

Banjo-Tooie Boss FAQ

by Icy Guy

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Banjo-Tooie Boss FAQ |
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v. 0.5 finished on _____ |
12/29/01. |
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16.6 KB. |
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1. | Intro |
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Welcome to my second attempt at writing an FAQ! Since Banjo-Tooie is one of my favorite games, I decided to write an in-depth FAQ on how to beat the bosses. I hope

this will
help you beat Banjo-Tooie. Enjoy!

2. | Revision history |
| _____ |

Version 0.1- Started on 8/11/01 at 13:37:43; finished on 8/11/01 at 17:38:36.
14.4 KB

--Added everything

Version 0.2- Started on 9/4/01 at 20:31:35; finished on 9/4/01 at 20:32:44.
14.7 KB

--Changed my E-Mail address; added my personal URL

Version 0.3- Started on 9/7/01 at 19:20:37; finished on 9/7/01 at 19:27:39.
15.2 KB

--Fixed my URL; took out the sentence "(That kind of behavior would
get
him banned from the GameFAQs Message Boards, too. ;))" since it
sounded
kinda dumb; added more to my warning about the twin dragons;
called my site
"incomplete" as opposed to "horrid;" added GameSages to the list;
altered my
info box to make it look more like a battery.

Version 0.4- Started on 9/19/01 at 19:35:33; finished on 9/19/01 at 19:36:27.
15.5 KB

--Added two more sites to the list, ZIPPed this document.

Version 0.5- Finished on 12/19/01.

--Corrected a minor typo, got rid of "(See, his message board
account is banned since he isn't around to use it.) :",
changed my E-mail, stopped using such precise update time
measures.and stopped the slander of my site. Once again,
used the good 'ol ZIPper.

Version 0.6- Finished on 12/29/01.

--Added some tips/info from Scott_A (the Klungo potions and using
Ice Eggs against
Old King Coal). (From here on out, just assume that I ZIPPed
it.) Changed the
Credits section (appropriately).

3. | Legal section |
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distribution
of this FAQ or put it on your site and claim it as your own. You may put it on
your site as
long as the following conditions are satisfied: you give me the URL so I can
check the site
out, you credit me fully, you ask me, and this must remain unchanged.
However, you CAN
print out a copy for your private, personal use.

This FAQ can appear on the following sites without asking me:

><http://www.gamefaqs.com><

><http://www.cheatcc.com><

><http://sages.ign.com><

><http://www.CheatCodes.com><

><https://www.neoseeker.com><

Why those sites? I send this directly to GameFAQs, and I like going to Cheat Code Central.

This list will probably expand over time. I added GameSages because I felt like it. CheatCodes.com and Neoseeker were added because they asked if they could use my FAQs.

It can also appear on my site at <http://www.crosswinds.net/~icyguy> .

4. | Klungo: Minion With a Mission | | _____ |

Your first boss battle is the easiest. Klungo will do a random selection of one of three

potions, and then the battle begins. I don't remember the potion colors, but Klungo can turn

invisible, grow large, or clone himself. (Please e-mail me if you know the correct potion

colors.) Only 3 hits will bring him down. If he turns invisible, roll into his shadow.

If he grows large, Rat-a-Tat Rap him (jump, then hit B). If Klungo clones himself, roll

into the last Klungo to start moving. Whenever you hit him, he will shield himself and hurl

potions at you. Dodge 'em. Klungo will attack again. No prob. Dodge potions, attack,

and repeat. The fight will end in no time.

About the potions:

Blue= Creates Klungo clones.

Green= Makes him invisible.

Red= Makes him grow larger.

Also, in the first game slot, it usually goes in that order of potion usage.

5. | Targitzan: Despotic Dizzy Totem God | | _____ |

The second battle is a little tougher, but it's nothing you can't handle, right? Good.

This battle is in Breegull Blaster mode, so I hope you now how to move in this mode.

Use the regular blue eggs. When Targitzan starts spinning, hold R to aim at the targets

on his bottom segment. Hit Z to fire when one comes into range. After you shoot out all

four targets the big bad boss summons his minions, the Moggies. Blast 'em all and get

ready for Round 2. Watch out for the sporadic shooting of darts. Blast the targets.

Blast the Moggies. Keep shooting the targets (it gets tougher) and the Moggies

until

Targitzan readies his Sacred Self-Destruct. Run behind one of the grey blocks (if the darts didn't destroy all of them) or run as far away as you can. When the dust clears, Targitzan will be no more.

6. | Old King Coal: Grubby Boiler Monarch |
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Why is this battle easier than the last? Anyhow, don't worry about it. Grab your Grenade eggs and get ready for a fight. Stand on one of the bobbing objects (?) and go into Egg Aiming mode (C-Up). Now just fire egg after egg after egg at OKC. His limbs will start to fall off at certain points in his health bar. When his energy is low, he'll turn things up a notch by activating fumes. Now there's a time limit. Just keep plugging him with Grenade Eggs and you'll win. You can use also Ice Eggs on him to take away 5 Hit Points. Easier than Klungo!

7. | Mr. Patch: Strange Wobbly Inflatable Thing |
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Here's where things start to heat up. This battle requires the Airborne Egg Aiming move, so go get it. When you enter the big top, equip your Grenade Eggs. The newly-inflated Mr. Patch with start to wobble around the big top. Shoot him on one of his patches. Do this until he tells you that you have to face him from the air. Why? If you dawdle on the ground, boxing gloves will pop up and cause you pain. Take to the air, hit C-Up, and start shooting the patches. With each successive hit, he shrinks in size. Watch out for the beach balls he shoots out of his mouth. Destroy them with Grenade Eggs. Shoot the patches until Mr. Patch is totally deflated. Beware: when he's smaller he will be harder to hit.

8. | Lord Woo Fak Fak: Self-Important Anglerfish |
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I'd recommend transforming into a submarine for this fight; you have to use Sub-Aqua Egg Aiming if you don't. But if you choose to use eggs, use the Grenade Eggs. First off, swim to where you have a view of the fish's side. See any flashing yellow boils? If you do, shoot them. If you don't, go to the other side of this marine menace. Shoot any flashing yellow boils. Repeat the process, all the while avoiding the

projectiles. Once all the boils are bust, Lord Fak will open his eyes. Now swim in front of him (dodging projectiles)and shoot him in the eyes until he rolls over. You win!

9. | Klungo: Revenge-Seeking Minion |
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Identical to last time, only Klungo's aim is a little better and he moves faster.

10. | Terry: Disgruntled Pterodactyl Parent |
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I told you the bosses were getting tougher. When the battle starts, the camera shifts to Terry 's view, but still giving you a shot of the bird. Run around the nest, dodging...something. Terry leads his shots, so head one way, and right before he hurls at you, change direction. Very difficult, but you'll soon get the hang of it. Keep dodging the unknown substance until the camera focuses on Banjo again. Go into Egg Aim mode and fire Grenade Eggs at the dino. He'll then send Mucoids down to attack you. Roll through them for health after wiping the last one up (couldn't resist :P). The original sequence will then repeat, only Terry's aim will be better and the substance will fly faster. Keep dodging, shooting, and rolling until Terry succumbs to your superior power. HA HA HA!!!

11. | Weldar: Visually-Impaired Welding Torch |
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Even if you don't think Weldar is funny, his name is. You'll be using Grenade Eggs again. Weldar will try to suck you into his tank. Fire a Grenade Egg in there, which will explode in Weldar's tank, causing damage. Next, he'll leap into the air to try and crush you. Use the Talon Trot to run around and avoid his shadow. Upon landing, he'll then chase you and try to suck you into his tank. Fire a Grenade Egg in there. Now he'll send some nuts and bolts after you and then jump into the air. Dispose of them and watch Weldar's shadow. Avoid him. Get ready for another round of suckage, with subsequent Grenade Eggage, resulting in damage. Now Weldar will send power to energy ropes on the floor these will cause you damage. Another round of nuts and bolts, more jumping into the air, and Weldar will try to suck you into his tank once more. I think you know what to do...

12. | Chillli Billi: Hot 'N Spicy Dragon/Chilly Willy: Cold 'N Icy Dragon

Note: Whichever dragon you face 2nd will always be tougher. I mean that by he will be faster and more accurate. I also believe that whoever you face second has twice the health as his previous brother.

Finally, two characters in a video game who like pizza! Of course, I don't agree with assaulting the delivery boy. For Chillli Billi, use Ice Eggs. For Chilly Willy, use Fire Eggs. Once the battle starts, the dragon will attempt to hit you with a fire or ice ball. Run to a cannon and fire whichever egg you should use into the cannon's hole. It will be magnified and always hit the dragon. Fire another egg into the cannon while the dragon is dazed. After two hits, the dragon will try to lick you by extending its tongue and raking it on the perimeter of the platform. Jump over the tongue until the dragon stops. Keep shooting eggs into the cannon holes and jumping over the dragon's tongue. WARNING: EACH CANNON WILL DISAPPEAR AFTER IT HAS FIRED THREE EGGS. Now go whup the other dragon!

13. | Mingy Jongo: Crafty Shaman Impersonator |

The evil Shaman lookalike must be punished for impersonating Mumbo. Anyhow, you won't be using eggs, because that noodle brain doesn't give you enough time to fire eggs. Once the fight starts, dodge Mingy's shots while trying to roll into him. Even though it's hard, this fight is pretty basic: dodge the shots, attack the robot. Near the end of the fight, he will warp around to shoot you. The magic blasts will track you, too. Also, Mingy's magic stick will occasionally fizzle out, so you can attack him while he stands still. If he warps into a window space, Rat-a-Tat Rap him. Just keep rolling, dodging, and Rapping until the impersonator explodes.

14. | Klungo: Career-Questioning Minion |

Same as last time. Now he's learned to lead his shots and move faster. Kick his sorry butt one last time so he can wreck Bottles' house. WAIT! SPOILER! YOU DIDN'T READ THAT!

Well, since I _am_ showing you all the bosses, this FAQ is a spoiler anyway...

15. | Hag 1: Monstrous Mechanical Mud-Muncher |
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THIS IS IT!!! The final battle! Time to beat up Gruntilda Winkybunion and her alliteration-nicknamed digger! This fight is pretty complicated, so pay attention. First, change to Grenade Eggs. (You'll thank me later on.) Now jump over the lasers emanating from the killer machine. When Grunty pops out, she'll ask you a question. Give a correct answer, she'll use a slow(er) attack. Answer wrong, lookout. Fast attack. Anyway, you go into Breegull Blaster mode to face the hag. Fire Grenade Eggs at her (use the left and right C Buttons to sidestep, btw) while dodging spells. Once Grunty's health is depleted (slightly), you'll have to deal with...MORE LASERS! Keep jumping the lasers, answering questions correctly, and shooting Grunty until she fires up Mortar 1. Dodge the shell and its shrapnel. Eventually you'll have to cope with more questions and shooting. Out comes Mortar 2. Dodge both shots, answer the question correctly, and blast Grunty. The mortars are called back and the drill starts up. However, the exhaust port must open to allow the vehicle to drive around. Hurdle the lasers while it spins and avoid the drill. Grunty will drive towards you for a short time and then suddenly change direction, causing you to have to jump the lasers. But then the vehicle will stall. Quickly change to Clockwork Kazooie Eggs and fire one near the exhaust port. Jump in, avoid the Ugger, stand next to a battery, and hit B to blow up. Repeat. After the Hag 1 is busted, you will have to endure more questions and Bregull Blaster mayhem. Grunty will send out Uggers to deal with you. Use the Beak Bayonet (hit B) to waste 'em. Once the witch's health reaches 15, she makes the Hag 1 emit gas. Quickly blast Grunty until she has one health point left. DODGE THE FINAL SPELL, SHOOT HER, AND ENJOY THE ENDING!!! CONGRATULATIONS!!! YOU HAVE BEATEN BANJO-TOOIE'S BOSSES!!!!

16. | E-mail me |
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My e-mail address is: IcyGuy900@aol.com . Have any questions about the bosses? Want to correct something? Comments? Want to add anything? Well, don't sit there attracting flies: e-mail me!

17. | Conclusion/Credits |
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Well, that's all for now. If you want to make these fights easier, go to
Mayahem Temple's
Code Chamber and enter CHEATOKCABYENOH, NESTKING, and/or SUPERBANJO.

CJayC- For making GameFAQs.

The webmasters of their respective sites- for building their sites.

Nintendo Power- For getting me through this game in one piece the first time.

Scott_A- For contributing information about Klungo's potions and a tip about
using Ice Eggs on Old King Coal.

Bye for now.

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