

Banjo-Tooie FAQ/Walkthrough

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Banjo-TooieBanjo-Tooie

Game by: Rare Ware

Walkthrough by: Invader Hera

Game for: Nintendo 64

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1. STORY

I copied this from the instruction manual, so I don't take credit for it.

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

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

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

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

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

"`Mumbo much brave. Me go outside,' declared the shaman

confidently, striding toward the door and out into the howling storm.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

"Kazooie screeched excitedly. It seemed like such a long time since their last adventure. `Those witches are gonna pay! C'mon, Banjo, let's go!'"

2. CONTROLS

These are just basic controls. For controls for moves, see the Moves section, okey dokey? (Though, I still have some basic moves listed here. I'm weird like that.)

Control Stick: move

Start: pause

A: jump, swim slowly underwater

A+A: double jump

Z: crouch

Z+A: Flapflip Jump

C-left, right, or down : control camera

C-up: look in first person

B: attack, read signs, talk to people, dive in water, swim fast underwater

R: center camera behind you

3. CHARACTERS

The Mainest Characters

Here are the pretty much most main characters of the game, listed in a somewhat logical order.

Banjo: Banjo is the bear, and he's the less adventurous of the duo. Once he splits up from Kazooie, he has a whole bunch of new uses for his backpack.

Kazooie: Kazooie is the bregull that lives in Banjo's backpack. She's adventurous and sarcastic, and her sharp tongue often gets her in trouble with other characters.

Mumbo Jumbo: Mumbo is the shaman. This time, he doesn't turn you into things, but he can still do magic. Just find a Mumbo pad to see him use one of his many spells.

Jamjars: Jamjars is Bottles's brother, and he's a lot tougher, too. He'll teach you a bunch of new moves as long as you have enough musical notes.

Humba Wumba: Wumba is the other magic-user in the game (good magic-user, I should say). Her and Mumbo don't get along because she thinks he's an amateur, and she has reason to think so. She turns you into different things, just like Mumbo did in the last game, but her transformations are much better.

Bottles: Bottles taught you moves in the last game. He's also Jamjars's brother, and he was very unlucky this game. Usually he lives in Jinjo Village with his wife and two kids, but now, he doesn't live at all. Grunty killed him with one of her spells, so his ghost just waits around in Spiral Mountain until you can find a way to bring him back to life.

Gruntilda: Gruntilda's back, and this time around, she's been reduced to a skeleton (and yet she's still fat) after the two years she spent trapped under a boulder. Her two sisters saved her, though, and now she's using the B.O.B. to

suck the life force from other creatures in order to restore Grunty's body! You must stop this hag once again!

Mingella and Blobbelda: These are two more sisters of Gruntilda. They are also ugly, magic-wielding witches. They rescue Grunty from beneath the boulder and have built both a digging machine and the Big-O-Blaster, the latter of which is meant to get Grunty her body back. Looks like we have two more witches to stop this time around. Oh, and the thin one is Mingella, and the fat one is Blobbelda.

Klungo: Klungo is Grunty's faithful minion, even though she beats him whenever he fails. But, you have to give him credit for trying. You'll have to fight him several times throughout the game.

Master Jiggywiggy: Master Jiggywiggy is a weird guy with a Jiggy for a head that you find in a temple in Wooded Hollow. With the right number of Jiggies, he'll let you complete puzzles, and once you do that, he'll open up worlds for you.

King Jingaling: King Jingaling is the king of Jinjo Village, and he barely deserves to be in this section. All he does is give you your first Jiggy then get zombified by the B.O.B.

Cheato: Cheato is Grunty's spell book, but he's not much of a book now. Grunty tore out many of his pages because he helped Banjo and Kazooie in the last game. He can still give you cheats, though, just not until you bring him back his pages.

Honey B: Honey B is found on the Plateau, in the big beehive. Give her empty honeycombs, and she'll give you extra units of health.

The Lesser Characters

Banjo-Tooie just wouldn't be complete without the rest of its random characters, including the bosses, who get the honor of being listed as more than just "enemies". Yay for them! Here they are, listed in alphabetical order. (A couple characters' names were never mentioned in the game, so I got their names from the Banjo-Kazooie wiki.)

Aliens: I don't know which is which, but the older aliens are Alph, Betti, and Gammo, and the kids are Alphette, Betette, and Gamette. You first find the adult aliens in Jolly Roger's Lagoon. If you help them, they'll go to Hailfire Peaks in search of the kids. Apparently, these aliens are clumsy, as four of the six (well, seven, there is a fourth adult alien that remains nameless) managed to fall out of their ship.

Big Al: Big Al works at Witchyworld, selling burgers that are very likely as bad as Salty Joe's fries. Though, he no longer cleans toilets, he still doesn't look very clean.

Biggafoot: Biggafoot is a yeti who is quite proud of his huge foot. He guards a pair of Claw Clamber Boots in Hailfire Peaks, even though they won't fit him.

Blubber: Here's a familiar face! Blubber now rents people waveracers at Jolly Roger's Lagoon.

Boggy: This polar bear is originally from Freezeezy Peak, in the last game, but now he lives on the Icy Side of Hailfire Peaks with his three kids and his nameless wife. Luckily, you don't have to race him in this game, you only have to bring him food. But, like the last game, he'll end up choking up a Jiggy. He needs to chew his food better.

Bovina: In Mayahem Temple, you'll find Bovina, having some fly troubles. You must help her, but be warned, she likes terrible puns.

Bullion Bill: Bullion Bill can't find his dear pardner, Dillberta. Help her return to Glitter Gulch Mine, and they'll both be ever so grateful.

Canary Mary: One of the creepiest looking characters in the game, but she's quite nice. When you first find her, she's in a frightful predicament in Glitter Gulch Mine, but once you help her...you'll have to race her several times to win some items. Even after she leaves the mine, don't think you've seen the last of her...

Captain Blackeye: This is the same guy you see portraits of in Mad Monster Mansion in Banjo-Kazooie, but you're still no closer to finding out what, if any, connection he has to Grunty. What you do know is he is a terrible pirate. You find him in Jolly Roger's inn, feeling quite seasick, spouting all kinds of nonsense. (Though, if you do your research, you may find the hidden meanings of his words...)

Chief Bloatazin: Chief Bloatazin is found in Mayahem Temple's Treasure Chamber, and he is frantically searching for Targitzan's priceless relic thingy. Where could it be?

Chilli Billi: This dragon is Chilly Willy's brother, and he lives in the volcano on Hailfire Peaks. He thinks you're the pizza delivery man when you meet him, and he attacks you when you won't give him his food, like you'd lie about something like that.

Chilly Willy: Chilly Willy is Chilli Billi's brother, and he lives in the ice volcano on Hailfire Peaks. He also thinks you're a pizza delivery man because he's dumb like his brother, I suppose. As you can guess, you'll have to fight him, too. When will huge lizards learn it's not smart to attack small, fluffy bears and birds?

Chompasaurus: Chompasaurus, or Chompa for short, lives inside the mountain in Terrydactyland. He may look fearsome, but don't worry. The only reason he eats you is so you can get rid of his ulcers. Yes, so stop being so suspicious whenever huge animals eat you!

Chris P. Bacon: Chris wants to take pictures of the walls in the Temple of the Fishes in Jolly Roger's Lagoon, but the fish there aren't very friendly. You'll have to help him out.

Conga: Do you remember this ugly ape from the last game? Well, he's back, and apparently he has a Big Top in Witchyworld. While he's given up throwing oranges at you, he now has the nerve to make you show him four tickets before you can enter his tent.

Dillberta: Bullion Bill's pardner, Dillberta got trapped in Mayahem Temple; you need to help her return to Glitter Gulch Mine.

Dingpot: Poor Dingpot is Grunty's dirty, smelly cauldron, and to make matters worse, he doesn't appear until the end of the game this time! Oh, woe is him! But, he's a nice cauldron, so he'll help you fight the witch...by restoring all your items. Hey, it's better than nothing.

Dippy: Dippy lives in a cave in Terrydactyland. He's thirsty, but he won't go get his own water because the sun's too hot or something. Boo hoo! Well, I guess you'll have to help him out. I wonder if it's going to rain anytime

soon?...

Floatus Floatium creature: I don't know if this is a character, but whatever. These creatures are found in eggs in Cloud Cuckooland. Put one in Banjo's backpack, and he'll float for a short time.

George Ice Cube: Poor George was taking a walk with his wife, Mildred, when a blizzard came and blew him up into the sky. When you find him, you need to help him return to the icy side of Hailfire Peaks, but make sure he doesn't end up on the wrong side...

Gobi: Poor Gobi has had a rough life. He was tirelessly stalked by Banjo and Kazooie for his water in the last game, and this time around, he's found locked in a cage. Even once you free him, his hardships are not yet over, as you may need his help one more time...

Goggles: Goggles is Bottles's younger child, whom will give you the Amaze-O-Gaze Glasses.

Groggy: Groggy is Boggy's fat child. You first see him in Witchyworld. He's too fat to get up, yet he wants you to get him more food. Kids these days!

Guffo: Guffo is a can of beans that lives in a smelly trashcan in Cloud Cuckooland. Logically, his trashcan is dirty, so you need to help him clean it up so he isn't evicted.

Heggy: Heggy lives in the big Egg Shed in Wooded Hollow. She'll hatch eggs for you, at least, the ones she can reach.

Jiggywiggy's Doorman: Yes, even he ended up in this section, poor nameless..whatever he is. He just stands outside Jiggywiggy's Temple all the time and is probably the one responsible for opening the door when you have enough Jiggies. So you need to appreciate him more.

Jolly Roger: Oh, my gosh, I just got that! Get it? Jolly Roger. Huh? Well, Jolly Roger owns an inn and apparently the lagoon it is located by. He isn't very jolly when you meet him, though, since his partner, Merry Maggie, has gone missing.

Loggo: Originally from the first game's Mad Monster Mansion, you'll find this familiar character in Grunty Industries. This guy has it rough; he's a toilet. I can't think of a worse job, and to top it all off, he's clogged with paper (Am I glad it's only paper!). Help out your old, smelly friend, won't you?

Lord Woo Fak Fak: This strangely named anglerfish lives deep in Jolly Roger's Lagoon, in Davy Jones's locker. He's paranoid and guards his Jiggy greedily, so you'll have some trouble getting it from him.

Merry Maggie: Like Jolly Roger, Maggie isn't merry when you meet her, either. Find her so she can return to her partner and restore merriness to their inn!

Mildred Ice Cube: Mildred lives on the Icy Side of Hailfire Peaks. One day she was taking a walk with her husband, George, when a blizzard came and blew him away into the sky. You must help George return home, not that it will matter...

Mingy Jongo: Mingy Jongo is found in CloudCuckooland, but I won't tell you more than that. I don't want to ruin the surprise.

Moggy: Moggy is Boggy's bratty son. You first find him in Witchyworld. He doesn't want to go to his mom, so you'll need to discipline him to make him do

as he's told.

Mr. Fit: Mr. Fit is an, ironically, chubby anteater (or aardvark, I can't tell the difference) you meet in Cloud Cuckooland. You'll need to beat him in three events to prove you're superior and to get a Jiggy, of course.

Mr. Patch: Mr. Patch is a big, inflatable dinosaur you must fight in Witchyworld. He hasn't taken very good care of himself, as he's covered in patches.

Mrs. Boggy: Another wife that has no name. This, um, shapely lady is Boggy's wife, obviously, and you first meet her in Witchyworld. Her kids have ran off, and she's too lazy to find them herself, I guess. Oh, well, looks like a job for Banjo and Kazooie again.

Mrs. Bottles: This is Bottles' wife, obviously, who waits for her husband in their home in Jinjo Village. Psst, don't tell her about what happened to Bottles!

Officer Unogopaz: This grump won't let you into the Mayan Kickball Stadium unless you're a Stony. What's so exciting about watching rocks play kickball, anyway?

Old King Coal: Old King Coal is found in Chuffy's Boiler, and you know what? He's not a jolly, old soul, far from it. He's a grumpy blob of coal who won't let you use his train until you defeat him. He's also the absolute easiest boss ever.

Oogle Boogles: These are the nice cavemen who live in Terrydactyland. The mean Unga Bungas trapped them in their cave, keeping them from getting food and warmth.

Pawno: Poor one-legged Pawno works at Pawno's Emporium in Jolly Roger's Lagoon. He sells a few important items there.

Piggles: Piggles is one of the pigs you find in Jolly Roger's Lagoon. He can't go swimming because the pool is too cold and polluted. So polluted, in fact, it caused his brother Trotty to grow a third arm!

Rocknuts: The Rocknuts are stupid cavemen in Terrydactland that just stand around all day looking tough in their armor. But, they forgot to protect their behinds, so it shouldn't be too difficult to defeat them all....

Roysten: Roysten is Banjo's pet goldfish, and he has bad luck. He escapes getting cooked, only to end up under a boulder. If you help him, you'll learn some useful new things.

Sabreman: Sabreman is, apparently, from some older game or games, but I don't have it, so I don't know who he is. All I know is that you find him frozen in Hailfire Peaks. You must warm him up and help him return to his tent.

Salty Joe: Salty Joe works at Witchyworld, selling limp, salty fries. My favorite! He's grumpy and is yet another character that doesn't get along with Kazooie.

Saucer of Peril: This flying saucer is first found trapped in a bleeping crate in Glitter Gulch Mine! It'll take you for a ride if you help it return to Witchyworld.

Scrat: Scrat is a Styracosaurus child, and he hasn't felt well since he ate

something bad. (Personally, I blame it on the pterodactyl dung he ate.)

Scrit: Poor Scrit is a Styraeosaurus child that somehow became small one day. You need to help him get big again.

Scrotty: Scrotty is the Styraeosaurus parent (I'm assuming it's the mother, but I have no idea). I question her parenting abilities, since all three of her kids have problems you need to fix.

Scrut: Scrut is a Styraeosaurus child you find locked up in Witchyworld. Despite what the sign says, she is neither mighty nor evil, so you'll need to help her return home.

Slumber: You're probably thinking, "Hey, its name was spelled with more than one S!" Well, I don't care. Slumber is a greedy snake that won't share his Jiggy with you. It seems like he's leaving it unguarded, sleeping peacefully, but if you come near, he'll wake up and eat it. How will you get Slumber's Jiggy without waking him up?

Skivvy: The Banjo-Kazooie wiki didn't say who this was, but my guess is the bunnies in Grunty Industries. These bunnies all have dirty overalls, and they'll be grateful if you give their clothes a quick rinse.

Soggy: Soggy is Boggy's daughter. You first find her in Witchyworld. She is one of the more well-behaved kids.

Specy: This is Bottles's older son. It doesn't matter if you talk to him; he won't give you anything.

Stomponadon: Stomponadon likes to, well, stomp on people. It is found on the aptly named Stomping Plains in Terrydactland, waiting to stomp the heck out of anyone trying to cross its territory. Whether or not it is an actual dinosaur or simply a floating, dismembered leg is uncertain (seriously, look in first-person when it's trying to stomp on you), but I do know that it is a bully!

Stony: Stonies are strange creatures mainly found in Mayahem Temple. Only other Stonies can understand their strange language.

Superstash: This is a Superstash Deluxe safe, but it has forgotten its own combination. Help it remember, and you'll get a prize.

Targitzan: Targitzan is the really lame god of target shooting who is found in Mayahem Temple. All he does is sit around in his temple, spinning around and shooting darts at people.

Terry: Poor Terry has bad luck. His wife has left him and his eggs were stolen. Yet I have no sympathy because he makes things hard for our heroes. He thinks they stole his eggs, so he attacks them. So you'll need to defeat him to prove your innocence. Yes, violence is the best way to prove you're not an egg-thief. You didn't know that?

Terry's babies: These are, well, Terry's babies. They were stolen before they were hatched, but once you find and hatch all their eggs, they'll return to their daddy. Except for the fat one. You'll need to carry it.

Tiptup: You first met Tiptup in Bubblegloop Swamp in the last game, but now he's in Jolly Roger's Lagoon. His egg won't hatch for some reason, so you need to hatch it.

Tiptup Jr.: This is Tiptup's baby, and he won't hatch without Kazooie's help.

Trotty: Trotty and his brother Piggles can't go swimming until you fix their pool. It is too cold, and the pollution caused poor Trotty to grow an extra arm. Help Piggles and his freako...I mean, unfortunate, brother.

Unga Bungas: The Unga Bungas are the mean cavemen, though they do have a much nicer cave than the Oogle Boogles. They're keeping the Oogle Boogles from leaving their caves, so you must stop these men, ugly dudes.

Weldar: Weldar is a welding torch found in Grunty Industries's basement. He has trouble getting around, and he can't see well, but he still gives you a lot of trouble. Luckily for our heroes, he's full of flammable gas, so that should help in Weldar's defeat...

4. ITEMS

This list includes items, pads, and switches. For information on the Ice Key and the Secret Eggs, see the "Cheats, Secret Moves, and Other Stuff" section.

Beehive: Break a beehive for several honeycombs.

Cheato Page: Cheato's pages were torn out by Gruntilda because he helped you in the last game, so you must find them and return them. For every five Cheato pages, Cheato will give you a new cheat.

Claw Clamber Boots: These boots let you walk up footprints on the walls, but you must learn how to use them first.

Egg Nest: These egg nests restore your eggs, but only one egg type at a time. They usually change between the different kinds of eggs you have, so wait until the egg you need appears before grabbing it.

Empty Honeycomb: Find these empty honeycombs and give them to Honey B for extra units of health.

Feather Nest: Grab these to get more feathers. Sometimes, they change between red and yellow feathers.

Flight Pad: Press A on these blue pads to fly.

Glowbo: There are two of these small, pink creatures in every world and one in the Isle O' Hags. Give them to Mumbo and Wumba in exchange for their help. There's also a Mega-Glowbo to be found somewhere...

Honey Energy Section: What I simply call honeycombs, these restore your health one unit at a time and can be found after breaking beehives or defeating enemies.

Jamjars's Hatch: Find these hatches to learn new moves from Jamjars, as long as you have enough notes.

Jamjars's Silos: These silos are found in different parts of the Isle O' Hags. Jump in to get quickly from one place to another, but remember, you have to activate them before you can use them (by walking near one).

Jiggy: The all-important Jiggies are obtained after completing certain

challenges. You'll need them to open up the different worlds.

Jiggywiggy's Altars: These altars are found outside the doors to worlds. They tell you how many Jiggies you need to open them.

Jinjo: Collect all the Jinjos of a certain color, and you'll get a Jiggy. Several Jinjos are found in every world, including the Isle O' Hags. Listen for their calls of help to know when they're nearby, but don't be fooled by their evil twins, the Minjos.

Molehill: These molehills are found in Spiral Mountain, and they tell you about the moves you already learned in the last game.

Mumbo Pad: Go to this pad as Mumbo and press B to perform spells.

Mystery Honeycomb: This is the honeycomb with the ? on it. It goes randomly for 10 seconds, and you have to stop it with B.

Note Nest: Each note nest gives you 5 notes. There are 100 notes in each world, including the Isle O' Hags, but these notes make up 80 of those notes.

Shock Spring Pad: Hold A on this pad to use a shock spring, letting you jump high. Kazooie jumps higher with this pad than the two together, since she's lighter.

Signpost: Press B at a signpost to read it. Some give you hints or warnings, but others aren't very important.

Skill Honeycomb: This is the honeycomb with an ! on it. The health goes from left to right, and you have 10 seconds to press B to try to stop it at maximum health. It moves faster in later worlds.

Split Up Pad: Press A on a Split Up Pad to split up your characters. Press A while still on it to control the other character, and touch the other one to team up again.

Springy Step Shoes: Once you learn how, you can use these shoes to run around and then jump high, but choose your spot carefully, as you only get one jump.

Swap Spot: After splitting up, go into one of these sparkly areas and press A to control the other character. I call it a swap cloud in the walkthrough because that's what it is called in the actual game.

Switch: Stand on switches on the ground or hit them on the wall to activate things. Some switches open the doors of the Train Stations, too. Some switches have a picture of one or both characters. The character or characters in the picture must step on the switch for it to work.

Treble Cleft: Each world has one Treble Cleft, each one worth 20 notes.

Turbo Trainers: These white shoes let you run fast. If you keep going, you can even run on water.

Wading Boots: The Wading Boots are rarely found in this game, but they let you walk through dangerous things, such as quicksand, without getting hurt.

Warp Pad: Each world (not including the Isle O' Hags) has several warp pads. Go near them to activate them, then, stand on one and press B to warp to another activated pad.

5. MOVES

ORIGINAL MOVES

You know these moves at the beginning of the game, since you learned them from the last one.

Beak Bomb: When you're flying, press B to shoot forward very fast for a short time. It uses one red feather each time you use it. Don't hit walls, or you'll get hurt.

Beak Buster: Jump and press Z for Beak Buster (this game's version of a ground pound). This is a wimpier version of Bill Drill.

Beaky Barge: Press Z then B to make Kazooie lunge forward with her beak. This is good for pressing switches on walls.

Double Jump: Jump and press A and Kazooie will flap her wings, making you go farther. It can also be used to change direction in the middle of a jump or slow a fall. When you are Kazooie alone, hold A after jumping, and she will flap her wings as long as you hold A or until she lands.

Egg Shooting: Before learning Egg-Aiming, you have to crouch with Z, then, press C-up to shoot an egg from Kazooie's mouth and C-down to shoot an egg from behind.

Flapflip Jump: Press Z then A for a higher jump.

Flying: Go to a flight pad and press A to fly. Press A to fly higher, though, every time you do, it uses a red feather.

Invulnerability: Press Z and then C-right for your invulnerability move. This uses gold feathers and is rarely used in this game.

Rat-a-Tat Rap: Jump and press B, and Kazooie will attack with her beak. This is good for beating flying enemies. In this game, you can even do a Rat-a-Tat Rap while standing still (rather than a Claw Swipe from the last game).

Shock Jump Spring: Go to a shock spring pad and hold A to do a high jump.

Somersault: Run and press B for a somersault. Banjo's somersault is better in this game, as he doesn't abruptly stop after somersaulting anymore.

Swimming: Press B to dive, and hold B to swim quickly. Hold A to swim slowly. Roysten the fish will teach you how to swim faster...

Talon Trot: Press Z and then C-left for Talon Trot. This move lets you use Kazooie to walk around; she can go up steep slopes that Banjo can't.

Turbo Trainers: These white shoes let you run fast. You can even run on water if you don't stop.

Wading Boots: These boots let you walk through dangerous places unharmed, such as quicksand.

NEW MOVES

ISLE O' HAGS

Fire Eggs: On the Plateau, for 45 notes, you'll get fire eggs. These can burn and melt things. You start out with a maximum of 50. Press R to switch between egg types.

Grenade Eggs: In the Pine Grove, for 110 notes, you'll get grenade eggs. These can blow things up, but don't stand close to what you're blowing up or you'll get hurt. You start with a maximum of 25.

Ice Eggs: On the Cliff Top is a hatch. For 200 notes, you'll learn how to use ice eggs. These are good for freezing things and putting out fires. You start out with a maximum of 50.

Clockwork Kazooie Eggs: Go to the hatch in the Wasteland, and for 315 notes, you'll learn how to use Clockwork Kazooie eggs. You get a maximum of 10. To use them, shoot one, and you can control it with the control stick for 20 seconds. Press B to blow it up.

MAYAHEM TEMPLE

Egg-Aim: This move requires 25 notes and is learned at the hatch midway up the stairs in the main area. Now you can shoot from first-person view. Press Z to shoot when the aiming sight is up, and press C-down to toggle the aiming sight on and off. (Remember, with the Amaze-O-Gaze Glasses you get from Goggles, you can zoom in and out with C-left and right.)

Breegull Blaster: This move requires 30 notes and is learned near Targitzan's Temple. In certain areas, this move lets you go around in first-person view and use Kazooie like a gun. Press Z to shoot and hold R for the aiming sight, but you can't walk when you do that. Press down C to make Kazooie aim up, up C to aim down, and left or right C to walk sideways left or right.

Grip Grab: This move requires 35 notes and is learned in Jade Snake Grove. Now you can grab onto the edges of ledges and horizontal cracks in walls. Press A to climb onto what you're grabbing onto, B to attack, and Z to drop down.

GLITTER GULCH MINE

Bill Drill: From the entrance, go right to find some ledges. On the right side of the stream is a hatch. For 85 notes, you'll learn Bill Drill, a better version of Beak Buster. Just jump and hold Z to break boulders and such.

Beak Bayonet: From the entrance, go left and Bill Drill the boulder. Go through the revealed hole to find Ordnance Storage Entrance, a first-person area. At the hatch here, you can learn Beak Bayonet for 95 notes. In areas like this one, you can attack with Kazooie's beak with B.

WITCHYWORLD

Split Up: This hatch is located behind the Big Top, and you need 160 notes to learn. Now you can split up at Split Up pads. Just press A on the Banjo pad to split up, then, press A while standing on the pad or in a swap cloud to switch characters. Touch the other character to team up again.

Airborne Egg Aiming: This hatch is found in Space Zone, near the Dodgem Dome. For 180 notes, you'll learn how to shoot eggs while flying. Just go into first-person and press Z to shoot.

Pack Whack: This hatch is in the Crazy Castle Stockade, and you must split up and go to it only as Banjo to learn it. For 170 notes, you'll learn Pack Whack.

Press B, and Banjo will attack by swinging his pack around. This can also slow you down slightly when you're falling if you use it just before you hit the ground.

JOLLY ROGER'S LAGOON

Wing Whack: Near the waveracer place is a sign saying Turtle View Cove. Go through here as only Kazooie, and you'll find a hatch. Then, you can learn Wing Whack for 265 notes. Press B to make her spin around and attack with her wings.

Sub-Aqua Egg Aiming: Go into Jolly's, and talk to Jolly Roger. He'll offer you a room for 2 doubloons. You can pay or you can just blow the room's door down with a grenade egg. In the room is a hatch. With 275 notes, you'll learn how to shoot eggs under water. Just look in first-person and press Z.

Talon Torpedo: In the main part of Atlantis, go into the tall building near the warp pad to find the Electric Eel's Lair. Swim to the top to find dry land. In the short hallway up here is a hatch. For 290 notes, you'll learn Talon Torpedo. When you're underwater and not in first-person, press Z to have Kazooie come out of the backpack. (This uses 5 red feathers.) Hold A to make her go. Touch Banjo or press B to return to him. You have 20 seconds to use Kazooie. She can break things by running into them, like things with a picture of her face on it, plus she can get items inside the clear fish and beat enemies like the Puftups and stun the Blubbuls. (If she gets hurt, you won't take any damage. Also, while you're using Talon Torpedo, you don't use any bubbles.)

TERRYDACTYLAND

Springy Step Shoes: Near the Train Station entrance are ledges. Go up to find this hatch. For 390 notes, you can learn to use the Springy Step Shoes, which let you jump high.

Hatch: In the Unga Bungas' Cave, you'll find a hatch. With just Kazooie, you can learn Hatch for 420 notes. To use it, hold Z and press B.

Taxi Pack: Go into the River Passage, and around the middle, jump to the crack low down over the water and cross it to get to an alcove. Here are Split Up pads. There's a hatch in this room where Banjo can learn a move, but he must be by himself, so split up. Cross another crack in the wall as Banjo, and after the Snapdragon, drop to a lower crack. Past another Snapdragon is an alcove. At the hatch, you can learn Taxi Pack for 405 notes. Now press Z+ left C to take off Banjo's pack. Press B can scoop things into it to carry around.

GRUNTY INDUSTRIES

Claw Clamber Boots: There's a hatch near the Elevator Shaft on Floor 1. For 505 notes, you can learn to use the Claw Clamber Boots. You can now use them to walk up footprints on walls.

Leg Spring: On Floor 2, in the room with the Tintops and the door that leads to the Floor 1 Fire Exit, near the hallway leading to the room with the green stuff, is a box. Break it to reveal Claw Clamber Boots. As only Kazooie, get the boots and run into the room with the green stuff. Go up the footsteps, and up here is a hatch. With 545 notes, you will learn Leg Spring. Hold Z and press A to jump very high.

Snooze Pack: Go into Basement: Waste Disposal Plant. As Banjo by himself, you can learn Snooze Pack from the hatch here for 525 notes. Hold Z and press right C. Banjo will get in his pack and sleep, which heals honeycombs. The longer you sleep, the more honeycombs you heal.

HAILFIRE PEAKS

Shack Pack: Go to the higher warp pad on the Lava Side. Split up and have Banjo drop to a lower ledge and go right (if you are facing the wall), and you'll end up at a hatch after passing some Hothands. For 640 notes, you'll learn Shack Pack. Press Z + down C, and Banjo will get into his backpack. He is now small enough to fit through holes in walls, and he can safely go through most liquids.

Glide: Go to the Split Up pads in the Icicle Grotto and split it. As just Kazooie, shoot down all the icicles from the ceiling with grenade eggs. They'll fall and stop in the gap, making a path. Carefully cross it, and on the other side, go forward to a room with a white doorway and a red one. Through the white one is a hatch. With Kazooie by herself and 660 notes, you'll learn Glide. Jump and hold Z to glide. Glide will work after using Leg Spring, but you kind of have to press Z for than once to get it to work for some reason.

CLOUD CUCKOOLAND

Sack Pack: As just Banjo, use the flower near the entrance to get shot to a ledge attached to the mountain. Go through the doorway here to get to a higher ledge in the Central Cavern. Drop to a lower ledge. Use Shack Pack to go through the small hole to get to a hatch. For 765 notes, you'll learn Sack Pack. Hold Z plus up C to make Banjo get into his backpack like a sack. He can hop around on things now (and safely cross certain things this way).

6. ENEMIES

For some reason, the enemy names were not in the credits, so I had to do some research before I could find the names. Special thanks to the Banjo-Kazooie wiki for enemy names. I take no credit for enemy names, as I got them from either that web site or from the game itself. Oh, and bosses aren't here. They're in the character section.

Bargasaurus: These are the stegosaurus in Terrydactyland. They are annoying because they, well, try to barge into you.

Biggyfoot: These are the yetis on the Icy Side of Hailfire Peaks. These are some of the tougher enemies in the game, as they require two attacks to beat, even with beak attacks.

Billy Bob: In Glitter Gulch Mine, you'll find cowboy hats lying on the ground, but when you get near, a green dude will pop out of the ground. While Billy Bobs are annoying, like every enemy, they won't give you much trouble.

Blubbul: These are the anemones in Jolly Roger's Lagoon. They'll only hurt you if you touch their tentacles, but they hide items in there. Shoot them in the eye to stun them, and you can get items unharmed.

Blue Octopus: These big octopuses (I know, I know, the correct term is octopi) are found in Jolly Roger's Lagoon, blocking tunnels with their many waving arms. Shoot their faces with ice eggs to freeze them for a short time.

Bolt/Nut/Washer Drones: These are just bolt, nut, or washer enemies in Grunty Industries.

Cursed Beehive: These beehives have red eyes, and they chase you when you get near. They still give you several honeycombs when you beat them, though.

Cut-out Creature: These paper-thin creatures are found all over the Central Cavern in Cloud Cuckooland. They pop out of the ground in random places and are very annoying, as it is easy to walk right into them before you know they're there.

Dragunda: This enemy hides in quicksand, and if you step into its territory, it will eat you, spit you out, then laugh. You can't defeat it.

Drumble: These are metal drums in Grunty Industries. There are two kinds that both take several hits to beat, but one is a lot more annoying. Toxic drums will release a green gas if you kill them, or they'll just do it anyway when you're walking by, just to be awful. The gas chases you, and when it gets on you, it starts using up your air very quickly. Keep running until you're far enough away, and it will finally let go.

Electric Eel: These eels aren't found too often, but they're annoying when you do have to deal with them. They try to touch and zap you, so defeat these annoying eels with a grenade egg.

Eyeballus Jiggium plant: This plant is found in Cloud Cuckooland. They will only attack if you are flying, then, they shoot eyeballs at you. There are only a few, and once you destroy them, they never come back. They also guard a Jiggy for Grunty.

Fireball Gargoyle: This annoying statue is found on the Lava Side of Hailfire Peaks. They spit rocks at you, so blow them up to stop them.

Fruity: I have no idea why they have that name, but these are the slot machines in Witchyworld. They can shoot stuff at you, and they'll try to hit you if you get close. You can't hurt them with normal attacks, so blow them up with a grenade egg. By the way, Mumbo's zap stick can defeat them, surprisingly, not that you should be getting that close to them.

Gruntling: These are the typical green enemies found in the Isle O' Hags.

Gruntydactyl: These are the pterodactyls you see in the Isle O' Hags.

Hothand: These are hands of fire that come out of cracks in the wall on the Lava Side of Hailfire Peaks. Defeat them with ice eggs.

Hothead: These are fire enemies. In Witchyworld, they slide down the slide in the Inferno, and in Hailfire Peaks, they ride around on little flying carpets. Wherever they are, they're annoying and hard to hit.

Icicle Crystal: These are evil icicles only found in the Icicle Grotto in Hailfire Peaks.

Jippo Jim: These are the rats in Witchyworld. They try to hit you with their mallets.

Klang: These are evil shovels you sometimes find in Glitter Gulch Mine.

Minjo: The sneaky Minjo looks just like a Jinjo, but it's evil. Don't be fooled by these imposters. They'll attack when you get near. I'm not sure, but it seems they move their mouths less than Jinjos when they yell, "Help!", so that may help you tell them apart.

Moggie: These are the cats found in Mayahem Temple.

Power Flower: I think that's the name of the evil flowers in Cloud Cuckooland. They won't give you too much trouble.

Puftup: These Puftups are found in Jolly Roger's Lagoon and are even more annoying than the ones in Donkey Kong. Defeat these puffer fish with grenade eggs or Talon Torpedo.

Sailor Grublin: These pirates can be found in Jolly Roger's Lagoon. They'll come after you with clubs.

Snapdragon: Sometimes when you cross cracks in the walls, you'll see odd lumps on the wall. Be careful, as a Snapdragon will come out of those things and snap at you. Just press B and defeat them

Soarasaurus: These are the pterodactyls in Terrydactyland. They can be very annoying, especially when they fly over high, narrow paths, so be sure to shoot them down from afar so they don't knock you to your doom.

Spinning Seaweed Pot: I know, they're not pots, but that's what they're called. These evil seaweeds are only found in the Seaweed Sanctum in Jolly Roger's Lagoon. They look the same as the normal seaweed until you get close.

Sput Sput: These are the statues in Mayahem Temple that shoot darts. Shoot the yellow spot on the foreheads with an egg to stun them.

Tintop: These annoying things appear in Grunty Industries whenever a camera sees you. An alarm goes off, and they come out of a machine. They attack with electricity and can only be killed with a grenade egg when they're open. You can't hurt them if they're closed. It's best to find the cameras and blow them up so you don't have to deal with the Tintops in the first place.

TNT Crate: These boxes of TNT are found in Glitter Gulch Mine. They just sit around and throw TNT at you when you come near. Shoot them with eggs from afar to blow them up. Don't attack them directly, or they'll blow up and hurt you.

Wrench Worker: These are the ugly guys in Grunty Industries that attack with wrenches.

Zubba: These are the bees from the last game. Now they are found in Cloud Cuckooland. They fly around, then swoop at you when you come near. They also have a new hive high in the mountain.

7. WALKTHROUGH

A. THE BEGINNING

The game starts with a big, long cut scene. It is described in the story section. After it, you start off outside of Banjo's house. Go forward a bit, and you'll be shown where Klungo is. You need to go deal with him, but if you need to, you can first go to the different molehills in this area and press B to be told about all the moves you learned from the last game. Then, go over to that big tunnel and go inside. Go towards Klungo, and there will be a cut scene, then, you have to fight him. For some reason, the three fights against Klungo don't always go in the same order (though, I don't know if it's different every time or if it's only different from file to file), but here are the three explanations. (Oh, and by the way, there are eggs and two honeycomb pieces here in the digger tunnel, if you need them.)

When Klungo drinks the blue potion, he'll split into a few copies, starting with only two. Pay close attention, and you should be able to see which one is the real one. He'll just walk around aimlessly, so shoot the real Klungo to hurt him. When you do, if you hit the wrong one, or if you take too long (so no matter what you do), Klungo will then throw potions at you. He'll be hiding behind a shield, so you can't hurt him during this time. Then, if you hit him once, he'll split into three. Then, when he throws potions again, he'll throw more. Hit him twice, and he'll split into four copies. Hit him a third time to win.

When he drinks the red potion, he'll get very big, so run so he

doesn't land on you when he jumps. When he lands, shoot him with an egg. Then, he'll get smaller and get a shield and throw potions at you. Shoot him immediately when he gets big again so he doesn't get a chance to attack. One more hit, and he'll be defeated.

When Klungo drinks the green potion, he turns invisible. He walks around, and he'll hurt you if he touches you. Sometimes, you see him for a short time. If you hit him or take too long to hit him, he appears and has a shield around him and throws potions and you. Repeat until you hit him three times to win.

He'll leave behind 3 honeycomb pieces, and then he'll leave after a short cut scene. Now go through the other tunnel to get to Jinjo Village, part of the Isle O' Hags.

B. SPIRAL MOUNTAIN

Enemies: Gruntling, Gruntydactyl

OVERVIEW

This is the area where the game starts. For all that beginning info having to do with Klungo and such, go to the section just before this (The Beginning). Besides that, there are a couple of items you can get here. Plus, if you help Roysten, the fish under the boulder, you'll get extra bubbles and learn how to swim faster. For more information on that, go to my dumbly named "Cheats, Secret Moves, and Other Stuff" section.

JINJOS

#1: Go into the water, and use Talon Torpedo to break the rock with Kazooie's face on it to reveal a Jinjo.

CHEATO PAGES

#1: To the left of Grunty's old Lair is a big rock with a shock spring pad on it. Use that to jump up to an alcove in the wall to find a Cheato page.

C. ISLE O' HAGS

Enemies: Cursed Beehive, Dragunda, Gruntling, Gruntydactyl, Minjo, Snapdragon

OVERVIEW

There are bunch of areas that make up the Isle O' Hags. Here's an explanation on all of them. After that, I listed all the items and moves you get here.

Jinjo Village

Not much to do here. Those houses are Jinjo houses, obviously, but they are empty. Find all the Jinjos of the same color, and they'll give you a Jiggy. (You'll get a total of 9 this way.) Well, go forward to find a silo. Jamjars (you'll meet him later) will explain that, once you find more than one of these, you can jump in and quickly get to another one in a different place. Neat. Go up the hill not too far away, and go into the palace to find King Jingaling, the Jinjo King. (That is one huge Jinjo!) Talk to him, and he'll give you a Jiggy and open up a tunnel inside of Bottles's house. Then, there will be another cut scene. Oh no, the witches used their B.O.B. to zombify Jingaling and his palace! Well, better him than you. Straight from here is the entrance to Bottles's house. Go in, and then talk to Bottles's wife, simply called Mrs Bottles. Now go through the doorway to the left. Go to the left

bedroom to find Goggles, Bottles's younger kid. (I can't tell if it's a boy or a girl.) Talk to...um...the child to receive the Amaze-O-Gaze Glasses. In first-person view, you can zoom in with right C and zoom out with left C. Yay! Now go into the right bedroom to find Speccy, Bottles's older son. The tunnel that Jingaling opened is here, so go through to find Wooded Hollow.

Wooded Hollow

Here's where you'll find Jiggywiggy's temple. Also, in this area is Heggy's Egg Shed, where you bring special eggs. The entrance to the first world, Mayahem Temple, is here, too, but you can't get in, even though it only requires 1 Jiggy. Go to Jiggywiggy's Temple and talk to the doorman. He'll open the door, so go in and talk to Jiggywiggy. Go to the monolith and press B to attempt Jiggywiggy's Challenge 1. This is like Bottles's Puzzle Challenge from Banjo-Kazooie where you fill in pieces of the moving puzzle. You have 100 seconds to fill in the five pieces. It is very easy. Press A to pick pieces up, and while you're holding them, press A to put them in place or press B to return them to the side. Once the puzzle is finished, world 1 will be opened.

Plateau

In Wooded Hollow, near the entrance to Mayahem Temple are green rocks by the wall. Get on them to get to the crack in the wall. Cross it with Grip Grab, and watch out for the Snapdragon. You'll get to a ledge. Go through the doorway to get to the Plateau. The entrance to Glitter Gulch Mine is here and Honey B's hive. To get to the Pine Grove, shoot the orange thing above the big gate with a fire egg to open the gate. To get to the Cliff Top, you need to open the small gate. To do that, Split Up and have each character go onto their respective switches at the gate nearby to open it.

Pine Grove

Go through the big gate on the Plateau to find the Pine Grove. There's Humba Wumba's wigwam and the entrance to Witchyworld. Go into the water and break the boulder with Talon Torpedo, then, swim into the tunnel to get Inside Another Digger Tunnel. In here, you'll fight Klungo: Revenge-Seeking Minion. It depends on the save file which potion Klungo will drink. These are the three possibilities:

When Klungo drinks the blue potion, he'll split into a few copies, starting with only two. Pay close attention, and you should be able to see which one is the real one. He'll just walk around aimlessly, so shoot the real Klungo to hurt him. When you do, if you hit the wrong one, or if you take too long (so no matter what you do), Klungo will then throw potions at you. He'll be hiding behind a shield, so you can't hurt him during this time. Then, if you hit him once, he'll split into three. Then, when he throws potions again, he'll throw more. Hit him twice, and he'll split into four copies. Hit him a third time to win.

When he drinks the red potion, he'll get very big, so run so he doesn't land on you when he jumps. When he lands, shoot him with an egg. Then, he'll get smaller and get a shield and throw potions at you. Shoot him immediately when he gets big again so he doesn't get a chance to attack. One more hit, and he'll be defeated.

When Klungo drinks the green potion, he turns invisible. He walks around, and he'll hurt you if he touches you. Sometimes, you see him for a short time. If you hit him or take too long to hit him, he appears and has a shield around him and throws potions at you. Repeat until you hit him three times to win.

When you win whatever battle you had to fight, he'll leave behind three honeycombs and leave. Go through the tunnel he went through to get to the Wasteland.

Cliff Top

There's a Train Station here and near that is a Mumbo pad and a crack in the wall. Cross the crack in the wall to get to the switch that opens this Train Station's doors. Now get back to land and go along the path. Past Mumbo's Skull, you'll find the entrance to Jolly Roger's Lagoon, and the entrance to Hailfire Peaks is at the building, across a gap. Go down the stairs near the Jolly Roger's Lagoon entrance to find a switch. Press it to make a bridge go over the gap so you can get to the Hailfire Peaks entrance.

Wasteland

You get here from the Pine Grove. Not far from the big dinosaur head is a blue crack in the wall that leads to the Cloud world's entrance. You go into the stone dinosaur mouth to get to Terrydactyland. Also, the digger's tracks lead up a wall and into a hole. Use the nearby Springy Step Shoes to jump into the hole to get to the Quagmire.

Quagmire

You get here from the Wasteland. There's a Dragunda in the purple stuff, and a Minjo on the entrance to Grunty Industries. On the left side of the area, at the end of that long pipe or whatever it is are Claw Clamber Boots. Use those to go up the footprints on the opposite side of this area to find the entrance to Cauldron Keep. Also, press the switch up here to make a shock spring pad appear on the ground. You can use it to get to that pipe thing on the wall to climb up to this ledge without using the shoes.

MOVES

Fire Eggs: On the Plateau, for 45 notes, you'll get fire eggs. These can burn and melt things. You start out with a maximum of 50. Press R to switch between egg types.

Grenade Eggs: In the Pine Grove, for 110 notes, you'll get grenade eggs. These can blow things up, but don't stand close to what you're blowing up or you'll get hurt. You start with a maximum of 25.

Ice Eggs: On the Cliff Top is a hatch. For 200 notes, you'll learn how to use ice eggs. These are good for freezing things and putting out fires. You start out with a maximum of 50.

Clockwork Kazooie Eggs: Go to the hatch in the Wasteland, and for 315 notes, you'll learn how to use Clockwork Kazooie eggs. You get a maximum of 10. To use them, shoot one, and you can control it with the control stick for 20 seconds. Press B to blow it up.

SILOS

- #1: Jinjo Village
- #2: Wooded Hollow
- #3: Plateau
- #4: Pine Grove
- #5: Cliff Top
- #5: Wasteland
- #6: Quagmire

#1: Behind the Hailfire Peaks entrance is a vine. Climb up to find a Glowbo.

NOTES

20: Go to the red house in Jinjo Village and get onto the entrance. High jump to the edge of the house (you need Grip Grab) and get onto the roof to find a Treble Cleft.

20: On the Plateau, there are 10 notes on the Glitter Gulch Mine sign and 10 in front of Honey B's hive.

20: In the Pine Grove, you'll find 10 notes in the log thing on land, and 10 notes in the log thing underwater.

20: On the Cliff Top, around the Hailfire Peaks entrance

10: On some ledges near the hatch in the Wasteland

10: In the Wasteland, near the Cloud Cuckooland entrance

JINJOS

#1: Near Jiggwiggy's Temple is a tunnel. At the end of it is a Jinjo.

#2: On the Plateau, Bill Drill the boulder to find a Jinjo.

#3: At the Cliff Top, near the Jolly Roger's Lagoon entrance are footprints going up the wall. Behind the Hailfire Peaks entrance are Claw Clamber Boots. Use them to go up the footprints to find an alcove with a Jinjo and Claw Clamber Boots in it.

#4: On the top of the ledges near the hatch in the Wasteland are a Jinjo and a Minjo.

EMPTY HONEYCOMBS

#1: Behind Honey B's hive

JIGGIES

#1: Talk to King Jingaling for the first time in Jinjo Village for a Jiggy.

#2: Save the one white Jinjo for a Jiggy.

#3: Save both orange Jinjos for a Jiggy.

#4: Save all three yellow Jinjos for a Jiggy.

#5: Save all four brown Jinjos for a Jiggy.

#6: Save all five green Jinjos for a Jiggy.

#7: Save all six red Jinjos for a Jiggy.

#8: Save all seven blue Jinjos for a Jiggy.

#9: Save all eight purple Jinjos for a Jiggy.

#10: Save all nine black Jinjos for a Jiggy.

D. MAYAHEM TEMPLE

Requires: 1 Jiggy

Enemies: Dragunda, Moggie, Snapdragon, Spot Sput

OVERVIEW

All right, being the first world, I'll have extra explaining to do. By the way, I wrote an overview for each world. It has important information that you'll often need in order to get other items. So make sure you check the Overview for anything big you missed! Anyway, first off, you'll find a warp pad right at the entrance. Find more than one, and you can warp from one to another just by pressing B and then choosing where you want to go. Also, in this area, you'll find several stone statues called Sput Sputs that shoot darts at you. To stun them for a limited time, shoot the yellow thing on their foreheads with an egg. Also, don't go in quicksand or you'll get hurt by the Dragunda that lives in there. Also, there are strange creatures called Stonies here. You can't normally understand what they're saying, but once you see Humba Wumba, you'll be able to talk to them and get some useful tips. By the way, unlike the last game, normal notes are worth 5, and Treble Clefts are worth 20. A lot easier to collect. Notes are needed to learn new moves from Jamjars, whom you'll meet midway up the stairs.

MUMBO: Mumbo's Skull is in the main part of this world. Go talk to Mumbo and give him the Glowbo to be able to control him. Go outside and go to the Mumbo pad near the golden statue. Press B on the pad to perform Summon: Golden Goliath. You'll be able to control the statue for 75 seconds. It can jump with A and kick with B. Near the entrance, kick open the big doors (these lead to Jade Snake Grove). Then, near Jamjar's first hatch, kick a hole into the big doors here (this leads to the Prison Compound). In Jade Snake Grove is a temple called the Code Chamber. Kick its door open, then, return to the statue's base and press B to return to using Mumbo. Return Mumbo to his chair to control Banjo again.

WUMBA: Wumba's Wigwam is found in Jade Snake Grove. She will turn you into a Stony once you give her a Glowbo. Press B to use your barge attack. You can now understand what the Stonies are saying and go into the Mayan Kickball Stadium.

THE CODE CHAMBER: This building is in Jade Snake. Use the Golden Goliath to kick the door down. Once inside, Cheato will explain how to activate cheats. Just stand on the podium and spell it out by shooting eggs at the letters. Hit the wrong letter and you have to start over. On the right wall is a list of the cheats you got; here you turn cheats you activated on or off.

MOVES

As you go along the stairs, you'll come to one of Jamjar's hatches. Talk to him, and he'll teach you a new move, Egg-Aim. You can find him in two other locations in this world, and in many other places in other worlds, too. Watch out for these hatches so you can learn more useful things.

Egg-Aim: This move requires 25 notes and is learned at the hatch midway up the stairs in the main area. Now you can shoot from first-person view. Press Z to shoot when the aiming sight is up, and press C-down to toggle the aiming sight on and off.

Breegull Blaster: This move requires 30 notes and is learned near Targitzan's Temple. In certain areas, this move lets you go around in first-person view and use Kazooie like a gun. Press Z to shoot and hold R for the aiming sight, but you can't walk when you do that. Press down C to make Kazooie aim up, up C to aim down, and left or right C to walk sideways left or right.

Grip Grab: This move requires 35 notes and is learned in Jade Snake Grove. Now you can grab onto the edges of ledges and horizontal cracks in walls. Press A

to climb onto what you're grabbing onto, B to attack, and Z to drop down.

WARP PADS

- #1: World entrance
- #2: Outside Mumbo's Skull
- #3: Near Wumba's Wigwam
- #4: Prison Compound
- #5: Mayan Kickball Stadium Lobby

GLOWBOS

- #1: Inside Mumbo's Skull
- #2: Behind Wumba's Wigwam

NOTES

- 80: On the steps in the main area
- 20: Treble Cleft behind Targitzan's Temple

JINJOS

- #1: Go into the water near the entrance and dive down to get the Jinjo standing on the bottom.
- #2: There's a Jinjo standing on the bridge near Targitzan's temple.
- #3: In Jade Snake Grove, there's a Jinjo in the alcove on the wall behind Jamjar's hatch. You can get it once you know Grip Grab.
- #4: In Targitzan's Temple, you can hear a Jinjo in the bigger room with the pillars. Go to the wall that is blue and go through the small door panel to find a Jinjo at the end of the small tunnel.
- #5: Bill Drill the boulder near the entrance for a flight pad. Use it to fly to the top of the kickball stadium to find a Jinjo.

CHEATO PAGES

- #1: High up on the Code Chamber in Jade Snake Grove, you'll find a crack in the wall on the right. Cross the crack using Grip Grab (watch out for the Snapdragons) to get to a Cheato page on a ledge.
- #2: In the Prison Compound, use the rocks in the water to get to the top of the building. Cross the crack in the wall that is to the right of the building, and watch out for the Snapdragon above it. You'll get to a tunnel. Go through to find a Cheato page at the end.
- #3: The Treasure Chamber has a door higher up that Chief Bloatazin opens. On the ledge outside is a Cheato page. Bill Drill the boulder near the world entrance to find a flight pad, then, use that to fly to the page.

EMPTY HONEYCOMBS

- #1: Get onto the structure behind Bovina, then, go into the alcove in the wall to get an empty honeycomb. You need Grip Grab to get it.
- #2: In the Treasure Chamber, on a smaller pile of gold is an empty honeycomb.

#3: As a Stony, go to the entrance. There is a small hole in the wall you can fit into. Go in to find an empty honeycomb.

JIGGIES

#1: Go to the very top of Targitzan's Temple to find a Jiggy.

#2: Near Targitzan's Temple is a bridge. Cross it to find Bovina the cow. She wants you to get rid of the flies here, so shoot down all four (you need the Egg-Aim move for this), and she'll give you a Jiggy.

#3: Inside Mumbo's Skull is a Glowbo. Give it to the shaman, then, control Mumbo. Bring him to the Mumbo pad in front of the gold statue and press B. Mumbo will use his spell, Summon: Golden Goliath, to bring the statue to life for 75 seconds. Go into Jade Snake Grove, and go through the quicksand to get to the Jiggy floating in the air.

#4: In Jade Snake Grove, Slumber the snake is sleeping next to a Jiggy on top of the Code Chamber. If you go up to the very top, Slumber will wake up and eat the Jiggy. When you drop down a ledge, he spits it out and goes back to sleep. The front, right corner of the top level doesn't have the noisy plants over it. Get onto that corner, then, tiptoe quietly over to the Jiggy.

#5: In the Prison Compound, use the ledges in the water to climb to the top of the building. To the left of the building is a crack in the wall. Cross it (you need Grip Grab to do this) to get to a pair of Wading Boots. Use these to cross the quicksand and get to a Jiggy.

#6: Have Wumba turn you into a Stony, then, Officer Unogopaz will let you into the Mayan Kickball Stadium. You can train downstairs if you want, but all you need to know that you touch the ball to grab it and press Z to kick it into your goal. Press B to use your barge attack. The yellow ball earns you 2 points. In all of the games, you're against 3 other players, and it lasts 45 seconds. Try to get the most points. So talk to the Stony upstairs to open the door to the quarterfinals. The quarterfinals just has the yellow balls. Win to play the semifinals. Here there are yellow and red balls. Red balls take away 1 point. Kick them into other Stonies' goals. In the finals, there are yellow, red, and black balls. Black balls stun anyone nearby when they hit, so don't be close. Win this for a Jiggy.

#7: Go to the Prison Compound, and swim through the tunnel under the water to get to another area. There's a boulder here and a Jiggy on a high pillar. Use Bill Drill on the boulder to break it and reveal some stairs. Go down them to find the Column's Vault. Hit a column that is near the entrance, but to the right. If you hit the right one, it will make a sound, and you'll see that the Jiggy on the pillar outside will move to a lower pillar. You have 45 seconds. Go counter clockwise (go left, if your back's to the entrance) and hit every pillar you get to. Each should make a sound, and the Jiggy will go to a lower pillar. When the Jiggy is on the lowest pillar, go back up the stairs and get it. (Or, from the higher tunnel in the wall that has a Cheato page, shoot a Clockwork Kazooie egg onto the high pillar and get the Jiggy that way.)

#8: At the tower near Mumbo's Skull, shoot the mouth of all six heads on it with eggs to open the tower's door. Go in to find the Treasure Chamber and talk to Chief Bloatazin. He lost Targitzan's priceless relic thingy. To help you find it for him, he'll open the doorway higher up in the tower. Now go to the world entrance and use Bill Drill to break the boulder nearby. Beneath it is a flight pad, so use it to fly to that higher doorway and go inside. Go down the steps here to get to bigger steps. Go up these and step on the switch to open the gate. Go through to get to Unga Bunga's Cave, which is in Terrydactyland. If

you don't tiptoe on the stuff around the caveman, he'll wake up and you'll have to leave and try again. Tiptoe across the noisy stuff to get to the relic in an alcove in the wall. You can sneak back over the noisy stuff, but it's best to just go through the tunnel here. You don't have to sneak on the normal ground, so just run through, and you'll end up landing back near the entrance. Go back to the Treasure Chamber and give the relic to Chief Bloatazin and a Jiggy will appear nearby.

#9: Go into Targitzan's Temple. You'll be in first-person here, using Kazooie as a gun. You need to find and collect the green statues in here. Even though there is no map, you should have no trouble getting around here. Anyway, I probably don't have all of their locations listed, but I explained an easy way to get all that you need. There are Moggies in here and one Sput Sput. Press A at door panels in the walls to open them. In the very first room are two green statues. Stairs in this room lead to a more open area, but you can also go through a door panel on the right wall (if your back is to the entrance you came in by). In this short hallway behind the panel are two statues, and the hallway will lead to the bigger room I just mentioned. Through the hole in the wall to your left, you'll see a Sput Sput. Shoot it between the eyes to stun it, then, go up the other ramp in here to get onto the ledge the Sput Sput is on. Get the five statues here, then, drop down. Near the ramps, go through the hallway to find a room with pillars. There are five statues in here. Ten statues opens the door to Targitzan's Slightly Sacred Chamber. There's a blue wall in here. Go up the stairs nearby to find three ways you can go. Left leads to the bigger room with the Sput Sput. Forward leads to a smaller pillar room with three statues in it, and right leads to a Snapdragon, special eggs that let you shoot unlimited eggs for 60 seconds, and a door panel. Go through the door panel. In this hallway are three statues. Twenty statues opens the door to Targitzan's Really Sacred Chamber. At the end of this hallway, go through the doorway to find another room. There are two doorways in here. Through the left is Targitzan's Slightly Sacred Chamber. There's a Jiggy in here. Get it, then, go through the right doorway to find Targitzan's Really Sacred Chamber. There is a cut scene in here, and you'll have to fight Targitzan. For the explanation for the battle, see the next Jiggy...

#10: Okay, the last Jiggy ends with you arriving in Targitzan's Really Sacred Chamber. The Jiggy here won't be so easy to get, as you must fight Targitzan: Despotic Dizzy Totem God. In this room are eggs and small stone walls you can use as shields. The shields will keep you safe for a short time from Targitzan's darts, but they will eventually break. Anyway, Targitzan's health is 16, and you need to hit the targets on each section four times. First, you need to shoot the targets on Targitzan's bottom level four times. It will break, and a Moggie will appear. Beat it, and the totem will spin again. (The Moggies leave behind honeycombs. If you don't need them, leave them there for later. They shouldn't disappear.) This level of the totem has one face on it that shoots darts, so watch out. Shoot the targets four times to destroy it and two Moggies will appear. This is how the battle will continue. Each time you destroy a part, one more Moggie will appear than last time. Beat them, and there will be one more face on the totem than last time. You have four levels to destroy in total. As the battle goes on, it'll get harder to shoot at Targitzan and also dodge the darts. It seems best to walk back and forth, parallel to the boss. Whenever you turn to go in the other direction, shoot at the boss. It's not very accurate, but it keeps you from getting hurt and it does eventually help you win. After having to beat four Moggies, Targitzan will blow up, so run around to avoid the darts. He'll leave behind a Jiggy and three honeycombs.

Requires: 4 Jiggies

Enemies: Billy Bob, Klang, TNT Crate

OVERVIEW

This world's boss is very important. Once you beat him, you can use his train, Chuffy. With it, you can go to any Train Station, as long as you've opened the door first.

WUMBA: Wumba's Wigwam is in plain view from the world's entrance. Give her a Glowbo, and she'll turn you into Detonator. You can Self-Destruct with B, but you'll hurt yourself. If you go near some TNT, you'll automatically go onto the fuse and blow it up (without getting hurt).

MUMBO: Mumbo's Skull is easy to find. Pretty much just go right from the world entrance. He has two spells here. At the Mumbo pad near the Crushing Shed, he'll use Levitate: Jiggy Boulder to lift the boulder into the Crushing Shed. In the Train Station, he'll use Levitate: Chuffy the Train to put the train back on its tracks.

GETTING AROUND: There are a bunch of tunnels in this area, so it takes some time to get to know your way around. Here's a quick summary of places. The main area has Wumba's Wigwam, Mumbo's Skull, and the Crushing Shed. There are also two big tunnels. The one near the world entrance leads to the Fuel Depot. (Near it is a boulder. Bill Drill it to reveal the entrance to Ordnance Storage.) The one at the end of the stream leads to the Train Station. The gate at the end of the stream leads to the Waterfall Cavern. There are two other ways to get there. One is near the Crushing Shed. Not too far from that is a path leading down to a shed. Once you use the Detonator to blow it up, you can get into the Flooded Caves. In here are many tunnels in the water. (It's easier to see when you swim in first-person.) If you go straight, left, and right from the entrance, you'll get to land. The doorway leads to the Waterfall Cavern. The last path to the Waterfall Cavern will be explained soon. There are still three Mine Entries to explain.

Mine Entry 1 is near the Crushing Shed. It leads to Water Storage, which then leads to the Waterfall Cavern.

Mine Entry 2 is near Mumbo's Skull. Bill Drill the boulder here to reveal a tunnel. It leads to the Gloomy Caverns. Past the cells, Bill Drill the boulder blocking the doorway to get to another room. (Bill Drill the other boulder here, too, to open the entire path.) Anyway, in this room is a TNT Crate and the Power Hut.

Mine Entry 3 is near the Train Station. It leads to the Gloomy Caverns. To the left is the Generator Cavern. If you haven't already broken the boulder blocking your path, you can't go any farther, since the boulder can't be broken from this side.

MOVES

Bill Drill: From the entrance, go right to find some ledges. On the right side of the stream is a hatch. For 85 notes, you'll learn Bill Drill, a better version of Beak Buster. Just jump and hold Z to break boulders and such.

Beak Bayonet: From the entrance, go left and Bill Drill the boulder. Go through the revealed hole to find Ordnance Storage Entrance, a first-person area. At the hatch here, you can learn Beak Bayonet for 95 notes. In areas like this one, you can attack with Kazooie's beak with B.

WARP PADS

#1: World entrance

#2: Inside Wumba's Wigwam

- #3: Outside Mumbo's Skull
- #4: Near Train Station
- #5: Outside Crushing Shed

GLOWBOS

- #1: Not far from Wumba's Wigwam is a Glowbo on a pile of purple stuff.
- #2: Not far from Mumbo's Skull is a green area labeled Mine Entry 2. There's a Glowbo over here.

NOTES

- 20: In the Fuel Depot
- 25: From the entrance, go right to find some ledges. On the ledges on the left side of the stream are 25 notes.
- 15: On the ledges in front of Mumbo's Skull
- 20: On top of the pile of green stuff near the Crushing Shed
- 20: Treble Cleft under the brown water in Water Storage

JINJOS

- #1: There is a big, purple pile across the water from Mumbo's Skull. Go up it and into the tunnel at the top that the track is going through. In the tunnel here is a Jinjo.
- #2: Near the Train Station is a pile of blue stuff. On top of it is a boulder. Break it with Bill Drill to find a Jinjo.
- #3: Not far from the Crushing Shed is a doorway leading to the Toxic Gas Cave, which has toxic gas that slowly uses up your air. There's a Jinjo behind one of the rocks you can't break.
- #4: There are some cells in the Gloomy Caverns. Have Wumba turn you into the Detonator, then, blow up the TNT here to open up a cell. Go in to get the Jinjo.
- #5: First, go into the sunken ship in Jolly Roger's Lagoon. Use Talon Torpedo on the pipe covering nearby to break it. Swim into the pipe to get to the Water Supply Pipe (Glitter Gulch Mine). Freeze the fans in here with ice eggs, and at the other end, you'll end up falling onto a water tank in the Water Storage room of Glitter Gulch Mine. This is the tank you couldn't climb onto. Get the Jinjo here.

CHEATO PAGES

- #1: At the entrance, there are two crates. Inside are Turbo Trainers and Springy Step Shoes. Also, on top of the big Glitter Gulch Mine sign nearby is a Cheato page. You can use the Springy Step Shoes to get it, or you can just climb up the rope a bit, and then jump onto the sign from there.
- #2: In Water Storage, you can climb into one of the tanks. Swim to the bottom of this one to get a Cheato page.
- #3: Once you save Canary Mary, beat her in a race for a Jiggy. Then, race her again for a Cheato page. (She'll be faster this time.) She'll now leave the mine completely.

EMPTY HONEYCOMBS

#1: From the entrance, go right to find some ledges. On the ledges on the left side of the stream is a boulder. Break it with Bill Drill to find an empty honeycomb piece.

#2: In the Train Station, break the crate to find an empty honeycomb.

#3: Not far from the Crushing Shed is a doorway leading to the Toxic Gas Cave, which has toxic gas that slowly uses up your air. Bill Drill the second boulder from the left to find an empty honeycomb.

JIGGIES

#1: Go to the entrance and get the Turbo Trainers from one of the crates. Go step on the switch near Wumba's wigwam to open the gate at the end of the water for 35 seconds. Run (you can run on the water if you don't stop) to the end of the water and through the gate to get to the Waterfall Cavern. On the edge of this upper pool of water is a Jiggy.

#2: From the entrance, go right to find some ledges. On top of the ledges on the left side of the stream is the Prospector's Hut. Go inside to find Bullion Bill. His partner, Dillberta, has gone missing, so you need to get her back. It turns out, Dillberta is trapped in the Prison Compound in Mayahem Temple. The Stony there knows how to open the door to the prison, so first have Wumba turn you into a Stony, then, go to the Prison Compound. Talk to the Stony here, and he'll tell you the code for opening the prison's door. Step on the switches in front of the prison in this order to open the door. Inside here is Dillberta, but she's still not free. That boulder is keeping her from returning to Glitter Gulch Mine. Use Bill Drill to destroy the boulder, and Dillberta will go through the revealed tunnel. Follow her through to get to the Prospector's Hut, and talk to Bullion Bill for a Jiggy.

#3: Go to the Generator Cavern (there's a tunnel not far from the Train Station that leads here). Shoot a fire egg into the green part of the first generator to light up the area nearby for a short time. Go from area to area, and when you get to the bridge, shoot the generator over to the right. The next generator is over to the left. Once you get back to land, you'll be near a generator and a Billy Bob. Just over to the right is a Jiggy and a ladder leading back to the entrance.

#4: Have Mumbo go to the Mumbo pad outside of the Crushing Shed. You'll use Levitate: Jiggy Boulder here to make the boulder go into the Crushing Shed. Now, get Banjo and Kazooie back, and go into the Crushing Shed. You have to run past the crushers. (Your invincibility move doesn't seem to protect you from the crushers, unfortunately.) On the other side, press the red button to turn on the conveyor belt and the grinder and turn off the crushers. The boulder will be brought through the grinder and broken into many pieces. Press the button again to turn off the grinder and the conveyor belt and turn back on the crushers, then, leave. Outside, get all three of the Jiggy pieces to get a whole Jiggy.

#5: Have Wumba turn you into the Detonator, then, go to where the Crushing Shed is. Nearby is a long tunnel that leads down to a shed. Blow up the TNT here to blow up the shed. Go through the hole here to get to the Flooded Caves. Come back as Banjo and Kazooie. In here are many tunnels in the water. (It's easier to see when you swim in first-person.) Go straight, right, and left from the entrance to find land. On it are Billy Bobs and a Jiggy.

#6: Have Wumba turn you into the Detonator, then, not far from the wigwam, blow up the TNT to find a doorway. Go in to find the Canary Cave. It has toxic air that uses up your air. Canary Mary is in here. You can't save her yet, so come

back as Banjo and Kazooie. Attack the cage to break it. Canary Mary can now leave and she'll fly to outside the Fuel Depot. Go to her and talk. Go onto the mine cart to race her. Press A as fast as you can to go. Beat her to the other end of the track for a Jiggy.

#7: In the Gloomy Caverns is a Split Up pad outside of the Power Hut. Split up and have Banjo go inside and up the ladder. Stand on the switch to turn on the lights in the Power Hut Basement. Press A to switch to Kazooie. Have her go into the Power Hut and go downstairs to the basement. Cross the narrow path to get to the Jiggy at the end. (The path gets narrower as it goes on.)

#8: Near the Crushing Shed, there's a crate near the waterfall. Break it to find Springy Step Shoes. Get them, and cross over to the other side of the water, and go beneath the alcove in the wall behind the waterfall. Jump into the alcove to find a Jiggy.

#9: From the entrance, go left and Bill Drill the boulder. Go through the revealed hole to find Ordnance Storage Entrance, a first-person area. Make sure you know Beak Bayonet, then, go to the door in here, and Bullion Bill will talk to you. You need to defuse some sticks of dynamite. You can't shoot them, or they'll blow up. So go in. You have 15 TNT sticks to defuse and Billy Bobs to deal with. Once you defuse the first (attack them with B, your Beak Bayonet), a timer for 200 seconds will start. It's best to first explore the area and figure out where you are before messing with any of the TNT sticks. That way, you won't end up wasting time searching. This is the way I went, hopefully you can keep track of where we are. First, you'll find your first TNT stick at the entrance. You can then go right or left. Go right to a two-leveled room with a ramp. Go right to a room with a TNT stick, then, return to the room with the ramp. Go down the ramp and get the TNT stick here. Go through the door on the wall opposite the wall you originally came in by (there are three doors on the lower level; I'm talking about the one on the far right). Defuse the two TNT sticks here, then, go through the doorway on the same wall as the one you came in by. Defuse the TNT stick here, then, return to the previous room and go through the remaining doorway. You'll end up going right down a hallway with another TNT stick in it. You'll end up on the bottom level of another room with a ramp. Defuse the TNT stick here, then, go through the other doorway on the bottom level. There are two TNT sticks in this long room. At the larger, opposite end are two doorways. Go through the right one and defuse the TNT stick, then, go through the other one. Get the TNT stick here, then, continue forward to the next room. Defuse this TNT stick, then, go through the next doorway to get back to the first room with the ramp. To the left is a room with an upper level. Go up the ramp and through the corresponding doorway to get to the upper level of that room. The wall to the left has two doorways. Go through the far one. Defuse this TNT stick, then, return to the previous room. Drop to the lower level and defuse the last stick of TNT. A Jiggy will appear in the Ordnance Storage Entrance. (If you need help getting out of here, return to the first ramp room and go up the ramp. Through the second doorway you come to leads to the first room of this area.)

#10: Have Mumbo go to the Mumbo pad in the Train Station, and he'll use Levitate: Chuffy the Train. The train is on its track again, so go get Banjo and Kazooie again, and go into Chuffy's Cab. Go through the hole in here to get to Inside Chuffy's Boiler. After a cut scene, you'll have to fight Old King Coal: Grubby Boiler Monarch. The boss's health is 50 and you have 150 seconds to beat him. He just walks around the whole time. Get onto one of the taller platforms to avoid getting stepped on and to avoid when the ground heats up. When it heats up, you'll use up air. Shoot at the boss. Blue eggs do 1 damage and fire does none. It's best if you got the grenade eggs from the Pine Grove in the Isle O' Hags because they do 6 damage each. At 40 health, the boss will lose an arm, and at 30, he loses his other arm. At 15 he loses the top half of

his body. Beat him for a Jiggy. Now you can use the train. Just use the green pad in the cab to go to any Train Stations that you've opened.

F. WITCHYWORLD

Requires: 8 Jiggies

Enemies: Fruity, Hothead, Jippo Jim, Minjo, Snapdragon

OVERVIEW

There are several areas you can't get into at first. For starters, near the entrance is an electrified fence. Break the gate down with a grenade egg. Also, you need to pay at certain places to open them. Have Wumba turn you into the Van in order to do this. You have to pay at the Inferno and in the Dodgem Dome. Also, several places need power. Mumbo will power these places at the Mumbo pad. There are two food places to open, too. To open Big Al's burger place, go to the ticket booth near the entrance. Use the shock spring pad behind it to jump onto the roof. Up here, step on the switch to make Big Al's burger place open. Also, near the Big Top is a fry place. Step on the switch behind it to open up Salty Joe's. When get burger or fries from food places, get five fries or five burgers.

WUMBA: In the Western Zone, get onto the left door and jump to the crack in the wall. Cross it (watch out for the Snapdragon above you) to get to some ledges. Go up the ledges to find a warp pad and Wumba's wigwam. Go inside. Get the Glowbo in here and give it to Wumba. She'll turn you into a Van. You can honk your horn with B, which opens certain doors. You can run into enemies to beat them, too, even the Fruities. You also have money, too, so you can pay for certain rides. You can also press B at the van panels in the walls to open them.

MUMBO: As the Van, go to the Horror Zone. Pay at the Inferno to open the door. Go through to find an area with a lot of lava. Mumbo's Skull is in here. Mumbo can power up several rides at the Mumbo pads. The rides are the Star Spinner, Dodgem Dome, and Saucer of Peril.

TRAIN STATION AND THE CAVE OF HORRORS: Go to the Horror Zone, and go through the tunnel on the right (the green one) to get to the Train Station. Get onto the coffin propped up against the wall and jump to the crack in the wall. Cross it (and watch out for the Snapdragons). You'll get to an alcove. Step on the switch here to open the Train Station doors. Now the train can come here. Leave here now and go through the purple tunnel. In here is a narrow, winding path lined with spikes that will hurt you if you touch them. It is dark, but you get light from the ghosts flying overhead. At the other end is the entrance to the Cave of Horrors. Go in. In here are three cages, labeled: Ancient Bearded Camel, Mighty Evil Dinosaur, and Weird Killer Alien. A Jinjo is in the right cage. In the left cage is Gobi the camel. In the middle is a dinosaur named Scrut. Use a grenade egg on the lock of each cage to break it. Gobi will now leave to go to the lava world (the Lava Side of Hailfire Peaks).

MOVES

Split Up: This hatch is located behind the Big Top, and you need 160 notes to learn. Now you can split up at Split Up pads. Just press A on the Banjo pad to slit up, then, press A while standing on the pad or in a swap cloud to switch characters. Touch the other character to team up again.

Airborne Egg Aiming: This hatch is found in Space Zone, near the Dodgem Dome. For 180 notes, you'll learn how to shoot eggs while flying. Just go into first-person and press Z to shoot.

Pack Whack: This hatch is in the Crazy Castle Stockade, and you must split up and go to it only as Banjo to learn it. For 170 notes, you'll learn Pack Whack.

Press B, and Banjo will attack by swinging his pack around. This can also slow you down slightly when you're falling if you use it just before you hit the ground.

WARP PADS

- #1: World entrance
- #2: Behind Conga's Big Top
- #3: In Space Zone
- #4: Outside Wumba's Wigwam
- #5: Outside Mumbo's Skull

GLOWBOS

- #1: In Wumba's Wigwam
- #2: Near the back wall of the Inferno

NOTES

- 10: Blow up the electrified fence near the entrance with a grenade egg. On the other side is a shock spring pad. Use it to get onto a non-electrified part of the fence. Cross these parts of fence for 10 notes.
- 40: around Big Top
- 10: near Dodgem Dome
- 10: behind the doors in the Western Zone (on either side of the doorway that leads to the Crazy Castle Stockade)
- 10: in the tank of water labeled the Dive of Death in the Horror Zone
- 20: Use the Van to get the Treble Cleft behind the van panel in the Space Zone

JINJOS

- #1: Climb onto the Dodgem Dome's entrance, then, climb up the wire. (If the power is on, then, watch out for sparks coming through the hole in the wire.) At the top of the wire, Talon Trot to the top of the dome to find a Jinjo.
- #2: In the Western Zone are doors on either side of the doorway leading to the Crazy Castle Stockade. Get onto the right door and jump to the crack in the wall. Cross it to get to a Jinjo in an alcove.
- #3: In the Cave of Horrors, there's a Jinjo in a cage. Open the cage by shooting the lock with a grenade egg.
- #4: There's a Jinjo on top of the Big Top. To get to it, either cross the rope of the Cable Car or the ropes attached from the ground to the Big Top to get onto the big tent.
- #5: In the space area near the entrance, go to it as the Van. Behind the van panel at the end of the runway is a Jinjo.

CHEATO PAGES

- #1: In the Horror Zone, go through the purple tunnel. Go to the doorway to the Cave of Horrors, but don't go in. Continue along the path instead, and when you get to the wall, jump onto the crack on the wall. Climb to the left to find a Cheato page in an alcove in the wall.

#2: In the Inferno, use the Van to open the van panel with a Cheato page behind it.

#3: Play the Saucer of Peril and get 400 points for second prize, a Cheato page.

EMPTY HONEYCOMBS

#1: In the Crazy Castle Stockade, blow up the grate on the wall with a grenade egg to find an empty honeycomb.

#2: Ride the cable car to Space Zone, then, get off and high jump to the higher ledge to find an empty honeycomb.

#3: In Mumbo's Skull is an empty honeycomb.

JIGGIES

#1: In the Horror Zone is a tank of water with the words Dive of Death on it. Climb up the ladder nearby to get to a high up ledge. Go along the narrow part (or use Grip Grab if you're able) to get to a Jiggy. (If you're feeling brave, you can jump and land in that tank of water. You won't get hurt, as long as you don't miss.)

#2: Go o the Western Zone. At the Cactus of Strength, you need to hit the button with three different attacks. After the first attack, a timer for 20 seconds will start. Use Bill Drill, a grenade egg, and Beak Buster to make the thing reach the bell at the top. The bell will break and reveal a Jiggy, so climb up to the Jiggy.

#3: In the Crazy Castle Stockade, blow up the grate on the wall. Through that hole is the Crazy Castle Pump Room, where there is a Banjo switch and a Kazooie switch. Split up and have each character go to that room and stand on their respective switch to fill the castle with air. A shock spring pad will appear next to it so you can get on top of the castle. So now go inside the castle as Banjo and Kazooie. Go through the doorway in here to play the Balloon Burst Game. You fly around and shoot balloons with unlimited eggs. Blue balloons are worth 3 points, green 2, and red 1. You have 60 seconds to get 50 points, and a Jiggy will appear on top of the castle. Use the shock spring pad next to the castle to get up here.

#4: Once the castle is blown up (as explained in Jiggy #3 explanation), Split up and go into the castle as Kazooie to play the Hoop Hurry Game. You must jump through the hoops for points. Get the Turbo Trainers to run faster. Blue hoops are worth 3 points, green are 2, and red are 1. The hoops worth more points are smaller than the ones worth more. Get 30 points in 60 seconds and a Jiggy will appear on top of the castle. Use the shock spring pad next to the castle to get up here.

#5: Have Mumbo go to the Mumbo pad near the Dodgem Dome, and he'll use Power: Dodgem Dome to power up the building and open its door. Then, have Wumba turn you into a Van, and go into the Dodgem Dome and pay. Now become Banjo and Kazooie again, and go inside. Go through door 1 to play the first Dodgem Challenge. You have to collect Twinklies. Blue is worth 3 points, green is 2, and red is 1. You're in a bumper car, and you have to get 60 points in 45 seconds, but there is another guy in a bumper car, too. He rams into you the whole time. Be careful not to get stuck in a corner. One you win, door 2 will open. Go through. There are 2 guys in bumper cars now. You have to get 50 points in 45 seconds. Next, door 3 will open. There are 3 guys against you now, and you have to get 40 points in 45 seconds. Win for a Jiggy.

#6: Have Mumbo go inside the Star Spinner, and he'll use Power: Star Spinner at the Mumbo pad. The stars will now go up and down when you stand on them, and the planet will spin. You now need to get the Jiggy on top of the planet. Kazooie does this best, but you can use Banjo and Kazooie together, too. Kazooie jumps better, though, and if you fall, you won't get hurt, since she can flap her wings until she lands. Anyway, jump onto the bottom star and it will rise for a little time. Jump to the next star and so on, and after a total of three stars, jump to the ring around the planet. The planet is spinning, also. Jump onto the side of the planet that is going up, and run up to the top to get a Jiggy.

#7: Getting this Jiggy begins in Glitter Gulch Mine. In the Fuel Depot, there's a box with something inside it. Have Wumba turn you into the Detonator, then, blow up the TNT near the box to unblock the tunnel. The box will go through, but it will get stopped. So go to Witchyworld. Have Mumbo go to the space area near the entrance and use Power: Saucer of Peril on the Mumbo pad to power the respective ride. Then, go to the Western Zone, and climb up the ladder on the pole. Up here, high jump to a higher ledge. Watch out for the Jippo Jim. Carefully cross the rope up here, and step on the switch. The cable car will go back to the Western Zone. Drop into it and press B. It will take you to Space Zone. Get off and jump to the bigger wire or whatever against the wall, then, cross the thin wire with Grip Grab. Watch out for sparks coming out of the holes. On the other side, step on the switch to make a shock spring pad appear on the big wire below you. Now, you can get over here without having to cross the wires. Now Beaky Barge the switch on the wall to open the big door. The box will come through the door and open to reveal a saucer. Jump onto the saucer to play the Saucer of Peril. The saucer flies around, and you shoot targets. You have unlimited eggs, and you have until the end of the ride to get 400 points for second prize and 500 for first. Blue targets are 3 points, green are 2, and red are 1. Remember, two times you'll go upside down over the Big Top. Both times, you'll see a string of all blue targets. It's a good way to get extra points. Second place gets you a Cheato Page and first place gets you a Jiggy.

#8: Inside the Inferno, there are Hotheads going down the slide around the tower. You need to go up the slide (use Talon Trot, don't go only as Kazooie, since she can't jump high enough to get to the Jiggy at the top). You can use the Turbo Trainers at the base of the slide if you want, but it might make it harder to jump over the enemies in time. Unfortunately, as you get nearer to the top, it gets harder to jump over the Hotheads without getting hurt. I don't know how to avoid that. At the top, get off the slide and high jump onto the lower part of the roof. It's steep, so quickly use Talon Trot so you don't slide off. Get to the Jiggy at the top.

#9: Near the entrance is Mrs. Boggy. You need to go find her three kids. They can be found near the Dodgem Dome, in the Train Station, Crazy Castle Stockade, Cave of Horrors, Star Spinner, or Inferno. (If you find a kid that wants food in the Train Station, you'll have more trouble, since no food is allowed in there. To get food there, you'll need to know how to get food to the Oogle Boogles in Terrydactyland. Then, from there, you can take the train from there back to Witchyworld.) Anyway, the girl will want you to get her fries, then, she'll go to her mother. The boy will start running when you talk to him. Attack him, and he'll go to his mother. The fat boy wants a burger, but once you give it to him, he can't go to his mother because he can't walk. You need to carry him there. You can't do that until you learn Taxi Pack in Terrydactyland. Then, have Banjo carry the kid back to his mother. Once all three kids are back, you'll get a Jiggy, and they'll leave and go to Hailfire Peaks.

#10: Defeat the four Fruities around the Big Top for four tickets, then, go into

the Big Top. Give them to Conga to go inside. In here is a cut scene, then, a boss battle against Mr. Patch: Strange Wobbly Inflatable Thing. Mr. Patch has 12 patches that you need to blow up with grenade eggs. The first you can hit from the ground. You should use this time to get the most difficult one, a small patch at the base of his tail. After, a boxing glove thing will start to pop out of the ground, so you can't attack from the ground anymore. Luckily, flight pads will appear, so fly. (On the ground are also a few honeycombs, grenade eggs, and red feathers.) Shoot grenade eggs at Mr. Patch from the air, and watch out when he shoots exploding balls at you. He'll shoot more as he takes more damage. Remember that Beak Bomb can help you get in front or behind him quickly when you need to. Once you beat him, you'll get a Jiggy.

G. JOLLY ROGER'S LAGOON

Requires: 14 Jiggies

Enemies: Blubbub, Blue Octopus, Electric Eel, Minjo, Puftup, Sailor Grublin, Snapdragon, Spinning Seaweed Pot

OVERVIEW

You need doubloons to pay for things here. In the Town Center, Bill Drill the strange looking areas on the ground to find 3 doubloons and 2 shock spring pads.

Blow up the cracked statue in the middle of the area with a grenade egg to reveal Split Up pads. You can't jump high enough with Banjo, so split up and have Kazooie use the shock spring pad near Mumbo's Skull to get to an alcove with 3 doubloons in it. Swim in the pigs' pool to find 4 doubloons in it, and in the lagoon, at the back wall are 4 more doubloons. Also near the pool are things sticking up, each with a doubloon on it, for a total of 5. Near the waveracer place is a sign saying Turtle View Cove. Go through the doorway here to find a hatch and 4 doubloons.

MUMBO: Mumbo's Skull is in the Town Center. Have Mumbo go to the Mumbo pad near the lagoon, and he will use Sunlight: Oxygenated Water. Now you can breathe under this world's water.

WUMBA: In the main part of Atlantis, there is a tunnel by the warp pad that has green, red, and white around it. Swim through to find Wumba's Wigwam on top of the pillar. Wumba will turn you into a Submarine. You move with A, use a Sonic Ping (to freeze the octopus), and press Z to shoot torpedoes.

JOLLY'S: There's a few things in Jolly's I wanted to mention. At the entrance is a stool near a hole in the wall. Look through the hole to see another room. Shoot the barrel of gun powder with a grenade egg to blow a hole through the wall. (You get to it from outside. Go through it and through the hole in the floor to find Smuggler's Cavern.) Also, in this place is a broken jukebox. You can get it working again, but you'll need Cheato's help... Through the nearby doorway is Captain Blackeye. Keep talking to him, and he'll give you 2 doubloons so you'll get him a glass of water, which you can't and don't have to do. He'll then fall over, but he'll still continue to say weird things. (On the walls are pictures from the first game, Banjo-Kazooie, by the way.)

Underwater, you'll find anemones (Blubbubs). They have items in their tentacles. Shoot the eye with an egg to stun them for a limited time so you can get the item.

GETTING AROUND: There are many different places you can go underwater, and it can be a little confusing. You start by swimming through the hole at the bottom of the lagoon. Here you'll find the flying saucer. There are also two tunnels here. (Through certain tunnels, you will find a Blue Octopus, blocking the tunnel by moving around its arms. Freeze it by shooting its head with an ice

egg, then, swim by. Still don't touch it; it can still hurt you, even when it's frozen.) Anyway, through the flatter wider tunnel is Smuggler's Cavern and through the other tunnel is the main part of Atlantis. There are four buildings here which are explained later in the walkthrough. There are also several tunnels in here. You came in by one, obviously, and there are two others. One has more color around it, and it is near the warp pad. It leads to Wumba's Wigwam. The other is down near the floor. It leads to a sunken ship. A tunnel inside the ship leads to the Lockers Cavern. There's another tunnel here which leads to the Big Fish Cavern. (You can also get here by going through the Seaweed Sanctum, the big building without a door in Atlantis.)

MOVES

Wing Whack: Near the waveracer place is a sign saying Turtle View Cove. Go through the doorway here to find a hatch. You need to come here only as Kazooie. Then, you can learn Wing Whack for 265 notes. When you only have Kazooie, press B to make her spin around and attack with her wings.

Sub-Aqua Egg Aiming: Go into Jolly's, and talk to Jolly Roger. He'll offer you a room for 2 doubloons. You can pay or you can just blow the room's door down with a grenade egg. In the room is a hatch. With 275 notes, you'll learn how to shoot eggs under water. Just look in first-person and press Z.

Talon Torpedo: In the main part of Atlantis, go into the tall building near the warp pad to find the Electric Eel's Lair. Swim to the top to find dry land. In the short hallway up here is a hatch. For 290 notes, you'll learn Talon Torpedo. When you're underwater and not in first-person, press Z to have Kazooie come out of the backpack. (This uses 5 red feathers.) Hold A to make her go. Touch Banjo or press B to return to him. You have 20 seconds to use Kazooie. She can break things by running into them, like things with a picture of her face on it, plus she can get items inside the clear fish and beat enemies like the Puftups and stun the Blubbuls. (If she gets hurt, you won't take any damage.)

WARP PADS

- #1: Town Center
- #2: Atlantis
- #3: Sunken Ship
- #4: Lockers Cavern
- #5: Big Fish Cavern

GLOWBOS

- #1: On a shelf in Pawno's Emporium
- #2: Underwater, below Wumba's Wigwam

NOTES

- 15: In the doorways of the buildings in the Town Square
- 15: Inside Pawno's Emporium
- 15: Inside Blubber's Waveracer place
- 15: Inside Jolly's
- 10: In the tentacles of the Blubbuls near the flying saucer
- 20: Treble Cleft in the Blubbul's tentacles in the main part of Atlantis
- 10: Outside the Electric Eel's Lair

JINJOS

#1: Go into Blubber's Waveracer place, and talk to him. Give him 1 doubloon for his last possession, and he'll give you a crate and leave. Inside the crate are Turbo Trainers. Get them, and go outside. Run across the lagoon, and jump into the alcove on the back wall to get the Jinjo in the alcove.

#2: Also, in Blubber's Waveracer place, use the shock spring pad behind the counter to jump to a ledge higher up. On the narrow ledge up here along the walls is a Jinjo.

#3: There is a Jinjo on the top level of the Seaweed Sanctum.

#4: Inside the sunken ship, blow up the box with a picture of a Jinjo on it to find a Jinjo.

#5: Inside the big fish, go down the right path to find a Jinjo at the dead end.

CHEATO PAGES

#1: After buying the Jiggy at Pawno's Emporium, leave and come back. Pay 5 doubloons for the Cheato page.

#2: In Smuggler's Cavern is a clear fish. Use Talon Torpedo to get the Cheato page inside it.

#3: In the main room of Atlantis, break the door of the building with Kazooie's face on the door with Talon Torpedo and go inside. This is the Ancient Swimming Baths. Split up, and as Kazooie, get onto the piece of a pillar near the Split Up pads and glide to the Cheato page above the doorway.

EMPTY HONEYCOMBS

#1: Go to the shock spring pad near Jolly's and jump onto the sign. Talon Trot up the roof and use the shock spring pad on the chimney to get to a crack in the wall. Watch out for the Snapdragons along the way. You'll end up at a pipe with an empty honeycomb on it.

#2: Go to the main part of Atlantis, and go to the building with the fish on the door. Go to the right of the building to find kind of a steep slope. You'll find a small alcove over here with an empty honeycomb in it.

#3: In the Lockers Cavern is a clear fish. Use Talon Torpedo to get the empty honeycomb inside it.

JIGGIES

#1: Go to Pawno's Emporium and pay 20 doubloons for the Jiggy in the case.

#2: Make sure you blew up the statue in the middle of the Town Square to reveal Split Up pads, then, get just Kazooie. Go into Mumbo's Skull, and blow up the cracked wall on the bottom floor. Go through the hole you made to get to a little beach. Tiptup is here, and his egg won't hatch. Hatch it for him. The baby will end up on its back, so attack it to knock it upright. Now you'll get a Jiggy, and they'll leave.

#3: The pigs' pool is polluted and too cold to swim in, so you need to help them. First, go to the shock spring pad near Jolly's and jump onto the sign. Talon Trot up the roof and use the shock spring pad on the chimney to get to a crack in the wall. Watch out for the Snapdragons along the way. From the crack, drop down to an alcove in the wall with a sign in it. Now drop further down to get to a pipe. This one is spewing out pollution into the pool. Bill Drill the cracked part of the pipe and drop in. You'll end up in Grunty

Industries in the Basement: Waste Disposal Plant. You'll get to a room that has a Minjo and a red button. Press the switch with Beaky Barge to make the pollution stop coming out of the pipe. Now go to Cloud Cuckooland. Near the pool of water that has green around it, you'll find George Ice Cube. Hit him to knock him off the edge, and he'll land in the Lava Side of Hailfire Peaks and melt in the lower hot pool, making it cooler. Now go to Hailfire Peaks. Split up, and have Banjo go into the lower hot pool using Shack Pack. Go on the Banjo switch, and the cooled-off water will go to the pool. Once the pool is both clean and warm, you'll get a Jiggy.

#4: Split up and go to Smuggler's Cavern as Kazooie. Glide to the Jiggy on the pillar.

#5: Swim through the hole at the bottom of the lagoon to find a flying saucer. Break the door down with Talon Torpedo, and go inside the UFO and talk to the alien by the door. They need ice to power their ship. (There's a Minjo in here, by the way.) Stand in the middle of the room, go into first-person and zoom in, and shoot an ice egg into the hole beneath one of the crystal. You have 20 seconds to shoot an ice egg into the other three. Once you do, the ship will have power. Leave and the saucer will fly away. Beneath where it had been is a Jiggy.

#6: Jolly Roger's partner has gone missing, so you need to find her. In the Sea Bottom (Big Fish Cavern) is a big fish. You can get here from the Lockers Cavern or by going through the Seaweed Sanctum. Go to the big fish and shoot its teeth with grenade eggs to knock them out. Knock out all of them to make it open its mouth, then, swim inside to get Inside the Big Fish. On dry "land" in here are Sailor Grublins and two tunnels. Down the left hallway is a room. Here, talk to Merry Maggie, Jolly's partner, and she'll leave. Now talk to Jolly for a Jiggy.

#7: Go to the main part of Atlantis, and go to the building with the fish on the door. You need to remember the symbols above the door. (I don't know if they change between files, so I can't really say what it is.) Remember it, then, shoot an egg into the pots of the mermaid statues nearby. Each has one of the symbols on it, so shoot the pots in the same order as above the door to open the door. Go inside to find the Temple of the Fishes. Swim up to find Chris P. Bacon the pig. Talk to him. He wants you to protect him from the fish while he takes pictures. So swim down and for 60 seconds, shoot the fish that come at him. I think you fail if he gets bitten even once. You can just stay in one spot and shoot them, and when the minute is up, you'll get a Jiggy.

#8: Underwater, near Wumba's Wigwam is a clear fish. Use Talon Torpedo to get the Jiggy inside it.

#9: Have Wumba turn you into a Submarine, then, go to the Lockers Cavern and go into the hole in the floor to get to the Sea Bottom Cavern. You'll play a game here where you shoot mines. You need to get 60 points in 60 seconds for a Jiggy. Like usual, blue mines are worth 3, green are 2, and red are 1. They hurt you if you touch them, so don't touch. Just go near some, then, sit there and start shooting. You don't really need to even move. The torpedoes seemed to home in on them, too, for some reason, so it's very easy.

#10: Have Wumba, turn you into the Submarine, then, go to the Lockers Cavern. Blow up the cracked locker (It says D. Jones on it), and then go in to find Davy Jones' Locker. (Yes, go in as the Submarine; it is much easier this way.) In here is a cut scene, and you'll then fight Lord Woo Fak Fak: Self-Important Anglerfish. There are eggs on the ground (if you need them...if you ignored me and didn't come as the Submarine), and there is a honeycomb in the blocked off entrance. The boss will shoot balls of electricity at you sometimes. Look for the glowing boil on his side and shoot it (with torpedoes or grenade eggs).

There are 6 boils total, and you need to shoot them all, going after just the one that is glowing. Afterward, the boss will have 6 health again. He'll shoot balls of electricity still and later bubbles, too. Just avoid those and shoot his eyes 6 times to get a Jiggy.

H. TERRYDACTYLAND

Requires: 20 Jiggies

Enemies: Bargasaurus, Cursed Beehive, Dragunda, Electric Eel, Minjo, Rocknuts, Snapdragon, Soarasaurus

OVERVIEW

GETTING AROUND: There's a bunch of different paths around here, and I'll give a quick summary. To the right of the entrance (if you're facing it) is a waterfall. The path next to that leads Inside the Mountain, and the vine behind the waterfall leads to the River Passage. The River Passage leads to a pool up water higher up, between Wumba's Wigwam and the Oogle Boogles' Cave. Also, to the left of the entrance is the Train Station, Oogle Boogles' Cave, and Styracosaurus Family Cave. The path that goes around the mountain has doorways that leads into the Unga Bungas' Cave.

MUMBO: Mumbo's Skull is past the waterfall near the entrance. Use the Wading Boots to cross the quicksand to get over there for the first time. Then, Mumbo can use Enlarge: Stepping Stones on the Mumbo pad nearby to make the stepping stones big enough to cross. Then, he can go to Wumba's Wigwam and use Enlarge: Wumba's Wigwam to make it bigger or he can make it smaller by using his spell again.

WUMBA: Wumba's Wigwam is on the ground level and is easy to find. When her wigwam is a normal size, she'll turn you into Baby T-Rex. Go to a Bargasaurus, and it will teach you how to roar. Press B for a short roar and hold B for a long one. Roar to open the small doors with a picture of yourself on it. When Mumbo makes the Wigwam big, you can be turned into Daddy T-Rex. You can go to the Unga Bunga guarding the Oogle Boogles' Cave and roar at him, making him flee.

TRAIN SWITCH: This switch is on a ledge not far from Wumba's Wigwam. Press it to open the doors in the Train Station.

GETTING TO TERRY'S NEST AND THE STOMPING PLAINS: Inside Unga Bungas' Cave, where the guard was, there are Springy Step Shoes. Get them and go outside. Go right (if you're back is to the entrance) and up the stairs. At the Path to Nest sign, jump up to a higher place. Terry the pterodactyl talks to you, then, he spits purple goo at you. Run and avoid it until you get to a warp pad, then, he'll stop. Now you can continue until you get to the doorway to Terry's Nest. You can also cross the narrow path near the warp pad (you may want to shoot down the Soarasaurus; if you get knocked off, try to land in the water below you and to the left). On the other side is a doorway that leads to the Bonfire Cavern. There's a Soarasaurus here, plus the narrow path has a few fires on it. Just shoot them with ice eggs to put them out for a short time. Go through the doorway on the other side to get to the Stomping Plains. There's a warp pad here and Split Up pads. Also, there is Stomponadon: Jurassic Steamroller here. When you cross the plain, go in the footprints to be safe from Stomponadon. The first hit from it will do all but one honeycomb of damage. There is one path to go, but there are two out of the way footprints that have one honeycomb each in it. When you get to the other side, you can go up the stairs in the alcove to get back to the entrance.

MOVES

Springy Step Shoes: Near the Train Station entrance are ledges. Go up to find this hatch. For 390 notes, you can learn to use the Springy Step Shoes, which let you jump high.

Hatch: In the Unga Bungas' Cave, you'll find a hatch. With just Kazooie, you can learn Hatch for 420 notes. To use it, hold Z and press B.

Taxi Pack: Go into the River Passage, and around the middle, jump to the crack low down over the water and cross it to get to an alcove. Here are Split Up pads. There's a hatch in this room where Banjo can learn a move, but he must be by himself, so split up. Cross another crack in the wall as Banjo, and after the Snapdragon, drop to a lower crack. Past another Snapdragon is an alcove. At the hatch, you can learn Taxi Pack for 405 notes. Now press Z+ left C to take off Banjo's pack. Press B can scoop things into it to carry around.

WARP PADS

- #1: World entrance
- #2: Outside Mumbo's Skull
- #3: Outside Wumba's Wigwam
- #4: On Top of the Mountain
- #5: At the beginning of the Stomping Plains

GLOWBOS

- #1: Behind Mumbo's Skull
- #2: Talon Trot up the steep path in the hole in the wall behind Wumba's Wigwam to find a Glowbo.

NOTES

- 15: Near the water near the entrance
- 15: On ledges near the hatch near the Train Station entrance
- 20: Not far from Wumba's Wigwam, break a boulder with Bill Drill to find a Treble Cleft
- 15: On a high up path around the mountain (outside the Unga Bungas' Cave, the part of the cave where you find Springy Step Shoes)
- 15: On a high up path around the mountain (near the Jiggy behind the gate)
- 20: Underwater in the River Passage, near the Electric Eel

JINJOS

#1: On the pillar near the entrance is a switch. Press it by shooting it with a grenade egg. The gate in an alcove in the wall will open. A Jinjo is in the alcove. You can shoot a Clockwork Kazooie egg into the alcove to get the Jinjo.

(I shot it from the hatch nearby where you learn how to use the Springy Step shoes. I don't know how easy it is to do from lower down.)

#2: Go in the water near the entrance and press the button on the wall with Talon Torpedo to open up an alcove down here with a Jinjo inside.

#3: Not far from the Train Station are little gated off cells or something in the wall and small holes. Send a Clockwork Kazooie egg through the far right hole down here to get to the cell with the Jinjo.

#4: Have Wumba turn you into Daddy T-Rex, and go to the area that has the Wigwam. Step on the switch to open a gate to reveal a Jinjo. You can't fit in the alcove, though, and you only have 35 seconds to get the Jinjo. Just go back

into the wigwam, turn into Banjo again, and get the Jinjo.

#5: Cross the Stomping Plains as just Kazooie. This is easy, since she's fast. Step on her switch for a Jinjo.

CHEATO PAGES

#1: Near Mumbo's Skull is a crack in the wall. Cross it, and watch out for the Snapdragon. You'll get to a boulder in an alcove. Break the boulder with Bill Drill to find a Cheato page.

#2: Have Wumba turn you into Baby T-Rex. Go to the dino door behind the wigwam and roar at it to open it. Go through to get to a smaller room Inside the Mountain. In here is a Cheato page.

#3: Once Dippy's pool is full of water, swim into the tunnel underwater in his pool to find a Cheato page.

EMPTY HONEYCOMBS

#1: Go to the water near the entrance, and go behind the waterfall and climb up the vine to get to the River Passage. Up here is the river that is falling down the gap, of course, and across from it is a steep area. Talon Trot up there to get the empty honeycomb.

#2: Go past the water near the entrance. In the alcoves in the wall here are Turbo Trainers and Wading Boots. Use the Turbo Trainers to run over the water and jump into the alcove with the empty honeycomb in it.

#3: In the Styracosaurus Family Cave, Bill Drill the boulder near the Split Up pads to reveal a shock spring pad. You need to split up and just use Kazooie to use the pad to jump so you can jump high enough to reach the alcove with the empty honeycomb in it.

JIGGIES

#1: At the water near the world entrance, go through the big gap in the wall to the left of the waterfall to get Inside the Mountain. There's a flight pad in an alcove farther off and a platform in the middle of the water with a pillar on it. From the alcove with the flight pad, you can see a button on the pillar. Shoot it with a grenade egg, and a path will rise out of the water, connecting the pillar with the entrance. You can now get to the pillar, which has the Springy Step Shoes next to it. Either use those or use the flight pad to get onto the pillar. Then, you'll see Chompasaurus: Stomach-Cramped Carnivore. No, it's not a boss. He'll eat you, though, but only so you can get rid of the Blaarg ulcers in his belly. You have 60 seconds to score 75 points. Blue is worth 3 points, green is 2, and red is worth 1. You're in first-person, and you have unlimited eggs. Just shoot back and forth, and you should be able to shoot a bunch of the ulcers, though, you may want to aim up a little using down C. Once you win, you'll get a Jiggy.

#2: When Wumba's Wigwam is normal-sized, Wumba will turn you into a Baby T-Rex. Go outside, and go to a Bargasaurus, and it will teach you how to roar. Press B for a short roar and hold B for a long roar. Go to the dino door behind the wigwam and roar at it to open it. Go through to get to a smaller room Inside the Mountain. In here is a Cheato page and a sign that has the secret code of the dinosaurs. I'm not sure if it is the same in every file, but mine was short roar, short roar, long roar, short, long, long. Leave through the other doorway to end up at the water near the world entrance. No go back to the wigwam. Nearby is another dino door along a narrow path up against the side of the

mountain. Go through to get higher up in the mountain, where there's Rocknut in the tunnel nearby if you didn't get rid of him yet. Go through the tunnel to get over to the gate with the Jiggy behind it. Roar in the right order to open the gate and get the Jiggy.

#3: Go through the small doorway straight ahead from the entrance to get Inside the Mountain. This passage is blocked off from the rest of this room, but you can go to the left and through the doorway to get outside. There is a Rocknut here. There are five of them. They are armored, but they aren't protected from behind. Shoot a Clockwork Kazooie egg over his head and have it blow up behind him to defeat him. Not far from the Train Station are little gated off cells in the wall. Have a Clockwork Kazooie egg go through the middle hole to get to the upper level. There are several holes up here. Go through the second from the right to get to the cell with the Rocknut. Defeat him. Now go to the Train Station to find a Rocknut on a ledge. It's easiest to stand on the area sticking up near the train track and shoot the Clockwork Kazooie egg over the Rocknut, so it lands behind him. Beat him. Now go to the higher pool of water. Go to the waterfall. To the left of it is a small hole in the wall. Send a Clockwork Kazooie egg through and blow up the Rocknut behind the gate behind the waterfall. On the path around the mountain, you'll find a Jiggy behind a gate. Nearby is a small tunnel in the wall. In here is a Rocknut. Shoot a Clockwork Kazooie egg and have it leave the tunnel and continue along the path (there are gaps you have to jump over) to get to the other end of the tunnel. Blow up behind the Rocknut. After beating them all, you'll get a Jiggy.

#4: Not far from the Train Station is the Styraeosaurus Family Cave. You need to fix the problems of the three kids. Scrat is sick, Scrit is small, and Scrut ran off to Witchyworld. Help all three dinosaurs, and the parent, Scrotty, will give you a Jiggy.

Scrat: In the cave, Split up and have Banjo use Taxi Pack to bring Scrat to the train. Put him in the train, then, team up again. Now take the train to the Isle O' Hags. Go to Mumbo and give him a Glowbo. As Mumbo, go to the Mumbo pad near the train, and he'll use Heal: Sick Styraeosaurus. Now return to Terrydactyland, and Scrat will run home.

Scrit: Make sure you used Bill Drill on the boulder in the Styraeosaurus Family Cave to reveal a Mumbo pad. Then, get Mumbo, and go through the tunnel near Wumba's Wigwam that leads to the area with the Styraeosaurus Family Cave (the ramp leading directly to the cave is too steep) and cross the narrow ledge along the wall to get to the cave. Inside, go to the Mumbo pad and Mumbo will use Enlarge: Small Styraeosaurus to make Scrit a normal size again.

Scrut: Go to Witchyworld, and go into the Cave of Horrors. In the cage labeled Mighty Evil Dinosaur is Scrut. Use a grenade egg on the lock of her cage to break it open. Then, bring the train to Witchyworld. Scrut will run to the train and go inside. Bring the train to Terrydactland, and she'll go home.

#5: Once you manage to get to the Stomping Plains, you need to get past Stomponadon: Jurassic Steamroller. As both characters, Talon Trot from one footstep to another. (If you get hit once, you lose all but one honeycomb. You'll die after the second hit.) At the other side, step on the switch for both characters to open the gate with a Jiggy behind it.

#6: Near the Train Station is an Unga Bunga guarding the entrance to the Oogle Boogles Cave. Have Mumbo go to Wumba's Wigwam, and he'll use Enlarge: Wumba's Wigwam on the Mumbo pad. Wumba will now be able to turn you into Daddy T-Rex. Go to the Oogle Boogle cave and roar to scare away the Unga Bunga. Then, become Banjo again and go inside the Oogle Boogles' Cave. The Oogle Boogles need warmth and food. Shoot a fire egg onto the wood here to light it on fire. There are also Split Up pads here and a boulder. Bill Drill the boulder to reveal a shock spring pad. Use it to jump to a crack in the wall. Cross it to

another room. Light the thing here on fire, then, go back to the first room. Go to the other room and light the thing on fire here. Now go back to the first room. In here is also a tunnel in the wall. Go in to find a switch and a gate.

Step on the switch to open the gate. Go through to get to a hole in the wall in Witchyworld, in the space area near the entrance. This is how you'll bring food here, since you can't normally bring food out of Witchyworld. So go and get food (I don't know whether or not it matters if you get both burgers and fries or just one or the other), then, you need to get the Claw Clamber Boots from on top of the Big Top. Either cross the cable car's cable to get above the Big Top or Talon Trot up one of the ropes going from the Big Top to the ground. Use the boots to go up the footprints to get back up to the entrance to Terrydactyland. Go back into the Oogle Boogles' Cave, and once you give all three food, you'll get a Jiggy.

#7: Anyway, by the wigwam are Springy Step Shoes. You need to get over to that wall that has the ledge with the train switch up against it. To the left of the train switch is an area that goes up slightly. Get the shoes and drop down onto the higher part of the ground. Run over to that area I mentioned and jump up to the area up here. Go to the square, raised area up here, and Dippy: Seeker of Beverages will talk to you. He wants you to get him some water, since his pool is dry. To do this, go to Cloud Cuckooland. Go to the pool of water (the orange one) and swim over to the boulder with Kazooie's face on it, and use Talon Torpedo to break it and reveal a drain. The water will drain to Dippy's previously dry pool, and he'll give you a Jiggy.

#8: Once you make your way to Terry's Nest on the top of the mountain, go left, and go into the nest for a cut scene. You have to fight Terry: Disgruntled Pterodactyl Parent. Terry will shoot purple stuff at you. Run in circles to dodge it, since he shoots it in front of you. Then, he'll fly to another location. As he does, shoot him with grenade eggs. He has 30 health total, and these do 4 damage each. Hit him enough, and he'll leave behind mucoids, green things that come after you. Beat all of them, and the last one will leave behind a honeycomb. Repeat the battle until you win. You'll get a Jiggy, and Terry will ask you to go find and hatch all his eggs.

#9: After beating Terry, use Bill Drill on the cracked thing in the middle of the nest to break it. Drop in to get into a little thing on the ceiling of the room Inside the Mountain. Get the Jiggy here, then, use the shock spring pad to get out.

#10: Once you beat Terry, he'll ask you to hatch all of his eggs. (A flight pad will also appear on a pillar not far from the Oogle Boogles' Cave. There is a pair of Springy Step Shoes not too far away that will help you jump up to the pad) You'll need to know Hatch, and you'll need to split up to use it, obviously. It's best to split up Inside the Mountain using the Split Up pads on that high up ledge, but you should get the egg nearby last, since the last pterodactyl is too big to fly home, and you want to be as close to the nest as possible. Anyway, one egg is on a platform sticking out of the water not far from the world entrance. You'll need the flight pad I mentioned not too long ago to get to it. There's also an egg inside the Oogle Boogles' Cave. You'll use the shock spring pad to get to it. There's another egg in the Unga Bungas' Cave. In the room with the Cursed Beehive is a red wall with a narrow crevice in it. Go through to find another egg. Now return to Inside the Mountain. Use that flight pad lower down to fly to the egg in the alcove high up. This last baby is too big to fly home, so get Banjo. Climb up the vine leading to the baby, and use Taxi Pack to carry it back to the next. Now you'll get another Jiggy.

Requires: 28 Jiggies

Enemies: Bolt/Nut/Washer Drones, Cursed Beehive, Dragunda, Drumble, Minjo, Snapdragons, Tintops, Wrench Worker

OVERVIEW

GETTING INSIDE: A lot of things to do here, but first you need to get inside. Climb onto the world entrance, then, go along the path. (Watch out, there's a Dragunda in the purple stuff.) Cross the crack in the wall over here, while avoiding the Snapdragon. Climb up the ladder here, then, drop down to the other side of the building, where you find the Train Station switch. Press it to open the doors to the Train Station. Then, go to wherever the train is and take it to Grunty Industries.

THE TINTOPS: Watch out for the Tintops. Certain rooms are guarded by cameras. If the cameras see you, an alarm will go off and Tintops will come out of the thing in the middle of the room. Tintops are very annoying. They attack with electricity and can only be defeated when you shoot them with a grenade egg when they're open. When you see that thing the Tintops come from, look for the camera and blow it up. Then, get through the room before it comes back.

WUMBA: Wumba's Wigwam is on Floor 2. She'll turn you into a Washer. You're a washing machine, and you can't jump well, but you can shoot underwear with Z (and shoot from first-person, too, which is more accurate.) The Washer can't use the warp pads, so you must use the Service Elevator to get to each floor. You can also go through doors that only allow mechanical personnel through. You can also wash the bunnies' clothes and press the button in the Electromagnet Chamber. I explained how to get to all the bunnies in the Jiggy list. I'll explain how to get to that button and such later in the Overview.

MUMBO: Mumbo's Skull is on Floor 3. There are two Mumbo pads he can go to. One is in the Electromagnet Chamber, where he will use Emp: Electromagnet. The magnet will be turned off for 90 seconds, allowing you to get to that room as the washer and press the button. The other one is on Floor 4. Go up the boxes near the wall crushers and break the box up here to find the pad. Then, he'll use Emp: Wall Crushers. They'll stop for 45 seconds, and the conveyor belt will switch directions, going away from you. Quickly get Banjo and Kazooie and run between the crushers. Press the Banjo-Kazooie button over here to turn the wall crushers off. (The conveyor belt will also start going back in the other direction.)

GETTING AROUND:

Floor 1: Once inside, you start out in the Train Station. You'll then make your way to the main part of Floor 1. Here, you'll find the entrance to the Workers' Quarters, the Service Elevator (which you can't use yet), and the Trash Compactor, all near each other. There's also the entrance to the main part of the Waste Disposal Plant. Not far from the entrance is the Elevator Shaft and the entrance to the Air Conditioning Plant. The Elevator Shaft has a cable you can climb up. The door to Floors 2-4 are closed at first, so you can't get anywhere from here yet. The Floor 1 Fire Exit is on Floor 1, obviously, but you have to get to it and open it from Floor 2. To get to Floor 2, use the Claw Clamber Boots to go up the footprints near the Service Elevator. Up here is a shock spring pad inside a hole in the vertical pipe. Use it to jump to Floor 2. Floor 2: When you first get to Floor 2 from Floor 1, you'll be near the Service Elevator. Through the hallway nearby is Wumba's Wigwam. There are several more rooms around here that aren't hard to get to. For a shortcut to the room with the green, toxic stuff, blow up the grate near the Wigwam with a grenade egg. In this room is the door to the Electromagnet Chamber, but it needs a battery to open. Now go to the room with Tintops in it. Some boxes can break, and one reveals a doorway labeled Down to Floor 1. Go through and press the switch here

to open the Floor 1 Fire Exit. To get to Floor 3, go to a longer room with Wrench Workers in one half and Tintops in the other. Break the box here to find Claw Clamber Boots. Use them to go up the nearby footsteps. Up here, cross the wires, but avoid the sparks coming out of them. (Near the bunny, you can go through the tunnel. At the end, step on the switch to open the other end. Here is the room you were just at, with the door leading down to the Floor 1 Fire Exit.) Cross the wires to get to a ladder then, climb up to get to Floor 3. Floor 3: Floor 3 has Mumbo's Skull and a bunch of boxes. There are two doors to the Boiler Plant. One is on the ground level, but it is for mechanical personnel only. Not far from it, but on top of the boxes, is the entrance you can go through as Banjo and Kazooie. Inside the Boiler Plant is the door to the Elevator Shaft and the Packing Room, but the latter needs a battery to open. Anyway, in the main room, not far from the Service Elevator, climb up a wire to find a catwalk and a Fire Exit. Go through the Fire Exit and up the stairs to get to Floor 4.

Floor 4: When you first get to Floor 4, you'll be near a door for mechanical personnel only that leads to Quality Control. Go through the nearby hallway to get to a room with Tintops and the Service Elevator. Past here are wall crushers. You need Mumbo's help to stop them. (See Mumbo's section for help.) Then, you can get to another room. Climb up the wire to get to a path going along the walls. (To the left is a door to the Cable Room that needs a battery.

The Cable Room then leads to Quality Control.) Go right, and you'll end up finding some Claw Clamber Boots. Use them to go up the footprints past here. Up here is a pipe labeled Sewer Access.

Floor 5: Once there are flight pads outside, use one to fly. Fly to the roof to find some storage areas. Behind them is a shock spring pad, so use it to get onto them. There are two clear windows that you can break with Beak Buster. (With your back to the entrance), break the window on the left and drop in to get into Floor 5 (on the wall it says Storage Area 1). In here is a Service Elevator and a door for mechanical personnel only. There are also bolts here that you can unscrew to make a path between here and Floor 4. The door leads to Storage Area 2, so let's go there. Leave here and break the other window and drop in to Storage Area 2. There's a camera, a bunny, a Jinjo, and that door here.

Basement: The Basement is made up of two places, the Waste Disposal Plant and the Air Conditioning Plant. The latter has the Repair Depot, which is not open yet, and a doorway to a smaller part of the Waste Disposal Plant. You can't get to it until the big fan is off. You get to the main part of the Waste Disposal Plant from Floor 1.

THINGS TO DO: There are a lot of things you need to do, so I split them up into several sections.

Open the Front Door: On Floor 1, you'll find Split Up pads. Split up and bring each character to the front door to step on their respective switches. The front door will now open.

The Windows and the Flight Pad: For one thing, there are three glass windows on the building. One is over the entrance, one is on the wall to the left of the entrance, and one is on the wall to the right of the entrance. Break all of them with blue eggs so you can fly through them later. To do that, we first need to make the flight pads appear. Go to Floor 4, and you'll find a room with Tintops and a button. Press the button to make a flight pad appear on each low building outside.

Unscrew the Bolts: There are a couple place where you need to unscrew bolts to drop whatever they're holding up. Use Bill Drill to unscrew them. One set of bolts is found if you fly into the broken window on the wall to the left of the entrance. Inside, Bill Drill the bolts to make a platform fall next to the Trash Compactor on Floor 1, making it easy for you to get to the bunny on the Trash Compactor when you are a washing machine. Another set of bolts is in the Boiler Room on Floor 2. Unscrew them to drop a Mumbo pad onto the higher level of the Electromagnet Chamber on Floor 2. There are also bolts on Floor 5, in

Storage Area 1. Unscrew them to drop a shockspring pad onto the catwalk on Floor 4. Now you can use that to get to Floor 5 from Floor 4.

The Batteries: To carry batteries, split up and use just Banjo. Hit the battery to stun it (if you touch it when it's not stunned, you'll get electrocuted), then, use Taxi Pack to grab it. So here is where you find the batteries. One battery is on top of the world entrance. There are two on Floor 2. One is in the room with the green, toxic stuff and the other is in the longer room with Tintops only in one half. Another battery is on Floor 3, near Mumbo's Skull. The batteries open the doors to the Waste Disposal Plant (Floor 1), Electromagnet Chamber (Floor 2), Packing Room (Floor 3), and Cable Room (Floor 4).

The Elevator Shaft: The Elevator Shaft has doors to Floors 1-4, but all but Floor 1 is closed. You need to find the switches to open these doors. The switch on Floor 2 is in the Electromagnet Chamber. The switch on Floor 3 is in the Boiler Plant. The switch on Floor 4 is in the room past the wall crushers. Opening the Repair Depot: First, blow up the grate near Wumba's Wigwam and go through to the Electromagnet Chamber. Then, have Banjo bring a battery to this door to open it. Inside is a big, red button, but you aren't heavy enough to press it. You're heavy enough as a washer, but you can't even reach the button yet. The magnet will keep coming out and pulling you towards it. Well, good thing there's a Mumbo pad in here (if you unscrewed the bolts in the Boiler Plant on Floor 3). Bring Mumbo here, and on the Mumbo pad, he'll use Emp: Electromagnet. The magnet will be turned off for 90 seconds, so quickly become the washing machine again and come to this room. Press the button to open the door to the Repair Depot in the Air Conditioning Plant.

MOVES

Claw Clamber Boots: There's a hatch near the Split Up pads on Floor 1. For 505 notes, you can learn to use the Claw Clamber Boots. You can now use them to walk up footprints on walls.

Leg Spring: On Floor 2, in the room with the Tintops and the door that leads to the Floor 1 Fire Exit, near the hallway leading to the room with the green stuff, is a box. Break it to reveal Claw Clamber Boots. As only Kazooie, get the boots and run into the room with the green stuff. Go up the footsteps, and up here is a hatch. With 545 notes, you will learn Leg Spring. Hold Z and press A to jump very high.

Snooze Pack: Go into Basement: Waste Disposal Plant. As Banjo by himself, you can learn Snooze Pack from the hatch here for 525 notes. Hold Z and press right C. Banjo will get in his pack and sleep, which heals honeycombs. The longer you sleep, the more honeycombs you heal.

WARP PADS

- #1: Floor 1-Inside Main Entrance
- #2: Floor 2-Outside Wumba's Wigwam
- #3: Floor 3-Outside Mumbo's Skull
- #4: Floor 4-Near wall crushers
- #5: On roof

GLOWBOS

- #1: Behind a pipe near Wumba's Wigwam
- #2: Not far from Mumbo's Skull, on a tall box (climb up the nearby boxes then jump down to it)

NOTES

15: In the room just before the Train Station

10: On Floor 1, climb up the ladder on the thing labeled Waste Disposal Plant, then, cross the wire on the wall, but watch out for the sparks coming out of the holes in the wire. Then, drop down to the notes.

20: The Treble Cleft on top of the building's entrance (Inside, not far from the building's entrance, is a box with Claw Clamber Boots inside. Get them and go outside. Go right, and stay close to the building when you cross the purple stuff. Go up the footprints over here to get on top of the entrance.)

10: In the first room of the Air Conditioning Plant

10: In the Waste Disposal Plant

15: On Floor 2, on the middle structure in the room with the green toxic stuff and the door to the Electromagnet Chamber

10: On Floor 2, in the room near Wumba's Wigwam that has Tintops and a camera

10: On Floor 3, there's a higher ledge you can see from the catwalk, but can't reach. Instead, climb up the boxes in order to get to a wire below it. Climb up the wire (watch out for the sparks coming through the hole) to get to the ledge and get the 10 notes up here.

JINJOS

#1: Go to Smuggler's Cavern in Jolly Roger's Lagoon, and use Talon Torpedo to break the covering on that pipe that has Kazooie's face on it. Get Banjo again and go through. This is Water Supply Pipe (Grunty Industries). Freeze the fans in here with ice eggs. You'll end up at Grunty Industries, in Basement: Waste Disposal Plant. You'll be in a tank of water. Get the Jinjo in the water here.

#2: On Floor 1, split up and have Banjo go outside and to the back. Step on the switch back here to open up an alcove higher in the building that contains a Jinjo, then, get Kazooie. To get her over there, if you didn't already open other ways there (such as the Floor 1 Fire Exit), you can always use the Claw Clamber Boots to get outside and onto the entrance, then, double jump over to the low building to the right, then, continue on to the back. Get the Claw Clamber Boots, and go up the footprints on the wall to get up to the alcove. (Up here are stairs that lead to more Claw Clamber Boots.)

#3: On Floor 2, go to the room with the green, toxic stuff. On the middle structure, one pipe leads to the wall, below an alcove with a Jinjo in it. Split up and have Kazooie use Leg Spring to get it.

#4: Once flight pads appear outside, fly to the roof. The left chimney has a metal thing on the side. Blow it up with a grenade egg to reveal a hole, then, fly in. You'll end up on top of a boiler in the Boiler Plant. Get the Jinjo up here.

#5: There's a Jinjo in Storage Area 2, on Floor 5. Either use the washer to go through the mechanical personnel only door, or from outside, break the window on the right to drop in here.

CHEATO PAGES

#1: In the Workers' Quarters, blow up the bathroom door on the right with a grenade egg and go in to find Loggo the toilet. He's clogged with paper, so Bill Drill in the toilet to unclog him and get a Cheato page.

#2: Break the window to the right of the entrance, then, once flight pads appear outside, fly through the window. Inside here is a Cheato page.

#3: After beating Weldar, cross the now not-spinning cylinder to get to a Cheato page.

EMPTY HONEYCOMBS

#1: In the Train Station, go up the stairs, and break the box to find a shock spring pad. Use it to jump to a long metal thing going across the room. Cross it to get to an empty honeycomb.

#2: On Floor 3, there's a Fragile box on one of the piles of boxes (in a corner of the room). Break it to reveal a shock spring pad. Use it to jump to some higher boxes. Break the box up here to find an empty honeycomb.

#3: Once flight pads appear outside, fly to the top of the right chimney to find an empty honeycomb.

JIGGIES

#1: To get a battery to the Boiler Plant, you must climb up the cable in the Elevator Shaft, since I don't think Banjo can make it up the pile of boxes. In here, use the battery to power the door to the Packing Room. Team up and go inside to play the Twinkly Packing Challenge. Get 40 points in 60 seconds for a Jiggy. Twinklies appear and then disappear. Collect them, and then, go onto the platforms in front of the loading chutes to load them into the correctly colored chute and get points. The more you carry, the slower you go. Blue are worth 3 points, green 2, and red 1. Use the Turbo Trainers in the corner to run faster.

#2: As the Washer, wash all six bunnies' clothes for a Jiggy. To get to the bunny outside, go through the Floor 1 Fire Exit. On Floor 1, there is a bunny in the Workers' Quarters and on the Trash Compactor (To get to it, have Banjo and Kazooie fly into the broken window on the wall to the left of the entrance. Inside, Bill Drill the bolts to make a platform fall next to the Trash Compactor on Floor 1, making it easy for you to get to the bunny.). On Floor 2, go to the room with the door to the Floor 1 Fire Exit, and go through the air duct thing in the wall to get over to another bunny. On Floor 3, there's a door only mechanical personnel can go through. Go through to get to a room of the Boiler Plant that has a bunny. Then, go to Floor 5 and through the mechanical personnel door to find the last bunny.

#3: Go to the Split Up pads near the Mumbo pad on Floor 4. Split up and have Kazooie go along the path up here. If you unscrewed the bolts on Floor 5, there will be a shock spring pad over here. Use it to jump up to Floor 5. Leg Spring up to a higher pile of boxes. On them is a Jiggy.

#4: Have Banjo bring a battery to the Cable Room door (on Floor 4) to power it and open it. Team up and go inside. It is dark in the Cable Room, and there are cables on the floor (but the sparks going along the cables give light). Don't touch them, or you'll get electrocuted. On the other side of the room is the switch that activates the extractor fan (which you don't need yet) and the doorway to Quality Control. Go through the doorway. In the lower part here is a Minjo. On the conveyor belt are green barrels and a blue one. You have to shoot the blue one with a grenade egg, and then the conveyor belt will go faster, and the barrels will be closer together. If you shoot a green barrel, toxic gas will come out and use up your air very quickly. Get out and turn on the extractor fan. Then, when it's safe, you can return. (So when you're watching the barrels, there are seven green barrels between each blue one. It doesn't seem to help to zoom in, so don't.) Once you shoot six blue barrels in total, a Jiggy will appear on the other side of the conveyor belt. You need to turn into the washer, and go through the mechanical personnel door on this same floor to get to where the Jiggy is.

#5: On Floor 4, go through the pipe labeled Sewer Access to get to Sewer Entrance. This area is in first-person. Go to the big door to be told what to do. You have to destroy all 20 Clinkers in 200 seconds. They are blocking the vents, and if time runs out, the air will turn toxic, and you'll start running out of air, so you need to then get out and start over. Also, in this area are Wrench Workers, Bolts/Nuts/Washer Drones, and a few rooms have Tintops. So, here's a good path for finding all Clinkers. (Remember, one Clinker is up near the ceiling.) So, in the first room, to the left is a hole in the wall. Through it, you'll see Clinker #1 in the next room. Shoot it, then, go down the ramp to that room. There are two more Clinkers in here. Go through the doorway on the wall to the right. Clinker #4 is here. Go through the doorway to the right. There are Clinkers #5 and 6 here. The only other doorway here leads to a green room with two levels. There are Clinkers #7 and 8 here. Then, to the right is a hallway. It leads both to a small room with Clinker #9 and the upper level of this room. Okay, so go through the doorway up here to get to the upper level of a room with a ramp (you're on the upper level) and a Tintop. There are Clinkers #10 and 11 here. Go through the other doorway up here to get to another room with two levels and a Tintop. There are Clinkers #12 and 13. Drop to the lower level and near where you came in by (but on the lower floor, obviously), go through the doorway. Clinkers #14 and 15 are here. (One is high up on the wall.) Go through the doorway to the left to find a room with Clinker #16. Through the next doorway, you'll end up on the upper level of a room with a ramp (but no Tintop, this time). Clinker #17 and 18 are here. Hooray, we're almost there. Through the doorway near the base of the ramp is a room with Clinker #19. Go through the doorway on the left on the wall across from you to get to the upper level of the second room. Up here is the last Clinker. Once you destroy all of them, a Jiggy will appear out in the Sewer Entrance.

#6: First, break the window just over the building's entrance. Then, on Floor 1, not far from the entrance, break the box to find some Claw Clamber Boots. Get them as just Kazooie and go outside. Go right, and stay close to the building when you cross the purple stuff. Go up the footprints over here to get on top of the entrance. Between you and the Main Entrance door is the glass window you should have broken. Use double jump or something to get inside. You'll end up at a higher up area in the main Floor 1 room. Shoot a Clockwork Kazooie egg over to where the Jiggy is, and the Tintops will come out, while the Jiggy is hidden. Kill all 5 Tintops with grenade eggs, then, glide over to get the Jiggy.

#7: Go into the Trash Compactor as Banjo. Go forward, and the crusher will hit you. You'll lose all your honeycombs but one. Get past here to the conveyor belt. Get to a safe place and heal with Snooze Pack. At the conveyor belt is a door with a Jiggy behind it and a doorway leading onto the top of the trash compactor. Now go forward, and another crusher will get you. Get past it, heal, and press the Banjo switch to open the door with the Jiggy behind it. Get past the crusher nearby to get the Jiggy.

#8: Bring a battery to the door of the Waste Disposal Plant on Floor 1 to open, then, go through as just Banjo. Go straight to find a switch, and press it to raise the water, then, cross the green water with Sack Pack to get to the other side. Press the Banjo switch to break the box nearby for a Jiggy. Climb up the ladder nearby to return to the main part of Floor 1.

#9: Go into the Repair Depot once you're able to and down the ladder. Go forward, and there will be a cut scene. You have to fight Weldar: Visually-Impaired Welding Torch. His health is 6 (and there are grenade eggs in the room, in case you need them). Anyway, he'll first shoot blue flames at you, then, he'll try to suck you in towards, so shoot a grenade egg into his mouth to hurt him. Next, you'll have to fight a few Bolt/Nuts/Washer Drones (the last one leaves behind a honeycomb), then, you get another chance to shoot a grenade

egg into Weldar's mouth. Next, he'll jump high and try to land on you. Run, and then he'll follow you around. Next, he'll jump to the middle of the room and try to suck you in again. Shoot in another grenade egg. Now, he'll repeat the whole process, except this time there's electricity going along the lines on the floor, so avoid them. (If you stay in the corner of the room when Weldar sucks in air, you won't get sucked towards him, but it doesn't seem to work when I shoot grenade eggs at him, so I'm not sure if this is a safe way to fight him or not.) Anyway, after you beat Weldar, he'll blow up, leaving behind three honeycombs. His head will hit something, which will turn off the spinning cylinder and the big fan in another part of the Basement. A shock spring pad will appear, too, so you can get back to the ladder. Climb up and return to the previous room, and cross the cylinder in order to get to the Jiggy over the big fan.

#10: Once you beat Weldar, the fan in the Air Conditioning Plant will be off. You can now go through the door near the big fan to get to a small part of the Waste Disposal Plant. Split up, and have Banjo use Shack Pack to go into the green water and get the Jiggy at the bottom.

J. HAILFIRE PEAKS

Requires: 36 Jiggies

Enemies: Biggyfoot, Cursed Beehive, Fireball Gargoyle, Hothand, Hothead, Icicle Crystal, Minjo, Snapdragon

OVERVIEW

You start out on the Lava Side. (When you first get here, if you freed Gobi in Witchyworld, there will be a cut scene where he goes to the Lava Side's Train Station.) Quite often, the fire dragon will throw down boulders at you, so run from them or hide under things to be safe. On the Icy Side, the dragon will throw balls of ice at you. Also on the Icy Side, the water is too cold to touch, and you will often find items in ice cubes. Get them out by using Bill Drill (around the center of the cube or it won't work), a fire egg, or a grenade egg. By the way, I know that Colloseum is spelled wrong, but that's how the game spells it.

MUMBO: Mumbo is on the Lava Side, but both his Mumbo pads are on the Icy Side. One is on an icy overhang near Boggy's Igloo. Here, Mumbo will use Life Force: Sabreman to bring Sabreman back to life. On a higher ledge near Wumba's Wigwam is the other Mumbo pad. This one must be used twice to help both the alien dad and an alien child.

WUMBA: Wumba is on the Icy Side. She turns you into a Snowball. Hold B for a roll attack. You start out small, with one honeycomb of health. Roll through the snow to get bigger and get more health. (But, to fit back into Wumba's Wigwam as the snowball, go on the fire nearby until you're small enough.) The Snowball can get big and heavy, useful for pressing big or rusty switches...

TRAIN STATION SWITCHES: From outside, fly to a higher alcove in the side of the Colosseum to find the Lava Side train switch. The Icy Side train switch is near the warp pad between Boggy's Igloo and Wumba's Wigwam. It is a bigger switch, and you can press it once Wumba has turned you into a Snowball.

THE LAVA SIDE FLIGHT PAD: Go to Mumbo's Skull, and cross the nearby crack in the wall to get to a doorway (and watch out for the Snapdragon). Go through the doorway to get on top of a building below here. There's a crack on it. Stand near it when the dragon throws boulders down at you, and a boulder will hit the building and break it, revealing a flight pad.

A FEW USEFUL SHORTCUTS: Near the flight pad on the Lava Side, press the switch

to open up two doors in the ground, one nearby and one near Sabreman's tent. They are entrances to a tunnel that connects the two places. Also, in Mumbo's Skull, on the bottom floor is a crack in the wall. Blow it up with a grenade egg and go through to get to Wumba's Wigwam. You came in through a hole hidden behind the blue cloth hanging on the wall.

MOVES

Shack Pack: Go to the higher warp pad on the Lava Side. Split up and have Banjo drop to a lower ledge and go right (if you are facing the wall), and you'll end up at a hatch after passing some Hothands. For 640 notes, you'll learn Shack Pack. Press Z + down C, and Banjo will get into his backpack. He is now small enough to fit through holes in walls, and he can safely go through most liquids now.

Glide: Go to the Split Up pads in the Icicle Grotto and split it. As just Kazooie, shoot down all the icicles from the ceiling with grenade eggs. They'll fall and stop in the gap, making a path. Carefully cross it, and on the other side, go forward to a room with a white doorway and a red one. Through the white one is a hatch. With Kazooie by herself and 660 notes, you'll learn Glide. Jump and hold Z to glide. Glide will work after using Leg Spring, but you kind of have to press Z for than once to get it to work for some reason.

WARP PADS

- #1: Not far from world entrance (Fire Side-Lower Area (Mumbo))
- #2: On a path higher up on the Lava Side (Fire Side-Upper Area)
- #3: In between area with oil drill and one with tall pillar (Ice Side-Upper Area)
- #4: Between Boggy's Igloo and Wumba's Wigwam (Ice Side-Lower Area (Wumba))
- #5: Inside Icicle Grotto

GLOWBOS

: Near Mumbo's Skull is a crack in the wall. Cross the crack to get to a doorway (and watch out for the Snapdragon). Go through to get on top of a building below here. Drop down and get the Glowbo in this area.

: Between Wumba's Wigwam and the shore is a wall. Go through the nearby gap in the wall and cross the crack in the wall to the left (so you don't have to cross the cold water). Past the Snapdragon, you'll get to land, where you'll find a Glowbo.

NOTES

- 10: From the lower hot pool of water on the Lava Side, go right. Talon Trot up the steep tunnel nearby to get to 10 notes.
- 10: Along the path to Mumbo's Skull
- 10: On the path leading to the hatch where you learn Shack Pack
- 10: On the path near the upper warp pad on the Lava Side
- 10: In ice cubes near the upper Icy Side warp pad
- 10: In ice cubes on ledges leading to the oil drill on the Icy Side
- 10: In ice cubes on ledges leading up to Boggy's Igloo
- 10: In ice cubes on ledges leading up to the lower Icy Side warp pad
- 20: Go to the Split Up pads in the Icicle Grotto. There's a Treble Cleft in an ice cube on a platform. Split it, and as just Kazooie, shoot down all the icicles from the ceiling with grenade eggs. They'll fall and stop in the gap, making a path. Carefully cross it, and on the other side, you can blow up the ice cube the Treble Cleft is in with a grenade egg, then, Glide over to it.

JINJOS

#1: Go into the Colloseum. Go up the stairs to the left, then, go up more stairs nearby to find a switch. Step on it to make platforms rise in the lava outside, leading to a Jinjo in an alcove behind a hot waterfall. Now on the other side of the room, go through the doorway, and you'll find where those platforms you just raised up are. Use your invincibility to go through the hot waterfall and get the Jinjo.

#2: On the Lava Side, Split up. Have Banjo go into the higher up hot water pool with Shack Pack. In here is a Jinjo.

#3: On the Icy Side, at the area with the tall pillar, there's a Jinjo in front of a narrow gap in the wall, but you can't get it easily, since strong wind blows through the gap and keeps you away. Shoot a Clockwork Kazooie egg into the Jinjo to get it. The wind will also stop now.

#4: Next to Boggy's Igloo is Mildred Ice Cube. Use Bill Drill on her to break her and get to the Jinjo.

#5: Go to the Split Up pads in the Icicle Grotto. There's a Jinjo in a high alcove. Split it, and as just Kazooie, shoot down all the icicles from the ceiling with grenade eggs. They'll fall and stop in the gap, making a path. Carefully cross it, and on the other side, you can Leg Spring and glide into the alcove to get the Jinjo.

CHEATO PAGES

#1: In the Colosseum, on the left wall, blow up the cracked area with a grenade egg to reveal Claw Clamber Boots. Use them to go up the footprints on one pillar. Up here are more Claw Clamber Boots and a doorway. Go through the doorway to find a Cheato page. (The gate here would've kept you from simply flying into this alcove and getting it.)

#2: Go into the Icicle Grotto. Not far past the entrance, to the left is a green icicle. As just Banjo, climb up to find a ledge with a small hole in the wall. Go through using Shack Pack to find a Cheato page at the end.

#3: From the Glide hatch, you can glide to the top of the tall pillar to find a Cheato page. Or you can Leg Spring from ledge to ledge on the tall pillar to get to the top.

EMPTY HONEYCOMBS

#1: From the higher hot pool of water on the Fire Side, go up the steep slope nearby to find a crack in the wall to the left of the doorway. Cross it and watch out for the Snapdragon to get to an empty honeycomb in an alcove in the wall.

#2: Go to the Lava Train Station. Go forward to the train tracks, and go to the wall to the right. Jump to the crack in the wall and cross it, but watch out for the Snapdragon. You'll get to an empty honeycomb in an alcove. (It's kind of hard to get out of the alcove without landing in the lava, though.)

#3: Go to the Split Up pads in the Icicle Grotto and split it. As just Kazooie, shoot down all the icicles from the ceiling with grenade eggs. They'll fall and stop in the gap, making a path. Carefully cross it, and on the other side, go forward to a room with a white doorway and a red one. Through the red one is Inside the Volcano, at a ledge you couldn't get to before. Get the empty honeycomb here.

JIGGIES

#1: Inside the Collosseum, there's a cracked wall on the same wall as the Minjo.

Blow it up to reveal a doorway. Go through to get to the Mayan Kickball Stadium. Press the switch here to open the gate so you can get through. Now go and get turned into a Stony, and go through the gate to get back to the Colosseum. Talk to the Stony here, and the door to the quarterfinals will open.

Go through. This game is similar to the one in Mayahem Temple, but the lowest score wins. You play against three other players, like before, and it lasts 45 seconds. You have just yellow balls for the first game, so kick them into others goals so they have more points than you. When you win, you go to the semifinals. Everyone starts with 50 points, and there are only red balls. Normal ones take away 1 points, and flashing ones take away 2 points. The third game, the finals, has yellow, red, and black balls, and you start with 0 points. Win for a Jiggy.

#2: Go into the Colloseum and split up (and kill the Fireball Gargoyles so they don't bother you). Have Banjo climb up the chain on the nearby pillar, then, cross a crack up here to get to the doorway. (Be quick because the statues come back after a very short time.) Go outside and stand on the Banjo switch. A gate will open higher up, revealing a Kazooie switch. Have her fly up there and press it to open another gate. Have Banjo cross the crack in the wall nearby to get to the next alcove. Step on the Banjo switch here to open a gate lower down (to the left of the Colloseum's entrance on the ground floor) that has a Jiggy behind it. Now get the Jiggy.

#3: On the Lava Side, around the middle level is a building with a Fireball Gargoyle over the entrance. Go inside, and in here is a lot of lava and a Hothead. Go forward and press the I switch to make another platform appear. Press the II switch on it to make another platform appear. Repeat this until you end up at a Jiggy switch. Press it to make a Jiggy appear on the middle platform, and platforms appear so you can get to the alcove with the three signposts. (You can't get to the area with the doorway to the Icy Side and the empty honeycomb, though.)

#4: Go inside Boggy's Igloo to find Boggy and his family. Boggy is hungry; he wants you to bring him a cooked fish. On the Lava Side, split up and have Banjo go to the higher hot pool of water. Use Shack Pack to go into the pool. At the bottom is a cooked fish, so bring Boggy the fish, and he'll eat it and cough up a Jiggy.

#5: Have Mumbo go to the Mumbo pad near Boggy's igloo. He'll use Life Force: Sabreman. Sabreman will be unfrozen, but he's cold. Get Banjo and Kazooie, and shoot him with three fire eggs to warm him up. Now split up and have Banjo use Taxi Pack to carry him back to his tent on the Lava Side, where you'll get a Jiggy. #6: (If you helped the aliens in Jolly Roger's Lagoon, they would have come to this world. One alien fell out of the UFO and died, though, not far from Wumba's Wigwam.) Get Mumbo, and go to the Mumbo pad near the dead alien. He'll use Life Force: Alien Dad to bring him back to life. You need to find his three kids, which appear in different places. One is under the nearby ice thing, and the other is in the ice thing near where the Glowbo was not too far from the Wigwam. Banjo and Kazooie can break the ice with Bill Drill. The alien near where the Glowbo was will return to his dad. The other is not moving. Have Mumbo use the nearby Mumbo pad again. He'll use Life Force: Alien Child, to bring it back to life. Now for the third kid. As only Kazooie, go to the hatch that taught you Glide. Forward and left is a ledge (over the Split Up pads across from the Upper Side warp pad). Glide to it to find the third alien. It's cold, so use Hatch on it to make it warm. It will return to its dad. When all three kids are back, the aliens will leave, and leave behind a Jiggy. #7: Have Wumba turn you into a Snowball, then, use a warp pad to get to the Fire

Side-Upper Area. Be quick, since the heat will slowly melt you. Go left (you can hold B and roll through those Hothands and kill them) and through the doorway over here to get back to the Ice Side. Go to the top of the nearby building and press the switch to turn on the oil drill. (The switch was rusty, so you needed something heavy to press it. You couldn't just use Banjo and Kazooie.) It will cause a Jiggy to go through the big pipe and into the Basement: Waste Disposal Plant in Grunty Industries. As just Banjo, use Shack Pack to get through the small hole in the pipe, and go get that Jiggy. #8: The only way to the Ice Train Station is by the train, but the sudden drop in temperature (from any other location) would crack the boiler. Bring Chuffy to the Fire Train Station, then, fly to a ledge above the Colosseum to find a doorway. This doorway leads to the ledge in the Fire Train Station that has Gobi on it. Use Beak Buster on Gobi's back, and he'll spit water into the train and cool it down. Now take the train to the Ice Train Station. (The water here is safe to swim in, by the way.) Climb up the part of the track hanging from a higher ledge to get higher up. There's a Minjo here. Through the doorway here, you'll find a Jiggy.

#9: Go to the Stomping Plains in Terrydactyland. Split up and cross the Stomping Plains as Banjo. Just keep using Snooze Pack at each footprint to heal any health you lost. At the other side, step on the Banjo switch to open the gate. Team up and go through the gate to get to Hailfire Peaks (Icy Side). There's a Jiggy here.

#10: You need to beat both dragons in order to get a Jiggy. Also, the dragons won't shoot stuff at you when you're walking around Hailfire Peaks anymore. To get to Chilli Billi: Hot 'N' Spicy Dragon: On the Lava Side, not far from Mumbo's Skull (below it a little bit, actually), there's a building with a crack in it. Stay near it until the dragon destroys it with a fire ball to reveal a flight pad. Now fly to the ledge around the middle of the volcano. Go through the doorway here to get to a ledge near the top of the volcano and climb the ladder to get to the top.

To get to Chilly Willy: Cold 'N' Icy Dragon: On the Icy Side, at the area with the big pillar is a yeti named Biggafoot. He's guarding some Claw Clamber Boots. Stay near him until the dragon throws balls of ice. One will hit him, and he'll leave. Now use the boots to follow the frozen river and go up the footprints. Then, go up more footprints to get to a higher ledge with more Clamber Boots, two honeycombs, and a doorway. Go through the doorway to get near the top of the ice volcano. Go up the ladder, and there will be a cut scene.

The Boss Battle: During the first battle, the dragon has 6 health. During the second, the dragon's health is 12. Both fights are the same besides that. The dragon will shoot balls of fire or ice at you. Get behind a cannon, where you're safe, and shoot an egg into the cannon. Shoot a fire egg at the ice dragon and an ice egg at the fire dragon. Hit the dragon as many times as you can, and then when the cannons go down, the dragon will stick out its tongue and move it back and forth over where you are, so jump over it. If the cannon went away completely, go to the next cannon and repeat the process until you win.

K. CLOUD CUCKOOLAND

Requires: 45 Jiggies

Enemies: Cursed Beehive, Cut-out Creature, Eyeballus Jiggium plants, Minjo, Power Flower, Snapdragon, ZubbaOVERVIEW

This world is in the sky and is made up of a bunch of floating islands with a mountain in the middle. There are only two warp pads, so you need to get around on foot a lot. And by foot, I don't just mean by foot. I mean by air and by flower. Flying is always a good way to get places, but when there is no flight pad nearby, you can still get around by using the flowers. There are a bunch of flowers in different

places, and if you go in one, they shoot you to another place. You don't have any say in where it shoots you, since it always shoots you to the same place, so you'll need to figure out which flower leads where. I'm not explaining where each flower goes, as it is difficult to explain due to all the little, floating islands in this place...and I'm lazy. There is also a Central Cavern inside the mountain with many different doorways. I'm not explaining them either. I may mention them later in the walkthrough, though.

MUMBO: There are two Mumbo Skulls here, and there seems to be two Mumbos, too. Hmm. That's odd... Well, there's one Mumbo pad in this area, but you'll need to use it twice. The Mumbo pad is found by going up the path near the Superstash safe in the Central Cavern. You'll find a doorway higher up, and once outside, you'll go along a long area until you find the pad. Here, Mumbo will use Rain Dance. It will make a rainbow will appear, connecting the big pot of gold with the ledge on the mountain with the switch that opens the door on top of the pot of gold. It will also make the two big beanstalks sprout once you plant the seeds.

WUMBA: Wumba's Wigwam is on one of the islands, so you need to get there via a flight pad or a flower. Here, Wumba will turn you into a Bee. The same bee from Banjo-Kazooie, in fact, but better. Jump and press A to fly. Press A to go higher, press Z to shoot stingers, and hold B to go faster. As a Bee, you can go into the Zubba's Nest once you open the door.

MOVES

Sack Pack: As just Banjo, use the flower near the entrance to get shot to a ledge attached to the mountain. Go through the doorway here to get to a higher ledge in the Central Cavern. Drop to a lower ledge. Use Shack Pack to go through the small hole to get to a hatch. For 765 notes, you'll learn Sack Pack. Hold Z plus up C to make Banjo get into his backpack like a sack. He can hop around on things now (and safely cross certain things this way).

WARP PADS

#1: World entrance

#2: Middle of Central Cavern

GLOWBOS

#1: There's a Glowbo in a smaller, higher pool of water in the Central Cavern.

#2: There's a Glowbo at the bottom of the pool that doesn't get drained.

NOTES

45: In the doorways in the Central Cavern (including the tunnels underwater)

15: Near the warp pad in the Central Cavern

10: Near the hatch where you learn Sack Pack

30: On and near the high up ledge in the Central Cavern (including a Treble Cleft)

JINJOS

#1: Inside the Wigwam, climb up a pole to get to a Jinjo up here.

#2: In the Mumbo Skull that has Mingy Jongo

#3: As just Kazooie, go to the giant trashcan and step on the Kazooie switch to open the door. Go inside. Get on the can of carrots and Leg Spring and Glide onto the milk carton. From here, Leg Spring and Glide onto the Snacky Fatty Chocs box to find a Jinjo. (Sometimes, it is hard to Glide after using Leg Spring. Try pressing Z more than once to get it to work.)

#4: Jiggy explanation #8 explains how to get into the giant cheese wedge as just Banjo. In here, you'll find a Jinjo on a higher ledge. Cross the onions using

Sack Pack to get to it (or simply get there with Kazooie and shoot a clockwork Kazooie egg up onto the ledge and get the Jinjo that way).

CHEATO PAGES

#1: Have Wumba turn you into a Bee, then, land on the top of the mountain. Shoot the red center of the target. You have to shoot it 20 times in 10 seconds. It may take practice, but once you do it, a door a little lower down will open. Go through to get inside the Zubba's Nest. Here, you can play a game. Shoot Zubbas for points. Blue are worth 3, green 2, and red 1. You have 60 seconds. Get 40 points for a Cheato Page. #2: Canary Mary will be near Wumba's Wigwam if you beat her in both races in Glitter Gulch Mine. Get onto the clockwork mouse near her, and you guessed it, you're going to race again. Repeatedly press A to go. She's faster this time, so to win the race, stay behind her (or else she'll be even faster) for most of the race, then, go fast at the end. Don't go too far behind, or you'll have to start over. Once you beat her the first time, race again for a Cheato page. This race is longer, and she'll catch up even faster if you pass her. Stay behind until you are getting fairly close to the Wigwam, then, speed up and pass her to win.

#3: First, have Mumbo use Rain Dance to make a rainbow appear, connecting a ledge on the mountain with the giant pot of gold. Then, go to the switch and step on it to open the door on top of the pot of gold for 20 seconds. Run across the rainbow, and drop into the hole. Inside the Pot O' Gold, there is a Minjo and a raised area in the center. On the sides are four pictures of eggs, each with a hole in it. Shoot the correct egg into each hole (one for each type of egg except for the Clockwork Kazooie egg), and unlimited eggs will appear on top of the raised area and the Jiggies on the wall will light up. Get the unlimited eggs to play the Pot O' Gold Shooting Game. You have 45 seconds. Shoot 75 Jiggies for a Cheato page. Just aim at each row and go left or right. If you go at just the right speed, you can hit every Jiggy without going too slow.

EMPTY HONEYCOMBS

#1: The flower near the world entrance shoots you to a part of land attached to the mountain. Bill Drill the weird parts of the ground to find an empty honeycomb.

#2: Fly to the empty honeycomb on top of the giant trashcan.

#3: There's an empty honeycomb behind the giant pot of gold.

JIGGIES

#1: As just Banjo, climb up the vine near the blue Mumbo Skull to find a flower. Go in to be shot to the top of the red castle. Drop down, and go through the small hole in the side using Shack Pack to get to the Jiggy inside.

#2: As just Kazooie, go to the giant trashcan and step on the Kazooie switch to open the door. Go inside, and go to Guffo the can to talk to him. You have to get rid of 50 points worth of germs in 60 seconds for a Jiggy. Blue is 3, green is 2, and red is 1. They come out of the ground, stay for a short time, then, disappear. Just run around and attack them to get enough points.

#3: In the Central Cavern is a Superstash safe. It can't remember its combination, so you have to find and press the four switches to get the safe's combination. First, go up the ramp near the safe. There's a crack in the wall, so cross it and watch out for the Snapdragon to get to a ledge. Shoot a

Clockwork Kazooie egg into the hole in the red wall. Go along the tunnel here and blow up at the 9 switch to add that number to the safe's combination. Now go to the giant trashcan. Behind it is a small hole. Shoot a Clockwork Kazooie egg in to get Inside the Trashcan. Blow up at the 4 switch to add another number to the safe. Next, fly to the alcove in the wall above the pool that doesn't get drained, then, shoot a Clockwork Kazooie egg here. Go through the narrow crack in the wall and blow up at the 1 switch to add a 1 to the safe. Higher on the mountain is a blue ledge with a flight pad on it and a red, clear wall. Through it, you can see an 8 switch. On the other side of the mountain is a red ledge with a flight pad on it and a doorway. Go through the doorway to get to a high up ledge in the Central Cavern. Cross the path, but be careful, there's a Zubba flying around the path. Over here is a small hole. Shoot a Clockwork Kazooie egg through to get to the 8 switch. Blow up to press it to add an 8 to the safe. When it has all four numbers, the safe will open. Get the Jiggy inside it.

#4: Have Wumba turn you into a Bee, then, kill four Eyeballus Jiggium plants, and a Jiggy will be left at the last one. Their locations are: near where George Ice Cube was, on the edge of the pool of water that gets drained, on a ledge on the mountain above the red Skull, and on a purple floating ledge not far from the bramble on the ledge attached to the mountain (with a hole where a seed is planted on it).

#5: Have Wumba turn you into a Bee, then, land on the top of the mountain. Shoot the red center of the target. You have to shoot it 20 times in 10 seconds. It may take practice, but once you do it, a door a little lower down will open. Go through to get inside the Zubba's Nest. Here, you can play a game. Shoot Zubbas for points. Blue are worth 3, green 2, and red 1. You have 60 seconds. Get 40 points for a Cheato Page and 50 points for a Jiggy.

#6: Near the entrance is Mr. Fit. He'll give you a Jiggy if you can beat all three of his events.

Event 1: First, you need to jump over that high bar nearby. Use the flower not too far away to get shot over to the mountain, then, Bill Drill the weird parts of the ground to find Springy Step Shoes. Get them and go back to Mr. Fit. Jump over the bar, and he'll go to event two.

Event 2: It takes a bit of an effort to get to this one. Have Kazooie use Claw Clamber Boots to go up the footprints in the Central Cavern and go outside to find an egg. Hatch it to find a Floatus Floatium creature. As Banjo, climb up the vine near the red Skull and cross the ledges to get to the creature. Use Taxi Pack to grab it, then, you will have 14 seconds to float to the nearby island. There is a flower and a hole you can plant a seed here. (The flower shoots you back to where the egg was.) Once Mumbo uses Rain Dance on the Mumbo pad, the seed will grow into a beanstalk, so come back then. Climb up the beanstalk to find Mr. Fit at event 2, the sack race. Get into your pack using Sack Pack, then, talk to him. Race him over the bramble. Just take the shortcut (the narrow part straight ahead), and you'll win. He'll go to event 3.

Event 3: Now get Kazooie. Go up the ledges near the safe in the Central Cavern. Get the Turbo Trainers and go outside and talk to Mr. Fit. Race him to the finish line and win for a Jiggy.

#7: First, have Mumbo use Rain Dance to make a rainbow appear, connecting a ledge with the giant pot of gold. Then, go to the switch and step on it to open the door on top of the pot of gold for 20 seconds. Run across the rainbow, and drop into the hole. Inside the Pot O' Gold, there is a Minjo and a raised area in the center. On the sides are four pictures of eggs, each with a hole in it. Shoot the correct egg into each hole (one for each type of egg except for the Clockwork Kazooie egg), and unlimited eggs will appear on top of the raised area and the Jiggies on the wall will light up. Get the unlimited eggs to play the Pot O' Gold Shooting Game. You have 45 seconds. Shoot 75 Jiggies for a Cheato page and 90 Jiggies for a Jiggy. Just aim at each row and go left or right. If you go at just the right speed, you can hit every Jiggy without going too slow.

You won't get anything if you hit all 100 Jiggies.

#8: As just Kazooie, go to the egg on the ledge attached to the mountain with the bramble on it. Hatch it to find a Floatius Floatium creature. Now Banjo will have to cross that bramble in order to get over here. (Go up the vine near the blue Skull to get to the bramble.) Put the creature into his pack using Taxi Pack to float for 14 seconds. Float to the island nearby. There's a hole you can plant a seed in here. Once Mumbo uses Rain Dance on the Mumbo pad, the seed will grow into a beanstalk, so come back then. Climb up the bean stalk to find a flight pad and a giant cheese. Go Inside the Cheese Wedge. It is smelly in here, so you slowly run out of air. There are some floating onion halves with spikes on top. Cross them using Sack Pack. Get onto the onion that goes down low. Ride it and jump to the stationary onion it goes to. Then, jump onto the next onion that comes. Then, you can jump to the ledge over here, or jump to the next onion and jump to the ledge from there. Get the Jinjo, then, go through the small hole in the wall using Shack Pack. Outside, go along here and through another hole to get back inside. Get the Jiggy here.

#9: If you beat Canary Mary in both races in Glitter Gulch Mine, you'll find her near the Wigwam in this world. Get onto the clockwork mouse near her to race her. Repeatedly press A to go. She's faster this time, so to win the race, stay behind her (or else she'll be even faster) for most of the race, then, go fast at the end. Don't go too far behind, or you'll have to start over. Stay behind, and you can go fast as early as when you get closer to the blue Skull, but you can also just wait until you get close to the Wigwam, since the finish line is where you started. Win for a Jiggy.

#10: It is random depending on the file, but in one of the Mumbo Skulls is a boss battle. There's a Jinjo on the bottom floor, a honeycomb on the second, and you'll hear Mumbo snoring. Go to Mumbo, and there will be a cut scene, and you'll fight Mingy Jongo: Crafty Shaman Impersonator. He has 8 health. He shoots balls of electricity at you 4 times, then, he stops for a short time. Attack him, and he'll disappear and reappear somewhere else. Repeat. At 4 health, he shoots at you, disappears, then shoots at you (and it kind of homes in on you, but it is easily dodged) and so on until he's done that 4 times, then, he stops. Attack him. (As the battle goes on, he stops for less time.) Beat him for a Jiggy.

L. CAULDRON KEEP

Requires: 55 Jiggies

Enemies: Minjo

TO GET HERE

Go to the Quagmire, and use the Claw Clamber Boots to go up the footsteps on the wall to get to a higher ledge. Press the switch up here to make a shock spring pad appear on the ground. You can use it to get to that pipe thing on the wall to climb up to this ledge without using the shoes. The Cauldron Keep Secret Exit is also here. Go through to get to this place.

TO GET INSIDE

There's a warp pad and Split Up pads right near the entrance, and there is also a toxic moat around the tower. Split up and cross the moat. Banjo can use Sack Pack and Kazooie can use Glide. Step on their corresponding switches to lower the drawbridge. You still can't get in, since the doorway is blocked by lasers. Team up and go along the edge of the tower until you find a Minjo and a switch. Press that to get rid of the lasers. Now go inside.

KLUNGO

Go forward, and there will be a cut scene, and you'll fight Klungo: Career-Questioning Minion. So you have the last of the three fights. Here are the explanations of whichever one it might be.

When Klungo drinks the blue potion, he'll split into a few copies, starting with only two. Pay close attention, and you should be able to see which one is the real one. He'll just walk around aimlessly, so shoot the real Klungo to hurt him. When you do, if you hit the wrong one, or if you take too long (so no matter what you do), Klungo will then throw potions at you. He'll be hiding behind a shield, so you can't hurt him during this time. Then, if you hit him once, he'll split into three. Then, when he throws potions again, he'll throw more. Hit him twice, and he'll split into four copies. Hit him a third time to win.

When he drinks the red potion, he'll get very big, so run so he doesn't land on you when he jumps. When he lands, shoot him with an egg. Then, he'll get smaller and get a shield and throw potions at you. Shoot him immediately when he gets big again so he doesn't get a chance to attack. One more hit, and he'll be defeated.

When Klungo drinks the green potion, he turns invisible. He walks around, and he'll hurt you if he touches you. Sometimes, you see him for a short time. If you hit him or take too long to hit him, he appears and has a shield around him and throws potions at you. Repeat until you hit him three times to win.

After you beat him, go through the next door.

TOWER OF TRAGEDY QUIZ

You will be competing for points with Mingella and Blobbelda. There are three rounds and whoever has the lowest amount of points is crushed by the 1 ton anvil hanging over them. Rounds are about 180 seconds. You have 5 seconds to buzz in (with B), then, 5 seconds to answer (with A). You can buzz in even before a question is asked. Try to buzz in quickly or the witches will buzz in before you. Get a question right for 2 points. If someone tries to answer a question and gets it wrong, someone can then answer that question correctly for 1 point. Get a question wrong and you lose 2 points. The questions are either just questions about the game, or there is a picture shown, then a question is asked about it. Round one is One Gets Tonned. Round two is Which Gets Squished?, and round three is Banjo Lost or Grunty Squashed?. Round three is different, since you're all by yourself. You must get more than 15 points. You can press Z to pass on a question you don't know. Also, you won't see the answers until after you buzz in. After you win the quiz, Grunty escapes. There will be credits, which you can skip. Afterward, there is a cut scene in the next room, the Gun Room. Jingaling and Bottles are brought back to life.

PREPARING TO FIGHT

After the cut scene, you can finally play the game again. Dingpot the cauldron is in this room. Jump in to have all your items recovered. Now go outside and up the path to find a warp pad and a doorway. You need 70 Jiggies to do Jiggwiggy's Challenge 10, which opens this door.

THE FINAL FIGHT

PART 1-THE LASERS

Go through the doorway, and after a cut scene, you'll fight the Hag 1: Monstrous Mechanical Mud-Muncher. I highly recommend using the Honeyback cheat. This fight is hard, and you barely stand a chance without it. (It's easy to die even with it!) Gruntilda's health is 100. First, the Hag 1 will have two lasers

coming off of it, and it will spin. Jump over the lasers until Grunty comes out of the hatch to ask you a quiz question. You have 5 seconds to answer. Answer correctly, and she'll throw slower spells at you, but if you answer incorrectly, she'll throw faster spells at you. While she throws spells at you, you will be in first-person. Shoot at Grunty with grenade eggs. They do 3 damage each. Once her health is down to 90, the witch will drop a honeycomb (and will do the same pretty much every time her health goes down by another ten), and there will be four lasers to dodge before you get a chance to shoot at her again. (If you take too long to do enough damage to her, she'll go back into the machine, and you'll have to avoid it again.)

PART 2-THE MORTAR CANNONS

At 80 health, the Hag 1 then shoots bombs at you from its mortar cannon. When they hit the ground, they shoot stuff out in four directions, so run and jump to avoid it.

At 70, two mortar cannons shoot bombs at once.

PART 3-THE DIGGER'S DEFEAT

At 60 health, the drill is now on and there are two lasers to avoid. And the exhaust port is open... After avoiding all that, Grunty will ask another question, then attack you, like usual. Go over to the exhaust port (watch the ground; the lasers are still on), and don't bother shooting at her. When she stops, the machine won't go. Before she can get it working again, have a Clockwork Kazooie egg go into the exhaust port. In here, jump over the wires, avoid the Gruntling, and blow up one of the two Bigga Bazza batteries in the back. The witch's health is now at 50 (even if you shot her more, it is still 50).

Avoid the Hag 1 again, this time there are four lasers. Then, after the question, go over to the exhaust port, or at least as close as you can with the extra lasers in your way. When the witch stops attacking, shoot a Clockwork Kazooie egg into the exhaust port again. In here, avoid two Gruntlings and blow up the other battery.

PART 4-FINISHING OFF GRUNTY

Now Grunty's health is at 40, and the Hag 1 won't start. Now she'll just throw spells at you. Shoot back until her health is at 30.

Now, Gruntlings will come out of the Hag 1, one at a time, to bother you as you fight the witch.

Shoot at her until her health is 15, then, continue, but be fast. Now there are two Gruntlings at a time to bother you, and the poison gas is using your air up slowly.

Once her health is at 1, the enemies are gone and so is the gas, but now she's shooting bigger, faster spells at you. Don't worry, they don't do any more damage than normal spells. (People say these spells will kill you in one hit, but believe me, they don't. Unless there's something wrong with my game, they don't.) Just keep shooting her, and it may take several hits, but she should drop a spell into the Hag 1, and it will blow up both her and the digger. Good job, you beat the game. You won't be able to get back to Bottles's party on time, but oh well. It was probably lame anyway.

8. CHEATS, SECRET MOVES, AND OTHER STUFF

Here I listed...well, look at the title!

CHEATO

Give Cheato five Cheato pages for each cheat: He's found in Grunty's old lair in Spiral Mountain. Enter the cheats in the Code Chamber in Mayahem Temple, then, activate them to use them.

#1: Feathers

This will double the maximum number of red feathers you can carry.

#2: Eggs

This will double the maximum number of eggs you can carry.

#3: Fallproof

This keeps you from taking damage when you fall from things.

#4: Honeyback

This will restore your honeycombs over time. #5:

Jukebox This will cause the jukebox at Jolly's in Jolly Roger's Lagoon to work again.

You can listen to music from the game at it.

HONEY B

Honey B's Hive is found on the Plateau. Give her empty honeycombs for extra units of health.

First Extra Unit: 1 empty honeycomb

Second Extra Unit: 3 empty honeycombs

Third Extra Unit: 5 empty honeycombs

Fourth Extra Unit: 7 empty honeycombs

Fifth Extra Unit: 9 empty honeycombs

HEGGY

Heggy's Egg Shed is found in Wooded Hollow. Bring Heggy secret eggs for...well, secrets.

Secret Blue Egg: In Spiral Mountain, fly to the waterfall that is coming out of a big hole in the rock. Swim into the hole. In here, get onto land and go to the waterfall in here. Jump to the crack in the wall (you need Grip Grab) and climb to the tunnel behind the waterfall. Go through the tunnel to find a Banjo-Kazooie game pack. Attack it to get the secret blue egg. Bring this to Heggy in Wooded Hollow. She'll hatch it, and you'll get the cheat #12, Homing. Enter it in the Mayahem Temple Code Chamber to get homing eggs.

Secret Pink Egg: Go to Spiral Mountain. In the wall over the area with the big steps is a grating. Blow it up with a grenade egg, then, fly inside. Attack the Banjo-Kazooie game pack here for a pink egg. Give it to Heggy for Breegull Bash. Press B twice kind of fast to make Banjo smack the ground with Kazooie, using her as a weapon.

Secret Yellow Egg: Go to Heggy's Egg Shed, and use Bill Drill to break the cracked shell in order to reveal Split Up pads. Split up, and have Kazooie go up the ramp and hatch the yellow egg. Now you can use Jinjo in multiplayer.

DRAGON KAZOOIE

When you go to Jinjo Village from Spiral Mountain, go right to a sandy area. On the left wall is a crack. You can cross it (once you know Grip Grab). Watch out for the Snapdragons along the way. You'll get to a tunnel. Go through to find a small room. Attack the game pack for the Ice Key. (The key may be hard to see, so you may have to run around the room until you manage to find it and pick it up.) Now, go to the Waterfall Cavern in Glitter Gulch Mine, and use Talon Torpedo to break the rock with Kazooie's face on it. Go through the revealed tunnel to get to Hailfire Peaks (Icy Side). You're in a small room. Use the Ice Key to unlock the big box. Inside is the legendary

Mega-Glowbo. Now go to the Pine Grove in Isle O' Hags and give the Mega-Glowbo to Wumba. She'll turn Kazooie into a dragon. She does all the same things, except she breathes fire when you stand still and hold B. It's hard to beat enemies with the fire because they run. Go back into Wumba's pool to become normal again.

ROYSTEN

Go to Spiral Mountain, and Bill Drill the boulder near Banjo's house to free Roysten the goldfish. Get it and bring it to water, and it will give you twice as many air bubbles. You'll also learn how to swim faster by holding A and B at the same time.

JIGGYWIGGY'S SUPER SPECIAL CHALLENGE

Finish all 10 challenges and then you can do Jiggwiggy's Super Special Challenge. You have 100 seconds to fill in all 20 pieces, but you need to rotate some of the pieces to make them fit. Use left and right C to rotate pieces. You don't get anything if you win, though.

9. COPYRIGHT STUFF

This most awesome of games is owned by Rare Ware, not me. I only own this walkthrough, so don't copy without my permission. Oh, and I got character names never mentioned in the game and the enemy names from the Banjo-Kazooie wiki. Thank you BK wiki!