

Banjo-Tooie FAQ/Walkthrough Final

by me frog

Updated on Jan 2, 2005

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"Banjo-Tooie"

ASCII art by: shoecream

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|                                     ~~~~~~FAQ/Walkthrough~~~~~ |
|                                     o-----o |
|                                     |by me frog| |
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|cskull@frogdesign.com | Created on: April 09, 2004 |VersionFinal|NINTENDO64|
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|RATED E (FOR EVERYONE)| Last update: Jan. 02, 2005 | AIM: NOW CLOSED |
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+-----+				
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(08)	CREDITS/CLOSING	CRCO	The wrap up to this FAQ	
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| |%%%%% Version History %%%%%| VER. |
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VersionFinal| Jan. 2, 2005 | The final update that I am making to this FAQ.
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+-----+-----+-----+
|Version 1.0| April 17, 2004| Well, I was able to complete the whole FAQ, just
+-----+-----+-----+
| like I promised. This turned out to be a pretty
| short project (only nine days, and I only
| worked on the FAQ seven of those days). But the
| the FAQ turned out to be huge anyway. Okay, the
| chapters added today were: Version History,
| Introduction, Game Basics, Secrets, Legal,
| Contact, and Credits/Closing. That's everything.
| The whole layout has been constructed, so this
| FAQ has been marked as a finished project. That
| means I'll send it into GameFAQs in about two
| seconds...
+-----+-----+-----+

+-----+-----+-----+
|Version .95| April 16, 2004| Yes, I KNEW I'd actually finish the guide. Great,
+-----+-----+-----+
| so the whole main walkthrough is completed (took
| a huge chunk out of my free time Friday afternoon
| but oh well). This means that I can begin the
| layout construction, as well as adding all the
| extra chapters, tomorrow. That should take about
| five hours to do, so tomorrow is likely the last
| MAJOR update you'll ever see in this FAQ (since
| I'm gonna throw everything into the walkthrough
| that I can think of).
+-----+-----+-----+

+-----+-----+-----+
|Version .9 | April 12, 2004| For once, my stupid estimations were correct!
+-----+-----+-----+
| Yahoo! So that means that I was able to complete
| Grunty Industires AND finish Hailfire Peaks. Now
| the only things left are: Cloud Cuckooland,
| Cauldron Keep, the Tower of Trivia, and the final
| battle with Grunty. That seems like a lot, but it
| should all get done Friday. If not, then I fear
| that the FAQ completion time will be pushed back
| to Sunday (early Sunday morning if I work
| constantly Saturday night).
+-----+-----+-----+

+-----+-----+-----+
|Version .8 | April 12, 2004| Due to a trip that my parents suddenly decided to
+-----+-----+-----+
| make, I was away for the whole. damn. day. I only
| got to work on this guide for about two hours, and
| in that time I got about halfway done with Grunty
| Industries. Brilliant, I'm REALLY falling behind
| here. I KNOW I'll be able to finish Grunty
| Industries and Hailfire Peaks tomorrow, and I should
| finish the walkthrough next Friday. On Saturday,
+-----+-----+-----+

| I'll put everything together and send it in
| (hopefully).
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+-----+-----+-----
|Version .7 | April 11, 2004| Well, this isn't going as I hoped. Unfortunately,
+-----+-----+-----| I underestimated the length of this game (having
| not played it in three and a half years). It will
| take me at least till Saturday of NEXT week until
| I can actually finish this. At the moment, I was
| only able to complete the guide for the fifth
| world, Terrydactyland. I was also able to start
| the "tour" of Grunty Industries, which is a LOT of
| the Grunty Industries guide (though no Jiggies have
| been gotten yet). At the rate I'm going, I should
| get through Grunty Industries and finish Hailfire
| Peaks tomorrow.
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+-----+-----+-----
|Version .3 | April 10, 2004| Well, I was able to get a little more done today.
+-----+-----+-----| I was purely exhausted throughout the whole day,
| so I was only able to do the following: I finished
| Mayahem Temple completely, and got as much as
| possible done to Glitter Gulch Mine. I was also
| able to begin Witchyworld, but I don't have have
| anything but one Jiggy and a new move in the
| Witchyworld section of the FAQ. I estimate I'll get
| three worlds (including Witchyworld) done tomorrow,
| and then I might be able to get a nice start on the
| sixth world.
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|Version .1 | April 9, 2004 | I finished my Banjo-Kazooie walkthrough about five
+-----+-----+-----| minutes ago, and now I'm starting a Banjo-Tooie
| FAQ. If my estimates are correct, I should have
| this finished by the end of Monday. For now, I
| didn't really get that much done. I have only done
| up to about half of the first world, Mayahem Temple.
| Aside from that, I haven't done ANYTHING. Nope, not
| even as much as the layout. I'm just going to be
| focusing heavily on the walkthrough for the week.
| When the whole walkthrough is done, THEN I'll start
| doing the layout and then I'll add in all the extra
| chapters.
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|          %%%%      Introduction      %%%%|          INTR      |
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Friday afternoon, last week. I was wrapping by Banjo-Kazooie FAQ up and I had already planned to make a Banjo-Tooie FAQ for my next project. But hey, I had just finished a FAQ so I needed to take a break, right. So I do take a break. Ten minutes later I rush out and start typing. FAQing, to me, makes games a lot more fun to play. I don't know why, because I constantly have to pause the game to type something up, but I like both video games AND writing. So I guess this is a

combination of the two. Anyway, this is my... *tries to remember* uh, twenty-third FAQ for GameFAQs... I think. It is my second Nintendo 64 FAQ. Guess what my first N64 FAQ was? Yeah, Banjo-Kazooie. I've been a major fan of Banjo and Kazooie ever since I played the games. I've seen Banjo in all of his games (Diddy Kong Racing, B-K, B-T, and Grunty's Revenge) and own all of the Banjo-Kazooie games.

It's one of those series that you can never get bored with, because it's so fun and unique. Banjo-Tooie is a LOT longer than Banjo-Kazooie. That's something I didn't seem to understand at first, so I thought this FAQ was going to be loads smaller than it turned out to be. Banjo-Tooie is a HUGE game. It has only eight worlds (unlike Banjo-Kazooie, where there were nine worlds) but the worlds are a LOT bigger this time. There are a lot more moves this time around, as well as the ability to separate Banjo and Kazooie. There's about thirty-five different moves in the game total, something that not all video games have. Man, it sounds like I'm writing a review, doesn't it? Anyway, this is the rundown on all of the information the FAQ has.

The GAME BASICS section is a complex section telling you everything you need to know about Banjo-Tooie, from the items to the enemies to the moves. If you read the whole Game Basics section before starting the game, you'll know a LOT more than if you didn't. The WALKTHROUGH is the most complex chapter of the guide, consisting of eighty-eight sub-sections (unlike Banjo-Kazooie, where I had only about thirty). This guide is nearly 100 pages of just text, and it is (if I do say so my self) a pretty in-depth description on how to get all of the items and beat all of the bosses. The SECRETS section lists the fourteen cheats, a description on what they do, and my opinion on them. Read it if you're a dirty cheater who can't play the game correctly (just kidding).

Yes, in this walkthrough, there are only three main sections (two of which that really matter). The rest are the basics: Version History, the Intro, the Legal and Contact Info, and the Credits/Closing. So, I hope you enjoy this guide for one of the best Rare games ever: Banjo-Tooie!

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|          ~~~~~                      |
|          |%%%%      Game Basics    %%%%|          GBAS          |
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I decided not to have crap like characters, story, etc. in here. That's what an instruction booklet is for. But it's pretty hard to find an instruction booklet for this game now that I think about it... well then... uh... use someone else's FAQ that has that data. This will just have the items, the health list, how bosses and mini-games work, the controls, and the special moves. Sounds like a lot and it really uh.. is.

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|                                     |
|          Jigsaw Pieces              |          JIGY          |
|                                     |
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Jigsaw pieces are the Stars and the Shines of Banjo-Tooie. These can also be known as "Jiggies," which is how I'll refer to them throughout the walkthrough. There are a total of 90 Jiggies in the game. There are ten Jiggies in each of the eight worlds, and then another ten Jiggies in the Isle o' Hags. Some can be very easy to find (like they're WAY out in the open), and some can be pretty tough to locate. Other Jiggies can only be gotten by completing mini-games, and you have to fight some bosses for the rest of the Jiggies. Also, you'll get a Jiggy when your rescue all the Jinjos in a family (I'll explain more about the Jinjos later). At first, you can find a Jiggy in the most common area in the easiest location. But as you get to later levels, you'll have to complete difficult tasks to get Jiggies.

Whenever you get a Jiggy in a world, a number will pop up. This number tells you how many Jiggies that you have gotten in that world, so that you can keep track of them. Also, you can pause the game and go to "View Totals." Here, you can view the amount of Jiggies that you have collected in each world, and then the amount of Jiggies that you have collected overall. Now you may be asking yourself, "What the hell are Jiggies for?" Well, they're for the puzzles. Puzzles are like the Star Doors of Banjo-Kazooie, because they open up new worlds for you. There are ten puzzles in the game, and the first few are very easy, requiring few Jiggies each. They get harder and harder, until you have to have collected almost all Jiggies in the game to open them.

Anyway, if you don't have enough Jiggies, then you can't place them in the puzzle and you therefore can't open the world. Unlike in Banjo-Kazooie, you have to actually solve the puzzle this time, and you have to do it in a certain amount of time. Don't fret, since you won't have to actually use all the required pieces (otherwise you'll have to use up to seventy pieces on one puzzle!), but you'll have to complete puzzles that slowly get more and more difficult. To grab a puzzle piece, move Banjo's hand toward the piece and press A. Press A to place in in a slot. It'll automatically go in if it's the correct slot, otherwise you won't be able to place it. To return a piece, press B. The timer always remains the same, at 100 seconds per puzzle.

If you mess up (which is unlikely, most of the puzzles are simple), then you'll have to try again.

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+=====+
|                Musical Notes                MNOT                |
+=====+
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Retrieving musical notes in Banjo-Tooie has been changed majorly since Banjo-Kazooie. Why? Well, there's many reasons. First off, you no longer collect one note at a time. You'll find note nests scattered throughout all of the worlds. A note nest is a single note on top of a tanish circle. Grab a note nest and you'll automatically gain five notes. Just like in Banjo-Kazooie, there are one-hundred notes per world. Since there are only eight worlds this time, notes have been added to the "hub" world, the Isle o' Hags, this time [the hub in Banjo-Kazooie (Gruntilda's Lair) had no notes]. When you die, you actually DON'T lose all the notes that you've collected from a world. This is a MAJOR improvement over Banjo-Kazooie.

If you were to die then, you would lose all your notes. Here, once you pick up notes, they're gone from the world for good. There is also a "super" type of note, and that is a Treble Clef. There is one Treble Clef in each world. If you pick the Treble Clef up, you'll get twenty notes. So there are always going to be sixteen note nests and one Treble Clef per world. Unfortunately, getting notes is a hell of a lot easier than in Banjo-Kazooie. Some people might jump for joy but others (like me) will frown in disappointment (I liked the challenge of getting the notes). Anyway, note doors are absent in this game; so what do the notes do? The answer is for learning moves. Unlike in the last game, where you could always learn a move when you find it, you have to have the proper amount of notes to learn a move in this game.

That's why you need to constantly collect them. It shouldn't be too much trouble, so don't fret.

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+=====+
|                Hollow Honeycombs                HONY                |
+=====+
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The Hollow Honeycomb system changes in this game as well. In the last game, there were twenty-four Hollow Honeycombs. Each time you collected six, you automatically got an extra unit of energy. That doesn't apply in Banjo-Tooie. There are twenty-five Hollow Honeycombs in this game. Whenever you find some, you can take them to Honey B. She lives in the Isle o' Hags, and she's the Mistress of the Honey. Talk to her and if you have the proper amount of Hollow Honeycombs, she'll give you an extra energy unit. The first energy unit costs one Hollow Honeycomb. The second costs three, the third costs five, the fourth costs seven, and the fifth costs nine. You can get up to ten energy units in the game if you collect and turn in all Hollow Honeycombs.

Make sure to pick up as many as possible; the game gets very difficult near the end, and you'll need all the energy you can get.

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+=====+
|                Cheato Pages                PAGE                |
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Cheato Pages are a new type of item in Banjo-Tooie. For helping you in the last game, Cheato had all of his pages ripped out (although Grunty DID threaten to burn him). He wants you to find his pages. Each time you find five pages, bring them to Cheato to get a new cheat. There are twenty-five Cheato Pages total. One in Spiral Mountain, and three in each of the eight worlds. The cheats grow in usefulness, and the last one is just for fun.

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+=====+
|                Eggs                EGGS                |
+=====+
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Like the notes, the egg system has changed. This time, there are five different types of eggs you can use: normal (you start with them), fire, grenade, ice, and Clockwork-Kazooie. The most commonly used eggs are grenade. Then it's fire, normal, ice, and then Clockwork-Kazooie. I'll explain more on the different types of eggs later. Eggs, like notes and feathers, are located in nests. The egg type in the nest will change every few seconds, so you may have to wait a little before it switches to the egg type you want. This is the amount of eggs given to you for peach pick up: normal is twenty, fire is fifteen, grenade is ten, ice is fifteen, and Clockwork-Kazooie is one. You can carry up to one-hundred normal, fifty fire, twenty-five grenade, fifty ice, and ten Clockwork-Kazooie eggs.

The first cheat Cheato gives you can double all those numbers, so do that A.S.A.P.

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+=====+
|                Red Feathers                RFEA                |
+=====+
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Red Feathers are the things you'll use to fly. You got the flying move from Bottles in Banjo-Kazooie (back at Treasure Trove Cove). Once you have the move, you can locate flying pads (I'll tell more about those later) to fly to different locations. When you're simply moving around in the air, then you won't lose any feathers. However, by tapping A, you can fly a little bit higher. This uses up one red feather. You'll have to fly high a lot, so you'll probably use 5-10 red feathers for every average trip. You also use red feathers for the Beak Bomb, which is a move you'll already know. When you use the Beak Bomb, one feather is used up. You should rarely use the Beak Bomb on flights, so you don't have to worry about wasting too many feathers. You can carry up to one-hundred red feathers.

However, if you find Cheato the Spellbook and give him the proper amount of pages, he can give you a cheat that allows you to carry up to two-hundred feathers at once. In places where you need feathers (like in battles), you'll always find some around

the arena, so don't worry if you run out. Be VERY CAREFUL when flying without too many feathers. If you run out, then you won't be able to fly any higher and that might put you in a tricky situation (like you're over the edge of a cliff and you can't fly up to the top of it).

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+=====+
|           Gold Feathers           GFEA           |
+=====+
```

Gold Feathers are the things you'll use to become invulnerable. You got this move from Bottles back at Clanker's Cavern (in Banjo-Kazooie). This move is available from the start. Each time you grab the gold feathers from nests, you'll get two feathers. Sometimes you need to become invulnerable to complete a certain task. By activating the move, you'll use up one gold feather. Then, every second (I think), another gold feather is used up. However, you're completely invincible during this time. You can't attack, but no enemy will be able to hurt you. At first, you can only carry ten golden feathers with you. If you get a cheat from Cheato, you'll be able to carry twenty.

You should have found some golden feathers beforehand as well, so when you first learn the move, you should end up with ten feathers. Ten feathers is really all you need to solve all the puzzles where invulnerability is required. However, there are certain points in the game where golden feathers are EXTREMELY helpful, and you might not have enough feathers to use. That's why you need to find Cheato the Spellbook, who will give you one last spell. This spell doubles your feather capacity, so you can now carry twenty golden feathers. It makes things a lot easier during the later course of the game.

```
+=====+
|           Glowbos/Transformations           GLOW           |
+=====+
```

Glowbos are the new type of payment for magical transformations. In the last game, it was Mumbo Tokens but now it's Glowbos. In Banjo-Kazooie, you had to collect a certain amount of Mumbo Tokens to get a certain transformation, and getting those token could prove to be a challenge. It's no challenge in this game unfortunately. You only need one Glowbo per transformation in every world. The Glowbos giggle and bounce loudly, and they're usually located very close to the transformation area, so it should be no trouble getting them. I dislike how the difficulty in getting transformations was dropped tremendously. Anyway, the new person that does transformations is Humba Wumba. She has her own wigwam, and it costs one Glowbo per level to transform.

She has a wigwam in every level, and there's a different transformation in each level.

Mayahem Temple (Stony) - As a Stony, you can head into the kickball stadium to play for a Jiggy. You can also press B to charge at enemies.

Glitter Gulch Mine (TNT) - I dislike this transformation. As a TNT detonator, you can bounce around, which makes it hard to control. If you press B, you'll blow up. This attack is usually a one-hit kill for enemies, but you also lose a honeycomb. And you have to get up close to the enemy to blow it up, and you'll probably be hit by the enemy then. Anyway, TNT can also attach themselves to fuses so they can blow up dynamite. Useful for revealing passageways in Glitter Gulch Mine.

Witchyworld (Van) - As a van, you have infinite health. You can drive straight through enemies for a one-hit kill, and you can go through dangerous terrain without fear of getting damaged. You can also press B to honk your horn. There are some van-only doors in Witchyworld. If you honk your horn near them, the door opens. Also,

you sometimes need to pay at booths to see the attractions. The van has many coins, so it can pay for you.

Jolly Roger's Lagoon (Submarine) - A submarine is not my favorite transformation. You can move around by holding A and cut through the water easily. However, you're hard to control. Also, press B for a sonic attack that has a wide range and can easily take out enemies closeby. Z fires torpedos. You have infinite torpedos, but they fire slowly. Submarines can be used to get to areas underwater where the pressure is extremely deep.

Terrydactyland (Baby T-Rex) - When Wumba's Wigwam is small, you can become a baby T-Rex. At first, it seems like you have absolutely nothing to do. If you talk to some of the dinosaurs, they can teach you how to roar. Tap B for a short roar and hold B for a long roar. This is useful for opening up T-Rex doors.

Terrydactyland (Daddy T-Rex) - When Wumba's Wigwam is large, you can become a daddy T-Rex. You're huge, and have infinite health. Anything you touch instantly dies. Also, if you press B to roar, any dinosaurs near you instantly die. You can use the daddy T-Rex to scare off evil cavemen guarding caves (there's only one cavemen guarding a cave though... heh).

Grunty Industries (Washing Machine) - Whenever Mumbo messed up his magic in the last game, he transformed you into a washing machine accidentally. This time, it's intentional. You can head around on wheels and fire underwear with Z. The underwear is a VERY weak attack, so I suggest avoiding enemies all together. You can use the Service Elevator with the washing machine, wash clothes with it (you'll actually do this), and acess mechanical personnel-only doors.

Hailfire Peaks (Snowball) - The snowball is unique. Your health instantly drops to five units max, and you start out with one unit. Outside, you can roll around in the snow. As you roll around, you'll get bigger and bigger. Each time you grow, you'll gain a honeycomb. You can fit through tiny spaces with a small snowball and weigh down heavy switches with the large snowball. Hold B and charge forward to do your charge attack.

Cloud Cuckooland (Bee) - Yep, a bee once more. Tap A rapidly and you'll fly high up into the air. Press Z to fire stingers. In third-person mode, you can fire stingers rapidly by holding Z. In first-person, you fire stingers slowly. Bees can access high places and head into beehives.

```
+=====+
|                Nests                NEST                |
+=====+
```

Nests are the new type of container in Banjo-Kazooie. For feathers, notes, and eggs, there are nests. Grab nests to get a multiple amount of whatever the item is. That's really all there is to it.

```
+=====+
|                Health/Honeycombs                HHHH                |
+=====+
```

This is an action game, and pretty much all action games have health meters in them. Your health meter is made up of honeycombs. You start the game with five honeycombs, but you can get more and more as you progress through (see the Hollow Honeycomb section for information on how to do this). Whenever you get hit by an enemy, you'll lose one to two honeycombs. Your life meter will appear (it doesn't stay on the screen the whole time unless you're at low health) and one of the honeycomb slots will empty, leaving simply a clear octagon in its place. It's easy to tell how much health you have, since the honeycombs are all neatly lined up (unlike in the last

game). When you lose all honeycombs, Banjo flies back and you'll have to start from the beginning of the level.

Luckily, Rare decided to give you infinite lives (the game is hard enough anyway), and you won't lose all the notes collected in a world. Also, there are ways to recover your honeycombs. When you defeat most enemies, it'll drop one, two, or three honeycombs (some don't drop any; the amount dropped depends on what type of enemy it is and what move you use to defeat it). Pick these up to recover a single honeycomb from your life. If you are at full health, don't pick the honeycombs up; they will disappear, but when the enemy respawns it'll still have a honeycomb (if you were to pick it up and then defeat an enemy, it wouldn't drop a honeycomb). As you kill more and more enemies, honeycombs become less and less frequent, and that becomes a huge problem in the later levels in the game.

So it's always good to have a few backups lying around, wouldn't you say? Again, not all enemies drop honeycombs. Be careful, because some of your moves (like blowing up with the TNT or crashing with the Beak Bomb) can make you lose honeycombs.

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+=====+
|                Oxygen                0000    |
+=====+
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When you dive underwater, a new meter appears below the Banjo-Kazooie head. This is a blue health meter, and it's your oxygen. It's made up of six bubbles (at first), but you can increase it later, although six honeycombs are enough to complete any puzzle in the game. Sometimes the ten are useful, because with six you'll have JUST enough and won't be able to waste a second. It takes quite a while for you to lose one piece of oxygen (I think it's ten seconds, but I'm not sure). Once you run out of oxygen, you'll drown, no matter how much life you have. There are certain areas in the game that make this especially difficult. If you don't figure out how to breathe in Jolly Roger's Lagoon, you will have a hard time, even WITH the ten bubbles.

Luckily, there aren't any areas in the game where you can dive into water and start losing oxygen rapidly. However, poisonous gas is a new threat. If you enter it, you'll start losing oxygen VERY quickly (much faster than usual), and then you'll start losing health (that's only in gas though; not underwater).

```
+=====+
|                Enemies                ENEM    |
+=====+
```

The enemies in this game have all somewhat non-intelligent AI. Also, there's not as many enemies in the worlds as there is in most adventure games, but it doesn't matter. If an enemy sees you, it'll charge at you, but a simple attack or two can take it out instantly. Living bad guys aren't the REAL enemies; it's the environment. You'll find yourself dying 99% of the time due to an obstacle in the game, or by drowning, or by falling. For example, in Witchyworld, there are points where you have to climb HUGE areas. Falling can cause massive damage (since you're hurt more in this game by falling than in Banjo-Kazooie). Also, in places like Cloud Cukoolland, you have no ledges to protect you. So falling means instant death, which can be very annoying.

Falling from the top makes you suffer a loss of a TON of honeycombs (I've lost six before). There are other things too; messing up on a mini-game can cause you to lose a honeycomb, touching torches or poisonous water can cause you to lose a honeycomb, and if you Beak Bomb straight into a wall, you'll lose honeycombs. Like I said before, those are your REAL enemies. The others are just an excuse to give you a way to get your energy back :)

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+=====+
|                               Bosses                               BOSS                               |
+=====+

```

Bosses are officially declared as bosses in Banjo-Tooie. For each world, there's a boss. There is also a Spiral Mountain boss, an Isle o' Hags boss, and a Cauldron Keep boss. Including the final battle, there's a total of twelve bosses in the game. They range in difficulty, and each time you defeat one, you'll get a Jiggy. For the most part, the bosses can be quite simple. There ARE few, however, that are VERY hard and can be extremely frustrating to you. One boss (Klungo) you'll fight three times: once in Spiral Mountain, once in the Isle o' Hags, and once in Cauldron Keep. You only fight the others once.

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+=====+
|                               Mini-Games                               MINI                               |
+=====+

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Mini-Games are common in Banjo-Tooie. There are a lot more in this game than there were in Banjo-Kazooie, and this time the mini-games rely heavily on a point system. The point system is simple: blue objects are worth three points, green objects are worth two points, while red objects get you only one point. Most mini-games are timed challenges where you have to get a certain amount of points before dying. Some mini-games have a complete absence of the point system though. For example, there are games where you have to complete a certain objective before other opponents do (games without points usually have opponents you have to battle). The reward to pretty much ALL mini-games are as follows: a Jiggy (most common reward), a path to a Jiggy (sometimes), or opening a door (rare, but it happens).

For the point games, you can always re-enter the level and choose to play the game again if you wish to get a high score.

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+=====+
|                               Mumbo and his Magic                               MUMBO                               |
+=====+

```

Mumbo's role has changed in this game. He now actually leaves the safety of his hut (now two stories) to go out and help the bear and bird. You actually get to control him, and cast different spells. Mumbo appears in each world and he has a different spell per world. It costs one Glowbo per world for Mumbo get out and help. Mumbo has a staff that can electrify enemies easily if you ever need to, though you'll be avoiding most enemies. There are Mumbo Pads spread throughout the different worlds. Have Mumbo stands on these and press B. He'll perform his exclusive spell for that world. This is required to open certain paths to Jiggies to stop certain things from occurring. For example, you have to summon a giant golden statue in Mayahem Temple. In Grunty Industries, you'll have to use an EMP to jam electrical devices.

In Cloud Cuckooland, you'll have to summon rain to make things grow.

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+=====+
|                               Controls                               CONT                               |
+=====+

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~~~~~
Control Stick
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~~~Move Banjo~~~

```

The control stick is used to maneuver, like all games... almost. You can move in any direction within 360 degrees (duh). If you rotate the control stick around with your

thumb, Banjo will do a little slide. This is just a warning, so don't play around near and edge or you'll slide off :) Anyway, if you hold it very slightly in any direction, Banjo will start to tiptoe. Running doesn't alert enemies any more than tiptoeing does, so it's perfectly fine to run. However, you'll sometimes have to go across very narrow areas, and that's where tiptoeing comes in handy big time. Anyway, if you hold the control stick about halfway, you can walk. That's somewhat handy during those tight bridges. Push it all the way forward and Banjo will then begin to run.

You never get tired, so you can run all you want without fear of slowing down when outrunning an enemy. You can outrun most enemies, but if you can't, then just fight them. When you jump in the water, you can also move around within 360 degrees on the surface. You don't swim very fast in water, but you can swim as long as you want to on the surface. When underwater, it becomes a lot harder to move. The control stick is only used for positioning where you want to swim. If you hold up, you aim at the surface, you use left and right to turn, and you dive down by holding down on the control stick. Sometimes, in icy areas, the terrain becomes slippery. Tread carefully here. There is always a chance of you slipping too far and flying into an enemy/off a cliff/etc.

The best way to maneuver on icy terrain is the Talon Trot (more on that later).

~~~~~  
A Button  
~~~~~

~~~Jump/Swim~~~

The A button is used for, like most action games, jumping. If you tap the A button, you'll slightly rise in the air. Holding the A button allows you to jump pretty high, and you should always hold the A button when you jump. Jumping is used to reach ledges that are a little higher up. You can reach most ledges easily by jumping, but some ledges can't be reached even when you jump. Also, some moves can only be performed by jumping up first. Aside from moving around with the control stick, the jump is the move you'll use most in the game. You'll always have to jump to places in order to progress, and you might have to jump across gaps many times as well. When you get on a Flying Pad, you can press the A button to launch up into the air.

While flying, press A to fly higher (remember, you use up a feather each time). When you get onto a Shock Pad, press and hold A to leap up high into the air. When underwater, if you hold A, Banjo will slowly paddle. This is a very unefficient (is that a word?) way to swim, so I suggest sticking to the B button. When on the surface of the water, you can jump as well (how do you jump up when swimming in very deep water?), although not as high.

~~~~~  
B Button
~~~~~

~~~Fire Breath/Swim/Beak Bomb~~~

Okay, the first use of the B Button can only be used when you get Dragon Kazooie from Wumba (in the Isle o' Hags). You can breathe fire as the dragon, and that is THE most powerful move in the game, wiping out enemies in one hit (mostly). Just stand still and hold B and Kazooie will breath fire. She never runs out of breath, so you can breathe it as long as you'd like (and you can rotate 360 degrees while breathing fire). The most useful technique with the B button is the swimming technique. Underwater, hold B. Kazooie will use her wings to propel you forward through the water. This is the fastest way to get around underwater, although it

isn't as quick as running. Remember, you don't have to tap the B button when swimming; just holding it will be okay.

The final thing you can do with the B button is the Beak Bomb. While flying in the air, press B (you'll already know this at the beginning of the game) to charge forward. I'll describe the Beak Bomb more in-depth later.

~~~~~  
C Buttons  
~~~~~

~~~Camera Mode~~~

When you're running around the playing field, you may have to adjust the semi-decent camera. To do this, you use the C Buttons. Tap the left C button to rotate the camera left a little. Tap it a few times and you'll do a complete circle. The same applies to the right C button, except you'll be going to your right instead of to your left. By pressing down, you can adjust how close up you'll be to Banjo. Press it a few times to get a close up view. I find this the least efficient, but it's your choice. Press down once more to get a view that's a little further back. This is a lot more efficient than the close-up, but there's one more. Tap it again to get a view far away from Banjo. This is useful, since you can see most of your surroundings.

Some people might find different views that appeal to them, so try them all out to see which one you like best. Tapping the up C button gives you a First-Person view of your surroundings. While in First-Person mode, you cannot move around, but you can look around by using the control stick. This is somewhat helpful in certain situations, but you won't find yourself using it that much. Okay, like all camera systems, there are many flaws. For once, you sometimes can't shift the camera left or right when you're behind an object, and those are the times where you NEED to shift the camera. Also, the camera can sometimes get stuck at a bad angle when you're creeping across a ledge. This has to be the most annoying thing that could ever happen.

You should get used to the camera system after a little bit, but you'll never fully be comfortable.

~~~~~  
R Button
~~~~~

~~~Switch Eggs~~~

The R Button is no longer used to center the camera behind Banjo (that option seemed to be removed... pity, it was useful). Now you can switch the egg types that you get. There are five egg types, which I'll explain at the end. Tap R once to bring up the egg screen (on your left). From there, tap R again to move down to the next egg type. You can't move backwards unfortunately; you'll have to always go forward, so you'll have to go through all the egg types again if you accidentally pass the one that you were intending to go to (wow, that was a huge run on). You can continue to move around and do moves while selecting eggs, so don't always stand still to switch if you're caught in a difficult situation.

+=====+
| Basic Moves (Banjo-Kazooie) BASE |
+=====+

You already know these moves when you start the game, since they were learned in Banjo-Kazooie. However, they still remain extremely useful (well, most of them do),

so I'll tell you how to use them here. The descriptions are mainly copied and pasted from my Banjo-Kazooie guide, though necessary changes have been made.

~~~~~  
Flutter  
~~~~~

You have to double tap A in order to perform the Flutter. This is EXTREMELY helpful in areas where you have to jump long gaps (and you'll find long gaps pretty much everywhere), and in all other places it can be used to make things a lot easier for you. Jump and while in the air, press A. Kazooie will appear and flap her wings a little, allowing you to float. This can be used to get across gaps that you normally couldn't get across. If you let go of A while floating, you'll drop. Be careful not to do that, because you might be up high, and dropping will cause you to die (beautiful, beautiful rhyme there). As you flutter, you'll slowly fall back to the ground, but you should have enough time to do somewhat of a long jump, as I like to call it. If you hold A for too long, Kazooie will get tired and stop flapping her wings.

However, as Kazooie alone (when you learn the Split-Up; more on that later), you'll be able to flutter as long as you'd like, though you'll slowly fall to the ground as well. However, combined with Kazooie's already-long-jump, you can cross great distances. You should rarely have to flutter for the whole time allowed anyway, but it's just a word of warning. With the flutter, you can also stop high falls. If you are falling from a high place, just use the flutter about halfway down and you should float safely. If you're still up high, then use the Beak Buster (more on that later).

~~~~~  
Rat-a-Tat-Rap  
~~~~~

You'll almost always use this move as your main attacking move, since it can take out pretty much any enemy in one hit (even the ones that require you to be hit two or three times with other moves). To use it, jump up in the air. While in the air, press and hold B. Kazooie will pop out and peck her beak. You hover a bit while you're doing this, so it could also be used as a way of getting across gaps that are too far. The most useful enemies to use this on are the monsters located in. There is a sideways version of this moves when you're using the Grip Grab (more on that later), where you simply have to press B. This is useful when taking out the Snappers that guard ledges. The direction of the sideways Rat-a-Tat-Rap is based off what direction you last moved in.

For example, if you moved left and stopped, you'd Rat-a-Tat-Rap left when you pressed B (and vice-versa). This move should be used on all enemies, like I said earlier. You'll grow to love this move, trust me.

~~~~~  
Beak Barge  
~~~~~

A useful, but rare move that you'll use is the Beak Barge. To use it, hold the Z button to crouch low. Then press B. Kazooie will come out, and charge forward with her beak. This can be used to defeat most enemies (like the Rat-a-Tat-Rap), but it's main use is destroying doors and windows that block you. For example, there are lots of switches in areas. Most of them are located low to the ground, so the Rat-a-Tat-Rap won't work. The only way to activate the switches is by using the Beak Barge. The Beak Barge is also semi-homing, so keep that in mind if you ever want to use it against enemies. Other than that, there is no real use for the Beak Barge.

~~~~~  
High Jump  
~~~~~

This is a very useful technique, and you'll find yourself using it a lot. Your regular jump won't be able to reach a lot of ledges, so you'll have to use the high jump. To do this, hold Z to crouch. Now press A. Banjo will do a backflip and Kazooie will use her wings to shoot up high. You can move slightly in all directions, which should always be enough to get up onto the platform that you're trying to reach. Remember that when you run and hold Z, you'll slide. So if you want to do the high jump, make sure you're standing still or you might jump to a place where you don't want to be. There is no real way to hover when using the high jump, but you shouldn't need to. Also, keep in mind that the high jump should NOT be used to get across gaps.

You gain almost no distance when jumping, so trying to jump across a large gap with it guarantees failure.

~~~~~  
Roll  
~~~~~

Useless really, I'm surprised they didn't take this out of the game. While running, press B to roll forward. You can take out a few enemies with this, but it's as weak as the claw swipe. Just avoid it at all costs.

+=====+
| Advanced Moves (Banjo-Kazooie) ADMO |
+=====+

The moves taught to you by Bottles in Banjo-Kazooie are automatically given to you at the start of Banjo-Tooie. You'll know all of them, and the molehills in Spiral Mountain will re-teach you how to use them just in case you forgot (or if you never played Banjo-Kazooie). Again, these are mainly copied and pasted from my B-K FAQ with changes made (if needed).

~~~~~  
Egg Spit  
~~~~~

The Egg Spit is probably the move that you'll use the most that was taken from Banjo-Kazooie (all of the others aren't really needed anymore, not even the Wonderwing). By performing this move, you can shoot eggs out of Kazooie's mouth and out from behind her. Eggs can be used for pretty much anything. Patches, food, weapons, seeds, etc. You won't find yourself using eggs very much for attacking, but rather for completing required tasks in levels. To use the eggs, hold Z to crouch and then press up C to shoot one forward. If you press up C three times in succession, Kazooie will quickly fire three eggs out, one right after the other. If you want to spit eggs out from behind, then press down C while crouching. Again, press down C three times in succession to spit out three eggs rapidly.

While crouching, you can use the control stick to aim your shot. Eggs do moderate damage to enemies. You'll probably only use them five or six times as weapons. But somewhere in every world, you'll need to use them if you want to get one of the world's Jiggies. If you spit an egg out from behind, it'll bounce around a little. If you know it's going to miss your target, you can quickly collect it again. If you wait too long though, it'll break. There are five types of eggs that you can collect, and you'll be using all of them throughout the game.

~~~~~



## Talon Trot

~~~~~

VERY efficient move, even in Banjo-Tooie. You will find yourself using the Talon Trot consistently throughout the Isle o' Hags and the worlds. To use the Talon Trot, hold the Z button down and then press the left C button. You can release the C button now. As long as you hold Z, you'll continue to Talon Trot. You move a lot faster with the Talon Trot, and you won't slip when you're on snowy or icy areas. The Talon Trot is not used for any type of attack, so don't bother trying. Probably the best feature of the Talon Trot is the ability to get up steep hills. If you climb a hill and slide right back down, then use the Talon Trot and you can get up with ease. There are VERY FEW hills where you can't get up, even with the Talon Trot.

The final use for the Talon Trot is the jump. You can jump a lot farther with the Talon Trot, useful for running fast and jumping across gaps at the same time.

Beak Buster

~~~~~

Although this was used a LOT in Banjo-Kazooie, another type of Beak Buster replaces this one early on in the game, so you won't find yourself using this move a lot. Think of the ground pound from Super Mario 64 and you've got the Beak Buster. Hell, even the controls for the two moves are the same: jump up into the air and press Z. You'll stop in the air, do a flip, and Kazooie will slam her beak into the ground. This is a very powerful move, and you can destroy almost all enemies (except for some in later levels) in one hit. It can also be used to activate the many switches found throughout the worlds, as well as smashing things into the ground (although sometimes, later in the game, you'll need to use another move to smash things). You'll rarely use this for an attack; the main usage is activating switches.

The Beak Buster is also an efficient way to save yourself from suffering pain when you're falling. If you're falling from a great height and have already used the Flutter, then you should be near the ground. However, some heights are REAL high up. In that case, you can use the Beak Buster after you use the flutter and you should save yourself about a honeycomb of damage or so. You'll want to fall a little closer to the ground after the Flutter before you do the Beak Buster, or the thing will be a waste. Be careful though; if you fall too far, Banjo will go out of control and you won't be able to use any moves then.

## Flying

~~~~~

This move is used somewhat throughout Banjo-Tooie. Not as common as in Banjo-Kazooie, but you'll still need it. Flying is needed to get to high places, and it can also serve as a major shortcut if you want to get around quickly. You have to have some feathers with you, and you'll need a flying pad if you want to fly. Once you've found a flying pad (you'll recognize them, trust me), stand on it and press A. You'll fly straight up. You can now move around with the control stick. As you fly, you'll slowly fall to the ground. To get up higher, press A. You'll use one feather, but you'll fly up a little higher. Try to use as few feathers as possible on a trip. So when you think you're really low, use one or two and then wait until you get really low again before using feathers once more.

You are a hard target to hit while in the air for enemies that can throw stuff at you. If you hold down while flying, you'll slowly descend. The best way to get out of a flight is to just press Z; you'll use the Beak Buster and slam down onto the ground. Remember, if you're too high up when you use the Beak Buster, you might

suffer damage.

~~~~~  
Shock Jump  
~~~~~

You'll rarely find Shock Jump pads in Banjo-Tooie (notice how the pads have changed a little). This also requires a certain pad, and you'll sometimes need them in different places (at least once in each of the eight worlds, and sometimes in the Isle o' Hags... I think). When you find one, press and hold A. Kazooie will use her legs to spring up into a super high jump. You can fly forward easily with this jump, unlike the regular high jump. This is used to get to places that are inaccessible any other way, or used as shortcuts to reach areas that are otherwise hard to get to. Be careful if you're on a Shock Pad platform if you don't intend to use the Shock Pad; if you jump on it, you might accidentally jump onto the pad, which could seriously mess you up.

~~~~~  
Wonderwing  
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This was like you savior in Banjo-Kazooie, but you'll probably use it less than five times in Banjo-Tooie. To perform the Wonderwing, hold Z to crouch and press the right C button. You can release the C button now, but continue to hold Z if you want to keep using the Wonderwing. The Wonderwing is an invulnerability move that makes you completely invincible to any attack that comes at you, as well as any type of obstacle that might hurt you (including all dangerous terrain, mostly bad water). However, there's a catch; you need golden feathers to use the Wonderwing. However, you can find quite a bit of golden feathers now, although you'll almost never need them since the move isn't used that much. You use the feathers rapidly as you do this move.

But enemies instantly die if they touch you, so this can be EXTREMELY useful for in difficult situations where you have to fight a bunch of enemies at once.

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Wading Boots  
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Another move that isn't used that much throughout Banjo-Tooie. This allows you to wade through dangerous terrain (like swampy areas or poisonous water) without fear of getting hurt. You'll find Wading Boots scattered about. They look like a green pair of rubber boots. Touch them and Kazooie will automatically put them on. You now have a limited time to wade through dangerous areas, collecting the items there. The time limit is different for each pair of boots depending on where you are. You'll hear a ticking clock when your time is just about to run out. If you want to stop using them, just press B to take them off. You can jump while in Wading Boots, but you can't attack. Also, make sure not to suddenly stop using the boots in the middle of a dangerous area.

That should go without saying, but I had to point out that, because it would otherwise result in a major honeycomb loss.

~~~~~  
Beak Bomb  
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A move that was rarely used in Banjo-Kazooie is probably not even needed to complete Banjo-Tooie; it is the only move that Kazooie can do while she's flying. To do it, you HAVE to be in the air. Press either B or Z and Kazooie will position herself

like a missile and charge forward. This uses up one red feather. Be careful, you'll charge with such force that ramming into a wall can do damage. But this can also be used to activate different things or break things or take out those stupid snowmen. If you charge for a little without hitting anything, you'll stop eventually and fall down a little bit. This attack can't be used without red feathers.

~~~~~  
Running Shoes  
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The final move in the learned in Banjo-Kazooie is the somewhat-not-really-useful running shoes. In some locations (they're rare, you won't find many places with running shoes... I'd say less than five locations in the whole game), you'll see a pair of white sneakers. Once you learn how to use the running shoes, you can put these sneakers on. This puts you into a Turbo Talon Trot, where you can run twice as fast as usual. This is always used to get to something before a timer runs out, and the timer is usually so short that you can't beat the timer without the shoes. You can jump while in the shoes as well, and you'll do the regular Talon Trot jump. Like the Wading Boots, a timer will tick when you are almost out of time. In some situations, you have infinite time until you complete the task.

+=====+
| Advanced Moves 2 (Banjo-Tooie) ADM2 |
+=====+

These are the moves that are actually learned in Banjo-Tooie. You won't have them all at the beginning of the game; you'll have to learn them as you progress.

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Egg Aim  
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25 notes
Mayahem Temple

The Egg Aim is probably the first move that you'll learn in the game. With a requirement of only twenty-five notes, you should have them all by the time you reach the hatch. The Egg Aim is basically the only way you'll be aiming eggs in the game. To use it, enter first-person mode by means of the Top-C Button. Now a little crosshair will appear in the center of the screen. When you move the control stick to look around, the crosshair moves as well. Press Z and you'll fire the egg type that is currently selected. NEVER use this move when you're firing at enemies; if you do, then you'll just waste time and possibly health, since all enemies can be defeated by a normal egg spit. These are used for when you have to hit high-up or low targets.

For example, in Mayahem Temple, there are buttons way up high on a pillar. The Egg Aim will be able to reach them, unlike the normal aim. Also, you can defeat targets that are flying in the air (like the flies in Mayahem Temple). You'll find yourself using this move in almost every level.

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Breggull Blaster  
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30 notes
Mayahem Temple

The second move that you'll learn. By the time you find Jamjars's hatch for the Breggull Blaster, there's a chance you'll have already collected every note in the

level, so meeting the note requirement is no problem. This is a required move, and is used in what I'd say every other level. The Breegull Blaster requires no button combinations to use. In fact, you don't even get to decide when to use it. Whenever you enter certain areas in certain worlds, Banjo will take Kazooie out of his pack and use her as a type of weapon. You'll enter a first-person view that's very similar to shooter games. You can't exit the first-person view while you're using the Breegull Blaster and you can't get out of the Breegull Blaster until you actually leave the area that you're in.

When using the Breegull Blaster, you can use the control stick to move left, right, forward, and even backwards. You'll always have to maneuver through a maze when you get to the Breegull Blaster. And yes, there is a way to attack while using the Breegull Blaster. You can fire eggs (using the C-Buttons as the Egg Aim controls) by pressing Z, which, at first, is your only means of attacking. When you get to Glitter Gulch Mine, however, you'll learn a second way of attacking with the Breegull Blaster, a more useful way.

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Grip Grab  
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35 notes
Mayahem Temple

The Grip Grab is the final move that you'll learn in Mayahem Temple. It is one of the most important moves in the game, and is required for many of the puzzles in the game. There is no real controls for the Grip Grab. If you see a ledge, you can jump to it and Banjo will automatically grab on. You can now inch across left and right. Press B to do a sideways Rat-a-Tat-Rap. The direction of the Rat-a-Tat-Rap depends on the direction you last moved in. For example, if you moved to the left, stopped, and press B, Kazooie would do a Rat-a-Tat-Rap to the left. Likewise, if you move to the right, stop, and press B, Kazooie will do a Rat-a-Tat-Rap to the right. Enemies called "Snappers" guard ledges. If you approach the Snappers, they come out, well, snapping.

Anyway, sometimes the Grip Grab can just be a lifesaver. For example, if you fall short on a jump, you might be able to grab onto the ledge and pull yourself up. Press A to pull yourself up and Z to drop down. Don't get those two mixed up. It can be the difference between life and death.

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Fire Eggs  
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45 notes
Isle o' Hags

Unlike Banjo-Kazooie, where you had only one egg type, Banjo-Tooie has multiple types of eggs. The first of the four unique types are the fire eggs. You'll learn them from Jamjars in the Plateau section of the Isle o' Hags. Fire eggs have many uses toward them. One, they cause any enemy to burn in flame when they're hit. Most enemies can be taken out in only one hit by a fire egg. Also, you can use this to warm places up. For example, there is one place in Terrydactyland where you have to light a bunch of torches. If you shoot a fire egg into the torch, it lights up. Also, you can use these to activate switches that only fire eggs can activate. At first, you can carry fifty fire eggs. That's enough to do basically any job, though it can double to one-hundred eggs later.

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Bill Drill  
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\*\*\*85 notes\*\*\*  
\*\*\*Glitter Gulch Mine\*\*\*

The first move that you should learn in Glitter Gulch Mine is the Bill Drill. The Bill Drill is like an upgraded Beak Buster. Whenever you need to smash something, you'll use the Bill Drill instead of the Beak Buster. Scattered throughout the levels are large, circular boulders (especially in Glitter Gulch Mine; then again, that's where you learn the move). If you jump onto one and do the Bill Drill, you can drill so hard into it, it'll blast into a bunch of pieces, revealing whatever is underneath. What's usually underneath the boulders are Jinjos, notes, passageways, etc. To actually do the Bill Drill, jump in the air. In the air, HOLD the Z button and Kazooie will spin rapidly as she slams into the ground. This can be used as an attack as well, but I don't recommend it.

You'll find something to Bill Drill in every stage, and whenever you intend to use the Beak Buster, you'll find yourself doing the Bill Drill instead (because you'll be so used to it).

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Beak Bayonet
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\*\*\*95 notes\*\*\*  
\*\*\*Glitter Gulch Mine\*\*\*

The second of the two moves that you'll learn in Glitter Gulch Mine is the Beak Bayonet. It can be used only in Breagull Blaster mode, and there's only one real need for it in the game (the other times you're in Breagull Blaster mode you'll find yourself using eggs a lot; they're somewhat more efficient). The Breagull Blaster is used to defeat enemies from a short distances away. In Glitter Gulch Mine, it can also be used to de-fuse the TNT that roam Bill's mine. To do it, press B. Banjo will thrust Kazooie forward, causing Kazooie to pierce whatever is in front of her with her beak. Banjo has to pull Kazooie back after the attack is used, so there will be a brief moment when you won't be using any type of attack at all. One reason why you might use the Beak Bayonet is that it can usually take out something in one hit.

Also, it doesn't use up eggs. If you're low on eggs but you need to attack something in Breagull Blaster mode, the Beak Bayonet comes in handy. Still, it's not really my favorite move...

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Grenade Eggs
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\*\*\*110 notes\*\*\*  
\*\*\*Isle o' Hags\*\*\*

The grenade eggs are the third of the five different types of eggs. They're also the most commonly used eggs. Why? I'll explain in just a second. First off, you can carry up to twenty-five grenade eggs. Since we're using the grenade eggs a lot, twenty-five doesn't cut it. I suggest going to Cheato after getting five Cheato Pages to get the "EGGS" cheat, which doubles your egg count. With fifty grenade eggs, you're okay. Anyway, the grenade eggs are more powerful than any other type of egg (besides from the Clockwork-Kazooie eggs; I'll explain those later). Shoot one and it'll explode when it make contact with an object. Be careful though; if you shoot one and it explodes close to you, you can end up taking a hit and losing a honeycomb.

So make sure to be a little away when shooting. Besides being the most powerful eggs, they can also blow holes in walls. Throughout many of the levels you'll find cracked holes everywhere. Shoot a grenade egg at the crack to blow the whole wall/hole open. These create wonderful new passageways. This type of egg is located in the Pine Grove of the Isle o' Hags.

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Pack Whack
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\*\*\*120 notes\*\*\*  
\*\*\*Witchyworld\*\*\*

I'm very curious as to why you need to learn the Split Up Move (which costs 160 notes) in order to learn a move that costs 120 notes. Shouldn't it be the other way around? Oh well. Anyway, once you learn the Split Up Move, you can learn the Pack Whack as Banjo. Pressing B once will cause Banjo to swing his backpack around wildly. The backpack has a wide radius, and is swung in two circles before Banjo puts it on his back. This is Banjo's only way to attack, so get used to it. Yes, you can swing the pack around while Taxi Packing something as well (unless it's a Floatus Floatium). You can also use this to get across wide gaps. You hover in the air as you do this, allowing you to float a little. There's also a glitch in this move that allows you to do a double jump.

Jump, do the Pack Whack, and you're able to jump again in the air. It's very handy for getting across large gaps.

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Split Up
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\*\*\*160 notes\*\*\*  
\*\*\*Witchyworld\*\*\*

This is arguably the most important move in the whole game. The Split Up move allows Banjo and Kazooie to separate completely. First, you need to find a Split Up Pad. A Split Up Pad consists of two pads, one with Banjo's face and one with Kazooie's face. Stand on the Banjo pad and press A. Kazooie flies out of Banjo's backpack and lands on her pad. Both Banjo and Kazooie have a smaller health meter while split up (Kazooie has a very small one) and they never start full, so be very careful at first. As just Banjo or just Kazooie, you can accomplish objectives that couldn't be done before. You can also learn moves that are just for Banjo or just for Kazooie. If you want to switch to the other character, you can do one of three different things.

First, you can stand on the Split Up Pad next to the other character and press A. You'll automatically switch. Next, you need to find a Swap Cloud. A Swap Cloud is a sparkly area. Stand in it and press A to switch. Swap Clouds are usually found near Banjo/Kazooie-only switches and in places where you need to get both characters across something separately. Finally, you can locate a totally different Split Up Pad and press A to switch. This is the worst idea, because then you'll be totally far apart from each other.

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Airborne Egg Aiming
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\*\*\*180 notes\*\*\*  
\*\*\*Witchyworld\*\*\*

A move that you're likely to not use very often is the Airborne Egg Aiming move. Whenever you fly in the air, you can press up C to enter first-person mode. You can continue flying like normal. If you have learned the Airborne Egg Aiming, a crosshair will appear when you enter first-person mode. The crosshair always stays in the center, so you'll have to fly up and down yourself to aim. Press Z to fire the selected egg type. This is required for certain battles and objectives (like the Witchyworld boss battle, some mini-games, etc.) but beyond that there's nothing to it. You won't usually find enemies in the air, so you won't have to defeat massive hoards while flying. This is a move labeled as one where you use it a few times and then never use it again.

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Ice Eggs
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\*\*\*200 notes\*\*\*  
\*\*\*Isle o' Hags\*\*\*

The fourth type of egg is the ice egg. These eggs, aside from the normal ones (which you'll probably NEVER use after getting a special egg), are the most useless eggs you'll get. They are only required for two or three objectives and they aren't required for any battles. If you shoot an ice egg at an enemy, no damage whatsoever will be dealt. Instead, the enemy will freeze. Only do this if you can't get away from an enemy (like those super-fast killer beehives) or if you don't feel like killing them. The only real uses I can think of for the ice eggs are the fact that you need to use them during one of the Hailfire Peaks battles and you need to put out some fires in different worlds (mainly Terrydactyland and Hailfire Peaks). It's rare that you'll actually need to use these more than once or twice in a level.

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Wing Whack
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\*\*\*265 notes\*\*\*  
\*\*\*Jolly Roger's Lagoon\*\*\*

The Wing Whack is the first move that you'll learn in Jolly Roger's Lagoon and it's for Kazooie only. Let me add that you can't learn a move for one character if both characters are there (likewise, you can't learn a move for both characters if one character is there). This is Kazooie's only attack (besides eggs, which she has at the start) when she's solo. Press B and Kazooie will spin, waving her wings wildy. This can take out a few enemies. You can spin and move at the same time, and jump and spin if you want. It's pretty useful when you have to charge through a hoard of enemies. Just make sure you don't fly out of control (which can happen) when using the move and you'll be fine. Let me add that there is no reason to use this in a puzzle (except for a TINY part of one, but we'll ignore that).

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Sub-Aqua Egg Aiming
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\*\*\*275 notes\*\*\*  
\*\*\*Jolly Roger's Lagoon\*\*\*

Sub-Aqua Egg Aiming, like the Airborne Egg Aiming, is labeled as a move where you'll use it a few times and then never use it again. It's EXTREMELY helpful underwater in Jolly Roger's Lagoon, but I never found myself using it in another world again. To do this swim underwater and press Up C to enter first-person mode. The crosshair appears again. You can swim around like normal and use the Z button to fire eggs at creatures and enemies. You can defeat the enemies and the boss underwater in Jolly

Roger's Lagoon, but you'll never find another underwater enemy after that so the move becomes completely pointless. But still, you'll need it to get many of the Jiggies in the Lagoon.

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Talon Torpedo
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\*\*\*290 notes\*\*\*  
\*\*\*Jolly Roger's Lagoon\*\*\*

The Talon Torpedo is a move that's very, very helpful to have. However, it's also a move that you aren't going to be using often. Sure, you'll use it a few times after Jolly Roger's Lagoon but aside from that, you won't be seeing this move. Okay, when you're underwater press Z. Kazooie will spring out of Banjo's backpack. She can now swim around on her own and you get to control her. Press A to speed up and charge at enemies and stones (many stones underwater have Kazooie's face on them; charging with the Talon Torpedo is the only way to destroy them). Also, there are transparent fish in Jolly Roger's Lagoon. Kazooie can charge through these fish and collect the items inside by using the Talon Torpedo. You only have twenty seconds to move around before you're sent to the backpack again, so move fast.

Also, you'll use up five red feathers each time you use this move.

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Clockwork-Kazooie Eggs
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\*\*\*315 notes\*\*\*  
\*\*\*Isle o' Hags\*\*\*

The final type of egg is the Clockwork-Kazooie egg. This is a type of remote-controlled bomb that you can use in several different areas of the game. When you get one, fire it out. If it doesn't hit a wall or an enemy, it'll land and hatch. Out comes a VERY small robotic Kazooie. You can control this little robot. Press A to jump and move around quickly with the control stick. You can fit through tight passageways (very tight) with the Clockwork-Kazooie Egg to get things that would be impossible to get otherwise. You only have twenty seconds to move around before the egg blows up. If you want to/need to blow something up before the twenty-second time limit runs out, just press B. These have the power of grenade eggs, but don't waste them on enemies.

Only use these when needed. Although found early on in the game, you won't actually to really start using them until late in the game. You can carry only ten at a time (twenty with the "EGGS" cheat) so use them wisely. Finally, this move is learnt at the Wasteland.

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Springy Step Shoes
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\*\*\*390 notes\*\*\*  
\*\*\*Terrydactyland\*\*\*

Another type of shoe pair that you'll learn to use is the Springy Step Shoe pair. These shoes have giant springs on them, and if you press A, you'll leap high into the air. Like the Wading Boots and Running Shoes, you can find these bouncing around in different areas. Grab them and you have ONE jump to use these with. You can move around to wherever you like within the time limit. Just make sure to not jump until you reach the area you want to use the shoes at. As Banjo and Kazooie, you can jump



slightly higher than you could with a regular Shock Jump (so this is like a portable Shock Jump... cool). As Kazooie alone, you can jump VERY high up by means of the Springy Step Shoes. Use these as Kazooie and you'll be able to reach areas that aren't accessible any other way.

They can also simply provide major shortcuts if you need to get to a high up place. You'll see these shoes a lot in the later levels, so look out for them.

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Taxi Pack
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\*\*\*405 notes\*\*\*  
\*\*\*Terrydactyland\*\*\*

The Taxi Pack is a Banjo-only move. It is also one of his most important moves. With the Taxi Pack you can't actually use any type of fighting move. Nope, it's used to carry things around in your backpack. By press Z and then the left C button (Banjo learns a move that corresponds to Z plus a C button in the later levels), Banjo will hold out his pack. Walk up to an item that can be Taxi Packed and press B to place it in your bad. This won't weigh you down or anything and you can still use the Snooze, Shack, and Sack Pack moves (you learn those later). When you get to an area where you want to let the Taxi Packed item out, just take out your bad once more and Banjo will automatically pull the item out. Yes, you can still use the Pack Whack so don't fret about not being able to defeat enemies.

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Hatch
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\*\*\*420 notes\*\*\*  
\*\*\*Terrydactyland\*\*\*

This is a Kazooie-only move, Hatch. If you can't figure out what it does by the name, then I don't know how you can even read this FAQ. Anyway, like Jamjars says, it's absurd to know a bird who can't hatch eggs. You'll find many eggs in Terrydactyland and Cloud Cuckooland that you'll need to hatch. Also, some other types objects need to be hatched just to be warmed up (like the aliens in Halifire Peaks). To hatch an egg, locate one and then jump onto it. Press Z and then B and Kazooie will sit on the egg. Wait a few moments and it will hatch. That's all there is to this move really, so there's nothing else to say.

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Claw Clamber Boots
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\*\*\*505 notes\*\*\*  
\*\*\*Grunty Industries\*\*\*

The first move that you're likely to learn in Grunty Industries is the Claw Clamber Boots move. One final pair of shoes has now become available to you, and they're called Claw Clambers. If you find a pair, put them on. You can now walk up walls. No, let me rephrase that. You can walk up CERTAIN walls. You need to locate "footprints" that rest on walls. These footprints look exactly like the type of footprints that Kazooie would make. If Claw Clambers are around, then so are footprints. You can climb up the footprints with the Claw Clambers to reach high-up places that you wouldn't be able to reach otherwise. A word of warning though: the Claw Clamber Boots have a limited time attached to them (the time varies for each pair).

If you run out of time while on a wall, you'll fall down. There's a chance you might lose some honeycombs if you fell from a high enough area. Don't say I didn't warn you.

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Snooze Pack
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\*\*\*525 notes\*\*\*  
\*\*\*Grunty Industries\*\*\*

There's not much to say about this move other than the fact that it's incredibly useful. Seriously, you only NEED to use this twice in the game. However, you'll find yourself using this countless times. To perform the Snooze Pack, press Z and then the right C button. Banjo will jump into his backpack and lie down for a rest. Your honeycombs will rapidly restore while he's sleeping. So if you're at low health with Banjo, just find a safe spot and take a rest to get back to full health once again. Just don't pick a spot with enemies, or they'll attack you while you're sleeping. This is also a great move to refill the team's health. If you are both Banjo and Kazooie and you're at low health, locate a Split Up Pad. As Banjo, use the Snooze Pack.

When you are at full health, join up with Kazooie. Even if you had one health unit before you split up, you'll now have full health. See, like I said, very useful.

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Leg Spring
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\*\*\*545 notes\*\*\*  
\*\*\*Grunty Industries\*\*\*

This is a Kazooie-only move that is VERY. VERY. VERY useful. There's a few places where you REALLY need it but, like the Snooze Pack, you'll find yourself using the Leg Spring constantly. If you press Z and then press A you'll perform the Leg Spring. It's just like a high jump that's only for Kazooie. It's has her leap about as high as a Shock Jump, and that's high enough. From here, you can Flutter across gaps or get to high up places that were previously unreachable. You can combine this with the Glide move learned from Hailfire Peaks to cross huge gaps (I'll explain later).

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Shack Pack
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\*\*\*640 notes\*\*\*  
\*\*\*Hailfire Peaks\*\*\*

The Shack Pack is the third Banjo-only move that involves Banjo using his backpack (aside from the Pack Whack, which is totally separate). The Shack Pack is a very nice move. If you press Z and then down C, Banjo will put his backpack over his head and hide under it. Your size will reduce and you'll be able to move around under your pack. You can drop into any dangerous liquid (toxic, icy, hot, swampy, etc.) and you won't be hurt at all. This can be used to reach things at the bottom of dangerous areas of water. Also, Banjo becomes noticeably smaller. This means that he can fit into tighter areas. Not VERY small and tight areas like the Clockwork-Kazooie egg can, but just tight ones. You'll find yourself using this quite a few times in the last three worlds.

Glide

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660 notes
Hailfire Peaks

I love this move. It's a Kazooie-only one, learned on the Icy Side of Hailfire Peaks. When you learn it, jump up in the air and hold Z. Kazooie will extend her wings and begin to glide forward. She'll slowly (VERY slowly actually) lose height as she goes, but you can cross huge gaps with the Glide move. This makes it easier to get to different places, as well as reaching some areas that were previously unreachable. Like the past few moves, you only need this a few times in the game, but you'll use it a lot. The Leg Spring and Glide working together... they're a force to be reckoned with. Use the Leg Spring to shoot up high into the air and then immediately start gliding forward. You can get across MAJOR gaps and get to areas that should only be accessible by another way.

It's something that can be used as a super-heavy shortcut when needed.

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Sack Pack

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765 notes
Cloud Cuckooland

The final move in the game is Banjo-only. I bet you're shocked to hear that it involves him getting into his backpack, right? Anyway, press Z and then the up C button. Banjo hops in to the top of his pack. He can hop around now, with somewhat bad control. But the move's real power makes up for bad control. Banjo can now hope across ANY dangerous terrain or liquid. If it's a liquid, Banjo will hop across the surface. As long as you have the Sack Pack, you can't be hurt by thorns, swamps, toxic waste, hot water, etc. Just make sure not to suddenly get out of the Sack Pack in the middle of a dangerous area or you'll get in a bit of a jam.

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|                |%%%%% Walkthrough %%%%|                WALK                |
|                ~~~~~                |
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NOTE: I AM WRITING THIS WALKTHROUGH BASED ON THE ASSUMPTION THAT YOU ARE GOING TO USE IT FROM START TO FINISH! IF YOU JUST SKIP TO A CERTAIN PART, YOU MAY BE CONFUSED! YOU HAVE BEEN WARNED!

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+=====+
|                Opening                |
+=====+

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Two years have passed since Grunty the witch was defeated by Banjo and Kazooie. After falling from her tower she was buried underground where she remains until this very day... Banjo, Kazooie, Bottles, and Mumbo are playing poker. Of course, Kazooie has to steal by telling everyone Grunty is coming :) Now we're back outside, where it's pouring. A brick wall slowly crumbles due to a giant drill charging through. Inside Banjo's house, the table is shaking rapidly. The drill breaks down the entire wall to reveal a huge vehicle of some sort. Outside pops two witches. By their conversation, you learn that they're Grunty's sister. One's real thin and the other is... woah. Mumbo volunteers to take a look outside as Kazooie steals his entire stack of gold :)

Mumbo looks as the two sisters appear in front of Grunty's giant boulder. They cast a spell to lift the boulder into the air and cause it to vanish. Damn, now Grunty is free. She'll pop out, and she'll learn that her body has disintegrated. She'll declare that she needs a body, and her sisters will reveal that they already have a plan formed. As Mumbo rushes back to warn the others, Grunty will send a bunch of spells in Mumbo's direction. He'll dodge all of the spells as he rushes into the house. He'll tell everyone that Grunty is coming, and Grunty will then charge up a huge spell. No one will believe Mumbo (who would, Kazooie just tried that trick). Banjo and Kazooie will flee, but Bottles will say how he's not falling for the trick.

The spell will hit, with Bottles in the house. Aw man. Grunty and her sisters will climb into the vehicle and roll off after releasing a bunch of enemies to guard the mountain. Grunty will order Klungo to guard the mountain.

The next day... (whew, this is a long introduction, isn't it?) Mumbo, Banjo, and Kazooie will be standing outside a now smashed house. They'll then realize that Bottles is missing. Bottles will slowly walk out and then drop dead. Crap. After some talk, Banjo and Kazooie will set out in their next adventure to stop Grunty!

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+=====+
|                Spiral Mountain (Training)                SP01                |
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Well, this place is pretty messed up thanks to Grunty's baddies. There's really nothing you can do here. You have all the moves from the first game learned already, so fans of game one should know about the many moves. If you're new to Banjo and Kazooie, or if you forgot some moves, Bottles (the ghost) can still help you if you search around the molehills. Head around the mountain and pick up some blue eggs, and then locate the giant stone slab that acts as a bridge to the actual Spiral Mountain. Climb up to the top of the mountain (make sure to collect the feathers) and you'll find a flying pad. Fly over to Grunty's old lair.

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+=====+
|                Gruntilda's Lair                            GRUN                            |
+=====+
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The whole place has been destroyed, even Grunty's picture. Jump into the picture and grab some red and gold feathers (remember those lifesavers?). You can also jump on the stones and get some eggs. Near where Mumbo's Mountain used to be is our favorite book, Cheato! Since he helped you in the first game, Grunty ripped him to shreds (didn't she say she was going to burn him though?). If you find five of his pages, he gives you a cheat. We're going to find a page right now, so head out of the lair (yeah, the game doesn't take place here, fortunately). Use the fly pad and fly right. Look down as you fly and you should see a Shock Pad (for those who don't know, there's a chicken leg on it). Head down to it and use the Shock Pad (hold A) to jump up to the high ledge.

Grab the CHEATO PAGE (1) that's there. Great, one fifth of the way to a new cheat. Now head to the area where Klungo disappeared into.

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+=====+
|                Inside the Digger Tunnel                    DIG1                    |
+=====+
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Head forward, down the hill, and past the shadow. You'll find your first boss, Klungo.

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BOSS: Klungo (Minion With a Mission)
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Klungo is your first boss of the game, and he's basically something that tests your basic skills. He's EXTREMELY easy to defeat, although there's a different strategy depending on the potion Klungo takes at the start. The potion is random, but it's either a Red, Green, or Blue Potion.

If he takes the Red Potion, then he grows to a supergiant minion. Despite the fact that he's huge, it still takes only three hits to bring him down. He likes to jump up in the air and try to squash Banjo and Kazooie. You can tell by his shadow where he'll land. If you roll when he lands on you, he'll suffer a hit. You can also charge at him with the Wondering (invulnerability move: Z+Right C-Button) if you have golden feathers with you. However, the best move to use against him is the Rat-a-Tat-Rap. It's accurate (well, any more is accurate with Klungo at the size he is), and can deal good damage (though all moves do the same amount of damage in this battle).

If he takes the Green Potion, he'll become partially invisible. This can be frustrating, but it's still very easy to tell where he is. Just follow what you can see of Klungo and do the Wonderwing or Rat-a-Tat-Rap on him. After you hit him and he's done attacking you, he starts to disappear again. This is the best time to hit him, when he's becoming invisible. Try to hit him there the last two times (since he starts the battle invisible) to make the battle easier than it already is.

If he takes the Blue Potion, he'll divide into two Klungos. This is still very easy, since you can easily tell who the real Klungo is. One, he is a different color than the fake Klungo. Two, he always moves AFTER the fake Klungo does. So just hit the Klungo that always moves last and you'll be okay. More and more fake Klungos will appear as you hit him, so make sure to always focus on the one leaving last or the one that's a different color.

After you hit him once (no matter what potion), he'll spawn a shield similar to the one Grunty used when you fought her in Banjo-Kazooie. If you touch the shield, you'll just be knocked back (don't worry, you won't suffer damage or anything). While Klungo's behind the shield, he'll throw yellow potions at you. Just run in a circle around the shield without stopping and none of the potions will hit you. After he throws a few potions, the shield will disappear and he'll either grow big, become invisible, or multiply depending on what potion he took at the beginning. Remember, three hits does Klungo in.

Once you defeat Klungo, he'll drop three pieces of honey. Honey is used to restore lost energy. He'll run off to Grunty, telling her to beat him for losing. Once he's gone, follow him through the green exit.

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+=====+
|           Isle o' Hags (Jinjo Village)           JINJO1           |
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Nice music, a little sun... the overworld is a lot different than in Banjo-Kazooie, eh? Anyway, the Jinjo village is full of Jinjo houses. Don't go into any of them yet. Head to the center area, where a strange hatch is surrounded by nests. Run towards the hatch and Jamjars (you haven't been introduced yet, but that's his name) will tell you that this is one of his silos. Find others, and you'll create a series of warps! It's like the caludrons from Banjo-Kazooie. From the silo, look to your right. You should notice a crumbled grey Jinjo house. Run up to the "?" sign. Jamjars will pop up and tell you that this is one of the information signs. Press B near it to read. Do so and it'll say, "In loving memory of the grey Jinjo family. Passed away unexpectidely when a huge digging machine flattened their house."

A huge digging machine... hmmm... anyway, now take your pick of whatever Jinjo house you want to enter. You'll find that it's empty. A character will pop up and introduce himself as Jingaling, the king of the Jinjos. He'll tell you to drop by his palace to learn what happened.

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+=====+
|                King Jingaling's Throne Room                JINALI    |
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Jingaling will be petting his pet... thing. You'll see king Jingaling, ruler of all things Jinjo. Jingaling will tell you that all the Jinjos disappeared when a giant digging machine came through. He likes it quiet, but he wants the Jinjos back for a kickball tournament next week. Wow, what kind of a king is this? Anyway, he gives you a JIGGY (1) so you'll rescue all the Jinjos. He'll tell you to see Jiggywhiggy, the ruler of all Jiggies and part of an ancient order... crystal jiggy thing. Anyway, after all this, he'll open the way to Jiggywhiggy's palace, which is right through Bottle's house!

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+=====+
|                Isle o' Hags (Jinjo Village)                JINJO2    |
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As Banjo and Kazooie pop out, they'll be talking about king Jingaling.

Meanwhile...

Up in the giant tower of... the giant tower. You'll see a huge laser thingy similar to the one K. Rool had in DK64. Inside, Grunty and her sisters are talking. They'll reveal the secret plan to get Grunty's body back. The B.O.B., the giant laser, is a life-sucking machine. If you shoot it at something, it'll suck the life out. This life force can create a body for Grunty. Grunty's first target is King Jingaling, because Jingaling gave Banjo and Kazooie their first Jiggy. The B.O.B. will hit the whole palace, barely missing Banjo and Kazooie. Jilaling will instantly die and be turned into a zombie. Wow, lot of deaths in this game... Bottles, a Jingo family, and now Jingaling. Anyway, Jingaling is now a zombie, so he can no longer help you and he's no longer safe (he can harm you).

Head forward, into the little hole, and continue into Bottles' house.

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|                Bottles' House                BOTTLE    |
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Go forward to talk to Mrs. B, who is wondering where Bottles is. Banjo and Kazooie will decide to keep quiet for now. Head left, into the next room. Here, turn left and head into Goggle's room (note the Jet Force Gemini poster on the wall). Talk to Goggles and he'll give you the Amaze-O-Goggles. These are like binocularous. When in first-person mode, use the left and right C buttons to zoom in and out. Somewhat useful, but we don't need them now. Now go into the right room and talk to Bottle's son. After some conversation, head out through the door.

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+=====+
|                Isle o' Hags (Wooded Hollow)                WOOD01    |
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Head up into the grass and Jiggywhiggy will call to you. If you want to enter his temple, you must get past the doorman. Head past the grass and follow the path that the digger machine took (activate the SILO to create your first warp as well). Continue past the temple, into the little cave. At the end of the cave is a random

colored JINJO. It'll fly to its house and tell you that if you rescue the whole family, you'll get its heirloom. Can you guess what it is? Anyway, now exit the cave. Head out and go up the temple stairs to find the doorman, the lower disciple of Jiggywiggy. You have to be worth enough to enter, and to prove yourself worthy, you must have enough Jiggies. Well, where have we needed Jiggies before? Anyway, the requirement is one now.

You have one Jiggy, so the door will open. Just remember the rules: no cameras and only food purchahsed at McJiggies can be eaten inside (I swear I'm not making this up).

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+=====+
|                Jiggywiggy's Temple                WIGGY1    |
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Banjo will walk down the steps and up onto the podium, where Jiggywiggy will tell you to approach the monolith if you wish to prove yourself worthy of entrance. Head right to approach it. Press B and you'll start a puzzle. This is very similar to the puzzle game played back in Banjo-Kazooie (Bottle's challenges in your house). It's easier now, but it gets harder and harder. This is the new concept of opening worlds: you have to actually complete the puzzle yourself in a limited amount of time. This puzzle is extremely simple, with only five pieces to place. After you place them, the Crystal Jiggy will shine and shoot light out to a door, which will open Mayahem Temple, the first world. Yeah! Four Jiggies are required in order to try to the next puzzle, but we don't have four Jiggies yet.

So leave Jiggywiggy's Temple for now.

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+=====+
|                Isle o' Hags (Wooded Hollow)                |
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Head down the stairs and go left, up the stairs, and into Mayahem Temple.

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|                Mayahem Temple                MAYA01    |
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Well, you're now in your first world, and it's time to grab as many things as we possibly can! One of the new things in Banjo-Tooie that wasn't in Banjo-Kazooie is you have to get some new moves in later levels before you can get all the Jiggies in a world. No wait, we needed the running shoes in Freezy Peak, nevermind. Okay, ONCE in Banjo-Kazooie. Anyway, head up to find a WARP PAD (1). Locate two of these to be able to warp between them. Okay, this is how I'll describe a level: I'll list the JIGGY and NOTE guides in one, and then I'll tell you how to get the HOLLOW HONEYCOMBS after.

Anyway, continue north, past the evil statue, and grab the note nests (20). Note nests are five notes each, and there's four here. Continue past the statue and Mumbo Pad, up some more stairs. Grab all the note nests (40) and continue past the evil head. You'll see Jamjars calling you from a hatch. Head over to it and press B. Jamjars will pop out, and reveal that he's Bottle's brother. After learning that Bottles is dead, he'll offer to teach you some moves to get even with Grunty. Notes are used for move learning this time, and the minimum requirement for the first lesson is 25 notes. We have forty, so it's all good. Okay, so press up C to get into first-person mode. A cursor will appear. You can move around with the control stick to aim the cursor.

Press Z to fire an egg. The EGG AIM, that's what this move is called. So now that we

have our first move, continue forward. Get the note nests (60) on the stairs. At the top area, you'll want to go right, and up the set of stairs that has a single note nest (65) on it. Activate the WARP PAD (2) here. Enter Mumbo's hut now. It is now two stories. The first story always has some type of item, and the second has Mumbo. The first story here has a GLOWBO. The Glowbos are used to make Mumbo a playable character. You heard right, you can play as Mumbo. Head up to the second story and walk up to Mumbo. You want his help, so press a and you'll turn into our favorite shaman. Drop down to the bottom of the hut and exit. Climb the other set of stairs here, the ones with the note nests (80).

Okay, now drop down to your right and return to the golden statue head. Here, stand on the Mumbo Pad and press B to perform some mighty Mumbo magic. You'll summon the golden goliath, and you'll be in control of it. Yeah. Anyway, press A to jump as the goliath and press B to kick. You only have 75 seconds before you return as Mumbo. If you want to stop earlier, return to the pad and press B. Okay, climb down the stairs here and take out the boulder on your left to reveal a flying pad. Kick the statue to defeat it, and then head to the door. Kick it and it'll slowly open. Now climb the stairs and head past Mumbo and the pad. Climb the next set of stairs. You can't completely open the door on your left; you can only kick a hole in it. It might not be a bad idea to take out the evil statue as well.

Anyway, once you have taken out the doors and the boulder, come back as Mumbo. Now return to Mumbo's skull and go back to being Banjo and Kazooie. Use the warp pad outside of Mumbo's hut to warp to the front. Head up the stairs and to the golden goliath. Turn left here, down the hill. Defeat the enemy in this area and go up the stairs. Talk to the officer to learn that the Stony kickball tournament is taking place and tickets sold out during Banjo-Kazooie. You can only get in if you're a Stony, so that's what we're gonna become! Head down the stairs and through the door that you smashed open. In the Jade Snake Cove, head forward. You'll see Jamjars's hatch. Open it and talk to him (the note requirement is 35) to learn the ever-useful Grip Grap.

Once you have learned it, do a high jump up and grab onto the ledge to find a JINJO (1). Drop down and go left, down the stairs. Activate the WARP PAD (3) and continue forward, up the stairs to the area with the teepee. Grab the Glowblo located near the teepee and then enter it. Humba Wumba will introduce herself, and offer to turn you into different things if you bring her Glowbos. Give her the one you found and jump in the pool to become a Stony. Now return to the kickball area. Talk to the guard and he'll let you through. Here, activate the WARP PAD (5). You can head left down the stairs if you want to train, but it's really not needed. So go upstairs and talk to the Stony, who will open the door to the quarterfinal. Head inside to start the tournament.

It's really quite simple, all you have to do is run into a ball and you'll automatically grab it. Press B to barge and Z to kick. You need to hit it into the blue goal north. You can move faster than the other Stonies, so it should be extremely easy. The semifinal is just as simple, it's just a new thing is added: red balls. If you kick one into your goal, you lose a point. Kick them into the goals of other Stonies while kicking yellow balls into your goal to make sure you stay in the lead. The final is also simple. There are bombs as well as red and yellow balls. You can kick the bombs into your opponents to stun them. They liked to stay grouped up, so you should be able to stun all three at once. Anyway, once you win, you'll get your first JIGGY (1).

Now warp to the front of Wumba's Wigwam. Change back in bear and bird and then warp to Mumbo's hut. Head into the hut and talk to Mumbo. After becoming Mumbo, head out and warp to the start. From there, make your way over to the golden goliath. Put yourself in control of the goliath and go down the stairs. Head through the door. Here, go forward and left, across all of the quicksand. Grab the JIGGY (2) at the end. Turn right and continue across the sand and into another area. Kick the temple

door open. Now go back to being Mumbo and return to his hut to become Banjo and Kazooie once more. Head to the opposite set of stairs, the one that leads to the huge tower. Get into first-person mode now. You have to shoot an egg into each of the snake's mouths.

After doing that, the door will open. Head through to find Targitzan's assistant dude or whatever. He's lost Targitzan's priceless relic thingy, and he's screwed if he doesn't get it back. He'll open the above door for you. Return to the Warp Pad and head to the front. There's the flying pad here. Use it to fly up to the second level of the tower. Grab the CHEATO PAGE (1) and then enter the Treasure Chamber. Go down the stairs, and when you reach the end head left, up the stairs that are here. Step on the switch to open the gate. Head through and you'll be in Unga Bunga's Cave. Here, go out and you'll see a bunch of dried thorns. The priceless relic thingy is on the other side of them, but it's guarded by a sleeping caveman. Stepping on the thorns means you'll be thrown out.

So you have to push the control stick ever so slightly forward so you tiptoe across the thorns. Don't make any noise, just keep tiptoeing. When you get to the other side, high jump to the relic. Head forward, through the cave, and drop down at the end. Exit this area and then go down the stairs and drop down into the first level. You'll give the relic to the assistant, and he'll give you a JIGGY (3). Now exit the temple. It's time to begin that climb up Targitzan's HUGE tower near Mumbo's hut. Climb the stairs, but don't start climbing the tower yet. Go around it, and in the back you'll find a TREBLE CLEF (100). Treble Clefs are worth twenty notes, so now you have all 100 for this world! Nice! Now climb all the way to the top of the temple, but don't head through the door.

Go around and then climb the stone path here to find a JIGGY (4) at the top. Now climb back down the temple. To the right of it is a bridge. Head across and grab the JINJO (2) as you go. On the other side, talk to Boniva. A bunch of evil flies have taken over her field. Get into first-person mode and kill each fly with an egg. Boniva will reward you with your fifth JIGGY (5). Now drop down from up here (use the Flutter before you land to prevent damage). Enter the cracked door. You're now in the prison compound. Head forward and activate the WARP PAD (5) that's there. Now go right and jump into the water. Climb the pillars in the water. When you get to the top, jump to the ledge on your right. Inch across this, and press B to attack the blue monster when you reach it.

When you get across, climb back up. Head through the cave and grab the CHEATO PAGE (2) that's on the other side. Drop down. You can get a Jiggy here, but we need a move that isn't accessible in this level, so leave this area for now. To do that, jump into the water and swim through the pipe. When you emerge, get back onto the pillars again. This time, crawl across the ledge on your left. Grab the Wading Boots on the other side and jump into the quicksand. Head across and grab the JIGGY (6). Grab the second set of Wading Boots and head back across the quicksand. Step on the Warp Pad and warp to Mumbo's hut. From here, head up the path to the temple, head to the left side. Stay on the left side and you'll find Jamjars's final hatch of the level.

He'll teach you the Breagull Blaster, which allows you to use Kazooie as a hand held gun. At certain points, you'll automatically take Kazooie out of her backpack and head into first-person mode. You can now move around and fire eggs with Z and aim with the up and down C buttons. Once you've learned that, climb the temple steps and enter the temple. You'll perform the Breagull Blaster here. Okay head forward and Targitzan will allow you to enter. When you do, head forward. You have to find twenty Targitzan statues in here. This is like, impossible to describe, so I just won't bother describing it. It's hard to pinpoint the twenty locations, so don't get mad. Just search in many places, in corners, everywhere. You'll find the amount that you have in the lower right hand corner.

When you get to a green area with many pillars, you should hear a Jinjo. Locate a blue portion of this area with a door. Head through that door and at the end of the path you'll find the JINJO (3). Anyway, once you get ten statues, the door to the Slightly Sacred Chamber will open. When you get twenty, the door to the Really Sacred Chamber will open. Go through the maze until you find two doors, one on the left and one on the right. The left is the Slightly Sacred Chamber. Enter it and grab the JIGGY (7) there. Then enter the Really Sacred Chamber. Banjo and Kazooie will walk in and approach the Jigggy, but then Targitzan will appear. Prepare to meet thy dart ridden doom!

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BOSS: Targitzan (Despotic Dizzy Totem God)  
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Difficulty: 3/10

For the most part, Targitzan is simple. Just make sure you have lots of eggs (don't worry, there's a ton of egg nests here if you don't). Targitzan is made up of a bunch of pillars, each one have some targets and some dart faces. The first column is easy; there's simply a bunch of targets with no darts. Shoot one egg at each target to take it out easily. You don't want to run around wildy; you'll want to strafe left and right. To do so, just use the C buttons (just like in an actualy FPS game). After destroying all the targets, Targitzan will lose his first column. In his anger, he'll call upon a baddie to take care of Banjo and Kazooie. These baddies are easy to kill; all you have to do is shoot three eggs and they're down. Make sure to grab the honey if you need it.

Otherwise, just save it for when you lose some health. The columns get harder and harder as Targitzan spins faster and more dart faces appear. You have to hit each column four times. Even if there aren't four targets, you will simply have to hit one more than once. Each time you shoot away a column, Targitzan will summon a baddie. Each time a baddie is summoned, Targitzan halts all attacks and resumes once the baddies are gone. Targitzan adds one more baddie for each column you take out. When you take out all the columns, Targitzan will activate his Sacred Self Destruct (TM). Just run a little ways away and he'll blow up, ending the battle.

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Head forward and grab the JIGGY (8) that Targitzan leaves behind. Then exit the godforsaken temple of doom. Head to the warp pad near Mumbo's hut and then warp to Wumba's Wigwam. Head left, up the stairs, and then Talon Trot up the steep hill. High jump to the lower right hand corner of the top of the pyramid, to the only spot where there aren't any dry thorns. Here, you have to creep across the dry thorns like you did in the cave. Tilt the control stick VERY slightly as you go. When you get to the JIGGY (9), grab it and rush off (you notice the snake doesn't wake up no matter how loud you run AFTER you grab the Jigggy). You can't get any other Jiggies for now, but we still need some Jinjos and the Hollow Honeycombs. Head to Wumba's Wigman and transform back into a Stony once more.

Now warp to the entrance. Behind the exit is a tight space with a HOLLOW HONEYCOMB (1). Now drop down into the small pool and rescue the JINJO (4). Warp back to Wumba and transform back into Banjo and Kazooie. Return to the entrance and use the flying pad. Fly up to the top of the kickball stadium and grab the final JINJO (5) of the world. Now head over to Boniva. High jump up on to of the shed, and high jump once more. Grab onto the ledge and pull yourself up. Grab the HOLLOW HONEYCOMB (2). Now head to Targitzan's assitant's place (the one where you had to find Targitzan's ancient relic thingy). On one of the piles of gold is the final HOLLOW HONEYCOMB (3). Now exit the world.

Wow. We have a LOT we can do now, thanks to the Grip Grab. But first, we have to go and complete Jiggywiggy's Challenge 2. Head to Jiggywiggy's Temple, and go straight over to the puzzle. Press B to begin. You have to solve the Gutter Gultch Mine puzzle, which is probably easier than the first one, since they're all edge pieces! Cool. Anyway, after you complete Jiggywiggy's Challenge 2, you should still have enough Jiggies to attempt Jiggywiggy's Challenge 3. We're here, and we have the Jiggies, so why the hell not? Head back up to the puzzle and press B. You have to complete the Witchyworld puzzle. Again, extremely simple, and you should complete it within the same amount of time that you've completed the last two in. This will open the Witchyworld door.

This is the third level, so we're not gonna go there for a while, but we won't have to return to Jiggywiggy for another puzzle. Okay, now that you have completed Jiggywiggy's Challenge 3, exit the temple. Head to the silo and warp to Jinjo Village.

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|                Isle o' Hags (Jinjo Village)                JINJO3        |
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Turn around and head toward the sandy area. You should see some ledges to your left. Jump onto them and then grab onto the edge and inch your way around (attack the monsters that pop out on the way). On the other side, get up and head through the tunnel. You should see a Banjo-Kazooie game pack. It'll start bouncing around, and you need to hit it. This makes the ICE KEY appear. Remember, from Stop N' Swap? No? Yes? Well, it is indeed the fabled Ice Key from Banjo-Kazooie. Wonder what it does... Anyway, now that we have the wonderful Ice Key, head back to the main part of Jinjo Village. From there, head down the sandy area and out of the village.

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+=====+
|                Spiral Mountain                SP02                |
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You'll want to make your way to the top of the spiral mountain. Use the flying pad here to spring up into the air. Head towards the huge waterfall. Land on top of the waterfall and swim forward, into the little cave. Here, continue swimming and then jump out on the left ledge when you get there. Head to the back and use a high jump to reach the ledge. Grip Grab your way across and pull yourself up when you get to the end. Head through the cave and you'll be on the other side. Here, you'll want to bust open the Banjo-Kazooie game pack to get the BLUE EGG. Yes, one of the secret eggs of Banjo-Kazooie! Okay, now that you have the Blue Egg, you should head back to Jinjo Village.

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|                Isle o' Hags (Jinjo Village)                |
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Here, head forward and jump into Jamjars's silo. Warp to Wooded Hollow.

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+=====+
|                Isle o' Hags (Wooded Hollow)                WOOD03        |
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Turn around and head down to the enormous egg. Enter to find Heggy, the crazy hen who can hatch the special eggs. Head forward and Heggy will hatch the egg. This will enable the homing egg ability, but you have to activate it first. So return to Mayahem Temple.

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Here, step onto the warp pad and warp to Wumba's Wigwam. Go left, up the stairs, and into the temple. This is Cheato's temple, where you can enter all secret cheats. Stand on the podium and shoot eggs at the letters to spell out "H-O-M-I-N-G." Then go to the Cheat Sheet on your right and activate the Homing cheat. Now your eggs home in on the closest enemy. Now exit Mayahem Temple.

## Isle o' Hags (Wooded Hollow)

WOOD04

To your left are some stones. Jump on them and then grab onto the ledge. Inch your way right, defeating the enemy, and then jump onto the platform. Head forward and go through the door.

## Isle o' Hags (Plateau)

PLAT01

Carefully Talon Trot up the wooden planks. At the top, high jump up to the top of the sign and get the notes (10). Yes, there are notes in the overworld now, since there's only eight main worlds. You'll hear a Jinjo crying for help, but we can't rescue it just yet. Go left, up the coal hill, and activate the silo. Now head right, towards the giant beehive. Collect the notes (20) in the corners, then get the HOLLOW HONEYCOMB (1) behind the beehive. Now you need to actually enter the hive.

## Honey B's Hive

HONY01

You'll meet Honey B, who is the queen of all bees. Talk to her and she'll tell you that you can get extra honeycombs added to your life in exchange for the Hollow Honeycombs. The first extra honeycomb costs one hollow, the second three, the third five, the fourth seven, and the fifth nine. You can get up to ten units of energy in all. Anyway, you have four honeycombs, which can raise your energy to seven units! Nice! After you have your energy, return to the Plateau.

## Isle o' Hags (Plateau)

PLAT02

Head down the coal hill and you'll see Jamjars's hatch. Forty-five notes will let you learn the Fire Eggs. No new controls, you just have a new type of egg to choose from. If you want to switch eggs, just tap R until the egg type you want is highlighted. You can carry up to fifty fire eggs. Right, we have done all we can do for the moment so drop down in Glitter Gulch Mine.

## Glitter Gulch Mine

MINE01

Head left and activate the WARP PAD (1) at the start. Now break the two Rareware boxes using a Beak Buster. One has Springy Shoes, which you can't use yet, and the other has Running Shoes. Ignore both for now and head forward. You should see a switch, but don't press it. Instead, Talon Trot up the hill on your right and grab the GLOWBO. Now jump to the coal pile in the water and enter Humba Wumba's Wigwam at the top. Here, activate the WARP PAD (2) and then give your Glowbo to Wumba. Jump in

the pool and you'll transform into the Detonator. You can bounce around and if you press B, you'll do a self-destruct attack. This self-destruct attack is very useful, but it causes you to lose a piece of honey each time you perform it. So therefore, DO NOT use it unless I tell you to.

Head down the hill and you should see a bunch of stones with a TNT box next to them. The TNT has a fuse, but is missing a detonator. Approach the fuse and you'll automatically make all the rocks explode. Hooray. Now take the path back to the start, but head right and follow the tracks when you see them. Follow the tracks into the Fuel Depot. Collect the notes (20) here and then jump up to the track. You'll see a moving box. There's a flying saucer inside that explains that it can't get to Witchyworld because some stupid rocks are blocking it. Follow the track to the rocks and locate the TNT near it. Attach yourself to the fuse to blow the rocks up. The flying saucer will get up and fly over to Witchyworld (don't worry, we'll see him again later).

Head back to Wumba's Wigwam. Jump into the water and swim against the current (you'll have to constantly jump or you won't move at all). When you near the end of the river, jump out on your right. Head forward to the green coal hill and go up. Grab the notes (40) that are there. Now head down and go towards the shed. Activate the WARP PAD (3) near here. Continue right. You'll see a sign point to Mine Entry 1. When you see it, turn right and go down a little, then turn left into a second tunnel. Follow it into a little cave where some more TNT rests. Again, you'll want to use your detonation abilities to blow up the TNT. Once you have done that, warp to Wumba's Wigwam and transform back into Banjo and Kazooie. Once you've done that, head back down the hill.

Enter the cave in front of you that you had to blow up. Welcome to Canary Cave. This is full of toxic gas, so your oxygen meter will slowly decrease. You'll meet Canary Mary in here, who used to be sent down to mines to check for gas. The miners would know it wouldn't be safe if she died. Who takes up that kind of job anyway? Rat-a-Tat-Rap the door and Canary Mary will fly out dropping... absolutely nothing! Watch as she flies over to the broken mine cart near the Fuel Depot. Quickly exit Canary Cave, since there's nothing interesting to see or do, and you don't want to die. Make your way back to the Fuel Depot area and talk to Canary Mary, who has fixed the handcart. Talk to her and she'll ask if you want to race so she can stretch out her wings.

Jump into the handcart when she's done talking. The rules here are simple; all you have to do is repeatedly tap A as you go along the track. Canary Mary will try to keep up by flapping her wings. This is a long race, so it can be pretty tiring. If you ever get tired, you can just pause the game. If you have Auto-Fire, then this becomes something you don't have to worry about at all. Anyway, once you defeat Canary Mary, she'll give you the shiny thing that's been stuck under her wing for days. It turns out to be a JIGGY (1). You sure you want this thing, even though it's been in a gassy cave under a Canary's wing for a few days? Anyway, after receiving the Jiggy, you can race Canary Mary again if you'd like. Since her wings are stretched out now, it gets a LOT harder.

But if you're good at tapping A repeatedly and if you take a few breaks, you should be able to beat her. Once you've beaten her a second time, she'll give you a CHEATO PAGE (1). You should now have four pages. Only one more before you can get a cool cheat! Anyway, Canary Mary will leave the mine. Don't worry, you'll see her again in the final world, where she's as tough as hell. Anyway, once she's gone, then follow the track for a long time. You'll pass Mumbo's hut, which we'll come to in a second. Once you finally reach the JINJO (1), head to Mumbo's hut. Grab the notes (55) that rest on the pillars. You can also activate a WARP PAD (4). Anyway, drop off to the left and head past the huge boulder. Grab the GLOWBO and then head up to Mumbo's hut and enter it.

Give Mumbo the Glowbo and then exit his hut after you become Mumbo. Outside, jump back onto the track and continue following it to the very, very end. Activate the WARP PAD (5) and then enter the cave. This is the "Train Station" according to the sign. Head inside and step on the Mumbo Pad. Press B to perform levitation magic, so the fallen car can get back on the tracks. Now exit the Train Station and warp to Mumbo's hut, where you should become Banjo and Kazooie once more. Head out and warp back to the Train Station. Head up to the train and climb the ladder. Inside the train area, jump into the boiler and you'll see Old King Coal rise up. He's going to fight you for whoever gets to use the train, k?

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BOSS: Old King Coal (Grubby Boiler Monarch)
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Difficulty: 3/10

Yeah, this guy is somewhat simple, sorta like Targitzan. You're fighting in the boiler room, which means that it can get hot and boil. Which is bad. For the most part, you're running on what seems like cool lava, but there's a couple of slabs of stone here as well. Old King Coal will run around wildly and stop at random points. When he groans in frustration, the boiler will temporarily heat up. This makes the lava hot, which can damage you, so quickly jump up onto one of the stone slabs. Also, the heat can make you lose oxygen. For the most part, you should only lose about two oxygen before the boiler cools down again, which is all good. You'll notice that you have a 150 second timer. This is how long it takes for the boiler to charge up.

When that timer hits zero, the boiler heats up for GOOD. This means that you'll slowly lose oxygen as you fight, and the lava on the floor will remain heated, forcing you to jump only onto the stone slabs. However, 150 seconds is plenty of time, and you should beat Old King Coal with at least fifty to seventy-five seconds left. Beating Old King Coal is easy. First, switch to regular eggs, since fire eggs won't harm Old King Coal. Just start shooting the eggs at Old King Coal. As you shoot more and more eggs, Old King Coal's arms will fall off (one at a time) and then his head will fall off. When you hit him enough when he only has his legs and part of his body, he'll give up. The timer will stop and the boiler will cool down (if it was hot).

~~~~~  
You're now able to ride the train. Aside from that, you'll get a JIGGY (2) for beating Old King Coal. Yeah. Now exit the boiler, and then the train. Back outside, exit the Train Station. Head to the warp and go back to Mumbo's hut. Become Mumbo once more. Now warp to the crushing shed. Head onto the Mumbo Pad and Mumbo will levitate the Jiggy Boulder. It'll fly up in the air and fall through the hole at the top of the crushing shed. Mumbo's job is done now, so warp back to his hut and become Banjo and Kazooie once more. Warp to the crushing shed and head inside of the shed. Go up the stairs and stop in front of the crushers. You have to make your way through this area now. It's a little tough, but the crushers slam down in a familiar pattern each time.

Watch the shadows and memorize the pattern to get to the other side unscratched. On the other side, you'll see a red button. Use the Beak Barge (Z+B) to push it in. This stops the crushers and starts the conveyor belt. The giant boulder will roll forward, through the spikes. Outside, all the rocks will be spit out of the chimney. However, so will the Jiggy, but in three pieces. Head back out (jump against the movement of the conveyor belt to get across) and then exit the crushing shed. Collect the pieces of the Jiggy here to form the complete JIGGY (3). Okay, now that you have that Jiggy, go down right and into Mine Entry 1. Here, head forward and jump into the water. Dive down and collect the beautiful TREBLE CLEF (75) that's here.

Now head up and out of the water. Do a high jump up to the platform that's near the Treble Clef and then climb the ladder. Jump into the water and dive down. Collect the CHEATO PAGE (5) that's here. Finally, you have five pages! Excellent! You can't do anything else in Mine Entry 1, so head back outside. Warp to the world entry and exit. Here, smash the Rareware box to reveal the running shoes that we saw at the beginning. Put them on and rush out to that switch near Wumba's Wigwam. Step on it and a grate will open up at the end of the river. Follow the river downstream (you can run on water with the running shoes) to the end, where you can rush into the now open entrance.

Drop down the waterfall here and then jump up onto the ledge. Grab the JIGGY (4) that rests here. Yeah, only six more to go (though we can only get four at the moment). We still haven't learned any of Jamjars's moves, have we? That'll come soon enough. Anyway, drop down and head through the door. We're in the Water Storage, which is pretty much Mine Entry 1. So head outside to find yourself in front of the crushing shed. Find the river path and then follow the river upstream until you pass some pillars with notes on them. Jump up onto all of the pillars and collect the final notes (100) here. At the top is another shed. Enter it to be inside the prospector's hut. Bill is here, and he's lost his partner. If you can find her, he'll give you a Jiggy.

It turns out his partner is in the prison compound of Mayahem Temple, and we'll get her next. Exit the prospector's hut and then look directly across from it to see Jamjars's hatch. Jump to it. For 85 notes, Jamjars will teach you the Bill Drill, an upgraded version of the Beak Buster. Jump up and in the air hold Z to drill down into the ground. Okay, now that we have this, we're ready to rescue Bill's partner. Exit Glitter Gulch Mine.

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+=====+
|               Isle o' Hags (Plateau)               |
+=====+
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Jump into the silo and warp to the Wooded Hollow.

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+=====+
|               Isle o' Hags (Wooded Hollow)           |
+=====+
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Head into Mayahem Temple.

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+=====+
|               Mayahem Temple               MAYA03   |
+=====+
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At the start, head forward and use the warp pad to warp into the Prison Compound. Here, turn right and jump into the water (we're just getting the final Mayahem Temple Jiggy now). Dive down and head through the pipe. When you emerge on the other side, jump up onto the land. Head up onto the boulder and do a Drill Bill on it. It'll shake and then shatter, revealing a staircase. Head down into the columns vault. Defeat the enemies here, then perform a Rat-a-Tat-Rap on each column. Eventualaly, you'll hear a sound confirming the correct column. Then do a Rat-a-Tat-Rap on the right column. If you don't hear a correct sound, try it on the left column. Which ever one you get a sound on, you continue in that direction. Keep doing this until the Jiggy is on the lowest column.

The timer will continue, so quickly head up the stairs and high jump up to the final JIGGY (10) of Mayahem Temple. Now that you have this, dive back down under the water and then use the Warp Pad on the other side to warp to Wumba's Wigwam. Jump into the magic pool to turn into a Stony. As a Stony, return to the Prison Compound. Talk to the Stony that's close to the entrance/exit of the compound. He'll tell you a code,

which you need to remember. Now return to the wigwam and transform back in Banjo and Kazooie once more. Head back to the Prison Compound once again and go forward. You'll find three switches: a star, a moon, and a sun. Step on the switches in the order that the Stony told you to and you'll open the door that leads into the prison cell.

After talking to Dilberta, do a Drill Bill on the boulder. Dilberta will rush through the now open hole, and you should follow her. You'll end up back in Glitter Gulch Mine.

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+=====+
|               Glitter Gulch Mine               MINE02               |
+=====+
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You're back in the prospector's hut. Talk to the prespector and then Dilberta will come running out of the prison (even though she just did two seconds ago). The prospector will thank you by giving you a JIGGY (5). Once you have it, exit the prospector's hut. Now follow the river upstream until you get to the end. Head left all the way and go through the door and into the toxic gas cave. You have JUST enough time in here to Bill Drill all the rocks to collect the HOLLOW HONEYCOMB (1) and rescue the JINJO (2). You should leave with only one oxygen left. Okay, you're REAL close to the crushing shed. Head to that area and from there, head to the flooded cave entrance (you blew it up when you were a Detonator earlier in the level).

Once you're inside the flooded caves, jump into the water. This is a maze of underwater pipes that you have to maneuver through. Jump into the water and dive down. Go through the pipe straight ahead. In the next section, head through the pipe on the right. Once you get through, go through the pipe that's located on your left. Now surface and swim forward. Jump onto the land and rush to the back where a JIGGY (6) is waiting. Now head back through the flooded caves the same way you came into them. Back outside, go out of the cave and the tunnel and head near the crushing shed once more. Warp to Mumbo's hut. Drop down and go right to find a gigantic boulder. Do a Bill Drill on it to shatter the boulder. You can't do anything inside just yet though.

Warp to Wumba's Wigwam. Transform into the Detonator and then return to Mumbo's hut. Drop down into the entrance which was covered by the boulder (this is Mine Entry 2, by the way). Attach yourself to the TNT to blow up the prison door. Head through and rescue the JINJO (3) that's here. Now return to the wigwam and transform back into Banjo and Kazooie. Warp to the Train Station area. From here, go north a little, left, and south down a hill into Mine Entry 3, the Gloomy Caverns. Go forward and left when you reach the split. You're now in the Generator Caverns. Shoot a Fire Egg at the generator's light to briefly light up a path. Quickly follow it to the next area, where you have to light up another generator. After doing this a few times, you'll have to switch to the Egg Aim.

Do that and make your way across, jumping the gaps. At the end, grab the JIGGY (7) floating in the air and then climb down the ladder. Head through the door to the Gloomy Caverns, then exit the Gloomy Caverns entirely. Now warp to the entrance/exit of Glitter Gulch Mine. From here, make your way to the Fuel Depot entrance, and Talon Trot up the hill. Bill Drill on the boulder and then climb down the stairs to enter the Ordinance Storage Entrance. Locate Jamjars's hatch here to learn the Breagull Blaster, where you can use Kazooie's beak to jab at enemies. Now approach the Ordiance Storage. After learning about what happened to Bill's TNT, he'll let you in the mine. Okay, you have to defuse fifteen TNT in this stupid maze in first-person mode.

But there's a catch; after you defuse the first one, a timer for 200 seconds starts. You have to find your way through the stupid maze within those 200 seconds defusing

all the TNT or the mine will blow up. Yeah. Anyway, the maze is more complicated than Targitzan's Temple in Mayahem Temple, so it's EXTREMELY difficult to establish directions, sorry. To defuse a TNT, you have to use the Breagull Blaster. If you shoot eggs, the mine will blow up anyway. Search the ground areas first, and then look on the second floor. You should be able to finish with at least ten to fifteen seconds left. If you're lucky, you can finish with thirty or so seconds left. Once you defuse all the TNT, Bill will drop a JIGGY (8) in the lobby. Head out and pick it up, then exit the Oridance Storage.

Now head to the pillars near prospector Bill's house. There's a huge boulder on one of the pillars. Do a Bill Drill to reveal a HOLLOW HONEYCOMB (2). Now head to the Train Station. There is a Rareware box inside. Beak Bust/Bill Drill it to reveal a third HOLLOW HONEYCOMB (3). Go outside and locate the blue hill near the water. Talon Trot up to find a boulder. Bill Drill it and rescue the JINJO (4) inside. Now, there's still two Jiggies, a Jinjo, and a Cheato Page to be found here but we can't get them just yet. So for now, exit Glitter Gulch Mine.

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+=====+
|               Isle o' Hags (Plateau)               PLAT03   |
+=====+
```

Since we're here already, we might as well open the gate to the next part of the Isle O' Hags. Get into first-person mode and aim an egg at the fire switch. Shoot a fire egg at it to open the gate. Don't go through yet; we have errands to run. Jump into the silo and head to Wooded Hollow

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+=====+
|               Isle o' Hags (Wooded Hollow)           |
+=====+
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Head straight into Jiggywiggy's Temple.

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+=====+
|               Jiggywiggy's Temple                   WIGGY2   |
+=====+
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The door to the next world is already open (well, it should be if you've been following this walkthrough), but why not open up the door to world four? Yeah, there's no reason not to. Head to the picture and begin the puzzle. This is another simple one, with a few more pieces. Still, none need to be rotated, which is why the puzzles are so easy at the moment. Once you complete it, the door to Jolly Roger's Lagoon will open. You have enough Jiggies to attempt challenge five. That's three worlds ahead of us, but let's just do it, okay? ANOTHER easy one, though it may take a bit long (you might finish with sixty seconds this time instead of seventy like you usually should do).

The entrance to Terrydactyland will open. Yeah. What a shock, you don't have enough Jiggies to attempt challenge six (you're seven short), so just exit the place.

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+=====+
|               Isle o' Hags (Wooded Hollow)           |
+=====+
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Jump into the silo and head to Jinjo Village.

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+=====+
|               Isle o' Hags (Jinjo Village)           |
+=====+
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Head down to Spiral Mountain.

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+=====+
|                Spiral Mountain                SP03                |
+=====+
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There's more we can do now that we have the Bill Drill. Turn right and head down the path all the way and then turn right again. You'll see a huge boulder to your left. Jump on it and Bill Drill. A fish is under there, suffocating (yeah, as if he wouldn't have suffocated earlier). After some talk, he'll ask you to take him back to the moat. Pick him up and run to the moat surrounding the spiral mountain. Jump in and the fish will thank you in two ways (to Kazooie's great disappointment, neither of the ways involves a Jiggy): first, he'll give you more air bubbles. You now have ten, which is going to prove to be very useful in the later levels where there's lots of water/toxic gas. Second, he'll teach you a new move, which allows you to swim faster.

While underwater, hold A and B at the same time and Banjo and Kazooie will combine their strokes to go double speed. Very useful. I think both of those are better than one Jiggy, don't you? Anyway, now you need to climb the spiral mountain. Do so and then fly to the entrance to Grunty's old lair. Enter the lair and go up to Cheato, who will give you a new cheat, "Feathers." It's time to return to Mayahem Temple to enter that cheat! So exit Spiral Mountain now, since we're done here for a while (not TOTALLY done, though).

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+=====+
|                Isle o' Hags (Jinjo Village)                JINJO4                |
+=====+
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I think it's time to get something new, don't you? We could've gotten this earlier, but it kept slipping my mind :) Anyway, head to the Red Jinjo house. Walk up to the doorway and high jump onto the arch. Do another high jump and grab onto the roof, then run up and grab the TREBLE CLEF (40). I'd say that's pretty nice, isn't it? Okay, now that we have the Clef, let's head to the silo so we can go to Wooded Hollow.

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+=====+
|                Isle o' Hags (Wooded Hollow)                |
+=====+
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We have very brief visits nowadays, don't we? This is another brief one. Just go straight into Mayahem Temple.

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+=====+
|                Mayahem Temple                |
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Warp to the area near Wumba's Wigwam. Turn left and go up the stairs and into the cheat temple. Jump up onto the podium and enter the "FEATHERS" cheat. Head to the cheat sheet and turn the code on, then exit Mayahem Temple.

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+=====+
|                Isle o' Hags (Wooded Hollow)                |
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I'm sorry to say this, but we aren't gonna be here for long. Jump into the silo and head to the Plateau.

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+=====+
|                Isle o' Hags (Plateau)                |
+=====+
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Again, we aren't here for long. Head through the gate that you opened earlier to get to the next area of the Isle O' Hags.

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+=====+
|               Isle o' Hags (Pine Grove)               PINE01       |
+=====+
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The next area of the Isle O' Hags is the Pine Grove. Head forward and activate the silo first thing. Now head into the broken wooden stump thingy to find some notes (50). To the right of that is Jamjars's hatch. For 110 notes, he'll teach you how to use the grenade eggs. These are like regular eggs except they're much more powerful and can blow certain things up. You can only carry twenty-five though :(To the right of Jamjars's hatch is a pool. Jump in and dive down to collect some more notes (60). Now jump back onto the land. On the opposite side is Wumba's Wigwam. Inside, she has a "very special transformation" but she needs the extremely rare MegaGlowbo for it to work. Of course, we don't have that just yet, but we'll get it later (Hint: Ice Key).

Anyway, that's all for now, so head forward into Witchyworld.

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+=====+
|               Witchyworld               WITCH1       |
+=====+
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The first WARP PAD (1) is right to the left of you. Activate it and continue forward. You'll see some who looks like... and she is... Boggy's wife! Remember him from Banjo-Kazooie in Freezy Peak? Anyway, her kids have run off in this park (I thought it was closed until the authorities were bribed...) and she needs you to help find them. We'll do that in a little bit. First, we need to complete a few other things. There's a Shock Pad near Mrs. Boggy, so use it to get to the roof of the ticket booth, where you can step on a switch to open the hamburger stand (trust me, you need this open). Across from you is a killer electric fence. Switch to grenade eggs and shoot the door to blow it up. Ignore it for now and head up. You'll see an evil slot machine which you can't take out just yet.

Behind it are some notes (5). Run in a complete circle around the tent, following the path, to get a ****load of notes (40). Now run around in another circle, but we're making some stops this time. If you need the energy, a beehive is in the corner. When you get to the fry stand, head behind it to get the fry switch. Press it to open the stand. Talk to the guy there, named Joe. After Kazooie and Joe argue with each other (in a funny, sarcastic scene), you'll get some of Joe's salty, limpy, limp fries. Continue going around the tent. When you get to the burger stand, walk up. Talk to Al a few times to get a burger. Okay, now that we got that, head up the hill a little. Close to the tent is a WARP PAD (2) and one of Jamjars's hatches. Good.

Talk to Jamjars to learn a great move: the Split Up. Banjo and Kazooie can now separate when needed, which is very useful during a lot of different points in the game. Like flying was the highlight of Banjo-Kazooie (I...think...), the Split Up move is the highlight of Banjo-Tooie. Don't split up just yet, 'cause we don't need to. Instead, you need to make your way to the top of the huge tent. Climb one of the ropes here. On the top is a JINJO (1). Once you have that, locate an area that has a huge wooden pole sticking up in the middle. Enter that area and take out the enemy. Behind each open door there is a note nest. Collect both nests (50) and then jump up and grab onto the right door. From there, jump onto the ledge that's located on your right.

Inch across it. At the end, grab the JINJO (2). Now pull yourself up onto the left door and grab onto the ledge located on your left. Inch across, defeating the

monster when you get to it. When you get to the end, pull yourself up. Jump up onto the platforms and activate the WARP PAD (3) here. Then enter Wumba's Wigwam. Seems like Rare ran out of good places to hide their Glowbos, because the GLOWBO is right here in the wigwam. Grab it and toss it into the pool, and then jump in yourself to turn into a... van? First a rock, then a detonator, now a van. I miss the good old days where you could be an alligator or walrus or bee. Anyway, the good thing about the van is that you can basically run over many things, and it carries many coins for paying tolls.

Head out and you should see a van door to your left. Honk your horn to open it and you'll appear at the lower level. Head out near the tent again. Run over all four kill slot machines and they'll drop tickets. Each slot machine has one ticket. Collect all four, which will be useful later (you'll need them if you want to fight the boss of this world). Now locate a red looking place called the Inferno. Head through and go up to the coin slot. Pay a coin to open up the door. Head inside and you'll be in the actual Inferno. Drive left at the start and you should see another van door. Open it to find a CHEATO PAGE (1). Now drive right, past the entrance, and you'll see Mumbo's hut along with a WARP PAD (4). After activating the warp pad, enter the hut.

Grab the HOLLOW HONEYCOMB (1) that's out in the open and then exit the hut (Mumbo won't do anything if you come up to him in a van). Step onto the warp pad and warp back to Wumab's Wigwam. There, transform yourself back into Banjo and Kazooie. Now warp back to the Inferno. Head a little deeper into the Inferno and grab the GLOWBO, and then head into Mumbo's hut. Give Mumbo the Glowbo to become Mumboo. Yeah. Now head out of his hut and then warp out of the Inferno to the Big Top Tent. Locate a futuristic area that says "Star Spinner" above a big sign. Head left of the sign and activate the WARP PAD (5) then go left all the way and grab the notes (60) near the sign. Then locate the Mumbo Pad and call upon the power spell so you can open the dome.

Now head through the door in the center of this area. Go forward to find another pad. Turn it on to activate the Star Spinner. You should notice a power box on the generator; smash it to hear from Grunty (it doesn't do anything, it's just fun). You should also hear a Jinjo screaming for help. DON'T go to it; it's really a Minjo, the evil twins of the Jinjos that hurt you. Exit the Star Spinner. Warp to the world entry and exit area and then go forward and right through the electric fence area (assuming you opened it earlier like I told you to). Now locate the Mumbo Pad and activate the Saucer of Peril. Now warp back to Mumbo's hut and become Banjo and Kazooie once more. It's time to go looking for Jiggies now, finally. The first one is in the Inferno.

Locate the Split Up Pad near the entrance. Split Banjo and Kazooie up. As Banjo, head towards the Shock Pad Switch on the path to Mumbo's hut. Step on it to make a Shock Pad appear atop the Inferno. Now press A to switch to Kazooie. Head to the start of the Inferno Mountain and grab the running shoes. Run up the spiral path (jumping over all the flames that head by). It's a long way, so make sure you don't hit too many flames. At the top, head to the Shock Pad. Use it to reach the very top of the Inferno (don't jump over; Kazooie can jump MUCH higher without Banjo). Grab the JIGGY (1) at the top. Now jump off the Inferno and flutter down (Kazooie can flutter for a LOT longer when she's alone) to Banjo. Join up and warp to the Space Zone.

Head to the right of the dome to find Jamjars's hatch. He'll teach you the Airborne Egg Aim. Up see gives you the aiming sight, press Z to shoot from height (his direct rhyme). Yeah. Anyway, we could go to the Big Top now, so let's do so. Warp to the Big Top Tent. Go around to the front and enter. If you've collected the four tickets with the van like I told you to, talk to our old friend. Who knew that Conga would get a job guarding a killer tent? Anyway, with four tickets he'll let you in, but you also need to know how to aim eggs while in the air. Well, we just learned that,

didn't we? So now you can enter the Big Top. Banoj and Kazooie will start talking and turn to sit down on a huge lump that they mistake for seats. But then the big lump will... inflate?

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BOSS: Mr. Patch (Strange Inflatable Wobbly Thing)  
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Difficulty: 6/10

Like the three point jump in the difficulty level? Of course you did! Okay, at the start, Mr. Patch will simply walk around wildly. He's just a bunch of air, so he can't hurt you, even if you touch him. But you can hurt him. There are twelve patches on Mr. Patch, each in a different location. Some of them are in extremely difficult spots to reach, but let me give you a hint on how to reach them: you learned how to aim eggs in the air for a reason. Anyway, we aren't going airborne just yet (there aren't any flying pads around anyway). Switch to a grenade egg and go into first-person mode. Aim for one of the lower patches on Mr. Patch (one that can be easily reached). Eggs don't have a far range, so you'll have to be close to Mr. Patch when you shoot it.

Shoot the grenade egg at Mr. Patch and if it hits one of his patches, it'll pop, deflating him slightly. This will piss him off and he'll call forth a boxing glove. This is a "homing" boxing glove that pops out near you while you're running. If you constantly move, it shouldn't be a problem (you will also be able to see the ground shake near the area it's about to pop up, making it even easier to avoid). He'll also call forth a flying pad. Rush towards the flying pad and take to the air. This is where airborne egg aiming comes into play. Press up C and aim at one of the patches on Mr. Patch. Fire grenade eggs at the patches to blow them up. In the lower right-hand corner of the screen, you can see a number telling you how many patches are left.

When this number reaches zero, the battle ends. Mr. Patch has found a way of attacking you in the air though, making the battle more difficult; he'll cough up beach balls, which fly in the air towards Banjo and Kazooie. If you're flying towards Mr. Patch when he coughs them up, chances are you'll run straight into one. If you go in a kind of zig-zag pattern, Mr. Patch will repeatedly miss you with his beach balls. When you're on the ground (to get more feathers or grab some more grenade egg), Mr. Patch's accuracy with his beach balls increases 99.9%. He always knows where you're going to move, so he can constantly hit you. My advice is to Talon Trot repeatedly in a zig-zag motion, so the balls will always land to the sides of you.

Sometimes, you'll be too close to shoot an egg at Mr. Patch. In that case, turn around and Beak Bomb away from him. Mr. Patch will probably start shooting beach balls at you, but you can zig-zag forward until you think you're in a comfortable position to shoot an egg. Remember that there's on spare piece of honey on the ground if you get low on energy. Just one though, so use it wisely.

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Once you beat him, Mr. Patch will deflate all the way and all that's left of him will be a JIGGY (2). Grab that Jiggy and exit this tent. Now head down to the start and head through the gate into Area 51. Turn right and used the Shock Pad to reach the top of the pillar. Jump across the fence to the next pillar and collect the notes (65). Jump to the next pillar to get some more notes (70). Now return to the Wild Wild West Zone. Here, go right, up the stairs and stop in front of the bell. Do a Beak Buster on the switch to raise the hunk of metal. Now do a Bill Drill on the switch to make the metal hunk go up a little higher. Finally, spit a grenade egg out from behind to send the metal hunk up to the top of the bell. The bell will then explode.

Climb up and grab the JIGGY (3) that the bell left behind. Once you have that, enter the Wild Wild West zone. You'll see a deflated castle. Head right to find a Split Up Pad. As Banjo, head across the deflated castle to find a Minjo. Take care of it and talk to Jamjars. It's time to learn the Pack Whack. By pressing B, Banjo can swing his pack around to attack enemies. This also serves as a hidden move, the double jump. Jump, swing your pack, and jump again. You can go a little bit farther when this. It isn't required to complete the game, but it can be very useful in some situations. Anyway, head back to Kazooie and join up with her. You should see a grate near the back of the stockade. Blast it with a grenade egg to blow the thing up.

Jump up and grab the HOLLOW HONEYCOMB (2). Now return to the Split Up Pad. As Kazooie, head to the grate you just blasted and head through. Head to the right side of the Pump Master 2 and step on the Kazooie Switch. Now press A to switch to Banjo. Head to the Pump Master 2 area and step on the Banjo Switch to the left of it. With the two switches pressed, the Pump Master 2 will activate and inflate the castle. Now press A to switch to Kazooie. Head out to the Crazy Castle Stockade and enter the castle. The door on the left, the Kazooie Door, will be open. Head on through the door. It's time for a mini-game, the Hoop Hurry Challenge. You need to score thirty points within sixty seconds. Jump through all the hoops here. Blues are worth three points, greens are worth two, and reds are worth one.

The game is extremely simple. You should be able to get at least sixty points within the time limit. Once you have thirty points and the time limit runs out, a Jiggy will appear on the top of the castle. Exit the castle. Ignore the Jiggy for now (you can get it, but we're not going to just yet) and exit the Pump Storage. Join up with Banjo and then enter the castle once more. The door on the right, the Banjo-Kazooie Door, has opened. Head through. You'll enter the castle area flying. Grunty will tell you about the Balloon Burst Challenge. In it, you need to score fifty points within sixty seconds, just like the Hoop Hurry (except you have to score twenty more points). The similarity of this game to the Hoop Hurry makes it exceedingly simple to beat.

Blue balloons get you three points (they're rare), green two points (they're somewhat common), and red one point (very common). You get airborne egg aim automatically when you start and you also have an infinite amount of golden eggs to use. Golden eggs fire rapidly, machine gun like. So fire eggs everywhere as you fly around shooting everything. You should be able to score fifty-five to sixty points within the time limit. Once your time is up, the game ends and a second Jiggy appears on top of the castle. Exit the castle and locate the Shock Pad that's near it. Use it to jump to the top of the castle. Collect the two JIGGIES (4 and 5) that are on top of the castle. Cool, two Jiggies at once. Okay, you're pretty much done with the Crazy Castle Stockade now.

Exit it and return to the main part of Witchyworld (still in the Wild Wild West Zone). Climb the big pole using the ladder. At the top, high jump to the upper plank. CAREFULLY make your way across the rope to the cable car button. Step on it to return to the Wild Wild West Zone. Drop down onto the actual cable car and press B to ride to the space zone. When you reach the other side, high jump to the upper plank and grab the HOLLOW HONEYCOMB (3) that's there. Now jump and flutter over to the pipe. Grab on and inch your way right. Make sure to avoid the evil jolts of electricity that spit out of the pipe. When you get to the other side, Beak Barge the button. A door will open and the Saucer of Peril (the thing you freed in Glitter Gulch Mine) will fly out.

Press the Shock Pad Button near here and then talk to the Saucer of Peril. Jump in and prepare for what is arguably the best mini-game in the whole game. You have to shoot as many targets as possible; blue targets are three points, green targets are two points, and red targets equal one point. You have to score 400 points to win second prize or 500 points to win first prize. Don't worry, you can easily get 550

points on this. You ride around the whole park, and targets appear everywhere. Use the control stick to move your crosshair and hold Z to fire golden eggs. Once the ride ends, you should have over 500 points. That nets you both first AND second prize. You get a CHEATO PAGE (2) and a JIGGY (6) for winning. Those are all the prizes, but you could always try to beat your high score.

Now drop down and enter the Star Spinner. Head to the first star and jump on. It'll rise up to another star. Jump onto that star to have it rise. Jump onto the next star and it'll rise up to the spinning Saturn. Jump on the ring and then wait until the actual planet is spinning away from you. Then jump on in Talon Trot mode and grab the JIGGY (7) at the top. Now take the stars down (if you're lazy, you can just fall but you'll lose lots of health; there's a bunch of enemies and a beehive though if you need them) and exit the Star Spinner. Now head to the Warp Pad and warp to Wumba's Wigwam. We need to transform back into the van for a few more errands before we can get the next Jiggy. So become the van and then warp back to the entry/exit area.

Go into Area 51 and head to the back of the runway. Honk your horn to open the door. Rescue the JINJO (3) inside. Now warp to the Space Zone. Head right all the way to the van door. Honk your horn to open the door. Grab the TREBLE CLEF (90) inside. Now head to the dome and enter it. Go left and pay to open the Dogdem Dome. However, it's only open the Banjo and Kazooie so warp back to the wigwam and transform back into the bear and the bird. Warp back to the Space Zone and enter the Dogdem Dome. Enter door one. This is a bumper car-type mini-game where you have to collect Twinklies within the time limit. However, there's another opponent trying to constantly ram you. Avoid him as best you can as you collect the Twinklies scattered about.

Reds are one point, greens are two, and blues are three. You have forty-five seconds to get sixty points, which is easy enough. When you win, you can try the second challenge. This is a lot harder, since it's two against one. If you get in a corner, they can trap you. This can make you lose what is easily ten seconds. Luckily, you only have to get fifty points this time, instead of sixty (the time limit remains forty-five seconds). The third challenge is much more difficult than the previous two. It's three on one, and they can surround you on three sides, causing you to lose TONS of time. However, forty is the requirement this time, and you should be able to get at least fifty if you constantly avoid them. Even if there's a blue Twinkly in the corner, DON'T get it.

If you're cornered, you have almost no chance of escape. Once you finally beat the third challenge, you'll get another JIGGY (8). Once you have it, head back outside. Jump onto the dome and Talon Trot up. Climb up the pipe (avoiding the electricity) and then Talon Trot up to the very, very top of the dome where a JINJO (4) rests. Once you have that, head to the Inferno area (not the actual Inferno, so don't warp). You should see the "Dive of Death" pool. High jump into it and collect the final notes (100). Now climb the ladder up to the actual diving board. Head across VERY carefully and grab the JIGGY (9). We can't get the tenth Jiggy yet, but we still need a Jinjo and a Cheato Page (which we can now get). So enter the purple cavern to enter the Haunted Cavern. When the room lights up, head all the way to the end.

This includes going past the door. When you reach the dead end, do a high jump against the wall on the left side to grab onto a ledge. Inch to the other side and grab the CHEATO PAGE (3). Now head back to the door you past. Go in to enter the Cave of Horrors. Here, you'll find an innocent dinosaur trapped, a Jinjo trapped, and... Gobi? Well, like he told you in the last game, he was going to the Lava World but was thrown in here. Seems like he's aged a little in the past two years \*coughcoughbeardcoughcough\*. Anyway, use a grenade egg on the LOCK of each door to blow it open. Gobi will run to the lava world, which you'll get to later. The dinosaur won't go until the Witchyworld Train arrives, which happens a little later.

Grab the JINJO (5).

Now return to the Saucer of Peril. Remember the door you opened to let it through? Head through that door to reach Glitter Gulch Mine.

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+=====+
|                Glitter Gulch Mine                MINE03        |
+=====+
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The reason we came here is because we can get another Jiggy thanks to the Split Up move. You're inside the Fuel Depot. Head forward and outside. Go into Wumba's Wigwam. We're not here to transform, we're here to warp. Warp to the area near Mumbo's hut. Head left, down into Mine Entry 2, the Gloomy Caverns. Go forward, through the tunnel, and Bill Drill the boulder at the end. In this area, drop down and locate the platforms with the Split Up Pad. Split up (duh). As Banjo, drop down and head through the door, into the Power Hut. Climb the ladder to the upper floor, where you should step on the switch. Doing so lights up a path. Stepping off darkens it once more, causing the path to the Jiggy to become a huge matter of luck. Press A to switch to Kazooie.

As her, enter the Power Hut. But instead of going up, head down the stairs into the Power Hut Basement. CAREFULLY make your way across the wooden planks to the other side, with the JIGGY (9). Now head to the entrance/exit of Glitter Gulch Mine. I've just realized how to retrieve the Cheato Page that you shouldn't be able to get. Start climbing the rope of Glitter Gulch Mine. When you get about halfway up, jump off and flutter to the CHEATO PAGE (3). Cool. NOW exit Glitter Gulch Mine by means of the rope.

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+=====+
|                Isle o' Hags (Plateau)                |
+=====+
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You have six hollow honeycombs, which is more than enough for another piece of energy. So visit Honey B, who is conveniently right next to you.

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+=====+
|                Honey B's Hive                HONY02        |
+=====+
```

Head forward and talk to Honey B to get another energy unit. You should now have eight units, which is enough for the next couple worlds (but we want those two remaining units, so don't stop collecting!).

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+=====+
|                Isle o' Hags (Plateau)                |
+=====+
```

Head to Jamjars's silo and warp to Jinjo Village.

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+=====+
|                Isle o' Hags (Jinjo Village)                |
+=====+
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Head to Spiral Mountain. Shortest. Visit. Evar.

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+=====+
|                Spiral Mountain                SP04        |
+=====+
```

Head right, over to the area with all of the logs. Enter first-person mode and look



up. You should see a grate. Use a grenade egg to blast it open. Now head to the top of the spiral mountain. Use the flying pad there to fly inside the little cave that you just revealed. There's yet another Banjo-Kazooie game pack in here. The fun never ends, does it? Bust it open to get the PINK EGG. You're STILL not done with Spiral Mountain (I'm not talking about visitng Cheato either; speaking of him, you should only need one more page before you can get another cheat), but we can't do anything until after world four. So return to Jinjo Village.

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+=====+
|               Isle o' Hags (Jinjo Village)               |
+=====+
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There seems to be no need for Jinjo Village anymore. Jump into the silo to the Wooded Hollow.

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+=====+
|               Isle o' Hags (Wooded Hollow)               WOOD05   |
+=====+
```

We can do a few things here, but we need to visit Heggy first thing to get that stupid egg hatched! Head down over to Heggy's place. Talk to her to hatch the Pink Egg to get a secret move! The Breguall Basher is performed by double tapping B. I'm just gonna say that Kazooie is not going to like this move... While you're here, you might as well Bill Drill the plank covering the Split Up Pads. Even with the pads, you can't do anything else here yet, so head back outside. Head to Jiggywiggy's Temple now.

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+=====+
|               Jiggywiggy's Temple                       WIGGY3   |
+=====+
```

The next two worlds should already be open for us, but why not make it the next three worlds? You should have thirty-one Jiggies, three more than what's required for world six. Another easy puzzle since there's no turned pieces, though it may take you longer than the others to complete. Complete it to open Grunty Industries, which is the Rusty Bucket Bay of Banjo-Tooie (you knew they were going to have a hellish world like that, didn't you?).

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+=====+
|               Isle o' Hags (Wooded Hollow)               |
+=====+
```

Warp to the plateau.

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+=====+
|               Isle o' Hags (Plateau)                     PLAT04   |
+=====+
```

We're here for more than two seconds now! First thing we want to do is free the Jinjo, which I have constantly forgotten to do. Head towards the giant boulder and samsh it with the Bill Drill to free the JINJO (2). You should have gotten at least two Jiggies from the Jinjos now (you should definitely have one). Unfortunately, the Jinjo color you find it places are random, so I can't tell you when you'll complete a family. Continue heading right to find a Split Up Pad. As Banjo, go up the small hill and stand on the Banjo Switch. Switch to Kazooie and head up the hill to step on her switch. The door will open. Join up with Banjo and head through the door.

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+=====+
|               Isle o' Hags (Cliff Top)                   CLIFF1   |
+=====+
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First thing you'll want to do is head forward and talk to Jamjars. You can learn the Ice Eggs, which is the fourth type of egg in the game. Now we need to locate the silo before we take a plunge causing us to go back to Jinjo Village. You should see a ledge behind Jamjars. Head up to it and use the high jump. Inch over to the other side and step on the switch to open the trian doors (these allow you to warp from level to level easily). Okay, that wasn't the silo, shut up. Locate the winding path near the entrance. Head up it all the way, past Mumbo's Hut (we'll visit him later), and then up to the big open area. Activate the silo here. Continue forward and then go down the steps. At the bottom is a switch. Step on it to make a bridge extend to Hailfire Peaks, the seventh world (so we won't enter it for a while).

But there's still something on the other side of the bridge that we can grab. Head across and grab the notes (20) surrounding the door. At the back is a vine. Climb it and grab the GLOWBO. Even though we have the Glowbo, Mumbo can't help us yet. So continue heading up the path and enter Jolly Roger's Lagoon.

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+=====+
|                Jolly Roger's Lagoon                JOLLY1                |
+=====+
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Jolly my ass, this level can be hell if you don't figure out a way to breathe underwater (which can be done in this level ONLY... what a shock!). Anyway, another interesting thing here is that you have to find some money for different things. First thing you want to do is head behind the treasure chest in the center of town and blast it to hell with a grenade egg. This reveals a Split Up pad, which we aren't going to activate just yet. Turn around and tough the WARP PAD (1). Now go right, to the dirt mound. Bill Drill it to reveal a DOUBLOON (1). This is the only type of money in Jolly Roger's Lagoon, and you use it for the shops. There are three more dirt mounds near here. Two have Shock Pads, and the third has another DOUBLOON (2).

There's another dirt mound that is hidden off to the side of the entrance, which has a DOUBLOON (3). There are two shops on the left and right sides here. Grab the notes (10) in front of them. Now go down the stairs behind the warp pad. Take all the DOUBLOONS (9) on the pillars. Was someone planning a treasure hunt or something? Why would money be left out in the open? Anyway, grab the notes (15) in front of the shop and then enter the shop. Look! It's Captain Blubber from Treasure Trove Cove. He's had a bit of a hard time, since is boats are all wrecked and he's broke. Buy his last possession for one doubloon (he suddenly gets all happy... it's just a doubloon) and he'll run off. Grab the notes (30) in here and then break the crate to reveal Blubber's last possession: a pair of Running Shoes.

We'll use these in just a second. Jump behind the counter and use the Shock Pad to reach the rafters. There's a JINJO (1) here. Now use the running shoes and rush outside. Head onto the water and run to the back of it. Jump into the little cave that has a JINJO (2). Now press B to take off the runnign shoes. Dive under (by the way, let me establish this: you'll be swimming a LOT in this level, so it's useful that you use the fast swimming move. Remember, it's A+B). In the back, underwater, are four DOUBLOONS (12). Now head out of the water and over to the crying pigs. Talk to them to learn that their pool is both extremely cold and polluted. You can't do anything at the moment, so jump in and dive down to collect the DOUBLOONS (16). Let me add that this pool does no damage to you whatsoever, despite its condition.

Now head up the stairs and then toward Mumbo's hut. Enter it and grab the DOUBLOON (20) that area there. That's all we came for, so leave quietly. Head to the Shock Pad near Jolly's place. Use it to reach the roof. Talon Trot up to the chimney, where there's a Shock Pad. Use it to reach the ledge. Inch across it, defeating the two monsters. Drop down onto the pipe at the end and grab the HOLLOW HONEYCOMB (1). Now grab onto the ledge once more. You should've seen a little alcove with a sign.

Standing above that, drop down into the alcove. Then drop down onto the pipe. Bill Drill into the waste desposal area. Head forward and then left, into an open area. Head around the side (ignore the Jinjo screaming, it's really a Minjo) and jump over the pipe.

Here, Beak Barge the switch. The polluted water will stop, making the water clear. Head outside again and into the main part of town. You can't get a Jiggy because of the temperature, but we'll get it soon enough. Head to the Split Up Pad and become Kazooie. Go to the Shock Pad near the hut and use it to reach an alcove with DOUBLOON (23). Join up again with Banjo and enter Jolly's place. Talk to Jolly Roger to learn that his partner has gone missing. After some talk, he'll offer you a room. To hell with that, we can get in for free in a second. After talking some more, jump behind the counter and up onto the shef to get the notes (45). Then go right. You'll spot a jukebox that's out of order. We can fix it, but not until the very end of the game. Continue into the next room.

Hey, is that a poster of Treasure Trove Cove? I believe it is! Anyway, go left and talk to Blackeye four times to get some DOUBLOONS (25). Now exit this room. To your left should be a grate. Blast it with a grenade egg. Jolly will make a huge fuss about how you smashed his door, but he won't charge a thing. Inside is Jamjars, who will teach you Sub Aqua Aiming. After learning it, head near Jolly's counter. Jump on the stool near here and look through the little window. You should see some gun powder. Blow it with a grenade egg to blow a hole in the side of Jolly's. Wow, you're really wrecking the place, aren't you? Leave Jolly's (ignore the hole for now, we'll come back later). Go to the Pawn Shop that's across the town. Inside, collect the notes (60) and then the GLOWBO up on the shelf behind the counter.

Now talk to Pawno, the pawn shop owner. Pay up twenty doubloons and he'll give you your first JIGGY (1). Exit and re-enter the shop. Pawno has just gotten a Cheato Page. After Banjo and Kazooie try to convince him that it's worthless (and fail, might I add), he'll tell you the price is five doubloons. You have five doubloons with you, so pay up to get the CHEATO PAGE (1). You have another five pages, which means another cheat! Okay, now exit and return to Mumbo's hut. Talk to Mumbo to become him, and then exit. Head to the water, but don't go in. Stand on the pad to activate sunlight, which gives you oxygenated water. Now that the water has oxygen, you don't need to hold your breath! That's the coolest spell that Mumbo has conjured so far.

Return to Mumbo's hut and become Banjo and Kazooie again. Now that the water has oxygen, we can explore. Jump in and dive down into the hole. There are three killer corals here. Shoot any type of egg at their eye to stun them temporarily. Two of them have notes (70). To the left of the U.F.O., there's a green tunnel. Swim through. Uh-oh, it's guarded by a killer octopus. Stay back and shoot an ice egg at the octopus's eye when you have a clear shot. You'll temporarily freeze it, so quickly swim past. The next area is Atlantis. To the left is another killer coral. Stun it and grab the TREBLE CLEF (90) it was guarding. Now swim to the right. The final notes (100) are located on both sides of a pillar. Now locate a pillar that has a WARP PAD (2).

Return to the start of Atlantis. There's so many paths, it'll be better for me to explain them this way. Behind the coral that held the treble clef is a cave. Swim to it and stop, because another stupid octopus is in the way. Again, wait until you have a clear shot and then freeze it. Swim past and you'll come to a sunken ship. At the top of the ship is a WARP PAD (3). Now head into the ship. To your right is a cave. Head through to get to the Sea Bottom. Freeze ANOTHER octopus and swim past. Keep swimming until you enter a big open area. First, locate the pillar with the WARP PAD (4). Now locate Davy Jone's Locker, which is on the sea floor. Blow it open with a grenade egg and swim through. In the locker, Banjo and Kazooie will notice a Jiggy in the end, but then Lord Woo Fak Fak rises up.

Kazooie, being the honest bird she is, will admit to Fak Fak that they were going to steal the Jiggy and drain the water so Faky here would die. This doesn't go over too well with Fak Fak, as you might've guessed.

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BOSS: Lord Woo Fak Fak (Self-Important Anglerfish)
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Difficulty: 5/10

A somewhat difficult boss, like Mr. Patch. Lord Woo Fak Fak is a boss that is fought in two phases. Lord Woo Fak Fak has twelve HP in total, six HP per phase. Lord Woo Fak Fak has two attacks. The first one is found in both phase one and two. After a little bit, Fak Fak will turn to face you. From his glowing light, he'll spit out a ball of electricity. This is EXTREMELY easy to avoid as long as you keep moving around him. The second attack is only found in phase two, and it is extremely annoying. Lord Woo Fak Fak will spit out bubbles from his mouth (they can be any number). If you touch one, you'll be automatically caught inside. This makes you trapped, so Fak Fak can spit out electric balls to easily hurt you. Okay, phase one should remind you of the battle with Mr. Patch, because the first part is quite similar.

You have to shoot the boils on the sides of Fak Fak. There are six boils, and each one requires a hit with a grenade egg. However, you can't just hit the boils in any random order. No, you have to hit the glowing boil. Luckily, the boil remains glowing until you hit it (unlike other games where the target constantly changes). Once you hit it, another boil will light up. There are three boils on each side of Fak Fak, so if you can't find it on one side, look on the other. Don't try to hit Fak Fak when he's shooting electric balls at you, because that can be extremely dangerous. If you run out of grenade eggs (which happens often; it can be real difficult to hit Fak Fak with an egg even if you're real close by), there's some at the bottom of the locker.

Just swim into the corners to get them. Only grenade eggs are in the nest (it doesn't keep changing like most nests do), and you can get as many as you need. After you take out all of Fak Fak's boils, he'll open his eyes to see you better (I didn't know they were closed in the first place...). Don't worry, this doesn't mean his accuracy will improve or anything. It's just that his new target is his eyes. Phase two is actually easier than phase one, since the target doesn't keep changing. But remember, this is where the bubbles come in, so keep swimming. The best way to fight this battle is to wait in one place until Fak Fak turns to face you. Charge forward and shoot a few grenade eggs at his eyes. When you score a hit, quickly swim away to avoid the bubbles and electric balls.

After you do that six times, Fak Fak will go belly up (not dead though).  
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Fak Fak will drop a JIGGY (2). Grab it and then swim out of this evil locker. Turn around when you exit to find a tunnel. Swim through and freeze another octopus. Swim past to enter a huge cave with an enormous fish. Ignore the fish for now and locate the underwater ledge with the WARP PAD (5). Then surface and find land. Climb up the stairs to enter the Seaweed Sanctum. Make your way over to the crying JINJO (3) then return to the cavern with the giant fish. Jump into the water and equip your normal eggs. Head into first-person mode. Ready to bring back memories of Clanker's Cavern? It's time to shoot out the teeth of the gigantic fish. Three hits per tooth will do the trick, and there's five teeth. This can use up lots and lots of eggs (I wasted about fifty first time) because the damn fish keeps moving and you gotta be extremely accurate.

Once you take out all the teeth, swim inside. Welcome to Jabu Jabu's Bel.. er, I mean inside the big fish. Swim out of the water and defeat the two monsters. You now

have a choice of paths. Take the righthand path first and rescue the JINJO (4). Now take the left path to meet Maggie. ARGH! MY EYES! After some talk she'll leave, and that's what you should do also. Use the warp pad to return to the town, and enter Jolly's. Talk to him to get a JIGGY (3). Now head out and go to the Split-Up pad. Become Kazooie and head to the right of Blubber's shop. Enter the cave and get the DOUBLOONS (4) if you wish, though they are no longer needed. Talk to Jamjars to learn the Wing Whack. Now Kazooie can attack with her wings. Stand still and press B to swipe.

Move and press B to spin them around. Like Jamjars said, a useful attack. Head back to Banjo and join up. Now use the Warp Pad to warp to the Sunken Ship. Forgot to do something here. Enter the ship and blast the crate with the Jinjo on it using a grenade egg. Grab the JINJO (5) there. Now warp to Atlantis. You should see four statues holding pots. Shoot an egg into the one on your right, then go north and shoot an egg at the next one. Go diagonally left and shoot an egg into the next pot, and then shoot an egg into the fourth pot. Now shoot an egg into the first pot once more and then into the second pot to open a door. Head through that door. Here, swim to the surface. You'll meet Chris P. Bacon (LOL). He wants to take pictures down underwater, but the fish keep attacking.

After telling him you'll help, dive down, pick a corner at the very bottom, and STAY THERE. The fish will start to come from three different directions. For the first time in the game, you'll probably be glad that you have the homing eggs. Shoot them at the fish as they come, and don't let any get near Chris. If one gets him, then he'll go back up and you have to start over. You have to do this for sixty seconds, which is pretty simple as long as you are quick to shoot the fish. Once you have shot them all, Chris will leave, but drop a JIGGY (4) as thanks. Grab it and leave this area. To your right is a temple. Head inside to be in the Electric El's Lair. Surface and climb the stairs to find Jamjars. Talk to him to learn a useful move, the Talon Torpedo.

This move is somewhat like an underwater Beak Bomb. Press Z underwater and Kazooie leaves the pack. You have twenty seconds to move around. Press A to head fast and B to cancel the move. This uses up feathers, so be quick with what you need to do. Once you have the move, exit the lair. In Atlantis, use the Talon Torpedo. Locate the door with Kazooie's face (it should be across from you) and smash into it to break it. There's nothing you can do in there at the moment. Now, there's a somewhat difficult Jiggy to get that's here. It's in a random spot underwater, but the most common place is Atlantis. You'll find a transparent fish swimming around with a Jiggy. Use the Talon Torpedo to fly through the fish and get the JIGGY (5). Now return to town.

Head into the water and dive down. In this area, use the Talon Torpedo to bust open the UFO. Head on inside. Talk to the alien in the back here. They want to leave this evil place, but they need ice crystals in order to do so. We have ice crystals! Stand in the very center of the UFO and get into first-person mode. There's a little hole in the UFO. Shoot an ice egg at it. You now have twenty seconds to shoot ice eggs at three more holes. Do so and the ship will be powered up. After asking you to leaving and promising a reward, they'll take off (well, you have to leave first). After they go (you'll see them later in Hailfire peaks though), grab the JIGGY (6) that was below them. Okay, we can only get one more Jiggy after this because we need some more stupid moves.

Now head back to town and warp to Atlantis. Enter the silvery pipe near the warp pad and swim through the tunnel. On the other side, grab the GLOWBO on the bottom of the sea and then swim up. Enter Wumba's Wigwam, which is submerged in water. Toss the Glowbo into the pool and swim down into it to be transformed into a submarine. Wow, lots of machinery transformations in this game now. Exit the submarine and return to Atlantis. Warp to the the Locker area. Locate a big hole behind a pillar and swim down. Grunty will ask if you want to take her shooting challenge (you do). You need

to blow up the mines to score some points. Blues are worth three, greens two, and reds one. You have to score sixty points within the time limit to win, but that's extremely easy.

At the start, get into first-person mode. All the mines have already been placed, and they won't disappear, so you can shoot rapidly anywhere (there's a TON of mines) and you'll score points. Use your torpedos to blow up the minies. You have to keep tapping Z if you want to fire rapidly, unfortunately. You should be able to score at least seventy points by means of this mini-game. Once you have all the points required and the time runs out, you'll get a JIGGY (7). Return to Atlantis and transform back into Banjo and Kazooie. Head back to the main part of Atlantis. Two more hollow honeycombs and a Cheato Page and then we're outta here. To the right of the Temple of the Fishes (the place where you protected Chris from the killer fish) there's a hole.

It's located deep down near the bottom of the floor and it's tiny. Inside is a HOLLOW HONEYCOMB (2). Now warp to Locker's Cavern. Here, there's a transparent fish. Use the Talon Torpedo to head through that fish and grab the HOLLOW HONEYCOMB (3). Now warp to the center of the town. Enter Jolly's through the hole you blasted earlier. In here, climb the stairs down to the Smuggler's Cavern. There's a Jiggy here, but we can't reach it yet. Talon Torpedo through the hollow fish to grab the CHEATO PAGE (2). You also need to Talon Torpedo the pipe grate here. It leads to another part of Grunty Industries, so head through there.

```
+=====+
|                Grunty Industries                GRUNT1    |
+=====+
```

This is two worlds ahead of us, but there's something we can do now. There's a bunch of killer propellers here. If you touch them, they will hurt you. Kazooie can go through as a Talon Torpedo but she can't head through the door at the end. So what to do? The answer is simple: ice eggs. Freeze the center of the propellers to freeze them completely. Do this for the three propellers and go through on the other side. Your oxygen has appeared. Remember, infinite air was only in the Lagoon? Rescue the JINJO (1) here and then head back into the pipe area. Swim through them again to reach the Lagoon once more.

```
+=====+
|                Jolly Roger's Lagoon                JOLLY2    |
+=====+
```

Head out of Smuggler's Cavern, and then out of Jolly's. Now warp to the Sunken Ship. Head into the ship and Talon Torpedo the pipe grating.

Head through to get to Glitter Gulch Mine.

```
+=====+
|                Glitter Gulch Mine                MINE04    |
+=====+
```

Like you did in Grunty Industries, you'll need to use ice eggs to freeze the propellers. Freeze them one at a time, then quickly swim past. Repeat that until you get to the end. You're in the Water Storage area. Resuce the JINJO (5) and then high jump onto the chain and climb back up into the pipe. Head back through the propellers again to reach the Lagoon. Here, warp to the town's center. Now exit Jolly Roger's Lagoon.

```
+=====+
|                Isle o' Hags (Cliff Top)                |
+=====+
```

Nothing we can do now, so return to the Plateau.

```
+=====+
|               Isle o' Hags (Plateau)               |
+=====+
```

We have to go into Glitter Gulch Mine. Not for a Jiggy, not for a Honeycomb, not for a Cheato page but for... one MegaGlowbo please.

```
+=====+
|               Glitter Gulch Mine               MINE05   |
+=====+
```

Return to the Waterfall Cavern (located at the end of the river). Drop down the waterfall, and then drop down into the water below. Use the Talon Torpedo on the Kazooie stone. Now head through to enter Hailfire Peaks.

```
+=====+
|               Hailfire Peaks               PEAKS1       |
+=====+
```

Welcome to Hailfire Peaks, three worlds ahead of us. Head out of the water and locate the icy door. Time to use our Ice Key! It'll unlock the door, revealing a massive Glowbo. Grab it to get the legendary MEGAGLOWBO, with mystical powers. Yeah. Okay, that's all we can do with Hailfire Peaks until we get through the next two worlds, so exit.

```
+=====+
|               Glitter Gulch Mine               |
+=====+
```

Exit the mine. Simple, isn't it?

```
+=====+
|               Isle o' Hags (Plateau)               |
+=====+
```

Warp or simply walk to the Pine Grove (I haven't decided which is quicker; warping or walking).

```
+=====+
|               Isle o' Hags (Pine Grove)           PINE02       |
+=====+
```

Head left, into Wumba's Wigwam. Talk to Wumba, who is surprised that you have the legendary MegaGlowbo. Give it to her and jump into the pool and guess what! Nothing has changed. But then Kazooie emerges. Holy crap, what happened? Kazooie is now a dragon. She has a new move (hold B to breath fire for as long as you'd like) as well as infinite fire eggs. Unfortunately, I miss the old Kazooie, but the dragon is pretty useful. You can keep Kazooie a dragon for the rest of the game if you'd like. If you want to transform, just jump into the pool as usual. Exit this area. We have a few more errands to run, but you might as well open the path to the next part of the Isle O' Hags as you're here. Head across to the other side, where you should jump into the water.

Talon Torpedo Kazooie towards the giant boulder to break it. This opens up the Wasteland area. For now, jump into the silo and head to Jinjo Village.

```
+=====+
```

| Isle o' Hags (Jinjo Village) |
+=====+

Head to Spiral Mountain. Surpsied at the brief visit? I know I was.

+=====+
| Spiral Mountain SP05 |
+=====+

You can do two things here. Head left, into the pool. Dive down and use the Talon Torpedo on the giant Kazooie rock. Inside is a JINJO (1). Now head up the spiral mountain and fly to Gruntilda's Lair. You should have five Cheato Pages with you. If not, then you obviously haven't been following this guide close enough!

+=====+
| Gruntilda's Lair GR03 |
+=====+

Talk to Cheato to get a new cheat. "Eggs." Got it? That's your next code. So head out of Gruntilda's Lair.

+=====+
| Spiral Mountain |
+=====+

Okay, now we're done with Spiral Mountain, except for returning to Cheato for pages. So that means that we are pretty much done. Yeah. Anyway, head to Jinjo Village.

+=====+
| Isle o' Hags (Jinjo Village) |
+=====+

Warp to Wooded Hollow.

+=====+
| Isle o' Hags (Wooded Hollow) |
+=====+

Two things we can do now. One, we can open up the entrance to world seven, although that is three worlds ahead. And two, we need to enter Mayahem Temple to activate that cheat we just got. Let's open up world seven first, shall we?

+=====+
| Jiggwiggy's Temple WIGGY4 |
+=====+

Things have gotten tougher in the puzzle, though no turned pieces means no huge challenge. A lot more pieces are missing, but you should be able to get it easily. Just do all the edges first, and then do the middle ones (to save time). Hailfire Peaks is accessable to us now, since it's in the Cliff Tops, but we need a lot more moves to be able to get the majority of the Jiggies. You need forty-five Jiggies to attempt challenge eight, and you don't have forty-five Jiggies. So head back out of the Temple.

+=====+
| Isle o' Hags (Wooded Hollow) |
+=====+

Mayahem Temple. Now.


```
+=====+
|                Mayahem Temple                |
+=====+
```

Again, you'll want to warp to Wumba's Wigwam area. Go left, into the Code Chamber. Enter the "EGGS" cheat and then head to the Cheat Sheet to turn it on. Egg capacity: doubled. Sweet, now you can carry 200 normal, 100 fire (although with the dragon you have infinite), fifty grenade, and 100 ice. Soon, you'll be able to carry 20 Clockwork. What are Clockwork eggs? You'll see... Anyway, exit Mayahem Temple.

```
+=====+
|                Isle o' Hags (Wooded Hollow)    |
+=====+
```

Warp to the Pine Grove. It's time to get to the new area of the Isle O' Hags.

```
+=====+
|                Isle o' Hags (Pine Grove)      |
+=====+
```

Jump into the water and swim through the cave.

```
+=====+
|                Inside Another Digger Tunnel          DIG2                |
+=====+
```

Head out of the water and past the open gate. It'll suddenly close on you. Gulp.

```
~~~~~
                BOSS: Klungo (Revenge-Seeking Minion)
~~~~~
                Difficulty: 3/10
```

Look whos back to join us! Klungo and it looks like Grunty taught him a lesson for letting you teach him a lesson. Again, it's extremely easy. He'll take a different potion this time (out of the three). I'll tell you the strategy once more (it's the same).

If he takes the Red Potion, then he grows to a supergiant minion. Despite the fact that he's huge, it still takes only three hits to bring him down. He likes to jump up in the air and try to squash Banjo and Kazooie. You can tell by his shadow where he'll land. If you roll when he lands on you, he'll suffer a hit. You can also charge at him with the Wondering (invulnerability move: Z+Right C-Button) if you have golden feathers with you. However, the best move to use against him is the Rat-a-Tat-Rap. It's accurate (well, any more is accurate with Klungo at the size he is), and can deal good damage (though all moves do the same amount of damage in this battle).

If he takes the Green Potion, he'll become partially invisible. This can be frustrating, but it's still very easy to tell where he is. Just follow what you can see of Klungo and do the Wonderwing or Rat-a-Tat-Rap on him. After you hit him and he's done attacking you, he starts to disappear again. This is the best time to hit him, when he's becoming invisible. Try to hit him there the last two times (since he starts the battle invisible) to make the battle easier than it already is.

If he takes the Blue Potion, he'll devide into two Klungos. This is still very easy, since you can easily tell who the real Klungo is. One, he is a different color than the fake Klungo. Two, he always moves AFTER the fake Klungo does. So just hit the

Klungo that always moves last and you'll be okay. More and more fake Klungos will appear as you hit him, so make sure to always focus on the one leaving last or the one that's a different color.

After you hit him once (no matter what potion), he'll spawn a shield similar to the one Grunty used when you fought her in Banjo-Kazooie. If you touch the sheild, you'll just be knocked back (don't worry, you won't suffer damage or anything). While Klungo's behind the shield, he'll throw yellow potions at you. Just run in a circle around the shield without stopping and none of the potions will hit you. After he throws a few potions, the shield will disappear and he'll either grow big, become invisible, or multiply depending on what potion he took at the beginning. Remember, three hits does Klungo in.

~~~~~  
Once you've defeated Klungo, he'll run to get more beatings. Follow him into the Wasteland.

```
+=====+  
|               Isle o' Hags (Wasteland)               WASTE1          |  
+=====+
```

First things first, go left. Talk to Jamjars to learn the final egg, the Clockwork Kazooie eggs. A remote controlled bomb, that's what these are. And they are VERY handy. Shoot them and you'll automatically be in control of the bomb. Move it around with the control stick, jump with A, and detonate with B. Try it out now, just for fun. You only have twenty of them (ten if you didn't enter the "EGGS" cheat that you just got), so use them wisely. Now continue left, up the small hill and through the crack. You're at the entrance to the eighth world, but that's a ways away. Instead, just collect the notes (90) here. Now head back and locate some tall steps. Climb them and collect the final notes (100) of the Isle O' Hags. At the top, there's a Jinjo and a Minjo.

Which is which is randomized, so shoot eggs at each one. Whichever one is actaully hurt by the eggs is the Minjo, so kill it before grabbing the JINJO (3). Now enter Terrydactyland.

```
+=====+  
|               Terrydactyland               TERRY1          |  
+=====+
```

Welcome to the biggest world so far, and certainly the most complicated. At the start, head left. RIGHT next to the entrance/exit is the WARP PAD (1). A little hidden, considering most people just run straight at the start of worlds. Now head forward and defeat the dinosaur. Head right, and then you should see some grassy steps next to you. First, collect the notes (10) on either side of the cave. Then high jump up the steps, collecting the notes (15). On the second step, you'll see Jamjars. Considering the fact that you should have 515 notes and this move costs only 390, I'd say that it's a bargain. Talk to Jamjars to learn the wonderful Springy Shoes move. It's like a portable Shock Pad. You pick them up and can walk anywhere.

When you've chosen a spot you like, press A to leap high into the air. I MADE A RHYME! YES! Anyway, now that you have learned the Springy Shoes, return to the entrance area. Head left this time and collect all the notes (30) on the slopes. Now jump into the water. You should see a Hollow Honeycomb in a small alcove. Before you tell yourself how stupid Rare must've been to "hide" it there, jump up and you'll realize you can't reach it. But that's okay, since we'll soon get to a place that allows you to reach it. Head underwater and locate a Kazooie switch. Use the Talon Torpedo to activate the switch. This opens a cage that has a trapped JINJO (1) in

it. After grabbing the Jinjo, exit the water (but don't exit by means of the way you entered).

Go up the slope and defeat the dinosaur. Look to your left and you'll see two alcoves, one with running shoes and one with Wading Boots. Grab the running shoes first and rush onto the water. Run to the HOLLOW HONEYCOMB (1) and then return to the location you were just at. Grab the Wading Boots to enter the extremely thick, swampy water. Walk across to Mumbo's hut. Activate the WARP PAD (2). You'll hear a Glowbo giggling, but where it is? Go behind the hut to find the GLOWBO. Now enter Mumbo's hut. After giving Mumbo the Glowbo, head outside. Drop down a few steps and stand on the Mumbo Pad. This is the Enlarge spell, which will make the stepping stones much larger. That means you don't have to worry about crossing with Wading Boots anymore.

Okay, now you need to head back to Mumbo's hut to become Banjo and Kazooie once more. Exit Mumbo's hut and cross the gigantic stepping stones. On the other side, take the narrow path to your left. When you get across, go left and high jump up to the tall ledge with the boulder. Use the Bill Drill on the boulder and grab the TREBLE CLEF (50). Wow, we certainly got the Clef a lot earlier in the world than we usually do, didn't we? Anyway, to forward now, and then high jump onto the left ledge. Press the switch to open the train gates for Terrydactyland. Now go right, up all the ledges, to the area near Wumba's Wigwam. It seems Wumba sorta messed up her wigwam, seeing as how it's half the size as usual. Activate the WARP PAD (3) near the wigwam and the Mumbo Pad.

Now go left and behind the wigwam. High jump up to the little cave entrance. Talon Trot up the hill (has anyone noticed that the only move used constantly throughout B-T that was in B-K is the Talon Trot?) and then grab the GLOWBO to your right when you emerge from the cave. Head back to the wigwam and grab the set of Springy Shoes in front of you. Head right, past the wigwam, and up the hill. Press A when you get to the "PATH TO NEST" sign. Fly up to the next ledge. I'm suddenly reminded of climbing a tall tree in a certain Banjo-Kazooie world. Enter the cave in front of you. Welcome to Unga Bunga's Cave. Remember it? I do. Anyway, step on the switch to open the door. If you talk to Jamjars, he'll tell you that only "Flagirl" needs to learn the next move (to Banjo's disappointment).

Jump up the ledges and you'll meet a killer beehive. This thing tries to attack you, so you're basically forced to destroy it. The Split Up Pad is here, so become Kazooie and return to Jamjars. It's time to learn how to hatch eggs. When on an egg (and you'll see a lot) hold Z and B to make it hatch. Return to Banjo and join up with him, then exit the cave. Continue forward. If you try to enter the tunnel, you'll be blocked by a caveman. You can't do anything about him yet so you'll have to take the other path, jumping across the ledges. Collect the notes (65) on the way. You'll see a Jiggy in a cage, but it can be opened only when the "secret code of the dinosaurs" is heard. So simply continue forward. Grab the Springy Shoes and leap up to the top of the ledge.

Jump the gap and then head down the path. Walk along this path, grabbing the notes (80). Continue along the mountain, passing all caves you see. At the end, you'll be at a big lake with a waterfall. Jump into the lake and swim left, into the large cave. You're now in the River Passage. Swim forward and you should enter a large area with an eel. Dive down and get the final notes (100) underwater. Now swim back a little, and then left. Jump up and grab onto the ledge. Cross over to the end and pull yourself up, then head over to the Split Up Pad. As Banjo, locate the ledge here and high jump up to it. Inch your way left, but slow down when you get to the area where the snapper is. You can't attack on ledges anymore, so you'll have to get past the snapper quickly.

Approach it slowly and when it comes out, quickly get back a little. When it stops snapping, quickly rush past it. At the end of the ledge, you'll have to drop down

and grab onto another ledge. You'll have to get past another snapper. When you get across, talk to Jamjars to learn the Taxi Pack. This is a way of carrying things around in your pack when you need to. Now return to the Split Up Pad and join up with Kazooie. Now exit this evil place. Damn, it was WAY too dark. Head to the cave that you passed earlier. A caveman is guarding the passage, but you can still grab the Springy Shoes. Head back to the "PATH TO NEST" sign and jump up. Suddenly, a terrydactyl will shout at you for stealing her eggs. What? Anyway, she starts throwing purple crap you.

Whoa, time to go. Rush up the mountain, jumping the gaps. Activate the WARP PAD (4) when you see it and continue up the mountain. Terry will dare you to go up the stairs because she wants to seriously hurt you. After she says that, go up the stairs. Head left, and then go through the small hole to meet Terry. Kill dinosaur. Yeah. My ass.

~~~~~  
BOSS: Terry (Disgruntled Pterodactyl Parent)
~~~~~

Difficulty: 5/10

Terry is extremely fun to fight, and she's not that difficult either. At the start, you'll have a view of Terry from above. She'll start shooting that purple glop crap at you again. She has pretty good accuracy, so when she spits out a glop, quickly change directions so the glop will miss you. After she fires a bunch of glop, she'll fly to a different area to get a better viewpoint. At this time, switch to first-person mode and shoot grenade eggs at Terry (they do the most damage). Keep shooting them rapidly (you have fifty, it's not like you'll run out anytime soon) and Terry will eventually fly down into the clouds to rest. Before she does, she'll spit out some mucoids (do we even want to know where they came from) to deal with Banjo and Kazooie.

Use a Rat-a-Tat-Rap to take out the mucoids. The last mucoid should drop a piece of honey. You should have full health but if you don't, grab the honey. Otherwise, save it for later in the battle. Terry will rise up again, ready to fight (after accusing you of also stealing her mucoids). Again, she'll shoot the purple glop at you, which you should trick running to one side then switching to the other side to avoid. Again, she'll fly to get a better view. First-person once more, and then blast away with the grenade eggs. She'll retreat into the clouds for another rest, but not before spitting out more mucoids than before. Again, Rat-a-Tat-Rap them to take them all out. Terry will rise from her rest once more and the battle will continue. This should go on for a few more times.

The strategy should always remain the same. Each time, Terry will shoot more glop and spit out more mucoids before resting. But keep shooting grenade eggs and Terry will drop onto the nest, giving up.

~~~~~  
She'll complain on how she'll never find her eggs. Then Banjo will tell her that they DIDN'T steal the damn things. Terry believes him instantaneously and then apologizes. Banjo and Kazooie will offer to keep a lookout for the eggs. She'll give you half of the reward now, which is a JIGGY (1; what a shock) and then half the reward later. She'll also spawn a flying pad for future use (it helps you get her eggs back). Once all that's done, Bill Drill the stone slab in the middle and then drop through the hole to automatically grab another JIGGY (2). Wow, that was incredibly simple, wasn't it? Now use the Shock Pad to get back out of this little area. Back at Terry's nest, head out of it and then head down the mountain until you get to the third warp pad.

Warp to Mumbo's hut. From here, make your way back to the small lake that had the Jinjo and the Hollow Honeycomb. There's a cave entrance here. Enter it and you'll be

inside the mountain. Look to your right to see a Split Up Pad. Become Kazooie and exit the mountain. Now head to the area near where you learned the Springy Shoes. This is near the pillar with the flying pad. Jump onto the ledge near the pillar and then float to the grassy area near the Springy Shoes. Use the Springy Shoes and approach the pillar's base. Press A to jump up to the pillar (like with Shock Pads, you can jump a LOT higher with these). Get on the flying pad here and fly over to the lake that you were just at. In the back is a ledge with the first egg. Land and jump onto the egg.

Press Z and B and Kazooie will hatch it. Now jump into the water and head into the cave where you split up. Don't join with Banjo just yet though; we can hatch another egg inside the mountain. Jump in the water and swim forward. To your left is a ledge with a flying pad. Get on it and fly up high in the mountain. You should see a little alcove with another egg. Land next to the egg, then jump up onto it and hatch it. You're halfway done, but we're going to get another Jiggy since we can. Join up with Banjo again and return to the flying pad. This time, fly to the base of the center pillar. Locate a stone switch in the pillar here and Beak Barge it to make a bridge rise up. Now use the Spring Shoes to jump up to the top of the pillar. Damn, here's some bad news.

Chomposaur will rise up and swallow you whole. Yeah. You'll instantly switch to first-person mode, ready for action. Chomposaur will call to you. He won't digest you if you help him ease the pain that he has. A bunch of viruses have invaded his stomach, and they really hurt. He wants you to take out as many viruses as you can within sixty seconds. You have golden, rapid fire eggs with you. You need to score seventy-five points to ease the pain. Okay, let me establish the difficulty: .0000000000000001/10 (that's 'cause I can't go negative). Seriously, this is what you do. Run to the center of the arena. Hold Z. Hold the control stick right. Do this for sixty seconds. When you finish look at your total and whoah! You should have 110+ points (I got 134 the first time).

Told you it was easy. Now take the strange biscuit thing, which is a JIGGY (3) and get out of the Chomposaur's stomach. Okay, now return to the Unga Bunga Cave (near the start of the mountain). Head to the Split Up Pad near the back. As Kazooie, head left. There's a crack in the red part of the wall (it's practically camelfloured). Head through and you'll find the third egg. Hatch it and return to the Split Up pad to join up with Banjo. You have one more egg left, and it's the hardest one of them all. But first, we're going to take a detour to get yet another Jiggy. Head back to Wumba's Wigwam. Talk to Wumba and give her the Glowbo. Jump into the pool to transform into a Baby T-Rex.

Seems like all you can do is move, but that's not true. Locate a dinosaur, any dinosaur (there's one down the steps, near the beehive). Talk to it and it'll teach you how to roar. Tap B for a short roar and hold B for a long roar. With that in mind, head to the dinosaur door behind Wumba's Wigwam. Do a long roar at it to scare the stone away, revealing the entrance to a cave. Head inside and grab the CHEATO PAGE (1) then read the sign. This tells you the secret code of the dinosaur (of course, the FAQ will tell you when you need it as well). Head out through the same way you went in. Now start to climb the mountain, but go through the T-Rex door as you pass it. You'll emerge at a higher part of the mountain. Jump the gaps to reach the caged Jiggy.

This is where the secret code of the dinosaur comes in. Stand in front of the cage and do the following roars: short, short, long, short, long, long. This opens the door to the JIGGY (4). Now head back to Wumba's Wigwam and transform back into Banjo and Kazooie. We're gonna take one more detour to get a Jiggie and one of the harest to get Jinjos in the game (think: propeller Jiggy from Rusty Bucket Bay in Banjo-Kazooie *shudder*). Warp to the top of the mountain. Now you'll have to cross the narrow path. Tred carefully 'cause it's a long way down if you fall. When you reach the other side, head into the cave. Go down to the bonfire and use an ice egg to put

it out temporarily. Jump to the next platform and do the same to the second bonfire. Now head up the path and out of the cave.

Welcome to the Stomping Plains. You'll soon find out how it got its name. For now, activate the WARP PAD (5). Head forward to find Stomponadon (Triassic Steamroller). All he is is a giant dinosaur foot. The first part is easy as Banjo and Kazooie. Use the Wonderwing to get across the plain. Stomponadon's foot is useless when you're using the Wonderwing (remember how it was used a few times a world in B-K, and in B-T this is like, what, the first time we've used it in three or four worlds?). You need at least ten gold feathers to get to the other side safely. Step on the Banjo-Kazooie switch to reveal a JIGGY (5). Now Wonderwing back across to the other side (if you run out, there are feathers in the footprints. Back at the start, there's a Split Up Pad. Split up and become Kazooie.

You're about to learn why the developers decided to place a Warp Pad here, of all places. As Kazooie, quickly head forward into the first footprint. Stomponadon will continue to stomp, but he won't hurt you. RIGHT when his foot begins to life, IMMEDIATELY rush forward to the next footprint. Do this for a couple of times. When you get to a split, take the right path. If Stomponadon's foot hits you, then you'll lose all but the last honeycomb, regardless of how much energy you have. When you get to the other side (as Kazooie) head to the Kazooie Switch to free the JINJO (2). You can't get across as Banjo yet, since he's too slow, so just join back up and exit this hellhole. Now return to the start. We're gonna get one more Jinjo before we grab that last egg.

At the start, head into first-person mode and look up to find a switch. Shoot it with a grenade egg to open a cage. Now head to the flying pad that you used earlier to get the first egg. Use it to fly to the alcove with the JINJO (3). Now warp to Mumbo's area. We need to use Mumbo, but why not get the Cheato Page close by? Head left of the warp and high jump up onto the ledge. Inch across (defeat the snapper on the way) and climb up into the alcove at the end. Use a Bill Drill to destroy the boulder and get the CHEATO PAGE (2). Now head to Mumbo's hut and become Mumbo. As him, warp to Wumba's Wigwam (head inside for Wumba to yell at Mumbo). Anyway, use the Mumbo Pad near Wumba. This will enlarge Wumba's Wigwam, allowing for a bigger transformation to take place.

Now warp back to Mumbo's hut and become the bear and bird once more. Warp to Wumba's Wigwam and head inside. Jump into the pool to become the Daddy T-Rex. Move with the control stick and roar with the B button (tapping does the same roar as holding). We can get a Jinjo now, but it involves both the dino and the bear and bird. Step on the dino switch near Wumba's Wigwam. You have thirty-five seconds to head back into the wigwam and transform into Banjo and Kazooie, then rush to the cage and rescue the JINJO (4). Now transform back into the giant dino once more. You're invincible as a dino and you can kill enemies just by touching them. Anyway, head to the area NEAR the flying pad. You might've noticed a cavemen guarding a cave entrance. He won't let the bear and bird in because the Oogle Boogles are there.

According to him, the Oogle Boogles are "bad men" because they want to share Terrydactyland and the Unga Bunga's want to keep it for themselves. Head as close to the cavemen guarding the cave as you can and roar to scare the crap out of him. He'll run off, leaving the cave entrance open. Now return to Wumba and become Banjo and Kazooie once again. I just noticed something... it seems like Wumba has gotten big as well! Holy crap, you're in a room with a giant! Get outta there as fast as you can and return to the cave entrance that the Unga Bunga was previously guarding. The Oogle Boogles are cold and hungry, but you can't do anything about their problem until you've learned some moves from later levels. Split up using the Split Up Pad to the right and then go forward.

Jump up some ledges and use the Shock Jump Pad to reach the egg. Hatch to reveal a very fat dinosaur. Terry will say that she will work out an exercise program for the

baby terrydactyl if you can bring it back. Switch to Banjo and use the vine to climb to the baby. Use the Taxi Pack (Z+left C+B) to put her in your bag. Now head outside of the Oogle Boogle cave. Return to the start and use the warp pad there to warp to the top of the mountain. From here, head to Terry's nest. Take the baby out and you'll get another JIGGY (6). Now return to the cave and join up with Kazooie. Ready to take a LONG adventure (I mean LONG) for another Jiggy? Okay, cool. From the Oogle Boogle's Cave, drop down. Across from the pillar with the flying pad is a steep slope.

Talon Trot up and enter the cave. Welcome to the Styracosauruses Family House, and what a jolly family there is! Head up to the mother to learn the situation. The first child is very sick, and needs tending. The second child has shrank, and needs to get back to normal size. And the third child has gone missing. I told you this was a jolly family. Anyway, locate the boulder near the Split Up Pad and Bill Drill it to reveal a Shock Pad. Don't get on it just yet. There's another boulder in front of the the shrunken dinosaur which you need to Bill Drill. Now head to the Split Up Pad and become Kazooie. Use the Shock Pad to reach the HOLLOW HONEYCOMB (2). Now join back up again. First, we're bring the shrunken dino back to size. Head out and warp to Mumbo's.

Become Mumbo (I didn't need to say that) and then warp to Wumba's Wigwam (since Mumbo can't get up the steep ledge, we have to take another route). Drop off the ledges and then go right, into the red tunnel. Walk across the narrow ledge to reach the Styracosauruses Family House. Go up to the shrunked dino and stand on the pad. Enlarge the dino and the mother will thank you by giving you nothing. Great. Now head back to Mumbo's hut and become Banjo and Kazooie. It's time to help the sick child. Return to the Family House (I'm not going to bother saying Styracosauruses anymore; it's too much of a bother). and use the Taxi Pack on the sick dinosaur. Now head to the area near where you learned the Springy Shoes and enter the cave that's there.

Assuming you beat Chuff in Giltter Gulch MIne (and assuming you opened up the train entrance in Terrydactyl land) you can call the train. Read the sign to have it arrive. Now, you can't actual enter the train split up, but you can go into Chuffy's Wagon in the back. Do so and pull out the sick dino. Now return to Kazooie and join up with her, then head to the trian once more. Enter the cab and stand on the GO button. Press B and warp to the Isle O' Hags.

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+=====+
|               Isle o' Hags (Cliff Top)                CLIFF2      |
+=====+
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You can only get here if you opened the train station like I told you to. You should have the Glowbo that I told you to get earlier. Talk to Mumbo to get his help, then head outside and down to the train area. Stand on the pad and heal the sick dino. Now go back to Banjo and Kazooie. Leave the train where it is and warp to the Pine Grove.

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+=====+
|               Isle o' Hags (Pine Grove)                |
+=====+
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Enter Witchyworld.

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+=====+
|               Witchyworld                            WOOD05      |
+=====+
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While we're here, we might as well get the last Jiggy along with helping the final dinosaur. Let's get the Jiggy firs, okay? Mrs. Boggy has lost her kids and doesn't

know where to find them. Use the warp pad and warp to behind the Big Top. Now go around the circle, collecting Fires and a Hamburger. Now head to the Space Zone and enter the Star Spinner. Inside is the first kid, and she'll leave if you give her fires. Do so and she'll run back to Mrs. Boggy. Now warp to the Inferno and exit the area. Outside in the Inferno Zone, enter the purple cave. Go across into the Cave of Horrors to see the next kid. It'll run around but just hit it with one of your moves and it'll go quietly. The missing dinosaur is here as well; ignore it for now, we need one more kid.

Warp to the Space Zone once more. To the right of the dome is the final kid. Give him the burger and then he won't be able to move (what a shock, considering he weights 300 pounds). Locate a Split Up Pad and become Banjo, then Taxi Pack to Mrs. Bobby. After giving her the kid, she'll hand you a JIGGY (10). Now it's time to rescue that missing dinosaur. Head to the Inferno Zone and enter the green door. Make your way to the coffin closest to the tracks. High jump and grab onto the top. From there, high jump up to the ledge. Head to the other side (killing the snappers) and activate the switch. This will cause the train doors to open. Read the sign to call the train. If you freed the dino like I told you to earlier, it'll rush into the train.

That's what you should do as well, so jump in and head to Terrydactyland. But if you want to take a detour to get the final Glitter Gulch Mine Jiggy, that's what we're gonna do. So head to Glitter Gulch Mine.

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+=====+
|                Glitter Gulch Mine                MINE06        |
+=====+
```

Make your way to upstream to the start of the river. There's a Jiggy behind the waterfall that you can't get by a normal jump. Break the Rareware box close by and use the Springy Shoes to head up and grab the JIGGY (10). Now we're gonna get another Jiggy from Jolly Roger's Lagoon, so head to the train and go to the Isle O' Hags.

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+=====+
|                Isle o' Hags (Cliff Top)                |
+=====+
```

Go up to Jolly Roger's Lagoon now.

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+=====+
|                Jolly Roger's Lagoon                JOLLY3        |
+=====+
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Head to the Split Up Pad and become Kazooie, then go up the stairs near Mumbo's hut. Enter Mumbo's hut and look to the left. You should notice a patch of green. Shoot a grenade egg to blow a hole in the wall. Head through and then go left to find TipTup. He's baby is 32 weeks late, and it needs hatching. So hatch it and TipTup will freak because it's tipped up (ha ha. ha.). Whack it with your wing to flip it over. TipTup will give you a JIGGY (9) and leave. Now it's time to return to the Isle O' Hags.

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+=====+
|                Isle o' Hags (Cliff Top)                |
+=====+
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Take the train to Terrydactyland.

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+=====+
|                Terrydactyland                TERRY2        |
+=====+
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+=====+
The two dinos will automatically run out to meet their mother. She'll give you one. Lousy. JIGGY (7). We should've gotten more than one Jiggy. It's time to take out the Rocknut tribe. Yeah. Warp to the start of the level, since we're gonna begin from there. Go directly across, into the small cave. You're now in the mountain. Go left and up, out of the mountain to be on a bridge. Your first rocknut is here. We need to take them out to get a Jiggy, but their armor is super-strong. So we need to get them from the back with a Clockwork Kazooie Egg. Jump up to the left and Grip Grab the ledge. On the other side, fire a Clockwork Egg onto the bridge and blow it up behind the rocknut. Four more left, so drop down off of the ledge that you're on and go forward.

Near the flying pad, there's are two cages, one with a Jinjo and one with a Rocknut. Send a Clockwork egg into the middle hole and go left into another hole to enter the Rocknut cage. Knock out the Rocknut. Now for the Jinjo. Send a Clockwork egg into the far right hole to come out in the JINJO (5) cage. Now head to the Train Station. Look to your right and you'll see a Rocknut on a ledge. Fire a Clockwork to the left of the Rocknut and blow it up. Now head to Wumba's Wigwam and head up the mountain until you get to the two paths (jumpings the gaps and entering the cave). Shoot a Clockwork egg out and jump the gaps to reach the other side, where you should head thorough the other cave entrance. Here, blow up the Clockwork egg to knock out the fourth Rocknut.

Now head to the lake on the mountain. Behind the waterfall is the Rocknut. Shoot a Clockwork egg to the left of the waterfall and enter the hole to find the Rocknut. Blow it up and get the JIGGY (8). Those are all the Jiggies we can get for now, but we can still get a Hollow Honeycomb. Head to the River Passage and swim to the end. Talon Trot and jump to the hill near the back (past the waterfall) and grab the HOLLOW HONEYCOMB (3). Now exit Terrydactyland.

+=====+
| Isle o' Hags (Wasteland) |
+=====+

Nothing we can really do at the Wasteland anymore so warp to the Plateau. Here, enter Honey B's Beehive.

+=====+
| Honey B's Hive HONEY |
+=====+

You should have seven hollow honeycombs, just enough for another unit of energy. Trade with Honey B and get your energy. You now have nine units but with nine more holloe honeycombs, you can make that ten units. Head out of Honey B's Hive.

+=====+
| Isle o' Hags (Plateau) |
+=====+

Warp to the Wooded Hollow.

+=====+
| Isle o' Hags (Wooded Hollow) |
+=====+

Two things we can do. We can (1) head to Jiggywiggy's Temple and open the final world and we can (2) go to Heggy's to hatch an egg. Let's head to Jiggywiggy's first, shall we?

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+=====+
|                Jiggywiggy's Temple                WIGGY5    |
+=====+
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You should have at least fifty Jiggies (assuming you've saved at least three Jinjo families, which you should've done), five more than what is needed to open Cloud Cuckooland. The puzzle is, again, simple. Still, it is more difficult than the others. There are only three pieces that haven't been moved, unfortunately. Again, edges first and then the center. When you have all of it done, Jiggywiggy will open cloud Cukooland in the Wasteland. Fifty-five is waht is needed for the next puzzle, so exit the temple.

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+=====+
|                Isle o' Hags (Wooded Hollow)        WOOD06    |
+=====+
```

Go down to Heggy's place. In here, use the Split Up Pad you activated earlier to become Kazooie. Head up to the upper planks and hatch the yellow mystery egg. A Jinjo is now a multiplayer character! Nice! Now head out and warp to the Wasteland.

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+=====+
|                Isle o' Hags (Wasteland)            WASTE2    |
+=====+
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Go right and you'll see the Digger tracks going straight up a wall. Woah. Anyway, to your right are some Springy Shoes. Use them to reach the top of the wall, where you should head through.

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+=====+
|                Isle o' Hags (Quagmire)            QUAG01    |
+=====+
```

Activate the silo first. There's nothing else to do here, so head into Grunty Industries.

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+=====+
|                Grunty Industries                  INDUS1    |
+=====+
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Welcome to hell! I can't decide whether Rusty Bucket Bay was worse than this or not. Anyway, Grunty Industries should seriously piss you off. Why? Well, you should first notice that you can't get IN the damn Industry. Great, just great, because that's where pretty much all of the Jiggies are found. Well, we can't do anything standing around, can we? On the right side of the entrance (if you're facing it) there's a ladder. Climb it, ignoring the batttery bouncing around. Head down the path and carefully jump across the toxic waste barrels (the swampy water here will harm you if you jump in). At the end, Grip Grab the ledge. Carefully make your way to the other side, making sure to kill the snapper as you go. On the other side, climb the ladder up.

Climb the other ladder down and jump to the next platform. Step on the switch to give the train access to Grunty Industries. THIS is the way to get in. Exit the Industries.

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+=====+
|                Isle o' Hags (Quagmire)            |
+=====+
```

Head to the Cliff Top.

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+=====+
|           Isle o' Hags (Cliff Top)           CLIFF3           |
+=====+
```

You'll want to head to the train station and call the train by means of the sign. Jump in and stand on the "GO" pad, then press B. You want to head to Grunty Industries.

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+=====+
|           Grunty Industries           INDUS2           |
+=====+
```

Exit the train and head forward, through the door. Go up the tunnel, but DON'T actually enter the room yet. Shoot a grenade egg at the camera sweeping the area to blow it up. If it spotted you, a bunch of tintop dudes would've emerged from the center area and attacked you. Not good. The camera comes back, so quickly grab the notes (15) and head outta the train station. Welcome to Floor One. Go to your right, past everything, and up the stairs. At the top you'll see a Split Up Pad. Split up (I really shouldn't have to say that). As Banjo, head to the big steel door you passed and step on the Banjo Switch. As Kazooie, do the same thing except step on the Kazooie Switch. You've now opened the Main Entrance. Hooray, now we actually have a way of getting in.

Join up and activate the WARP PAD (1). Now split up again and exit the industries as Banjo (just the building, not the whole level). Outside, climb up the ladder and hit the battery with your Pack Whack to stun it. Now scoop it up with the Taxi Pack and carry it into the industries. Here, head up to the Split Up Pad. Jump over the right rail and double jump to the platform with the ladder and white light. You can't get in because there is insufficient power to open the door. Place the battery in the slot to open the door. High jump to the ladder, climb up, and drop down through the hole. Head forward and talk to Jamjars to learn the Snooze Pack. Z plus right C will let you sleep in your back. This allows you to recover lost energy units! And at a fast rate too.

Now that we have this great move, drop down to the bottom of the basement and collect the notes (25). Now high jump up to the ladder on the left and return to Floor One. Don't drop down just yet. High jump up to the pipe and Grip Gab across. Drop down and collect the notes (35). Now join up with Kazooie and jump over the back rail, onto the large pipe. Talk to Jamjars to learn how to use the Claw Clamber Boots. When you see Kazooie's footprints, you can use a pair of these boots to get to places up high. If you try to take the Service Elevator, you'll notice how it isn't working. Locate the footprints to the right, and then grab the Claw Clammers close by and climb up the footprints. Head into the little caveish area and use the Shock Pad to reach Floor Two.

Drop down off the ledge and kill the enemy, then go through the tunnel on your left. Wumba's Wigwam is here. Go behind the pipe on your right to grab the GLOWBO. Now enter Wumba's Wigwam. Give her the Glowbo to transform into... a washing machine? Isn't that the spell that Mumbo used to "accidentaly" cast on you in the last game? Anyway, we don't need it just yet, I just wanted to show you (by the way, Z as a washing machine is the attack... see it, it's funny). Now exit the wigwam [make sure you activated the WARP PAD (2)]. You should see a grate near her Wigwam. Blow it up with a grenade egg and head to the other side. Blow the other side up with a grenade egg. To get into the Electromagnetic Chamber, you'll need a battery. Cross the pipe, collecting the notes (40). Don't split up when you get to the middle. Head onto the other two pipes and get the notes (50) there.

You can't get the Jinjo yet, so split up. As Banjo, head across the pipe leading to another smaller pipe attached to the wall. High jump up to that pipe and head

across (avoiding the electricity). Drop down at the end and take out the battery with your Pack Whack. Place it in your bag and then drop down and use the pipe (avoid the electricity) to climb up to the main pillar. Head to the battery slot near the Electromagnetic Chamber and place the battery in to open it. Now join up with Kazooie and head into the Electromagnetic Chamber. Here, climb the stairs and then Beak Barge the button near the door to open the door. The Service Elevator is now active. Now head back to the previous room and head to the Split Up Pad, where you need to become Kazooie. Drop down onto the grate and head out into the other room.

STOP and shoot the camera to your right to avoid being destroyed by the tintops. Now collect the notes (60) around this area. In one of the "FRAGILE" boxes (smash them with grenade eggs) there's Claw Clamber Boots. Use them and enter the toxic room, then climb the footprints. When you reach the top, follow the ledge to Jamjars, who will teach you the Leg Spring. Hold Z+A for your own high jump, and this lets you jump as high as the Shock Pad does (when you're B-K; you can still jump much higher with only Kazooie). Now flutter over to the Split Up Pad but don't join up yet. Head to the crying Jinjo and use the Leg Spring to reach the JINJO (2; remember, you got one when you were in Jolly Roger's Lagoon?). Join up with Banjo and return to the room that had the Claw Clambers.

Head into the room across from you and head down this cave. Use the grenade eggs on the box next to you to reveal more Claw Clambers. Use them to climb the wall that's on the opposite side of the pillar you're near. Now jump to the pipe on your left and Grip Grab across (avoiding the electricity, of course). Climb the ladder up to Floor Three. Drop down and head forward, then start climbing the boxes on the left. Grip Grab across the yellow pole when you see it. On the other side, go right, and then jump to the box with the GLOWBO. Return to the start of Floor Three and go right (assuming you're facing the exit). Head through the large doorway and enter the next room, but STOP near the start. To your right is the camera. Blast it with a grenade egg.

Now continue forward and activate the WARP PAD (3) in front of Mumbo's. All we went here for was to get to the Warp Pad, so return to the box room. Again, climb the boxes to your left and cross the pipe. But this time, head through the door. You're inside the Boiler Plant. Head left for a while and Beak Barge the switch to open up the path to the Service Elevator for Floor Three. Return to the box area and use the Split Up Pad near Mumbo's entrance to become Banjo. Head into Mumbo's area, but sneak along the left wall to avoid being caught by the camera. Knock out the battery and grab it in your pack, then return to the box room. You have to go to the Boiler Room. When you try to high jump to a box you can't reach, you'll have to take another route.

Use the double jump to reach the box diagonally across from you and continue the Boiler Room from there. Inside the Boiler Room, head to the area between the two boilers and use the battery to open the Packing Room. Although we aren't done with the tour, we can take a detour to a Jiggy. Head back to Kazooie and join up with her, then return to the Packing Room entrance where you should go inside. Time to play a mini-game. You need to pack as many Twinklies as you can into the chutes that are on the wall. Blue Twinklies are three points, green are two, and red are one (as usual). You simply have to run into a Twinkly to pick it up. The more you have, the slower you move, so it's best to unpack them quickly. You simply need to run up onto the podium in front of the chute to unpack the color that matches the shoot.

You have sixty seconds to get forty points, which is easy enough. You should be able to get at least fifty within the time limit. At the start, head to the northeast corner and grab the running shoes. The mini-game becomes a whole lot easier now. Once you win, you'll get a JIGGY (1). Now it's time to continue our tour through Hell, er, I mean Grunty Industries. Head back to Floor Three. In the corner, there's a pipe you can use to get up to a higher area. Use that to maneuver around some

boxes so you can make your way to a pipe leading up to a ledge. This ledge sticks out of the wall and has some notes on it. When you get to the boxes, climb the pipe and grab the notes (70). Now jump to the suspended platform. Ignore the Jinjo calling, it's a Minjo.

In the corner, there's another pipe. Climb it and head out of the Fire Exit. Make your way up the ladders to Floor Four. Drop down in this strange, shaky area. Head to your right, through the tunnel. When you get to the end of the tunnel, make your way to the VERY front of the next room. Look up to see a camera. If you were to go any farther, it would've spotted you. Take out the camera with a grenade egg. Now go forward and activate the Flying Pad Switch to make two flying pads appear outside the industries. Now exit this area through the wide opening. There's a giant conveyor belt here. Activate the WARP PAD (4) first thing. Touching the huge crushers means loss of all but one honeycomb, so I suggest NOT touching them if you don't want to get hurt.

In the corner are some boxes. Climb them and jump onto the suspended platform. Locate the "FRAGILE" box and blast it with a grenade egg to reveal a Mumbo Pad. Use the Warp Pad to return to Mumbo. You want Mumbo's help, so talk to him. As Mumbo, warp to the fourth floor. Climb the boxes and get up to the Mumbo Pad. Mumbo will cast an... EMP? Where's that from? Anyway, this electromagnetic pulse halts the crushers. The auto-recovery program is about to reactivate the crushers in forty-five seconds. Uh-oh, time to go. Quickly warp to Mumbo's hut and become bear and bird again. Quickly warp back to the wall crusher and head down the conveyor belt. Activate the Banjo-Kazooie switch to switch the wall crushers off. Yipee. Now go left.

Hey, another tintop room! The camera is in a little hole to your left. Blast in and enter the room. Climb up the pipe and head left to find the elevator. Beak Barge the button to open the Service Elevator. You have to open a battery-operated room now, so warp back to floor three. Head to the Split Up Pad and become Banjo, then climb the ladder and drop down to floor two. Here, drop down to the bottom of the room. Head into the open, tintop room. Run straight across, avoiding the tintops, and capture the battery. Now use warp pads to return to floor four. Head into the tintop area you were in and climb the pipe, but this time go left. Head through the tunnel and then open the door by means of the battery. Okay, we've been everywhere but the fifth floor.

I have concluded that this is ten times worse than Rusty Bucket Bay. It took me two and a half hours to type up this stupid tour and it took about an hour and a half to type up the Rusty Bucket Bay guide for B-K. Lucky me. Now stand in the warp cloud and switch to Kazooie. Use her to warp to where Banjo is (when you get to the tintop room, use the Shock Pad instead of the pipe) to reunite. Now get the hell outta the industries (not the level... we still have a friggin nine Jiggies, three Jinjos, three hollow honeycombs, three Cheato Pages, and thirty notes left... *sigh*). Back out at the main entrance, go left onto the toxic barrels (you can just jump to them; you'll lose a honeycomb, but it's a much faster way). Jump across the barrels and Grip Grab the pipe at the end (we did this MUCH earlier, remember?).

Climb the ladder at the end and use the flying pad to fly to the roof of the industries. Locate the glass window in the center part here and Beak Bust it. Fall through to get to Floor Five. Drop down here and rescue the JINJO (3). That's all we can do at the moment, so use the Shock Pad and boxes to get to the roof of the industries once more. Now locate the glass window on the side roof and head through. Drop down and locate the part of the floor with screws. Do a Bill Drill on each of the screws to make a vent on Floor Four open up. Drop down through that vent. Head forward and locate the Split Up Pad. Become Kazooie and return to the vent you just dropped through. Use the Shock Pad to get up. Jump to the box on your right. Use the Leg Spring to high jump up, then flutter towards the box with the JIGGY (2).

Yipee. Okay, now that you have that, drop back through the vent and reunite, then return to floor one of the industries. Split up and then have Banjo drop down. Enter the Trash Compactor, which is the tunnel with the still conveyor belt. A tintop will sound and yell that an intruder is in the Trash Compactor. I'm sure he yells that often. Anyway, head forward and you'll be smashed by a giant crusher, which will reduce you to one health. Continue forward onto the conveyor belt, and then go left into the doorway. Here, use the Snooze Pack to recover to max health. Then continue forward. Another crusher will try to kill you. If you have more than one health, you'll survive long enough to go forward and step on the switch. Once you've done that, use the Snooze Pack again.

Head back across and you'll be crushed by the crusher. On the conveyor belt, go left and grab the JIGGY (3). With three Jiggies, we seem to be progressing. Now head up the stairs to get to the top of the Compactor. Reunite with Kazooie. Head to the entrance of the Trash Compactor and turn around. You'll see some stairs down to your right. Head down them to enter the Air Conditioning Room. Collect the notes (80) on both the left and right sides of the entrance. Now exit and warp to Wumba's Wigwam, where you need to transform into a washing machine. Time to head to the Electromagnetic Chamber once more! Go through the tunnel leading to the chamber. Inside, you should see a giant red switch. Banjo and Kazooie were much too light to stand on it, but the washing machine is heavy enough.

Head forward to the switch and back away from the switch... wait, the game backs you away already. Why are we running away from the switch? A giant magnet is pulling us. Last I checked, washing machines were metal. Crap. There's a cut to a Mumbo Pad hanging from a rafter in some other place. Hmm... can you say EMP? I can. EMP. Anyway, head back to Wumba and become Banjo and Kazooie again. Now warp to the third floor. Make your way to the box room. Here, head to the Boiler Room. In the Boiler Room, drop down and go right, to the part of the floor with the screws. Unscrew the four screws with the Bill Drill to make the Mumbo Pad fall down to the bottom of the Electromagnetic Chamber. Now return to Mumbo's hut. Exit the hut as Mumbo and warp to floor two.

Make your way to the Electromagnetic Chamber. Climb up to the second floor and use the EMP on the Mumbo Pad to deactivate the magnet. Crap, auto-recovery initiated. So you have ninety seconds to warp to floor three, become Banjo and Kazooie, warp to floor two, transform into the washing machine, head to the Electromagnetic Chamber, and then press the button. This sends a charge through the wire, opening the Repair Depot in the Air Conditioning Plant. Head back to Wumba and change into Banjo and Kazooie once more. Now return to floor one and head down into the Air Conditioning Plant again. Go left and high jump up to the ladder, then climb it and inch across the pipe. At the end, enter the Repair Depot. Drop down to the bottom. Despite the fall, you're not gonna get hurt at all since a huge "toilet cleaner" will come out.

It's Welder, the Visually-Impaired Welding Torch. He'll say that it says bears can't get into the building, but Banjo isn't a bear (according to him). Welder will believe him, telling himself that he needs to wear his glasses. But he'll just attack you all the same.

~~~~~  
BOSS: Welder (Visually-Impaired Welding Torch)  
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Difficulty: 8/10

Welder is fought in six different parts, since each time you hit him he changes his strategy. This can make the boss fun to fight, since it'll keep changing. Welder has six HP, which means six grenade eggs are needed. Fire them one after the other at him to end the battle. No, just kidding, it's a little more complicated than that. At first, Welder will start shooting balls of electricity at Banjo and Kazooie. Run and jump as they get near you to avoid them (running in a circle works

best). After trying (and hopefully failing) to hit you with his electricity, Welder will attempt to suck you up, a popular tactic among many bosses in video games. A popular defense to this is to run away. A popular offense is to shoot something into the boss's mouth.

Don't let Welder suck you up as you fire a grenade egg into the open mouth. Welder, being somewhat blind, will swallow the grande egg. Something will explode inside of him. Had this been a real life situation, a massive explosion would've followed (well, it's a welding torch after all). But it's a video game. By the way, you don't need to go into first-person mode to shoot the egg, since Welder kneels down to your level when he tries to suck you up. Next, Welder will try to defeat you by sending nuts n' bolts out. These are extremely simple to defeat. A single Rat-a-Tat-Rap can take care of them. The last one will drop a piece of honey, which you can use if you have lost any honeycombs. Following the nuts n' bolts attack, Welder will try to suck you up once more.

You know what to do. After a second hit, Welder will try to leap up in the air. What is it with bosses having these unbelievable hangtimes? Anyway, Talon Trot around as the shadow beneath you grows and grows until Welder finally lands. He'll try to chase after you. If you aren't Talon Trotting, he'll hit you. Eventually, he'll jump to the center, where he'll try to suck you up again. Three hits down, this battle isn't so hard? Why'd I turn the difficulty to eight though? Welder realizes that his plan isn't working (Plan? What plan?) so he'll turn on the emergency switch. Gulp. A grid of electricity will come on. Now it becomes quite a bad idea to step on the cracks of the floor if you value your life.

Welder will start shooting electricity at you. Dodging is made harder thanks to the electric grid. Jump while being as nimble as possible. You get into a difficult situation when he starts to suck you in. If you shoot an egg, he'll pull you into the grid. If you try to jump away, you'll land on the grid. Unless you're in a corner (where he can't reach you), you'll have to take a hit if you want to hurt Welder. Welder will then shoot the nuts 'n' bolts out at you. Let them come to you and use the Wonderwing so you don't risk running into the grid. Again, shoot an egg into Welder's mouth. It's best not to Talon Trot as Welder is in the air since you jump a little too far sometimes and might land on the grid. Let him hit you when he lands and he'll automatically run towards the middle.

One more egg and his welding days will come to an end.

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Welder will explode and Banjo will run over to his head. He'll offer you a Shock Jump Pad to get out of the Repair Depot. Of course, Kazooie will be outraged at the fact that he won't give you a Jiggy. But then he'll tell you that his Jiggy is behind a fan. Anyway, when Welder exploded he knocked out the power, halting all mechanical objects. Use the Shock Pad to climb the HUGE ladder and then carefully make your way across the now still pipe. At the end is a CHEATO PAGE (1). Head back across and exit. Cross the pipe bridge here and head through the tunnel. Jump to the JIGGY (4) at the end. That was a \*\*\*\*load of work just for one stupid Jiggy. Okay, from where you are, head to the warp pad and warp to floor four. Time for another annoying maze.

Head to the tintop room (past the crushing shed) that had the Service Elevator for floor four. Climb up the pipe and go right, past the elevator. Grab the Claw Clambers and continue, heading up the footprints when you reach them. Now enter the Sewers. Go forward to learn that the Clinker's are blocking the vents, causing toxic air to rise. The door will open, so continue into Clinker's Cavern (remind you of any place?). You have two-hundred seconds to maneuver through the maze and take out all the Clinkers. The problem with this is that most Clinkers can be in hard to see places, like high up on walls (by the way, Clinkers are the brown sludge on the walls). If you hear a sort of squishy noise, you'll know a Clinker is close to you.

There are twenty to take out.

Start with the lower floors, and then head out and take out the Clinkers on the upper floors. If time runs out, then first your oxygen will start to deplete rapidly. After that, your health will slowly start to deplete. While those meters are depleting, you can still search for Clankers, so don't give up if you only have one or two left. Once you take out all the Clankers head back to the entrance and get your reward: a JIGGY (5). Once you have that, exit. Well, we're so close to the cable room, so why not head there and get the Jiggy that's located in that area? Drop down out of the sewers and climb the pipe once again, but go left this time. Up at the top is the Cable Room. Enter it to find that it's quite dark and electric wires are everywhere.

Jump over the wires to Quality Control (don't touch the wires or you'll be shocked). In Quality Control, you should see a bunch of toxic barrels with a single Rareware barrel in the middle (ignore the Jinjo, it's really a Minjo). You have to shoot a grenade egg at the Rareware barrel, but you can't hit toxic barrels or the room will suddenly fill with poisonous gas. The first few barrels are easy, but the conveyor belt then speed up and the Rare barrel gets closer and closer to the toxic barrels. Eventually, they'll all be shoulder to shoulder and be going super fast, making it quite difficult. If the room does fill with gas, exit and turn the fan switch on back in the Cable Room (it's to the right of Quality Control). Once you take out all the barrels, a Jiggy will drop.

Head to Wumba and turn into a washing machine. The Jiggy dropped into an area that can be accessed only by the machine. Head to the Service Elevator and take it to the fourth floor. Drop down and go through the tunnel, then enter the machine-only door. Grab the JIGGY (6) here then become Banjo and Kazooie once more. Return to the very start of the level (outside). Outside, get on top of the exit to the level. Look forward and you should see a window. Shoot it with a grenade egg to shatter it. Now head to a flying pad outside (either one works). Fly up and you should see another glass window. Beak Bomb it and head inside. Grab the CHEATO PAGE (2) that's here. Now head out and fly past the first window you opened. On the other side is another glass window which you should Beak Bomb. Inside, unscrew the floor. This is needed to get the next Jiggy. Head outside and take flight again. Head toward the window we opened, but land on top of it. Grab the TREBLE CLEF (100) to get the final notes.

Now drop down and go into the main entrance. Head to the Split Up Pad and become Kazooie. Locate the Claw Clambers on this floor. Grab them and VERY QUICKLY run outside. Jump to the platform on your left with the Claw Clamber footprints. Head up and jump to above the window. From here, drop down and head into the window. Take a flying leap and flutter to the Jiggy, which disappears. You have to fight six tintops, which is easy enough. When they open their hatches, shoot a grenade egg into them to blow it up. Don't get too close, since they can shock you with electricity. Once you have defeated them, you'll get the JIGGY (7). Reunite with Banjo now. Head outside. We need to activate the Warp Pad on the roof now, since we haven't done that for a while.

There's nothing else up there, but what the hell. Fly up and activate the WARP PAD (5) near the smokestacks. Okay, now it's time to attempt a difficult Jiggy. But first, a Cheato Page. Head into the Worker's Quarters, which is to the left of the Service Elevator. Here, blow open the men's room with a grenade egg. Talk to Loggo here, who was ripped out of Grunty's mansion (I hated that place). He's blocked with paper. Bill Drill him to unblock him. The paper was a CHEATO PAGE (3)! What a surprise! Anyway, NOW it's time to take a quest for a difficult Jiggy. Okay, warp to floor three. Make your way to the big box room and climb the ladder. Drop down to the end of floor two. Here, climb the pipe on your left. On the other side, rush past the Skivvy.

Go down the vent and hit the switch at the end. Now go to Wumba's and transform into



a washing machine. Hell yeah. Time to clean up all the Skivvy's here. What is a Skivvy? You may have heard some rabbits crying around the place. Talk to them to find that their uniform is all dirty. So we need to clean them! Head down to floor one. Go left and jump onto the crate you dropped earlier. Use that to get to the Skivvy. Talk to him and have his overalls cleaned, and then enter the Worker's Quarters. Go into the room on your right and clean the Skivvy's overalls. Now head to floor two. Go forward into Wumba's area, and then head into the next room, the tintup area. Go through the door you opened a couple minutes ago. There's a Skivvy on the platform.

After cleaning his uniform, take the elevator up to floor three. From the elevator, head straight across to find a box blocking a "BOILER ROOM" sign. Shoot underwear at the box to smash it. Then enter the mechanical-only room, where another Skivvy needs an overall washing. Head up to the fifth floor (by elevator, of course). Enter the mechanical-only door here. In the next room, head up the ramp to the Skivvy. There's just one more left, and it's outside. We have to take a mini-adventure to reach it. Hooray. Head down to the second floor, and report to Wumba's Wigwam (don't go inside, just head to the area). From here, head into the tintop area (where you went through the vent a minute or so ago). Locate the box blocking the "DOWN TO FLOOR 1" sign.

Smash it and head down the stairs that are revealed. Here, press the button to open the fire escape exit. Now head outside, through the exit. Make your way across the swampy water (you won't be harmed by whatever is down there) to the area covered by vines. The last Skivvy is here. Talk to it and clean his overalls to get a JIGGY (8). Now transform back into Banjo and Kazooie. We still need to get two Jiggies (which we can't get right now). We can still get the Jinjos and the Hollow Honeycombs though. Return to floor one and split up. As Banjo, head to the second floor. You have to go down the stairs that you just went down as the washing machine. When you get back outside, head down the stairs and look to your left to see a Rareware box.

Smash it and step on the switch. Now switch to Kazooie. Have her take the same path as Banjo and the washing machine did. DON'T reunite when you get outside. Head along the narrow path sticking out and smash the box at the end to reveal Claw Clambers. Grab them and quickly head past the stairs and up the footprints (it's a long way). At the top, rescue the JINJO (4). Now reunite and then head to one of the flying pads. Fly to the very, very top where you should Beak Bomb the chimney window (there's only one). Head inside to be in the Boiler Room. Go across and grab the JINJO (5). Kill me if you wish, but I think we need to wait to get the Hollow Honeycombs until we have better moves. They become easier to get that way. So for now, head out of Grunty Industries.

Now. Another minute in this place and I'll kill myself.

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+=====+
|               Isle o' Hags (Quagmire)               |
+=====+
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Warp to Wooded Hollow.

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+=====+
|               Isle o' Hags (Wooded Hollow)           |
+=====+
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Head to Jiggwiggy's Temple.

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+=====+
|               Jiggwiggy's Temple                     WIGGY6   |
+=====+
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Ready to take Jiggwiggy Challenge 9? You should have at least fifty-five Jiggies, which is the requirement for entering the door. Caudlron Keep is the puzzle you're solving this time. All but two pieces have been removed, so it should be a much bigger challenge than before. Still, as long as you do edge pieces first, you should be able to take care of this easily. This oepsn the final "world," Caudlron Keep. You need a whopping seventy Jiggies for challenge ten (which we can get easily), so leave now. Warp to Jinjo Village.

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+=====+
|               Isle o' Hags (Jinjo Village)               |
+=====+
```

Spiral. Mountain. Now.

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+=====+
|               Spiral Mountain                           |
+=====+
```

You should have six Cheato Pages, more than enough for a new cheat. So head up the spiral mountain and fly into the old lair.

```
+=====+
|               Gruntilda's Lair                           GR04   |
+=====+
```

Talk to Cheato to get the most useful cheat so far: FALLPROOF. It's time to go to Mayahem Temple to learn it.

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+=====+
|               Spiral Mountain                           |
+=====+
```

Head to Jinjo Village.

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+=====+
|               Isle o' Hags (Jinjo Village)               |
+=====+
```

Go to the Wooded Hollow.

```
+=====+
|               Isle o' Hags (Wooded Hollow)               |
+=====+
```

Mayahem Temple.

```
+=====+
|               Mayahem Temple                             MAYA04  |
+=====+
```

You know what to do. Head to the Code Chamber and enter "FALLPROOF" as your code. Activate it and you won't suffer ANY damage from falls. Awesome!

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+=====+
|               Isle o' Hags (Wooded Hollow)               |
+=====+
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Head to the Cliff Top.

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+=====+
|               Isle o' Hags (Cliff Top)               CLIFF4               |
+=====+

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Before we head to Hailfire Peaks, we're gonna get the final Jinjo of the Isle O' Hags. Head behind the Hailfire Peaks entrance. Grab the Claw Clambers and go up the footprints on the wall right of Mumbo's. The JINJO (4) is here. Now enter Hailfire Peaks.

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+=====+
|               Hailfire Peaks               PEAKS2               |
+=====+

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LAVA SIDE
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Hailfire Peaks is interesting in a way that Click Clock Wood was (from Banjo-Kazooie). You might've wondered about the oxymoron in the world name, hailfire. Well, we're there's hail there isn't fire and where there's fire there isn't hail. You come out on the Lava Side of Hailfire Peaks. You can enter the other side, which is the Ice Side. You have to go to both sides if you want to get all of the Jiggies. Luckily, there's no extended tour we have to take since we can take care of everything as we get the Jiggies. Go forward, up the stairs, and a dragon will suddenly shout at you. You didn't pay for a tour, so he wants to roast you alive. Guess what? You've got a fireball problem until you take care of the dragon! Hell yeah!

Anyway, activate the WARP PAD (1) in front of the sign. The sign says trespassers in the water are likely to be cooked. At this point, head left. Start climbing the large mountain. You'll see cracks in the wall. As you approach them, a giant, firey hand will come out. You can either kill them with Ice Eggs (negative) or wait until they come out and retreat (positive). As you head up the first part, avoiding the hands, get the notes (10). Continue up the mountain, passing the door. Pass Mumbo's hut and jump to the ledge. Defeat the snapper and inch over to the other side. The dragon will start hurling fireballs at you once more. Quickly climb up and enter the cave. Out here, head forward and the dragon will roar. Remain in your place to see a fireball heading down.

It'll hit the crack and blow the roof to pieces (don't worry, you won't be hit). Drop down and go right. The floor looks like lava, but it isn't, so safely go forward and grab the GLOWBO. Now head to the flying pad you were just at. Go to the left of it. There's a small island with a switch. Jump to it to create a shortcut between the very start of the level and here. Now you don't have to go through the tercherous mountain again (they could've just placed a Warp Pad...). Anyway, return to the flying pad once again and head into the air. Fly up to the volcano and locate the peak with the flying pad. Get on and enter the alcove, then climb up to the top of the mountain. Meet Chillli Billi. You're the pizza guy, according to him. But you don't have a pizza.

Instead, Chillli will decide to eat you. Yeah yeah, kill the messenger...

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BOSS: Chillli Billi (Hot 'n' Spicy Dragon)
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Difficulty: 7/10

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This is the first of the two dragons you have to fight, Chillli Billi. This dragon is

gonna try to roast you with his fireballs, but it seems he hasn't noticed the cannons that can defeat him so very easily. Trying to shoot a regular, fire, grenade, or Clockwork egg inside won't pierce the firey scales of Chilli Billi, but an ice egg will do the trick. How to get your ice eggs up onto the dragon when he's shooting fireballs and you need super accuracy? The answer is simple: the cannons. There are four cannons in the area, and you'll need to use at least two. There's a hole in the cannon near the back. Aside from being the only weapon you can use against Chilli Billi, the cannons make great cover. Chilli Billi's fireballs can't touch you while you're behind a cannon.

Shoot an ice egg into the hole and it'll come out gigantosized (is that a word?). This will Chilli Billi right in the face. Ouch, that must sting. His anger boils up as the cannons lower temporarily. He's decided to lick you up. Notice how you're fighting at the top of a narrow platform. Let me say that you can be knocked off the edge and to your death at the moment, which isn't good for your health. If Chilli Billi's thounge (is that how you spell it?) hits you, there's a chance you'll be knocked off. Remain in one place and jump as the tongue passes over you. After a little bit of this, the cannons rise again. You can use each cannon three times, so you'll only need two for this battle (he has six hit points). When you've used the first cannon three times, it'll shatter.

After he tries to lick you up, head left. You'll have to jump over a gap of lava. The difficult part here is that he's spitting fireballs, and if you're hit there's a chance you'll fall into the lava waterfall and head to your death. Even if you're hit, there's a chance you might NOT fall, so just hope that you get lucky. You'll reach another cannon. Again, three icy shots at Chilli Billi and he'll give up.

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Chilli will leave to get some of Al's burgers. As for you, you need to find his brother, Chilly Willy. Use the flying pad to head down to the first warp pad (use a Beak Bomb as you're flying down to dive bomb forward, making the journey much quicker). When you get to the warp pad, turn to face the sign. Head right, and climb up the ledges. Enter through the door. Outside, go around the ledge and head into the blue cave.

ICE SIDE

Welcome to the Ice Side. You'll see a cut-scene of one of the aliens falling from their UFO (from the Lagoon, remember?). They'll die. Great, fourth dead thing you've seen in the game. When you get in conrol, go forward, up the small hill, to meet Biggafoot. He has an enormous foot. Yeah. And he's guarding some Claw Clambers. If you try to get too close, he'll kick you with his foot. So wander around the snow until Chilly Willy schreeches. You're trespassing, according to him, so he'll throw ice balls at you. Head to Biggafoot to see a cut-scene of an ice ball slamming into Biggafoots foot. It'll turn red and he'll run off for the first-aid kit. Grab the Claw Clambers and follow the ice path. When you pass under the arch, go right and head up the wall.

Continue forward to the next footprint set. Climb this large one. When you get to the top, enter the cave. Climb the ladder to meet Chilly Willy. He wants pizza too, but you don't have it. Sorry Chilly.

~~~~~  
BOSS: Chilly Willy (Cold 'n' Icy Dragon)  
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Difficulty: 7/10

This is the second of the two dragons you have to fight, Chilly Willy. This dragon

is gonna try to freeze you with his balls of ice, but he, like his brother, hasn't noticed the cannons that can defeat him so very easily. Trying to shoot a regular, grenade, ice, or Clockwork egg inside won't pierce the icy scales of Chilly Willy, but a fire egg will do the trick. Again, you have to shoot the ice eggs into the cannons. There are four cannons in the area, and you'll need to use all four this time, because Chilly Willy has twelve HP. There's a hole in the cannon near the back. Aside from being the only weapon you can use against Chilly Willy, the cannons make great cover. Chilly Willy's iceballs can't touch you while you're behind a cannon.

Shoot a fire egg into the hole and it'll come out gigantosized (is that a word?). This will hit Chilly Willy right in the face. Ouch, that must burn. His anger boils up as the cannons lower temporarily. He's decided to lick you up. Notice how you're fighting at the top of a narrow platform. Let me say that you can be knocked off the edge and to your death at the moment, which isn't good for your health. If Chilly Willy's thounge (is that how you spell it?) hits you, there's a chance you'll be knocked off. Remain in one place and jump as the tongue passes over you. After a little bit of this, the cannons rise again. When you've used the first cannon three times, it'll shatter. After he tries to lick you up, head left. You'll have to jump over a gap of ice.

The difficult part here is that he's spitting iceballs, and if you're hit there's a chance you'll fall into the icy waterfall and head to your death. Even if you're hit, there's a chance you might NOT fall, so just hope that you get lucky. You'll reach another cannon. Again, three firey shots at Chilly Willy. You have to repeat this in two more cannons before you can finally shut Chilly Willy up.

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Once Chilly Willy is defeated, he'll surrender the JIGGY (1). You no longer have to endure balls of fire and ice being thrown at you from above. Now we're gonna go and get the two moves that Jamjars gives you, because it'll make the level a LOT easier. Drop down off the cliff (if you entered the FALLPROOF cheat you should suffer no damage by falling; otherwise, use the Claw Cambers to get down). To your left is an oil rig. Why is an oil rig here? Anyway, approach it and turn left before you reach it to find a cave. Inside is the Icicle Grotto. Start Talon Trotting up the path, since the killer icicles are FAST. Anyway, continue through the tunnel and shatter the right ice block. Use the Shock Pad to get up to the next level, where you need to shatter another ice block with a Shock Pad.

Up on the next level, activate the WARP PAD (2) in the center. Now turn left and go up the narrow path, shattering the icicles as you go. At the end, head all the way forward to reach a Split Up Pad. Split up and become Kazooie. Look up and you'll see eight icicles atop the ceiling. Use a grenade egg on each of them and they'll fall in front of a ledge. How they stop in midair, I have no idea. Anyway, after busting all eight, carefully make your way across them (with Kazooie's large jump and somewhat difficult controls, it's easy to fall). When you get to the other side, head through the tunnel. Take the left exit when you reach the open cave. For 660 notes, Jamjars will teach you the Glide maneuver.

This allows you to... well, glide through the air for a while. It's very efficient for getting to hard-to-reach places. Anyway, re-enter the Icicle Grotto and then look at one of the floating pillars. There's a block of ice on it. Shatter the ice block and glide to that pillar to grab the TREBLE CLEF (30). Now climb the icicle path once more and turn around and face it once you reach the top. You should see a Jinjo calling for help in a little alcove. However, gliding at your current height won't let you reach it. Instead, Leg Spring and then glide at the top of your jump. You'll reach the JINJO (1). Now head to the Warp Pad that you previously activated. Warp to the start of the Lava Side.

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LAVA SIDE

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From the Warp Pad, go down to the Split Up Pad. Become Banjo and return to the Warp Pad, where you should turn right. Head up, past the cave, and then start climbing the ledges (it's easy, although at first it might look like Banjo can't do it). Enter the huge door when you get there. You'll emerge high up on the Lava Side. Carefully make your way around the edge. When you get to the end, head left. You have no way of defeating the fire hands, so just carefully make your way past the first two. Make sure to grab the notes (35). Heal yourself with the Snooze Pack if you sustained any damage from the first two fire hands. Activate the WARP PAD (3) here as well. Now continue forward, past two more fire hands, grabbing more notes (40).

When you get to the other side, you'll be near a hot lake again. Head left, jumping the gaps while avoiding the evil fire hands. When you reach a small cave, ignore it and continue. Head past all the fire hands, grabbing the notes (50). Tilt the camera left as you reach the curve. There's a fire hand here that can surprise you and knock you off if you're not careful. Past that fire hand is Jamjars. For 640 notes, you'll learn the Shack Pack. Z+Bottom C lets you fit through tight spaces and move around in dangerous liquid (that opens up a LOT more paths). Okay, now return to Kazooie and join up with her. Head up the first set of stairs and go right, onto the pillar. Cross the pillars in the lava. On the other side, head through the big door. You're now in another kickball lobby, like in Mayahem Temple.

Head forward, onto the orange path (the Jinjo is really a Minjo, so ignore it). Turn left and climb the set of stairs, then turn left once again after you reach the top. Head forward, up another set of stairs, and step on the switch at the end. This raises platforms so you can get a Jinjo, which we'll do in just a second. Return to the orange path and go straight, up the stairs, to find a Stony. Great, we have to become a Stony now if we want to play. Climb the right stairs and look right to see a door. Jump to it. Head through and you're out in Hailfire Peaks again. The pillars that you just made are here. Jump to the first one, then jump across to reach a lava waterfall guarding a Jinjo. Touching it results in honeycomb loss. Just use the Wonderwing to jump through, rescuing the JINJO (2).

By now, you should have almost all families complete, so the Jinjos that you're rescuing should give you lots and lots of Jiggies. Return to the kickball lobby and back to the orange path. Go forward and stop in front of the stairs. To the right of them, there is a huge crack. Smash it with a grenade egg and head through.

+=====+  
| Mayahem Temple |  
+=====+

Well, we're back in the Mayahem Temple lobby. In front of you is a Warp Pad, so warp to Wumba's Wigwam. After transforming into a Stony, warp back to the kickball lobby and head back to Hailfire Peaks.

+=====+  
| Hailfire Peaks |  
+=====+

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LAVA SIDE  
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Wow, you actually crossed worlds without transforming back into bear and bird. Head up the stairs and talk to the Stony. Apparently, kickball is played in a different way. The LOWEST score will always win now, so you have to make sure that you don't

score any points. The Stony will open the door to the quarterfinals for you...

The easiest one, the quarterfinal. Again, you can move a lot faster than the other Stonies here, so use that power to your advantage. The AI of the Stonies is low, so they'll usually avoid kicking balls into your goal. Just kick balls into the other goals in this pattern: left, bottom, right. That way, the people playing will all have high points, instead of two having high points and one having low points. You'll also want to clear as many balls away from your goal as possible. If one appears near your goal, grab it and quickly kick it away (preferably into somebody else's goal but as long as it isn't near your goal, you'll be fine). The round is short, so you should easily win by at least eight or so points. Once you beat the quarterfinal, the semifinal door opens.

Climb the stairs to the right and head through the door to begin the semifinals.

This time, everyone will start with fifty points. Also, red balls now appear. You should remember that the red balls always deducted points from your score, so you'll WANT to kick the red balls in. This is also extremely easy, although the enemy AI gets a little more pumped up in this round. Solid red balls take off only a point from your total. However, flashing red balls will take off two points, so grab those whenever you can. If you start to get way ahead, the other Stonies will try to prevent you from getting any more goals. This can be hard to get around, but since you're the faster runner, you should be able to continue scoring goals easily. Once that's done, the final door opens. Climb up the two sets of stairs and enter the door.

The difficulty level goes WAY up in the Final, and it can be hard to adjust to the new rules. This time, there are five different balls: red, flashing red, yellow, flashing yellow, and bombs. The three Stonies will try to kick the yellow balls into your goal the most (although they sometimes kick them into other goals). Therefore, you'll want to capture ANY yellow ball and hurl it into another goal. At the same time, you'll need to get as many red balls as possible and hurl them into your goal so you can keep your score at zero. If you hit zero points, then don't bother hurling more red balls into your goal; the points don't go negative. Instead, make sure to throw yellow balls into other goals to increase their score. On your first try, it's very likely that you'll lose.

However, you should be able to get zero points on your second try (since you'll be used to the rules). Remember, the bombs stun the Stonies. Let them get in a group, then hurl a bomb at them to stun the three (make sure you're not stunned too though!).

Once you win, you'll get a JIGGY (2). Yippe. Okay, now it's time to return to the Ice Side to revive an old Rare hero but before we do that, let's rescue another Jinjo. First, head to Mayahem Temple and transform back into the bear and bird. Now return to the start and become Banjo, then warp to the Lava Side (Upper Side). From there, get across the two fire hands and then use the Shack Pack to drop into the lava water. Collect the fish (I'll explain later) and then grab the JINJO (3). NOW it's time to rescue an old Rare here. Head through the main entrance to the ice side.

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ICY SIDE  
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Use the Claw Clamber boots to, once again, get up to the large set of footprints. Don't climb them, but take off the boots. Look to your right to find two ice blocks. Grab the notes (60) inside of them. Now go forward, up the large step. Smash the ice blocks here for more notes (70). Now turn around and drop down, then go left down the steep, narrow path. You're in a totally new area of the Icy Side. Make your way

to the dead alien. Now head to the shore of the icy water. Look left to see a ledge. Grip Grab it (be careful, there's an out-of-sight Snapper ready to chomp you) across and grab the GLOWBO on the other side. Now head away from the icy water. Back on the snow, jump up some ledges to the left. Break the ice block and grab the notes (75) inside.

Jump to to the second ledge and grab more notes (80). Now jump up one more ledge and activate the WARP PAD (4). From here, drop down to the other side. Head to the back and go left, up the ledges, grabbing the notes (90). At the top, talk to the ice cube. Her husband is lost, and she wants you to find him. Screw that. Shatter her and she'd dead, so you can now grab the JINJO (4) that was inside. You'll see an enormous igloo here. Go inside to find... Boggy! He's gotten fatter, just sitting around watching his damn widescreen TV. He's really hungry, and needs a hot fish. When you grabbed the third Jinjo, you also grabbed a fish. Give it to him and he'll give up a JIGGY (3). Wow, that was easy. Anyway, that was just a detour to get an easy Jiggy.

Exit the igloo and then continue down the path. Carefully cross the icy bridge and shatter the ice block at the end to reveal a Mumbo Pad. Remember this spot, we'll be back in a sec. Jump down to find a frozen character. Who is it? Why, it's Sabreman of course, made in 1984 by Rare. Well, he's in a bit of a bad state, seeing as how he's frozen solid. Using your fire breath won't help, unfortunately. Neither will fire eggs. Hmmm..... Return to the Lava Side.

-----  
LAVA SIDE  
-----

From the start of the level, head forward and then go left when you reach a pillar. Cross it and go around the tent. A while ago, you opened up a shortcut. Behind the tent, there are some stairs. Take them to a flying pad. Here, fly to Mumbo's hut and enter it. Toss one of your two Glowbo's to Mumbo. After becoming him, make your way to the start of the level. From there, warp to the Ice Side (Lower Area - Wumba).

-----  
ICY SIDE  
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Remember, I told you to memorize the path to the Mumbo Pad? Well, if you forgot, the strategy is a few paragraphs above. Once you get to the Mumbo Pad, perform Life Force on Sabreman. He's alive, but freezing. So you have to get Banjo and Kazooie to warm him up. Head to the warp pad and warp to the Lava Side (Lower Area - Mumbo).

-----  
LAVA SIDE  
-----

Head right and start up the mountain, destroying the fire hands with your wand thingy. When you reach Mumbo's hut, become Banjo and Kazooie once more. Warp to the Icy Side (Lower Area - Wumba).

-----  
ICY SIDE  
-----

Drop down to the lower area. Here, go forward and when you reach the end, head left, along the shoreline, to reach Sabreman. Three fire eggs will warm him up. Now he's tired, and needs to return to his home back on the Lava Side. Return to the Warp Pad. Near it, there's a Split Up Pad. As Banjo, return to Sabreman. Use the Taxi Pack on him to put him in your bag. Now warp to the beginning of Hailfire Peaks.



-----  
LAVA SIDE  
-----

From the Warp Pad, head down and cross the pillar to the tent. Take Sabreman out of your pack and he'll give you the treasure he found as a reward. What a shock, it's a JIGGY (4). Well, now that we have the Jiggy, it's time to head back to the Icy Side to reunite with Kazooie.

-----  
ICY SIDE  
-----

We can get another Jiggy on this side while we're still here. But we need Mumbo yet again, so return to the Lava Side.

-----  
LAVA SIDE  
-----

Head to Mumbo's hut. I shouldn't have to tell you where it is now, should I? Good. Anyway, before you become Mumbo, we're creating a mega shortcut that'll help us out in getting the next Jiggy. To your left (inside the hut) there's a green part of the wall. Blast it with a grenade egg to reveal a path to Wumba's Wigwam. NOW become Mumbo, and head through the door that you just created. Although he isn't welcome in her wigwam, we had to go through Wumba's Wigwam anyway. Exit through the main door here.

-----  
ICY SIDE  
-----

Outside, go left to climb up a thin ramp. Now carefully cross an icy bridge. Smash the ice block on the other side and then use the Mumbo Pad to revive the dead alien. After some talk, the dad will reveal where his three kids are hiding. Two are below ice, and the baby is scared to death on a little ledge way up high (how'd it get up there in the first place?). Anyway, head to Wumba's Wigwam to get to Mumbo's hut again, where you should become Banjo and Kazooie once more. Once you're the bear and bird, return to Wumba's Wigwam and then head outside. Here, go left, past the hill, to find an ice sheet with an alien under it. Bill Drill on the ice sheet to bust it. The alien is dead, but we're not gonna revive it now. Let's find the others first, okay?

From here, climb the ledge where the Warp and Split Pads are. Go left, jumping over the gap, and then drop down to the other side. Here, Bill Drill the ice sheet to free the kid. Now return to the Split Pads and become Kazooie. As her, warp to the Icicle Cavern. Exit it the moment you get there (it's the quickest way to reach our destination... well, the easiest way I could explain it actually). Outside, jump up all the ledges. In the oil rig area, head to the back. Stand next to the large shed and Leg Spring up to the top. Now head left along the path until you get to a ledge where a Jiggy is trapped behind you (which we aren't getting just yet). Locate the big blue ledge sticking out of the wall and glide to it. The baby alien rests on this ledge.

It's way too cold to go back to its parents, so you have to warm it up. Fire eggs don't do anything (strange) but hatching it (???) will warm it up. So do that and it'll leave. Okay, before we revive the final baby, look out at a tall, snowy pillar. There are ledges sticking out of it. Do a Leg Spring and then instantly glide to the top of it, where a CHEATO PAGE (2) rests. Once you have that, return to

Banjo. Now head to Wumba's Wigwam, and from there, go to Mumbo's hut. As Mumbo, return to the Mumbo Pad that you used to cure the alien father. Use Life Force once more to revive the dead girl. Now all three aliens have been found, so the spaceship will rise again.

The alien thanks you, but then threatens to kill you for taking so long. Damn him. He left his laser on the ship, so you're spared for now. As they rise, they'll drop a JIGGY (5). I don't think that Jiggy was dropped on purpose... Anyway, head back to Banjo and Kazooie and become them once more. Now it's time to get a Jiggy by means of the transformation. Head to Wumba and give her the Glowbo, then jump in the pool. You'll transform into... a snowball? Great, just great... anyway, you start out with one health, and you only have five honeycombs. You're at your smallest size. Go outside and roll around in the snow, and you'll grow in size and get more health. When you're at your biggest size, you'll weight a lot, but you won't be able to fit through some things.

WARNING: DO NOT FALL INTO THE HOLES WHERE THE TWO ALIENS WERE RESTING IF YOU'RE A BIG SNOWMAN! IT IS VERY HARD (but possible) TO ESCAPE THE HOLE, AND YOU MAY HAVE TO RESTART YOUR GAME!

IF you get stuck in the hole, then hold B and go forward to begin a roll attack. After a little bit, jump as high as you can and you should roll out. Now, from Wumba's Wigwam, you'll have to work your way through a little hole across from you if you want to get to where we have to go. To do that, hold B and start rolling forward, jumping as much as you can (while holding B). Otherwise, you'll grow too big and you won't be able to fit. If, by any chance, you DO get too big, touch the fire next to the wigwam to slowly go back to a regular snowball. Anyway, once on the other side, get to your biggest size. Now carefully head up the ramp and onto the Warp Pad. Warp to the upper area of the Lava Side.

-----  
LAVA SIDE  
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Well, in the upper area, we're close to where we need to go. But a snowball in a firey place... not good. After a while, you'll slowly lose health. Hold B and charge right through the firey hands. When you reach the steaming water, go right, up the hill, and into the Icy Side.

-----  
ICY SIDE  
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If you lose any health, carefully roll all the way left, up to the snow, and go in a circle until you're massive again. Don't fall, or you have to do the WHOLE thing again. Now roll right, to the top of the shed. There's a rusty switch that requires a lot of weight. As the biggest snowball, you can press it. This will activate the oil rig, and it'll dig up a Jiggy that's inside Grunty Industries (bom bom bonnnnnnnnnnnnnnnnnnnnn!). From here, drop down and make your way to Wumba's Wigwam, where you should transform back into Banjo and Kazooie (you can't fit into the wigwam unless you're the tiny snowball, so burn yourself with the fire if needed). Back outside, head to the Split Up Pad and become Banjo. Snooze Pack to heal yourself, then warp to the Icicle Caverns.

Exit them and you'll find yourself near the oil rig. High jump up the ledges and then head to the pipe, where you saw the whole. Shack Pack inside. In the Waste Desponsal Plant, go forward and collect the JIGGY (6). Now it's time to grab Kazooie and exit Hailfire Peaks completely.

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|           Isle o' Hags (Cliff Top)           |
+=====+-----+=====+
```

Jump into the silo and warp to the Wasteland.

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+=====+-----+=====+
|           Isloe o' Hags (Wasteland)           |
+=====+-----+=====+
```

Enter Terrydactyland.

```
+=====+-----+=====+
|           Terrydactyland           TERRY3           |
+=====+-----+=====+
```

We need to do two things here. One, get another Jiggy for Terrydactyland. Two, get another Jiggy for Hailfire Peaks. We're getting the Terrydactyland Jiggy first. From the start, go left, jumping up the ledges. Continue left, up a circular hill, and you'll see a cave. Enter it to be inside the Oogle Boogles' cave. We've been here once before, but now we're here for a lot longer. Go forward to find a freezing Oogle Boogle. It hasn't been able to leave the cave because the Unga Bungas won't let them. It is very cold and very hungry. We can solve the cold problem easily, but the food problem is a little more difficult (as in you have to travel through different worlds). Fire some fire eggs into the fireplace near the Oogle Boogle to warm him up.

Now continue straight and jump up the ledges. Head down into the darkness. Continue running straight and you'll see light again (if you aren't getting anywhere, use fire eggs to briefly light the area up). There's a switch down here, which opens a path between Witchyworld and Terrydactyland. Now head back to the main part of the cave. Go left and jump up the rocks to find another Oogle Boogle. Light up the torch next to him and he's suddenly nice and warm. Now return to the first part of the large cave. Behind the Split Up Pad, there is a boulder. Bill Drill it to reveal a Shock Pad. Use that to leap up into the air, where you should inch left to another part of the cave. Warm up the final Oogle Boogle that's there. Now return to the main part of the cave.

Head down the stairs and enter Witchyworld.

```
+=====+-----+=====+
|           Witchyworld           WITCH3           |
+=====+-----+=====+
```

You should know what to do here. Head to the two food stands, one with fries and one with burgers. Grab some of both and then climb a rope to the top of the Big Top. Grab the Claw Clambers there and rush to Area 51. On the left side are footprints. Take them back up to Terrydactyland.

```
+=====+-----+=====+
|           Terrydactyland           TERRY4           |
+=====+-----+=====+
```

Here, give food to each of the Oogle Boogles. They'll be grateful because you saved them of extinction, and they'll give you a JIGGY (9). Now exit the cave. Outside, return to the start and warp to the Stomping Plains. Remember this area? Of course, it's your favorite place! Previously, it was impossible (literally) to get across with Banjo. With the Snooze Pack, it's now possible! So split up and become Banjo. As long as you have at least two honeycombs, Stomponadon can't kill you. Head to the first footpring. Inside, use the Snooze Pack to recover at least one honeycomb, then make your way to the next footprint. Again, get at least two honeycombs and

continue. Do this until you reach the other side. DON'T head into the swap cloud yet.

Instead, step on the Banjo switch. Now switch to Kazooie. With her speed, you can easily get across without being hit (we've crossed with her before anyway). When both are on the other side, reunite and head through the door that Banjo just opened.

```
+=====+
|                Hailfire Peaks                PEAKS3        |
+=====+
```

-----  
ICY SIDE  
-----

Grab the JIGGY (7).

```
+=====+
|                Terrydactyland                |
+=====+
```

Head to the exit and go to the Wasteland.

```
+=====+
|                Isle o' Hags (Wasteland)        |
+=====+
```

Warp to the Cliff Top.

```
+=====+
|                Isle o' Hags (Cliff Top)        |
+=====+
```

Head into Hailfire Peaks.

```
+=====+
|                Hailfire Peaks                PEAKS4        |
+=====+
```

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LAVA SIDE  
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It's time to meet Gobi again, along with taking a difficult journey. Yeah. First off, you DID free Gobi back in Witchyworld like I told you to, right? If not, refer to the end of the Witchyworld guide to figure out how. Anyway, head up to the Warp Pad and warp to the upper part of the Lava Side. Go right, defeating/avoiding the fire hands. At the end, you'll see a lava pool. Jump to the pillars in the lava and head through the door. Of course, the doors are locked 'cause you haven't pressed the switch. Exit the train station. Back outside, jump across the pillars once again. Now, the easiest way to get to the switch is to head to the flying pad (use the shortcut by Sabreman's tent). Fly up near the lava pool. To the right of it, there are two alcoves.

Head into the second one and press the switch down to open the train doors. NOW head to the train station. Call Chuffy over to the train station. We don't need to go anywhere at the moment, so head outside and warp to the area near Wumba's Wigwam.

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ICY SIDE

-----

You have to turn into a snowball again. Yipee. You have to sprint across the snow field to fit through that tiny space once more. If you don't remember how to do this, refer to the upper part of the Hailfire Peaks guide, where I first describe the snowball transformation. Anyway, grow to your biggest size on the other side and climb up the ramp. Instead of warping, head across the narrow path. There's a train switch here, and a heavy one. Step on it to open the doors to the Icy Train Station. Now we have to get to it, but how? Well, become Banjo and Kazooie again and then warp to the upper part of the Lava Side once more.

-----

LAVA SIDE

-----

Head right, past the hands again, but this time DON'T go around the circle of lava. Just continue forward, and head through the door on your left to reach the Icy Side once more.

-----

ICY SIDE

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Head forward, up the path, and grab the Claw Clambers that Biggafoot was guarding. Now quickly return to the cave entrance you just came through. There are footprints to the right of the cave. Follow them up, then enter the Lava Side.

-----

LAVA SIDE

-----

Carefully make your way forward, avoiding or defeating the firey hands. Enter the cave on the other side. You're at a higher point in the Train Station. Head across the bridge to find Gobi. Time to deprive him of his precious water. Beak Bust on his back and he'll spit water into the boiler, cooling it. With the boiler cooled, it's now possible to enter the Icy Train Station. So take the train to the station there.

-----

ICY SIDE

-----

Now that you're here, head out and climb the broken track. Go forward to the second part of the train station, where a JIGGY (8) awaits. We can, miraculously, get all ten Jiggies here before we have to go, so don't give up just yet! There is, unfortunately, no other way to escape the train station then by heading back to the Lava Train Station. So do just that.

-----

LAVA SIDE

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We can get a Hollow Honeycomb inside the Train Station now, so don't leave just yet, okay? Jump and Flutter to the pillar on your right. From there, jump and flutter to the back of the tracks. Now you should see a ledge that you can Grip Grab onto. Do a full-height long jump and Flutter to the ledge to grab it (it's difficult). Defeat the Snapper as you inch across. On the other side is a HOLLOW HONEYCOMB (1). Now exit the Train Station. Now jump across the pillars, go right, and head down the mountain. Go past the Warp Pad until you reach the steamy lake. Talon Trot up the

steep hill to your right. Now high jump up to a ledge. Inch across (defeating the Snapper) and grab the HOLLOW HONEYCOMB (2) there. Wow, two in less than three minutes.

Anyway, jump back down to the front of the steamy pool. Go left, down the big path, and you'll reach some stairs. Climb down and enter the very red cave to get into the volcano. Immediately your oxygen appears. You have only a limited time to complete the puzzle in here and grab the Jiggy. Jump to the right and step on the "I" switch. This makes a path rise. Follow it to a "II" switch. Again, another path will rise. Repeat this, stepping on the "III, IV, V, and VI" switches. Finally, a Jiggy switch will appear. Step on it to make a Jiggy appear in the middle of the volcano. Grab the JIGGY (9) and head out of this volcano. Now it's time to get the final Jiggy. I just realized we're getting all the Jiggies before getting all the notes. We can't have that, can we?

From where you are, climb back up the stairs you used to get to the volcano entrance. From there, go right all the way and enter the small cave. Slide down the hill and then drop down into the lower area. Grab the final notes (100) here. Now make your way to the front of the Kickball Stadium. Enter the stadium. Inside, head straight and climb the stairs that leads to the Stony. From there, climb the right stairs. Now jump to the ledge with the door and the Split Up Pad (to the right of the door). Shoot the gargoyle with a grenade egg to take it out. Now split up and become Banjo. After sleeping to recover your health, drop down to the lower part of the stadium. Locate the big chain on the giant pillar to your right (as if you just came in) and climb it to the top.

If you didn't take care of the gargoyle, there's a big chance it'll hit you while you're climbing the chain and knock you to the bottom. When you reach the top, jump to your left and hold left as you fall. You'll grab a ledge (this took me like fifteen minutes to find 'cause I thought the ledge would be RIGHT next to you at the top). Head around it and drop down, then head through the door. Outside, step on the Banjo Switch to open a gate. Now switch to Kazooie. As her, exit the Kickball Stadium and make your way to the flying pad all the way on the other side of the level (remember the shortcut by Sabreman). Use it to fly to the alcove that's now available thanks to Banjo's switch. Step on the Kazooie switch here to open another gate.

Now switch back to Banjo. Carefully make your way across the ledge and step on the final switch. This opens a gate to a Jiggy. Switch back to Kazooie and fly to that gate and grab the final JIGGY (10). We still need a Jinjo, a Hollow Honeycomb, and two Cheato Pages so we're not done yet. Head back to the Kickball Stadium, and climb the first set of stairs to your left. To your left is a cracked wall. Blow it up with a grenade egg to reveal Claw Clambers. Grab them and drop down. On the pillar nearest you, there's a set of footprints. Climb them to the top, where you should head through the door. There's the second CHEATO PAGE (2) here. Now return to the start and warp into the Icicle Grotto.

-----  
ICY SIDE  
-----

We're here for a while this time. Head up the path to your left and climb the icicle path. At the top, head through the cave. Go through the right door when you get to the top and grab the HOLLOW HONEYCOMB (3) inside the volcano. Now return to the Warp Pad and start to make your way to the front of the Icicle Grotto. Don't actually exit though! To your left should be a long, green icicle. Climb it up to the top, where there's a small hole. Shoot a Clockwork-Kazooie egg into the hole and guide it up into a small cave with a CHEATO PAGE (3). Now we just need the final Jinjo and we're ready to roll. Exit the cave completely and return to Wumba's Wigwam. Turn into our favorite transformation, the snowball, and then exit Wumba's Wigwam. We

don't have to do the sprint across the snow this time.

Head forward and then right, up a steep hill. At the top, go left, and drop down the hills. Here, turn around and head to the back of the area, where a strong wind is blowing. Even as the heaviest snowball, you can't go into the wind directly. Hug the right wall and hold B as you slowly make your way to the JINJO (5). I have to ask two things here. One, why does the Jinjo not get blown by the gust? And two, why the hell does the wind instantly stop once you have the Jinjo? Anyway, we are totally DONE with Hailfire Peaks now, so transform in Banjo and Kazooie and exit the world!!!

#### ISLE O' HAGS (Cliff Top)

Head across the bridge, past the silo, into Jolly Roger's Lagoon.

```
+=====+
|                Jolly Roger's Lagoon                JOLLY4        |
+=====+
```

We can get a Cheato Page and a Jiggy here, two things that we desperately need. First, the Jiggy. Go to the town's center and become Kazooie. Now go forward and enter Jolly's through the side entrance (the one on the left of the place). In here, head down the stairs to the Smuggler's Cavern. Run forward, jump, and glide to the JIGGY (9). Now exit and reunite with Banjo. Now warp to Atlantis. Here, one of the temples leads to the Ancient Swimming Baths. When you find it, head forward, out of the water. Go up all the stairs to the Split Up Pad, where you should become Kazooie. Now face the entrance/exit, and high jump. Glide to the other side, where a CHEATO PAGE (5) awaits.

Now reunite, head to Atlantis, and warp to the town's center. Now get outta this lagoon.

```
+=====+
|                Isle o' Hags (Cliff Top)                |
+=====+
```

Warp to the Wooded Hollow.

```
+=====+
|                Isle o' Hags (Wooded Hollow)                |
+=====+
```

You SHOULD have at least seventy Jiggies now. Since Jinjo colors are random, you may have more. You should have rescued at least two families though, so that puts you at seventy Jiggies, which is what we need to complete the final puzzle of the game. So now, head to Jiggywiggy's Temple.

```
+=====+
|                Jiggywiggy's Temple                WIGGY7        |
+=====+
```

The hardest puzzle awaits. ALL pieces are removed, and you only have 100 seconds to clear them all out. Again, EDGE PIECES FIRST!!! This makes it a LOT easier. Of course, I shouldn't have to tell you to do corners first, but I'll tell you anyway: do corners first. THEN do the edges, and THEN the middle. This saves lots of time. Once that's done, you'll open the final, final door. If you wanted to, you could skip Cloud Cuckooland entirely and just finish the game right now. But that wouldn't be cool? Anyway, there's one final, final puzzle. No reward for it, but it's super hard. All pieces are cleared out and turned different ways. You have to turn pieces to put them in. Consider yourself a puzzle master if you complete the final

Jiggywiggy challenge.

Anyway, that's it. We're done with Jiggywiggy's Temple now. So head out of the temple.

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+-----+
|               Isle o' Hags (Wooded Hollow)               |
+-----+
```

Warp to Jinjo Village.

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+-----+
|               Isle o' Hags (Jinjo Village)               |
+-----+
```

Head to Spiral Mountain.

```
+-----+
|               Spiral Mountain                           |
+-----+
```

You should have five Cheato Pages, so it's time to return to Cheato to get what is arguably the best cheat you can get without actually... well, cheating. Anyway, head up to Gruntilda's Lair. If you don't know the way by now, then how the hell did you get this far?

```
+-----+
|               Gruntilda's Lair                           GR05 |
+-----+
```

Talk to Cheato to get cheat four out of five: HONEYBACK. Can you guess what this does? Hint: it does NOT give you infinite health. Anyway, exit Gruntilda's Lair.

```
+-----+
|               Spiral Mountain                           |
+-----+
```

You know where to go.

```
+-----+
|               Isle o' Hags (Jinjo Village)               |
+-----+
```

Again, you should know where to go.

```
+-----+
|               Isle o' Hags (Wooded Hollow)               |
+-----+
```

You know where... ah, screw it.

```
+-----+
|               Mayahem Temple                             MAYA05 |
+-----+
```

You've done this four times now. Do I really have to tell you again? Warp to Wumba's Wigwam. Code Chamber. Enter "HONEYBACK" as your cheat. Cheat Sheet. The "HONEYBACK" cheat automatically restores energy over a short period of time. It's the best thing you can get by actually working for your cheats. You're practically invincible now. I can understand if you don't want to use this cheat, but I highly recommend it if



this is your first time through the game (which I doubt, since it's been out for four years). I suppose the only irritating thing about the "HONEYBACK" cheat is that you'll constantly hear the little sound made when you recover a honeycomb. It can get very annoying, you know.

```
+=====+
|               Isle o' Hags (Wooded Hollow)               |
+=====+
```

Warp to the Wasteland, where we can get to the final world.

```
+=====+
|               Isle o' Hags (Wasteland)               WASTE3   |
+=====+
```

From the silo, go left, up the path, and through the crack in the cliff. Jump into the bubble to be sent to Cloud Cuckooland.

```
+=====+
|               Cloud Cuckooland               CUCKOO       |
+=====+
```

First thing: step on the WARP PAD (1) in front of you. Anyway, this place has a whopping two Warp Pads, and one huge hub area called the Central Cavern, with many passage to it. There are nine different passages, and I'll assign each passage a number (yeah, King Kool's FAQ gave me the idea of numbers but hey, it's the best way to keep things in order!). After touching the warp, head forward and jump into the flower. These flowers are found all over the place, and they blast you across large gaps (well, of course there are gonna be large gaps in the place, you're in the sky!). When you take the first cannon and cross to the other side, you'll see a bunch of dirt. There are eight dirt patches here. Bill Drill them all to get some good things.

Most of the items under there are useless but the ones that are important are: a pair of Springy Shoes, two SEEDS (2) that we'll need later, and your first HOLLOW HONEYCOMB (1). Ten seconds into the level and we already have a Hollow Honeycomb! Nice. Now go straight, through the passage. This is PASSAGE ONE. Welcome to the gigantiouslylying Central Cavern. Really, it's HUGE! Collect the notes (5) right in front of you at the start. Drop down to the left and dive down into the water to find a little passage marked as PASSAGE 2. Grab the notes (10) in front of it. Continue left (get out of the water) and head past some evil paper enemies that randomly pop up. High jump up the ledge to find a red passage. This is PASSAGE 3 as you might've guessed.

Be sure to collect the notes (15) in front of the passage. Now go left to find a giant safe, known as the Superstash. How can a safe be a Superstash if it has only 10000 different combinations? That can be cracked by an expert easily. Anyway, you'll want to be on the lookout for the different combinations. Go to the right of the safe and climb the land strip. You'll see footprints leading up a wall, along with a ledge going to your left. High jump onto the ledge and head left, defeating the Snapper. On the other side, it seems that there's nothing. But if you look into the red wall, you should see a hole. Fire a Clockwork-Kazooie egg into that hole and maneuver it to the other side. There's a switch here. Of course, the Clockwork-Kazooie is much too light to press it.

But if you blow up on it you can activate it. This will reveal the second of the safe's four numbers (it's a 9). We're not actually gonna find the rest of the numbers yet. Now you have to climb up the footprints, but how to do it? If you look at the center of the Central Cavern, you'll see a platform with some notes. Make your way there (there's so many different ways to get there, it's impossible to

describe them all). Anyway, once there, gather the notes (30). Activate the WARP PAD (2) here. This is the biggest level, but it only has two Warp Pads. Why is Rare so cruel to us? To make matters worse, the only Split Up Pad rests here as well (and you'll be splitting up quite a bit). Anyway near the Warp Pad, there's a ledge sticking out with Claw Clambers.

Grab them and QUICKLY drop down and climb up the land strip to the footprints. You have a VERY short time to do this, so be quick. Up here is PASSAGE 4. Nothing else but some notes (35) so grab them and drop down. Now go right, hugging the wall, up the steps. Take the very narrow path to the notes (40) at the end. PASSAGE 5 is also found here. Now drop down into a small pool. Dive down to the bottom and grab the GLOWBO. Brilliant. Jump out of the pool and jump down into yet another pool. Dive down to the bottom, collecting the notes (45). Oh yeah, here's PASSAGE 6. Now emerge from the pool and jump out. Go left PASSAGE 7 with the usual notes (50... already). Now continue left, past the ledge, to yet another passage, PASSAGE 8. After getting the notes (55) you'll notice that we've done a circle.

But there's another passage. This one is well hidden, and is the hardest to get to, which is why I saved it for last. Turn around and jump up the ledges, then head out onto the ledge with the Springy Shoes. Grab the shoes and drop down. Approach Passage 8 but turn left and climb up to the ledge. In between the egg nests, jump. You should leap up to PASSAGE 9. After getting the notes (60). Now return to Passage 3 and go through it. Head forward to find a pink Mumbo hut. Of course, we've been to this place so many times, Rare doesn't bother to tell us where we are. Or maybe there's another reason... First off, grab the JINJO (1). Now head up the path to find Mumbo. He's snoring louder than usual. A little weird, don't you think? I think so.

Approach Mumbo and he'll automatically wake. He has a big surprise for you. Banjo likes surprises, and so do I. Wonder what it is... WOAH! I don't think I like a surprise that involves being blasted by a magic staff. YOU FOOL! It's Mingy Jongo who's in the chair, the crafty shaman impersonator. But you were too stupid to realize that, so now you have to fight him!

~~~~~  
BOSS: Mingy Jongo (Crafty Shaman Impersonator)
~~~~~

Difficulty: 8/10

The best boss fight (other than Gruntilda, of course) is Mingy Jongo, although it can give you hell with his stupid staff if you aren't careful. Mingy Jongo won't actually electrify you with its staff, unlike Mumbo's attack. No, it'll use its staff to shoot balls of fire at you (why can't Mumbo do that when we play as him?). The fireballs can home in on you if you're close to Mingy Jongo. However, if you're far away, it fires in a straight line, making them extremely simple to avoid. So stay back away from it at first, moving to avoid its fireballs. Once it fires four fireballs, its staff will fail. Mingy Jongo, having limited robot intelligence, will refuse to retreat to a safe spot as it tries to power up its staff once more. Now's the time to strike!

Rush toward it and perform a Rat-a-Tat-Rap on it to make it lose one piece of health (Mingy Jongo has eight health bits, by the way). The battle will continue in the same way, although Mingy Jongo will teleport (WHY CAN'T WE TELEPORT WITH MUMBO?) to a different location in the room. This location can be near the windows, on a pillar, on the chair, in a corner, etc. The camera always shifts so that you are facing Mingy Jongo, so you won't have to waste time looking for it. Anyway, dodge more fireballs and Rat-a-Tat-Rap it once more. Repeat this two more times. When Mingy Jongo gets down to four health bits, the strategy will change a little. First off, accuracy. Mingy Jongo has homing fireballs no matter where you're standing, so they can be hard to avoid.

It's the homing fireballs that make this battle so difficult; without the Honeyback cheat, you're in trouble. Try to jump and move to the left or right as it fires them. Anyway, Mingy Jongo will shoot one fireball at you, then teleport. It'll shoot one more, then teleport again. Each time it fires a fireball, it'll teleport. After a fourth fireball is shot, the staff will run out of juice again. Rat-a-Tat-Rap Mingy Jongo once more. Try not to get hit with the fireball as you're running toward Mingy Jongo to hit it; if you are, then Mingy Jongo's staff will power up again and you won't have time to score a hit. Each time you hit it, a piece of its disguise will fall off. Eventually, the whole disguise will fall off, revealing its metal body.

This is when Mingy Jongo is defeated. It'll explode, leaving you in peace.

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Well, now that we have toasted Mingy Jongo, its JIGGY (1) will appear in the chair. Word. Now head back to the Central Cavern and go to the center. Use the Warp Pad to warp to the start of the level. Turn around to find Mr. Fit. You need to beat him in three events and he'll give you his Fitness Medal. Anyway, turn around and jump into the flower to be blasted to the main hunk of floating land. Grab the Springy Shoes that you revealed and jump into the flower to be blasted back. Quickly head to the front of the high jump marker and use the shoes to jump over it. Cheater. Anyway, Mr. Fit will rush over to another area where we can do his next event. For now, we're gonna get another (difficult) Jiggy. Once again, blast yourself across the gap with the flower.

Go left, defeating the Zubba, and jump into the second flower. You're blasted to Wumba's Wigwa, but that's not why we are here. Go left, up the path. If you go the Cheato Page from Canary Mary in Glitter Gulch Mine, she'll be here... crap. She's had a great time to stretch out her wings, so she's ready to race you once again. Jump into the Clockwork Mouse and start pressing A EXTREMELY fast. Look at it this way: at least they didn't have you rotate the control stick *shudders at memories from Mario Party 1*. Anyway, Canary Mary is a LOT harder now. If you thought she was hard while getting the Cheato Page... whew. Even if you're an expert masher, this is gonna take a mass bash. Pound the button as hard as you can. When you get tired, pause.

Let your hand rest for ten to fifteen seconds, then resume. If your hand gets tired once again, don't hesitate to pause once more. Just keep your hand rested so you can beat her. This is a race around the whole damn level, so it might take some time. By the way, if you have auto-fire, the difficulty on this goes from 11/10 to 0/10. Auto-Fire is so powerful you can easily stay ahead. Anyway, once you win, you get a JIGGY (2). Okay, let your hand rest for about a minute, then challenge Canary Mary once again. She wants to have another race. This time, it's for a Cheato Page. Holy. ****ing. ****. She is so. damn. hard. It's almost impossible to do this unless you've been practicing for a LONG, LONG time. Again, Auto-Fire makes it extremely easy, but without it...

Once you FINALLY beat her (if that ever happens... it took me at least an hour to get the page... and that doesn't include the time it took to rest my hands), she'll hand over her CHEATO PAGE (1). One final, final note on this is that if you're too slow, you'll have to start over (you have no idea how much that's gonna happen). Okay, when you've beaten Satan, er, Canary Mary twice, it's time to get. the hell. away. Head to the start of the level, and use the Warp Pad to warp to the center of Central Cavern. It's time to learn the final move of the game, the Sack Pack. It sorta sucks that the final move is Banjo-only. It would've been cool if Banjo and Kazooie could've both learned something... ah well. Use the Split Up Pad to become Kazooie.

As her, you should spot a strang egg VERY close. Hatch it to reveal Floatus Floatium

(Latin for... what?) creature, a very, very rare thing according to Jamjars. Now become Banjo and Taxi Pack the Floatus Floatium. You'll start hovering in the air. You have fifteen seconds to take Banjo across the gap, near the red wall. On the other side, drop down. On the right side of the wall, there's a hole. Shack Pack your way inside. Collect the notes (70) and talk to Jamjars to learn the Sack Pack. Z+Up C will have Banjo crawl into the pack. You can hop around on dangerous surfaces without fear of damage. That's good, 'cause it's required for most of the Jiggies in this world. Anyway, return to Kazooie. Don't reunite just yet though; instead, switch to Kazooie.

As her, glide across the gap and over to the red wall that Banjo was just at. There's a Shock Pad here. Use it to jump up to the high alcove with the JINJO (2). Now glide back and reunite with Banjo, then head through Passage 6 (the first underwater one). Here, use the Talon Torpedo on the stone. This will empty the water and it'll fall all the way down to Terrydactyland. Watch the cinema scene, where Dippy is all happy because her pool is suddenly filled with water. She thanks you and gives you Terrydactyland's final JIGGY (10; remember, this is for TERRYDACTYLAND. NOT for Cloud Cuckooland.). Anyway, with that done, exit this part. Back in the Central Cavern, head out of the pool. Go left, into Passage 7. Defeat the flower here.

You should notice the Pot o' Gold in the distance. We're gonna use that in just second. For now, jump on the golden coins and hit the switch. A hole appears in the Pot o' Gold, but you have twenty seconds to get to it before the hole closes up. At the moment, that's not possible. So head back into the Central Cavern. Here, you'll want to head through Passage 8. Head into the blue Mumbo hut. Defeat the Minjo and climb the path. Toss Mumbo your Glowbo to get his help. As Mumbo, head out and back into the Central Cavern. Make your way to the Superstash and climb the land strip to the right. Now go right, across the thin wall, and head through the passage. Outside, head forward and go right when you see a ledge sticking out. There's a Mumbo Pad here.

Use it and you'll cast the final spell of the game: Rain Dance. This will make a bunch of rain fall into the lake. Of course, where there's rain, there's a rainbow. And where there's a rainbow, there's a Pot o' Gold. Hmmmmmm... Anyway, we're done with Mumbo for the momemnt (we'll need him later) so head back to his hut and become Banjo and Kazooie once more. Now exit into the Central Cavern and go left, into Passage 7. Step on the switch once more. Quickly Talon Trot acrosss the rainbow and jump down through the hole (you only have twenty seconds to do this). Inside the Pot o' Gold, defeat the Minjo. Now look at the sides of the podium you were just on. There's an egg color on each of them. Fire the appropriate egg into the hole (the colors are for normal, fire, grenade, and ice eggs) and do this for all four holes.

The whole room lights up with Jiggy panels and golden, machine gun eggs appear in the center. Grab the golden eggs and Grunty will explain that you're in her shooting gallery. You have to hit the Jiggy panels on the wall, and there's 100. Get 75 for second prize and 90 for first prize. At the start, position yourself at the top row and hold Z as you hold the controls tick all the way to the right. You'll go in a circle as you hit the top column. A few Jiggies will be missed here and there, but ignore them for now. When you come to a complete circle, move to the column below and do the same thing. Keep doing this until you do a complete circle on all of the columns. By now, you should have your Jiggy count in the 80s, but we still need a few more.

Go back to the Jiggies you missed in the previous circles and shoot those as fast as possible. When the timer runs out, you should have 90 Jiggies. Grunty will be forced to give you a CHEATO PAGE (2) and a JIGGY (3). Now exit the Pot o' Gold. Inside the Central Cavern, make your way to the center and become Banjo. As him, exit through Passage 8. Turn left outside and climb the vine. Now use the flower bud to be shot to a jelly castle. Drop down and locate a hole in the castle. Shack Pack inside and

grab the JIGGY (4). Okay, that was easy. Now return to Kazooie and reunite. Head through Passage 2 (the underwater one; it should be the ONLY one underwater now if you emptied the other lake earlier). Swim through. Outside, grab the GLOWBO bouncing around.

Now emerge from the water. Defeat the flower and you'll find an ice cube. This is George, the wife of Mildred (remember, the ice cube you killed to get the Jinjo?). George thinks he's above the Icy Side of Hailfire Peaks, but if you look down, you'll notice you're above the Lava Side. Guess what, we're pushing him anyway. Rat-a-Tat-Rap him down and he'll fall into the Lava Side, into one of the steamy pools. He'll melt and cool the water, which we need to do for the final Jolly Roger's Lagoon Jiggy. Anyway, now that you've murdered George, use the flying pad that he was above to fly to Wumba's Wigwam (to your right). Head inside and hand her your Glowbo. She transforms you into a bee (a.k.a. Blatant Ripoff of the Year). Anyway, the bee in this game has some new stuff.

If you press and hold Z, you can shoot rapid-fire stingers. Again, fly high with A. Exit and fly up as high as you can to the top of the Central Cavern, where there's a target. Shoot it once (NOT in first-person mode; you can't do rapid fire then) and then you have to shoot it nineteen more times within the next ten seconds, which is easy if you line up correctly before your first shot. Once you do that, the hive door will open. Head through. It's the Zubba's from Click Clock Wood. They survived Banjo and Kazooie's massacre and they've arranged a little mini-game to celebrate the arrival into their new home. The rules are simple: shoot as many colored Zubbas as you can. Blues are three, greens are two, and reds are one. Yeah, I know, you're shocked.

40 points wins you second prize, while 50 nets you first prize. Anyway, you can shoot rapid-fire while not in first-person mode, and you want rapid fire. At the start, all the Zubbas are close to the bottom. Hold Z as you fly around, and you'll hit more Zubbas than you think you will. Eventually, they'll appear higher and higher so you'll have to fly up a little. When the time limit runs out, you should have at least sixty (yeah, the game is pretty simple). You'll get a CHEATO PAGE (3) and a JIGGY (5). Now we can get one more Jiggy with the bee. Anyway, outside, drop down to your right and you should land on a red platform. Head through the door and you're up HIGH above the Central Cavern. Grab the notes (75) in front of you. Halfway through the narrow bridge is the TREBLE CLEF (95).

On the other side, there are the FINAL notes (100) of the game. Great job! You now have all 900 notes in the game! Awesome! Anyway, now exit. Now drop down and fly to the starting platform. From here, fly to a green platform northwest of you. There's a flower with an eyeball here, guarding a Jiggy. Hit it with a stinger to burst it open, revealing the Jiggy. But then it's suddenly passed to another eyeball flower. Damn. Head into the Central Cavern and drop down into the dried up lake in front of Passage 6. Head through the passage and fly up to find another eyeball flower. Kill it and the Jiggy will be sent to an area high up, to the left of the red platform you used to get the notes. Defeat the eyeball flower and the Jiggy will be sent to a final flower in front of the giant block of cheese.

After killing it, you'll get the JIGGY (6). Now head back to Wumba's Wigwam and become the bear and bird again. Back outside, head to the Central Cavern. Dive into the water and head through Passage 2. Outside, look left to find a ledge. Shoot a Clockwork-Kazooie egg up there and drive it through the crack. Blow it up on the switch to reveal the first number, a 1. You now have 1-9-x-x so we still have two more numbers. Now locate any of the flying pads in the levels and use them to fly to the trash can. Head behind the trash can and then shoot a Clockwork-Kazooie egg into the hole. Inside, blow up the switch (1-9-x-4). The final one is difficult to get. We have to locate a flying pad once again (there's one right in front of the trash can).

Fly up to the red platform with the path to the high up area in the Central Cavern. Carefully cross the bridge. On the other side, shoot a Clockwork-Kazooie egg into the hole. Now drive the egg to the switch. The code is revealed: 1984. Any Rare fan should know what that date means. Now drop down to the bottom of the Central Cavern and grab the JIGGY (7) inside the now open safe. Now head to the center and become Kazooie. Locate any flying pad you wish and fly to the trash can. Step on the Kazooie switch in front of the can to open it. Head inside. Go up to the trash can, who will tell you that he's about to be kicked out because of the filth. He wants you to help him out with the little trash problem he has. He's supposed to kill fifty points worth of germs.

Not surprisingly, blues get you three, greens get you two, and reds get you one. You have sixty seconds to get rid of fifty points worth of germs. Use your wing whacks as you run around in one area to get rid of all the germs. They'll keep popping up in the same area, so you shouldn't have to leave. Just keep spinning while moving around and you'll easily get sixty or so points. Fifty plus will get you a JIGGY (8). Now there's a Jinjo that we should only be able to get with Banjo with us, but hey, we can get it with Kazooie, so why not? Head to one of the cans next to the milk carton, then leg spring up to the top of the milk carton. From here, face the box with the Jinjo. Leg spring up and glide towards the box. Rescue the JINJO (3) here.

By now, you're going to be getting all Jiggies from these Jinjos unless by some freakish way a whole family was left here. So you SHOULD have 83 Jiggies with you at the moment. Good, good only seven more left in the game. Anyway, now exit and head to the Central Cavern. It's time to travel into that stinky wedge of cheese. Yahoo... Anyway, as Kazooie, put on the Springy Shoes. Now make your way to Passage 9, spring up to it, and go through. Outside, hatch the egg to reveal a Floatus Floatium. Now switch to Banjo and take him through door eight. Outside, climb the vine to your left. Use the Sack Pack to get across the thorny area. On the other side, Taxi Pack the Floatus Floatium. Float across the gap to the floating platform on the other side.

Here, head to the back and toss one of your seeds into the hole. Now return to the previous platform by means of the flower bud. Drop down the vine and enter the Central Cavern. Because Mumbo is so (actually, I think the word is TOO) damn caring, he won't help unless both Banjo and Kazooie are safe in his skull. So reunite, then head to Mumbo to get his help. Outside, return to the Mumbo Pad. If you don't remember how to get to it, then refer some paragraphs back, where I tell you how. Cast Rain Dance to make a HUGE vine grow up. After the vine has grown, return to Banjo and Kazooie. You have to become Banjo again, so head into the Central Cavern to split up. Again, go through Passage 8, climb up the vine, and Sack Pack across the thorns.

Cross the gap and then climb the huge beanstock. Up at the top, enter the giant chees block. Well, who would argue that a giant, stinky piece of chees wouldn't be safe? Your oxygen meter shows up as it slowly begins to deplete. With ten bubbles, you're fine as long as you don't hestiate for too long. Anyway, spiked onions (spiked onions?) float along here. Use the Sack Pack to survive the spikes. The first onion will come down, so jump to it. It'll take you to a stationary onion, which you need to jump to. Jump to the next onion, and then wait as it takes you to the final onion. Jump onto it, then jump onto the ledge. Rescue the JINJO (4) first to get a Jiggy (well, only if you've been rescuing all the Jinjos so far). Now use the Shack Pack to fit into the hole.

Outside, head through the little hallway and Shack Pack into the second hole. Grab the JIGGY (9) here. Now exit the block of cheese. It's time to get the final Jiggy of Cloud Cuckooland. With one event of Mr. Fit's triathalon done, you only need two more. The second one is sack racing, and it can be hard to get to, since you have to do lots of things involving both Banjo and Kazooie. First, head to the Central

Cavern and become Kazooie. Behind the Warp Pad, there are some Claw Clambers. Grab them and head forward, up the strip of land and then up the footprints near the red wall. At the top, go through. Outside, hatch the egg to reveal another Floatus Floatium. Kazooie has done her part so return to the Central Cavern and switch to Banjo.

Go through Passage 3, the passage on the bright red wall. You're in front of Mingy Jongo's hut right now. Jump and use the Pack Whack to your left to cross the gap (double jump if needed). Climb the vine and then carefully jump across the ledges (don't fall or you'll die). On the other side, Taxi Pack the Floatus Floatium and use it to reach the hovering platform. Plant your second seed in the dirt here, then take the flower bud back to the previous platform. From here, make your way back to the Central Cavern. Reunite with Kazooie and then head through Passage 8. Enter Mumbo's hut. Exit as Mumbo and make your way to the Central Cavern again. We have to go through Passage 5 once again (if you don't remember how to get there, it's at the beginning of the Cloud Cuckooland guide).

Anyway, locate the Mumbo Pad once more and cast Rain Dance on the second seed. Now return to the skull and become the bear and bird. Head into the Central Cavern and become Banjo, then head through Passage 3 and make your way to the platform with the beanstock you just grew. Climb the beanstock to find Mr. Fit. Time for sack racing. Use the Pack Sack and you'll start the race. There's two paths, one thin one that's a MAJOR shortcut and the main one. Mr. Fit takes the main one and unless you take the shortcut, you can't beat him. So take it and you'll win this easily. Mr. Fit runs off to get ready for Event 3. Head back to the Central Cavern and become Kazooie. Go through Passage 5 to find Mr. Fit. This is a race, and Mr. Fit is super-fast.

So what to do? In the Central Cavern, go to the right of Passage 5. There's some running shoes. Grab them and run out to Mr. Fit, then start the race. Even with your shoes, you can't hesitate for a second or Mr. Fit will get ahead of you. Once you win, he'll run off to train, leaving his JIGGY (10) behind as a reward. We need one last Jinjo, as well as two more Hollow Honeycombs. All three of those things are extremely simple to get. And you can get them with just Kazooie if you wish. From where you are, look left. You should see the trash can. Leg spring and glide over to it. Get on the flying pad here and fly up to the top of the trash can, where the HOLLOW HONEYCOMB (2) rests. Now you have to drop down and get on the flying pad once more.

Fly to the Pot o' Gold and go behind it to find the second HOLLOW HONEYCOMB (3). Okay, now we need the last Jinjo. The best way to get to where we need to go is to kill yourself. You'll appear at the start of the level. From there, you can easily make your way to Wumba's Wigwam. Inside, climb one of the poles. Jump to the JINJO (5) here. Now exit Cloud Cuckooland.

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+=====+
|               Isle o' Hags (Wasteland)               |
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Wow! You only have three Jiggies, one Cheato Page, and three Hollow Honeycombs left! The first thing we're gonna do is get the Cheato Page. Head into Terrydactyland.

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+=====+
|               Terrydactyland               TERRY5       |
+=====+
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At the start, head left, up the ledges. Remember the pillar with the flying pad? Head towards the Springy Shoes and use them to leap to the top of the pillar. Here, use the flying pad. Fly straight, Beak Bombing to make the journey shorter. At the end, you'll see a giant pool of water with a hole in the wall. This is Dippy's pool,

where you made her water fill up again. Jump into the pool and dive down. Go through a hole and at the end, collect the final CHEATO PAGE (3) of the game. Now head back out to the Isle.

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+=====+
|               Isle o' Hags (Wasteland)               |
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Warp to the Cliff Top.

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+=====+
|               Isle o' Hags (Cliff Top)               |
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Enter Hailfire Peaks.

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+=====+
|               Hailfire Peaks                       PEAKS5 |
+=====+
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At the start, use the Split Up Pad to become Banjo. Go forward, into the not-so-steamy pool. Since George fell into the water and cooled it, we can jump in without fear. Dive down and touch the Banjo Switch to open the floodgate. All the water will pour out into Jolly Roger's Lagoon. If you solved the toxic waste problem way back like I told you to, you'll get Jolly Roger's Lagoon's final JIGGY (10). Yipee. Now exit Hailfire Peaks.

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+=====+
|               Isle o' Hags (Cliff Top)               |
+=====+
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Warp to the Quagmire.

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+=====+
|               Isle o' Hags (Quagmire)               |
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Head into Grunty Industries.

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+=====+
|               Grunty Industires                       INDUS3 |
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We're back here for the final, final items of the game. WHY did they have to be here? WHY? Why couldn't they be in a different world? Anyway, we have to live with it. Head into the actual industry. First, the two Jiggies. Go forward, and then up the stairs to your left. Continue forward and jump over the railing. High jump up to the ledge in the corner, then high jump up to the ladder. Drop down into the Waste Desposal Plant. First off, hit the button on the top of the pipe to raise the level of the toxi waste. Now locate the Split Up Pad and become Banjo. As Banjo, use the Sack Pack to hop across the toxic waste. On the other side, hit the Banjo Switch and collect the JIGGY (9). One more Jiggy left! Now return to the main area of floor one by means of the Springy Shoes.

Head across diagonally to the other side of the room. Here go left, down the stairs, and into the Air Conditioning Plant. Here, go right, up the ladder, across the ledge, and drop down in front of the door. Cross the pipe bridge and head through the little vent on the other side. Drop down to the bottom of this large room. Head right, into another part of the Waste Desposal Plant. Use the Split Up Bad to become Banjo. Now use the Shack Pack to drop into the toxic waste. Down here, grab the

final JIGGY (10) of the game. Yahoo! Now all we need are three Hollow Honeycombs and we're done! I suggest killing yourself to appear back at the start, since it's the easiest way to go. Head left (you can take a hit in the swamp water, can't you?) onto the ledge.

From there, jump across all the barrels. Grip Grab the ledge at the end and climb the ladder. Use the flying pad up here. Fly up to the very top of the industry. One one of the chimneys, there's the first HOLLOW HONEYCOMB (1). Now Beak Bomb your way down to the front of the level once more and head into the industry. Go to the other side of the room to find the Train Station entrance. Head past the room with the tintops. In the main room, climb the stairs and go around the ledge. At the end is a "FRAGILE" box. Smash it to reveal a Shock Pad. Use that to jump up to the beam at the top. Grip Grab along it and grab the HOLLOW HONEYCOMB (2) in the center. Now return to the front of Floor One and warp to Floor Three. Head past the tintops in the first room.

In the box room, use the Split Up Pad to become Kazooie. Now make your way to the Boiler Room entrance. In front of it, look left to see a box in the corner. On top of the box is a crate. Shoot a grenade egg at it, then jump and glide to that box. Grab the HOLLOW HONEYCOMB (3) that was inside the crate. Well played! You now have everything in the game! It's time to kick Grunty's ass a second time!

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+=====+
|               Isle o' Hags (Quagmire)               |
+=====+
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Well, we have to do a few more things before heading to Cauldron Keep. It doesn't involve collecting any more items, but we have to do SOMETHING with our Hollow Honeycombs and Cheato Pages, right? Warp to the Plateau.

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|               Isle o' Hags (Plateau)                 |
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Head into Honey B's Hive.

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+=====+
|               Honey B's Hive                         HONY04   |
+=====+
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Once more energy unit now, and since we have the nine Hollow Honeycombs needed, we can get it. Talk to Honey B to get the final energy unit in the game, ten units. Although you have ten pieces of honey, Grunty is still going to be a MASSIVE challenge. I wish we could get sixteen like in Banjo-Kazooie... oh well. Anyway, there are no more honeycombs Honey can give you. It turns out she isn't the Mistress of Honey at all. She's only a stupid apprentice. Then where's the mistress? Ah well. Anyway, now head back out.

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|               Isle o' Hags (Plateau)                 |
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Warp to Jinjo Village.

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+=====+
|               Isle o' Hags (Jinjo Village)           |
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This seems like a happy place now that all the Jinjos are back... no wait, King Jingaling is still dead, nevermind. Anyway, head to Spiral Mountain.

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+=====+
|                Spiral Mountain                |
+=====+
```

If you don't know where to go now, you're hopeless.

```
+=====+
|                Gruntilda's Lair                GR06    |
+=====+
```

Cheato's new cheat: JUKEBOX. What's that do? Hint: Something was broken at Jolly's place...

```
+=====+
|                Spiral Mountain                |
+=====+
```

.....

```
+=====+
|                Isle o' Hags (Jinjo Village)      |
+=====+
```

Warp to the Wooded Hollow again.

```
+=====+
|                Isle o' Hags (Wooded Hollow)      |
+=====+
```

Yep, we're entering Mayahem Temple.

```
+=====+
|                Mayahem Temple                    MAYA06  |
+=====+
```

Of course, you know what we need to do. Head to the Code Chamber and enter "JUKEBOX" as your cheat. The "JUKEBOX" cheat fixes the jukebox at Jolly's place, allowing you to do a sound test. Pretty cool. After turning the cheat on, exit the temple.

```
+=====+
|                Isle o' Hags (Wooded Hollow)      |
+=====+
```

Warp to the Quagmire.

```
+=====+
|                Isle o' Hags (Quagmire)           QUAG02  |
+=====+
```

It's time to go to Cauldron Keep. By following the Digger tracks, you'll realize that it went straight up a wall again. This time, it's too high to use Springy Shoes (besides, none are in sight). So what to do? Footprints rest on the pipe to the left of the tracks. On the complete opposite side of the pipe, there are Claw Clambers. Grab them and quickly rush to the footprints. Climb them up to the top, where the Cauldron Keep entrance lies. However, don't go just yet. Head left, past the pipe, and step on a switch. A Shock Pad appears, making it much easier to get to the Cauldron Keep entrance. Anyway, enter Cauldron Keep.

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+=====+
```

I wouldn't necessarily call Cauldron Keep a world, but it comes pretty close to being one. Go up the left or right path and activate the WARP PAD (1) at the top. Okay, you have to get IN to the Keep, but there's no visible entrance. Have no fear! There's a Split Up Pad near! Okay, that was pathetic, sorry... Anyway, split up and become Banjo. Toxic water is the only obstacle separating Banjo from the Banjo Switch. Use the Sack Pack to bounce across to the other side, where you can hit the Banjo Switch. Now switch to Kazooie. As Kazooie, jump and glide across the toxic waste. Hit the Kazooie Switch on the other side. This drops a bridge, but the entrance is still guarded by a laser grid. Wonderful. Reunite with Banjo after the bridge drops.

Head around to the other side of Cauldron Keep, where a Banjo and Kazooie switch lies (I shouldn't have to tell you that the Jinjo is really a Minjo, should I?). Step on it to deactivate the laser grid. And that's it. No timer's or anything. Simple, isn't it? Anyway, head on through into Cauldron Keep. Welcome to The Gatehouse. Head on through. According to Banjo, this room is completely empty. But Kazooie reminds him that the music has changed, and that means that there's a fight. Sure enough, Klungo is back. He looks REALLY beat up now, and Grunty is threatening to feed him to a monster. So he's invented a new potion to try and beat you. Beat us. Yeah right.

~~~~~  
BOSS: Klungo (Career-Questioning Minion)  
~~~~~

Difficulty: 4/10

Well, it seems like Klungo is a little angry at you, so he's going to use his final potion. Whichever potion he hasn't used yet, he'll use it now. He's a LOT faster this time, and he has extreme accuracy with his throwing potions. You'll have to be on your guard a lot this time. Also, the best weapon now are eggs. Eggs can get Klungo from a distance, although they are slow so you might miss. You could always Talon Trot to catch up with Klungo, but you can't attack him then.

If he takes the Red Potion, then he grows to a supergiant minion. Despite the fact that he's huge, it still takes only three hits to bring him down. He likes to jump up in the air and try to squash Banjo and Kazooie. You can tell by his shadow where he'll land. If you roll when he lands on you, he'll suffer a hit. You can also charge at him with the Wondering (invulnerability move: Z+Right C-Button) if you have golden feathers with you. However, the best move to use against him is the Rat-a-Tat-Rap. It's accurate (well, any more is accurate with Klungo at the size he is), and can deal good damage (though all moves do the same amount of damage in this battle).

If he takes the Green Potion, he'll become partially invisible. This can be frustrating, but it's still very easy to tell where he is. Just follow what you can see of Klungo and do the Wonderwing or Rat-a-Tat-Rap on him. After you hit him and he's done attacking you, he starts to disappear again. This is the best time to hit him, when he's becoming invisible. Try to hit him there the last two times (since he starts the battle invisible) to make the battle easier than it already is.

If he takes the Blue Potion, he'll devide into two Klungos. This is still very easy, since you can easily tell who the real Klungo is. One, he is a different color than the fake Klungo. Two, he always moves AFTER the fake Klungo does. So just hit the Klungo that always moves last and you'll be okay. More and more fake Klungos will appear as you hit him, so make sure to always focus on the one leaving last or the one that's a different color.

After you hit him once (no matter what potion), he'll spawn a shield similar to the one Grunty used when you fought her in Banjo-Kazooie. If you touch the shield, you'll just be knocked back (don't worry, you won't suffer damage or anything). While Klungo's behind the shield, he'll throw yellow potions at you. Since it's the third battle, it's become more difficult. You have to run back and forth in one tiny area to avoid the potions now and even then you might get hit. After he throws a few potions, the shield will disappear and he'll either grow big, become invisible, or multiply depending on what potion he took at the beginning. Remember, three hits does Klungo in.

~~~~~

Once you've defeated Klungo, he'll run out of Cauldron Keep. According to him, he's retiring from serving Grunty because he has troubles with her because he's lost to you three times. Well, at least he's a good soul now... sorta. Anyway, once you're done, the doors open. Head through the one you haven't been through yet to reach the Tower of Trivia.

```
+=====+
|                Tower of Trivia                TofTRI                |
+=====+
```

Welcome to another quiz show, just like in Banjo-Kazooie. I haven't figured out whether Grunty's Furnace Fun or the Tower of Trivia is the better one... ah well. Anyway, this time it's a little different. You're up with Blobbelda and Mingella, who are also playing the game. Above you is a dangerous one ton weight. Anyway, this is how the rules work: it plays just like a regular quiz show that you see on TV all the time. Grunty will ask a question, and you have to buzz in to give the answer. If you get it right, you'll get two points. If you get it wrong however, you'll lose two points. And yes, you CAN go negative on the points. There are some points in the quiz show where you WON'T get two points for a correct answer; instead, you'll get only one.

How to get one, you ask? Well, if Blobbelda or Mingella buzz in before you and answer a question incorrectly (which doesn't happen often), you can buzz in and give a correct answer. However, since it's now only a 50-50 chance, you'll get only a single point. It's the rules. Live with it. Likewise, you can get a question wrong and Blobbelda or Mingella can get it right, but they'll only get one point for their answer. You can view the amount of points you have below you. There are three three-minute rounds. Each time Grunty asks a question, you can do one of the following: either buzz in before she finishes (only do this if you already know the answer) or wait until she's done, when the answer choices appear. After she finishes the question, a five second timer begins.

If no one answers the question within those five seconds (and that's really rare, since one of the two sisters will eventually figure it out if you don't) then Grunty will move on to the next question. When you buzz in, you have five seconds to pick an answer choice, so pick quickly. About half of the questions require you to look at a screen with a picture of one of the worlds. Unlike Grunty's Furnace Fun, you don't always have to identify the area. Sometimes you have to figure out what was wrong with the picture. Other times, you'll be asked to identify the one thing out of the three answer choices that is true. I HIGHLY recommend you don't buzz into until the question starts to be asked; the type of question can be different each time.

Okay, to buzz in, press B. To answer, press A when you have selected your answer choice. In the first two rounds, you'll be competing against Blobbelda and Mingella. When the first round ends, the contestant with the lowest score will get killed (yeah, Grunty kills her own sisters when they save her from the boulder). For round two, you'll only have to face off against one sister. In round three, everything changes because both sisters are dead. Grunty will ask a question, but she won't

give you the answer choices until you buzz in. That should be no problem; we've explored every nook and cranny of the game, so you should be able to answer anything halfway through the question. You have to get over fifteen points in the third round to win.

Once you do, Grunty will take off to the top of the tower after Kazooie suggest that she does so. Watch the credits roll and then you'll see another cinema scene. Banjo and Kazooie run to B.O.B. and after some talk, Kazooie will reverse the control of the B.O.B. First person to be revived is King Jingaling. Next, Bottles is revived. Great, you've saved your two friends. Everyone comes to Bottles house to party (except you). If you try to come, they'll send you away because you haven't beaten the witch. Banjo will try to avoid beating the witch (although he was the one who wanted to chase after her in game one) but Kazooie will talk him out of it. When you gain control, go forward and talk to an old friend... Dingpot. Jump into him to have all eggs and feathers sent to max.

Now head out through the hole where the laser sticks out.

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+=====-----+
|                               Showdown (Cauldron Keep)                               SHDOWN                               |
+=====-----+
```

Outside, go up left. Activate the WARP PAD (2). Now you can warp from the bottom of the tower to the top. You should have already gotten seventy Jiggies and completed the puzzle. Take a deep breath and go through. Ready to face Grunty?

```
~~~~~
 BOSS: HAG 1 (Monstorous Mechanical Mud-Muncher)
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                Difficulty: 10/10
```

NOTE: me frog thinks you're a dirty little pathetic cheater if you do this with the HONEYBACK or HONEYKING cheat on. Since you've gotten this far, me frog thinks that you should try it WITHOUT any cheats helping you (but me frog does admit that he used the "EGGS" cheat during the battle). me frog shall say that anyone who does cheat is a horrible little creature who deserves to shrivel up. Well, not that extreme... but try it without the cheats, please...END NOTE

Yes, you're reading right. A ten in difficulty. I'd give this an eleven, but I don't want to freak you out too much. Grunty in the HAG 1 makes her much harder than the fight in Banjo-Kazooie, and that was hard enough! Grunty goes through an astounding ten phases (unlike the five in the last game) before she finally blows. Anyway, Banjo and Kazooie come out to find that no one is resting in the dome area. They turn around to admire the view, while the HAG 1 sneaks up behind them. Grunty screams, "Revenge time!" and the fight is on.

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                Phase 1 (Simple laser blast)
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```

First off, let me explain the order of events. First, the attack will follow, the main attack. It's different for each phase. Once that's done (it takes a little while), she emerges from the hatch and pulls out a quiz card. Though the quiz was done, right? She took her questions with her, and she'll now ask you one of several questions (let me note that these questions will never appear in the Tower of Trivia). If you get the correct answer, she'll throw fireballs at you slowly. Get it wrong and she'll go fast. Again, you have the five-second time limit to answer, so be quick. They ARE simple questions, so you should always have the slow fireballs shot at you. When she's out of the hatch, you get the chance to hit her. I'll explain how to do that in just a second.

Now, the attack for the first phase. Apparently, Grunty doesn't have that much experience with the HAG 1 because she doesn't know how to turn the lasers on. After locating the manual, she'll turn two lasers on. Wow. Hard. The HAG 1 will remain in the center of the dome and start rotating. The blue lasers rotate as well, so they're going to approach you. The lasers move slowly so you have one of two options: one, you can try to Talon Trot in the direction the lasers are going. Since they aren't going that fast, you'll be able to stay ahead of whatever laser is chasing you. After a little of this, Grunty pops out and asks her first quiz question. Answer it correctly (or incorrectly) and the battle continues. Grunty will spawn a bunch of fireballs.

She'll start hurling them at you. The speed of the fireballs depends on whether you answered the question correctly or not. You'll enter Beak Breagull mode, so it's time to do some first-person action! Switch to your grenade eggs as you strafe left and right (remember, strafing is the left and right C buttons). Use the up C button to aim at Grunty as she's firing spells at you. Keep strafing while doing this. Now fire a grenade egg. Grenade eggs have a slightly larger blast radius, and they take off three hit points. Shoot her with four grenade eggs and her health will stop at ninety (no matter what eggs you use, she'll always retreat at ninety health).

---

### Phase 2 (Not-so-simple laser blast)

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Grunty realizes that she needs to sorta step on the gas (not literally though... that's later) and make it more difficult for Banjo and Kazooie. She'll turn on more lasers and increase the speed of the HAG 1 as it, again, rotates in a circle. Talon Trotting is not recommended, though if you're close to the HAG 1 you can keep the pace of the lasers. I don't recommend that. Instead, I recommend running AGAINST the force of the lasers. Whenever one comes toward you, jump. Don't try to Flutter over the second one, since you'll probably just land on it. And don't Talon Trot toward the lasers. Just run with Banjo and do a simple, normal jump and that'll be all that's required. Once this has gone on for a little, Grunty will ask you a quiz question.

Again, you'll go into Breagull Blaster mode. Get her down to eighty hit points and she'll retreat into the HAG 1 once more.

---

### Phase 3 (Bombs, er... missles away!)

---

Although her brain is missing, Grunty figures out that the lasers aren't gonna cut it. She shuts down all the lasers and brings out a lovely Mortar Cannon. This Mortar Cannon is a red cannon that sticks out of the back of the HAG 1. The HAG 1 will rotate for a little while, then stop. When it stops, a missile will be shot out of the cannon. This missile can be easily dodged, but there's a catch. When the missile explodes, it splits into two smaller missiles. These will fly in opposite directions, so one will approach you no matter what direction you're running in. So how to avoid this? Talon Trot to the left, and make sure you're running as fast as you can while Talon Trotting. When the cannon shoots out, continue to Talon Trot and the main missile will miss.

When the smaller missile comes at you, jump (while continuing in the same direction) and you should avoid the missile. It may look like she's going to hit you, but she won't so don't worry. Once that's over with, it's another round of Breagull Blasting. Get her down to seventy points with the grenade eggs to enter phase four.

---

Phase 4 (Two trouble times two trouble equals lots of trouble)

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At seventy, it will occur to Grunty that she needs additional firepower. So she brings out a second Mortar Cannon. Since two cannons are firing, the strategy will change a little bit. Again, the missiles will (simultaneously) land and then they will both spit out two missiles, one in each direction. So now you have two missiles coming at you. Talon Trotting and jumping works SOME of the time, but you'll sometimes get hit. So you'll want to run with regular Banjo and when the two missiles approach you, jump and use the Flutter move. You'll hover in the air as the missiles pass under you. Quickly land and continue running. With Banjo's slow run it may be a little more difficult to get away from the missiles, but you should manage. After that, it's Breagull Blasting.

Get her down to sixty hit points to enter phase five.

---

Phase 5 (Wow! The HAG 1 actually knows how to move?)

---

Well, the name of the phase should sorta give you the idea. Yeah, the HAG 1 is going to start moving towards you. This is where it gets a little harder. The drill will turn on AND Grunty will switch two lasers on. The HAG 1 will charge toward you, spinning in a circle at the same time. You NEVER want to stay in front of the HAG 1 for two reasons: one, the drill is there. Two, we'll need to get to the back to complete this phase anyway. Okay, get into Talon Trot mode. As the HAG 1 starts to spin, head to the back of it by jumping over the lasers. When you get to the back, start heading in the same direction the HAG 1 is heading in. Since the HAG 1 moves slowly, it's easy to stay in the back. Eventually, Grunty will pop out and give you the usual trivia question.

Okay, when you get it right/wrong, you will NOT want to start shooting spells at Grunty. It won't work. Instead, stay in the back, facing the back of the HAG 1 at all times. You don't even have to look up. Just strafe left or right when the fireballs come at you, keeping your eye on the back at all times. The lasers are still on, so don't stray TOO far. While strafing, switch to Clockwork-Kazooie eggs, because we'll need them in a second. After lots and lots of fireballs, the HAG 1 will have a brief engine stall. When this happens, quickly send a Clockwork-Kazooie egg out and have it head through the hole below the license plate. You are now inside the HAG 1. A minion rests here, as well as two batteries. Avoiding the minion, choose a battery and blow it up.

That's one of two batteries destroyed, so she'll make you life a bit tougher after that.

---

Phase 6 (You like your honeycombs? Say goodbye to them.)

---

The HAG 1 increases the speed of the Digger, and all the lasers are switched on. It'll approach you faster, so you'll REALLY have to Talon Trot quickly if you want any hope of getting away from the HAG 1. You need to somehow locate the back and stay as close to the back as possible. You won't be able to stay to it for the whole time now, since the HAG 1 is faster than you. Jump the lasers as they pass and follow the back. Sometimes, Grunty will throw in a nasty trick of having a sudden change of direction. If you're really focused on sticking to the back and don't pay attention, you'll charge straight into the laser. You have to follow it in the other direction now. Continue to do this for a while, making sure not to get backed into a corner.

Otherwise, you'll be sliced up by either the drill or the lasers. After a long, torturous time, Grunty will finally pop up and ask her trivia question. Once that's over with, head to the back once more. Again, strafe left and right while facing the back. The fireballs go on for a while, so keep strafing until you finally exit the Breagull Blaster mode. The engine stalls once more, as fire another Clockwork-Kazooie egg out and head into the Digger machine. Avoid the minions as you make your way to the remaining battery. Blow it up to have the power of the Digger fail completely.

-----  
Phase 7 (If you can't beat this phase, you're hopeless)  
-----

Well, since Grunty has no more power in the HAG 1, she has to go as low as simply shooting lots and lots of fireballs. Oh yeah, she also abandons the trivia questions, and just fires the fast fireballs constantly. However, if you keep strafing left and right, the fast fireballs won't be any more difficult to avoid than the regular fireballs. Oh yes, let me mention one more thing: you're in Breagull Blaster mode for the rest of the battle now, and you'll need to be an expert at aiming for the later phases. Be ready for some difficult parts. Anyway, you simply need to fire grenade eggs at Grunty until she hits thirty hit points.

-----  
Phase 8 (Wait, you've made it this far? Cheater.)  
-----

Grunty wonders if there's any other tricks left for her to do. Right after that, she realizes that she DOES have something, a pathetic something. Another hatch will open and out comes a minion. It looks like the HAG 1 can only carry six or seven minions, but you can kill as many as you want and they'll STILL come out at you. So you have to avoid the minion. The strategy changes here; you can no longer strafe left and right unless you want to minion to kill you instantly (you should only have two or three honeycombs left). Instead, aim up at Grunty and start strafing left, going in circles around the HAG 1. The minion will chase you, but it won't be able to catch up. Make sure to keep your aiming sight on Grunty at all times because if you have to adjust, the minion might get a shot at you.

Fire five grenade eggs at her to get her down to her last fifteen units of health.

-----  
Phase 9 (If she did this at the start, she'd have a guaranteed win)  
-----

Yeah, Grunty will realize that there's toxic gas stored in the bottom of the HAG 1. She'll then release the toxic gas, which can deplete your oxygen. Okay, you have to deal with a minion, fireballs, AND you have a limited time before that gas is released and takes you out of the battle. We've miraculously made it this far, so we do NOT want to have to start everything over again. Continue to strafe in a circle around the HAG 1 while keeping your aiming sight locked onto Grunty. Shoot her with five grenade eggs quickly, before your oxygen runs out. If it does, you'll start to lose health very quickly. NOT a good thing. When she gets to one final hit point.....

-----  
Phase 10 (Getting a little desparate, eh Winkybottom?)  
-----

That's right, Grunty reveals accidentally that her last name is Winkybottom. Uh... okay then. Anyway, she's abandoned the toxic gas so you can breathe again. She's conjured up a super-fast spell that you can BARELY avoid by strafing. You should be



at VERY low health (I'm betting one or two honeycombs) so we can't afford to get hit. Hitting Grunty after she fires the spell does no good. Here's what to do: make sure you continue to strafe in a circle, because that's the best way to avoid this fast fireball. When Grunty begins to charge the spell (as in she has it in her hands) fire a grenade egg. She'll drop the fireball into the HAG 1. Before she is able to find it and throw it out, it'll explode. This completely blows up the HAG 1, along with Grunty.

Whew... that was one of the toughest boss battles in history.

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+=====+
|                               Ending                               END                               |
+=====+
```

Grunty blows up, and Banjo and Kazooie instantly return to Bottles' House to find that the party has ended. Jamjars will blame Kazooie for taking so long with Grunty, and Kazooie will respond by saying that Jamjars hid in his hole the whole time. Mumbo turns on Wumba and accuses her of hiding out in her wigwam, and Wumba threatens to turn Mumbo into a frog. Mumbo threatens to summon the giant golden statue to kick Wumba's butt. After a little more arguing, Banjo and Kazooie will get an idea and tell Jamjars, Wumba, and Mumbo to follow them. Cut to the top of Cauldron Keep, where they're playing a hackey sack game with Grunty's head (according to Kazooie, it's a "kick around"). Grunty threatens to get revenge on Banjo in Banjo-Threeie.

That'd be AWESOME... if it existed. Banjo-Threeie has didn't exist, doesn't exist, and never will exist. Sorry guys...

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|                               ~~~~~                               |
|                               |%%%%%   Secrets   %%%%|           SECRET           |
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Here are the secrets to the game. Thanks to the GameFAQs Codes and Secrets page for this information.

NOTE: Some of the cheats here can be gotten by playing thorough certain parts of the game. If you won't want to get through those parts, then you'll have to spell the code backwards. When there's a code that can be spelled both forward (because you already received the cheat) and backward (because you didn't receive the cheat but want it anyway) I'll list both ways.

CHEATOJIGGYWIGGYSPECIAL

This will open up all of the worlds. Really no point, since you have to learn lots of moves before actually being able to do something in the world.

CHEATOSUPERBANJO

If you want to make the game easier, but don't want it to be TOO easy, then this is the cheat for you. This cheat makes Banjo run faster.

EGGS

or

CHEATOSGGE

This will double your egg count. You only need five pages to get this, so why don't you just get the damn pages instead of being lazy?

FEATHERS

or

CHEATOSREHTAEF

This will double your feather count. Usefule code.

CHEATOSUPERBADDY

If you want to make the game harder, but don't want it to be TOO hard, then this is the cheat for you. This cheat makes baddies run faster.

JUKEBOX

or

CHEATOXOBEKUJ

This will open up the sound test at Jolly's. You have to get all of the Cheato Pages to get this from Cheato, so I don't blame you if you type the code in backwards.

HOMING

or

CHEATOGNIMOH

This makes your eggs homing. You have to give Heggy a mystery egg before she gives this cheat to you.

FALLPROOF

or

CHEATOFORPLLA

Again, Cheato gives this to you. You won't suffer any damage form falls.

CHEATOJIGGYCASTLIST

This plays the cast list of the game. Meh, it's an okay list...

GETJIGGY

or

CHEATOYGGIJTEG

To get this honorably, you have to enter Madame Grunty's Fortune Telling Tent in Witchyworld about 405938404938 times. She'll eventually get the fortune that tells you this secret cheat. It's VERY rare, so you may want to enter it backwards. All the signs in Jiggwiggy's Temple tell you how to get the Jiggies now. Useful... IF YOU DIDN'T HAVE A GUIDE!

HONEYBACK

or

CHEATOKCABYENOH

This cheat will slowly replenish your energy. It's pratically infinite health, since it replenishes so fast.

CHEATOHONEYKING

If you get extremelly desparate, this cheat will you both infinite health and infinite oxygen. How sad and pathetic you are :)

NESTKING

or

CHEATOGNIKTSEN

You have to answer the riddle behind Jiggwiggy's Temple for this cheat. Otherwise, just type it backwards. This will give you unlimited feathers and eggs.

CHEATOPLAYITAGAINSON

This lets you see all the cinema scenes in the VCR

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|          |%%%%%      Legal Info      %%%%%|          LIFO          |
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| ~~~~~~ |
| |%%%% Contact %%%%| CIFO |
| ~~~~~~ |
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~~~~~  
AIM Contact  
~~~~~

I tried, I really did, for nearly a year to allow people to IM me for questions. However, people seem to not respect the rules. I understand that there were many that did, and I'm sorry this had to happen, but I am moving to a closed list. There have been many pointless IMs, including people who bash, advertising people (0_0), spammers, and people who "wnt to maek convursashon bye tlking liek thiz" which gets incredibly annoying. So it's only e-mail now, sorry.

~~~~~  
E-mail contact rules  
~~~~~

My e-mail address is cskull@frogdesign.com. There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Information on the game. No this does NOT mean full world guides, because if it isn't there I haven't gotten to them yet but I will. It means additional TIPS on beating a world or correcting information that I messed up. Secrets are TOTALLY accepted.

Praise mail. I used to be against this, but now I realize how rare praise really is. Just don't send me things like, "Yer faq is kewl, lol!!!"

Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least twenty spam e-mails a day and I don't need yours it doesn't help. Please don't send any.

Asking permission to use this FAQ. No, you can't, so don't bother. Only four

sites, which I have listed at the top of the guide, can use this FAQ.

Hate mail. No I don't appreciate it if you send me an e-mail saying, "Your FAQ is the biggest piece of **** ever created! It sucks!" That just fills up my inbox and it really annoys me.

Spelling/Grammar mistakes. I used to get about ten e-mails a day saying, "You spelled these two words wrong." or something like, "You used inappropriate grammar in this chapter." Please people! I can find those on my own!

And that wraps up the contact. Once again my e-mail is:
cskull@frogdesign.com

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|                                     ~~~~~~|
|                                     |%%%%% Credits/Closing %%%%| CRCL |
|                                     ~~~~~~|
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```

CJayC: His awesome game site, and for posting this guide on it.

shoecream: he created that cool ASCII art at the top.

GameFAQs Codes and Secrets page: for the codes I couldn't track down, I was able to use this page as a reference.

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You can check out all of my other work at:

<http://www.gamefaqs.com/features/recognition/11408.html>

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