: Learned in the Mayahem Temple. This ability will turn Kazooie into a human gun which uses eggs as ammunition. This ability can only be used in certain places, so you won't be using it often.

Grip Grab: Learned in the Mayahem Temple. With this, you can now grab onto ledges and pull yourself up (or move left and right.) Use the control stick to move around, the A button will lift you up onto the platform, and Z makes you let go of the ledge.

Bill Drill: Learned in the Glitter Gulch Mine. As the name suggests, this ability allows Kazooie's bill to act as a drill. It basically just enhances the Beak Buster ability, only now you can drill through rock in metal; so you can say it's an extra powerful version of the Beak Buster. Jump with A and press Z in mid-air to use it.

Beak Bayonet: Learned in the Glitter Gulch Mine. This ability is used in accordance with the Breegull Blaster ability. Basically, it allows you to attack without wasting any eggs. While in first-person shooter mode, press B to use it.

Split Up: Learned in Witchyworld. To use this ability, you must first find the Split Up pads (one has a picture of Banjo on it, the other, Kazooie.) Step on the Banjo pad and press A to split up! To change characters, stand on the pad and press A again, and to recombine, just run into the other character.

Airborne Egg Aim: Learned in Witchyworld. Basically, this allows Kazooie to fire eggs while flying. Press C-Up to go into first-person mode, and use the sight to aim. Press Z to fire, and press C-Up again to exit first-person mode.

Pack Whack: Learned in Witchyworld. Only Banjo can learn this ability, so ditch Kazooie before attempting to learn it. Since you won't have Kazooie with you at times, this ability allows you to use Banjo's empty backpack as a weapon. Press B to swing it at the bad guys.

Sub-Aqua Egg Aim: Learned in Jolly Roger Lagoon. This allows Kazooie to fire eggs while underwater in the same manner she does using the first-person mode. Press C-Up while underwater and a sight



will come on screen. Shoot with Z, and aim using the sight. You can still move around and swim like normal while in first-person mode.

**Wing Whack:** Learned in Jolly Roger Lagoon. Only Kazooie is capable of learning this ability. Once free from Banjo's backpack, she will be able to use her wings as an attack. Press B to attack oncoming enemies with Kazooie's wings. While moving, she'll do a whirling attack.

**Talon Torpedo:** Learned in Jolly Roger Lagoon. This turns Kazooie into a human torpedo (not really human, but bregull.) Press Z while underwater to activate the ability, then you can control kazooie around for a limited time. Press A to speed up and crash into things, B to return to Banjo's backpack, and the control stick to move. This uses 5 red arrows per use.

**Springy Shoes:** Learned in Terrydactyland. Whenever you see a pair of Springy shoes, hop into them and you'll be able to walk around in them for a limited time. When you're ready to jump, press the A button to go flying high in the air. If Banjo is with you, won't jump as high as you would without Banjo. You can use this ability whenever you see springy shoes.

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#### Transformations

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**Stony:** By visiting Humba Wumba in the Jade Snake Grove area of the Mayahem Temple, you can be transformed into a stony if you give her one glowbo. As a stony, you can participate in the kickball tournament. Pressing B will allow you to barge, and A allows you to jump.

**Detonator:** You can find Humba Wumba's wigwam up on a pile of colored items over in the Glitter Gulch Mine. Give her a glowbo and she'll turn you into a TNT detonator capable of blowing up rocks. Press and hold B to detonate near an explosive object without losing any energy. If you just press B, you'll blow up and lose energy. A is used to jump.

**Mini-Van:** Humba Wumba's wigwam will be located on top of the Crazy Castle, and the only way to get to it is to climb the pole near the entrance of the crazy castle and double-jump over to it once you get to the lift platform. To be transformed into a mini-van, it requires one glowbo. The mini-van is very useful for this stage, because not only can you open the glass doors with the "\$" on them, but you can also deposit coins into the money boxes which allows you to enter certain attractions of witchyworld. Press A to jump, B to honk your horn, and the control stick to drive (Honking will open the glass "\$" doors.)

**Submarine:** From Atlantis, go through the entrance across the room and into the next area. Collect to glowbo in between the pillars, then float to the top and enter the wigwam to be transformed into a submarine. Press A to accel, use the Control Stick to move, press B to use your Sonar attack, and press Z to shoot a torpedo.

This can be used to open certain items that cannot be opened, plus it is easier to control than Banjo and Kazooie swimming.

**Baby T-Rex:** When Humba's wigwam is small, enter it with one glowbo and you'll be transformed into a Baby T-Rex, which is initially unable to roar. Use the control stick to walk, and press A to jump. Learn how to roar shortly and loudly from one of the dino enemies roaming the world. Once you learn how to roar, use that roar to open doors with Baby T-Rex faces on them (Tap B for short roar, hold B for long roar.)

**Daddy T-Rex:** Warp to Mumbo Jumbo's hut in Terrydactyland to gain control of him, then warp over to Humba Wumba's wigwam and stand on the Mumbo pad. Press B to enlarge the wigwam (making the clearance high enough for the Daddy T-Rex) then go inside as normal Banjo and Kazooie to be transformed into a Daddy T-Rex (which is MUCH larger than the Baby T-Rex.) Press A to jump, B to roar, and use the control stick to move.

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### Egg Descriptions

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A new feature Banjo-Tooie has to offer that Banjo-Kazooie didn't is the use of different types of eggs. You can now shoot out 5 different types of eggs instead of just the normal eggs you were given in Banjo-Kazooie. You will learn how to use each new type of egg as you progress through the game, and below are the descriptions of each type.

**Normal Eggs:** Your standard blue egg. These are given to you when you first begin the game, and will be the most frequently used eggs until you are given the ability to use other types. These eggs are the exact same type that were used in Banjo-Kazooie, and have no "special effects" other than killing simple enemies. You can carry a maximum of 100 normal eggs.

**Fire Eggs:** Basically, Fire Eggs are just an enhanced version of the normal eggs, the addition being the flame surrounding the egg. This will be the least used type of egg in the game, really, but you will need it to open certain gates in certain parts of the game. You can also use them to kill enemies if you wish. You can carry a maximum of 50 fire eggs.

**Grenade Eggs:** These are probably the most frequently used type of eggs in the game. When shot, they will create a huge explosion when they come into contact with someone or something. You will use these for several tasks, including boss battles, blowing things open, defeating enemies, and collecting certain jiggies. You can carry a maximum of 25 grenade eggs.

**Ice Eggs:** These are eggs, only covered in solid blocks of ice. Shoot these at enemies to freeze them for a limited time, allowing you to proceed with a certain task, or use them for other necessary tasks that require them. You won't be using these too frequently throughout the game, but they are used more than the fire eggs. You

can carry a maximum of 50 Ice Eggs.

Clockwork-Kazooie Eggs: The final type of egg you can use is by far the coolest, it's the Clockwork-Kazooie Egg. When shot, this egg releases a little metallic toy Kazooie which you can control with the control stick for a limited time. Press B to explode the toy (when time is up, it will explode automatically) and press A to jump. You can carry a maximum of 10 Clockwork-Kazooie eggs and they come in nests of one.

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### Pad Descriptions

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While exploring the worlds of Banjo-Tooie, you'll find several pads on the ground, each serving a different purpose. Some are designed for specific characters, while others help you proceed with the game. Below are descriptions of all the pads you'll find in the game.

Warp Pad: Each world has several warp pads located within. The warp pads are blue with swirls in them, and you can tell if they are inactive by seeing if they look transparent or not. Once you activate a warp pad, you can use it to warp to any other warp pad in that world by pressing B while standing on it, then selecting your destination.

Spring-Shock Pad: Without these pads, Kazooie would be unable to use her Spring-Shock ability. These pads have a pair of Kazooie's legs on them, so they're easy to find. Stand on one of them and press A to go launching into the air. If you do this with Banjo and Kazooie at the same time, you won't get as high a jump as you would with Kazooie only.

Mumbo Jumbo Pad: Naturally, these pads may only be used by none other than Mumbo Jumbo himself (they are transparent to Banjo & Kazooie.) Whenever you see one, stand on it while controlling Mumbo Jumbo and he'll perform some type of magic which will help you through the world.

Flight Pad: These blue pads with Red feathers on them aren't found as much as they were in Banjo-Kazooie, but they are still in the game. These pads give Kazooie the ability to fly! Stand on a pad and press A to soar high into the air. You will, however, need red feathers if you plan to stay up in the air for a while.

Split Up Pads: These are actually two separate pads placed next to each other (a red Kazooie pad and a blue Banjo pad.) Once you've learned the Split Up ability in Witchyworld, stand on the blue Banjo pad and press A to split up. You will first control banjo, but you can switch to Kazooie by standing on Banjo's pad and pressing A again. To re-join the two, just walk into the other character.

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### Miscellaneous Item Descriptions

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Aside from pads, there are several other types of items such as switches in the game. Below are the descriptions of these "irregular" items you'll find during your quest. (Descriptions come from the manual.)

Switches: Most switches can be activated by anyone, but others require a specific character to stand on them. A switch will generally be activated by the weight of the character standing on it, so a bigger switch will require more weight.

Molehills: Even though Bottles has been blasted into oblivion by Grunty's housewrecking spell, the faithful mole's spirit can still give advice on the abilities Banjo and Kazooie learned in their first adventure. Stand next to any of his molehills in Spiral Mountain, then press the B Button to see what Banjo's old friend has to say.

Hatches: A flashing green light above one of these hatches means that the move available there has already been learned. A flashing red light means the move hasn't been learned yet. If you approach the hatch, two counters will appear, one showing how many music notes Jamjars requires, the other showing how many music notes you have collected so far. If you have enough, press the B Button for a lesson from the sergeant himself.

Silos: It seems like Jamjars has been anticipating trouble from the witches for some time. Not only is he on hand to teach advanced abilities, but he has also constructed an underground network of tunnels linking the various areas of the foreboding Isle o' Hags together. If you find at least two silo entry points on the surface, you can jump down one and quickly appear from another.

Beehives: All bears know that beehives are good sources of nutritional honey. These are no exception, but beware of the evil versions that have been cursed by Grunty. They will be less than keen to give up their life-saving honeycombs and are highly dangerous.

Signposts: You'll find these information-bearing signposts scattered throughout the game. Simply press the B Button while standing in front of one to read it.

Altars: These altars are located near world entrances on the Isle o' Hags. If you have the number of Jiggies indicated here, Master Jiggwiggy will let you warp directly to his temple to undertake his test of worthiness. If you successfully complete his challenge, he will grant you access to a new world.

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Footwear Descriptions  
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Aside from every other item in the game, Banjo-Tooie features different types of footwear, which will enhance the way Banjo and Kazooie walk/run. Below are descriptions for each type of footwear you'll find in the game.

Running Shoes: These look like a standard pair of tennis shoes, but in actuality, they give Kazooie the ability to run at least 5 times her normal speed (when the Talon Trot ability is used.)

Just walk into them to begin running, and when your time is up, the shoes will automatically return to where you found them. Press B to take the shoes off at any time.

**Wading Boots:** Kind of the opposite of the Running Shoes, the Wading Boots actually make Kazooie walk slower than normal. These are used to wade through un-walkable terrain such as quicksand pits, gunk, etc. These boots have a time limit on them, so you'll have to be quick due to their slow speed. They're easy to spot because they look like a normal pair of rain boots.

**Springy Shoes:** You'll have to learn how to use these from Jamjars before they become active. For the first 4 worlds of the game, these Springy Shoes will appear to be transparent, meaning you can't use them just yet. Once you learn how, try testing a pair out. You do have a time limit on them, but it's a long one. Walk around in them as much as you like, but once you press the A button, you'll go soaring high into the air (higher if you do so with Kazooie only.)

**Claw Clamber:** These special boots have suction cups placed on the bottom of them which allows Kazooie to walk up walls and other very steep places where there are bird footprints. First you must learn how to use these boots from Jamjars in Grunty Industries, then once you've learned how to use them, you can walk up walls wherever you see kazooie's footprints. Press A to jump, and use the control stick to walk. Can only be worn for a limited time.

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### Helpful Locations

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In each world you will always find two helpful characters who will be willing to help you out: Mumbo Jumbo the shaman, and Humba Wumba the prehistoric lady. Mumbo Jumbo can be found in his skull hut, while Humba Wumba can be found in her wigwam.

**Mumbo Jumbo's Skull Hut:** Banjo-Kazooie players will notice that Mumbo's hut has changed a bit since you last saw it. It now has two windows for the eyes, a nose and an entrance at the bottom. Inside each skull is a green like circle with a ramp leading up to Mumbo behind it. Mumbo is at the top, sitting in his chair waiting to help you, but he'll need a glowbo first. Glowbos will almost always be found very near Mumbo's hut.

**Humba Wumba's Wigwam:** A new face in the B-K series is Humba Wumba, the arch rival of Mumbo Jumbo (only she's human.) She does what Mumbo did in Banjo-Kazooie: transforms you into weird objects. You can find her wigwam (for those who don't know, a wigwam is a Native American dwelling commonly having an arched or conical framework overlaid with bark, hides, or mats; aka - a teepee) in each world. Give her a glowbo and jump into her pool to be transformed into some odd appliance or creature. Glowbos will also be found very close to Humba's wigwam.

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#### IV. Bare-boned Walkthrough

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The purpose of this section is to make a very straight-forward version of the main walkthrough (located in the section after this.) I've tried to leave out all spoilers in this section and I've also tried to eliminate the need for reading through a lot of words to get to what you want. However, in this process, I've also left out a lot of details on what to do. Details can be found in the main walkthrough.

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#### Spiral Mountain

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- \* Watch the opening cinema to know what's going on.
- \* From Banjo's House, go straight to the location of the digger machine tracks.
- \* Once inside the digger tunnel, fight and defeat Klungo to continue on into the Isle O' Hags (Jinjo Village.)

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#### Isle O' Hags (Jinjo Village)

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- \* Once here, go into one of the Jinjo Family huts, then go up to Jingaling's palace and go inside.
- \* Talk to Jingaling to hear what's going on, then exit his temple and go through Bottle's house.
- \* In the hallway, turn right to go into Speccy's room, then go through the secret opening which leads into the Wooded Hollow part of the Isle O' Hags.
- \* Using your newly-gained Jiggy, go to the doorman of Jiggywiggy's temple and show him your jiggy to enter the temple.
- \* Talk to Jiggywiggy and play his challenge.
- \* Once you finish the puzzle, the door to the Mayahem Temple will open, so exit Jiggywiggy's temple and walk over to the door to the Mayahem Temple.
- \* Go through and into the first world of the game: the Mayahem Temple.

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#### Mayahem Temple

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- \* Follow the paths until you come to a hatch. Press B while standing next to it for Jamjars to come out and he'll teach you the Egg Aim ability.
- \* Using your new ability, go up the next path and shoot eggs into each of the dinosaur heads on the structure to the left to unlock the door.
- \* Go inside the Treasure Chamber and talk to the guy inside to open the door

on the top of the chamber.

- \* Go across the way over to Mumbo Jumbo's skull and turn right. Follow the path to the right to find the bridge, then cross it to find the pig.
- \* Kill all the flies with the Egg Aim ability and the pig will reward you with a Jiggy.
- \* Go back to where the Targitzan Temple entrance is, and go around to the left side to find another hatch.
- \* This time, Jamjars will teach you the Breegull Blaster ability, which you'll be using the Targitzan Temple.
- \* Go up the stairs and through the entrance to be in the lobby of Targitzan's Temple. Now that you have the Breegull Blaster ability, you can enter.
- \* Search around his temple to find 10 statues, which will then open the Slightly Sacred Chamber.
- \* Find the entrance to the Slightly Sacred Chamber and go inside to get a Jiggy.
- \* Now go back into the main part of the temple and collect 20 statues to unlock the Really Sacred Chamber.
- \* Enter the Really Sacred Chamber to fight Targitzan. Once he's defeated, you'll get a jiggy.
- \* Exit Targitzan's Temple the same way you came in.
- \* Go over to Mumbo Jumbo's hut and collect the glowbo inside. Go up the ramp and give the glowbo to Mumbo to play as him.
- \* As Mumbo, go to the Mumbo Magic Pad in front of the golden Goliath head and press B while standing on it.
- \* Controlling the Goliath, take him backwards to the double doors. Kick them and go inside, straight through the quicksand and collect the jiggy in mid-air.
- \* Go back to the 2nd set of double doors near the kickball arena, and kick a hole in them.
- \* Return the Goliath back to his spot and take Mumbo back to his hut to regain control of Banjo and Kazooie.
- \* Go to Humba Wumba in the Jade Snake Grove (1st double doors you kicked open) and collect the glowbo behind her tent.
- \* Give the glowbo to her to make her transform you into a stony.
- \* As a stony, go to the kickball arena and talk to the other stony inside. He'll open the Quarterfinals door.
- \* Play and finish the Quarterfinals, the Semifinals and the Finals to get a jiggy, then exit back into the main part of the world.
- \* Go near the entrance of the world and kick the double doors open with the Goliath, go inside and learn the Grip Grab ability.

- \* Warp to the Prison Compound and jump into the water. Climb out using the platforms, then slide across the ledge to the left using your new grip grab ability.
- \* Drop down into the boots, cross the quicksand and get the jiggy on the other side.
- \* Use the other boots to exit the prison compound, then access the Goliath and kick the boulder away to reveal the flight pad.
- \* Fly up to the top of the Targitzan Temple to get the jiggy.
- \* Go to Jade Snake Grove and make your way upstairs to where the large structure is located.
- \* Talon trot up the structure, then flip-flap up to the next level.
- \* Climb onto the square of plain grass, and tip-toe (press lightly on analog stick) to the jiggy near the snake.
- \* Exit the Jade Snake Grove and look for the flight pad.
- \* Use the flight pad to fly up to the top of the Treasure Chamber; enter it and go up the stairs to Unga Bunga's cave.
- \* Don't step on the leaves and flip-flap over to the torch near Unga Bunga (don't touch the fire.) From there, flip-flap to the clear area.
- \* Jump up to the alcove and get the treasure, then follow the tunnel out to the stairs.
- \* Jump down and give the treasure to the man searching for it to get a jiggy.

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#### Isle O' Hags (Plateau)

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- \* Exit the Mayahem temple and go over to Jiggywiggy's temple.
- \* Play and complete the 2nd and 3rd challenges to unlock the 2nd and 3rd world entrances.
- \* Leave Jiggywiggy's temple and go over to the right of the Mayahem Temple entrance to find a few platforms.
- \* Climb them and grip grab over to solid ground, then go through the opening which leads to the plateau.
- \* Go up the ramps and jump in the whole to enter Glitter Gulch Mine.

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#### Glitter Gulch Mine

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- \* Follow the right mine cart track until you see platforms to the right.
- \* Jump off and go up the platforms to find the hatch; press B to learn the Bill Drill ability from Jamjars.



- \* Go back to the entrance of the mine and turn right to find a hill, go up and Bill Drill the boulder to enter the Ordnance Storage.
- \* Learn the Beak Bayonet from Jamjars in the entrance, then go into the main part.
- \* Defuse all 15 bombs within the given time for a jiggy (B to defuse.)
- \* Exit the Ordnance Storage and follow the tracks until you see Mumbo's hut.
- \* Use a glowbo you found to play as Mumbo, then head over to where the shredding room is located.
- \* Press B on the Mumbo pad to levitate the jiggy boulder into the room.
- \* Go inside the shredding room and avoid the smashing blocks; hit the red switch with a beak barge to shred the rock.
- \* Go back outside and collect the 3 jiggy fragments for one whole jiggy.
- \* Enter Humba Wumba's wigwam (near entrance of the mine) and transform into a TNT Detonator.
- \* Blow up the rocks just outside of the wigwam and return to Humba Wumba to regain control of Banjo & Kazooie.
- \* Enter the canary cave and beak barge Mary's cave to release her.
- \* Exit the cave and hop onto the handcart near the fuel storage to race Mary through the mines all the way to the train station. If you win you'll get a jiggy.
- \* Race back and if you win you'll get a cheato page.
- \* Enter the 2nd mine entrance to the left of Mumbo Jumbo's skull hut. Go into the 2nd area and head into the power supply basement.
- \* In the dark (or in the light, depending on when you decide to get this jiggy) follow the path of boards until you reach the last platform with the jiggy.
- \* Step on the switch near the entrance to the mine to open the grating.
- \* Run over to the grating using the Talon Trot and go inside the water storage.
- \* Collect the jiggy on the bridge, then exit back out into the mine.
- \* Enter the Water Storage again and climb up onto the bridge, then double jump over to the ledge.
- \* Swim through the underwater tunnels until you get to the room with the jiggy; collect it and exit back into the mine.
- \* Warp to Mumbo's hut to gain control of him, then warp him to the train station and stand on the mumbo pad & press B.
- \* Warp back to his hut to regain control of Banjo & Kazooie, then go back to the train station and hop on.
- \* Use the control pad to summon Old King Coal, then go into the Boiler room to

challenge him.

- \* Defeat him to get a jiggy, then go to Humba Wumba's wigwam.
- \* As a TNT Detonator, go to the Fuel Storage and detonate the TNT barrel to blow up the rocks blocking the train tracks.
- \* The saucer box will now be free. Exit Glitter Gulch Mine.
- \* Use the silo to warp to Wooded Hollow and enter the Mayahem Temple again.

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#### Mayahem Temple (Returning)

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- \* Go straight to the prison compound and unlock Dilberta's cage if you haven't done so already.
- \* Bill Drill the boulder and follow Dilberta into Bill's hut to get the jiggy.
- \* Go back into the prison compound and hop into the water.
- \* Swim through the underwater tunnel, emerge on the other side and Bill Drill the boulder in the center of the room.
- \* Go down the stairs and roll into the pillars to make the jiggy fall to the lowest platform.
- \* Climb back up the stairs and get the jiggy before time runs out.

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#### Isle O' Hags (Pine Grove)

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- \* Exit the Mayahem Temple and go back the Isle O' Hags.
- \* See Jiggywiggy to open the 3rd world if you haven't done so already.
- \* Go to the plateau and shoot a fire egg at the switch to open the gate blocking the entrance.
- \* Find Jamjars' hatch to learn how to shoot grenade eggs.
- \* Enter the 3rd world: Witchyworld.

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#### Witchyworld

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- \* Talk to Boggy's wife near the ticket stand.
- \* Use the spring-shock pad behind the ticket stand to get to the top and step on the switch to open the hamburger shop.
- \* Go over to the hamburger shop and collect the hamburger.
- \* Find the hatch near the tent to learn the Split Up ability.

- \* Enter the side area where the high dive is and climb the colored pole to the top and tiptoe across the board.
- \* Flip\*flap to get the jiggy, then jump down and go back to the main area.
- \* Find Humba Wumba's hut from the tightrope and transform into a mini-van.
- \* Run into the slot machines around the blue/white tent to get 4 tickets, then regain control of Banjo & Kazooie.
- \* Learn the Airborne Egg Aiming ability from Jamjars' near the Star Spinner.
- \* Enter the blue/white tent to fight Mr. Patch
- \* Fight and Defeat Mr. Patch to get a jiggy.
- \* Warp up to Humba Wumba's wigwam to get transformed into a mini\*van.
- \* Drive over to the Dive of Death area and deposit a coin in the box.
- \* Go back to Humba and regain control of Banjo & Kazooie; then make your way into the newly-opened Inferno attraction.
- \* Use the Split Up pads and step on the shock-spring switch as Banjo, then run up the side of the mountain avoiding the flames as Kazooie to get the jiggy at the top.
- \* Visit Mumbo in his hut (inside the Inferno) and make him activate all three power supplies in witchyworld (one near Area 51 [near entrance of the world]; one next to the Dodgem Dome; One inside the Star Spinner.)
- \* Go to the Star Spinner and jump up the three stars followed by the planet to get the jiggy.
- \* Exit and go into the Dodgem Dome as the mini\*van.
- \* Deposit money into the box to open the 1st Dodgem Challenge, then enter the 1st door as normal Banjo & Kazooie.
- \* Finish the 1st challenge to move one to the 2nd; complete that to move onto the third, and if you finish that, you'll get a jiggy.
- \* Enter the Crazy Castle area and shoot a grenade egg at the grating.
- \* Enter the grating as Banjo only (use Split Up pads nearby.)
- \* Step on Banjo switch to the left of the pump machine then enter as Kazooie and step on the right switch.
- \* Enter the now\*inflated crazy castle and go through the open door to the right.
- \* Play and defeat the Balloon Challenge to get a jiggy (lands on top of the Crazy Castle; use super\*jump pad to get it.)
- \* Enter the Crazy Castle again as Kazooie and go through the left door this time to play the Hoop Running challenge.
- \* Defeat the challenge to get another jiggy which lands on top of the castle.

- \* Exit the Crazy Castle back into the desert.
- \* Beak Bust the switch near the Cactus of Strength, then bill drill it followed by throwing a grenade switch at it to ring the bell revealing a jiggy.
- \* Use the lift to get to the Saucer of Peril and ride it.
- \* Shoot the targets and get 500 points to get the jiggy.

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#### Isle O' Hags (Cliff-Top)

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- \* Exit Witchyworld and go back to the Wooded Hollow to play Jiggywiggy's 4th and 5th challenges.
- \* After they're open, go back to the Plateau and use the Split Up pads.
- \* Step on the Banjo switch, then gain control of Kazooie and step on her switch to open the door.
- \* Go into the Cliff-Top area and head up the hill (activate the silo at the top.)
- \* Enter the 4th world entrance: Jolly Roger Lagoon!

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#### Jolly Roger Lagoon

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- \* As you enter, talk to Jolly in Jolly's to learn some information, then go back out and begin searching for doubloons.
- \* Bill Drill the colored spots in the town center to find a few doubloons, then go back into Jolly's once you have two to gain access to the room.
- \* Talk to Jamjars to learn the Sub\*Aqua Egg Aiming ability, then exit back out and search for more doubloons.
- \* Once you have twenty, go into Pawno's emporium and get the jiggy inside for twenty doubloons.
- \* Get the glowbo from the shelf inside Pawno's emporium, then take it to Mumbo to gain control of him.
- \* Oxygenate the water by standing on the mumbo pad in the town center, then regain control of Banjo & Kazooie.
- \* Swim through the opening and go through the entrance with the octopus.
- \* Shoot an ice egg at it to freeze it, then swim through and into Atlantis.
- \* Go through the building which leads to the electric eel room, then surface to the top and learn the Talon Torpedo ability from Jamjars.
- \* Swim around the underwater world (in all areas) until you see a transparent fish with a jiggy inside; Talon Torpedo through it to get the jiggy.

- \* Go back to Atlantis and shoot eggs at the 4 statues in the order listed on the door.
- \* Go through the freshly-opened door and surface to the top to meet Chris P. Bacon.
- \* Defend him for 30 seconds from the fish using eggs and you'll get a jiggy.
- \* Warp back to the town center and swim down the hole once again, but this time, talon torpedo the UFO door and go inside.
- \* Shoot Ice Eggs at all 4 generators to power up the UFO then get the jiggy that was underneath it.
- \* Swim over to Alantis again and go through the door across the room. Collect the glowbo and swim up to enter Humba's wigwam.
- \* Let her transform you into a submarine, then warp to the locker area and swim down the large black hole next to the warp pad.
- \* Play the mine mini-game, and if you win, you'll get another jiggy.
- \* Go back to Humba Wumba to regain control of Banjo & Kazooie, then warp back to the locker area again.
- \* Talon Torpedo the rusted locker which reads: "D. Jones" and go inside.
- \* Fight and defeat Lord Woo Fak Fak to get his jiggy, then warp back to the town center.
- \* Walk to the left of Jolly's and bill drill the top of the sewage pipe, then go inside.
- \* Inside the pipe, hit the sewage switch to turn it off, then exit Jolly Roger Lagoon for the time being.

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Isle O' Hags (Wasteland)

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- \* Go to the Wooded Hollow and play Jiggywiggy's 5th challenge, if you haven't done so already, to open the entrance to the next world.
- \* Exchange your empty honeycomb pieces for more life at Honey B's beehive.
- \* Warp to Pine Grove and dive down in the small body of water to the right.
- \* Talon Torpedo the Kazooie Boulder and go through into another digger tunnel.
- \* Fight and defeat Klungo again then exit out through the other side into the Wasteland area of the Isle O' Hags.
- \* Talk to Jamjars when you enter to learn how to use Clockwork-Kazooie Eggs, then enter through the dinosaur's mouth to be in Terrydactyland.

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Terrydactyland

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- \* Activate the warp pad to the right of the entrance, then go up a bit and turn right to find a series of platforms.
  - \* Climb them to find Jamjars' hatch, where you'll learn how to use the Springy Shoes.
  - \* Search around until you locate Humba Wumba's wigwam, then climb up to reach it.
  - \* Use the springy shoes to the left of Humba's wigwam to get up the mountain.
  - \* Continue going up the mountain until you reach the top; activate the warp pad and go up the stairs.
  - \* Enter the lit hole to fight and defeat Terry and you'll get a jiggy.
  - \* After defeating Terry, bill drill the piece in the center of the nest and drop down into the basket for another jiggy.
  - \* Spring shock back up and exit the nest back on top of the mountain.
  - \* Warp down to Humba's wigwam and flip-flap up behind her wigwam to the red path.
  - \* Talon Trot to the top and get the glowbo, then go back down and enter the wigwam to be transformed into a Baby T-Rex.
  - \* Talk to one of the dinosaur enemies roaming around to learn how to roar, then begin scaling the mountain (using the dino doors to access inaccessible areas.)
  - \* Hop across the broken platforms and roar in this order to open the gate with the jiggy behind it:  
  
Short, Short, Long, Short, Long, Long (Tap, Tap, Hold, Tap, Hold, Hold)
  - \* Collect your jiggy and go back to Humba's wigwam to transform back into Banjo and Kazooie.
  - \* Warp to Mumbo's hut and gain control of him; warp back to Humba's wigwam and use the Mumbo pad in front to enlarge it.
  - \* Return Mumbo to his hut to regain control of Banjo & Kazooie, then go back to the wigwam once again to be transformed into a Daddy T-Rex.
  - \* Search around for the Oogle Boogle blocking the cave and roar (B) to scare him off.
  - \* Return to Humba Wumba to be transformed into Bear-Bird again.
  - \* Scale the mountain and enter Unga Bunga's cave to learn the Hatch ability from Jamjars (you must be Kazooie only to learn it.)
  - \* Enter the newly-opened Oogle Boogle cave and light the three fires for them. (One is near the entrance, one is near the egg, and one can be accessed by bill drilling a boulder and using the shock spring pad.)
  - \* Go over to where the 2nd Oogle Boogle is (as Kazooie) and use the

Shock-Spring pad to get up to the egg; use your hatch ability to open it and release the baby inside.

- \* Exit the Oogle Boogle cave and use the Split Up pads to the right of the Terrydactyland entrance to play as Kazooie only.
- \* Warp back up to the top of the mountain, walk along the narrow path in front of you, and glide over to the pillar with the flight pad on top of it.
- \* Fly backwards to where the waterfall is and land on the platform with the egg; hatch it to release the bird within.
- \* Hop down and rejoin with Banjo, then warp up to the top of the mountain again, but this time, go up the stairs that lead to Terry's nest.
- \* Go through the opening to the far right to be inside of the mountain.
- \* Split Up and, as Kazooie, drop down into the water below. Use the nearby flight pad on a ledge to get up to the egg on a platform near the top of the mountain; hatch the egg to release the 3rd baby.
- \* Rejoin with Banjo and exit the mountain, then warp to Humba's wigwam and begin scaling the mountain again.
- \* Enter the first red cave you come to, which leads into Unga Bunga's cave.
- \* Climb the platforms and enter the next area. Use the Split Up pads to play as Kazooie, then go through the hidden opening in the wall to find the last egg; hatch it.
- \* Switch to Banjo and use your Taxi Pack ability to get the bird into your empty backpack; take it back to Terry to get a jiggy.
- \* Return to Unga Bunga's cave to rejoin with Kazooie, then exit back into the main part of Terrydactyland.
- \* Warp to the entrance/exit of the world and walk across up the stone ramp.
- \* Enter the opening here to be brought up to a bridge with a Rocknut; shoot a Clockwork-Kazooie egg over his head and position it under his bottom, then detonate it (press B.)
- \* Drop down and go to the right of the entrance to Terrydactyland (over where the jail cells are.)
- \* Use the Springy Shoes to get to the upper level of the prison area and shoot a Clockwork-Kazooie egg on the ground, then move it through one of the holes until it enters the cell with the Rocknut inside; detonate it.
- \* Enter the opening on the ledge to go into the train station.
- \* Shoot a Clockwork-Kazooie egg up onto the ledge with the Rocknut and detonate it behind the Rocknut to defeat it.
- \* Warp to Humba's wigwam and begin scaling the mountain.
- \* Just before the broken platforms you'll find a red opening. Jump across the first three broken platforms then fire a clockwork-kazooie egg back over to solid ground.

- \* Control the mini-kazooie into the red cave and detonate it on the backside of the rocknut.
- \* Hop back down to Humba's wigwam and flip-flap up to the red path behind it; talon trot to the top.
- \* Swim through the opening to enter the River Passage, then drop down the waterfall at the end.
- \* Shoot a clockwork\*kazooie egg onto the ground and control it through the small hole next to the rocknut; detonate it behind the rocknut to get your jiggy.
- \* (The above 5 rocknuts may be destroyed in any order.)
- \* Warp to the top of the mountain and go up the stairs which lead to Terry's nest.
- \* Go through the hole to the far right to enter the mountain, then drop down to the platform with the stone column in the center of the room.
- \* If you don't land on it, just use the flight pad to get to it.
- \* Beak Barge the switch on the side of the stone column, then use the Springy Shoes to get to the top of the column.
- \* Let Chompa swallow you and play his Ulcer mini-game. If you get 75 points, he'll give you a jiggy in return.
- \* Enter the Syracosaurus cave (located across from the jail cells; talon trot up the steep hill to get to the entrance) and bill drill the boulder inside to reveal a Mumbo pad.
- \* Warp to Mumbo's hut to gain control of him.
- \* Go around to where Humba's wigwam is, and go through the large opening, then walk along the very narrow path to enter the Syracosaurus cave as Mumbo.
- \* Stand on the pad and press B to enlarge the small dino.
- \* Exit Terrydactyland and warp to Pine Grove; Enter Witchyworld.

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Witchyworld (Returning)

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- \* Search for Boggy's three children (read the sign near the Dodgem Dome to reveal their locations.)
- \* One wants fries, which can be found at Joe's fry stand (switch is behind the stand to open it.)
- \* One wants a burger, which can be found at Al's burger stand (switch is on top of ticket stand to open it.) Use your Taxi Pack ability to take this one back to it's mother.
- \* For the final one, you must attack him to send him crying to his mother. Go back and talk to her to get your jiggy.



- \* Enter the Inferno area and go through the green path to the right to find the jail cells.
- \* Use grenade eggs on them all to open them, then go through the opening to the left of the Inferno entrance to be in the Train Station.
- \* Flip-flap up to the coffin, then flip-flap up to the ledge, grip grab along the ledge to reach the switch; hit it.
- \* Summon Chuffy via the train sign and the dino from the cell will board the train.
- \* Exit witchyworld and warp to the Plateau. Enter Glitter Gulch Mine again.

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Glitter Gulch Mine (Returning)

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- \* Head over near the Crushing Shed and break open the crate near the waterfall to reveal a pair of Springy Shoes.
- \* Use them to get to the top of the waterfall, where a jiggy will be waiting for you in an alcove.
- \* Go to where Mumbo's skull his located and enter the 2nd mine entrance via the hole.
- \* Make your way through the lit opening and turn right through the red opening to enter the generator room.
- \* Attack the generators to turn them on and light the paths.
- \* Go to the end of the path to get your jiggy, then climb down the ladder and exit the generator room.
- \* Leave Glitter Gulch Mine and warp to the cliff-top, then enter Jolly Roger Lagoon.

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Jolly Roger Lagoon (Returning)

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- \* Use the Split Up pads in the town center to play as Kazooie only.
- \* Go into Mumbo's skull hut and shoot a grenade egg at the crack in the wall to reveal a hidden opening.
- \* Go through and use your Hatch ability on Tiptup's egg, then shoot an egg at it to turn it rightside up and you'll get a jiggy.
- \* Rejoin with Banjo, and exit Jolly Roger Lagoon.
- \* Find a Silo and warp to the Wasteland again.

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Isle O' Hags (Quagmire)

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- \* Follow Grunty's digging machine tracks until you reach the dead end with tracks going up the wall.
- \* Turn right and use the Springy Shoes to get up the wall; go through the opening and into the Quagmire.
- \* Go straight through the double doors to enter Grunty Industries.

More Coming Soon...

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## V. Walkthrough

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The following walkthrough is based and composed from playing through the US version of the game, therefore everything should be fairly accurate. However, if you find any errors, let me know so I can fix them.

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### The Beginning

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The game starts off with a lengthy cinema telling the entire story of the game. After defeating Gruntilda in Banjo-Kazooie, she fell from her tower and was buried underground and a giant boulder fell to cover the hole. Klungo, her mistress, is trying to remove the boulder, but undoubtedly fails, then the camera skips over to Banjo's house, where he, Kazooie, Bottles the Mole, and Mumbo Jumbo are playing a card game.

Banjo is losing all his money to Mumbo Jumbo, upsetting Kazooie, then you're taken to another area of Spiral Mountain to find a huge piece of machinery with a large spiraled spike on the end, breaking through some rocks. The top of the machine opens, and out come Grunty's sisters: one fat, and one thin. They walk over to Grunty's grave and use a spell to remove the boulder, revealing Gruntilda, the evil witch you defeated in Banjo-Kazooie!

For now, she's only a skeleton (after all, she's been buried for 2 years straight) but other than that, not a lot has changed. She still hates banjo, she still makes those funny (and sometimes annoying) riddles, and she still has that god awful cackle. Her sisters offer to take her back to their castle, where they will fix her up, and she agrees to go. As they retreat back to the castle, Mumbo Jumbo is caught spying on them, so Gruntilda begins her chase.

Mumbo makes it back to Banjo's house, tells him what's happened, and they all leave the house before Grunty destroys it. However, bottles the mole thinks the others are trying to trick him into leaving the house so they can steal his money, so he stays behind, and eventually gets zapped. On the way back to their castle, Grunty and her 2 sisters release a bunch of enemies to stop you, then you are taken back to Banjo's house, only to find that Bottles has died, then you are left to play.

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### Spiral Mountain

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You start out with every move you got in Banjo-Tooie, so no need to worry

about collecting any old moves. Near the left of Spiral Mountain, you can find some boots and shoes to test out the different walking abilities of Kazooie. Collect some eggs and honeycomb pieces, then when you're finished exploring, head over to where Grunty's sisters' castle is located. Klungo is inside and he'll lock you in, forcing you into a battle.

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BOSS: Klungo  
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You will be facing Klungo a total of three times throughout the game, and each time he'll have a different form. He has three forms total, but in each game you play, the battles will be random (however, they will still be one of the three forms.) Below are two of the three different forms you may encounter of Klungo in this battle.

**Invisibility:** This is when Klungo drinks Invisibility potion, causing him to disappear. Try to keep your eye on him at all times, because from time to time, the potion will wear off, revealing Klungo's location. When this happens, it's your cue to attack. Shoot eggs at or roll into/attack him to do some damage. Once he fully reappears, he'll put a shield around himself and begin throwing potion bottles at you. Dodge the bottles and wait for him to disappear again, then repeat the process until he's defeated.

**Giant Klungo:** Here, Klungo will drink a growing potion, which makes him grow 5 times his size. This is probably the easiest form of Klungo you'll have to face, because he's very easy to spot due to his massive size, and all you have to do is roll into his feet to shrink him back to normal (and do damage at the same time.) As always, when he shrinks to normal size again, he'll cover himself with a shield and begin to throw potion bottles at you. Dodge them until he grows again and repeat the process until you've defeated him.

**Multiplicity:** Strategy Coming Soon.

Once he's defeated, collect the honeycomb pieces he drops and go through the new opening and into Jinjo Village!

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Isle O' Hags (Jinjo Village)  
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Here you'll find Jinjo Village. There are 9 families of Jinjos: Orange, Red, Blue, Yellow, Green, White, Black, Purple and Brown. There was a gray family, but reading the information sign reveals that a grunty's machinery smashed their houses and killed their entire family. Walk around and explore a bit, then head into one of the Jinjo Family houses (it doesn't matter which one, just go into one of them.) A cinema will begin with King Jingaling, the king of Jinjo Village. He tells you to come to his palace so he can tell you what's going on.

Exit the Jinjo house you're in, then head up the hill along the path that leads to King Jingaling's palace. Along the way, you can find the entrance to Bottle's house (go inside to pick up some red feathers.) When ready, go into the palace and listen to Jingaling's story of how Grunty's digging machine

not only killed off the gray Jinjo family, but scared all the other families off. After you've been informed of what's going on, he'll give you a jiggy and open the secret tunnel in Speccy's room. Meanwhile, Mingella and Blobbellda introduce Grunty to B.O.B., a machine that sucks up life energy and stores it in a tank, which can then be used on someone such as Grunty, who is nothing but bones. To repay Jingaling's favor of Giving Banjo a jiggy, Grunty decides to suck up his life first, and she does just that, turning him into a zombie.

The next area opens, and you must go through Bottle's house to get to it. Bottle's whole family knows nothing of his death, thus Banjo and Kazooie don't mention it. Head over to the hallway on the left and turn left from there to enter Goggle's room. Talking to him will gain you the amaze-o-gaze glasses which allow you to zoom in and out while in first-person mode. From there, go left to enter Speccy's room (notice the Jet Force Gemini posters in the children's rooms.) Speccy mentions him and his dad entering the kickball tournament next week, then he shows you his secret tunnel entrance to the other part of Isle O' Hags. Go through it.

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### Isle O' Hags (Wooded Hollow)

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Upon entering Wooded Hollow, Jiggywiggy tells you that in order to see him, you must get past his doorman first. Walk up to the doorman and he'll let you pass since you have 1 jiggy. Go inside Jiggywiggy's temple and stand on the giant puzzle piece in the center of the room. Jiggywiggy will ask you to go up to the Golden Monolith. Go over to the right near the golden monolith and you'll begin Jiggywiggy's Challenge 1. Place the remaining puzzle pieces in their correct spots within the given time limit to open the entrance to the Mayahem Temple.

You can try reading the Information signs inside Jiggywiggy's temple, but they don't say much yet. Exit his temple (you can come back when you have at least 4 jiggies.) Head over to where the door opened and go through it into the first temple of the game: the Mayahem Temple.

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### Mayahem Temple

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When you first enter, watch out for the giant statue which spits darts at you. Just avoid it for now and go up the first path (set of stairs.) At the top and to the left is where the stonies have their kickball tournaments, but you can't get in without a ticket and all the tickets sold out while you were playing Banjo-Kazooie. Continue following the same path you came up, collecting the notes as you go. In this next area you'll find a hatch which Jamjars will pop out of when B is pressed.

He'll give you the basics on the abilities you can learn, then he'll teach you the Egg Aim ability, which allows you to fire eggs more accurately. Press C-Up to going into FPM, then use the sight to aim and Z to fire an egg. C-Down toggles the sight on and off. Continue going straight up the next path, avoid the statue shooting darts for now, and turn left at the statue to find a locked structure. You will notice little dinosaur like heads on the outside of the structure. Using your new Egg Aim ability, shoot an egg into each dinosaur head mouth to destroy it. The structure door will open once all of the heads are destroyed.

Once you enter, you'll realize this is the Treasure Chamber. Talk to the guy inside who informs you that he's lost Targitzan's Golden Relic and he needs you to help him find it (he promises you a Jiggy if you can find it.) He opens the door on the top of the Treasure Chamber, then goes back to searching. Leave the Treasure Chamber and go across the way near Mumbo Jumbo's skull. From his skull, turn right and go up the path that leads to the entrance of Targitzan's Temple, but don't go up the stairs just yet. Walk along the right path until you find the bridge.

Cross the bridge and talk to the pig on the other side. She needs you to get rid of all the flies that are ruining her crop, and if you can do it, she has a nice shiny jiggy with your name on it. Use your new Egg Aim ability to shoot down the 5 flies; once they're all gone, the pig will make some jokes, followed by Kazooie asking for their jiggy in a rude manner. Collect the jiggy, and go back across the bridge so you're in front of Targitzan's Temple again. This time take the left path to find another hatch with Jamjars in it. Press B in front of the hatch to make him come out.

This time he'll teach you the Breegull Blaster ability, which allows Kazooie to be used as a gun that fires eggs in certain places! Go back around to the front of the Targitzan Temple stairs, and climb them to the top where you'll find the entrance to the temple. Go through it and walk near the far wall with the locked door. Targitzan will now let you go through since you've "mastered the art of bird handling." Throughout this next area, it will be a first-person shooter throughout the whole thing.

Go down the stairs, turn right and go up the next set to get one of Targitzan's statues. Go around to the left side to find another one. Find the dead end and look to the right of it to find a set of stairs leading down. Take them down to the next area, and turn right at the foot to find two enemies coming at you with bats. Three eggs will kill them. Go up the ramps into the area with the spinning statue which spits darts. You will find a bunch of statues here, but you must collect them quick to avoid being hit by a dart. Once you get them, drop back down the bottom level and head back to the area with the stairs you took to get here.

This time, take the left path to come to a fork with 3 different paths to take. Continue going straight (watch out for the plant at the end here) and open the door panel by standing next to it and pressing A. Collect the rest of the statues here to open Targitzan's Slightly Sacred Chamber. Press A to open the door panel in front of you, then turn left to enter the Slight Sacred Dungeon, which has a jiggy waiting for you in the center of the room. Collect it then go back through the door you came from.

Go down the stairs, collect the statue, and turn left to find another statue. After collecting it, open the door panel by pressing A while standing near it, and shoot the enemies on the other side. Go straight and around the pillar, collecting three statues as you do so, then continue on the path ahead of you. Open the door at the end of the corridor to be brought to a new room with several pillars in it. Go through the pillars, collecting all of the statues until you have 20. Once you have twenty, the door to the Really Sacred Chamber will open. Go through this maze and find the door that led to the Slightly Sacred Chamber. To the right of it is the door that leads to the Really Sacred Chamber with another jiggy in it, but this time you'll have to fight for it.

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BOSS: Targitzan  
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Targitzan will show his true form here, which is pretty much nothing but an oversized totem pole with his head at the top. Your goal here is to shoot out the eyes on each section of his body to destroy it. Start by firing at the eyes on the bottom, and working your way up. After you destroy each part, he will send out more and more of his minions to attack you. The thing that can really kill you here are the darts he shoots out from each section.

They can do a lot of damage if you let them, but there is a really easy way to avoid them while getting shots in at the same time. Use your side strafing ability to move around left and right while still facing forward and keep shooting eggs at the eyes of each piece of Targitzan. Energy can be collected from the enemies that come after you, and once you destroy all sections of the totem pole, Targitzan will blow himself up revealing the Jiggy. Collect it and exit the Targitzan Temple.

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### Mayahem Temple (Continued)

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As you leave Targitzan's Temple, head straight to find Mumbo Jumbo's skull hut. Go inside, collect the Glowbo in the green glowing area, then head up the spiral ramp to the top where Mumbo Jumbo will be waiting. Give him the glowbo and you will now be able to play as Mumbo! Take him down the ramp, and out of his hut, then backtrack to the entrance of this world, where you'll find a large golden head sticking out of the ground. In front of this head is a mumbo pad. Step on it and press B to begin Mumbo's chant, which will cause the golden Goliath to rise from the ground.

You now have the opportunity to control the golden Goliath, but only for a limited time. As the Goliath, walk backward to find two double doors with a large skull on the front of them. Kick them (using the B button) to open them and go inside. Go straight into the quicksand and over to the lone platform with an enemy on it to collect the Jiggy in mid-air, then exit back to the main room and turn right, go up the stairs into a field-like area. Go up to the small closed door and kick it in, then go back to where Mumbo is. Let your time run out, then make the Golden Goliath rise again. As the Goliath, follow the path until you come to another set of these double doors. Kick them to make a hole in one of them, then return the golden Goliath to his spot and regain control of Mumbo.

Take mumbo back to his hut, and regain control of Banjo and Kazooie. Take them back to the first door you kicked open (back near the entrance of the temple) and go inside. Activate the warp pad in the center of the room, then go right to find a large tent. This is Humba Wumba's tent, but before entering, make sure you collect the glowbo behind the tent first; then go in. Throw the glowbo into the pool, then hop in yourself to be transformed into a stony. Exit the Jade Snake Grove, and follow the path north.

Now that you're a stony, you can enter the Kickball Tournament! Go up to the structure with the guard and he'll let you pass, even though he knows it's Banjo and Kazooie in disguise. Once inside, talk to the stony up the stairs and he'll open the Quarterfinals door for you. If this is your first time playing, you should go downstairs for training first, where you'll learn the controls (Control Stick to move, B to push, A to run, Z to kick) and other tips from the washed up coaches.

The Quarterfinals are very easy. You have the far north goal, and you must kick the balls (as they appear) into your goal before the other players do.

The stony with the most points at the end wins. To run faster than the other stonies while playing, press the A button, and press Z to kick. You cannot steal the balls from other players once they have them, so don't try. After you win, the stony in the lobby will open up the Semifinals door.

The semifinals are a bit tougher because you now have two different colors of balls to kick. Do not kick the red balls into your goal, as they do not give you any points. Only go after the other colored balls, like you did in the quarterfinals. Keep in mind that you can run faster than the other players by pressing the A button. Once you've won this match, the stony in the lobby will finally open the door that leads to the finals.

Naturally, this is the toughest of them all. You now have three different types of balls: the red balls, the standard balls, and bomb balls. Red balls will give you no points, and you definitely don't want to kick the bomb balls, so stick with the yellow balls in this match. If you can manage to gain more points than the other players, the stony in the lobby will crown you the kickball champion, and reward you with a jiggy!

Head over to the Jade Snake Grove and make your way up the stairs which lead to a large structure (it's the structure with the cheato location on the bottom.) Once there, use your Talon Trot ability to climb up the slope, then flip-flap to get to the next level of the structure. From here, you'll notice the top level has a snake guarding a jiggy with branches all around him. In order to steal his jiggy, you'll first have to climb up on the square of plain grass, then tip-toe (press very lightly on the analog stick) all the way through the branches until you get the jiggy.

Now it's time to learn a new ability. By now, you should've at least entered the prison compound to activate the warp pad, if not, do that now. Once it's activated, make your way to the Jade Snake Grove again and enter it. Once inside go straight ahead, kill the enemy and press B by Jamjars' hatch and he'll teach you the Grip Grab ability, which allows you to grab onto the edges of platforms and move left/right. With this new ability, warp to the Prison Compound and jump into the water on the right side of the entrance.

On the left end of the pool of water, you'll find a platform sticking out of the water. Climb it and flip-flap to get up to the next two. You should now be on top of a platform with a ledge blocked by rock in front of you. Jump up to grab onto the ledge with your new ability and move all the way to the left until you reach the platform with the boots on it. Drop down using Z and use the boots to cross the quicksand pit down below (just drop down and quickly wade through it.)

On the other side, kill the enemy and collect the jiggy on the platform, then use the other boots here to get back to the other side. You will only be able to collect one more Jiggy in this world, then you'll have to come back for the remaining three. Head over to Mumbo's hut and play as him. Leave the hut and make your way over to where the Golden Goliath is again. Step on the Mumbo pad and press B to bring the Goliath to life. As the Goliath, look around the water area to find a large boulder. Kick it to break it, revealing a flight pad underneath.

Return the Goliath to it's place, then take Mumbo back to his hut and regain control of Banjo & Kazooie again. Make your way over to this new flight pad and use it to fly to the tip-top of the Targitzan Temple, where you will find a jiggy on a little statue. Now exit the Mayahem Temple and go over to Master Jiggywiggy's temple.

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## Isle O' Hags (Plateau)

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You should now have 8 jiggies at the minimum (9 if you found the white jinjo in the Mayahem Temple.) Once inside Jiggywiggy's temple, walk over to the golden monolith to play the 2nd and 3rd challenges. The 2nd challenge is pretty tough because the puzzle is rather dark and it's hard to find the outlines of the empty spots. Once you finish both, the 2nd and 3rd world entrances (both located on the Plateau of the Isle O' Hags) will become unlocked. Exit Jiggywiggy's temple and look to the right of the Mayahem Temple entrance to find a couple of platforms.

Climb them and use your grip grab ability to slide along the ledge. Climb up and go through the hole to enter the Plateau. Go up the two ramps to find the main part of the Plateau. First, look around this area for Jamjars' hatch, where you'll learn how to shoot fire eggs, then look around for Honey B's beehive, where you can exchange your empty honeycomb pieces for more honeycombs on your energy meter! Now, walk across the tracks and hop down the hole to enter the 2nd world: Glitter Gulch Mine.

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## Glitter Gulch Mine

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From the start, go straight and collect the glowbo on one of the hills. Follow the right mine cart track until you see a bunch of platforms to the right with a building on top. This is the Prospector's hut; look directly across from it to find more platforms with eggs on them. Climb to the top where you'll find a Jamjars hatch; stand next to it and press B to learn the Bill Drill ability, which turns your normal Beak Buster into a drill capable of drilling through rock and metal.

Head back to the entrance of this world and turn left to find a hill. Talon Trot to the top and you'll find a boulder. Use your new Bill Drill ability to break it open and go down the stairs in the hole to be in the Ordnance Storage Entrance. Look to the left near some boxes to find another one of Jamjars' hatches. Press B next to it to learn the Beak Bayonet ability, which lets you attack in FPS mode without using any eggs (Just press B to use it.)

Go straight a bit until the miner tells you that there's a bunch of TNT in his mine, and he needs you to defuse it. There are a total of 15 TNT sticks and once you defuse the first one, the timers will be active on the other 14, so you must be quick. For obvious reasons, I cannot list out the location of every single TNT stick, plus that would take all of the fun out of it. Search around the Ordnance Storage, killing enemies and defusing sticks (to defuse a TNT stick, just press B) and once all 15 are defused, you'll get a jiggy.

Exit the Ordnance Storage and follow one of the mine cart tracks until you see Mumbo Jumbo's hut on top of a bunch of platforms. Hop down and make your way over there to begin climbing up the platforms. Once you're at the top, go inside Mumbo's hut and give him the glowbo you found earlier (you can find another behind the boulder to the left of his hut) and you will be able to play as him again. Take him over near the gold pile, where you'll find a Mumbo pad; step on it and press B to levitate the jiggy boulder into the shredding room.

Take Mumbo back to his hut and regain control of Banjo & Kazooie, then go back to this area and enter the shredding room. You will notice large blocks



smashing down on the conveyor belt, and the only way to get to the switch is to go under them. Quickly roll under each block before it comes smashing down until you reach the other end of the conveyor belt. Beak barge the red switch to your left to activate the conveyor belt as well as the shredder. The jiggy boulder will grind into three jiggy pieces (when combined they make one whole jiggy) and will shoot out of the roof of the shredding room.

Go back outside and collect the three jiggy fragments to receive one whole jiggy. Make your way back near the entrance of the world and talon trot up to Humba Wumba's wigwam. You should have collected both of the glowbos by now, if not, see the Glowbo locations section. Give Humba the glowbo and she'll transform you into a TNT Detonator. Press and hold B to detonate yourself, A to jump, and tapping B will detonate you quickly, but you'll lose energy. Exit the wigwam and go down the hill to find a bunch of rocks blocking an entrance to something.

Stand near the rocks and hold down B to detonate and explode all the rocks, allowing you to pass through. Before going inside, go back to Humba Wumba's wigwam and regain control of Banjo & Kazooie, then go through the newly opened entrance to find a canary named Mary who is used to sniff out gas in the mines. She's locked up in a cage, and she needs you to let her out. Beak barge the front of the cage (Z + B) to release her. She'll fly over near the Fuel Storage and repair the handcart.

Exit this gas-filled cave and go over to the fuel storage to find out that Mary needs her wings to loosen up via a race. Hop onto the handcart and when the race begins, rapidly tap the A button to power it. The race is pretty lengthy, but keep pressing A until you reach the end. If you win, you'll be rewarded with a nice, shiny jiggy, followed by Mary challenging you to a race back to the Fuel Storage. Hop on and press A rapidly all the way back to where you first started, and if you manage to win again, you'll get a Cheato page.

Follow the tracks until you reach Mumbo Jumbo's hut again. To the left of his skull hut will be the entrance to the 2nd Mine. Use your Bill Drill ability to get rid of the boulder and enter the mine. Ignore the jail cells for now and continue into the 2nd part of the mine. Go through the opening and head downstairs into the power supply basement. Technically, you're supposed to step on the light switch upstairs first to light up the basement to make it easier to get to the jiggy, but since you can't do that now, you may as well do it the hard way instead of putting it off until later.

Look closely at the screen to see the outline of the boards, and follow them all around until you come to the lit platform with the jiggy on it. Collect the jiggy and make your way back out of the power supply basement the same way you came in. Make your way back to the entrance of Glitter Gulch Mine and you'll find a switch that opens the grating on the far end of the stream. Step on it and you'll be given a limited time to run over to the grating before it closes. Use your talon trot ability and climb over the hills as shortcuts and you should make it within seconds.

Enter the opening to be in the Water Storage area; climb out onto the bridge and collect the jiggy in the middle, then exit through the opening on the lone platform (you should exit back into Glitter Gulch Mine from the 1st mine entrance.) The Water Storage should now stay open all the time, so make your way back there again. Once inside, climb up onto the bridge, but don't jump off to the water below as you did before. Instead, double jump to the ledge across the room and go through the opening into the Flooded Caves.

This may be confusing, but you'll eventually get it right. You'll have to swim through the underwater tunnels until you find the correct room with the

jiggy in it. If you are losing air, find a room where you can surface and take a breath. Once you find the room, climb out of the water and kill the enemies that pop up, then go over and collect the jiggy and exit back into the mine the same way you came in. Now, find and enter Humba Wumba's wigwam and have her transform you into a TNT Detonator.

Enter the Fuel Storage near the entrance of the mine and detonate the TNT barrel up top to blow up all the rocks, which will release the saucer in a box (which you will need in the next world.) After the box runs off, leave back to Humba Wumba to be transformed back into Banjo-Kazooie and make your way to Mumbo Jumbo's hut again so you can control him. Use the warp pad in front of his hut to warp near the train station, then go inside the opening which leads to the train station.

Stand on the Mumbo pad and press B to levitate the train back onto it's tracks. Go back out and use the warp pad to get back to Mumbo's hut, and regain control of Banjo & Kazooie. Warp to the train station again and climb into the now opened train. Standing on the control pad in the corner will cause Chuffy, the owner of the train to summons you. Go into the Boiler Room and you'll see a pile of coal in the corner. This is Old King Coal, and if you want to use his train, you'll have to fight him for it.

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BOSS: Old King Coal  
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This won't be too tough, as Old King Coal doesn't chase after you, he just runs around. The goal is to keep hitting him with eggs until he dies. Stand on one of the platforms and go into first-person mode (C-Up.) Use your sight to aim and shoot normal eggs at him until he loses a part of his body. His only attack is when he breathes heavily, which is when the ground will become very hot, and if you aren't on a platform, you'll get burned. First he'll lose his two arms, and then he'll split in half.

Kill his legs and you'll get a Jiggy as well as control of his train! For now, that's all the Jiggies you can get without going back to the Mayahem Temple as well as the next world. Exit the Glitter Gulch mine the same way you came in and use Jamjars' silo to warp back to Wooded Hollow. Enter the Mayahem Temple again.

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Mayahem Temple (Returning)  
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Now that you're back in the Mayahem Temple, go over to the prison compound and go inside. If you haven't stepped on the 3 switches (Star, Sun, Moon) to open Dilberta's cell in the prison compound, you'll need to transform into a stony first. As a stony, talk to the other stony right near the door to the prison compound and he'll give you the correct pattern of switches you need to step on. Return to Humba Wumba to regain control of Banjo & Kazooie, then go back to the prison compound and step on the switches in the correct order to open the cell.

Once inside, Bill Drill the boulder that's blocking Dilberta's path, and follow her through into Bill, the prospector's, hut. He'll be so happy that he leaves you a jiggy on his bed (Note that this jiggy counts for the 2nd world, not the Mayahem Temple.) Collect it and go back through the same passage you came from (which leads you back into the prison compound.) Before leaving,

hop into the water and swim through the underwater tunnel. In this next area, Bill Drill the boulder in the center of the room to reveal some stairs. Take them down to the lower part where you'll find several pillars.

Roll into the tallest pillar to make the jiggy fall down to the next lowest one (this will start the timer.) From there, go around in a circle, rolling into each pillar so that the jiggy will fall to the lowest platform where you'll be able to reach it. Once you've hit all the pillars, climb up the stairs and get the jiggy from the lowest platform. If you aren't quick, the timer will reset and you'll have to do it again. That should be the last jiggy you have to collect for the Mayahem Temple (for other collectibles, see the respective sections below the walkthrough.)

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### Isle O' Hags (Pine Grove)

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Exit the Mayahem Temple and make your way back up to the Plateau. If you haven't opened the entrance to the 3rd world yet, make sure you pay a visit to Master Jiggywiggy to play his 3rd challenge. Once it's open, head up to the Plateau. Shoot a fire egg at the switch above the closed gate to open it, then go through to enter Pine Grove. Search around here until you find Jamjars' hatch; press B to learn how to use Grenade Eggs, then enter the 3rd world: Witchyworld!

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### Witchyworld

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As soon as you enter this crazy theme park, head over to the left to find the wife of Boggy the Bear from Banjo-Kazooie. She tells you that she's looking for her three children and she wants you to find them for her. Before proceeding, look behind the ticket stand near Boggy's wife and you'll find a super-jump pad. Step on it and press A to jump to the top of the ticket stand where you'll find a hamburger switch. Step on it and it will open the hamburger shop owned by a fat, dirty, smelly rhino who contaminates all the food. Go straight a bit into the main area of this world, the tent area.

This entire area is nothing but a circular path going around a large blue and white tent, which opens to all the side areas along the way. First off, you'll want to learn a new move, so look around the tent platform (not along the path, but up near the tent) and you'll find Jamjars' hatch. Press B and you'll learn the Split Up ability, which allows Banjo and Kazooie to go their separate ways. To use it, stand on a Split Up pad (stand on Banjo's pad) and press A to separate. To change characters, stand on the pad and press A again, and to return to original form, just run into the other character.

Now for your first jiggy. Make your way back to the tent area and go around the path until you find the opening which leads to the high dive area. Climb the large colored pole (using the ladder on the back of it) and once at the top, you'll notice a large chunk of the board is missing. Tip-top across the skinny section of board (lightly press up on the joystick) and once you make it to the other side, flip-flap to get the jiggy. Jump off and land in the bucket of water below, then get out and go back to the main part of the world.

Climb the pole that leads up the lift (it's located near the Crazy Castle) and tip-toe along the rope. Look over to your right to find Humba Wumba's wigwam up on some hills. Perform a double jump to get over there and activate

the warp pad. Go inside Humba's wigwam, and collect the glowbo roaming around inside, then throw it in her pool. Hop in and you'll be transformed into a mini-van! Press B to honk the horn (this will open the glass doors with the \$ sign on them); press A to jump and use the control stick to move. As a mini-van, you won't take any damage, but you sure will deal it out.

Honk the horn in front of the first \$ door near the wigwam and go through to the bottom where you came from. Drive around the path circling around the blue and white tent, killing the slot machine enemies as you go and collecting their tickets. Once you have four tickets, take the mini-van back to Humba Wumba (you can either use a warp pad, or use the \$ door.) Head over near the Star Spinner to learn the Airborne Egg Aiming ability from Jamjars, then go back to the main area with the tent. Go inside to find a large ape who's the ringmaster of this tent.

If you have 4 tickets, know how to use grenade eggs, and know the airborne egg aiming ability, he'll let you pass. Once inside, you'll meet an inflatable little dinosaur who has some ego. After Kazooie insults it, the dinosaur will inflate itself to 10x the size it was before, and that will evoke a battle.

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BOSS: Mr. Patch  
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Go into first-person mode and shoot a grenade egg at one of his patches; this will cause him summon help (boxing gloves which emerge from the ground in random places) and you can now only defeat him by using air attacks. Use the newly formed flight pads to get into the air, and press C-Up to use your new Airborne Egg Aiming ability. The goal here is to shoot grenade eggs at all of his patches until he's completely deflated. You can see how many patches are remaining via the counter in the bottom right-hand corner of your screen.

After popping so many patches, Mr. Patch will begin to cough out exploding beach balls which are aimed in your direction. A grenade egg can get rid of them if you are quick. Once all of his patches have been destroyed, he'll lose all of his air and float off, leaving you a jiggy as a reward.

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Witchyworld (Continued)  
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Okay, now it's time to open a new attraction. Warp up to Humba Wumba's wigwam and go inside. Have her transform you into a mini-van once again, then jump down to the main area. Circle the tent and look for the area with the high dive and the bucket of water; enter it. You'll find a box in which you deposit money to open attractions, go to this box and you will deposit a coin from your mini-van causing the Inferno attraction to open. You can go ahead and go inside as the mini-van and collect a Cheato page on the right path if you wish, but it's not mandatory.

Activate the warp pad in here and warp back to Humba Wumba, where you will regain control of Banjo & Kazooie. Warp back to the Inferno, go back near the entrance. If you look slightly to your left, you'll find a Split Up pad; step on Banjo's pad and press A to separate. As Banjo, walk around the lava and step on the Super-Jump activation pad which is located on the lone platform in the lava. Once you step on it, you can press A to gain control of Kazooie while keeping Banjo stood on the switch so the Super-Jump pad won't disappear.

As Kazooie, fly over the lava and jump into the running shoes, which allow you to run much faster. The goal here is to run up the spiral ramp to the top of this mountain-like structure while at the same time avoiding little flame guys who slide down on magic carpets. To avoid them, just face the mountain and jump, otherwise you'll perish quickly. Once you make it to the top of the mountain, use the super-jump pad to spring to the top of the mountain, where a jiggy is waiting for you.

Hop back down and reform with Banjo, but don't leave the Inferno just yet. Collect the glowbo from the path left of Mumbo Jumbo's skull hut, then go back, cross the bridge and enter Mumbo's hut. Give him the Glowbo and you'll gain control of him. Using the warp pad, warp over to the Space Zone, and stand on the Mumbo pad next to the Dodgem Dome; press B to use the Mumbo's "Power" magic. Doing so will cause lots of power to surge through the Dodgem Dome and the doors will open for easy access later in the game.

Before heading back to Mumbo's hut, enter the nearby Star Spinner building and stand on the Mumbo pad inside; press B to use the "Power" magic again causing the stars to work and the spinning planet to work again. Now you can leave and warp back to Mumbo's hut to regain control of Banjo and Kazooie. Warp over to the Space Zone again and enter the Dodgem Dome. You'll find one of Boggy's children here, but if you are following my walkthrough, don't do anything with him yet.

You'll notice three doors which cannot be opened unless you put money in the box; so it's back to Humba Wumba. Warp to her wigwam to be transformed into a mini-van, then warp back and enter the Dome again. Walk up to the pay box and a coin will be dropped into it, allowing access to the 1st Dodgem Challenge! Exit the dome and warp back to Humba to regain control of Banjo & Kazooie, then warp back and enter Door #1 to play the first challenge. Your goal here is to collect 60 twinklies within 45 seconds while at the same time avoiding the enemy who's running into you with his bumper car.

Blue are worth 3, yellow worth 2, and red worth 1. Once you've collected 60, you'll gain access to the 2nd challenge, so enter it. Here, you'll have to deal with two enemies ramming into your car, but to make it easier, you'll only have to collect 50 twinklies within 45 seconds. The values are the same, but there will be less blue twinklies this time around. Once you get 50, you'll have access to the 3rd and final Dodgem challenge. This one is the toughest of them all, considering you have three baddies running into your car, but this time you only have to collect 40 twinklies within 45 seconds. You'll notice a few more blue twinklies this time, and once you get at least 40 twinklies, you'll get a jiggy.

Exit the Dodgem Dome and go straight a bit until you reach the Star Spinner structure. Go inside (the star spinner should now be activated, as you used Mumbo's magic earlier in the game) and jump onto the first star. It'll take you up to the 2nd star, where you must jump off and ride the 2nd one up to the third. Ride this one up the spinning metal planet and jump off onto the spinning ring. This may take a few tries, but you'll get it eventually. You must jump onto the spinning planet at the right moment it's rolling away from you.

If you get the timing right, you should be able to collect the golden, shiny jiggy at the top. Once you get it, (you may die a few times trying) hop down the stars again and exit the Star Spinner building. Go around the bigtop tent until you find the area with the Crazy Castle. Enter the crazy castle and look across the room to find some grating; shoot a grenade egg at it to make it explode, then search around this area for some Split Up pads. Use them

to play as Banjo only, then use the barrel to get up to the new opening which leads to the pump room.

Step on the Banjo switch, located to the left of the pump machine, then press A to gain control of Kazooie. Make your way into the pump room as Kazooie and step on her switch which is located to the right of the pump machine. Doing so will activate the machine causing the crazy castle outside to inflate. Exit and go into the crazy castle (take the right door, which is the only one accessible at the moment.) Here, you'll have the opportunity to play the balloon challenge, where you must pop the balloons with eggs to gain points. Blue balloons are worth 3 points, Green are worth 2, and Red are worth 1.

If you can gain 50 points within the given time limit, a jiggy will fall on top of the crazy castle. Exit and use the super-jump pad to reach the top of the castle where your jiggy will be waiting. After you get it, go back to the Split Up pads and gain control of Kazooie. Enter the crazy castle again, but this time go through the Kazooie door on the left (which is now open.) You'll be able to play the Hoop Running challenge, in which you run and jump through colored hoops in order to gain points. Blue = 3 Points; Green = 2; Red = 1. Use the running shoes and gain the specified amount of points within the given time and you'll get another jiggy on top of the crazy castle.

Use the super-jump pad to get to the top of the castle and collect the jiggy. Exit the Crazy Castle back into the desert area and look to your left to find the cactus of strength. Your goal here is to make the bar rise up the pole by hitting the switch until the bar reaches the bell. First, perform a Beak Buster on the switch to rise the bar up a bit, then do a bill drill to rise it up a little further. Finally, use a grenade egg on the switch to rise it all the way to the top, causing the bell to break revealing a jiggy. Climb up the pole and collect it.

You should've released the box containing the saucer back in Glitter Gulch Mine. If not, go back and do that (see Glitter Gulch Mine walkthrough.) Once the saucer has been released, climb up to the lift using the pole near the Crazy Castle. Take the lift to the other side and hop off onto the large pipe against the wall. You also should've had Mumbo activate the Saucer of Peril section; if not, go back and do that. Once it's activated, hop onto the saucer to begin the Saucer of Peril ride. The saucer will take you all around Witchyworld, and your goal is to shoot the targets that appear to gain points.

Blue targets are worth 3 points, Green worth 2, and Red worth 1. If you can collect at least 500 points by the end of the ride, you'll gain a jiggy. If you gain at least 400 points, you'll get a Cheato Page instead. By now, you should have at least 9/10 jiggies, which is the most you can collect for now.

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#### Isle O' Hags (Cliff-Top)

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Warp to the entrance/exit of Witchyworld and use the Silo in Pine Grove to warp to Wooded Hollow, then enter Master Jiggywiggy's palace. Play his 4th challenge (place all the puzzle pieces into the puzzle) to unlock the entrance to Jolly Roger Bay (4th world) and you should also have enough jiggies to unlock the entrance to the 5th world as well. Warp back up to the Plateau, and from there go into Honey B's beehive to exchange any empty honeycombs you have for more energy. Exit the beehive and use the Split Up pads down below.

Walk up the ramp on the north wall as Banjo and step on his switch, then

control Kazooie up to stand on the other switch which will open the door to the Cliff-Top. First, search around here to find Jamjars' hatch so you can learn how to use Ice Eggs, then turn right and use your grip grab move along the edge to get to the Chuffy switch, which will open the gate blocking the train tracks. Go back and start up the mountain. At the top, activate the silo and enter the 4th world: Jolly Roger Lagoon!

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### Jolly Roger Lagoon

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Lots of things to do and collect in this world. First, you can check out the buildings, such as Jolly's Inn. Once ready, start searching for Doubloons (currency in Jolly Roger Lagoon) down near the dock. Once you have at least 2 Doubloons, go back in Jolly's Inn and he'll let you use one of his rooms if you give him the 2 Doubloons. Once in the room, you'll find Jamjars' hatch. Press B near it to learn the Sub-Aqua Egg Aiming ability. Go back out and continue searching for Doubloons. You'll find them in all different places (4 can be found at the far end of the sea in the main area.)

Once you have at least 20 Doubloons, make your way into Pawno's shop and give them to him to get the jiggy in the glass case. Collect the glowbo inside Pawno's shop (on the shelf) and go visit Mumbo in his hut. As Mumbo, head back to the Town Center and stand on the Mumbo pad near the edge of the platform. Press B to make the sun beam down on the water, thus causing it to become oxygenated, allowing Banjo and Kazooie to breathe underwater! Go back to Mumbo's hut to regain control of Banjo & Kazooie, then hop into the water and swim down through the opening.

Look around down here until you find an opening with an octopus inside. Go through and shoot an Ice Egg at the octopus to freeze him, allowing you to pass by. Go through the next opening which leads into Atlantis. You will find several structures here with openings in them. Find the one which leads into the Electric Eel room and enter it. Kill the eels before swimming up, then surface to top and find Jamjars' hatch. Here you'll learn how to use Kazooie as an underwater torpedo. There will be a transparent fish with a jiggy in its stomach around the underwater area, so search for that and when you find it, use Kazooie as a torpedo to get the jiggy.

If you're not in Atlantis yet, make your way over there. You'll notice 4 statues with Greek symbols printed on each. The goal is to shoot the statues with eggs in a specific order (the order you shoot them in is printed on the nearby door.) Once they've been shot in that order the door will open leading into the fish room. Surface to the top and talk to Chris P. Bacon. He'll tell you that he's trying to take pictures of the art below (using a Gameboy Camera), but the fish keep biting him when he goes down.

You must fend off the attacking fish for 30 seconds using Kazooie's eggs, and if you can do it, you'll get a jiggy. The easiest way to pull this off is to face the cage and wait for the fish to appear, then quickly shoot them before they take a bit out of Chris P. Bacon. After 30 seconds of this, you'll get your jiggy, as long as Chris P. isn't bitten. Warp back to the town center and hop into the water; swim down the hole but don't go into Atlantis this time. Instead, look around here for a UFO with a Kazooie door on it. Use the Talon Torpedo to break the door and enter the UFO. You'll hear a reference here about another Rare top-seller, Perfect Dark (Kazooie asks the aliens if one of their names is Elvis, which is the alien's name in Perfect Dark.)

Aside from that, you'll have to power-up the generators of their ship so they

can take off again. First, shoot an Ice egg into one of the generators which will activate the timer. Shoot ice eggs into the remaining three before time is up and the ship will be ready to go...once you exit, anyway. Exit the ship and it will take off, revealing an alcove with a jiggy which was hidden under their ship. Collect it, and swim back to Atlantis. Here, go through the opening across the room which will lead you into an area with a glowbo situated in between two pillars on the sea floor.

Collect the glowbo then surface to the top to find Humba Wumba's wigwam. Go inside and she'll transform you into a Submarine! Press A to accel, Z to fire torpedoes, and B to use a sonar attack. As the submarine, make your way back to Atlantis and into the area with the lockers. To the right of the warp pad will be a large black hole; swim down into it. You will now be able to play Grunty's submarine mini-game. There are three types of mines here: Blue, which are worth 3 points; Green which are worth 2; and Red which are worth 1. Shoot torpedoes at the mines to make them explode and collect the points.

Don't run into them, or you'll lose energy. Once you gain the specified amount of points within the given time frame, you'll gain a jiggy. Leave and head back for Atlantis, and from there back to Humba Wumba to transform into Banjo & Kazooie once again. Leave back to the Locker Room once again (make sure you have at least 5 red feathers if you haven't broken the locker open yet.) Use the Talon Torpedo ability to break open Davy Jones' locker (the one that looks rusted) and swim inside to engage in a boss battle.

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BOSS: Lord Woo Fak Fak

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As you enter, Lord Woo Fak Fak (a giant fish with its eyes closed) will accuse Banjo and Kazooie of coming in trying to steal his jiggy and leaving him to die, followed by Kazooie saying: "Yeah, something like that." The battle then begins. There are two parts to this battle: The first part being with Fak Fak's eyes closed, and the 2nd part being with his eyes opened. The first part is probably the toughest. You must shoot the 6 boils on each side of his face (3 on each side) with grenade eggs to pop them.

Each boil will begin flashing with a yellow light, giving you the sign that you can pop it. Watch out for his energy attacks as well. He opens his mouth and begins charging up the energy ball on his head, followed by a large jolt of energy being shot at you. Once you pop all 6 boils, he'll open his eyes and begin attacking more viciously. Shoot him in the eyes 6 times while at the same time avoiding his attacks from the energy ball and you'll kill him and receive his jiggy for your hard work.

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Jolly Roger Lagoon (Continued)

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After getting the jiggy from Woo Fak Fak, use the warp pad in the locker room to get to the "Big Fish" area (which is really the Sea Bottom.) From here, swim around until you find a giant fish with big teeth. Shoot grenade eggs at all of his teeth until they've all been shot out; which is when he'll open his mouth. Swim inside and you'll be faced with two tunnels. The right one takes you to a jinjo and the left takes you to Jolly Roger's partner. Talk to his partner and she'll leave the fish and go back to Jolly's. Exit the fish and use the warp pad you came from earlier to get to the town center.



Enter Jolly's and talk to him to get a Jiggy for rescuing his partner. That's the maximum amount of jiggies you can collect in Jolly Roger Lagoon for now, but you still need to do something before leaving (it's not mandatory, but it'll save you time if you do it now instead of later.) Go over to the left side of Jolly's and you'll find a large pipe pumping sewage into the water. Stand on top of this pipe and bill drill the top to go inside. Once inside, go into the main area to find a switch which turns the sewage pump on and off. Hit it to turn it off.

This will stop the sewage from being pumped into the water, which is the first step you must making the water swimmable again. The next step is setting the temperature, which you can't do now, so exit Jolly Roger Lagoon.

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### Isle O' Hags (Wasteland)

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You should've already opened the 5th world entrance by now. If not, go back to the Wooded Hollow and play Jiggywiggy's Challenge 5 to open it. You'll also want to exchange any empty honeycomb pieces you have for more energy, so visit Honey B in her beehive. Once the entrance to world 5 is open, warp to Pine Grove using a nearby silo. Look to the right side of Pine Grove to find a small body of water. Jump in and dive down to find a large boulder with Kazooie's kisser on it. Using your Talon Torpedo ability, break the boulder and move through the entrance into Another Digger Tunnel. Here, you'll have to fight Klungo once again.

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### BOSS: Klungo (Revenge-Seeking Minion)

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You will be facing Klungo a total of three times throughout the game, and each time he'll have a different form. He has three forms total, but in each game you play, the battles will be random (however, they will still be one of the three forms.) Below are two of the three different forms you may encounter of Klungo in this battle.

**Invisibility:** This is when Klungo drinks Invisibility potion, causing him to disappear. Try to keep your eye on him at all times, because from time to time, the potion will wear off, revealing Klungo's location. When this happens, it's your cue to attack. Shoot eggs at or roll into/attack him to do some damage. Once he fully reappears, he'll put a shield around himself and begin throwing potion bottles at you. Dodge the bottles and wait for him to disappear again, then repeat the process until he's defeated.

**Giant Klungo:** Here, Klungo will drink a growing potion, which makes him grow 5 times his size. This is probably the easiest form of Klungo you'll have to face, because he's very easy to spot due to his massive size, and all you have to do is roll into his feet to shrink him back to normal (and do damage at the same time.) As always, when he shrinks to normal size again, he'll cover himself with a shield and begin to throw potion bottles at you. Dodge them until he grows again and repeat the process until you've defeated him.

**Multiplicity:** Strategy Coming Soon.

Once Klungo is defeated, go through the opening and into the Wasteland area. Talk to Jamjars here to learn how to use Clockwork-Kazooie eggs, then go through the dinosaur mouth to enter the 5th world: Terrydactyland.

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### Terrydactyland

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You'll soon notice this world is much more difficult than the previous four. Before anything, you'll want to learn some new abilities first. From the entrance, turn right and climb up the small platforms until you reach the top where Jamjars' hatch is located. Press B near it to learn the Springy Shoes ability. Now it's time to get your first jiggy. Search around until you find Humba Wumba's wigwam. Climb up to it and activate the warp pad in front. Go to the left side (while facing the entrance of the wigwam) of Humba's wigwam to find a pair of Spring Shoes; hop into them.

Walk in them (but don't press A yet) and go up the spiral path to the right of Humba's wigwam (the one leading up the mountain.) Once you reach the dead end with a sign reading: "Bird's nest up here!" Press A to go soaring up to the next level of the mountain. Continue scaling the mountain, going up the stairs and across the platforms until you reach another dead end, however, this one has a pair of Springy Shoes right in front of it. Use them to jump up to the next level, but DON'T move forward because you will land on a platform and if you go forward, you'll fall right off the mountain.

Cross the platforms back onto solid ground and you'll notice a set of stairs with another sign leading to the bird's nest. Go down the stairs, jump over the gaps and go through the red cave opening (which leads into Unga Bunga's Cave.) Put on the Springy Shoes (located in the small alcove to the left of the cave) and go back outside. Run up the stairs again and press A to jump all the way to the next level of the mountain. This is when Terry (the bird in the nest at the top) will begin laying droppings on you because she thinks you stole her three baby bird eggs.

Avoid being hit by the droppings and continue to scale the mountain, jumping over gaps when needed. Eventually, you'll reach the top of the mountain where a warp pad is waiting. Activate it, then continue up the mountain where you will reach a set of stairs. Climb them and enter Terry's nest. From where you emerge, go left and through the lit hole to enter the actual nest, where a battle will ensue with Terry.

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BOSS: Terry

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This battle won't be too tough. For the most part, you will be fighting this battle from an overhead view. When the camera is in an overhead view, dodge the droppings Terry shoots at you, and then the camera will go back to normal view. When this happens, Use your Egg Aiming ability to shoot grenade eggs at him while he is flying around. After about three shots, he will begin laying droppings on you. Once he gets tired, he'll start sicking his green blobs after you. Roll into them to kill them and continue attacking/dodging in this manner until Terry gives up. Banjo will explain to him that he and Kazooie don't have his eggs, and to make up for his mistake, he'll give you a jiggy.

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Terrydactyland (Continued)  
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Before leaving the nest, walk over to the central part of it and you'll notice a little cover. Bill Drill it to break it open and drop down into the little basket beneath the nest, where you'll find another jiggy. Once you've collected it, use the Spring-Shock Pad to get back up the nest, then warp back down near Humba Wumba's hut. Before getting your next jiggy, you'll first have to have Humba Wumba transform you into a new creature, and before that, you'll need a glowbo. Go behind Humba Wumba's wigwam and flip-flap up to the red path, then talon trot up to the top.

To the right will be the glowbo trotting around on the little ledge. Collect it and slide back down the path and enter Humba Wumba's wigwam (when it's small) to give her the glowbo. Hop into the pool and you'll be transformed into a Baby T-Rex. Exit the wigwam and hop down to the lower ground. Talk to one of the dinosaur enemies and it'll teach you how to growl. To do a short growl, just tap B; to do a long growl, press and hold B. Climb back up to where Humba's wigwam is and start up the mountain path once again. When you reach the dead end, growl in front of the dinosaur door to open it, then go inside to be warped to the middle of the mountain.

Jump across the 5 platforms and you'll come to a gate with a jiggy behind it and an information sign next to the gate. You'll have to grown in a specific order to open the gate and collect the gold within. Here is the order you must growl in (once you finish, the gate will open allowing you to collect your jiggy):

Short, Short, Long, Short, Long, Long (Tap, Tap, Hold, Tap, Hold, Hold)

Make your way back to Humba Wumba's wigwam and transform back into Banjo & Kazooie, then exit the wigwam. Use the warp pad in front of the wigwam to get to Mumbo Jumbo's skull hut and gain control of him. Warp him back to Humba's wigwam, stand on the pad in front, and press B to enlarge it. Warp back to Mumbo's hut to regain control of Banjo & Kazooie, then warp BACK to the wigwam and go inside to be transformed into the Daddy T-Rex. As the Daddy T-Rex, search around Terrydactyland until you find the Oogle Boogle guarding the cave entrance.

Growl (press B) to scare him away, then return to Humba's wigwam to regain control of Banjo & Kazooie. Go back to where the Oogle Boogle was and enter the cave. Talk to the cave man and he'll tell you his sad story about the Oogle Boogle's freezing and starving. If you want their jiggy, you'll not only have to warm their cave, but you'll also have to feed them. For now, you can only warm their cave, so shoot a fire egg at the pile of sticks near the Oogle Boogle to warm his part of the cave up. Bill Drill the boulder and use the Shock Spring pad to get up to the ledge, then grip grab to the other side.

Pull yourself up and follow the path into the next part of the cave. Light this Oogle Boogle's torch with a fire egg to warm his part up, then go back down to where you saw the first Oogle Boogle and light his torch to warm his part of the cave. The warming part is done, but the feeding part will have to wait until later. While you're still in the Oogle Boogle Cave, use the Split Up pads to play as Kazooie only. As Kazooie, go over into the area of the cave with the shock spring pad and a rope. Shock spring to the top and hatch the egg using your new hatch ability.

One of Terry's four baby bird's will emerge and fly off to it's father. Exit

the Oogle Boogle cave and search for the Split Up pads near the right of where you enter Terrydactyland. As Kazooie only, use a warp pad to get back up to the top of the mountain, then walk along the narrow path in front of you. In the middle of the path, stop and glide over to the pillar with the flight pad on top, then use it to fly back toward the waterfall (to the left of where you entered Terrydactyland) where you will find another egg on a small platform. Hatch it to release the bird, then go back to get Banjo.

Warp up to the top of the mountain once more (as Banjo & Kazooie) and go up the stairs which lead to Terry's nest. Go down through the hole which has stairs leading down and drop down into the water (you'll be inside the mountain.) Use the Split Up pads to become Kazooie only again, then swim across to the other side, where you'll find a flight pad. Use it to fly up to the top of the mountain (still inside) where you'll find another egg on a platform. Hatch it to release the 3rd bird, then drop back down, rejoin with Banjo, and exit the mountain.

Warp back down to where Humba Wumba's wigwam is, and begin scaling the mountain once again. Continue going up until you come to the first red cave entrance, which leads into Unga Bunga's cave. Go inside (this is where you learned the hatch ability earlier) and hop up the ledges into the next area. Use the Split Up pads here to play as Kazooie only, and look along the wall in this room to find a hidden opening. Go through to find the egg, hatch it and you'll find that the last bird is a boy...a fat baby boy. Terry makes a joke about Banjo and Kazooie destroying it for her, then you are left to get Banjo, so he can transport the baby back to Terry.

Go back and switch to Banjo, then go through the hidden opening once again and use your Taxi Pack ability on the baby bird to get it into your backpack. Exit Unga Bunga's cave and scale the mountain all the way back to the top where you'll reach Terry's nest. Drop the baby off and you'll be rewarded with the other half of your reward: a jiggy. Hop back down and rejoin with Kazooie, then warp to the entrance of the world. From the entrance, go straight across over to a ramp made of rock. Walk up the ramp and go through the hole you see here.

You should be brought to a narrow bridge with a Rocknut on it. Talk to the Rocknut, and he'll tell you that if you can defeat his clan of 5, you'll get a jiggy. There's a little more to it, however. The Rocknuts wear very heavy armor which cannot be penetrated with just grenade eggs or basic attacks. They have one weak spot, that being their behinds. However, the only way to get to their behinds is by using Clockwork Kazooie eggs. Shoot a clockwork-kazooie egg over the head of this rocknut, and position it right underneath it's behind, then press B to let him have it.

Hop down to the main ground and make your way over to where the jail cells are (to the right of the world's entrance.) Use the springy shoes here to get up to the top level of the jail cells, where you will find several holes in the wall. Shoot a clockwork-kazooie egg and steer it through the hole to the far right, which leads into the jail cell with the Rocknut inside. Press B to detonate the mini-kazooie right under the Rocknut's rear-end. From here, hop back down and go through the cave opening on top of the platform, which should take you into the train station.

From the lower ground, shoot a clockwork-kazooie egg up at the rocknut on the ledge, then position it behind him, and let him have it; you now have two more Rocknuts to destroy before getting your jiggy. Warp to Humba's wigwam and begin scaling the mountain. Right before you reach the first set of broken platforms, you'll find a small, red tunnel opening with a rocknut inside. Go past him and jump across three of the broken platforms, then stop. Turn around

and shoot a clockwork-kazooie egg across the broken platforms, then steer it into the tunnel the rocknut is in. Since the rocknut is facing Banjo & Kazooie at all times, it should now have it's behind exposed to the mini-kazooie.

Press B to blast him, then hop back down and make your way over to where Humba's wigwam is again. Go behind her wigwam and flip-flap up to the red pathway, and use your Talon Trot ability to get to the top. Here, you will find a bunch of water with an opening at one end. Swim through this opening to enter the River Passage. Swim all the way through and drop down the waterfall at the end. Shoot a clockwork-kazooie egg through the small hole behind the waterfall and it'll emerge behind the final rocknut (who is also behind the waterfall.) Press B to explode it and you'll get your jiggy in return. You can blast all 5 of these rocknuts in any order you wish, I just listed them as I remembered them.

Find a warp pad and warp up to the top of the mountain, then go upstairs to where Terry's nest is located. Enter the opening on the far right to go Inside the Mountain, then jump down into the water below. Use the flight pad on the ledge to get on the platform in the center of the room (the one with the giant stone column on it.) Beak Barge the switch on the side of the stone column to rise a path from underwater, then use the springy shoes to get to the top of the column, where you will be engulfed by Chompa, the Brontosaurus. Now that you are inside Chompa's Belly (which is awfully similar to "Inside Jabu Jabu's Belly" from Nintendo's "Zelda: Ocarina of Time") you will be given the opportunity to play a little mini-game.

Chompa has been having trouble with Ulcers lately, and he wants you to get rid of them for him. Blue Ulcers are worth 3 points, Green are worth 2, and Red are only worth 1 point. The goal is to shoot Ulcers in FPS mode until you gain at least 75 points. Once you gain 75 points, you'll be rewarded with a jiggy. For now, you will not be able to collect any more jiggies in this world without going to another world first, however, you still need to do a few things before leaving. Make your way to the prison area, and talon trot up the steep path across from the prison area. Go through the opening to enter the Styracosaurus' cave.

Go up to where the tiny dino is and bill drill the boulder to reveal a Mumbo pad. Exit the cave and warp to Mumbo's skull hut to gain control of him. Since you can't go up the steep hill as Mumbo, you'll have to take a detour. Go around to the hills that lead up to Humba's wigwam and go through the very large opening which leads over to the Syracosaurus cave again. Jump up and walk along the very narrow ledge and go inside the cave. Stand on the newly-revealed Mumbo pad and press B to use Mumbo's enlarge magic on the tiny dino, which will bring him back to normal size. You still have to fix her two other dinos, but that can only be done later.

Now it's time to head back to some previous worlds to collect the jiggies you couldn't get the first time around. Exit Terrydactyland and use the silo to warp over to Pine Grove. Enter Witchyworld again.

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#### Witchyworld (Returning)

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By now, you should only have to get one more jiggy, which is the one you get for returning Boggy's children to their mother. The children are located in random places (read the information sign near the Dodgem Dome to find out where they can be) but all three are the same. First, open the fry and burger stands if you haven't done so already (the burger switch is on top of the ticket

stand near the entrance of witchyworld, and the fry switch is behind the fry stand itself.)

Get some fries and a burger and start searching for the kids. Once you find the one who wants fries, give them to her and she'll go back to her mother (the girl was in the Crazy Castle area for me.) The next one you'll have to find is the kid who wants another hamburger. Give him the burger, only to find that he's too stuffed to walk back to his mother, so you'll have to split up and use Banjo's Taxi Pack ability to take him back (this kid was to the right of the Dodgem Dome for me.) The final kid doesn't want anything, but he refuses to leave, so you'll have to attack him once to send him crying back to his mother (this kid was INSIDE the Dodgem Dome for me.)

After the kid gets his beating (via his mother's hand bag) you'll be rewarded with a jiggy. Before leaving, make your way over to the Inferno area and go through the path on the right of the actual Inferno entrance (the green path.) Blast open the jail cell doors to release Gobi, the Dino and a jinjo, then go back to the Inferno area. This time, enter the door to the left of the actual Inferno entrance and follow the path with teeth along the sides. Go through the opening at the end to find the Train Station. Flip-flap up to the coffin and flip-flap again up to the ledge.

Grip Grab along the ledge until you reach the end, where you can stomp the switch to open the train door. Hop down and press B near the train sign to summon Chuffy. Upon hearing Chuffy's whistle, the missing dino you released in the jail cell just a minute ago will come running and hop onto the train. You will need to summon Chuffy in Terrydacyland to return this missing dino back to his mother, but that'll be done later. For now, exit Witchyworld and warp to the Plateau to enter Glitter Gulch Mine again.

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#### Glitter Gulch Mine (Returning)

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From the entrance, head over near the gold pile and the Crushing Shed to find a Rareware crate. Break it open and use the Springy Shoes to get up in the alcove above the waterfall, where you will find your 9th jiggy in this world. For the last jiggy, make your way over to where Mumbo's skull hut is located. To the left of it, you'll find a sign which reads: "Mine Entrance II" along with a boulder covering a hole. Bill Drill the boulder and take the stairs in the hole down into the 2nd mine area.

Go past the jail cells and through the lit opening, where you will be forced to go in one of two directions; go right and through the red opening, which leads you into the Generator Room. Rat-a-Tap Rap the generators you see to make them light up the next path, but they'll go dead after a few seconds, so after you hit one, run to the next before the light goes out. Once you reach the dark area (where there are no generators anymore) just use your fire eggs to light the way. At the end, collect the jiggy in mid-air, then climb down the ladder and exit.

Head back to the main area of Glitter Gulch Mine and warp to the exit. Leave back into the Plateau, then use the Silo to get to the cliff-top. Go up the path and enter Jolly Roger Lagoon for the 2nd time.

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#### Jolly Roger Lagoon (Returning)

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Now that you know the "Hatch" ability, you can get another one of Jolly Roger Lagoon's jiggies. First, if you still haven't broken the chest statue in the town center (which you most likely already have) do so now by shooting a grenade egg at the back of it. Use the Split Up pads so you're controlling Kazooie only, then enter Mumbo's hut. Fire a grenade egg at the crack in the wall on the bottom floor to reveal a hidden opening, then go through to find Tip-tup. He asks you to hatch his egg for him because it's overdue. Use your Hatch ability on the egg to hatch it, then shoot an egg at it to flip it right-side up and you'll get a jiggy. Head back to the town center to rejoin with Banjo then exit Jolly Roger Lagoon and use the silo to warp to the Wasteland.

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### Isle O' Hags (Quagmire)

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From the Wasteland, follow the digging machine tracks until you come to the dead end, where the tracks go up the wall. From here, turn right and go up the hill to find some Springy Shoes. Use them and go back down to the tracks on the wall and jump. If you aren't directly in the tracks, you'll make it to the top where you'll find an opening. Go through it and drop down to be in the Quagmire part of the Isle O' Hags. Go through the big double doors which lead into the 6th world: Grunty Industries.

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### GRUNTY INDUSTRIES

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In order to enter the actual building, you'll have to take the train because the main gate is closed. Go forward a bit then double jump over to the platforms on your right. Use the barrels to cross over the infested water until you reach a small platform in the corner. Grip Grab along the ledge until you reach the ladder on the other side - climb it. Go over the wall to the other side and step on the train switch to open the doors of the train station in Grunty Industries. Exit Grunty Industries back into the Quagmire and use the silo to warp to the cliff-top. Take the train to Grunty Industries and viola!

Grunty Industries consists of 5 huge floors, so you're bound to easily get lost until you get used to the place. First, make your way over to the closed gate and activate the warp pad, then climb the stairs to the left of the gate to find Split Up pads. Playing as Banjo alone, make your way over to the Banjo switch on the left side of the closed gate then, as Kazooie, stand on the other switch to make the gate open for future use. Walk back up the stairs in front of the elevator (where the Split Up pads are) and jump over the small fence in front of the Split Up pads to find Jamjars' hatch.

Here, you'll learn how to use the Claw Clamber boots (which allow you to climb walls with bird-prints on them.)

More to Come...

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### VI. Secrets/Codes

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A game wouldn't be a game without some secrets or codes to figure out, and Banjo-Tooie is full of 'em! As Mumbo revealed in his pictures near the end of Banjo-Kazooie, you'll finally be able to collect the Ice Key, plus many other secrets, and new cheato codes!

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### Getting the Ice Key

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First off, you must know the Grip Grab ability. If you don't, play through the game until you do, then return to Jinjo Village. From where you enter Jinjo Village (coming from Spiral Mountain/Inside the Digger Tunnel) turn right to find a desert-like area. Go against the wall and you'll find a ledge which you can grip grab along. Edge your way across the ledge, killing the enemies which pop out at you as you go until you reach the end. Climb up using the A button, and go through the tunnel opening. Inside is a walking B-K game pak with eyeballs. Roll into it and the Ice Key will pop out! Collect it for later use.

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### The Secret Pink and Blue Eggs (Locations)

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There are two secret eggs to be found in Banjo-Tooie, a Blue one and a Pink one. Both belong to Heggy the hen over in the Wooded Hollow area of the Isle O' Hags, and she wants you to find/return them. Once you find and return them, she'll give you the ability to swim faster as well as a cheato code which enables you to get homing eggs. Below are directions on how to find and collect each egg.

**Pink Egg:** Make your way to Spiral Mountain and scale the mountain which leads up to Grunty's old lair. On top of the mountain you'll find a flight pad. Use it to fly over to the cave across from the mountain and inside you'll find a Banjo-Kazooie game pak with eyeballs. Break it open to find the pink egg.

**Blue Egg:** From where you got the Pink Egg, use the flight pad and fly over to where the waterfalls are (to the west of Grunty's old lair) and go through the opening on top of the waterfall, then swim/jump upstream until you're in the next room. You'll find another waterfall here with a ledge on top of it. Grip Grab along the ledge and climb up directly behind the waterfall to find a hidden tunnel. Go through it to find another Banjo-Kazooie game pak inside the cave. Break it open to get the Blue Egg.

Once you have both of the eggs, exit back into Spiral Mountain and use the warp silo in Jinjo Village to get to the Wooded Hollow. Directly across from the entrance to the Mayahem Temple will be a semi-hidden opening. Go through it to find a giant egg (this is Heggy's house.) Go inside and she'll hatch both of the eggs, giving you the ability to use Kazooie as a weapon (A+A fast), and the cheato code which gives you Homing Eggs. The last secret egg (Yellow Egg) is on the top of Heggy's house, and the only way you can open it is by using Kazooie's "Hatch" ability, learned in Terrydactyland.

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### Cheato Codes



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You must type in the word "CHEATO" before all of these codes. To get them without collecting the pages first, type in "CHEATO" followed by spelling the code backwards.

Cheat Number	Cheat	Description
1	CHEATOFEATHERS	Double Gold/Red Feathers
2	CHEATOEGGS	Double Eggs
3	CHEATOFALLPROOF	No damage from falling
4	CHEATOHONEYBACK	Regenerate Life Bar
5	CHEATOJUKEBOX	Fixes Jukebox in Jolly's
6	*CHEATOGETJIGGY	Read Jiggywiggy's signs
7	CHEATOSUPERBANJO	Banjo runs faster
8	CHEATOSUPERBADDY	Enemies run faster
9	CHEATOHONEYKING	Unlimited Air/Energy
10	**CHEATONESTKING	Unlimited Feathers/Eggs
11	CHEATOJIGGYWIGGYSPECIAL	All worlds opened
12	***CHEATOHOMING	Homing Eggs
--	CHEATOJIGGYSCASTLIST	Plays first cast list
--	CHEATOPLAYITAGAINSON	View all cinemas from VCR

\* You can get this from Madame Grunty's fortune telling tent in Witchyworld, but the probabilities of it coming up are very low. Just enter the code to get it if you grow impatient with entering the tent over and over again. You must, however, spell it backwards. (CHEATOYGGIJTEG)

\*\* Look behind Master Jiggywiggy in his temple and answer the riddle to access this cheat, or just type in the code backwards to get it. (CHEATOGNIKTSEN)

\*\*\* After finding the two secret eggs (Blue, Pink) and returning them to Heggy, you'll gain this code. If you don't want to find the eggs first, just type the code in backwards. (CHEATOGNIMOH)

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Getting the Mega Glowbo  
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There is only one mega glowbo in the entire Banjo-Tooie world, and it's very hard to find...or not. First off, you'll need two things: The Ice Key (see above on how to get the Ice Key) and the Talon Torpedo ability (which is learned from Jamjars in Jolly Roger Lagoon.) Once you have both of these, make your way into Glitter Gulch Mine. From here, step on the switch which opens the grating (which leads to the water storage area.) Run to the grating and enter the water storage area. From here, jump down to the bottom level and dive underwater to find a boulder with kazooie's mug shot on it.

Talon Torpedo this large boulder to break it into pieces, revealing a hidden tunnel. Follow the tunnel and you will be lead into Hailfire Peaks. Climb out of the water and walk up the small hill you see to find the Ice Chest. Your Ice Key will automatically open this Ice Chest if you have it, and inside is the very rare Mega Glowbo!

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Once you've collected the Mega Glowbo (see above), make your way (or warp) to the Pine Grove area of the Isle O' Hags. You will find Humba Wumba's wigwam here, so go inside. Talk to Humba and she'll tell you that she needs the mega glowbo if you want her to transform you. Give it to her and hop into the pool to transform Kazooie into Dragon Kazooie! Dragon Kazooie is an improved version of normal Kazooie, with more attacks, but the same loud mouth. To get the old Kazooie back, just jump into the pool again.

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### Accessing Playable Jinjos in Multiplayer

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To access the Jinjos as playable characters in Multiplayer mode, you'll first need to know the Bill Drill ability, the Hatch Ability and the Split Up ability. Once you have all three, warp to Wooded Hollow and enter the "hidden" area where Heggy's house is located. Go inside and bill drill the boulder you see to reveal a set of Split Up pads. Split up so you're only controlling Kazooie, then walk up one of the ramps which leads to the top level of Heggy's house. Use your Hatch ability on the secret yellow egg to unlock Jinjos as playable characters in Multiplayer!

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### Swim Faster

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Once you've learned the Bill Drill ability from Glitter Gulch Mine, make your way over to Spiral Mountain and stop in front of Banjo's broken down house. To the left of Bottles' corpse is a boulder with a goldfish inside. Bill Drill the boulder to release the goldfish, then pick it up and take it over to the moat surrounding the actual Spiral Mountain. In return for saving his life, he'll teach you how to swim faster while underwater. Press A+B and you'll gain twice the speed while swimming.

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## VII. Item Listing

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- Jiggies: These golden puzzle pieces allow you to access new worlds in the game. In each world, you will have the chance to gain several jiggies. Each world requires a certain amount of jiggies for you have in order to enter. Use your jiggies in Jiggwiggy's temple to play his puzzles challenges and open new worlds.
- Notes Nest: What used to be the Music Notes in Banjo-Kazooie are now Notes Nests. Each one gives you 5 music notes, and you'll need them if you want Jamjars to teach you new abilities. See the "Music Note Locations" section for note locations.
- Treble Clef: You will find one Treble Clef in each world, and they're worth a whopping 20 music notes. These are usually hard to find, and aren't found out in the open. For locations, see the "Notes Nest Locations" section.
- Cheato Pages: Cheato, Gruntilda's old spellbook, has his pages scattered

all throughout the different worlds of Banjo-Tooie and he needs you to collect them for him. Everytime you collect 5 pages of cheato's pages, you'll gain a new code you can use to enhance the game. Cheato can be found in Jade Snake Grove within the Mayahem Temple.

**Feather Nests:** There are two types of Feather Nests: Red Nests, which give you 10 red feathers; and Gold Nests, which give you 10 golden feathers. The red ones let you fly, and the gold ones let you use the Wonderwing ability.

**Honeycombs:** These are actually sections of a honeycomb, and they are used as energy. One section replenishes one section on your energy meter. These are found after killing enemies, inside beehives, or sometimes just out in the open.

**Skill Pieces:** These are Honeycomb pieces with a "!" on the front of them. When collected, your energy bar will flash in order. When the last honeycomb piece is lit up, press the B button to gain that many honeycomb sections.

**Mystery Pieces:** These are the same as the Skill honeycomb pieces, only they have a "?" on the front of them. When collected, your energy meter will begin flashing randomly. When the highest piece is lit up, press the B button to gain that much energy.

**Glowbos:** You'll need this little creatures if you plan on proceeding with the game. Mumbo Jumbo and Humba Wumba need these Glowbos in order to use their magic. Certain transformations require certain amounts of glowbos. See the "Game Overview" section for transformation requirements.

**Jinjoes:** There are 9 different families of Jinjos, which have been scared off throughout the different worlds because of Grunty's drilling machine. After you rescue each family, you'll gain a jiggy as a reward.

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VIII. Jiggy Locations  
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Below is a list of all the Jiggy locations in the game and how to get them. They have been listed in order that you collect them in the game, world by world. I've also listed them throughout the walkthrough to make things easier.

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Isle O' Hags - 10 Total  
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1. Talk to King Jingaling in his palace to find out about Gruntilda and her sisters scaring off all the Jinjos. At the end of the conversation, King Jingaling will give you your first jiggy as an incentive to continue on.
2. Return the white Jinjo back to his house.
3. Rescue all the Brown Jinjos to return their family back to their house and you'll get a jiggy in return.

4. Rescue all the Blue Jinjos to return their family back to their house and you'll get a jiggy in return.
5. Rescue all the Purple Jinjos to return their family back to their house and you'll get a jiggy in return.
6. Rescue all the Yellow Jinjos to return their family back to their house and you'll get a jiggy in return.
7. Rescue all the Green Jinjos to return their family back to their house and you'll get a jiggy in return.
8. Rescue all the Orange Jinjos to return their family back to their houses and you'll get a jiggy in return.
9. Rescue all the Red Jinjos to return their family back to their house and you'll get a jiggy in return.
10. Rescue all the Black Jinjos to return their family back to their house and you'll get a jiggy in return.

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Mayahem Temple - 10 Total

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1. Go up near Targitzan's Temple, but turn right before climbing the stairs to find the bridge. Cross it and talk to the pig on the other side, then kill all five flies with your egg aiming ability to gain the jiggy.
2. Using the Breegull Blaster, enter the Targitzan Temple. Find the first 10 statues in the main part of the temple to unlock the Slightly Sacred Chamber. Go inside this chamber to find the jiggy in the center of the room.
3. Still in the Targitzan Temple, collect 20 statues to unlock the Really Sacred Chamber, then go inside to fight Targitzan. Once he's defeated, he'll leave the Jiggy behind.
4. As the Golden Goliath, go into the first set of double doors (the ones with a skull on them) and walk straight into the quicksand over to the lone platform with the jiggy floating in mid-air. You'll automatically collect it due to your height.
5. After you give Humba Wumba a glowbo, she'll turn you into a stony. As a stony, go to the structure where the kickball tournament is being held and participate in it. If you win the finals, you'll get a jiggy.
6. Go to the Jade Snake Grove and learn the Grip Grab ability from Jamjars, then warp back to the Prison Compound. Jump into the water on the right side and hop up on the platforms. Once at the top, jump up to grab onto the edge of the ledge, and move left until you reach the platform with the boots. Drop down into the boots, then jump down into the quicksand pit below. Walk over to the area across the pit and get the jiggy on top of the small platform.
7. Make your way to Jade Snake Grove and go upstairs to where the large structure is located. Talon trot up the slope, then do a flip-flap to get up to the next level. The top level contains a snake guarding a jiggy, with branches all around him except for one square, which is plain grass.

Climb up to this square and tip-toe by pressing lightly on the analog stick all the way to his jiggy and collect it.

8. Climb to the top of Targitzan's Temple, and walk along the skinny ledge to the back, where you will find a very thin ramp. Use the Talon Trot to get up the ramp to the tip-top of the temple, where a jiggy will be waiting.
9. Using the flight pad near the entrance to the Mayahem Temple, fly up to the top of the Treasure Chamber. Go inside and head up the stairs, then step on the switch to open the gate. Go through the opening into Unga Bunga's cave, where Targitzan's treasure is located. Don't step on any of the leaves, or you'll wake up Unga Bunga and be thrown out. Walk over to the other side and flip-flap over to the torch (try to land on the platform, but don't touch the fire.) From there, flip-flap again to the clear area, and get the treasure, then follow the tunnel out. Give the treasure to the guy searching for it in the treasure chamber and you'll get the jiggy.
10. Once you've learned the Bill Drill ability from the Glitter Gulch Mine (2nd world) go back to the Mayahem Temple and enter the prison compound. Swim through the hole underwater to the right, and hop out. Bill Drill the boulder in the center of the room and go down the stairs. Roll into the four pillars to make the jiggy fall to the lowest pillar, then go back upstairs and collect it (this has a time limit.)

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Glitter Gulch Mine - 10 Total

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1. Go over to the left and enter the Ordnance Storage Entrance (this is another First-Person shooter area) and enter the Ordnance Storage. The goal is to defuse all 15 bombs before they detonate. Once you defuse the first, the times will be active for the other 14. Search around the Ordnance and press "B" to use your Beak Bayonet ability, which will defuse the bombs. When all 15 are defused, you'll get a jiggy.
2. First, transform into Mumbo Jumbo, then look over near the gold pile to find a Mumbo pad. Stand on it and press B to levitate the jiggy boulder into the roof of the shredding room. Take Mumbo back to his hut to regain control of Banjo & Kazooie and enter the shredding room. Avoid the blocks that are smashing down, and make your way to the end of the conveyor belt. Beak barge the red switch to turn the belt and shredder on. The jiggy rock will be shredded and the jiggy inside will be in 3 pieces outside of the shredding room. Go outside and collect all three for the jiggy.
3. Near the entrance of Glitter Gulch Mine is Humba Wumba's wigwam (tent.) Go inside and give her a glowbo to be transformed into a detonator. Leave the wigwam and destroy the rocks right near the wigwam, then go back to regain control of Banjo & Kazooie. Enter the once blocked cave and beak barge Canary Mary's cage, then she'll challenge you to a mine cart race. Press A rapidly all the way to the end and you'll get a jiggy if you win.
4. Go near Mumbo Jumbo's hut to locate the entrance of the 2nd mine. Bill Drill the boulder if you haven't done so already and enter the mine. Go into the 2nd area and down into the power supply basement (if you know how to separate Banjo and Kazooie yet, you can step on the light switch upstairs first, which will make getting this jiggy much easier, otherwise you can do it in the dark.) Follow all the boards until you reach the final platform with the jiggy on it.

5. Right near the entrance of the mine is a switch with a picture of bars on it. Step on this to open up the grating on the far side of the little stream. You are given a limited time to run over to the opening before the gate closes again. Use the talon trot and climb over the hills to reach the gate in time then enter it to be in the Water Storage area, where the Jiggy will be waiting on a bridge.
6. As Mumbo Jumbo, warp to the train station and stand on the mumbo pad near the broken train. Press B to use Mumbo's levitate magic and the train will become reconnected. Warp back to Mumbo's hut and regain control of Banjo and Kazooie, then warp back to the train station again. Climb aboard and stand on the control pad to summons Old King Coal. Go into the boiler room and defeat Old King Coal to get the jiggy.
7. After you learn the Bill Drill ability from the Glitter Gulch Mine go back to the Mayahem Temple (1st world) and go into the Prison Compound. If you wish, you can talk to the stony to get the correct pattern for the switches ahead. Step on the Sun, Moon and Star switches in the correct order to open Dilberta's prison cell, then Bill Drill the boulder to free her back to Bill (her master.) Follow her through the new opening and Bill will leave a jiggy on his bed for you.
8. Once you've opened the Water Storage area (by stepping on the switch and running through before the gate closes) enter it, but don't drop down to the bottom level. Instead, climb up onto the bridge and double jump over to the platform with the opening and go through into the Flooded Caves. Swim through the underwater tunnels until you reach an open area. Climb out of the water, kill the enemies, and collect your jiggy.
9. Make your way over to where Mumbo's skull hut is and look to the left of it. You'll find a sign which reads "Mine Entrance II" along with a hole (or a boulder if you haven't bill drilled it yet.) Go through the hole, and down the stairs to enter a prison-like area. Go through the lit door opening and turn right at the fork to go through the red opening; This is the generator room. Attack the generator switches to activate them and they'll light up the paths for a few seconds. Follow the path to the end where you'll find a jiggy and a ladder. Collect the jiggy and climb down the ladder.
10. After you've learned how to use the Springy Shoes in Terrydactyland, come back to Glitter Gulch Mine and make your way to the area where the Crushing Shed is located. You will find a crate with the Rareware symbol on it next to the gold pile; break it open. Use these Springy Shoes to get to the alcove on top of the waterfall, where the jiggy will be waiting.

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Witchyworld - 10 Total  
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1. From the entrance, go straight into the main area, then follow the path circling the blue and white tent until you find the side area with the high dive. Climb up the high dive pole and once at the top you'll notice the board has a large piece missing from it. Tip-toe along the skinny part and flip-flap once you get to the other side to get the jiggy.
2. Locate Humba Wumba's wigwam and enter it by jumping off the tight-rope. Transform into a mini-van and kill all the slot machines near the tent to get 4 tickets. Regain control of Banjo & Kazooie and enter the blue/white

tent in the main area. Make sure you have the ability to shoot grenade eggs in the air as well as the ability to shoot grenade eggs in general. Defeat Mr. Patch to get the jiggy.

3. Visit Humba Wumba and transform into a mini-van, then drive it to the area where the high dive is. Deposit a coin into the box to open the Inferno attraction, then enter it as normal Banjo & Kazooie. Use the Split Up pads and make Banjo step on the super-pad activation switch (over near Mumbo's hut) press A to switch to Kazooie, and get the running shoes. Run up the spiral ramp to the top of the mountain while avoiding the flames on the way up (just face the mountain and jump to avoid them) then use the super-jump pad at the top to get to the tip-top where you'll find the jiggy.
4. While visiting the Inferno attraction, visit Mumbo Jumbo in his hut and give him a glowbo to gain control of him. Warp to the Space Zone and stand on the mumbo pad next to the Dodgem Dome; press B to activate the Dome and open the doors. Warp back to the Inferno and regain control of Banjo & Kazooie. Warp to Humba Wumba's wigwam and transform into a mini-van, then warp to the space zone and enter the Dodgem Dome. Deposit a coin into the box to open the Dodgem Challenge, then go in as normal Banjo & Kazooie. For the first, collect 60 twinklies within 45 seconds to move onto the 2nd challenge in which you must collect 50, and finally the 3rd challenge in which you must collect 40. Once you finish all 3, you'll get the jiggy.
5. After activating the Star Spinner (using Mumbo Jumbo's magic) make your way into it as normal Banjo & Kazooie. Hop onto the first start and take it to the 2nd; jump off onto the 2nd, which leads to the 3rd; jump off onto the spinning ring, and when the planet is spinning away from you, hop onto it and collect the jiggy on the top.
6. Search around the bigtop until you locate the Crazy Castle area. Enter the room with the Crazy Castle in it, only to find it deflated on the floor. Fire a grenade egg at the grating across the room to blow it up. Find the Split Up pads in this room and press A to separate. Take Banjo over to where the grating was and use the barrel to enter it. Step on the Banjo switch to the left of the pump machine, then press A to play as Kazooie. Take her into this room and step on the Kazooie switch to the right of the pump machine to activate it. This will inflate the Crazy Castle. Enter it and go through the right door to play the balloon challenge. Get at least 50 points to win (Blue = 3; Green = 2; Red = 1.)
7. After inflating the Crazy Castle, use the Split Up pads outside to play as Kazooie. Take Kazooie into the Crazy Castle and enter the once-closed Kazooie door to play the Hoop Jumping mini-game. Jump through all the hoops and gain the specified amount of points within the given time limit and you'll win the jiggy. Use the running shoes to go faster. (Blue = 3; Green = 2; Red = 1.)
8. Near the Crazy Castle area, you'll find the Cactus of Strength, where you must ring the bell at the top by hitting the switch on the bottom causing a little bar to raise up (you know this game, they have them in carnivals everywhere.) First do a beak buster on the switch to raise the bar a bit, then perform a bill drill to raise it a little higher, and finally use a grenade egg on the switch to ring the bell and collect your jiggy.
9. After releasing the box with the saucer inside in Glitter Gulch Mine, climb the pole that leads to the lift in Witchyworld then take the lift over to the area where the Saucer of Peril is located. You should've

already activated the switch with Mumbo, so use the shock spring pad to get up to the top and ride the saucer. You will go around witchyworld shooting targets (Blue = 3; Green = 2; Red = 1) and if you get 500 points, you'll get a jiggy.

10. Once you've learned the Taxi Pack ability in Terrydactyland, come back to Witchyworld and search for Boggy's three children. One wants fries, which you can get at Joe's fry stand; One wants another burger, which you can get from Al's burger stand. You will also need to transport this kid to his mother using your Taxi Pack ability; the final kid needs to be attacked to send him back to his mother. Once all three kids are back, you'll get your jiggy.

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Jolly Roger Lagoon - 10 Total

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1. Search around the land part of Jolly Roger Lagoon collecting Doubloons as you see them. You can find a few by bill drilling the colored platforms on the ground, as well as a few out near the wall of the sea. Once you have at least 20 Doubloons, go into Pawno's Emporium and he'll sell you the jiggy in the glass case for 20 Doubloons.
2. After learning the Talon Torpedo ability, search around in all the rooms of the underwater area until you find the transparent fish with a jiggy in it's stomach. The location of this fish is random, so you'll have to search for it. Once you find it, use the Talon Torpedo ability and speed Kazooie through the fish (press A) to get the jiggy.
3. From the town center, swim down through the large hole again but don't leave for Atlantis yet. You'll find a stranded UFO here with the door closed. Talon Torpedo the door to break it open and go inside. Shoot Ice Eggs into all 4 generators within the given time and the UFO will launch off, leaving behind a Jiggy they landed on.
4. Swim over to Atlantis and you'll find 4 statues. You must shoot eggs into the statues in a certain order. Read the sign above the door to find out the order, then shoot the eggs in that order to open the door. Go inside and protect Chris P. Bacon (Crispy Bacon, get it?) from the biting fish for 30 seconds (while he takes pictures of the art below) and you'll get a jiggy for it.
5. From Atlantis, go through the opening across from where you enter and you'll find a glowbo in between two large pillars on the sea floor. Collect it and surface to the top where you'll find Humba Wumba's wigwam. Swim inside and give her the glowbo to be transformed into a Submarine. Make your way to where the Lockers are, and go to the right of the warp pad to find a large hole with nothing but darkness within. Swim through it to play the Submarine mini-game. Shoot torpedoes at all the mines (Blue = 3 points, Green = 2 points, Red = 1 point) to gain points. If you gain the specified amount within the given time, you'll get a jiggy.
6. Go to the locker area and use the Talon Torpedo ability to break open the locker which reads "D. Jones" (this locker is a different color than the others, so you'll easily be able to find it.) Go inside to fight Lord Woo Fak Fak (a giant fish) and if you defeat him, you'll get the jiggy. (See walkthrough for boss strategy.)
7. Warp or swim to the fish room in the Sea Bottom to find a very large fish



swimming around (you'll notice it by its large teeth.) Shoot out each of its teeth with a grenade egg until they're all gone, which is when his mouth will open, allowing you to go inside. Enter the fish's mouth and take the tunnel to the left to find Jolly's partner, who was swallowed by the fish while waveracing. Once she leaves, exit the fish and warp to the town center and enter Jolly's to get your jiggy.

8. Once you've learned the "Hatch" ability from Jamjars in Terrydactyland, make your way back to Jolly Roger Lagoon and enter Mumbo's hut. Use a grenade egg on the crack in the wall to reveal an opening, then go through it to find your old friend Tip-tup. He'll tell you that his baby should've already hatched, but hasn't and he wants you to help. Use the Split Up pads that were under the chest statue in the town center to control Kazooie only, then go back to Tip-tup and hatch his egg using the hatch ability. Once it's hatched, shoot an egg at it to turn it right-side up and you'll get the jiggy.

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### Terrydactyland

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1. After learning how to use the Springy Shoes from Jamjars, make your way to Humba Wumba's wigwam up on the hill. Use the pair of Springy Shoes to the left of the wigwam and begin scaling the mountain. When you come to the sign which reads: "Egg Nest Up Here" jump up and continue scaling the mountain without Springy Shoes. Jump up to the next level using the Springy shoes and continue until you reach the top. Go up the stairs and into the lit hole on the left to fight Terry. Defeat her to get a jiggy.
2. Once you've defeated Terry, look near the center of her nest to find a little block. Bill Drill it to break it open, revealing a hole. Drop through into the netted basket below the nest to get this jiggy. Use the Shock Spring Pad to get back up into the nest.
3. Visit Humba Wumba to be transformed into the Baby T-Rex, then begin scaling the mountain. Go through the dinosaur door at the dead end, then cross over the platforms on the next level. You'll find a gate with a jiggy behind it. Growl in this order: Short, Short, Long, Short, Long, Long and the gate will open, allowing you to get the jiggy behind.
4. After defeating Terry, she'll ask you to rescue her four babies from their eggs, located all around Terrydactyland. The first is inside the mountain (go through the opening on the far right near Terry's nest) and you can get to it by using the flight pad on a ledge in the water; The 2nd egg can be accessed by warping to the top of the mountain, walking along the narrow path and gliding over to the column with the flight pad on top. Fly over to the waterfall to reach the egg on a platform; The 3rd egg is inside the Oogle Boogles' cave (scare the Oogle Boogle outside by roaring as the Daddy T-Rex.) Go to the area with the rope and shock spring up to the egg as Kazooie; The final egg is inside Unga Bunga's cave. Go inside and find the hidden opening in the wall to find the final egg. Use Banjo's Taxi Pack ability to take it back to Terry and collect your jiggy.
5. Enter the inside of the mountain from Terry's nest and drop down into the water below. Use the flight pad to land on the ledge with the stone column on it, then beak barge the switch on the side of the column to make a path rise from below. Use the Springy Shoes to get to the top of the column, where Chompa, the Brontosaurus, will swallow you whole. Once inside his belly, play the Ulcer mini-game. After collecting at least 75 points,

you'll win this jiggy.

6. For this jiggy, you'll have to defeat the Rocknut tribe, which consists of five members. From the entrance of the level, go through the entrance straight across from you and toss a Clockwork-Kazooie egg over the head of the first Rocknut, then detonate it on his behind. Go over to the prison area and use the Springy shoes to get to the upper level. Shoot a clockwork-kazooie egg on the ground, then steer it through one of the holes until you emerge in the cell with the Rocknut; let him have it. Go through the River Passage and exit at the end, then shoot a clockwork-kazooie egg through the hole to the left of the Rocknut behind the waterfall and let him have it. Scale the mountain, but stop on the 3rd broken platform when you get to the broken platforms. Shoot a clockwork-kazooie egg over to solid ground and steer it into the small red cave, then detonate it on the Rocknut's rump. The last Rocknut is on a platform in the Train Station. Shoot an egg up at him and position it on his rear-end then press B and you'll get your jiggy.

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IX. World Information/Locations  
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From reading through the walkthrough(s) you may have noticed that item locations were skipped (such as Jinjos, Notes, Glowbos, etc.) which is why I decided to make one huge section with the following for each world: Jamjar Hatch Locations, Jinjo Locations, Mumbo's Skull Locations, Warp Pad Locations, Mumbo Pad Locations, Humba Wumba's wigwam Locations, Glowbo Locations, Empty Honeycomb Piece Locations, Cheato Page Locations, and much more.s

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Mayahem Temple  
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The Mayahem Temple can be accessed by playing Jiggywiggy's 1st challenge which will open the door to the Mayahem Temple. Exit Jiggywiggy's palace and turn left to find the entrance to the Mayahem Temple (a small little door.) The Mayahem Temple is best described as a Jungle Japes/Angry Aztec combination (Jungle Japes and Angry Aztec are two worlds in the game "Donkey Kong 64.") It's sort of egyptian-like but also has Jungle/forest like features to it. It consists of large structures, huge doors, trees, etc.

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MUMBO JUMBO'S SKULL HUT LOCATION  
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From the entrance of the Mayahem Temple, go straight and follow the main path, avoiding the spinning statues which shoot feathered darts at you. Make the turn as the path twists into a dead end where you have the option of going left or right. Going left leads into the Treasure Chamber and going right will lead you into Mumbo's Skull hut. Activate the warp pad in front so you can easily come back. If you get lost, just remember that the skull hut is in between the Targitzan Temple and the Treasure Chamber.

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HUMBA WUMBA'S WIGWAM LOCATION  
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Humba's wigwam isn't out in the open in this world as it is in most of the other worlds, so you'll have to do a few things before you access it. Gain control of Mumbo Jumbo and stand on the Mumbo Pad in front of the Golden Goliath to gain control of it. Walk backwards to the double doors and kick them to open them, then return the Golden Goliath to its spot. Take Mumbo back to his hut and regain control of Banjo-Kazooie, then enter the double doors you just kicked open to be in Jade Snake Grove. Go up the ramp in here to find Humba's wigwam with a Warp Pad just outside of it.

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NOTES NEST LOCATIONS

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- 1-5. When you first enter the temple, go up the path in front of you to get this nest.
- 6-10. When you first enter the temple, go up the path in front of you to get this nest.
- 11-15. When you first enter the temple, go up the path in front of you to get this nest.
- 16-20. When you first enter the temple, go up the path in front of you to get this nest.
- 21-25. After the first path, go past the statue that spits darts, as well as the kickball tournament structure to find this nest on the next path.
- 22-30. After the first path, go past the statue that spits darts, as well as the kickball tournament structure to find this nest on the next path.
- 31-35. After the first path, go past the statue that spits darts, as well as the kickball tournament structure to find this nest on the next path.
- 36-40. After the first path, go past the statue that spits darts, as well as the kickball tournament structure to find this nest on the next path.
- 41-45. Up the 3rd path, which leads up to Mumbo Jumbo's hut.
- 46-50. Up the 3rd path, which leads up to Mumbo Jumbo's hut.
- 51-55. Up the 3rd path, which leads up to Mumbo Jumbo's hut.
- 56-60. Up the 3rd path, which leads up to Mumbo Jumbo's hut.
- 61-65. Over near Mumbo Jumbo's hut.
- 66-70. Located on the path that leads up to Targitzan's Temple.
- 71-75. Located on the path that leads up to Targitzan's Temple.
- 76-80. Located on the path that leads up to Targitzan's Temple.
- 81-100. Collect the Treble Clef, which is hidden on the backside of the mountain Targitzan's Temple is sitting on. Before going up the steps to Targitzan's Temple, go around to the back to find the Treble Clef, which is worth 20 notes.

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## MUMBO JUMBO PAD LOCATIONS: SUMMON

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You'll only be finding one Mumbo Pad in this world and that's the one in front of the Golden Goliath. Follow the main path until you reach a head sticking out of the ground (right before the kickball stadium) and you'll find the pad. Stepping on it and pressing B as Mumbo will Summon the Golden Goliath from the ground, allowing you to control him.

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## WARP PAD LOCATIONS

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- #1: As soon as you enter the Mayahem Temple, you'll find this warp pad on the ground in front of you. It is the first of five in the Mayahem Temple; Walk or run over it to activate it for future use.
- #2: Once you've kicked the corner of the giant double doors in (the doors which lead into the Prison Compound) go inside the compound and you'll find the pad near the entrance.
- #3: Following the path up to Mumbo Jumbo's skull hut will lead you to this pad, which is located just outside of Mumbo's hut (not directly in front of it, but leaning toward the Targitzan Temple.
- #4: Kick open the double doors near the entrance of the level by using the Golden Goliath then enter Jade Snake Grove and go up the ramp to find this pad near Humba's wigwam.
- #5: Have Humba Wumba transform you into a Stony then visit the kickball stadium. The guard will let you in, even though he knows you're B-K in disguise and that's where you'll find the pad: inside.

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## BUILDINGS/ROOMS

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- TARGITZAN TEMPLE:** Follow the main path from the entrance of the Mayahem Temple then turn right when you reach Mumbo Jumbo's skull hut. Here stands the Targitzan Temple - home of Targitzan the totem pole. This is the largest structure in this world, as you'll soon notice. Once you learn a certain ability, you will be able to enter the Targitzan Temple which is a FPS mode area. There are two chambers in this temple: the Slightly Sacred Chamber and the Really Sacred Chamber. This is also where you'll be fighting the Mayahem Temple boss: Targitzan the totem pole.
- TREASURE CHAMBER:** At the dead end of the path, turn left to find this large structure (directly across from Mumbo Jumbo's Skull Hut.) It has both upper and lower levels; the lower containing all the treasure and the upper containing Unga Bunga's cave, where you must collect Targitzan's Idol from Unga Bunga, who stole it.
- JADE SNAKE GROVE:** By kicking open the large double doors near the entrance of the level (using the Golden Goliath) you will gain access

to Jade Snake Grove. Here, you will find the Code Room as well as Humba Wumba's wigwam. By climbing on top of the entrance to the code room, you can find a snake who's guarding a jiggy, but the main attraction of this room would be the code room followed by Humba's wigwam.

PRISON COMPOUND: While playing as the Golden Goliath, follow the main path until you find another set of giant double doors; kick a hole in the bottom of the door then enter it as Banjo-Kazooie to find the Prison Compound, where Dilberta the mole is locked up. This place contains both a shortcut to another world as well as places where you can gain a couple of Jiggies.

KICKBALL STADIUM: Directly in front of the Golden Goliath is the kickball stadium (you can tell because when you walk near it you'll hear fans cheering.) Once Humba Wumba transforms you into a Stony, you can get past the guard and enter the kickball stadium. From here, you can either get training on how to play kickball or enter the tournament. There are four doors inside, each leading to a different round of the tournament.

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#### SHORTCUTS

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The first shortcut in this world leads to Terrydactyland. After you've opened the gate near Jamjars' manhole inside Unga Bunga's cave (inside the treasure chamber) you will be able to go from the Mayahem Temple over to Terrydactyland. When entering Unga Bunga's cave from the Mayahem Temple, flip-flap up to the ledge and go past the crazy beehive into the area where Jamjars' molehill is. Going through the open gate leads out to the mountain path of Terrydactyland.

The second shortcut in this world leads to Glitter Gulch Mine. Enter the prison compound and open the gate which leads into Dilberta's cell (the code is on the signpost near the entrance of the Prison Compound.) Once you've learned the "Bill Drill" ability in Glitter Gulch Mine, come back here and bill drill the boulder blocking the hole which will give you a small pathway leading from Dilberta's cell in the Mayahem Temple to the Prospector's Hut in Glitter Gulch Mine.

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#### JINJO LOCATIONS

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#1: Take that path that leads up to Targitzan Temple mountain, but don't go up the stairs. Instead, go to the right to find a bridge. In the center of the bridge will be the White Jinjo.

#2: As the Golden Goliath, kick the boulder near the entrance of the world to reveal a flight pad (or use your Bill Drill ability [learned in the next world]) then use this pad to fly to the top of the Kickball Stadium, where you'll find this Jinjo.

#3: From the entrance on the world, look to your right to find a small body of water - hop in. Dive down to the bottom to find this Jinjo waiting for

you to rescue it.

- #4: Once you've learned the "Breegull Blaster" ability, enter Targitzan's Temple and find the area with the two sacred chamber entrances. On the side wall, you'll see the Jinjo up in a hole in the wall. Go around, through the closed doors to get it.
- #5: After you've opened Jade Snake Grove, go inside and flip-flap above Jamjars' hatch to grip grab the edge of the alcove. Climb up to get the Jinjo waiting within.

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#### CHEATO PAGE LOCATIONS

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- #1: After revealing the flight pad (kicking the boulder as Golden Goliath) use it to fly up to the top of the Treasure Chamber, where the cheato page is waiting.
- #2: Enter the Jade Snake Grove and go down the stairs to find the area with the code room. Talon Trot up the steep hill and flip-flap up to the ledge, then grip grab across to find the cheato page on a small platform.
- #3: From inside the Prison Compound, hop in the water to the right and use the narrow ledge to grip grab along the wall and pull yourself up in front of the cave entrance, then go through to find the cheato page.

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#### EMPTY HONECOMB PIECE LOCATIONS

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- #1: Go over near the Targitzan's Temple (near Mumbo's hut) but don't go up to the temple itself. Instead, go to the right of it and cross the bridge over to where the pig is. Backflip to get on top of the roof, then do another flip-flap to get up to the little alcove where the piece is.
- #2: Visit Humba Wumba to be turned into a stony, then warp back to the entrance of the world, where you'll find a small little hole directly behind the stairs which led you into this world. Walk into the hole to collect the empty honeycomb piece within.
- #3: Enter the Treasure Chamber (across from Mumbo's skull hut) and immediately turn left when you enter to find a pile of gold. Talon Trot to the top of this gold to find the last honeycomb piece.

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#### GLOWBO LOCATIONS

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- #1: Go into Mumbo Jumbo's hut and you'll see a green circle-like area on the bottom floor. Crawling around in this area is the glowbo.
  - #2: Once you open the Jade Snake Grove, go inside to see Humba Wumba in her tent. Before entering the tent, however, go behind it to find the glowbo.
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## JAMJAR HATCH LOCATIONS

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- #1: Go up the first two paths and when you reach the big double doors with the skull on them, look a little bit further to see the hatch in a small alcove. You'll learn the Egg Aiming ability here.
- #2: Continue going and when you reach Mumbo's hut, turn right to find Targitzan's temple, and turn left when you get to the steps. Walk a bit further to find the hatch where you'll learn the Breegull Blaster ability.
- #3: Kick open the 1st set of double doors (as the Goliath) near the entrance of the temple and go inside. Right near the entrance will be the hatch in which you learn the Grip Grab ability.

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### Glitter Gulch Mine

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After completing Master Jiggywiggy's 2nd Challenge, the entrance to Glitter Gulch Mine (world 2) will open. You'll find the entrance in the Plateau (it's a large hole in the ground, you can't miss it.) Glitter Gulch Mine is a sort of musty, old mine world with cowboy-like inhabitants. You'll find mine carts, musty old rooms, sheds, mineral piles, underwater pipes, and you'll even be introduced to Chuffy the train.

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### MUMBO JUMBO'S SKULL HUT LOCATION

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From the entrance of the world, hop into the nearest river and follow the current until you see an opening. You'll find Mumbo's hut on top of a hill next to the 2nd mine entrance. Use the platforms and the flip-flap ability to get to the top where you'll be able to enter the skull.

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### HUMBA WUMBA'S WIGWAM LOCATION

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You'll find Humba's wigwam right near the entrance of the world on top of a large purple pile. Talon trot up the pile to reach the entrance of Humba's wigwam.

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### NOTES NEST LOCATIONS

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- 1-5. Near the entrance of the level, follow the mine cart tracks until you reach a pile of gold. Talon Trot up to the top to find this notes nest.
- 6-10. Near the entrance of the level, follow the mine cart tracks until you reach a pile of gold. Talon Trot up to the top to find this notes nest.

- 11-15. Near the entrance of the level, follow the mine cart tracks until you reach a pile of gold. Talon Trot up to the top to find this notes nest.
- 16-20. Near the entrance of the level, follow the mine cart tracks until you reach a pile of gold. Talon Trot up to the top to find this notes nest.
- 21-25. Go along the mine cart tracks on the other side, and follow them until you reach several small platforms. One the left side there will be 2 notes nest and on the right there are 3.
- 22-30. Go along the mine cart tracks on the other side, and follow them until you reach several small platforms. One the left side there will be 2 notes nest and on the right there are 3.
- 31-35. Go along the mine cart tracks on the other side, and follow them until you reach several small platforms. One the left side there will be 2 notes nest and on the right there are 3.
- 36-40. Go along the mine cart tracks on the other side, and follow them until you reach several small platforms. One the left side there will be 2 notes nest and on the right there are 3.
- 41-45. Go along the mine cart tracks on the other side, and follow them until you reach several small platforms. One the left side there will be 2 notes nest and on the right there are 3.
- 46-50. Follow the right set of tracks from the beginning until you reach Mumbo's hut. On both sides of Mumbo's hut you'll find notes.
- 51-55. Follow the right set of tracks from the beginning until you reach Mumbo's hut. On both sides of Mumbo's hut you'll find notes.
- 56-60. Follow the right set of tracks from the beginning until you reach Mumbo's hut. On both sides of Mumbo's hut you'll find notes.
- 61-65. From the start of the world, go left and toward the end of the track where you'll find the Fuel Storage. Inside you'll find this note on top of a can.
- 66-70. From the start of the world, go left and toward the end of the track where you'll find the Fuel Storage. Inside you'll find this note on top of a can.
- 71-75. From the start of the world, go left and toward the end of the track where you'll find the Fuel Storage. Inside you'll find this note on top of a can.
- 76-80. From the start of the world, go left and toward the end of the track where you'll find the Fuel Storage. Inside you'll find this note on top of a can.
- 81-100. After entering the Water Storage area, go through the exit on the bottom level and you'll come to some yellow-greenish water with a board over it. Hop into this water and dive down to find the Treble Clef on the right side.
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## MUMBO JUMBO PAD LOCATIONS: LEVITATE

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The first Mumbo Pad you'll encounter in this world is the one near the crushing shed. From the entrance of the world, follow one of the mine cart tracks until you see the gold pile of minerals. To the right of this is the crushing shed, where you'll find the Mumbo Pad in front of a large Jiggy Boulder. Have Mumbo stand on the pad and press B to levitate the boulder into the crushing shed.

The second (and final) Mumbo Pad can be found in the train station. From the entrance of the world, make your way to the far end where the Train Station entrance is located. Once inside, you'll see the Mumbo Pad in front of the train tracks - stand on it as Mumbo and press B to levitate Chuffy the train back onto its tracks.

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## WARP PAD LOCATIONS

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- #1: This pad is right near the entrance of the world. After climbing down the rope, step on it to activate it.
  - #2: Right near the entrance of this world is a large purple pile of minerals with Humba Wumba's wigwam on top. Go inside her wigwam to find this warp pad and activate it.
  - #3: Follow the mine cart tracks from the entrance of the world until you reach the crushing shed. Right next to the jiggy boulder (and Mumbo's Pad) is where this warp pad is located.
  - #4: On the far end of this world is the entrance to the train station - go inside to find this warp pad.
  - #5: This warp pad is located in front of Mumbo Jumbo's skull hut. Climb up a few of the platforms which lead to his hut to find it and activate it.
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## BUILDINGS/ROOMS

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- GLOOMY CAVERNS:** To the left of Mumbo's skull hut, you'll find the 2nd mine entrance. Go through it to enter the Gloomy Caverns, where you'll find jail cells. From here, you can either go into the Power Hut or you can go to the fork which leads you to either the Generator Cavern or the exit back into Glitter Gulch Mine.
- POWER HUT:** From the Gloomy Caverns, take the dark opening which leads into the Power Hut. Here, you can go upstairs to turn on the lights in the basement, or you can take the stairs to your left which leads down into the Power Hut Basement.
- POWER HUT BASEMENT:** Taking the stairs down from the Power Hut will lead you into the Power Hut's Basement. If you didn't have one of the characters step on the light switch upstairs in the power hut, you'll be in the dark. Use fire eggs to light the path until you reach the end where a Jiggy will

be waiting for you. To use the light switch, you'll first have to learn the Split Up ability in Witchyworld, otherwise you'll have to just use fire eggs to find your way to the end.

- PROSPECTOR'S HUT:** This hut is located on top of several platforms directly across Jamjars' hatch (which is also on top of several platforms.) Climb up and go inside to find Bill, the Prospector, who wants you to find Dilberta. This area also contains a shortcut which leads into the Prison Compound in the Mayahem Temple.
- CRUSHING SHED:** Walk along the mine cart tracks from the entrance of the world until you come to a gold mineral pile. Next to this is a Jiggy boulder as well as the Crushing Shed. Basically, the Crushing Shed is a shed with crushing machinery inside and anything that goes through will come out in pieces. First you'll have to turn the machinery on, then have Mumbo levitate the Jiggy boulder into the shed to crush it for a jiggy.
- TRAIN STATION:** There are two ends of this world, one has the Fuel Depot and the other has the Train Station entrance. Go inside to find a warp pad, a Mumbo Pad and a broken down train named Chuffy. This is where you'll be able to activate the train for later use in the game. Have Mumbo levitate Chuffy back together so you can use him.
- FUEL DEPOT:** You'll find the entrance to the Fuel Depot right next to the entrance of this world. The sign outside reads "Fuel Storage" but once inside, you'll soon come to realize it's the Fuel Depot. There isn't much to do in here except free the Saucer in the box for later use in the next world. Have Humba Wumba transform you into a TNT Detonator and blow up the TNT barrel near the rocks in the Fuel Depot to release the Saucer as well as reveal a shortcut to Witchyworld.
- TOXIC GAS CAVE:** You'll be able to distinguish this room from the others due to the thick green toxic gas floating around in the air. You can find the entrance to this cave near the waterfall which is directly across from the entrance to the Crushing Shed.
- GENERATOR CAVERN:** From the Gloomy Caverns, make your way into the clear opening in which you'll be lead to a fork in the path. Going left leads back out into Glitter Gulch Mine, but going right (into the red cave opening) leads you into the Generator Cavern. Here, you'll find several generators which you must beak barge. Each time a generator is beak barged, it will light the next area of the path for a few seconds. Make your way to the top of the path to find a Jiggy.
- WATERFALL CAVERN:** Step on the switch right near the entrance of this world to open the gate which leads to the Waterfall Cavern. Run to it before time is up and go inside. Here, you will land on the upper level, where the bridge is located or you can jump down to the lower level where you'll find the entrance to the Flooded Caves as well as the exit back

into Glitter Gulch Mine.

FLOODED CAVES: From the Waterfall Cavern, stand on the bridge on the upper level and double jump down to the little ledge sticking out from the cave wall and go through the hole to enter the Flooded Caves which consists of a network of underwater tunnels. Swimming through these will eventually lead you to a room with a jiggy.

WATER STORAGE: After you've entered the Waterfall Cavern, jump down into the water below and climb up onto the platform then go through the opening which leads to the water storage. Here, you'll find a couple towers of water and the exit back into Glitter Gulch Mine.

ORDNANCE STORAGE: To the left of the entrance to this world is a boulder in which you must Bill Drill. Go through the newly-opened hole to enter the Ordnance Storage. This FPS (first-person shooter) area involves you disarming 15 TNT sticks within a certain time for a Jiggy. When you first enter, you'll be in the Ordnance Storage Entrance (surprised?) then when you go through the door (after learning the Beak Bayonet from Jamjars) you'll enter the actual Ordnance Storage.

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#### SHORTCUTS

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The first of three shortcuts in this world is the one which leads back to the first world - the Mayahem Temple. When you see a set of platforms with a building at the top, go inside (this is the Prospector's Hut) and if you've bill drilled the boulder in Dilberta's Cage (in the Prison Compound in the Mayahem Temple) you will be able to pass through into the Prison Compound of the Mayahem Temple.

The next shortcut can be found in the Fuel Depot/Storage. Have Humba Wumba transform you into a TNT Detonator then enter the Fuel Depot. Go up to the upper level (where the Saucer in a box is shaking around) and detonate yourself on the TNT barrel to blow up all the rocks blocking the path. This new tunnel leads into the Saucer of Peril attraction in Witchyworld (3rd world) but you can only enter it as Banjo-Kazooie (not as the TNT detonator.)

The final shortcut is located in the Waterfall Cavern. Hit the switch near the entrance of the world to open the gate, then run through before time is up to enter the Waterfall Cavern. Drop down to the lower level and dive down underwater to find a Kazooie boulder. Use your Talon Torpedo (learned in Jolly Roger Lagoon [4th world]) to break the rock and go through into Hailfire Peaks (where the Ice Chest is located.)

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#### JINJO LOCATIONS

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#1: From Mumbo's hut, go straight and follow the mine cart track into the tunnel where the Jinjo is waiting.

#2: Go over near the Train Station and look to your left to see a hill.

Talon Trot to the top and Bill Drill the boulder on top to release the Jinjo contained within.

- #3: First go over to Humba Wumba and transform into a detonator, then head back to the 2nd mine entrance (to the left of Mumbo's hut) and detonate the TNT barrel on the first cell, enter it and go through into the 2nd cell where you'll find this Jinjo.
- #4: Enter the Toxic Gas Cave near the gold pile and look behind one of the large boulders here to find the jinjo.

More Coming Soon...

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#### CHEATO PAGE LOCATIONS

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- #1: Right when you enter the level, climb up the rope which leads to the exit but don't exit the level. Instead, position the camera angle so you can see out into the mine, and you'll notice the cheato page lying on top of the beam right next to you. Double jump to get it.
- #2: Once you release Canary Mary from her cage (destroy the rocks blocking the cave near Humba Wumba's wigwam as the Detonator, then beak barge the cage as Banjo & Kazooie) you can race her once on the mine cart for a jiggy, then she'll challenge you a race back and if you win you'll get the Cheato page.
- #3: In the Water Storage area, climb up one of the Water Towers/Tanks and jump inside the water once you reach the top. Dive down and swim to the bottom to collect this Cheato Page.

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#### EMPTY HONECOMB PIECE LOCATIONS

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- #1: Over on the platforms near the prospector's hut is a boulder. Use your new Bill Drill ability to blow it up, revealing the empty honeycomb piece inside.
- #2: Go into the toxic gas cave and break open all three boulders with your Bill Drill ability; one of them contains the empty honeycomb piece.
- #3: On the other end of the mine you'll find an entrance to the train station. Go inside and break open the Rareware box on the right side to reveal the honeycomb piece.

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#### GLOWBO LOCATIONS

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- #1: Right near the entrance of the mine, look for two colored piles, and climb the one without the tent on it to find the glowbo.
- #2: Behind the large boulder next to Mumbo Jumbo's skull hut is where you'll find this Glowbo (Mine Entrance 2.)

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JAMJAR HATCH LOCATIONS  
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- #1: Look across the way from the Prospector's Hut to see a series of platforms with eggs on them. Climb to the top where you'll find the hatch. You'll learn the Bill Drill ability here.
- #2: From the entrance of the mine, go left and up the hill to find a boulder. Break it open with your Bill Drill ability and go down the stairs into the Ordnance Storage entrance. The hatch is located near some boxes on the left and you'll learn the Beak Bayonet ability.

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Witchyworld  
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Witchyworld (obviously owned by Gruntilda) is nothing more than a theme park ran by very rude employees and features several dangerous and death-defying attractions. You'll find several things to do here as well as several games to play, and you'll even meet some of the worst cooks in the world! As an added bonus, you'll also be able to stop by Grunty's Fortune Telling tent and get your fortune told (although sometimes it may not be too pretty.)

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MUMBO JUMBO'S SKULL HUT LOCATION  
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Once you've opened the Inferno attraction (by depositing a coin in the box via the mini-van) you'll find Mumbo's skull hut within. From the entrance to the Inferno, go to the right of the mountain and avoid the lava and you'll find his skull hut against the far wall.

-----  
HUMBA WUMBA'S WIGWAM LOCATION  
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Humba Wumba's wigwam won't be as easily accessible as it has been in the previous two worlds. You can reach it in two ways. You can either: climb the pole which leads to the lift, then fly across over to the platforms on the tall mountain which holds the wigwam at its peak, or you can flip-flap onto the right door of the Crazy Castle entrance and grip grab over to the platforms and make your way to the top where you'll find the wigwam.

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NOTES NEST LOCATIONS  
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- 1-5. From the entrance, go straight until you come to the path which leads to a large blue/white tent. The nest will be on this path.
- 6-10. Once you reach the blue/white tent, go around in circles around the tent to collect each nest.
- 11-15. Once you reach the blue/white tent, go around in circles around the

tent to collect each nest.

- 16-20. Once you reach the blue/white tent, go around in circles around the tent to collect each nest.
- 21-25. Once you reach the blue/white tent, go around in circles around the tent to collect each nest.
- 22-30. Once you reach the blue/white tent, go around in circles around the tent to collect each nest.
- 31-35. Once you reach the blue/white tent, go around in circles around the tent to collect each nest.
- 36-40. Once you reach the blue/white tent, go around in circles around the tent to collect each nest.
- 41-45. To the left of the Star Spinner you'll find this on one side of the large star structure.
- 46-50. To the left of the Star Spinner you'll find this on one side of the large star structure.
- 51-55. In the tank near the high dive, dive down to get this nest.
- 56-60. In the tank near the high dive, dive down to get this nest.
- 61-65. Behind one of the doors of the Crazy Castle, you'll find it by circling around the main tent.
- 66-70. Behind one of the doors of the Crazy Castle, you'll find it by circling around the main tent.
- 71-75. On top the posts near the electric fence (where the "Area 51" structure is located).
- 76-80. On top the posts near the electric fence (where the "Area 51" structure is located).
- 81-100. The Treble Clef is located behind a glass door with a "\$" symbol on it. As a mini-van, honk in front of the door to open it and collect the treble clef for 20 notes.

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MUMBO JUMBO PAD LOCATIONS: POWER

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The first of three Mumbo Pads in Witchyworld can be found inside the star spinner attraction. Go inside and search around the back area to find a generator with a Mumbo Pad next to it. Stand on it and press B as Mumbo to power up the Star Spinner for later use with Banjo and Kazooie.

The next pad can be found very near the last. As Mumbo, make your way over to the Dodgem Dome (near the Star Spinner) and you'll find another generator to the left of the Dodgem Dome. Stand on the pad and press B to power up the doors of the Dodgem Dome for later use with Banjo and Kazooie.

The final Mumbo pad in Witchyworld can be found in Area 51, near the entrance of this theme park world. Use a grenade egg to blast open the electric fence,

then switch to Mumbo and go back to Area 51, where you'll find the last pad and generator - stand on it and press B to power up the Saucer of Peril ride for later use with Banjo and Kazooie.

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#### WARP PAD LOCATIONS

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- #1: To the right of the entrance of Witchyworld is where this warp pad is located. Step on it to activate it for later use.
- #2: Walk forward a bit from the entrance of the world until you reach the bigtop (blue/white tent.) Behind it (where the Split Up pads are located) you'll find this warp pad.
- #3: Flip-flap onto the right door of the Crazy Castle and grip grab over to the cliffs that lead up to Humba Wumba's wigwam. You'll find the warp pad on one of the platforms that lead up to the wigwam.
- #4: Go into the Space Zone area (where the Star Spinner and Dodgem Dome are located) and make your way to where the Dodgem Dome is to find this warp pad - walk over it to activate it.
- #5: After opening the Inferno (using the mini-van and depositing a coin into the box) go to the right of the mountain to find the final warp pad in front of Mumbo's skull hut.

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#### BUILDINGS/ROOMS

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- BIG TOP:** By going directly straight from the entrance of Witchyworld, you'll soon find a very large blue and white tent, known to be Conga's Big Top. After collecting enough tickets, you'll be able to enter the Big Top to fight the boss of this world, Mr. Patch. Other than that, the big top serves no other purpose in the game. However, all of the attractions in the park are located around the big top, so you can use the big top as a central marking point if you get lost.
- CRAZY CASTLE:** In the desert like area, you'll find a long pole going into the air, and directly behind it you'll find the doors which lead into the Crazy Castle. Here, you'll have to inflate the crazy castle, then you can go inside to play two mini-games for jiggies.
- AREA 51:** To the right of the entrance to Witchyworld is Area 51, which, naturally, is surrounded by electric fences. To open the main fence, throw a grenade egg at it to blow it open. Here, you'll need to power up the Saucer of Peril ride via the Mumbo Pad, plus you can get a jiggy later on in the game by entering this area.
- SAUCER OF PERIL:** If you released the Saucer-in-a-box while playing through Glitter Gulch Mine, you'll be able to ride it in this world by accessing this area. First, power up the Saucer of Peril using the mumbo pad in Area 51, then use the lift to get over to where the Saucer of Peril is located. Carefully grip grab

along the electric cable, and hop into the Saucer to play a mini-game in which you can gain a jiggy.

**THE INFERNO:** Over near the Dive of Death, you'll find a closed mouth with a sign which reads "The Inferno" above it. Deposit a coin into the box using the mini-van to open this mouth, which will lead you into the Inferno. Here, you'll find Mumbo's skull hut as well as a mountain in which you can gain a jiggy later on in the game.

**STAR SPINNER:** Over in the Space Area, you'll find the Star Spinner building where the Star Spinner attraction is located. First, you must power up the generator using the Mumbo Pad, then you can ride the Star Spinner up to the top for a jiggy as Banjo and Kazooie. Other than that, this building serves no other purpose in Witchyworld.

**DODGEM DOME:** Right next to the Star Spinner is the Dodgem Dome. Initially, the Dodgem Dome will be inactive with closed doors, so you'll have to use the Mumbo Pad to the left of it to power up the generator which will give you access to the Dome. Go inside to play a mini-game as Banjo and Kazooie for a jiggy. You'll also find one of Boggy's children in here (possibly; the location of the children is random.)

**TRAIN STATION:** Over in the area with the Dive of Death and the Inferno is the entrance to the Train Station. There are three entrances to go through: the central entrance, which leads into the Inferno; the entrance to the left of the Inferno, which leads into the Haunted Cavern; and the entrance to the right of the Inferno, which'll take you to the Train Station. Activate the Chuffy switch to open the gates.

**HAUNTED CAVERN:** The entrance to the left of the Inferno leads you into the Haunted Cavern. Here, you must walk along the path, avoiding the sharp teeth-like items on the sides (if you run into them, you'll lose energy.) At the end of this path, go through the next opening to reach the Chamber of Horrors where you'll find three jail cells. Once with Gobi, one with the lost dino from Terrydactyland and one with a Jinjo.

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#### SHORTCUTS

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Once you've released the saucer in Glitter Gulch Mine, a new shortcut will be created leading from Witchyworld back to Glitter Gulch Mine. Head up to where the Saucer of Peril ride is located and go through the structure which will lead you through a tunnel back into the Fuel Depot/Storage of Glitter Gulch Mine.

More Coming Soon...

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#### JINJO LOCATIONS

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- #1: To the left of Star Spinner is a structure named the Dodgem Dome. Talon trot to the top, climb the pole and talon trot up to the tip-top to find the jinjo.
- #2: Tip-toe up one of the ropes holding the blue & white tent up until you reach the top. Talon Trot up to the tip-top of the tent to find the jinjo standing on a wooden platform.
- #3: Climb up the pole which leads to the lift, and when you get to the top, jump and press A while in mid-air to reach the jinjo on top of the platform near the doors to the Crazy Castle (or you can flip-flap to the door and slide along the ledge to get to the jinjo; your choice.)
- #4: After blasting open the fence which leads to Area 51, transform into the mini-van and travel to the glass "\$" door in Area 51 to find the Jinjo. Honk to open the door and rescue it.
- #5: Go through the entrance to the left of the Inferno (Haunted Cavern) and make your way accross the path into the Chamber of Horrors, where you'll find the Jinjo in the cell on the right - use a grenade egg to free it.

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#### CHEATO PAGE LOCATIONS

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- #1: After opening the "Inferno" attraction, transform into the mini-van and drive inside. Take the left path (where the Split Up pads are located) and you'll find a "\$" door at the end of the path. Honk (B) to open it and collect the Cheato page within.
- #2: If you gain at least 400 points on the Saucer of Peril ride, you'll gain the cheato page. You cannot, however, gain over or under 400 points, otherwise you won't get the page.
- #3: Enter the Haunted Cavern (door to the left of the Inferno) and make your way across the path (past the entrance that leads to the Chamber of Horrors) to the end.

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#### EMPTY HONECOMB PIECE LOCATIONS

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- #1: There are two large poles, one for the high dive, and one leading to the lift. Climb the one leading to the lift and tip-toe along the rope until you get to the lift. Step on the switch to activate it and have it take you to the other side. Hop on and press B to get a tour of witchyworld, then hop off onto the platform on the other side to get this piece.
- #2: Once you open the Inferno, you'll have access to Mumbo Jumbo's skull hut. Go inside and you'll find this empty honeycomb piece in the glowing green circle on the bottom floor of Mumbo's hut (it may be guarded by an enemy, so kill him first.)
- #3: Search around until you find the desert area with the Crazy Castle entrance. Enter the room with the crazy castle and shoot a grenade egg at the grating across the room to blow it up. Use the barrel to reach the ledge and collect the empty honeycomb piece.

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GLOWBO LOCATIONS  
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#1: When you find Humba Wumba's wigwam, enter it and you'll find the glowbo walking around near the right side of the wigwam.

#2: After opening the inferno, go inside as normal Banjo & Kazooie. Follow the path to the left of Mumbo Jumbo's hut and you'll find the glowbo which is guarded by an enemy; kill it and collect the glowbo.

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JAMJAR HATCH LOCATIONS  
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#1: Make your way to the main area of the world (where the large blue/white tent is located) and search around it to find the hatch where you'll learn the Split Up ability.

#2: To the left of the Star Spinner is a large structure with stars printed on it; to the left of this will be the hatch. Press B near it and you'll learn the Airborne Egg Aiming ability.

#3: Over in the Crazy Castle area you'll find some Split Up pads. Ditch Kazooie and look around here to find a platform with the hatch on it. You'll learn the Pack Whack ability if Kazooie isn't with you.

=====  
Jolly Roger Lagoon  
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This water-like world will be opened after the completion of Jiggwiggy's fourth challenge, and you can find the entrance on the cliff-top of the Isle O' Hags. Basically, this world has two separate parts: the dry part and the wet part. When you first enter, you'll be on the land part, where you'll find structures, stores, etc. but diving down into the water leads to a whole new underwater world in need of exploration. The world is named after the owner of Jolly's In/Pub, which happens to be...Jolly.

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MUMBO JUMBO'S SKULL HUT LOCATION  
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Coming Soon...

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HUMBA WUMBA'S WIGWAM LOCATION  
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Coming Soon...

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NOTES NEST LOCATIONS  
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- 1-5. You'll find this nest in front of Pawno's Emporium near the entrance of Jolly Roger Lagoon.
- 6-10. This nest is found in front of Jolly's Inn, also near the entrance of Jolly Roger Lagoon.
- 11-15. Once inside Jolly's Inn, flip-flap up to the shelf to get this nest.
- 16-20. Once inside Jolly's Inn, flip-flap up to the shelf to get this nest.
- 21-25. Once inside Jolly's Inn, flip-flap up to the shelf to get this nest.
- 26-30. This nest is directly in front of the entrance to the Waveracer Hide, near the entrance of the world.
- 31-35. Head into Pawno's shop and look on the shelf above the "BK" box to get this nest.
- 36-40. Head into Pawno's shop and look on the shelf above the "BK" box to get this nest.
- 41-45. Head into Pawno's shop and look on the shelf above the "BK" box to get this nest.
- 46-50. Make your way into the Waveracer Hide and look on the shelf near the window to get this nest of notes.
- 51-55. Make your way into the Waveracer Hide and look on the shelf near the window to get this nest of notes.
- 56-60. Make your way into the Waveracer Hide and look on the shelf near the window to get this nest of notes.
- 61-65. Look at the structure on the right side of Atlantis and you'll find the nest on the ledge of it.
- 66-70. Look at the structure on the right side of Atlantis and you'll find the nest on the ledge of it.
- 71-75. On top of one of the jellyfish-type enemies. Shoot the eye of the enemy with an egg to stop it's legs from moving, then get the nest.
- 76-80. On top of one of the jellyfish-type enemies. Shoot the eye of the enemy with an egg to stop it's legs from moving, then get the nest.
- 81-100. In Atlantis, look to the left from where you enter to find the Treble Clef being guarded by an octopus-like fish. Shoot an Ice Egg at the fish and collect the Treble Clef while the fish is down.

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MUMBO JUMBO PAD LOCATIONS: OXYGENATE

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Coming Soon...

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WARP PAD LOCATIONS

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Coming Soon...

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BUILDINGS/ROOMS  
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Coming Soon...

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SHORTCUTS  
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Coming Soon...

-----  
JINJO LOCATIONS  
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- #1: After the water has been oxygenated, swim down the hole straight ahead from the entrance to the Lagoon and find the hole down on the bottom leading toward an octopus. Freeze the octopus with an ice egg and swim through the hole to get to Atlantis. Go through the opening straight ahead and climb to the top of the seaweed sanctum to find the jinjo standing on a platform.
- #2: As a submarine, enter the Sunken Ship area and go into the Sunken Ship. You'll find a large treasure chest with a picture of a jinjo on it. Shoot a torpedo at the box to make it explode, revealing the jinjo inside.
- #3: In the fish room, shoot grenade eggs at the fish's teeth to enter his mouth, then take the right path to find the jinjo at a dead end.

More to Come...

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CHEATO PAGE LOCATIONS  
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- #1: Once you've learned the Talon Torpedo ability, swim around the underwater area until you find the transparent fish with the cheato page inside of its stomach. Speed up to get it (press A.)

More to Come...

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EMPTY HONECOMB PIECE LOCATIONS  
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- #1: First, break the colored platform in the Town Center to reveal a shock-spring pad which leads to the roof of Jolly's. Shock-spring up to the roof and use your Grip Grab ability and move to the left side where the

pipes are. You'll find the empty honeycomb piece on top of the top pipe.

#2: Look to the right of the entrance of the Fish Temple in Atlantis and you'll notice a small alcove in the wall with the honeycomb piece inside. Swim into it to get the piece.

More to Come...

-----  
GLOWBO LOCATIONS  
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#1: Enter Pawno's Emporium and after speaking with Pawno, flip-flap up to the shelf behind him to get this glowbo.

#2: From Atlantis, swim through the opening across the room and you'll find this glowbo in between two pillars, directly beneath Humba's wigwam.

-----  
JAMJAR HATCH LOCATIONS  
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#1: Find and collect two coins in order to stay in one of Jolly's rooms. He tells you a nasty mole has burrowed through in the corner of the room and that's why it's so cheap. That nasty mole happens to be Jamjars. Talk to him and you'll learn the Sub-Aqua Egg Aiming ability.

#2: In the center of Jolly Roger Lagoon you'll find a large treasure chest structure with the words "Jolly Roger Lagoon" on the back. Use a grenade egg on the back to blow it up revealing Split Up pads. Control Kazooie into the area behind the Waveracer Hide and you'll learn the Wing Whack ability from Jamjars.

#3: After you get Mumbo to oxygenate the water, swim down to Atlantis. From there, enter the Electric Eel room and kill the eels. Surface to the top to find the hatch. Press B near it and Jamjars will teach you the Talon Torpedo ability.

=====  
Terrydactyland  
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Once you've completed Jiggywiggy's 5th challenge, the entrance to this prehistoric world will be opened. Make your way to the Wasteland of the Isle O' Hags, where you'll find an opened dinosaur's mouth (this is the entrance to Terrydactyland.) The 5th world features several species of dinosaurs and the playing environment suits the world's theme. Rocks, Dinosaurs, Cave men, and all of those prehistoric items you'd normally find in an episode of the Flintstones.

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MUMBO JUMBO'S SKULL HUT LOCATION  
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Coming Soon...

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HUMBA WUMBA'S WIGWAM LOCATION

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Coming Soon...

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NOTES NEST LOCATIONS

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- 1-5. Across the lake leading away from Mumbo Jumbo's skull is where this nest is located.
- 6-10. Across the lake leading away from Mumbo Jumbo's skull is where this nest is located.
- 11-15. Across the lake leading away from Mumbo Jumbo's skull is where this nest is located.
- 16-20. From the entrance of the level, turn right and you'll find this nest on the hills near Jamjars' hatch.
- 21-25. From the entrance of the level, turn right and you'll find this nest on the hills near Jamjars' hatch.
- 26-30. From the entrance of the level, turn right and you'll find this nest on the hills near Jamjars' hatch.
- 31-35. Swim into the River Passage and once you reach the central area, dive down to get the nest.
- 36-40. Swim into the River Passage and once you reach the central area, dive down to get the nest.
- 41-45. Swim into the River Passage and once you reach the central area, dive down to get the nest.
- 46-50. Swim into the River Passage and once you reach the central area, dive down to get the nest.
- 51-55. Scale the mountain and you'll find this nest on one of the ledges on the mountain.
- 56-60. Scale the mountain and you'll find this nest on one of the ledges on the mountain.
- 61-65. Scale the mountain and you'll find this nest on one of the ledges on the mountain.
- 66-70. Near the top of the mountain where the 2nd set of platforms are is where you'll find this nest.
- 71-75. Near the top of the mountain where the 2nd set of platforms are is where you'll find this nest.
- 76-80. Near the top of the mountain where the 2nd set of platforms are is where you'll find this nest.

81-100. Near Humba Wumba's wigwam will be a small platform with a boulder on it. Flip-flap up to this platform and bill drill the boulder to reveal the Treble Clef, worth 20 notes.

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MUMBO JUMBO PAD LOCATIONS: ENLARGE

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Coming Soon...

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WARP PAD LOCATIONS

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Coming Soon...

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BUILDINGS/ROOMS

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Coming Soon...

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SHORTCUTS

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Coming Soon...

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JINJO LOCATIONS

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#1: In the central area of the world, you'll find a rather small body of water. Jump in and Talon Torpedo the Kazooie switch on the wall which will open a gate across from you with a Jinjo in it. Swim over to rescue it.

More to Come...

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CHEATO PAGE LOCATIONS

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Coming Soon...

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EMPTY HONECOMB PIECE LOCATIONS

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Coming Soon...

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GLOWBO LOCATIONS  
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- #1: When you find Mumbo Jumbo's skull hut, walk behind it to find the glowbo walking around.
- #2: Directly behind Humba Wumba's wigwam is a ledge with a red path. Flip-flap up and talon trot up the path. Once in the next area, you'll find the glowbo to your right.

-----  
JAMJAR HATCH LOCATIONS  
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- #1: From the entrance of Terrydactyland, turn right and climb up the platforms to reach this hatch. Press B near it to learn the Springy Shoes ability.
- #2: Go up near Humba Wumba's wigwam and follow the red path behind it. Dive into the water in the next area and swim through the large hole to enter the River Passage. Swim a bit farther until you reach the central area. Climb out to the right and use the Split Up pads to control only Banjo, then grip grab across the water onto the other side to find this hatch. You'll learn the Taxi Pack ability.
- #3: Search for a Split Up pad nearby (one is in the River Passage) and control Kazooie only. Enter Unga Bunga's cave (the entrance is located on the mountain) then go up to the manhole on the platform. Talk to Jamjars and you'll learn the Hatch ability.

More Coming Soon...

=====  
X. Information  
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Credits and Sources  
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Jeff "CJayC" Veasey - <http://www.gamefaqs.com>

For hosting this FAQ on his site.

Banjo-Tooie Instruction Manual

For the story and character information.

Dingo Jellybean - <http://www.vfaqs.net>

For being one of the very few honest, hard-working and inspirational FAQ authors out there. Thanks for all the inspiration.

Grilate - <http://cgi.gamefaqs.com/boards/whois.asp?user=29956>

Told me how to get both secret colored eggs, as well as a few codes and how to get the mega glowbo.

Jamie - E-mail address unknown

For telling me the Klungo battle, Jinjo colors and Boggy's children locations are all random from game to game.

KyleShi - [KyleShi@aol.com](mailto:KyleShi@aol.com)



Corrected me on the misspelling of the "Mayahem Temple."

Nick and his son John

Gave me a much easier method to defeating Targitzan.

WolverineFan - <http://cgi.gamefaqs.com/boards/whois.asp?user=34467>

Gave me information about Jiggies and such on the Banjo-Tooie message board here at GameFAQs.

#### Contact Information

-----  
Have any comments, questions, suggestions, complaints, contributions, praise, constructive criticism, or anything else about this FAQ (or any of my others?) Please contact me via one of the following, and I'll get back to you as soon as I can. All questions asked that have already been answered in the guide will be ignored:

E-mail Address: [sdallas19@yahoo.com](mailto:sdallas19@yahoo.com)

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