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BANJO-TOOIE™

OFFICIAL STRATEGY GUIDE



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3D MAPS!

**EVERY WORLD,
EVERY JIGGY,
EVERY CHEAT!**



BANJO-TOOIE™

OFFICIAL STRATEGY GUIDE

By Tim Bogenn and Doug Walsh,
Two Minjos from the Emerald City



Banjo-Toodie™
Official Strategy Guide

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Tim Bogenn: Thanks to Leigh Davis—without you, we couldn't have made this. To Tim Fitzpatrick for making our grammar fantastic. To Jennifer Loftus and Michael Leslie for rockin' on the help like Elvis Presley! To Doug Walsh and Alex Garner—you'll surely receive the guide builder's medal of honor. To Jennifer, Ashlee, and Michael—time away wasn't actually my goal. To Noah, Jonothon, Hal, and Dan—I know you are four, but you are the man!

Doug Walsh: I'd like to thank BradyGAMES for allowing me to work on such a great game with such fun people. Tim, Alex, and Tim: you guys kept me laughing and kept me sane—thanks. I want to also thank Nintendo's Michael Leslie for helping us out, as well as Rare for introducing the word “clinker” to my vocabulary. Along those same lines, I'd like to thank Starbucks—you kept me going!

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Banjo-Tooie Basics

INTRODUCTION

There are certain points in the game when you earn abilities that will allow you to solve puzzles that were previously unsolvable in earlier worlds. Once these abilities are earned, you can return to these previous worlds at any time to complete these puzzles. This is why we created the appropriately titled, "Bear In Mind" section found at the end of every world strategy.

After you complete the world you're currently playing through, "Bear In Mind" will guide you through previous areas to collect missing items as they become attainable. Going back and getting these items as soon as they are available will not only make it easier on your task list but will also allow you to continue your advancement into unexplored worlds with enhanced abilities that you might not otherwise have. For example, finding and then using the Ice Key after Jolly Roger's Lagoon allows you to go into Terrydactyland with a dragon on your back!

READING THE MAPS

The level maps in this guide are marked with icons to illustrate important items and locations in the game. In most cases, these icons are self explanatory (see the legend).

It is important to note that some maps are divided into sections. This was necessary due to space considerations, to show multiple levels of one structure, or to show the interior of an area when the exterior must also be visible. In these cases, lettered icons mark the connection points between separated map sections. For example, two points marked with a letter "A" icon will connect with each other in the actual game level. To take this explanation a step further, points marked with "C" will connect, the same goes for two "D" points, and so on.

Legend

-  = **CHEATO PAGE**
-  = **HONEYCOMB PIECE**
-  = **HUMBA WUMBA'S WIGWAM**
-  = **JAMJARS' HATCH**
-  = **JIGGY**
-  = **JINJO**
-  = **MUMBO JUMBO'S SKULL**

GAME BASICS



CONTROLS

START	Pause Menu, status screens
A Button	Jump, speed up text
B Button	Attack, read signs, talk to other characters, and cancel text
R Button	Press and hold to center camera behind Banjo and Kazooie
C Buttons	Camera controls: Up C to look through Banjo's eyes, Down C to change the distance the camera is away from Banjo, Right C and Left C to rotate the camera
Control Stick	Steer character in any direction (press hard to run or soft to tiptoe)
Z Button	Crouch, slow the text

NOTE Pressing the B Button will not cancel important text. If you are sure that you do not want to read this text, hold both the L and R Buttons, then press the B Button to cancel the text.



IN-GAME MENU & STATUS SCREENS

Whenever you press START you will be presented with the In-Game Menu. In addition to being a great way to pause the action, you can access several Status screens as well.

Menu Option	Action
Return to Game	Jump back into the action.
Objects and Items	Take a look at what Banjo's got in his pack.
Jinjos	Find out how many Jinjos you have rescued, how many are in each family, and which families have been completely reunited.
View Totals	Check your progress for any particular world or the entire game. You can also see how many items you have collected and how many you have remaining. Scroll through the various worlds of the game with the Control Stick.
Save and Quit	Want to take a break? Just make sure you save your progress before flipping that switch!

GAMEPLAY TIPS

Here are some things to keep in mind that will make your adventure more fun and successful!

-  Don't trust the Jinjos. As you make your way through the game, many of the seemingly innocent Jinjos turn out to be their sinister counterparts, the Minjos. Do yourself a favor and fire an egg or two before approaching. The eggs will not harm the friendly Jinjos, but will deliver a punishing blow to the Minjos.
-  Cushion your fall. The versatile Bill Drill technique is great for a lot more than you may think. If you're plummeting to the ground from high up, initiate the Bill Drill move just before hitting the ground to minimize your damage.
-  Good health for all! Use the Snooze Pack technique to replenish the health meter of the entire team, not just Banjo. Simply find a Split-Up Pad and Split Up. Treat Banjo to a brief nap and then rejoin Kazooie. The duo's health meter will be almost completely filled.
-  Know your pads. Study the locations of the various pads throughout the game. None of the pads in the game are placed in an arbitrary location, especially Split-Up and Mumbo Pads. Use this to your advantage.



BASIC MOVES

Banjo and Kazooie know these moves from their previous adventure. The late Bottles will go over these with them again in Spiral Mountain to refresh their collective memory.

CLIMBING



Banjo can climb ladders, vines, poles, pipes, and similar other objects by jumping onto them and using the Control Stick to move up or down. To dismount, press the A Button to release his grip, then maneuver the Control Stick to clear the object.

SWIMMING



When you enter deep water, Banjo and Kazooie will automatically tread to remain afloat on the surface. Press the B Button to dive beneath the surface.

While underwater, press and hold the A Button for Banjo to kick his feet, creating a slow and steady swimming motion. To swim faster, press the B Button to summon Kazooie's help. She will flap her wings, drastically accelerating their underwater movement. Press the A Button to slow things down.

You can remain underwater for only a limited time before you must surface for more air. The air bubbles on the left side of the screen indicate this time. If the bubbles run out and you're still underwater, immediately head for the surface or your health will begin to deplete quickly!

BEAK BOMB

Airborne Egg Aiming isn't your only attack while in flight. Press the B Button to launch into a Beak Bomb. This deadly attack will send Kazooie screaming through the air and straight through any other airborne creature. It's also a good way to cover large distances quickly.

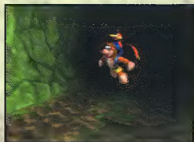




WONDERWING

The Golden Feathers you have been collecting have the special ability to make you invincible. Press the Z Button and Right C Buttons while the team is together; Kazooie will spread her wings over Banjo and shield him from any damage. Using the Wonderwing is a great way to avoid taking too much damage during tricky boss battles.

FEATHERY FLAP



Press the A Button after jumping and Kazooie will flap her wings to continue the extent of Banjo's jumps. Holding the A Button when falling will soften the impact of the blow. However, there is a limit to how long Kazooie will continue this flapping motion in one jump.

FORWARD ROLL ATTACK

Press the B button while moving forward and Banjo will curl up into a ball and roll. This rolling attack is very effective against many enemies. The Forward Roll Attack direction can be guided by using the Control Stick while in the roll.



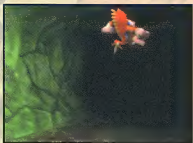
RAT-A-TAT RAP



Press the A Button to perform a jump, then press the B Button while still in the air. This move can also be performed by just pressing the B Button. Kazooie will poke her head out of the backpack and swiftly attack with a frenzy of piercing pecks over Banjo's head. Besides being used as practical attack that keeps Banjo out of harm's way, it can also be used to interact with some objects—like certain buttons.

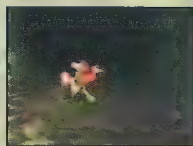
FLAP FLIP

This move allows the duo to jump higher than normal. Hold down the Z Button, followed by the A Button. The longer you hold the A Button, the higher you will reach. You can control the in-air direction by moving the Control Stick. Use this technique in conjunction with the Grip Grab to reach very high ledges.



TALON TROT

This is one of the most useful moves in the game. Not only does it speed up the bear and bird's movement, it also allows them to scale steep surfaces that Banjo's bear feet won't normally grip. Press and hold the Z Button, then press Left C to extend Kazooie's legs. Holding the Z Button will keep the Talon Trot active and you can let go of the Left C Button once Banjo is hoisted onto Kazooie's back. Pressing the A Button to jump while in a Talon Trot run will greatly increase your jumping height and distance.



BEAK BARGE

Press and hold the Z Button and then press the B Button to make both bear and bird shoulder charge and barge. This sliding attack is a helpful maneuver for taking out obstacles and enemies.



BEAK BUSTER

The Beak Buster is an air-to-ground beak attack that's very useful for breaking open objects, including enemy heads! Press the A Button to jump up into the air and then press the Z Button to dive to the ground, beak first! If you're already airborne, just press the Z Button to engage this attack.



EGG FIRING

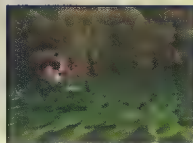
If you have a collection of eggs in your backpack, you can launch them as dangerous projectiles shot out of Kazooie's beak. Do this by pressing and holding the Z Button followed by the Up C Button. To launch the eggs from behind, press the Down C Button while still holding the Z Button.



STILT STRIDE (WADING BOOTS)

Wading Boots and Turbo Trainers are the only two move enhancement *items* available to you at the beginning of the game. You will find them in Spiral Mountain, so try them on for size and see how they work.

Walking with the Wading Boots affords you a limited amount of time to use the move that accompanies them, Stilt Stride. The Wading Boots allow you to travel through hazardous terrain unharmed. The Stilt Stride is activated automatically when you step into the boots. Press the B Button to cancel the use of the boots before the allotted time runs out.





TURBO TALON TROT (TURBO TRAINERS)

The Turbo Talon Trot works a lot like the Stilt Stride. Banjo and Kazooie can perform this move only after acquiring a pair of Turbo Trainers, and these running shoes are also a limited time offer. The Turbo Trainers will not allow our heroes to safely travel through hazardous terrain, but they will allow them to walk on water and run faster than any bear and bird ever clocked!

JAMJARS' ADVANCED ABILITIES

Throughout the adventure, Banjo and Kazooie will stumble across Jamjars' Hatches where they will be able to learn new and improved maneuvers. Collect all the Musical Notes you can find so you won't miss out on any new skills. The following section describes the various skills you can learn in different areas of the game.

ISLE O' HAGS

AMAZE-O-GAZE GLASSES

Bottles' generous son, Goggles, gives you these if you visit him in his bedroom. They will allow you to zoom in and out while in first-person mode. Combine with Egg Aim for a devastatingly accurate *eggsplosion*.

NOTE **EGG SELECT:** To select between the five different types of eggs in the game, press the R Button to call up your arsenal, then continue pressing the R Button to cycle through the various eggs.

FIRE EGGS (MAX OF 100)

Fire Eggs are the first special type of egg you will acquire. They will not only cause enemies to burst into flames, but can be also used to light dark passageways or ignite extinguished fires. These eggs are especially useful in Glitter Gulch Mine.

GRENADE EGGS (MAX OF 50)

Grenade Eggs are the handiest of all the eggs in Banjo-Tooie. Useful as a weapon, essential for fighting Bosses, and absolutely necessary in uncovering hidden areas, the Grenade Eggs are the one variety you don't ever want to run out of.

ICE EGGS (MAX OF 100)

Unlike the other egg varieties, Ice Eggs will seldom wipe out an enemy. Instead, they will turn your targeted foe into a solid block of ice, allowing you to sneak by in safety. Ice Eggs can also be used to extinguish fires.

CLOCKWORK KAZOOIE EGGS (MAX OF 20)

These little eggs "hatch" on impact, releasing a tiny mechanized version of Kazooie. Guide the little robo-bomb to unsuspecting enemies or to previously unreachable items and power-ups. Clockwork Kazooie Eggs are an essential weapon when journeying through Terrydactyland, but beware—these eggs will self-destruct in 20 seconds!

BREEGULL BASH

This is no way to treat a friend! Despite its slow execution time, this comical move is still great for smashing encroaching enemies into oblivion. Quickly press the B Button twice and Banjo will use his birdbrain buddy as a weapon—grabbing her by the legs, then whipping her over his head and down onto the ground, smashing anyone within range!

HOMING EGGS

This advanced feature adds AI to your eggs, giving them the ability to slightly adjust their flight path and "home" in on the enemy. Don't get too excited, though—you still need to have pretty good aim to ensure a direct hit.

MAYAHEM TEMPLE

EGG AIMING

Some situations call for accuracy. This is when you need to press the Up C Button to switch into first-person mode and guide the crosshairs with the Control Stick. Press the Z Button to fire the egg. Combine it with the Amaze-O-Gaze Glasses for use as a precise sniping weapon.

BREEGULL BLASTER

A requirement for access into certain first-person only areas of the game, this automatically-engaging move will allow Banjo to cradle Kazooie in his arms and use her as a semi-automatic machine gun. You can raise and lower the aim with the Down C and Up C Buttons, respectively, and press the Z Button to fire. For more delicate situations, you can press and hold the R Button to call up the crosshairs and aim in any direction with the Control Stick.

GRIP GRAB

When near a ledge or crevice, this move automatically engages to allow Banjo to grab on and dangle over the edge. Use the Control Stick to shimmy left and right along the ledge. Grip Grab is excellent for helping you reach out-of-the-way items.

GLITTER GULCH MINE

BILL DRILL

The Bill Drill picks up where the Beak Buster left off. This powerful move allows Banjo and Kazooie to spin like a drill, breaking apart otherwise indestructible objects. Simply jump into the air and then press and hold the Z Button. This is one of the most useful moves in the game.



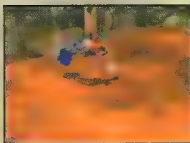
BEAK BAYONET

Like the Breegull Blaster, this move will be of use only in certain areas, like Ordnance Storage. For situations when a barrage of eggs isn't desired, use Beak Bayonet to peck your enemy into submission. From the Breegull Blaster position, press the B Button to stab with Kazooie's beak.

WITCHY WORLD

SPLIT UP

It's the moment you've been waiting for... Banjo and Kazooie learn to separate and utilize their inherent qualities of a bear and bird alone. As time passes, Banjo's empty backpack and Kazooie's wings will become valuable assets. To use the Split Up ability, find a pair of Split-Up Pads and walk Banjo onto the blue pad. Press the A Button to Split Up. Press the A Button again to switch control to Kazooie.



PACK WHACK

This is Banjo's first solo attack. Press the B Button to strip the pack off and whirl it around his head. It might be empty, but it still packs a wallop!

NOTE

Once you have learned the Pack Whack, Banjo will also be able to perform the Double-Jump. Press the A Button to jump and, while in midair, quickly press the B and A Buttons to jump again.

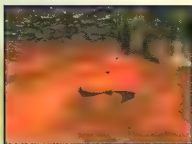
AIRBORNE EGG AIMING

Switch to first-person mode while flying to turn the duo into a deadly, feathered fighter plane. Switch to first-person mode by pressing the Up C Button, then use the Control Stick to aim and the Z Button to fire, just as you would with your feet planted on the ground.

JOLLY ROGER'S LAGOON

WING WHACK

A solo attack for Kazooie, this learned maneuver allows her to spin like a top, shredding her enemies with outstretched wings. Simply press the B Button to use this move. It works while stationary, as well.



SUB-AQUA EGG AIMING

Press the Up C Button while underwater to call up the crosshairs in first-person mode. It works *eggsactly* like Airborne Egg Aiming.

TALON TORPEDO

This tricky move allows Kazooie to separate from Banjo while underwater and use her propeller-like tail feathers to speed her straight through otherwise unbreakable objects (like boulders and doors). Just press the Z Button to separate, and then use the Control Stick to control Kazooie. Press the A Button for a speed burst or the B Button to return her to Banjo. It's important to note that Kazooie will automatically return to Banjo if she tries to leap onto land, or if the 20-second timer runs out.



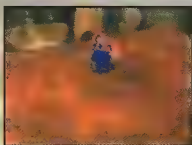
TERRYDACTYLAND

SPRINGY STEP

The Springy Step technique is another one that requires finding a special pair of shoes; in this case, shoes with large springs on the sole. With these shoes on Kazooie's feet, she and Banjo (or just Kazooie) will be able to leap to enormous heights. Press and hold the A Button to perform the jump. These springy sneakers last for just one jump.

TAXI PACK

Banjo's pack isn't just for Kazooie anymore! While she's resting safely at a Split-Up Pad, Banjo can scoop other objects up into his pack and take them where they need to go. Press and hold the Z Button while pressing the Left C button to take the pack off his back. Approach the immovable object and press the B Button to scoop it up. To empty your pack, simply press the Z and Left C Buttons.



HATCH

While Kazooie has been off adventuring with Banjo, she has missed out on an important bird activity—hatching eggs! Well, it's time for the scrawny Breegull to learn how to do it. Simply find an egg that needs hatching and get up on top of it. Press the Z Button to crouch down over it, and then the B Button to plant her right on it. A couple of rubs back and forth of her tail feathers and it will hatch. This move can also be used to warm things, like hypothermic alien babies.





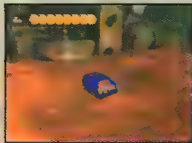
GRUNTY INDUSTRIES

CLAW CLAMBER

This handy ability works in much the same way as Springy Step. The Claw Clamber Boots come with the extra gripping ability that only suction cups can provide. With these boots on, Kazooie can run straight up any surface marked with yellow footprints. Just make sure you get to the top before their powers run out, or you might suffer a long fall.

SNOOZE PACK

Everybody feels a little better after catching some Zs. Well, Banjo is no different. Press the Z and Right C Buttons together to have Banjo strip his pack off and curl up inside it for a quick nap. The longer you let him sleep by holding the Z Button down, the more energy he will get back. This is an essential move for getting past trouble spots like the Stomping Plains.



LEG SPRING

It's time to see how high Kazooie can jump without the weight of a bear on her back. Like the Flap Flip, this jump is performed by pressing the Z Button followed by the A Button.

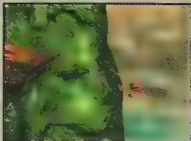
HAILFIRE PEAKS

SHACK PACK

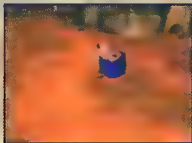
Oh what that crafty bear can do with his backpack! Press the Z and Down C Buttons and Banjo will pull the pack over his head, allowing him to not only squeeze through tight spaces, but also waddle through dangerous liquids. Hold the Z Button while moving around to keep the pack over his head. Banjo can run and jump as usual while performing the Shack Pack.

GLIDE

This is, hands down, Kazooie's greatest move. When in the air, whether by falling or jumping, simply press and hold the Z Button to allow Kazooie to spread her wings and Glide anywhere you wish to take her, as long as it's not up. To disengage the Glide, just let go of the Z Button. She will immediately drop straight down. Use a Leg Spring to get off the ground, then Glide to soar over moderate distances.



CLOUD CUCKOOLAND



SACK PACK

Press and hold the Z Button, then press the Up C Button and Banjo will take his backpack off, then jump into it as if it was a giant potato sack. This move is great for jumping across dangerous surfaces, such as thorns and toxic fluids. Hold the Z Button to keep Banjo in the pack and guide him with the Control Stick.



Characters

BANJO



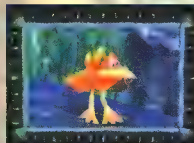
Hibernation seems to be this honey bear's idea of a good time. Banjo's choice of friends is what keeps him from the easy life. His backpack buddy is an adventure-seeking Breegull who is attracted to dangerous escapades like bees to honey.



KAZOOIE



It's unclear exactly what this red-crested Breegull did to deserve a life spent captive in a bear's backpack, but it may have something to do with her foul, smart-mouthed, and biased comments—or perhaps her tendency to find danger in every normal day-to-day activity. She'll get her freedom soon enough, so let's see how she does on her own.



MUMBO JUMBO



Betrayed and forever masked by his former student, Gruntilda, this mystical Shaman has recently completed two years of witchdoctor school to improve his sorcery skills, intending to use them to avail himself to anyone who has the spunk to contest Gruntilda and her Sisters.



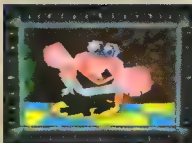
HUMBA WUMBA

If you need bodily alteration, then visit Humba Wumba—the Isle o' Hags' local sorceress. Humba Wumba has only two requests: bring a Glowbo before you enter her enchanted pool and keep Mumbo Jumbo out of her Wigwam.



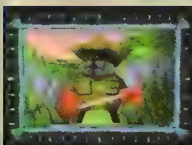
BOTTLES

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



JAMJARS

Sgt. Jamjars, a hardened military rodent, doesn't seem too shook up about the news regarding his recently departed brother. Although he may seem coldhearted, Jamjars will share his knowledge of advanced ability training with the bear and bird duo when they collect enough Musical Notes and meet him for training at one of his burrow hatches.



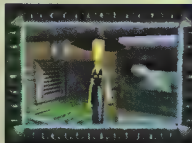
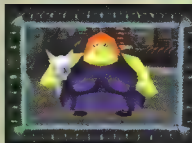
GRUNTILDA

Gruntilda's preoccupation with stealing beauty from others left her defunct and under a rock. These days, Gruntilda has more important things to worry about, like which lives to absorb to bring her back from the dead. Deciding to target Banjo and Kazooie's old pal Bottles may prove to be an unwise choice.



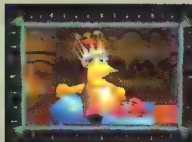
MINGELLA & BLOBBELDA

Reunited during a time of family tragedy, Gruntilda's two wicked sisters develop a life-sucking contraption, intending to use it to bring their sister back into the realm of the living.



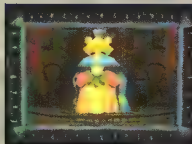
KING JINGALING

King Jingaling is leader of all Jinjos and emperor of the vacant Jinjo Village. Before becoming a zombie, he recruited Banjo and Kazooie to return his subjects who had all fled after Gruntilda and her sisters ripped through their quiet little village in their Digging Machine.



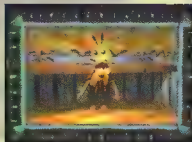
MASTER JIGGYWIGGY

Residing in his secluded temple in the Wooded Hollow, the isolated Master Jiggawiggy controls the mighty Crystal Jiggy, which is activated only for those who can solve his puzzling challenges.



HONEY B

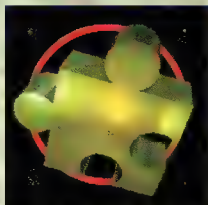
Honey B is a merchant of health, found in a modest hive dwelling located on the Plateau. She will increase Banjo and Kazooie's maximum honey health in exchange for Extra Honeycomb Pieces.



Items

JIGGIES

These golden puzzle pieces are the most sought after item in the game. Difficult to obtain, Jiggies are needed to access new JiggYWiggy Challenges, which open new worlds. Jiggies are typically received for defeating the bosses of the game, by doing favors for other characters, and by scoring high in mini-games.



NOTES NESTS

Grabbing these objects will add five Musical Notes to your stockpile. Collecting large quantities of Musical Notes is essential to learning the most advanced moves from Jamjars. Notes Nests can almost always be found easily, out in the open or at cave entrances.

TREBLE CLEF

Like Notes Nests, Treble Clefs help boost the total number of Musical Notes you have found. The only difference between them is their value. Treble Clefs are worth 20 Musical Notes and are, therefore, typically harder to locate.

EGG NESTS

These nests contain the eggs you need to keep your feathery friend armed. The eggs within the nest will change color—from blue to red to green to gray to polka dot—representing each of the different egg varieties. Grab the nest when the type of egg you need is showing.

FEATHER NESTS

Very similar to the Egg Nests, these bundles of feathers will refill your backpack with either variety. Grab the nest when it's red if you're running low on flying ability, or grab it when the feathers are gold if you need more Wonderwing power.

JINJOS



These friendly but scared inhabitants of Jinjo Village have gone astray and need you to rescue them. Each separate Jinjo family will reward you with a Jiggie once their household is reunited. The number of members in each color-coded family is as follows: White (1), Orange (2), Yellow (3), Brown (4), Green (5), Red (6), Blue (7), Purple (8), and Black (9).

EXTRA HONEYCOMB PIECES

These hollow honeycombs can be traded with Ms. Honey B for extra blocks of energy. Trade with her when you have the following numbers of Extra Honeycomb Pieces in your inventory: 1, 3, 5, 7, and 9.



GLOWBOS

Glowbos are little magical creatures that always seem to be found near Wumba's Wigwam and Mumbo's Skull. You must bring them to your magical friends when you need their assistance.

CHEATO PAGES

Cheato's book is missing 25 pages, which have been ripped out and hidden. In exchange for finding these pages and returning them to him, Cheato will grant you one cheat every time you bring him five new pages. Collecting Cheato Pages often requires returning to previously explored areas with newfound skills.



HONEY ENERGY SECTIONS

HONEYCOMBS

Dropped by most baddies that you defeat, these items will refill one block of honey energy.

SKILL STOP HONEYCOMBS

Marked by an "I", these honeycombs set off a little test. The blocks of energy in your life bar will begin flashing one at a time from left to right. You have 10 seconds to press the B Button and stop it on your desired level of energy. The speed at which the blocks flash will increase throughout the game.

RANDOM STOP HONEYCOMBS

Nearly identical to the Skill Stop Honeycombs, these come marked with a "?". Press the B Button to stop the randomly flashing blocks of energy when you see a desirable level of energy.

TURBO TRAINERS

Strap on this pair of super quick shoes to speed off in any direction—even on water!

WADING BOOTS

This pair of extra tall protective boots allows you to walk right through dangerous terrain, like quicksand and bogs.

SPRINGY STEP SHOES

Once you learn Springy Step from Jamjars, these spring-loaded shoes will take you to new heights.

CLAW CLAMBER BOOTS

Learn the Claw Clamber ability from Jamjars, then strap on a pair of sticky shoes to walk up any surface marked with yellow footprints.

SPECIAL PADS

SHOCK SPRING PADS

Hold the A Button for Kazooie to get a super jump off of these green pads.

FLIGHT PADS

These pads launch Kazooie (with or without Banjo) into the air where she will be able to fly like a bird. Once in the air, use the Control Stick to steer and the A Button to gain altitude. Pressing the A Button will deplete your stash of Red Feathers.

WARP PADS

These blue and purple pads allow you to instantly jump to other areas of a world. Warp Pads become usable once two or more have been activated within a single world.

MUMBO PADS

Identifiable by their namesake's face, Mumbo Pads are places where Mumbo Jumbo must go to perform his special magic. Don't waste Mumbo's time unless you know where the Mumbo Pads are.

SPLIT-UP PADS AND SWAP CLOUDS

These blue and red pads bearing Banjo's and Kazooie's faces, respectively, are where you need to go to Split Up the characters. Swap Clouds, on the other hand are mystical glittery places where you can stand and switch to the other character without having to return to the Split-Up Pad.

SWITCHES

An assortment of other buttons will be found throughout the game. Often these buttons will need to be pressed by the character(s) whose face appears on the button; other times, anyone will do.

Spiral Mountain Training Area

As Banjo and Kazooie head off in search of a new adventure, they run into the spirit of Bottles, who pleads with them to avenge his death.

Before heading into the tunnel after Klungo, be sure to explore the area outside Banjo's house. Here you will reacquire yourself with the basic moves, fill up on Blue Eggs, Red and Gold Feather Nests, and find the first Cheato Page.



Explore the world in a clockwise direction, stopping at each of the molehills to go over the moves used in the first game. Become familiar with each of the moves, as well as the items

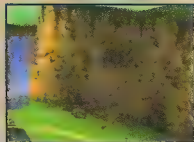


lying about: the Honey Energy Sections, Red Feather Nests, Golden Feather Nests, Blue Eggs, Wading Boots, and the Turbo Trainers. Once you're stocked up on eggs and Feather Nests and you've filled Banjo's tummy with all the honey energy he can handle, head into the Digger Tunnel to face Klungo.

CHEATO PAGE

Across from the Digger Tunnel, on the far side of the stream, you'll find a Shock Spring Pad on top of a small rock formation. Hold the A Button while standing on the pad to prepare yourself for takeoff. Press the Control Stick in the direction of the cliff to leap into the small cave high on the wall. There, you will find the first **Cheato Page**. Whenever you collect five of these, you can bring

them to Cheato, the mystical book hidden in Grunty's Old Lair. Of course, you will have to fly there because the bridge is out.



INSIDE THE DIGGER TUNNEL

BOSS BATTLE: KLUNGO THE MINION WITH A MISSION

Klungo serves as your first boss and guards the tunnel leading to the Isle o' Hags. Luckily, you need inflict only three successful hits with the Blue Eggs to best him. He will begin the fight by chugging one of three potions. The red potion makes the boss huge, while the green potion makes him invisible.



NOTE KLUNGO'S POTION CHOICES: The order in which Klungo chooses his potions is completely random, and there is a chance that you will see him pull out only one potion during the course of the battle. Once Klungo chooses a potion, he sticks with it until you beat him.

Put some distance between you and Klungo, and hit him with an egg. Whether he's big or invisible, he will utilize an impenetrable shield behind which he tosses potions at you.

TIP POTION COMMOTION: Launching Eggs at the potions that Klungo tosses at you can stop them.

If the boss turns huge, you should hit him with an egg right off the bat. If Klungo drinks the green potion and fades out of visibility, you should face the direction you last saw him and scatter some eggs in that direction.

TIP HELPFUL BACKPACK BOOTY: Near the pile of rocks, you can find two Money Energy Sections that do not regenerate. Also, there's an Egg Nest that does regenerate on the top of the largest rock.

When Klungo is shielded, activate the Talon Trot and begin circling him, carefully avoiding the vials he tosses at you. When the shield dissipates, he will either grow large again or turn invisible. Either way, avoid getting squashed and hit him with one final shot.

After you defeat the boss, follow him into the passage that leads to the Isle o' Hags.

NOTE SHORTCUT: After you defeat Klungo, you will no longer enter Digger Tunnel when traveling between Isle o' Hags and Spiral Mountain.



Isle O' Hags

NOTE THE HUB: The Isle o' Hags is a hub of sorts; it has several areas that require repeat visits in order to fully complete the game. Consider this to be a launching point for many of the larger worlds you will explore.



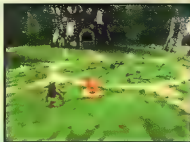
JINJO VILLAGE

TIP READ THE SIGNS:

Throughout the rest of the game, you will be able to learn bits of information from signposts. Approach these wooden signs and press the B Button to see what they have to say.



As you enter the village, you will first notice a group of different-colored houses. These are the vacated homes of the Jinjo. Banjo discovers upon entering any one of these homes that he



must visit King Jingaling to proceed. Before heading to the King's Throne Room, walk up to the Silo located in the courtyard between these houses and activate it.

Enter King Jingaling's Throne Room on the large hill straight ahead. The king explains that all the villagers have been scared away by Gruntilda and her two hideous sisters. He pleads for you to help restore them to the

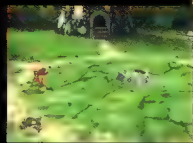
village, not out of concern for their well-being but to man his kickball team for the big tournament next week. To provide incentive, he awards you with your first Jiggy, an item that will serve as one of many keys to unlock other worlds.



After receiving the Jiggy, King Jingaling advises you to seek out Master Jiggystew, the leader of the secret and ancient order dedicated to the mystical powers of the Crystal Jiggy. And no, we didn't make that up. Before leaving his palace, the generous king opens the secret tunnel to the next area.

NOTE SILO SHORTCUTS:

Jamlers will inform you that once two or more Silos have been activated, you can use these shortcut tunnels to quickly cover large distances.



Gruntilda and her sisters huddle around B.O.B., the Big-O-Blaster. This machine is designed to suck the life force out of living creatures and store it in a large tank.



From the Palace, cross the field straight ahead and enter Bottles' house, marked by a signpost.



BOTTLES' HOUSE

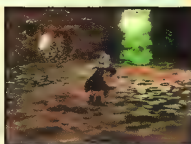
Inside Bottles' house, Banjo sidesteps the issue of Bottles' death when talking with the mole's wife. There are two tunnels that lead deeper into the house. The tunnel on the right leads to the master bedroom where honey energy and feathers can be found. The tunnel on the left leads to a junction to the boys' bedrooms. Proceed down the hall on the left to Goggles' room.

Being that you are such good close friends with his dad, Bottles, Goggles will give you the Amaze-O-Gaze Glasses.



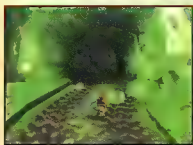
NOTE NEW MOVE: The Amaze-O-Gaze Glasses will allow you to zoom in and out when in first-person view with Banjo. Press the Up C Button to switch to first-person view, followed by the Left C and Right C Buttons to zoom in and out.

Leave Goggles to his stuffed Donkey Kong and continue through the hall, bearing to the left. Enter Specy's room, where you will find the lad playing with his toy plane. A visit to King Jingaling will open the boy's secret tunnel that leads to Wooded Hollow. Enter the tunnel to head to the next area.



WOODED HOLLOW

Wooded Hollow will serve as a gateway to the nine worlds in the game. Before heading to Master Jiggawiggy's temple, follow the Digger's tracks into the far end of the tunnel, where you will find your first Jinjo.



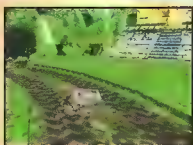
number of Jiggies to partake in the challenge. As you stand atop the Crystal Jiggy, Master Jiggawiggy will invite you to test your skills on the Golden Monolith. Approach the monument and listen to the instructions.

NOTE RESCUING

JINJOS: Throughout the game, you will come across various colors of Jinjos. Rescue an entire family, and they will reward you with a Jiggy.



On your way out of the tunnel, bash the Beehive on the right for three extra honey energy sections. Activate the second Silo in the center of the tracks, and head up the steps to meet Master Jiggawiggy.



Not just anyone can enter the temple, however. You must first show Jiggawiggy's doorman that you have the necessary

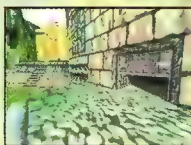


NOTE JIGGYWIGGY'S

CHALLENGE 1: To open the gates to the first world, you must complete the jigsaw puzzle by successfully fitting the five puzzle pieces into the puzzle within 100 seconds.



Once you complete the challenge, the great Master Jiggawiggy will show you the way to your next adventure. Pay attention as the powerful Crystal Jiggy unlocks the opening to the next world, Mayahem Temple. Go back outside and climb the steps to Mayahem Temple, immediately to your left.

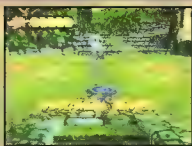


Mayahem Temple

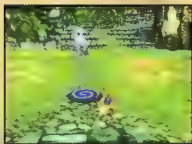


liggy Requirement: 1 liggy

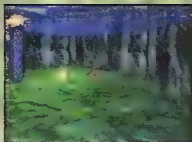
Mayahem Temple is a World comprised of four tiers connected by a long, winding, stepped pathway. Stemming from this outdoor area are the Prison Compound, Jade Snake Grove, and the Targitzan's Temple areas. While this won't be your only visit to Mayahem Temple, the majority of the items found here can be collected this time through.



As you begin Mayahem Temple, you will encounter a Warp Pad. These teleporters allow you to warp to different areas within the same world once you've activated two or more of them.



Jump into the water to your right and follow the stream to the pool at the bottom. It will lead you to the first of five Jinjos in this World. After saving the Jinjo, exit the water and follow the steps that lead up to the hill.



As you ascend, avoid the darts shot from the auto-targeting Mayahem Temple statue heads, and pick up as many Musical Notes as you can. When you have at least 25 Musical Notes, stop on the third tier to meet Jamjars for the first time. He'll teach you the special move, Egg Aiming.

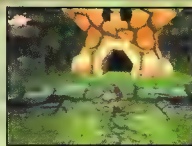


NOTE JAMJARS'

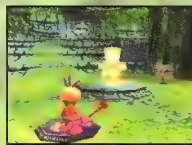
HATCHES: When you approach a hatch, the number of required Musical Notes needed to learn the special move is displayed in the bottom-right corner of the screen. Once you've learned a special move, the small light will turn from red to green indicating that no additional moves can be learned from that particular hatch. However, you can still visit the hatch to get reacquainted with how to perform the special move you learned there.



Continue up the path to Mumbo's Skull. Just outside of Mumbo's, you will find the second Warp Pad that will allow you to move more quickly between the Skull area and the world entrance. Inside Mumbo's Skull, grab the **Glowbo** from the green ring of light and follow the pathway that winds up to the top of Mumbo's Skull.



To gain Mumbo's shamanistic skill, throw the Glowbo into his bag and press the A Button to agree to let Mumbo help you. Once you have control of Mumbo, return downstairs, exit the Skull, and return to the second tier. Standing on the Mumbo Pad, press the B Button to conjure up the Golden Goliath. Once you have control of the giant, you'll have 75 seconds to accomplish three objectives.

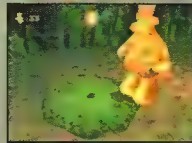


NOTE TRY, TRY

AGAIN: If you run out of Goliath time, you can always return to the Mumbo Pad and resurrect the shiny giant once again, giving you another 75 seconds of the high life.



Immediately go down to the first tier and kick the boulder that sits atop the Flight Pad. Turn and head toward the skull-carved doorway and kick it open to enter Jade Snake Cove. Head to the left, where you'll wade across the quicksand to the elevated Jiggy. Quickly move up the slope to the right and kick open the small door in the base of the temple. This temple houses the Code Chamber, where you will later come to decipher Cheato's cheats. Leave the side area.

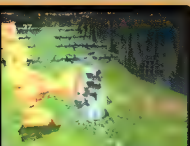




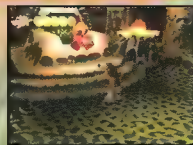
By now, you will likely have to summon Golden Goliath once again. This time, head directly up the stairs to the third tier and kick in a similar-looking doorway underneath the rope bridge.

NOTE **THINK YOU'RE PRETTY CLEVER, HUH?**

You may think yourself crafty by kicking over the Mayahem Temple statue dart guns, but unfortunately they regenerate to attack once more!



When you're in control of Mumbo once more, return him to his Skull to regain control of Banjo. Plop Mumbo down into his throne to accomplish this task.



As Banjo, leave Mumbo's Skull and ascend the steps to the base of the large temple. Walk around back to grab the **Treble Clef**, a musical symbol worth 30 Musical Notes! Cross the rope bridge toward Bovina's Field, rescuing yet another **Jinjo** along the way. Assist the fair lady by exterminating the four pesky flies that have infested her fields. In return for your precise egg aiming, the cow will reward you with a **Jiggy**.



Return to Mumbo's Skull and utilize the Warp Pad to teleport back to the first tier. With a backpack full of Red Feathers, use the Flight Pad and take to the air. Guide Kazooie to the roof of the Kickball Stadium on the second tier. There you will find more feathers, and more importantly, another **Jinjo**. Return to the air via the Flight Pad here.



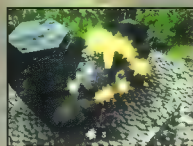
Next stop: the cave above Bovina's Field. There you will find the first of three **Extra Honeycomb Pieces** in Mayahem Temple. Jump down out of the cave and head back to the Flight Pad at the base of the hill. Utilize the Flight Pad once more, this time flying further and higher than before—all the way to the top of the Treasure Chamber on the fourth tier. Land on the uppermost ledge of the building to wrap your hands around a **Cheato Page**!



With the aerial antics over for now, head up the stairs toward the large temple, this time following the small ledge around to the left, toward Jamjars' Hatch. If you have the 30 Musical Notes that Jamjars requests, he will teach you the Breegull Blaster, a skill that you need to enter Targitzan's Temple.



Ascend the stairs of the temple and head to the back. Use the Talon Trot to make your way up the narrow ledges to the top of the temple, where you will find another **Jiggy**. Walk back down the ledge and head into Targitzan's Temple.



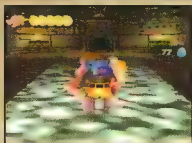
TARGITZAN'S TEMPLE



Mayhem Temple



Once you're in the lobby of Targitzan's Temple, the Breegull Blaster will automatically initiate. Banjo will cradle his squawking sidekick and use him as a semi-automatic rifle. Throughout the temple, you will be able to blast away baddies with a stream of eggs, all the while strafing left and right by pressing the Left C and Right C Buttons.



Press the Z Button to fire and the Up C and Down C Buttons to raise and lower your bird.

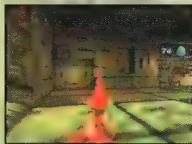
Once you've learned the art of bird handling, Targitzan will allow you to access the interior of his temple. Inside, be on the lookout for Sacred Statues, which you'll need in order to enter his two secret chambers: 10 for the Slightly Sacred Chamber and 20 for the Really Sacred Chamber.

INSIDE TARGITZAN'S TEMPLE

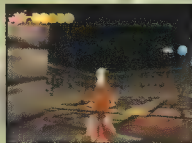
The first room at the bottom of the stairs contains a Sacred Statue in each of two alcoves and two signposts that will tip you on opening secret doors and using the Breegull Blaster. Three passages lead from this room: a secret corridor on both the right and left walls, and a staircase that leads downstairs behind the far wall.



Press the A Button to open the secret panel in the corner to the left of where you entered. Continue past another panel and into the large, blue-lit chamber. There, you will collect three Sacred Statues in the center of the room and encounter your first enemies within the tomb. Along the same wall from which you entered, in the opposite corner, there is a path that leads upward into a red-lit room.



Before you enter the room, shoot the gem in the head of the large statue. This will send him reeling, allowing you to safely collect the five Sacred Statues he guards. Beware, as he will begin attacking momentarily. Leave this room the way you came and head down the ramp on the right.



Make a left at the intersection, quickly grab the Rapid Fire Eggs, and back away to avoid the bear-eating plant. Pass through the secret panel on the right and grab the three Sacred Statues before passing through another secret panel.



TARGITZAN'S SLIGHTLY SACRED CHAMBER

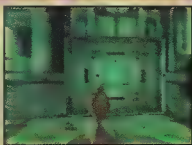
Make a left and walk into the darkness to enter the Slightly Sacred Chamber. Feel free to look around and help yourself to the Jiggy in the center.



Leave the chamber and head down the ramp toward the Sacred Statue in the next room. Blast the lonely sentinel and grab the two Statues before heading up the ramp in the far right corner.



In the upper room, be sure to hug the wall on the right and open the secret passage around the corner. Follow the L-shaped tunnel to the Jinjo.



Retrace your steps and collect the three Statues amongst the columns in the previous room. Pass through the secret panel opposite where you entered to proceed to a red-lit room. There, you will find the remaining Sacred Statues. Leave the way you came, grab the eggs, and head down the ramp straight ahead. Continue straight ahead through this small room to the Really Sacred Chamber.



TARGITZAN'S REALLY SACRED CHAMBER

BOSS FIGHT: TARGITZAN DESPOTIC DIZZY TOTEM GOD

Targitzan, the Mighty Mayan God of Target Shooting, is comprised of three rotating totem sections and a head. Each section up has a decreasing number of targets and an increasing number of dart shooters. Shooting each section four times will shorten the stack, ultimately allowing you to get to the head and the Jiggly that lays on top. But beware; with each section that you destroy, an increasing number of Moggies will appear to defend their totem god.



The trick to beating the boss is to master the strafing move as you keep the boss in sight and fire a continual assault of Breegull Blaster eggs at Targitzan's targets.



As soon as the battle begins, press the Down C Button to slightly adjust your aim upward, aligning your egg projectiles directly at the targets on the lowest section of the

totem god. Quickly begin strafing either right or left as you keep the boss in view by steering right or left with the Control Stick. Begin firing eggs at the targets on the lowest section of the boss.

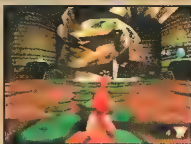
NOTE TARGETING THE TARGETS: The targets on each section of the totem boss will darken when hit, but they will quickly re-illuminate to accept another hit. You need to hit each section's targets only four times, but you don't have to hit every target if you don't want to. You can hit the same target four times to destroy the section.

When the noncombatant foot section is destroyed, only one Moggie will appear to defend the boss. Quickly locate and take out this guardian. Once this Moggie is out of the picture, the next section of the totem will begin to spin and its targets will become active. This second totem section is the first one that actually defends itself. There is a dart shooter on one side that will fire at you when you are in range. Keep away from this device as you strafe around the totem.





Again, shoot the totem section four times in the lit target areas to crumble it. After destroying the second section, two Moggies will materialize to try to prevent you from damaging their totem god. As with the previous section, once these two cronies have been defeated, the next totem section will begin spinning and become 'targetable.' Make sure to keep an eye on your egg supply and replenish it with the regenerating Egg Nests around the room. If your health becomes low, pick up the honey energy left behind by defeated Moggies.



Take out the remaining two sections in the same manner as the previous ones. The number of dart shooters on the totem increases, along with the amount of Moggies, after each section is destroyed. When the fourth Moggie that defends the head section of the totem god is defeated, Targitzan will count down from three to his sacred self-destruct. When this happens, run behind the closest tombstone to avoid being hit by his debris. If you live through that, the battle ends victoriously. Pick up the **Jiggy** from the center of the room, leave the temple, and head to Jade Snake Cove.



JADE SNAKE COVE

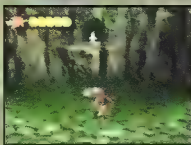
Your bear and bird team will immediately encounter an enemy as they enter the cove. Take him out with an egg and head directly to Jamjars' Hatch across the way. Here, 35 Musical Notes will score you the Grip Grab technique. From now on, whenever you jump near a tiny ledge, Banjo will automatically grab hold and shimmy along. Press the B Button to attack while in this position.



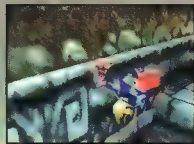
From the hatch, head to the right and descend the stairs. In the red-lit room are two more staircases. Proceed up the stairs on the left first, and dash between the two statues toward the temple.



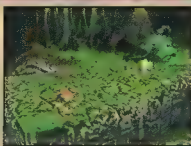
As soon as you learn Grip Grab, you can obtain the **Jinjo** directly above Jamjars' Hatch. From a hanging position on the Jinjo's ledge, press the A Button to pull yourself up. Similarly, you can press the Z Button to jump down.



Before leaving the Code Chamber and Slumber area, shimmy along the tiny ledge to the right. Make your way past the bear-eating plants and jump down to grab the **Cheato Page**.

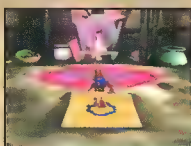


Make your way to the top of the temple. If you're not absolutely quiet, Slumber will wake and swallow the Jiggy that you wish to steal. While he sleeps, you must jump onto the small grass patch in the front-right corner.



From there, carefully tiptoe by ever so slightly pressing the Control Stick in the direction of the Jiggy.

Descend the stairs and head to Wumba's Wigwam, up the stairs to the left. On the right side of the teepee is a **Glowbo**. Bring this Glowbo to Wumba inside her teepee, and she will happily instruct you on transforming into a Stony.

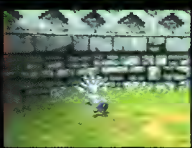


Use the Warp Pad to jump to the beginning of the world, where, as a Stony, you will be able to grab the **Empty Honeycomb** within the wall directly behind the world entrance. Guide your Stony up to the Kickball Stadium on the second tier.

TIP

STONY SPEAK:

Now, as a Stony, you will be able to gather tips from your fellow Stonies—you speak their language. Simply press the B Button when you're near them to engage in conversation.

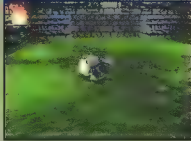


MAYAN AMATEUR KICKBALL CHAMPIONSHIP

With a little coercing, you will be able to convince the guard at the gate that you belong in the Mayan Amateur Kickball Championship. Go on in, activate the Warp Pad, and head down the stairs to the training center on the left.

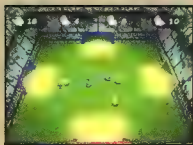


Although you can try to garner tips from each of the three older Stonies sitting the bench, the game is easy to learn. Run into the ball and dribble it in any direction by using the Control Stick. You can press the Z Button at any time to kick the ball or, if you're playing defense, press the B Button and do a gentle slide tackle to divert your opponents.





When you feel you have the hang of it, leave the training area and climb the steps to meet the contest organizer. He will graciously open the door on the left, inviting you to play in the Quarterfinals. In this round of play, kick the yellow balls into your blue net, which will add two points to your score. Score more than the opposition to move on to the next round, the Semifinals.

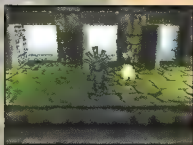


The Semifinals play the same as the Quarterfinals, with the addition of a red ball. The red ball will deduct one point from whoever's goal it enters. Preserve your lead by kicking red balls into your opponents' nets. Lead the pack in scoring when time runs out, and it's on to the Final match for you.



The Kickball Finals build on the Semifinals with a black ball.

When the black ball hits a player, the player will spin out of control for three seconds. Kick the black ball into a group of opponents to have the whole field to yourself, at least for the moment. If you win the finals, you will be declared the Mayan Kickball Champion and you'll get a Jiggy for your efforts.



Use the Warp Pad in the Kickball Stadium Lobby to transport back to Wumba's Wigwam. Switch back to Banjo and head to the Prison Compound on the third tier.

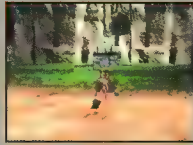
PRISON COMPOUND

As you enter the Prison Compound area, go into the water on the right and climb the rock ledges alongside the prison to access the roof. From there, you will perform the Grip Grab in each direction along the back wall to get a Cheato Page and a Jiggy. To the right, shimmy along the wall above the water and press the B Button to ward off the bear-eating plants. Press the A Button to climb up to the open ledge area, and at the tunnel, you will find the Cheato Page.



Return to the top of the prison and Grip Grab onto the crack that leads to the left. Follow the crack to the left and press the Z Button to jump into the Wading Boots on the ledge below. Once

in the boots, quickly jump down and scuttle through the quicksand to the small island. Run around the pedestal to avoid the Moggie as the boots fade away—you cannot attack while wearing the boots. When the boots fade, jump up on top of the pedestal to retrieve the Jiggy. Turn toward the back wall and jump into the small alcove to put on the next pair of Wading Boots. These will allow you to return through the quicksand safely.



BEAR IN MIND

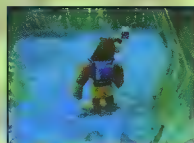
Now that you have learned Grip Grab, you can return to areas that you have already visited to obtain previously unattainable items.

JINJO VILLAGE

In the sandy area of Jinjo Village, you can Grip Grab onto the fissure in the left canyon wall. Jump up to the gap from the first ledge and shimmy along the wall. Climb up into

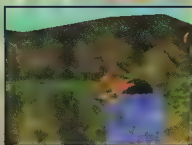


the tunnel and roll into the evasive **Banjo-Kazooie Game Pak** to acquire the fabled **Banjo-Kazooie Ice Key**.



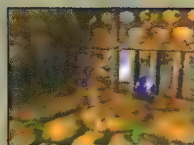
SPIRAL MOUNTAIN

Climb to the top of Spiral Mountain and take flight by using the Flight Pad there. Soar toward the waterfalls and drop down to the falls on the left—the one that flows from a cave.



Battle the current to enter the area behind the falls, and swim to the back of the cavern. Jump out of the water on

the left and approach the rear wall. Jump up and Grip Grab the ledge behind the waterfall and shimmy to the tunnel behind the cascade. Roll into the cagey **Banjo-Kazooie Game Pak**. From this Game Pak you receive Banjo-Kazooie's Mysterious Blue Secret Egg.





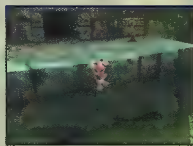
• **Yiggles**

ISLE O' HAGS: WOODED HOLLOW

Back in Wooded Hollow, head up the stairs to Master Jigglywigg's Temple and complete Challenge 2. Approach the Golden Monolith once again, this time placing seven pieces into the puzzle in the 100-second allotment.



Once Jigglywigg dubs you "The Chosen One," head outside, hug the left wall past the Mayaheem Temple, and Grip Grab your way to the ledge. Walk through the stone archway to enter the Isle o' Hags Plateau area.

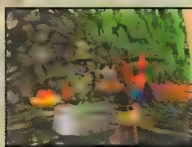


ISLE O' HAGS: PLATEAU

Ascend the two walkways leading upward to the Plateau. Flip your way onto the Glitter Gulch Mine sign to grab the Musical Notes perched on top. Jump down and activate the Silo on the mound to the left.



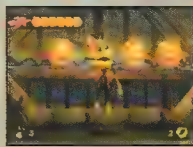
Run down the slopes of the mound to the right where another one of Jamjars' Hatches is located. If you have 45 Musical Notes in your pack, Jamjars will happily teach you how to use Fire Eggs. These eggs can be used to ignite an enemy, as well as light a dark passageway.



Make your way up the mound in the corner to Honey B's Hive, an enormous version of the Beehives you smash open for health. Before you go in, be sure to collect the **Extra Honeycomb Piece** and Musical Notes from underneath her home. Enter the hive.

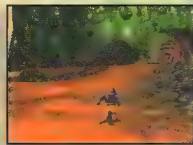


Honey B, Mistress of the Honey, is important in that she can add additional honeycomb segments to your energy bar, up to a maximum of ten. Simply trade her the Extra Honeycomb Pieces you collect during your travels for these extra segments. The number of Extra Honeycomb Pieces that you need to make the trade will appear in the lower-left corner of the screen and will increase on each successive visit. The first trade requires only one, so go ahead and do it.



NOTE **EGG SELECTION:** To select from multiple types of eggs, press the R Button to bring up your choices. Continue pressing the R Button to cycle through the list, stopping when you come to the 'eggceptional' weapon you desire.

With a new technique and an extra block of energy under their belts, Banjo and Kazooie are ready to take on Glitter Gulch Mine. Gather up all the eggs you can carry and descend the rope into the mine.



GLITTER GULCH MINE

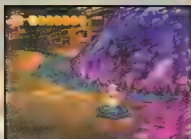
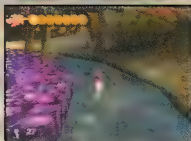
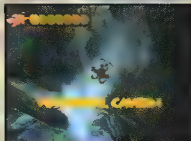
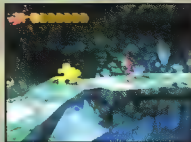
The Glitter Gulch Mine is an expansive area, complete with underwater caverns, lost mines, and roller coaster-like handcart tracks. While it's not a bad place to visit, the hostile 'zombified' miners, identifiable by their cowboy hats, will try to ensure that you don't ever leave. To make sense of this disorienting world, we recommend that you try to hug the mine's walls and work through the many side areas in a clockwise fashion.

Make your way down the rope into the mine. You will notice as you descend that there is a **Cheato Page** on top of the entry sign. Leap off the rope near the top and Feathery Flap your way to it.



NOTE **CHEATO PAGES:** This should be the fifth Cheato Page you've collected. Now you have enough to make the trek back to Spiral Mountain where Cheato will give you a code.

Leap off of the sign, back toward the rope, and approach the two crates along the wall. The crate on the right contains a pair of the legendary Turbo Trainers. Lace them up and enter the mine, heading to the right. Stand atop the large button, triggering the water gate in the wall to open wide. Jump into the water and head downstream to the right. Your super speed will carry you on the water's surface, through the opening in the wall, and into Waterfall Cavern. Leap off the waterfall, climb out of the pool and onto the ledge, and help yourself to a Jiggy!



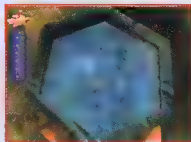
WATERFALL CAVERN

Leap off the ledge into the water below and swim to shore. Pass through the doorway into the Water Storage area. Dodge the TNT-throwing crates of dynamite and head to the plank over the water. Swan dive into the gold-tinged water and pick up the barely visible **Treble Clef**. Climb out of the water and approach the large water tank.



WATER STORAGE AREA

Climb the ladder on the water tank and dive in to uncover a very soggy **Cheato Page** at the bottom of the tank. Climb out of the water, leap down from the tank, and go out through the door to the right.

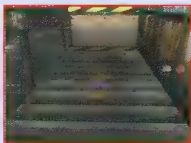


You will emerge in a far-off corner of the Glitter Gulch Mine. Use the Talon Trot to scurry up the pile of green rocks across from you to the right and pick up the Musical Notes. Descend the way you came, and enter the building to your left.



CRUSHING SHED

Welcome to the Crushing Shed! Grab the eggs and then carefully step around the fence and onto the powered-down conveyor. If you're full on honey energy, make your way past the heavy rock-splitting blades to the red button in the rear. Beak Barge the button, thereby activating the crusher and conveyor. Fight the conveyor's pull by combining the swift Talon Trot with repeated jumps to avoid being puréed by the crusher. With any luck you will escape the Crushing Shed in one piece.



You will return to the Crushing Shed later as Mumbo to grind up the strange-looking boulder out front. Use the Warp Pad to transport back to the world entrance.

From the Glitter Gulch Mine entrance, jump into the stream and head to the right. Climb out of the water on the right-hand side as you pass under the first railcar bridge. Flap Flip your way up the terraced landscape to Jamjars' Hatch. If you've collected 85 Musical Notes, he will teach you the vitally important Bill Drill move. From now on, you will be able to break apart huge boulders by leaping into the air above them and then holding the Z Button.



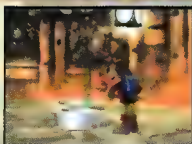
Now that you're equipped with the mighty Bill Drill technique, jump down the way you came, pass by the world entrance and Fuel Depot, and drill apart the boulder covering the Ordnance Storage entryway.



ORDNANCE STORAGE



As you make your way down the stairs and into the Ordnance Storage entrance, be sure to find Jamjars' Hatch on the left. For 95 Musical Notes, he will teach you the Beak Bayonet, another move for use in first-person situations. With Kazooie in your arms, press the B Button to attack enemies with her beak at close range.



Load up on eggs and approach the boarded-up doorway. The Prospector will inform you of the 15 sticks of dynamite that have gone AWOL. You can bet that Bullion Bill will be indebted to you if you can manage to defuse all of the TNT.



TIP **ORDNANCE STORAGE:** Until you become familiar with the layout of the underground storage facility, do not shoot or stab at the TNT sticks; once the first stick is defused, a 200-second timer will commence.

The Ordnance Storage mini-game requires you to quickly search the mine, defusing 15 sticks of TNT along the way. You can safely defuse the TNT by utilizing the newly learned Beak Bayonet technique. Along the way, angry miners will attack. You can fend them off with a pair of Fire Eggs if you like—just don't shoot the TNT!



Once you defuse the first stick, a 200-second timer will begin counting down. The accompanying map of the Ordnance Storage Area will help you to find all of the dynamite stick locations. When you've defused the last one, make your way out of the mine to collect your reward, a shiny Jiggy.



From the Ordnance Storage entryway, head left along the railcar tracks until you reach the waterfall. Left of the waterfall, in the corner, is the entrance to the Toxic Gas Cave. Mosey on in.

TOXIC GAS CAVE

Keep an eye on your air meter and follow the whistles to the Jinjo behind the second boulder to the left. Drill Bill each of the boulders in the room to uncover several handy items, most notably an **Extra Honeycomb Piece**. If you have to, take a breath of fresh air outside the cave, and then reenter to finish the job.

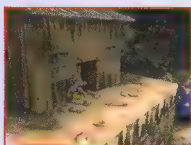


From outside the cave, continue following the perimeter of the world to the left, past the Crushing Shed, to the stepped ledges leading up to the Prospector's Hut. Collect the Musical Notes on the way up, along with the **Extra Honeycomb Piece** beneath the large boulder.



PROSPECTOR'S HUT

Inside the hut, you find Bullion Bill, a lonely old miner whose rodent friend, Dilberta, has gone missing. Although his sad tale convinces Banjo to search for her, the greedy "city-folk" bird on his back demands a reward; it figures. You soon learn that Dilberta is trapped in the Prison Compound and needs to be freed. Helping out a friend in need is always nice, but you've got exploring to do—Dilberta will have to wait!



From the Prospector's Hut, descend the way you came and continue to the left, angling toward the Train Station. High up on the heap of blue rocks is a boulder. Drill Bill it to rescue another captive Jinjo.



Continue moving to the left, activate the Warp Pad outside the Train Station, and enter the area indicated by the sign marked "Mine Entry 3."

GENERATOR CAVERN

Cut through the Gloomy Caverns and into the Generator Cavern by turning left at the junction as you enter the cave. Unfortunately, the generators in this cavernous room have conked out and the room goes dark. You must carefully make your way across the multitude of planks and walkways if you wish to find your next Jiggy.



TIP TAKE CONTROL: Why squint at the television screen when you can dim the lights in your room and increase the brightness on your TV?

Aim for the red glow of the generators and use the Fire Eggs to light the way. With any luck, you will make your way through the maze of suspended walkways to the **Jiggy** without falling. Flap Flip from underneath the Jiggy to grab it. Descend the ladder and head back out into the main area.

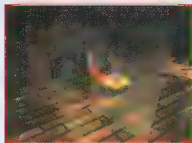


You guessed it—we're headed left! Continue following the rock wall toward the sign marked "Mine Entry 2." Grab the **Glowbo** from beyond the boulder and then Bill Drill your way into the cave.



POWER HUT

Enter the Power Hut, grab the Feather Nest, and climb the ladder to the second floor. Step on the large yellow button near the power supply to illuminate the basement. Unfortunately, when you step off the button, the path to the Jiggy that you just illuminated will darken once again. Don't worry; you will be able to navigate by using your Fire Eggs and by increasing the brightness on your television set.



Descend the stairs to the Power Hut Basement, where an angry miner will instantly attack you. You can either fight him off or escape his clutches by stepping onto the planks. In the same manner you used in Generator Cavern, tiptoe your way up the path to the **Jiggy**. Once you grab the Jiggy, head back outside the Power Hut and Bill Drill the boulder on the lower-right, thereby connecting Mine Entry 2 with Mine Entry 3. Leave Gloomy Caverns.



Gitter Gulch Mine

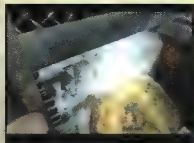
GLOOMY CAVERNS

You begin your trek through Gloomy Caverns via the jail cells. As you can see, one of your friendly Jinjos has been thrown into the slammer. There's not much you can do to free him now, but don't fret; you'll break him out on a return visit. Proceed past the cells and Bill Drill the boulder at the end of the corridor. Jump down off the ledge and enter the Power Hut in the next room.

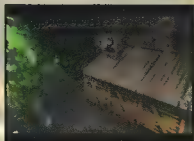
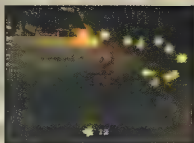


Make your way up the cliff to Mumbo's Skull, collecting the Musical Notes along the way. Grab the Feather Nest and head up the ramp to visit your favorite Shaman. Toss the Glowbo into his bag and take control of Mumbo.

Leave Mumbo's Skull and use the nearby Warp Pad to warp to the Crushing Shed. Stand atop the Mumbo Pad and press the B Button to initiate the Levitation magic. Mumbo's incredible shamanistic powers will cause the Jiggy Boulder to float into the Crushing Shed.

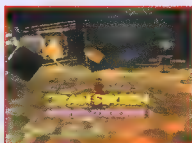


Provided you've already activated the red button inside, the boulder will be obliterated and spit out all over the area. Use Mumbo to pick up the three pieces of the **Jiggy** spread around the immediate area. Once the jiggy is complete, use the Warp Pad and head to the Train Station.



TRAIN STATION

Inside the Train Station, move atop the Mumbo Pad and initiate the Levitation magic once more, this time aiming it at Chuffy the Train. With the train upright on the tracks, you are free to head back to Mumbo's Skull and switch back to Banjo and Kazooie. You'll return to the train later.



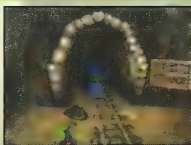
Take the bear and bird out of Mumbo's Skull and use the Warp Pad to jump back to the world entrance. Head to the top of the purple mountain on the right and grab the **Glowbo** there.



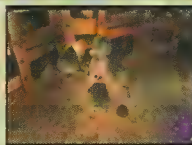
Directly across from where you find the Glowbo is Wumba's Wigwam. Jump across the stream, climb the purple rock pile, and enter the teepee. Giving Wumba the magical Glowbo will allow you to transform yourself into a Detonator.



Leap on out of the teepee and head to the Fuel Depot, just beyond the world entrance. Hop across the storage area and up onto the tracks above. Position the Detonator on the end of the dynamite barrel's fuse and watch 'er blow!



Make your way across the stream and past Wumba's Wigwam to the pile of rocks against the wall below the tracks. Detonate the TNT barrel here to reveal a hidden



entrance to Canary Cave. You will need to return as Banjo to free the fair damsel held within, so for now keep blasting!

The mysterious Bleep! will begin heading down the tracks, but will point out that the door on the other side is not opened. A return visit with Banjo will reveal that the white light leads to an impassable room in Witchyworld. Oh well! Grab the Musical Notes on the way out and head left.



Your next detonation duty requires that you head toward the Crushing Shed and enter the mine tunnel to the right of that marked "Mine Entry 1." Here you will blow open the entrance to the Flooded Caves area. Leave the way you came.



Your last detonation will be performed in the jail cells within Gloomy Caverns. Enter via Mine Entry 2 and blast open the cell on the left. Go on in to rescue the Jinjo and then head back to Wumba's Wigwam to turn back to a bear and bird.



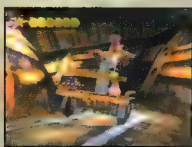
Head downhill from the teepee to Canary Cave. Break the old hen out of the slammer with Kazooie's beak. Simply perform a Rat-a-Tap Rap on the door of the cage. In a moment of sheer joy, Canary Mary will take to the air—all twelve feathers of her.



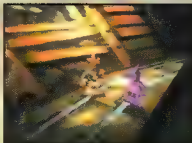
Meet Canary Mary at the Fuel Depot, where she will challenge you to a race through Glitter Gulch Mine. To accept her challenge, step onto the handcart and get ready for some intense button mashing. Feverishly tap the A Button as if a crazy lady in a bird-suit was chasing you. Oh wait, a crazy lady in a bird-suit *is* chasing you! Beat her to the finish line at the Train Station and she'll reward you with a **Jiggy**—a very smelly one at that.



Canary Mary begins to feel a little better after the first race and challenges you to another race. Once again, you must press the A Button repeatedly as quickly as you can. This race is slightly more difficult than the first, but not exceedingly so. Your reward for beating her a second time is a **Cheato Page**.



You may have noticed the Jinjo on the side of the tracks as you were racing Mary. Follow the tracks up the steep hill near the purple mounds to rescue yet another Jinjo.



What every athlete likes to do after some heavy racing is take a swim to cool off. Banjo and Kazooie are no exceptions! Head toward the Crusher Shed and enter the second tunnel to the right, where you earlier blasted open an entrance to the Flooded Caves area.

FLOODED CAVES

The Flooded Caves area contains a series of pools connected by short metal pipes. Many of the pools have alternate directions that you can swim, but don't worry; just a few quick turns and you'll be grabbing your next Jiggy.

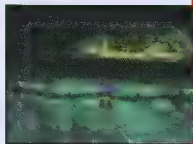


TIP HOLD YOUR

BREATH: You'll have to act fast as you make your way through the network of caves because the majority of them are completely flooded. This prevents you from catching your breath. To help speed your progress, press the B Button to use Kazooie's powerful wing propulsion.



From where you begin, go straight, then right, then left to emerge in a larger cave to find the next **Jiggy**. Exit the Flooded Caves the way you came and use the Warp Pad outside to transport to the Train Station.



TRAIN STATION: GLITTER GULCH MINE

Enter the Train Station area and break open the crate on the right to reveal an **Extra Honeycomb Piece**. Fill your pack with eggs and jump up into the locomotive. With your

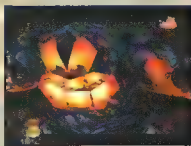
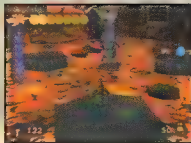


honey energy bar filled, step onto the "Go" button to begin talking with the train's engineer. Jump into the boiler to initiate a battle with him for control of the train.

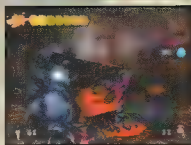


BOSS BATTLE: OLD KING COAL GRUBBY BOILER MONARCH

Old King Coal, the Grubby Boiler Monarch, is an enormous, living, breathing mass of coal trapped within the boiler of this locomotive. While he's not the most nimble character in the game, he does move around quite well for a guy of his size. However, unless you allow him to trample you, he cannot physically harm you.



Old King Coal will begin the fight by turning up the heat on you—literally. The floor of the boiler will begin to glow orange and cook the feet of those who walk upon it. Immediately run and leap to one of the taller rock platforms in the boiler. You are safe here for the remainder of the fight because the larger rocks are too tall for him to reach with his stout legs. In other words, he's got no ups!



Switch to first-person mode and begin using the Egg Aim to fire a barrage of normal eggs at him. You have 150 seconds to deplete the 50 hit points he has. After ten hits, he will lose an arm. The other arm will fall off after another ten hits. Take him down to 15 hit points, and he will split in half. Keep on shooting, and he'll topple, agreeing to let you borrow the train whenever you need it. Just be careful with it; he just had it polished!

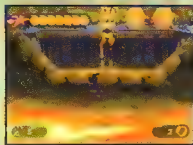


You're done with Glitter Gulch Mine—for now! Scamper back up the rope and return to the Isle o' Hags.

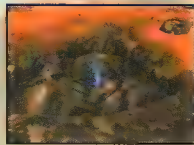
BEAR IN MIND

ISLE O' HAGS: PLATEAU

Once you're back in the elevated world that is Plateau, pay Honey B a visit. Trade her three Extra Honeycomb Pieces for an extra segment on your energy bar. Leave the hive and head down the ramp.

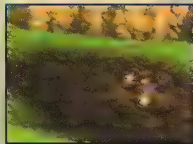
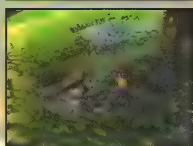


Bill Drill the large boulder in the dirt to uncover another friendly Jinjo. Use the Silo to warp back to Jinjo Village. From there, go through the Digger Tunnel entrance to travel back to Spiral Mountain, where you began your journey.



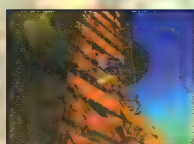
SPIRAL MOUNTAIN

Back in Spiral Mountain, head to the right toward Banjo's house. Resist the urge to strike up another card game and approach the boulder on the left instead. Use the Bill Drill to blast it apart, revealing a tiny, dried up goldfish. Carry it to the moat that surrounds Spiral Mountain and jump in.



For your services you'll receive additional air bubbles in your air meter. You'll also learn a faster swim method. Press the A and B Buttons simultaneously to really slice through the water.

Jump out of the water and position yourself on the rock below the fallen ladder that leads to Grunty's Old Lair. Flap Flip onto the ladder and climb up to pay Cheato a visit. You'll be able to trade in your Cheato Pages for your first cheat, the **Feathers** code.

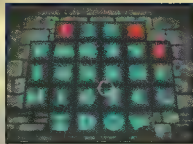


Leave Spiral Mountain and head to the Jade Snake Cove area of Mayaheh Temple.



MAYAHEH TEMPLE: JADE SNAKE COVE

Enter the Code Chamber beneath Slumber and stand atop the pedestal. Although you now have the Feathers cheat, it cannot become active until you successfully enter it here. Use the Control Stick to carefully position the sight on each letter and press the Z Button to fire an egg at the board. You will have to hit the same letter 'E' while you spell F-E-A-T-H-E-R-S. Enter the code correctly, and you will be



invited to the Code Menu Board on the right. Activating the Feathers cheat will double the maximum number of Red and Gold Feather Nests you can carry.



Leave the Jade Snake Cove area and head up two tiers to the Prison Compound area.

MAYAHEM TEMPLE: PRISON COMPOUND

Run straight up to the locked doorway of the Prison Compound and enter the code by jumping on the moon, star, and sun buttons. There are three possible codes; which code it will be is totally random. Go in and meet Dilberta, Bullion Bill's long lost rodent friend. Bill Drill the boulder in the corner and follow Dilberta through the corridor that leads to the Prospector's Hut. Grab the golden **Jiggy** that Bill rewards you with and head back out the way you came.



Head back outside the prison and dive into the water on the left. Swim through the tunnel (try out your new super-fast stroke) and climb out on the far side. Bill Drill the boulder amongst the pillars, descend the stairs, and enter the Column Vault area.



Beak Barge the second column on the right from the stairs to bounce the **Jiggy** onto the next-lower column. You will have 45 seconds to move counterclockwise through the room, Beak-Barging each of the columns until the Jiggy is on the lowest column. Quickly dash up the stairs and retrieve your prize before time expires. If time should run out on you, the Jiggy will be placed back at the tallest column, requiring you to repeat the process from scratch.



NOTE

STONY SPEAK: The code for the Prison Compound can be obtained by talking with the Stony at the entrance to the area. However, you will have to be a Stony to do this.

Head back to the Wooded Hollow area of Isle o' Hags to take part in another one of Jiggywiggy's Challenges.



Witchyworld



Jiggy Requirement: 8 Jiggies

ISLE O' HAGS: WOODED HOLLOW

MASTER JIGGYWIGGY'S CHALLENGE 3



Return to Master Jiggawiggy's Temple with your backpack full of new Jiggies and take part in his latest challenge. The new puzzle challenge consists of nine pieces to place in the picture within 100 seconds. Although the number of pieces has increased from the previous challenge, this puzzle shouldn't be any harder to beat than the last one. Once you solve the puzzle, Master Jiggawiggy will again demonstrate the power of the Crystal Jiggy, as it blasts the gates to Witchyworld wide open.

ISLE O' HAGS: PLATEAU



To enter Witchyworld, you must first get into Pine Grove. To do this, shoot the Fire Egg button above the gate on the Plateau area's left canyon wall. Make sure to use the Fire Eggs to do this. When you hit the button, the gate will open and you will now be able to enter Pine Grove.

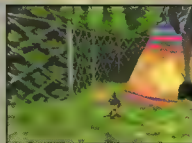
ISLE O' HAGS: PINE GROVE

Your first stop in Pine Grove should be Jamjars' Hatch below the Flume of Doom to learn the new special move, "Grenade Eggs." These eggs are very useful but deadly; don't fire them off when you are standing too close to your intended target.



NOTE TAKE A DIP: Make sure to check the waters of Pine Grove for Musical Notes!

Your next stop should be inside Wumba's Wigwam to learn about the rare Mega-Glowbo. As Kazooie guesses, there is only one and it is extremely hard to find. With that in mind, exit the teepee and enter the gates to Witchyworld.



WITCHYWORLD



The insanely dangerous Witchyworld amusement park is full of possessed slot machines, giant, mallet-wielding rodents, and aliens. No wonder it was shut down! Enter at your own risk and don't forget to fill up on burgers and fries before you get on the rides.

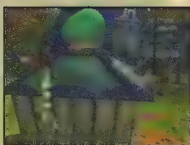
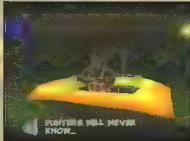
As soon as you enter the amusement park, activate the Warp Pad on the right and then talk to the fat lady to the left, near the boarded ticket stand. When you confront her, you quickly learn that her children are missing somewhere within the park. Mrs. Boggy may seem familiar to Banjo and Kazooie, as they helped her find her husband in their last adventure. She pleads for their help again, but this time to return her children.



NOTE Mrs. Boggy's three children, Groggy, Soggy, and Moggy will randomly occupy three of seven locations throughout Witchyworld: Inferno, Star Spinner, Crazy Castle, Dodgems, Space Zone, Area 51, Train Station, and the Cave of Horrors.

One child requires fries to coerce her back to her mother. Another will require a spanking to slap some sense into him. The third and largest child will not budge after you give him a burger; this obese child will have to wait until you have the means to carry him.

Climb up onto the Jump Pad at the base of the ticket stand and use it to rocket to the roof near the Burger Button. Step on the Burger Button and watch as the burger stand in the distance opens for business. Jump off the roof and follow the dirt path to the left.



NOTE ONE-ARMED

BANDITS: The possessed Slot Machines that haunt the path that encircles the Big Top will regenerate after you take them out. However, each of these four machines will produce Conga's Big Top Tickets the first time you destroy them, so make sure to attack these mad machines until you've collected all four tickets to Conga's Big Top.



Take the path that leads toward the Big Top and stop at the first area that juts off to the right. This area just so happens to be Area 51. Shoot the gates of Area 51 with a Grenade Egg to blast them open. Head inside the gate and make an immediate right around the fence. Use the Jump Pad to soar up to the first column of the electric fence.



NOTE GET A CHARGE OUT OF THIS: Don't touch the fence that surrounds Area 51; it's shocking!

Jump from fence column to fence column to collect the two Musical Notes on the gateposts. Jump down off the fence and return to the Big Top path.



Follow the Big Top path around to the left, past the Park Entrance, until you come across Big Al's burger booth. If you speak with him twice, you will pester him out of a Burger. I wouldn't eat it, though—did you see what was spewing from his face?! Take the Burger and continue down the path in a clockwise fashion.



NOTE WHERE'D THEY GO? The Burgers and Fries will disappear from your inventory when you leave Witchyworld.

The next exhibit you will encounter along the path is Grunty's Fortune Telling tent. Step in and have your palm read. You'll never get a glimpse at the inside of this facility, but you will receive random gifts each time you enter. But beware—if you're greedy, you'll sooner or later receive a beating from the ol' soothsayer.



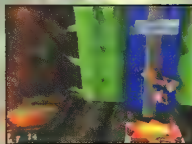
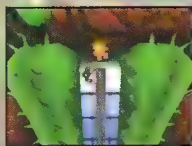
NOTE TAKE YOUR CHANCES: Grunty's Fortune

Telling booth is a great place to visit when you are low on eggs, feathers, and honey energy, even though the beatings do occur every so often. Visit her tent often; the gifts you'll get far outweigh the one section of honey energy you'll lose from a random beating.

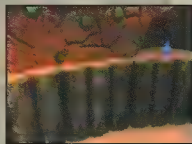
After filling up on goodies or getting bruised by the fortune teller, continue down the path to the Fry Booth. Step on the button around back to open the booth for customers. Speak to the cook to receive the box of Fries, and then continue your trek along the path to collect the remaining Musical Notes.



Once you have completed a full circle around the Big Top, enter the Stockade Area and head to the Cactus of Strength game to the right. To ring the bell, you have to hit the Star Button with three different special moves: Grenade Blast, Beak Buster, and Bill Drill. Once the bell rings, a Jiggy will appear at the top of the game. Climb up the metal pole to claim your prize.



Flap Flip to the top edge of Crazy Castle's right entry door, and then press the A Button to stand on top of the door. Jump to the right canyon wall, Grip Grab onto the ledge and then to the right, and pull up into the small alcove to get the Jinjo from inside.



NOTE OPEN EVERY DOOR: Be sure to check behind each of the Crazy Castle doors to find a hidden Musical Note.

Enter the two doors that you have been dancing around.

CRAZY CASTLE STOCKADE

Find the Pump Room:

Inside the Stockade area is a huge, yellow, deflated moonwalk ride, and behind that, your first encounter with a Minjo. Before you approach the character that looks like the little creatures that you've been rescuing all along, shoot the grate in the wall with a Grenade Egg to blow it open. This is the entrance to the Pump Room. There is little to do in there right now, so just grab the **Extra Honeycomb Piece** and leave the Stockade.

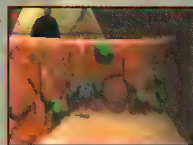


NOTE THE MINJO:

Although these little critters are similar in appearance to Jinjos, Minjos couldn't be more different. They chase and attack when you approach, and when you touch them they will take one honey energy from your health meter. They are the anti-Jinjo, so stay clear.

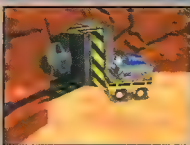


Back outside the Stockade area, Flap Flip to the left door and then to the left edge of the canyon wall. Shimmy to the ledges above and jump up to the plateau above that; you will find Wumba's Wigwam. Activate the Warp Pad near the edge of the ledges and then enter the teepee. Grab the **Glowbo** to the right and then interact with Wumba. She'll allow you to jump into the pool, which will transform you into a delivery van.

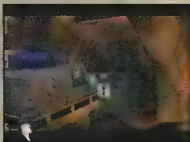


NOTE VAN-TASTIC! Being the van is pretty cool—you're indestructible! You can run into enemies and flatten them into nonexistence. As the van, you can travel safely through hazards where Banjo, Kazooie, and Mumbo would normally take damage.

Now that you are a vehicle, drive out of the teepee, and by pressing the B Button, beep your horn at the door that has the van icon on it. All doors with this symbol will open this easily! Entering the dark tunnel will transport you to the base of the cliff.



Head out toward the Big Top path and make a right turn. Enter the area labeled "The Inferno," just past the Fries stand, and pull the van up to the cash box on the back canyon wall. Deposit the money to open the jawed door that leads to the Inferno interior. Go ahead and enter The Inferno as the van.



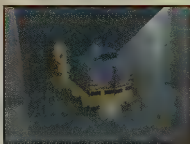
NOTE BEWARE THE JAWED DOORS OF THE INFERNO! You must leap over the fangs of the lower jaw. If you touch them as any of your forms except the van, you will take damage.

THE INFERNO

Inside The Inferno, go to the left and get the **Cheato Page** behind the van access door. Take advantage of your indestructibility and activate the Warp Pad near Mumbo's Skull. Your job is done here for now, so leave The Inferno the way you came.



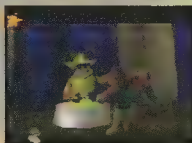
Make a right on the Big Top path and continue to the Space Zone, just beyond Grunty's Fortune Telling tent. Activate the Warp Pad around the left corner of the Dodgems Dome, and then enter the van access door underneath the Saucer of Peril sign to obtain the **Treble Clef**. You now have one pickup to do as the van; go to Area 51.



Head straight into the entrance of Area 51 and honk your horn at the door with the van emblem on it. Drive in and free the **Jinjo**. Job well done! Park the van for good in Wumba's magic pool. You can warp back to Wumba's Wigwam via the world entrance Warp Pad. Switch back to Banjo and Kazooie.

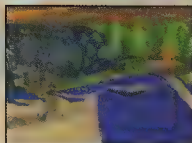


Head to the Big Top and find Jamjars' Hatch on the back side. Jamjars will teach you the Split Up ability for the price of 160 Musical Notes. With this ability, the formerly inseparable team can now part ways with the aid of the Banjo and Kazooie Split-Up Pads found throughout the game.

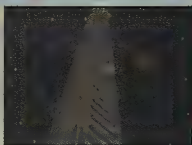
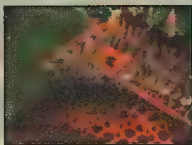
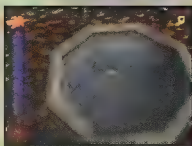


NOTE SPLIT-UP PADS: To separate our two heroes, you must first find the Split-Up Pads; these are identifiable by the Banjo and Kazooie faces on them. With Banjo on top of the Banjo Pad, press the A Button to initiate the split. To control Kazooie, you must press the A Button once more. To get the team back together, simply have one run into the other.

After you learn this new and invaluable skill, scale any of the Big Top's support ropes to the top of the tent. On top, you will uncover a **Jinjo**. Return him to his family and jump down from the Big Top.



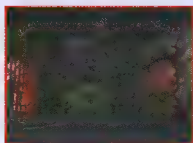
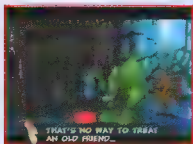
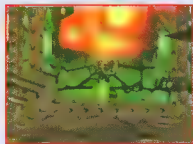
Head back to The Inferno and climb the ladder to the top of the "Dive of Death." Clamber up to the platform and either walk the narrow plank or hang off the edge and shimmy to the end, where the **Jiggy** is located. Once at the end of the long platform, jump into the air to grab the Jiggy. Then position yourself at the end of the same platform to look down over the edge. Make sure you're directly over the tank of water far below, and then jump down into it. Submerged at the floor of the tank are two Musical Notes; scavenge them before you exit the tank.



CAVE OF HORRORS

The Cave of Horrors is more or less a prison block.

Inside the three cells, you'll find your old pal, Gobi the camel, a dinosaur that has lost his way, and a Jinjo in the last cell. To break out these inmates, aim directly at the locks that bind the cells with the Egg Aim and shoot a Grenade Egg to blow them apart. Gobi will run off to the Lava Fields, the **Jinjo** will go home, and the dinosaur will not leave until the train she rode in on arrives at the Witchyworld station.



THE HAUNTED CAVERNS

Without leaving this area, enter the evil-looking purple tunnel. This tunnel leads to The Haunted Caverns. Inside, follow the tooth-laden path that leads to the Cave of Horrors. Make sure not to touch the teeth; they will harm you. In the first clearing you will see the entrance to the Cave of Horrors; enter it.



THE HAUNTED CAVERNS

Leave the cave, continue down the unexplored path to the right, and take the eggs from the ledge at the dead-end. To the left of the lantern is a **Cheato Page**



that you can acquire by using the Grip Grab on the side of the cavern wall. With the Cheato Page in pack, drop off the ledge into a Grip Grabbing position and continue to shimmy to the left until you are above the entrance. Press the Z Button to drop to the path below and exit the Haunted Caverns. Cross past the entrance to The Inferno and enter the green-lit cave.

TRAIN STATION

Grunty's cackling cacophony of sounds will greet you at the door. Ignore her warnings about losing your grub and continue on into the station (Big Al will always serve up more). You can communicate with what's left of Old King Coal by approaching the wooden sign. Chuffy is stuck in Glitter Gulch Mine and it's up to you to open the gates to Witchyworld. To help out your dejected dinosaur friend, you'll have to get that train to the station. Lucky for you, you don't have to travel far. Head to the upright coffin in the corner and Flip Flap onto it. Shimmy across the ledge to the left, being careful not to get chomped by the three hungry plants you will encounter. Clamber up into the alcove and step onto the button to open the doors to the train tunnel.

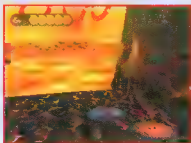
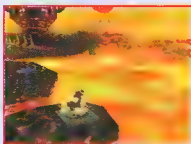
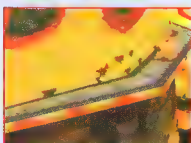
Drop down off the ledge and signal the train via the wooden sign. As the train roars into the station, your happy dino buddy will come rumbling up the ramp and into the boxcar. Although the train will have to wait in the station until you call it from another world, the dinosaur is safer here than back in the Cave of Horrors. Head out of the Train Station and enter The Inferno.



THE INFERNO

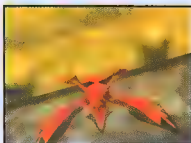
Have Banjo and Kazooie use the Split-Up Pads located at the base of the hill. Take control of Banjo first and head down the path toward Mumbo's Skull. Find the very small rock in the lava that hosts the Jump Pad, and position Banjo upon it. Press the A Button to switch control to Kazooie.

With control of Kazooie, head along the same path that Banjo did, but hang a right toward the hill on the next large platform. At the base of the ramp that spirals up the hill, find the Turbo Trainers and lace them up. From here you will be darting up the winding path, jumping over the fireball sliders on your way to the tiptop of the hill.



TIP FIREBALL SLIDERS: To avoid taking damage every time the fireball sliders whip past you, stop in your tracks as soon as you see one coming your way and jump over its head as it passes. You can jump over their heads as you run, but the timing is more difficult to master. There is plenty of Turbo Training time to stop for all of the fireball sliders and still make it to the top of the hill.

At the top of the winding path, don't make the mistake of trying to enter the doorway from which the fireball sliders emerge—this is bad for your health. Instead, hop up off the path, onto the ledge with the Jump Pad as quickly as possible. Use this pad to rocket Kazooie to the top of the hill and to obtain the Jiggy. Go near Mumbo's Skull and take the Warp Pad to The Space Zone.



It's chicken fricassee for you if you should fall!

In the Space Zone area, head left toward the Dodgems Dome to find Jamjars' Hatch. Here you will learn the fine art of Airborne Egg Aiming for the small price of 170 Musical Notes. Obviously, this technique is for air combat and not for landlubbers. Once you have launched yourself into the air with a Flight Pad, you can press the C-Up Button to activate the Airborne Egg Aim attack's targeting system. From here, it's up to you to use the Control Stick for precise targeting, followed by the Z Button to launch eggs.



HOOP HURRY MINI-GAME

Have Kazooie enter the inflated Castle and go through the open door inside (previously marked with a Kazooie symbol). She has 60 seconds to make 30 points to beat the Hurry Hoop Game. To help you along, someone has left a pair of Turbo Trainers in the center of the room.



Try them on for size and start hopping through hoops. The points you receive for successful hoop jumps are:

Red = 1 point

Green = 2 points

Blue = 3 points

Naturally, you want to jump through as many blue hoops as you can, but their size makes them more difficult to jump through than the other two. All of the hoops fade in and out; the red ones materialize more than the green, and the blue hoops appear least frequently of all. The best strategy for reaching your target score is to circle around the room without purposely skipping any color in favor of another. Simply jump through as many hoops as you can as you circle the room. If you see blue hoops, go for them, but don't waste too much time trying to jump through only blue hoops. Often, you'll spend less time jumping through three red hoops than waiting for one blue hoop. When you beat the game, a Jiggy will appear above the roof of the castle.

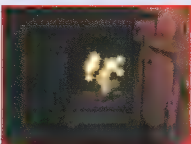
Return Kazooie to the Pump Room and physically run into Banjo to bring them back together again. Head back into the inflated Crazy Castle and enter the open door inside.

CRAZY CASTLE STOCKADE

Now that you have the Split-Up ability, head to the Separating Pads in the Stockade and separate your team.



Adjacent to the Split-Up Pads is a Jamjars' Hatch; go ahead and hand over 180 Musical Notes to purchase the Pack Whack attack. This allows Banjo to defend himself when the bird is off his back.



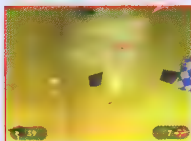
Take Banjo through the Pump Room entry in the side of the cavern wall and into the Pump Room. Stand Banjo on his pad to the left



of the pump. Press the A Button to switch to Kazooie, bring her into the same room, and have her stand on the Kazooie button in the right corner. With the two in place, the Pump will inflate the Crazy Castle outside.

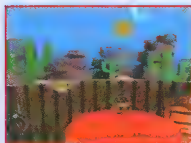
BALLOON BURST MINI-GAME

Balloon Burst is very similar to Hoop Hurry in that there are three targets of different sizes and point values. Again, the blue targets, balloons in this game, are the most valuable and hardest to hit. As soon as you enter the room, Banjo and Kazooie take flight. Press the A Button to gain altitude, using Red Feathers in the process, and press the Z Button to shoot the endless supply of pellets.



TIP **MACHINEGUN FIRING:** Holding the Z Button will cause the pellets to shoot continuously; this is the preferred method of firing since you may hit balloons that you aren't specifically aiming for as you swing around looking for other balloons.

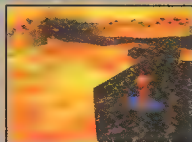
Aim primarily for the green and blue balloons without wasting too much time on any one balloon. The higher a balloon's point value, the faster it will float to the top of the Castle and disappear. The balloons' color-coded point values are the same as in the Hoop Hurry mini-game.



Once you've successfully beaten both of these games, exit the Castle and find the Jump Pad around the side of the inflated

building. Jump to the roof and use the first-person view to find the two Jiggies that you won from beating the mini-games inside; they're floating above the castle's rooks.

Leave this area and use the Warp Pad near Jamjars' Hatch behind the Big Top to teleport to Mumbo's Skull.



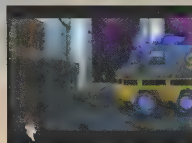
You will find the **Glowbo** on a path to the left of Mumbo's Skull. In the green light you will find an **Extra Honeycomb Piece**.

Take control of Mumbo and warp to the Space Zone. Enter the Star Spinner building and use the Mumbo Pad to power up the generator there. Exit the building and head to the right. Again, step onto the Mumbo Pad to power up the Dodgems Dome generator. From here, warp to the world entrance, enter Area 51, and power up the generator there.



Warp back to Mumbo's Skull and return him to his throne. Warp Banjo to Wumba's Wigwam to transform back into the van for the last time. As the van, warp back to the Space Zone and enter recently opened Dodgems Dome.

Inside the Dome, drive up to the pay box on the left and deposit the money for the ride. Return the van to Wumba's pool and warp directly back to the Space Zone with Banjo and Kazooie.



Enter the Dodgems Dome once more and walk through the open door to the first Dodgem Challenge.



DODGEM CHALLENGE MINI-GAME

FIRST ROUND: 1 VS. 1

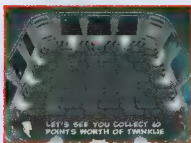
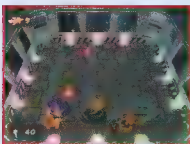
Dodgem Challenge is a series of three challenges where Banjo drives around in a bumper car picking up red, green, and blue twinklies. The point system is the same as the other mini-games in *Witchyworld*, where red has the lowest and blue has the highest point value. In the first round, Banjo will go up against one other opponent, a little green Martian. The opponents in these challenges do not try to gain points. However, they do try to corner you into a wall to prevent you from reaching the necessary twinkly points to win the round.

To win round one, you must collect 60 twinkly points within 45 seconds. The trick to reaching this goal is to drive away from the Martian, keeping him behind you for the entire challenge, while circling the room to collect any twinklies that lie in your path.

SECOND ROUND: 1 VS. 2

In round two, you must collect 50 twinkly points in 45 seconds. Sound easier? Well, it's not. Grunty throws one more opponent into this challenge, making it harder to keep away from the Martians' bumper cars as you try to collect the necessary points to win. To win this round, use the same tactics you used to win round one. Try to stay ahead of your opponents at all costs as you circle the room collecting the twinklies.

If the two Martians get you jammed up against a wall, just keep trying to wiggle your way out by continuing in the same direction you were headed when they stopped you—unless they blocked you in from both directions. In that case, look for an opening and wiggle your way through. You will soon enough break free and be uninhibited to collect more twinklies.

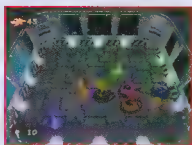
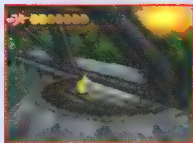


THIRD ROUND: 1 VS. 3

In challenge three, you have the same amount of time, but now there are three opponents and 40 twinkly points to earn. After beating the first two challenges, you should have a very good feel for the bumper car's control, and you now know how important it is to stay in front of the Martians as you drive around the room. The third challenge is more difficult with the addition of the third opponent. Your foes can more easily block you in against a wall to keep you from collecting twinklies in the allotted time. This being the case, it is very important that you keep ahead of them throughout the entire challenge!

Once you have beaten the third challenge, a **Jiggy** will appear in the lobby of the Dodgem Dome. Pick it up on your way out.

Just outside of the Dome, turn and face the entrance of the Dome. Flap Flip to the top of the entryway. From there, grab onto the pipe and climb it to the outer ledge of the Dome, avoiding the electrical bolts that issue from the holes in the pipe. On the upper ledge of the dome, perform the Talon Trot to scale to the top, where you will rescue another **Jinjo**. Jump down off the dome and remain in the area. You are about to face the hardest challenge in *Witchyworld*. Enter the Star Spinner attraction.



STAR SPINNER

Within the Star Spinner, you can find all sorts of power-ups inside craters, as well as quite a few alien baddies running around with mallets. As you collect the goodies from around the attraction, watch out for the Minjo that likes to hide in one of the craters—don't mistake him for a Jinjo!

If you go to first-person view and look up into the air, you'll see a model of the planet Saturn. This is your destination, for above the metal planet hovers a single Jiggy. To get up onto the planet, you must jump onto the first and lowest of the three yellow star lifts.



TIP **USE TALON TROT:** You have to use Talon Trot to reach the top of the rotating planet to ultimately claim the Jiggy. Stay in Talon Trot mode as you leap from star to star to eliminate the transition from 'normal' Banjo stature to Talon Trot. You will most likely be under enough stress once you reach the ring, so being in this position when you reach it will save a lot of heartache.

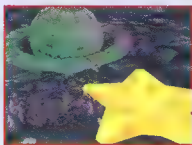
Using the Talon Trot to move between stars also makes the jumps a lot easier—you get more ups this way!

Use the Talon Trot to jump onto the first yellow star nearest to the ground. As soon as you board, the star will begin to spin and lift. Be aware that the spinning slightly turns you around, so you'll have adjust your position slightly to stay lined up with your next jump.

NOTE PRESERVING YOUR HONEY ENERGY:

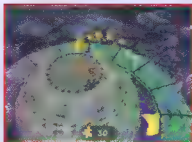
Before you head up to Saturn, make sure you have five honey energy sections. The worst fall should take away only three or four sections. If you're caught in a death plunge, initiate the Bill Drill just before impact to lessen the impact. Sometimes this will keep you from losing any honey energy altogether.

When the star you're on reaches its apex, run and jump off the point of the star to the center of the next. Use Banjo's shadow as a guide for where you'll land. Continue from star to star until you face the planet. Remember to keep the Talon Trot activated.



TIP **I'M SO DIZZY!** Use the Left C and Right C camera angles when you're spinning on the stars or standing on the ring of Saturn to counter confusing shifts in perspective. Try to keep your next destination in sight at all times.

Once you're on the ring of Saturn, wait for the planet to rotate upward to jump onto the sphere. Jump, trot, and ride the planet's rotation, fighting the pull if necessary, to claim the hovering Jiggy at the top of the planet. Try to retrace your steps as best you can to return to the floor. Keep in mind that if you die, you will still have the Jiggy in your inventory.

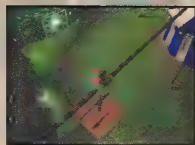


NOTE MISSING

CHILD? Don't forget to look beside the Dodgems Dome for one of the missing children. This is one of the seven areas in which one of them can be found.



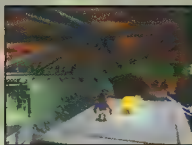
Leaving the Star Spinner, head to the Stockade area on the other side of the park. Climb the ladder to the Scenic Cable Car Ride, jump up, and hang onto the top platform. Wait here until the rodent is far enough out of the way to allow you to pull up and take him out without falling off the ride. Walk out onto the cable to the red button above the cart. Step onto the button to activate the ride.



Jump down onto the cart and press the B Button to ride across the park to Space Zone.



When you reach your destination, get to the top tier of the Space Zone Cable Car ride and take the **Extra Honeycomb Piece**.

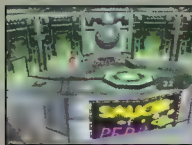
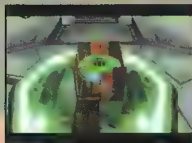


Jump from this platform to the large, vertical pipe that runs along the back wall of the Space Zone area. Standing on top of the vertical pipe, jump and Grip Grab onto the horizontal, hole-covered pipe that runs from the pipe you're on to the Saucer of Peril building to the right.



Shimmy along the pipe, pausing for the electrical bolts that emerge from the holes. Once the Saucer of Peril building is below your feet, press the Z Button to drop to the roof. Step onto the Jump Button to activate a Jump Pad that will appear on a pipe below the one you just traversed. This will serve as an alternate way to get up onto the roof should you need to.

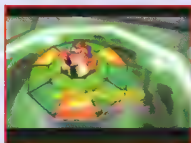
Beak Barge the large, red button to summon the saucer from the Fuel Depot (provided you detonated the dynamite in Glitter Gulch Mine's Fuel Depot). After speaking to the Bleep!, jump into the craft to begin the Saucer of Peril ride.



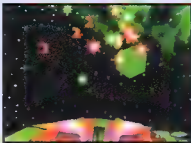
NOTE * **QUALIFICATION:** If you failed to power up the Area 51 generator as Mumbo, then this ride will have to wait.

SAUCER OF PERIL MINI-GAME

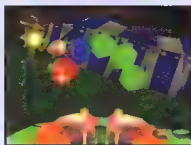
In Saucer of Peril, all you have to worry about is hitting the multiple targets throughout Witchyworld. You do not control the flight pattern of the Saucer, so simply aim at the targets by using the Control Stick and shoot by pressing the Z Button.



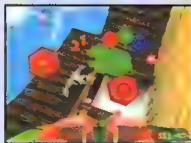
As the ship flies through every attraction in Witchyworld, simply sweep your crosshairs across the rows of targets as they appear in front of the ship.



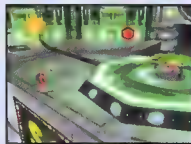
Try to hit them all, and if you start flying by them too quickly, aim for the blue targets first, then the green targets. The color-coded point system is the same as in Witchyworld's other mini-games, with the red targets appearing more often than the others.



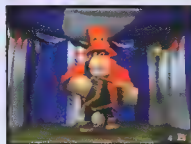
Just shoot as many targets as you possibly can and keep the Z Button pressed down to get those targets that appear unexpectedly. You will receive the **Cheato Page** when you finish with 350 or more points. You'll then have to break 500 points to win the **Jiggy**. If you are lucky enough to break the 500 point barrier *before* you finish with 350 points, you will win both the Cheato Page *and* the Jiggy!



After the ride ends, and if you've earned the points required to win a prize, you can claim it on Bleep!'s landing pad.



If you've collected your four tickets from the possessed slot machines and you have learned Airborne Egg Aiming, then you are ready to enter the Conga's Big Top for the main event.



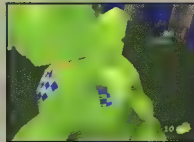
As you enter the Big Top, hand over your four tickets to "Conga," the ringleader, to gain entry into the Big Top Interior.

BOSS BATTLE: MR. PATCH STRANGE WOBBLY INFLATABLE THING

As Banjo and Kazooie enter the tent looking for a seat, the deflated, wobbly thing in the center of the tent inflates. Apparently dissatisfied by the presence of Banjo and Kazooie, Mr. Patch blows up to an incredible size. Provoked by Kazooie's smart mouth, the boss begins to show them who's the boss, so to speak.



When in flight, activate the Airborne Egg Aim and fly around the tent to get the boss into your sights. Shoot Grenade Eggs at the boss's remaining patches to deflate him.

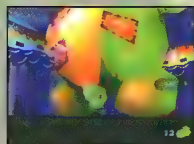


The interior of the Big Top is far vaster than is apparent from the exterior—it is humongous! Around the interior boundary of the tent, you can find various power-ups and many Red Feathers, which leads you to believe that you will have to fly at some point in this battle.

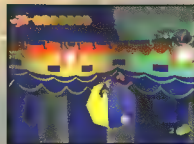


TIP **GIVE ME SOME SPACE:** The Beak Bomb move allows you to rocket to the far end of the tent to put some distance between you and Mr. Patch. This provides more time to align your aim and to fire off more Grenade Eggs. Just make sure not to hit the sides of the tent when you activate Beak Bomb; if you do, you'll take damage.

The harmless first stage of this boss battle allows you to fill up on goodies found throughout the Big Top without the threat of taking any damage from the boss whatsoever. When you are ready to get things underway, simply take aim at Mr. Patch and shoot out any one of the patches that hold the large balloon goon together. This will begin stage two.



The boss's only defense is coughing beach balls out of its mouth. If you hear a cough, look out! Fortunately, you can shoot the balls out of the air if your aim is true. If you run out of ammo, make sure to land as close as you can to the power-ups and Flight Pads to avoid the boxing glove attack.



As soon as you hit the first patch on the boss, a large mound of dirt will form on the ground next to you, and a large boxing glove will swing in an attempt to flatten you. Flight Pads have now appeared near the nests of power-ups around the tent's interior. Remain in the air for the duration of the battle. It may be possible to take out the remaining 11 patches from the ground, but the burrowing springy punch really discourages ground attacks.



Keep targeting the patches until you get them all and the boss completely deflates and awards you with a Jiggy.





BEAR IN MIND

ISLE O' HAGS: PLATEAU

Pay Honey B a visit to trade in your stash of Extra Honeycomb Pieces for an extra block of energy. Five Extra Honeycomb Pieces will get you your eighth block of honey energy.

ISLE O' HAGS: JINJO VILLAGE



Stop by the village and Flap Flip your way onto the roof of the red Jinjo house. Talon Trot your way up to the peak of the roof to grab the **Treble Clef**, adding 20 Musical Notes to your Isle o' Hags total.

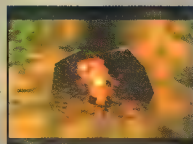
SPIRAL MOUNTAIN

If you've been carefully following along thus far, you should have just enough Cheato Pages for another cheat. Climb your way up the fallen bridge to Grunty's Old Lair to get your next code—Eggs.



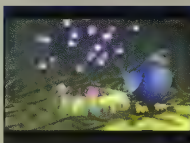
Before you head off to the Code Chamber in Jade Snake Cove, take advantage of the Flight Pad in what is now

Cheato's cave, and take to the air. Directly across the area, above the tree stumps, is a cave. Activate your Airborne Egg Aiming technique and blast the cave's gated entrance with a Grenade Egg. Inside, you'll find the final **Banjo-Kazooie Game Pak**. Roll it over to reveal a **Pink Special Egg**.



ISLE O' HAGS: WOODED HOLLOW

Head down the path across from Mayaheh Temple to Heggy's Egg Shed. Heggy is a kind old lady, and will help you to hatch those Special Eggs you've been carrying around. When you're asked, toss the Pink and Blue eggs into the empty nests on the floor for her to hatch them. Not only will this free up some extra room for Kazooie in the back-

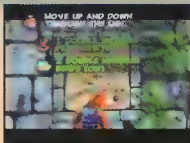


pack, but it will provide you with some great bonuses: the Breegull Blast and the Homing cheat, obtained from the Pink and Blue Special Eggs, respectively.

NOTE BREEGULL BLAST: This is an excellent move to use on encroaching baddies. That is, unless you're Kazooie. By quickly pressing the B Button twice, Banjo will grab his feathered friend's foot and slam her down in a crushing blow.

MAYAHEM TEMPLE: JADE SNAKE COVE

Head into the Jade Snake Cove area on the first tier and enter the tomb that contains the Code Chamber. Stand atop the pedestal and spell out E-G-G-S with your precise Egg Aiming. Go to the scroll on the wall and activate the cheat; that is, if carrying twice as many eggs interests you.



Jump back onto the pedestal and spell out H-O-M-I-N-G in a similar fashion. By activating this cheat, the eggs you fire will actually home in on their targets, increasing your chance of scoring a direct hit. Don't get too excited just yet; this automatically activated feature won't make up for horrendous aim. You have to be at least slightly accurate on your own.



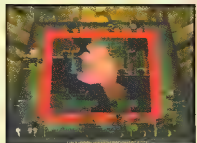
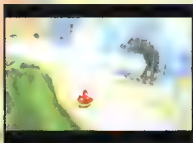
Jolly Roger's Lagoon



Jiggy Requirement: 14 figgies

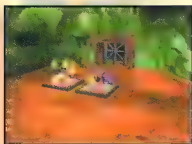
ISLE O' HAGS: WOODED HOLLOW

MASTER JIGGYWIGGY'S CHALLENGE 4



The next challenge you face is a bit tougher than the last. You still have 100 seconds, but the puzzle is a bit more difficult. Place the edge and corner pieces first; edge pieces will always have at least one straight side to them. Pound the last few pieces into the puzzle and step back as the powerful Master Jiggywiggy will once again use the Crystal Jiggy to unlock another world. Get ready for some swashbuckling—you're headed to Jolly Roger's Lagoon.

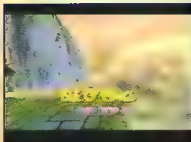
ISLE O' HAGS: PLATEAU



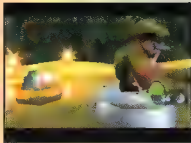
Use the Split-Up Pads near the edge to Split Up. Walk Banjo up onto the ledge to the right of Honey B's Hive, and stand atop the glittery Banjo Pad. Press the A Button to select Kazooie and position her on the Kazooie Pad. With the pads both fully depressed, the entry to the Cliff Tops region of Isle o' Hags will open for you. Put the bird back in Banjo's pack and go in.

ISLE O' HAGS: CLIFF TOP

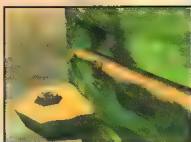
The Cliff Top region is not very large, although you will visit it several times throughout the remainder of the game. Begin your trip here by approaching Jamjars' Hatch straight ahead.



For having collected 200 Musical Notes thus far, your army friend will teach you how to use the mystical Ice Eggs. You can shoot these powerful eggs just like the eggs you already use, but they will freeze your opponent, making passage through treacherous areas much safer.



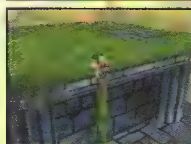
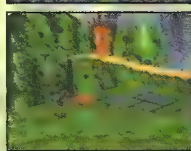
Pick up the Ice Eggs and head slightly to the right of Jamjars' Hatch, toward the cliff wall. Flap Flap onto the small crevice in the rock and shimmy to the left, where you can drop down onto a small ledge. Press the Train Button, thereby opening the tunnel to Cliff Top, and then shimmy back. Use the wooden sign near the train tracks to call for Chuffy.



Although Chuffy is of no use to you just yet, getting the saddened dinosaur one step closer to home should make you feel good about yourself.



Head up the small path that curves around the mountain and activate the Silo on the ledge. Just beyond this ledge, to the right of the entry to "Ye Lagoone," is a staircase. Descend the staircase and press the button at the bottom; this will activate a bridge to the Hailfire Peaks entry. Return up the stairs and cross the bridge. Collect the Musical Notes from around the perimeter of the building and then climb the vine in the back to fetch the **Glowbo** from the roof.



NOTE FOR FUTURE REFERENCE: Summoning Mumbo at this point will not gain you anything, for he needs a sickly passenger to be aboard the train. Keep this in mind when you make your way through Terrydactyl-land.

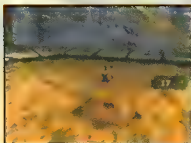
Jump back down and enter the Jolly Roger's Lagoon area via the doorway near the sign marked "To Ye Lagoon."

JOLLY ROGER'S LAGOON

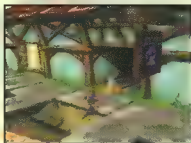


Jolly Roger's Lagoon is a combination of many things, none of which makes it an appealing vacation spot. Rowdy pirates, sewage-infested swimming holes, and dangerous sea creatures will try to ensure that once you visit, you will never leave. Jolly Roger's Lagoon is essentially divided into two areas, an aboveground town center and an underwater network of caves and lost temples.

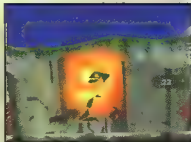
Taking a cue from the legendary pirates of yore, the swashbucklers of Jolly Roger's Lagoon have taken to burying their treasures around the town center. As you roam around the town center, you will notice slightly discolored mounds of earth. Bill Drill these spots to dig up a plentiful bounty of Doubloons, the currency of the lagoon, and Shock Spring Pads. Counter-clockwise around the town center, you will find a Doubloon, a Shock Spring Pad, a Doubloon, and another Shock Spring Pad.



The town center is not a thriving metropolis, but rather a sleepy old seaside villa, complete with an inn, a pawnshop, and a place to rent Waveracers. Collect the Musical Notes from each establishment's entrance and head toward the Warp Pad.



Switch to first-person mode and fire a Grenade Egg at the cracked side of the treasure chest statue. This will blow apart the statue, revealing a pair of Split-Up Pads for you to use later on.



Saunter into Jolly's Inn, to the right of where you entered the town center. The proprietor of the inn, Jolly, isn't so jolly at the moment. It appears that his partner has gone missing—another chance for you to earn a reward. Hmmm... that will come later. Toss him a couple Doubloons for a room and go check it out.



You will see that another one of Jamjars' Hatches lies in your room. If you have 275 Musical Notes in your backpack, Jamjars will teach you the Sub-Aqua Egg Aiming technique.

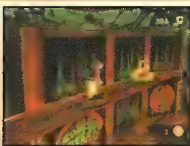


NOTE SUB-AQUA EGG AIMING: This allows you to switch to first-person mode and fire eggs with crosshair accuracy when you're underwater. Perform this move the same way as Airborne Egg Aiming; press the Up C Button to sight your targets and press the Z Button to fire.

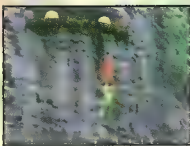
Grab the feathers in the closet and leave the room. Enter the pub area to the right and talk to Captain Blackeye. Continually pester him by pressing the B Button, regardless of his threats. After a while, he will give you two Doubloons with the hope that you leave him alone. Take the money, grab the eggs from the room, and head back to the bar.



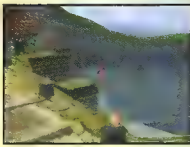
Flap Flip onto the shelf behind the bar to grab the Musical Notes there. You're done with Jolly's Inn for now. Go back outside and use the Split-Up Pads to take control of Kazooie.



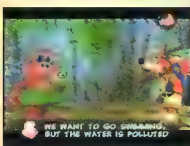
Approach the Shock Spring Pad to the right of the path leading to Mumbo's Skull, and jump into the alcove high up on the cliff. There you will find three more Doubloons. Return the bird-brained sidekick to Banjo's backpack.



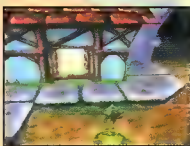
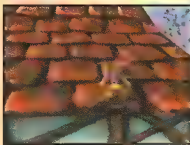
Descend the stairs to the docks and grab the Doubloons from the perimeter of the lagoon. Make your way toward the pigs in the distance to find out why they're not in the water.



Piggles and Trotty, the one with three arms, aren't playing in the water for reasons that should be obvious to you by now—the raw sewage being poured in from the enormous faucet. It seems that the two youngsters offer you another chance to earn a Jiggy. Simply stop the pollution and warm up the water so they can go swimming. It's a pretty tall order but well worth it.



Return to the town entrance and position yourself on the Shockspring Pad, facing the adjacent building. The jump from this pad with Banjo and Kazooie together is one of the hardest jumps so far. Inch as close to the edge of the pad as you can before pressing the A Button. While in flight, begin aiming toward the roof of the inn by using the Control Stick.

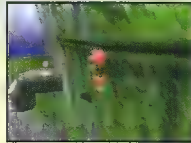


At the apogee of your jump, begin pressing the A Button to Feathery Flap your way onto the roof. As soon as you touch down, you must instantly begin Talon Trotting your way to the left, where you must then jump onto the top of the chimney.

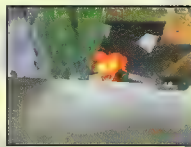
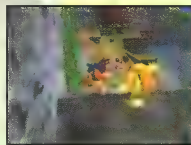


TIP **PUSHING THE ENVELOPE:** The distance and height that this jump must clear pushes Banjo's and Kazooie's capabilities to the limit. To clean this jump, you'll have to leap from the nearest edge of the Shock Spring Pad, not begin pressing on the Control Stick until mid-flight, and then Feathery Flap yourself onto the roof.

Once you're on the chimney, use the Shock Spring Pad to leap up to the tiny ledge above. Grip Grab to the left, past the vicious flora, and drop down onto the **Extra Honeycomb Piece** atop the upper pipe.



From your elevated position, you can use a Grenade Egg to blast the cracked grate on the lower faucet. Delicately flap your way into the opening of the faucet to enter the Waste Disposal Plant.



NOTE **TAKING A BATV:** If you should fall into the sludge, don't worry! Simply climb out, Talon Trot across the town's sidewalk, and leap into the faucet from there.

BASEMENT: WASTE DISPOSAL PLANT

Begin trekking through the sludge toward the chain-link grate at the end of the pipe. Turn left into the next tunnel and then run to the right, around the large central tank. Leap over the pipe and Beak Barge the large, red button to turn off the sewage outflow.

Continue past the button to the right and jump onto the large tunnel there. Beware the Minjo in the corner and climb the ladder to the top of the tank. Grab the items and return the way you came.



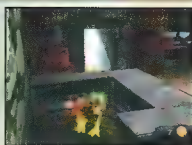
Drop out of the faucet, into the newly purified water below to the delight of the piggies. As you climb out of the water, Piggles and Trotty will remind you that the temperature is still way too low. Never at a loss for a rude comment, Kazooie will remind Piggles about "his freaky arm."



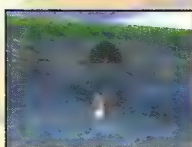
Cross the dock and enter Blubber's Waveracer Hire shop at the far end. Grab the Musical Notes from the windowsill and approach Blubber. Apparently, business hasn't been going too well for ol' Blubberguts. As a gesture of kindness, he offers you his last possession for a mere Doubloon. Go ahead and make the exchange. With some fresh change in his pocket, Blubber hurries out to Jolly's Inn, leaving you the mysterious contents of a crate.



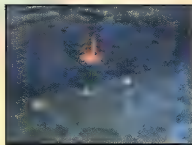
Before breaking open the crate to see what you've bought, walk around the counter and use the Shock Spring Pad to leap onto the rafters. Walk the perimeter of the room to the **Jinjo** that awaits your arrival.



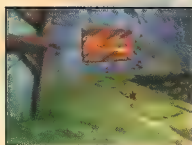
Leap down and break open the crate to find a pair of Turbo Trainers. Quickly run across the surface of the water outside, toward the alcove in the distance. You'll find yet another happy **Jinjo** waiting to be rescued.



Once the shoes lose their affect, dive down into the water and pick up the Doubloons at the bottom. Climb out of the lagoon and dive into the pool near the pigs to add to your ever-growing bounty of loot.



Scurry up to the Split-Up Pads near the entrance and Split Up into Kazooie. Take the bird back down the stairs, past Blubber's shop to Turtleview Cave. There, for having collected 265 Musical Notes, Jamjars will teach you the Wing Whack. With this skill, Kazooie will finally be able to defend herself. Press the B Button to whip around in a circle, smacking all who venture too close. Grab the rest of the Doubloons and head back to Banjo.



Enter Pawno's Emporium across from Jolly's Inn and talk to the shop owner, Pawno. Pawno is aware of your craving for Jiggies and plans to sell you one for 20 Doubloons. It might seem like piracy to you, but you'd better make the purchase. Grab the **Jiggy** from the pedestal when the protective glass shatters.



Before you leave the emporium, leap onto the shelf behind the counter to grab the **Glowbo**, and pick up the Musical Notes from the other shelf. Leave the pawnshop and head up the hill to Mumbo's Skull.



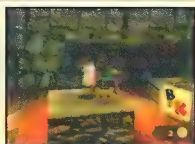
In Mumbo's Skull, grab the Doubloons from within the green light. Just to the left of where you entered is a crack in the wall. Exploit this faulty craftsmanship with a Grenade Egg to uncover a secret entrance that leads to the Turtle Cove area of Jolly Roger's Lagoon. Unfortunately, there's little to do there until you can help Tiptup hatch his egg. This being the case, continue up the ramp and get Mumbo to help you once again.



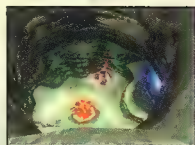
With Mumbo under your control, exit his Skull and walk down to the Mumbo Pad on the dock. Press the B Button to initiate the Mumbo spell, 'Sunlight.' This spell will add oxygen to the water, making it possible for Banjo and Kazooie to breathe while they're submerged. Return to the Skull and switch back to the bear and bird team.



Before diving into the deep blue, reenter Pawno's Emporium one last time. Alas, he is willing to sell you a **Cheato Page** for a mere five Doubloons. Make the deal and bid the filthy landlubber a final farewell.



Dive into the water and swim through the hole, into the underwater abyss. The remainder of this world will take place in the mazelike caverns below the water's surface.

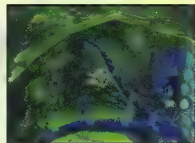


Three squid-like plants at the bottom carefully protect Musical Notes and eggs within their nest of tentacles. Try out your new Sub-Aqua Egg Aiming move by shooting the creatures in their eyes to collapse them. This will allow you eight seconds to swim up and grab the goods.

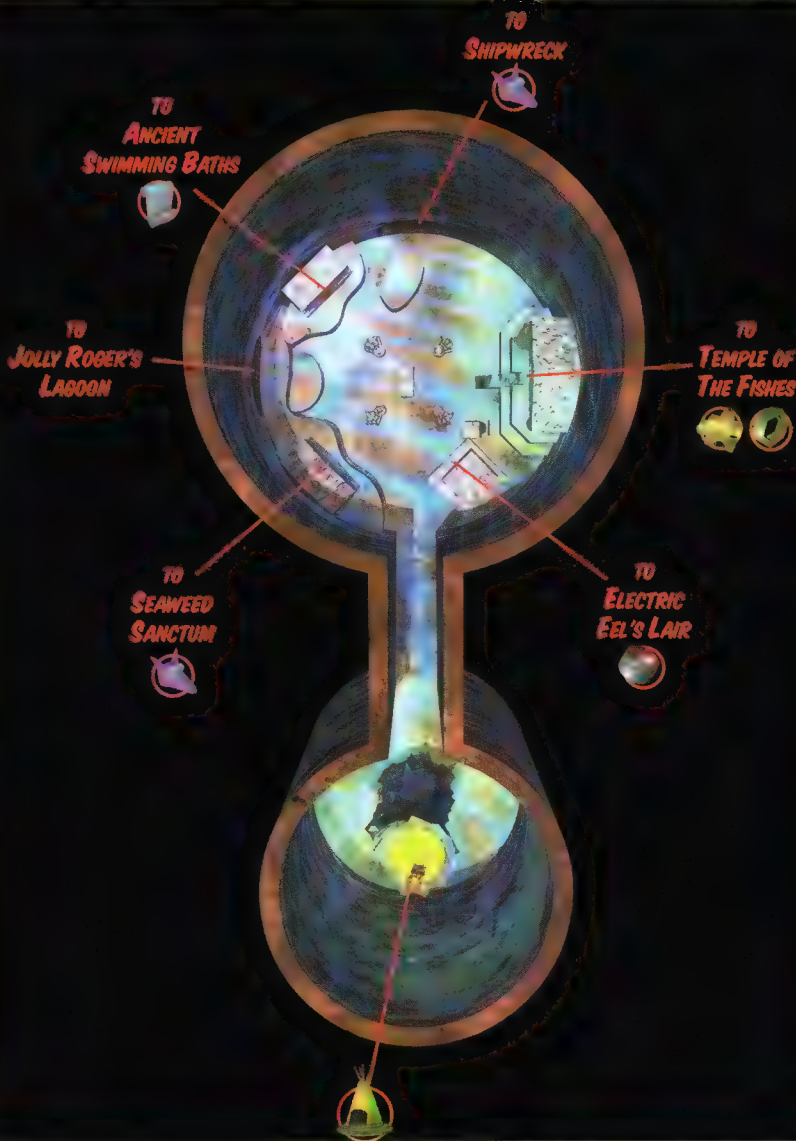


The first cavern you dive into contains a UFO and two tunnels leading out. With your back to the UFO, one tunnel leads straight ahead to Smuggler's Cavern and the other leads to the right to Atlantis. Swim through the tunnel on the right to enter the Atlantis area.

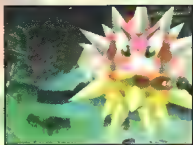
As you proceed through the caves in this area, you will often encounter enormous octopi. The maddening swings of their tentacles will quickly crush even the best swimmers. To counter this, simply shoot them in their heads with an Ice Egg. This will freeze the giant octopi for 12 seconds, allowing you to safely swim between their tentacles.



ATLANTIS

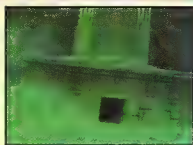


Enter the Atlantis area with your Grenade Eggs at the ready. Giant, spiky puffer fish will draw near. Hit them with an egg and watch them explode. With the coast clear, take out the giant one-eyed anemone creature and grab the **Treble Clef** from above it.

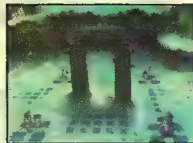


From where you entered Atlantis, head to the far right corner, activate the Warp Pad, grab the Notes, and enter the Electric Eel's Lair through the opening in the base of the pillar.

Leave Electric Eel's Lair the way you came in and swim up to the right. There, in a crack at the base of the large temple, is an **Extra Honeycomb Piece**.



The large structure at the top of the stairs houses the Temple of the Fishes. To enter this otherwise locked-up building, you must shoot an egg into the statues' pots in the center of the area. The pots, each marked with a letter of the Greek alphabet, are a means of entering a password. It just so happens that the password is carved directly above the door to the temple. Fire an Egg into the pots in the following order: $\Sigma \Delta \Sigma \Sigma \Pi \Omega$. With the code entered and the door opened, swim in.

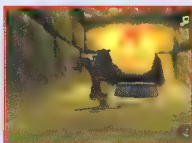


NOTE There are three random codes to open the door to the temple.

TIP **WAIT FOR THE TONE:** A successful shot into the pot will trigger a chime sound. Wait for this chime before firing your next egg.

ELECTRIC EEL'S LAIR

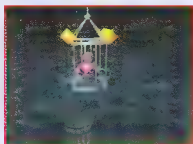
Swim up through the treacherous water, staying clear of the eels as best you can. Jump out of the water and run up the stairs to Jamjars' Hatch. For having collected over 290 Musical Notes, Jamjars will teach you the essential Talon Torpedo move.



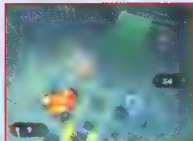
NOTE **TALON TORPEDO:** Use this when Banjo and Kazooie are together. Press the Z Button to launch Kazooie out of the sack. Once she's out, press the A Button to speed her through the water, blasting apart all Kazooie-marked boulders and hatches. Press the B Button to return her to Banjo's backpack or, after 20 seconds, be instantly transported back.

TEMPLE OF THE FISHES

Swim up to the cage to meet Chris P. Bacon, the camera-wielding brother of the pigs you met earlier. Chris is a little bummed out because of the fish that keep biting him whenever he dives into the temple. Because you hate to see a kid get bit by piranhas, you agree to help protect him.



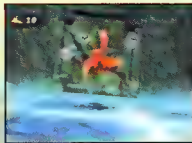
Once Chris P. Bacon says, "Go," you must protect him for 30 seconds while he photographs the walls of the temple. Dive below the surface of the water and switch to first-person mode. Arm yourself with the Grenade Eggs and blast away the pink piranhas that appear. Keep him from getting nipped for the full 30 seconds, and he'll reward you with a Jiggy.



TIP ASSUME THE POSITION: The trick to keeping Chris P. safe is to hover directly above the cage in a nosedive position. This way, you will be able to quickly spin around, scanning the entire room for approaching fish, and blast them.

THE RIGHT TOOL FOR THE JOB: Although other types of eggs can fend off the pig-eaters, the explosion of the Grenade Eggs allows for a greater margin of error in your aim. As an added bonus, you can often take out two fish with a single Grenade Egg.

Once you leave the Temple of the Fishes, swim across the cavern to the temple in the far-right corner. Use the Talon Torpedo to blast open the door that bears a carving of Kazooie's face. Inside the temple lies the Ancient Swimming Baths. You can get the **Cheato Page** by Splitting Up and using Banjo's Pack Whack double jump.



Continue swimming across the room to the large temple with the open doorway. Through this door lies Seaweed Sanctum, a place where Banjo and Kazooie get to step out of the water and breathe some real, albeit dank and musty, air.

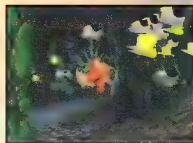


SEAWEED SANCTUM

Run up the steps and roll your way through the attacking seaweed creatures. Flap Flip onto the pillar in the rear with the Shock Spring Pad. Jump up and onto the ledge to the left. From there, follow the ledge counterclockwise to the next pad-bearing pillar. Jump from this Shock Spring Pad to the right and follow the ledge around, past the exit, to the **Jinjo** in the corner. Go back to the doorway you passed on the upper level and leave the Seaweed Sanctum via the stairways that lead out.



Grab the eggs and walk out into the water. Once in the 'deep end,' dive below the surface and swim to the left, where you can activate a Warp Pad. This particular cavern contains an enormous fish, the one that is likely responsible for the disappearance of Jolly's partner.



The gigantic fish is harmless to you, probably because its stomach is full. Switch to first-person mode and begin blasting its huge teeth. Once the last one is out, swim into the beast's mouth.



INSIDE THE BIG FISH



Sure enough, there are a couple of small areas to explore within the belly of this scaly beast. Climb out of the mucous pool, onto its tongue, and Breegull Blast the two pirates running around.

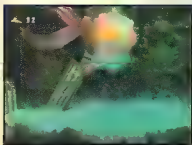


There are two paths to take within the Big Fish: one that leads to the right to a Jinjo, and one that leads left to Merry Maggie. Go get the Jinjo and then follow the other route to Merry Maggie, Jolly's lost partner. She's not much to look at, but she could be the key to another reward, so mosey up and introduce yourself.



JOLLY ROGER'S LAGOON (CONTINUED)

Outside the Big Fish, several semi-transparent fish swim about. If you look closely, you may see a Cheato Page, an Extra Honeycomb Piece, or even a Jiggy within their bellies.



The contents of the fish are located randomly throughout the Lagoon's underwater area, but this is their prime swimming locale. Talon Torpedo the fish to burst through them and grab the items.

NOTE

CATCH THEM ALL: Because the locations of these fish are random, make sure you explore thoroughly to collect all three of the special items they contain.

Just left of the Warp Pad in Big Fish Cavern, there is a passage that leads past an octopus to the Davey Jones' Locker area of Jolly Roger's Lagoon. Activate the Warp Pad, check the transparent fish for items, and then Warp back to Atlantis.

ATLANTIS (CONTINUED)

Swim through the large opening in the cavern wall that's opposite the Temple of the Fishes to return to the main area that you first entered. There, on the left, is a UFO.

Use the Talon Torpedo to break open the entrance to the UFO and go inside.

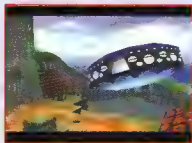
INSIDE THE UFO



Clamber out of the water and go talk to the alien in front of you. This poor family of extraterrestrials has landed in the Lagoon and is out of their fuel source—ice!



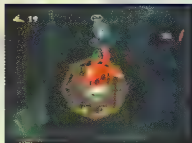
Stand in the center of the spacecraft, switch to Ice Eggs, and zoom in on one of the circular hatches on the upper walkway. Fire an Ice Egg into it, thereby powering up one of the ship's four Ice Crystals. You then have 20 seconds to power up each of the other Crystals. Simply rotate your crosshair as you stand in place and fire into each of the last three hatches.



Once the ship is fully powered-up, the aliens will promptly ask you to leave, as they must get home for dinner. As a reward for helping them out, they agree to let you have the shiny object below their craft. Exit the UFO the way you entered and watch it fly away. Grab the Jiggy from the crater where the UFO sat. Turn and swim across the cavern and out, under the arch in the bottom of the far wall.

SMUGGLERS' CAVERN

Draw your Grenade Eggs and blast the giant puffer fish as you enter the area. Look around for any transparent fish that may harbor special items, and then Torpedo Blast the Kazooie panel on the wall.



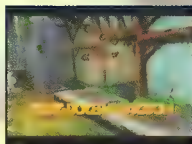
Swim into the tunnel to access a water pipe for Grunty Industries' Waste Disposal Plant. You can freeze the fan blades by shooting the red buttons with your Ice Eggs. Continue swimming until you get to the Jinjo in the next area. Return the way you came.



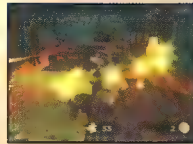
NOTE **JINJO TALLY:** This Jinjo counts toward the total for Grunty Industries, a world that you will enter later in the game.

JOLLY ROGER'S LAGOON (CONTINUED)

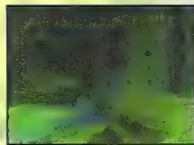
Directly above the pipe that leads to Grunty Industries, there is a ramp that leads up to a back room in Jolly's Inn. Climb the ramp to the room above and use a Grenade Egg to blast the keg of gunpowder. The resulting explosion will blast a hole in the wall of the building. Step outside and walk around to the main entrance.



Enter Jolly's Inn and talk to Merry Maggie and Jolly. Jolly is overflowing with joy at Maggie's return from the grips of death. As a reward for your efforts, he offers you a full tankard of Ginger Beer. Banjo declines, opting for the Jiggy that Jolly offers as an alternative. Your aboveground work in the Lagoon is done. Use the Warp Pad in the town center to warp to Atlantis; you have unfinished business to... uh, finish.



ATLANTIS (CONTINUED)



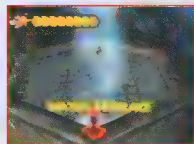
From the Warp Pad in Atlantis, swim past the Temple of the Fishes and down into the small cave in the lower-right corner. Use an Ice Egg to get past the Octopus and enter the Sunken Ship area.

SUNKEN SHIP



Activate the Warp Pad on top of the ship and swim into the blown open hull. Use a Grenade Egg to blast open the Jinjo Chest and rescue another Jinjo.

Use the Talon Torpedo to smash through the grating marked with Kazooie's face. Swim through the water pipe, past the fan blades to reach the Water Storage Area of Glitter Gulch Mine. Carefully walk across the screened-over water tank to grab the Jinjo at the edge of the tank. Jump back to the chain and climb up into the pipe to make your way back to Jolly Roger's Lagoon. Warp back to Atlantis.

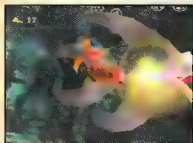
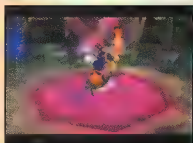


ATLANTIS (CONTINUED)

Swim through the icy-looking cave in the corner to reach Wumba's Wigwam. You can find the requisite **Glowbo** on the floor, beneath the central rock tower. Look around the area for a fish that bears a random item, and then head into the Wigwam.

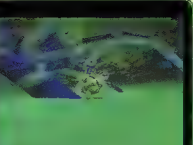


After you give the Glowbo to Wumba, she'll happily turn you into a Submarine. As the Submarine, you can press the A Button to gain "much speed," the B Button to utilize the Sonic Ping attack, and the Z Button to fire the torpedoes.



TIP SONAR AS

WEAPON: When you encounter an Octopus as the Submarine, use the Sonic Ping to neutralize its swings. The Sonic Ping also works well to keep other attacking baddies at bay.



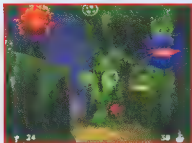
Leave Wumba's area and use the Warp Pad in Atlantis to quickly move to Locker's Cavern. There, behind the Warp Pad, is a hole that leads into



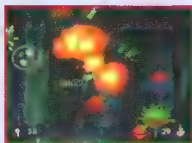
the seemingly bottomless trench. Dive down into this hole to play the Mini Sub Game.

MINI SUB GAME

The Mini Sub Game is a very simple game, especially if you've previously played the Balloon Burst mini-game. The premise is simple: you have 60 seconds to drive around and shoot 60 points' worth of mines with your torpedoes. Like all previous games, red targets are worth one point, green targets are worth two, and blue targets are worth three points.



To get the **Jiggy** in this game, you must average one point per second—not an easy task. To reach this lofty goal, drive around in small, tight circles, blasting everything you see, regardless of color. Repeatedly press the Z Button to fire an endless stream of torpedoes at the smug mines. Whatever you do, don't crash into a mine.



As similar to other mini-games as this one might seem, there is one difference: all of the mines are equally easy to hit. This being so, don't even worry about color. Hitting everything in sight is the only way to reach 60 points in the allotted time. Good luck!

Back in Locker's Caverns, locate the locker marked "D. Jones" and blast it open. It will be in a random location, but it's easy to spot nevertheless; it's the only one that's brown in color. Inside this locker lies the boss of Jolly Roger's Lagoon. We recommend that you take him on as the faster Submarine, so putter on in.



TIP **UNLIMITED AMMO:** Fighting Lord Woo Fak Fak as a Submarine is especially beneficial in that you don't have to worry about running out of eggs. Simply blast away at him with an endless supply of torpedoes.

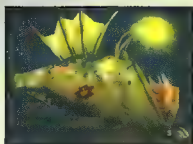
BOSS BATTLE: LORD WOO FAK FAK SELF-IMPORTANT ANGLERFISH

The Boss of Jolly Roger's Lagoon is an overgrown, blind-as-a-bat Anglerfish. What Kazooie thinks is a free-for-the-taking Jiggy is not so easy to grab after all; the beast comes to life and is ready to fight.



The fight with Lord Woo Fak Fak takes place in two stages. In the initial phase, he will blindly swim back and forth across the room, occasionally sending an electric blast of energy at you from his angler. The slow-moving shocks he fires at you come with an audible warning. Whenever you hear the electric shock sound, simply move away from the area in front of the boss. As a last resort, you can even swim under him.

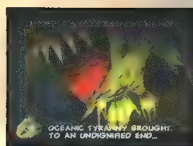
Your targets in the first stage will be illuminated on his back. A well-aimed torpedo will blast apart his precious boils, resulting in a disgusting explosion of blood and pus. Hover over him, lock in on the illuminated boil, and pop it like a teenager would pop a zit. Once you've lanced the sixth boil, Lord Woo Fak Fak opens his eyes and begins to take the fight more seriously.



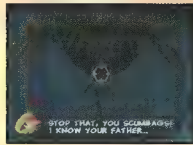
In the second stage of the fight, Lord Woo Fak Fak begins firing a lot more often. He will even occasionally blow a barrage of hazardous bubbles at you. Dash back and forth across the room, dodging his shock attacks. When there's a pause in his attacks, shoot for his eyes. Score six clean shots to his evil, yellow eyes, and he'll be reduced to a mass of chum.



As the mighty Lord Woo Fak Fak turns upside down like the bloated, dead, pile of refuse that he is, a Jiggy falls from his angler. You would think that grabbing the Jiggy marks the end of the fun, but it doesn't!



Continue firing at the deceased Lord Woo to harass him. If you keep it up, you'll coax him into making some rather comical pleas from his watery grave.



BEAR IN MIND

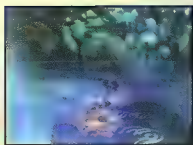
SPIRAL MOUNTAIN



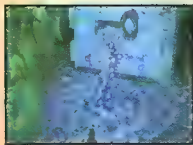
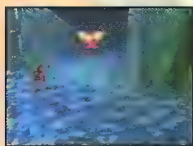
Once you're in Spiral Mountain, head for the waterfalls and dive into the water. There, at the bottom of the pool, is a boulder for you to break with the Talon Torpedo. Enter the cave you uncover to grab a Jinjo.

GLITTER GULCH MINE

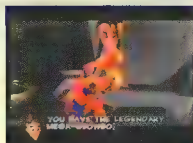
Grab the Turbo Trainers from the crate near the world entrance and run along the stream, into Waterfall Cavern. Once you're there, Talon Torpedo the boulder at the bottom of the lake to reveal a secret entrance to the Icy Side of Hailfire Peaks.



Swim through the tunnel and into the area at the far side. Climb out of the water to discover the magical doors bearing the insignia of the Ice Key. Use the Ice Key to unlock the door, and behold the magical **Mega-Glowbo!**



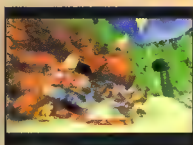
Return the Mega-Glowbo to Wumba's Wigwam in the Pine Grove area of Isle o' Hags. There, in exchange for the mystical creature, Wumba will transform Kazooie into a Dragon. Hold the B Button to use your backpack buddy as a living, breathing flame-thrower! Congratulations, you've uncovered one of the largest secrets in the game!



Terrydactyl Land



ISLE O' HAGS: WOODED HOLLOW



Return to Master Jigglywiggy's Temple to face his latest challenge. If you've found 20 Jiggies thus far, which you certainly have if you're following this guide, you can step up to the Golden Monolith for Challenge 5. Place the 13 puzzle pieces into the framed puzzle within 100 seconds to move on to Terrydactyland. Warp back to the Pine Grove area of Isle o' Hags.

ISLE O' HAGS: PINE GROVE



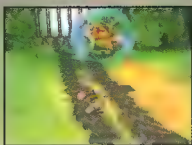
Jump into the water to the right of the Flume of Doom sign, grab the Musical Notes from the log, and Talon Torpedo the 'Kazooie-boulder.' Proceed into "Another Digger Tunnel," where you meet up with your old nemesis, Klungo.

BOSS BATTLE: KLUNGO REVENGE-SEEKING MINION

This time around, Klungo is equipped with a new potion, one that you're sure to dislike. Klungo now has the ability to split off into multiple images of himself. The decoys are indistinguishable from the real Klungo, making your Egg Aiming more of a guessing game.

Klungo may use one of his other two attacks instead because they are randomly chosen throughout the three fights.

When the battle begins, quickly fire any type of egg at him. If you get the shot off in time, and it registers, you will be one-third of your way to victory. Klungo will begin splitting off into two forms, one is a decoy and the other is the real McCoy. Successfully hitting either one of them will cause the decoys to disappear and Klungo will go on a potion-throwing rampage. When you hit the real Klungo, you will hear a chiming sound. When you hit his clones, you will hear an alarm sound, signifying failure.

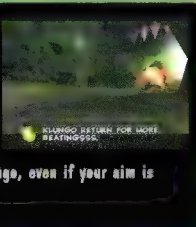


When you're fighting the solitary Klungo, he will hide behind his shield and throw an array of potions at you. This is similar to his attack in your earlier confrontation. The best thing to do during this period is to run back and forth between Klungo and the camera, dodging the potions and keeping the boss in view at all times. The real Klungo stands in the middle of the clones until the last one walks away from the group. If you watch as all the images are produced, you will be able to track the last one to leave, which is always the real Klungo.

You have to hit the real Klungo three times to win the fight. However, as the fight progresses the number of decoys steadily increases.

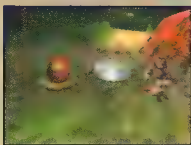
TIP SUCKER

PUNCH: As the potion-throwing segment of the fight ends, immediately fire a Grenade Egg in Klungo's direction. Oftentimes the explosion will hit the real Klungo, even if your aim is somewhat inaccurate.



ISLE O' HAGS: WASTELAND

With 315 Musical Notes on hand, go to Jamjars' Hatch to the left. You'll score the futuristic Clockwork Kazooie Eggs.



NOTE **CLOCKWORK KAZOOIE EGG:** You can launch this just like any other egg, but when it lands, you can walk it around for 20 seconds by using the Control Stick. You can also detonate it whenever you wish by pressing the B Button. If you don't manually detonate it, it will automatically explode when your 20 seconds expire.

To the left of where you entered, around the canyon wall, climb the series of ledges to get Musical Notes. Then climb up to the ledge with a Jinjo and a Minjo side by side.

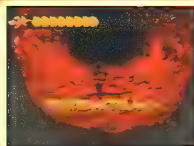
TIP FRIEND OR

FOE? Fire an egg at any Jinjo you encounter. Egg shots will not harm Jinjos, but it will blast the Minjos. You can then rescue the friendly ones with confidence.



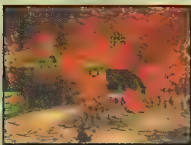
Activate the Silo in the center of the area and head toward the rock formation that's shaped like a Triceratops.

TERRYDACTYLAND



Terrydactyl Land is a vast, primordial world full of prehistoric creatures thought to be extinct by now. In this massive and ancient civilization, you will encounter pesky pterodactyls, baby stegosaurus, stubborn cavemen, and your usual cast of characters. Although at first Terrydactyl Land may seem enormous, there are far fewer mini-games and alternate areas to be found here.

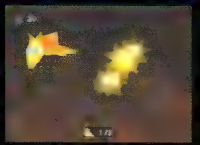
To the right of the world entrance, find and activate the Warp Pad. Then look straight ahead for the tall pillar with a button on the side of it, toward the top. Shoot this button with a Grenade Egg and watch as the mountainside cage lifts, revealing a Jinjo in a small alcove behind the pillar.



There are two ways to get this Jinjo out of the alcove. The first way is to use your new Clockwork Kazooie Eggs. The second method is to wait until much later in the level when you have activated a Flight Pad on top of a pillar. At that point, you'll be able to fly into the alcove.

TIP SKILL SHOT: If

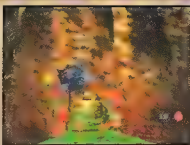
you choose to shoot a Clockwork Kazooie Egg into the high alcove, make sure to stand beside the button pillar and aim above the alcove to compensate for the arching trajectory of your shot.



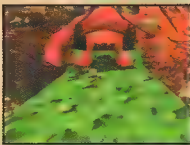
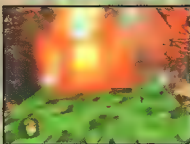
Enter the cave underneath the Jinjo alcove, follow the interior mountain path up around to the left, and walk out onto the natural bridge.



Before you stands an Armored Caveman of the Rocknut Tribe. There are five Rocknut Cavemen to be found in Terrydactyland, and these guys won't budge from their posts until you blast them in their unprotected backsides with Clockwork Kazooie Eggs.



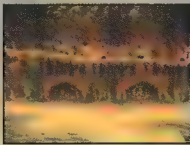
To get a Clockwork Kazooie Egg behind this ogre, you need to launch it over his head, but be sure not to hit the cliff side on the other side of the bridge.



From the world entrance, start wandering to the right, climb up the platforms also on the right, and collect the Musical Notes from around the Train Station entrance. Continue to climb the grassy platforms until you reach the highest point, where Jamjars will teach you how to use Springy Step Shoes if you have 390 Musical Notes.



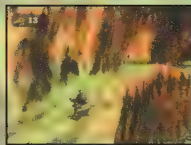
While you're on the valley floor, continue following the canyon wall around to the right. When you find the Jinjo and an Armored Cavemen behind bars, continue to follow the right canyon wall until you reach the corner of the cage area and the mountainside. Stand facing the lower-rightmost mouse hole and shoot a Clockwork Kazooie Egg at its entrance.



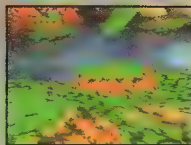
Guide the bomb into the hole and retrieve the Jinjo from the cell that you enter. After the bird-bomb detonates, shoot another Clockwork Kazooie Egg at the middle of the three mouse holes on the valley floor; this one is between the two cages.



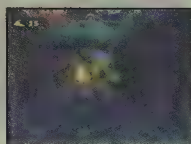
When the bird-bomb exits on the ledge above the cells, turn right into the first mouse hole you come to. This will lead to the Caveman's cell below. Detonate the bird-bomb when it's positioned near his unprotected backside.



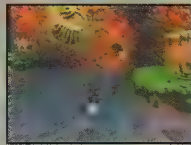
Return to the world entrance area, and now head to the waterfall area to the right. Collect the Musical Notes from around the perimeter of the lake. Watch out for the baby stegosaurus tromping around here! You can take out these little guys with one Grenade Egg.



Jump into the water and use the Talon Torpedo to slam into the Kazooie button. This will open the underwater cage that holds a Jinjo captive. Save the Jinjo, climb out the side of the lake nearest the Kazooie button, and find the Turbo Trainers in a small alcove to the left.



Put on the sneakers, sprint across the same lake, and jump up into the alcove opposite the waterfall, near the large egg. Inside, you'll bag an Extra Honeycomb Piece.



RIVER PASSAGE

In the same lake, jump up to the vine behind the waterfall and climb it to the River Passage entrance. If you turn around and look behind you as soon as you



reach the first platform, you will see another **Extra Honeycomb Piece** on a sloped ledge. Talon Trot along this sloped cave wall to retrieve your prize.

Continue through the tunnel to the open cave area ahead via the small ledge on the side of the tunnel or by swimming through the channel. In the water-filled cavern, eliminate the electric eel with a Grenade Egg and collect the Musical Notes at the bottom of the basin. Find the crevice just above the surface of the water. Jump out of the water, Grip Grab onto the crevice, and shimmy to the open ledge. Use the Split-Up Pads to get the bird off your back.

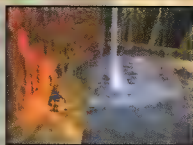


Continue to Grip Grab around the room. When you encounter a killer wall plant, remember that none of your attacks will work on these meat-eating plants. Inch your way toward them, and as soon as they lunge and draw back, make your move past them. When you get to Jamjars' Hatch, fork over 405 Musical Notes to learn the Taxi Pack move.

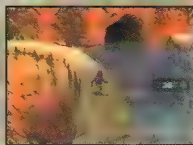


NOTE TAXI PACK: This move allows Banjo to scoop things up into his backpack when Kazooie is not occupying it. Press the Z Button and the Left C Button to take off the pack, and then press the B Button to scoop up the object that you'd like to load into the pack.

Exit the basin through the next tunnel to return outside at a water-filled plateau. Behind the waterfall is an imprisoned Rocknut Caveman. On the ledge to the left of him, you will find a small mouse hole. Send another Clockwork Kazooie Egg into it and guide the bird-bomb to the cell. Again, target the backside of the caveman and detonate the bomb.

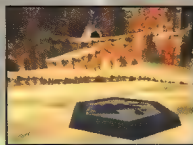


Jump into the water and swim back toward the tunnel you came through, but instead of reentering the channel, climb out of the water onto the narrow ledge. Follow the ledge around to the **Glowbo**.



On the same open ledge area, enter the small, red-lit tunnel and slide down to Humba Wumba's Wigwam. Instead of visiting your friend Humba, activate the Warp Pad in front of her teepee and jump down off the ledge, heading away from Wumba's Plateau.

Flap Flip up to the ledge on the small rock platform, and step onto the Train Button to open the train tunnel doors. This will allow Chuffy to enter Terrydactyland.



TRAIN STATION

Head across the valley and enter the Train Station. Lob a couple of Grenade Eggs at the two stegososaurs. When the coast is clear, head down to the rock ramp and shoot a Clockwork Kazooie Egg up, onto the platform above and behind the Rocknut Caveman. After you detonate the bird-bomb near his hindquarters, jump down to the train sign and call Chuffy from Isle o' Hags.



When Chuffy arrives, the Styracosaurus baby will leave the train and head for home.

STYRACOSAURUS FAMILY CAVE

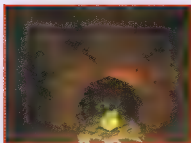
Enter the Styracosaurus Family cave, located directly across the valley from the cages. Inside the cave, Bill Drill the two boulders. This will reveal a Jump Pad and a Mumbo Pad. Then talk to the mother Styracosaurus, Scrotty.



If you talk to all the Styracosaurus, you will be clued in to why there's a Mumbo Pad in this area. You will need to use Mumbo's new skills to help out the little guy later on. For now, use the Split-Up Pads to switch to Kazooie.



Use the Jump Pad near the Split-Up Pads to rocket Kazooie to the small alcove above, where you will find another **Extra Honeycomb Piece**. Return to the Split-Up Pads and switch to Banjo.



Use the new Taxi Pack move to stuff the sickly dinosaur into the backpack and go back to the Train Station.



TRAIN STATION

Enter the train car and pull the sick Styracosaurus from your backpack. After talking to her again, you will find out that she must be transported to some sort of doctor... There's only one doctor that we know about, and that's Mumbo!



Walk Banjo into the glowing lights located in a corner of the Train Station and press the A Button to switch control to Kazooie, who is still in the Styracosaurus Family Cave. Bring Kazooie to Banjo and join them together. Enter the Train's Engine and take the train to Isle o' Hags.



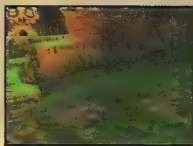
ISLE O' HAGS: CLIFF TOP



Exit the train, follow the mountain path up, around to the left, and enter Mumbo's Skull. Give Mumbo the Glowbo you picked up from Hailfire Peaks to switch control to him. Take Mumbo to his pad near the train and press the B Button to heal the sickly Styracosaurus. Return to Mumbo's Skull, switch back to Banjo and Kazooie, and return to Chuffy's Engine to go back to Terrydactyl-land.

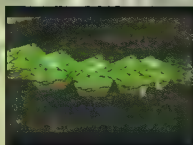
TERRYDACTYLAND (CONTINUED)

Return to the world entrance area and head to the vicinity of the waterfall. When you approach the plateaus on the other side of the waterfall lake, you'll notice a lot of hazardous sludge surrounding the steppingstones that lead to Mumbo's. Carefully jump from stone to stone until you reach Mumbo's plateau. You will take damage if you fall into the nasty, green sludge.



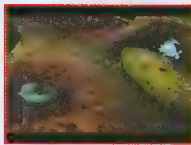
TIP **WADING BOOTS:** You can use the Wading Boots located in a canyon wall alcove near this sludgy bog. They'll allow you to travel through the hazardous primordial ooze unharmed.

Activate the Warp Pad and take the **Glowbo** from behind Mumbo's Skull. Inside the Skull, hand over the Glowbo to Mumbo, and take Mumbo to his pad on the pathway just outside the Skull. Use Mumbo's Enlarge skill to widen the steppingstones on the pathway. With their new, larger size, they will be easier to cross. Still controlling Mumbo, head back up to the Skull and use the Warp Pad to warp to Wumba's Wigwam. From Humba Wumba's plateau, head to the large, orange-lit cave entrance down on the valley floor to the right. This tunnel is a shortcut to the other side of the world. Exit the cave and find the very narrow ledge on the right that leads to the Styrcosaurus Cave.

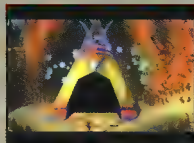


STYRCOSAURUS FAMILY CAVE

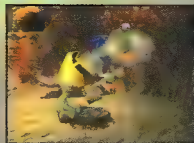
Inside the dinosaur cave, step onto the Mumbo Pad (previously revealed by using the Bill Drill on the boulder), and use Enlarge on the small Styrcosaurus. After enlarging the small dinosaur, take the **Jiggy** from the mother's plateau and return to Wumba's along the same path from which you came.



Use the Mumbo Pad in front of the wigwam to enlarge the teepee. This will allow a large creature to enter and exit the wigwam. Use the Warp Pad to return to Mumbo's Skull, and then have Banjo and Kazooie use the Warp Pad to return to Wumba's Wigwam. Hand over the Glowbo that you found from the red-lit tunnel, and then jump into the magic pool. Whoa! Check that out! You are now a native Terrydactylite!



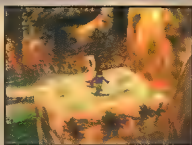
Take the Daddy T-Rex across the valley to the right, and step on top of the large Dinosaur Button. This will lift the gate to a captured Jinjo near the Dinosaur Button area. You now have 35 seconds to return the Daddy T-Rex to the magic pool and rescue the Jinjo using Banjo and Kazooie.



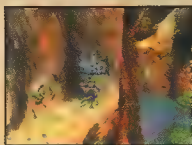
TIP **MAKE HASTE:** As soon as you exit Wumba's Wigwam as Banjo and Kazooie, use Talon Trot to make short work of this Jinjo rescue.



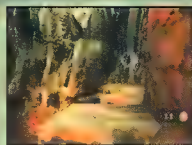
While you're on the valley floor, head to the ledges across from Wumba's Wigwam, against the canyon wall, overlooking the sludge lakes. Bill Drill the boulder on the top ledge and take the **Treble Clef** that's revealed. Head back to Wumba's Wigwam.



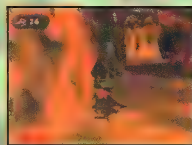
Take the Springy Step Shoes from beside the teepee and go up the path that leads around the mountain. Use the one-jump-only Springy Step Shoes to leap to the top of the ledge marked by the sign. Enter the cave in the first clearing.



Inside the red-lit tunnel is the final member of the Rocknut clan. However, he has a special gift of always knowing where Banjo is located and always faces him. So, to blast this last goon, you will have to continue up the mountain along the decaying pathway, stopping on the third rock platform. Turn around and face the way you just came and carefully shoot a Clockwork Kazooie Egg onto the larger ledge, just in front of the Rocknut's tunnel.



Guide the bird-bomb into the tunnel, stop behind the Rocknut, who is facing the wall that Banjo is behind, and detonate the bomb. You did it! You got the last Rocknut! Shoot another Clockwork Kazooie Egg to the same location and send the bird-bomb in to get the **Jiggy**. If you prefer, you can also let Banjo enter the tunnel from the next ledge to get the Jiggy.



Upon investigating the sign near the caged Jiggy, you will discover that you need some sort of code to open this cage. Well, we don't know any codes right now, so let's keep going up the mountain.

Get the Springy Step Shoes, head to the "Path to Nest" sign, and leap to the ledge above. Perform a regular jump and Feathery Flap to land on the next ledge, where you will see another sign that points up the mountain. There are no Springy Step Shoes here, so you'll have to head down the stairs, collecting Musical Notes on the way, and go into the red-lit cave.



Inside the cave, you will confront another Unga, and to the left of him, in a small nook, you will find the Springy Step Shoes. Without falling or running out of time before the shoes disappear, go back up the torturous path to the sign that points up to the rest of the path. Spring to the ledge above, where you will begin your last endurance test before you meet the boss.



UNGA BUNGA'S CAVE

Step on the button at the end of the tunnel to open the gate and enter the cave. Inside, you'll find a few nests of goodies, a crazed beehive, and a Jamjars' Hatch that only Kazooie can use. Climb the series of ledges to the upper cavern where you will find the Split-Up Pads.



Use the Split-Up Pads to switch to Kazooie, reenter the main cave, and learn Hatch from Jamjars for the price of 420 Musical Notes. Exit this cave, but note that you will return later to visit the Unga and his guarded stolen treasure further into this cave.



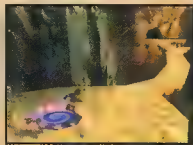
Continue up the mountain path to the next open ledge where you will see a small dinosaur door, a red-lit tunnel, and the broken path that continues up the mountainside.



On the topmost ledge, Terry will begin to drop purple goo on you in an attempt to knock you off this ledge. Use Talon Trot and continue to adjust the camera by pressing the Left C button as you circle the mountain. If you don't let up on the Trot, all of the goo will fall behind you.



When you reach the Warp Pad, activate it and look skyward toward the pterodactyls above the narrow bridge. Take aim and pick them out of the sky with Grenade Eggs. Quickly and carefully cross the bridge before they reappear.



BONFIRE CAVERN

Inside Bonfire Cavern, make sure to use the nest to the right to stock up on Ice Eggs. Then walk out to the edge of the following path and take out the pterodactyl with a Grenade Egg before you walk the narrow path. When you reach the area of the ledge that's on fire, shoot enough Ice Eggs at the fire to extinguish the flames. Quickly run through and jump to the next ledge, using a Feathery Flap to clear the void. Take out the next bonfire and jump using the same tactics. Enter the next cave entrance.



STOMPING PLAINS

STOMPONADON TRIASSIC STEAMROLLER

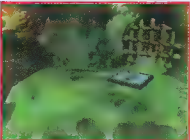
The Stomponadon is sort of like a boss that you never actually have to beat. You'll have to return to this area later, after Banjo learns Snooze Pack from Grunty Industries. However, Kazooie can get the last Tertiarydactyl Jinjo now. Use the Split-Up Pads and switch to Kazooie.



The object of this course is to get Kazooie to the other end of the gully without the Triassic Steamroller flattening her into nonexistence. Start by entering the first dinosaur foot imprint. As soon as you enter, the giant foot of the Triassic Steamroller will come crashing down above Kazooie's head. However, she is safe as long as she's inside the foot imprints.



Standing near the center of the imprint, jump up and run out of the imprint as soon as the large foot begins to lift. Run along the path to the next foot imprint just before the foot lands again. In the second footprint, you have to choose between two directions; take the right path. Jump up and run from the center of the second imprint to the third imprint. When you reach the fourth imprint, take the left path, and from the fifth, head to the clearing.



Step onto the Kazooie Pad and free the Jinjo. Either run back the way you came or go through the doorway to the right to meet up with Banjo and the Split-Up Pads. Use the Warp Pad to get back to the Top of the Mountain.

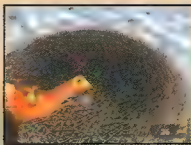
Follow the path up the mountain and take the cave stairs up to Terry's Nest. Walk around to the left and enter the boss's nest.

BOSS BATTLE: TERRY DISGRUNTLED PTERODACTYL PARENT

When you enter the enormous Pterodactyl nest, the giant, winged boss will accuse Banjo and Kazooie of lifting some of his eggs, when in actuality, that is what you're going to do after you send him into history.



The battle begins with a top-down view of Terry shooting his purple goo down onto the duo. Run away from the ooze using the Talon Trot move. As you're running around, you can load up on egg ammunition. This attack will not last very long. He must have to conjure up more goo from somewhere.



The next stage of the battle allows you to enter first-person view, where you can shoot Grenade Eggs at Terry. The boss has a total of 30 hit points, and each time a Grenade Egg makes contact, it will cost Terry four hit points. You will probably be able to average two to three successful Grenade Egg hits when in first-person view.



Next, Terry will drop his Mucoids down into the nest to soften you up. You can wipe up these green snotties by either forward rolling into them or using Kazooie's new flame-thrower breath. The first Mucoïd battle will consist of two Mucoids. Afterward, the number of Mucoids will increase.



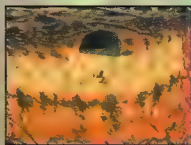
Again accusing you of thievery, Terry will resume raining down the purple ooze. This lasts only a few moments until you regain the opportunity to fire Grenade Eggs at him. Continue this process until you've depleted all 30 of his hit points.



After the battle, pick up the Jiggy and then Drill Bill the crack in the middle of the nest. Jump down into the newly formed hole and claim the fourth Jiggy. Use the Jump Pad in this small nest to jump back up into Terry's nest.



Exit Terry's nest and follow the path past the stairs that you used to enter this area. Duck into the next tunnel at the end of the path.



INSIDE THE MOUNTAIN

Step onto the cage button to open the gate in front of you, walk up to the edge of the ledge, and take a peek below. You are overlooking a water-filled cavern. You can also access this area from the outer valley floor level by heading through a tunnel in the waterfall lake.



Use the Split-Up Pads on this ledge to switch to Kazooie. Perform a leap of faith over the edge to find the Flight Pad just above the surface of the water. It's on the opposite side of the cavern. Make sure to fill up on Red Feathers from the back of the alcove before you take off into the air again.

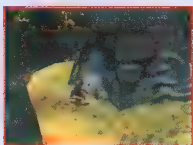
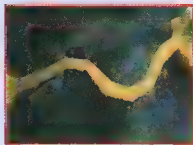
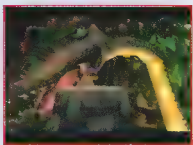
(Continues)



Fly to the top of the cavern and head back toward Banjo. Fly into the small egg alcove near Banjo and sit on the Egg. To use Hatch, press the Z Button to crouch down, and then press the B Button to warm up the Egg. One of Terry's babies will hatch and return to the nest. That's one—you have three more to find and hatch.

Rejoin the bear-bird duo and again jump over the ledge to the Flight Pad below. Fly to the small island in the middle and Beak Barge the light gray stone button on the side of the pillar. This will raise a submerged path that connects this island with the path that leads out of the cavern and into the waterfall lake. But let's not travel that path just yet.

Use the Springy Step Shoes on the island to hop to the top of the pillar that comprises the better part of this small island. As soon as you reach the top, a very interesting thing will happen. A large, brontosaurus-like creature will appear out of the water and swallow Banjo and Kazooie.



INSIDE CHOMPA'S BELLY THE STOMACH ULCER CHALLENGE

Chompasaurus, the stomach cramped carnivore, needs your help, and since he swallowed you whole, you should try to stay on his good side. You have to clear his stomach of painful ulcers. This mini-game's color-coded scoring is the same as in previous mini-games. Blue Blaarg ulcers are worth three points, green are worth two, and red are worth one.



The trick to shooting the number of Ulcers required to relieve Chompa's pain (75) is to stand near the stomach wall and aim your crosshairs a little higher than the default setting and start shooting madly into the stomach as the Blaarg Ulcers appear.

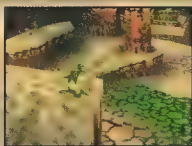


NOTE **AIM HIGH:** To raise your aim in this first-person shooter mini-game, press the Down C Button.

Hold the Z Button and don't release until you've reached the 60-second time limit. Aim for the blue Ulcers if you're ever in doubt. After picking up the Jiggy, head back through the throat of the dinosaur. The primitive beast will deposit you back onto the small island. Use the new path to exit the Mountain interior.

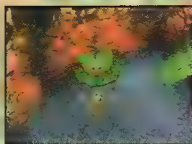
Return to the cage area where you freed a jinjo and blew up the first Rocknut. Locate the platform near the cages that house the Split-Up Pads. Split the pair up and take control of Kazooie. Jump up onto the second level above the cages, and follow this pathway to the end.

At the end of the ledge, jump down and put on the Springy Step Shoes. Walk off the edge of this small platform. Then walk up the ramp that leads to the base of the rock column where a Flight Pad appeared after you defeated Terry.



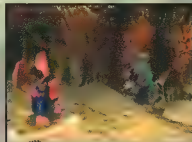
Spring to the top of the column and use the Flight Pad to fly all the way around and back to the waterfall lake. Across the water, near the alcove where you saved a Jinjo earlier, there is another Egg that you need to hatch.

Descend to the top of the platform, sit on the Egg, and Hatch it. This is the second of four eggs that you need to hatch.



Rejoin the bear-bird duo and go see Wumba. With the teepee still enlarged, jump into the pool and change back into the Daddy T-Rex. Leave Wumba's plateau and use the shortcut through the mountain to end up on the other side of Terrydactyl-land. Walk up beside the ledge where the Oogle Boogie stands guard over the Oogle Boogles' Cave.

After learning how to roar (see page 86), press the B Button to make the Daddy T-Rex roar. This will cause the Oogle Boogie to soil his loincloth and run to find another pair. Now, with the cave entrance unguarded, Banjo and Kazooie can enter the cave. Switch back to the bear and bird duo and enter this cave.

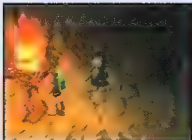


OOGLE BOOGLES' CAVE

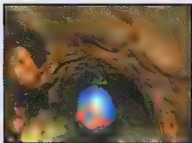
Inside the cave, you will learn that the three cave-men inside need heat and food. You can provide them with the heat they need to thaw out, but the food will have to wait until later. Light the cold logs near the first Oogle Boogie with either Kazooie's fire breath or the Fire Eggs.



Warm the second Oogle by lighting the pedestal near the Jump Pad and vine. Return to the first caveman and break the boulder by using Bill Drill. Use the Jump Pad to Grip Grab up to the crevice, and shimmy to the ledge to the left. Through the tunnel you will find the third Oogle Boogie. Light his fire and return to the previous area.



Use the Split-Up Pads to switch to Kazooie. Then use the Jump Pad to reach the Egg in the next room with the second Oogle. Sit on top of the Egg and hatch it. Egg number three down.



NOTE

Before you leave the Oogle Boogles' Cave, be sure to jump into the tunnel located in the first cave and open the gate that leads to Witchyworld. This will allow you to sneak junk food to the cave-men.

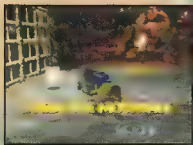
Return to Mumbo's and Grip Grab onto the crevice on the canyon wall left of his Skull. Shimmy to the alcove and use Bill Drill to break through the boulder. Inside the rock is a Cheato Page.



Enter Mumbo's Skull and switch to Mumbo. Warp Mumbo to Wumba's Wigwam and use the Mumbo Pad to shrink her teepee. Return Mumbo to his Skull and Warp Banjo and Kazooie to Wumba's to jump into her magic pool. Now, with the teepee smaller, you will turn into Baby T-Rex. Exit the teepee, jump down to the ground level of the valley, and approach the first Stegosaurus you see. The two dinosaurs will communicate, and the Baby T-Rex will learn how to roar.



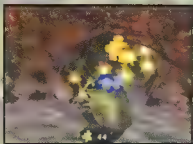
Head back to Wumba's plateau and find the 'dinosaur cave' behind her teepee. Press the B Button to roar the door open. Enter the cave and grab the Cheato Page.



Approach the sign in the same room to learn the code of the dinosaurs. Exit the way you entered and take the Baby T-Rex up the path that runs up along the mountain, just outside Wumba's Wigwam. Roar at the first dinosaur door and cut through the red-lit tunnel shortcut. In the clearing, you will be able to use the dinosaur code you just learned.



The code to open the door is a series of short and long roars accomplished by pressing the B Button for different lengths of time, sort of like Morse code. The code to open the gate is as follows:



Short, Short, Long, Short, Long, Long.

Once the cage is open, step in and grab the Jiggy from the alcove. Return the Baby T-Rex to Wumba's and jump back into the magic pool. As Banjo and Kazooie, take the Springy Step Shoes from outside of the teepee and return to the Unga Bungas' Cave.

UNGA BUNGAS' CAVE

Climb the ledges to the area of the cave where the Split-Up Pads are located, and then Flap Flip up to the tunnel in this room.

The Ungas are a primitive breed of local caverns that guard various caverns throughout Terrydactyl-land. Like all locals, they don't care too much for tourists. Targitzan's Treasure is located on the ledge behind the sleeping Unga. You must steal this prize from the Unga while he sleeps. You can claim the treasure by carefully tiptoeing through the crispy bedding gathered around the sleeping Cro-Magnon. Try not to alter your walking speed as you navigate through the straw.



When you make it to the ledge, jump up and grab the treasure. Banjo will hold the prize above his head as you transport the treasure through the access tunnel behind the treasure. This tunnel leads back into the sleeping Unga's cave.

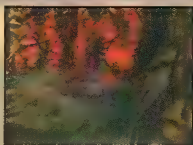


Jump down into the room again, find the tunnel through which you entered this room the first time, and reenter the Split-Up Pad cave.



NOTE You will notice that Targitzan's Treasure will disappear as you approach the tunnel that leads to the Split-Up Pads; Banjo has placed it into his inventory for later use. Also in the Split-Up Pad cave, there is a hidden passage that leads to an Egg that you will have to Hatch later. You can find this hidden passage where the cave walls are colored red.

Use the Split-Up Pads to switch to Kazooie and enter the glowing red hidden passage next to the pads. The last Egg that you have to Hatch is in the back room. After you hatch the fourth Egg, you will discover that the young pterodactyl is too fat to fly to its father and needs to be physically carried to Terry. Return to the Split-Up Pads and switch control to Banjo. Return to the fat pterodactyl and use Banjo's Taxi Pack to stuff the bird into his sack.



TERRY'S NEST

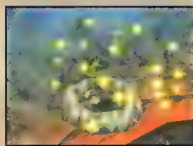
Leaving Kazooie behind, return Banjo to Wumba's Wigwam and Warp to the Mountain Top. Head to Terry's Nest and pull the fat baby pterodactyl out of the pack. Terry will keep his promise and give you the second half of your reward. Pick up the Jiggy, join up with Kazooie once again, and head to the Wasteland.



Terrydactyl and

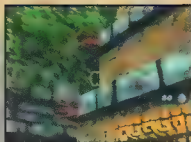
BEAR IN MIND

ISLE O' HAGS: WOODED HOLLOW



Head to Heggy's Hen House and use the Split-Up Pads to switch to Kazooie. Park her on the yellow egg on the ledge and Hatch a **Multi-Player Jinjo**.

MAYAHEM TEMPLE

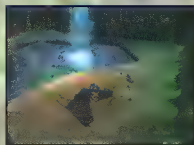


At the foot of the Treasure Chamber, shoot the six gargoyle heads with eggs to open the door. Present the Targitzan's Treasure to the Chief Bloatazin and then Talon Trot to the top of the gold mounds to retrieve the **Jiggy** and the **Extra Honeycomb Piece**.

NOTE If you've been following the walk-through in this guide, you will now have enough Extra Honeycomb Pieces to purchase another honey energy segment from Honey B.

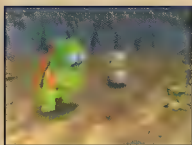


GLITTER GULCH MINE



From the Glitter Gulch Mine world entrance, warp to the Crushing Shed and head to the nearby waterfall. Bill Drill the crate and put on the Springy Step Shoes. Your destination is the ledge behind the waterfall. To make it there with the shoes on, you must quickly walk around the water, over the train track bridge, and then around the path under the waterfall. Spring up to the alcove behind the waterfall and take the **Jiggy**.

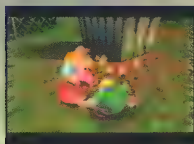
JOLLY ROGER'S LAGOON



In Jolly Roger's Lagoon area, use the Split-Up Pads in the town square to switch to Kazooie and then enter the crack in Mumbo's Skull that you blew open earlier. Head into the Turtle Cove and hatch the turtle egg. After you hatch the baby turtle, you have to flip him over. Walk up to him and press the A Button. After the father and baby enter the water, take the **Jiggy**.



WITCHYWORLD



The fat boy is randomly located in one of the following three areas: The Space Zone, The Inferno, and the Train Station. Get a burger just in case you haven't fed his fat face yet, and go search for him in the four areas. Once you've found him, find some Split-Up Pads and switch to Banjo. Place the kid in the backpack using the Taxi Pack move and return him to his mother at the world entrance. When she runs off, she leaves a **Jiggy** behind.

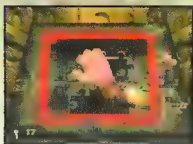
Grunty Industries

Jiggy Requirement:

28 Jiggies

ISLE O' HAGS: WOODED HOLLOW

Make the voyage back to Wooded Hollow and take part in Master JiggYWiggy's Challenge 6—that is, if you've found at least 28 Jiggies thus far. The latest puzzle requires you to place

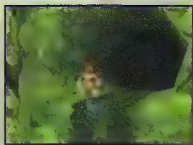


a whopping 15 puzzle pieces into the frame within the usual 100 seconds. Begin by grabbing the corner pieces and getting them placed into the picture. Place the edge pieces next, leaving the middle of the puzzle for last.

With the perimeter completed, you should be able to make out certain objects within the scene, most notably the yellow and black stripes. Grab a middle puzzle piece and let the scene direct you where to place it. It's definitely tougher than the previous puzzles but you should be able to complete it on the first or second try.

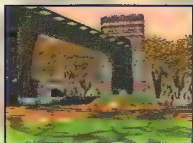
Once you've completed the puzzle, the great JiggYWiggy will blast apart the barred entrance to Grunty Industries. Use the Silo outside to transport to the Wasteland area of Isle o' Hags.

ISLE O' HAGS: WASTELAND



To the right of the entrance to Terrydactyl Land, follow the tire tracks to the cliff. Up the hill on the side is a pair of Springy Step Shoes. Slip them on, head back to the tracks that lead up the cliff and leap up. Continue through the tunnel to enter the Quagmire area of Isle o' Hags.

ISLE O' HAGS: QUAGMIRE

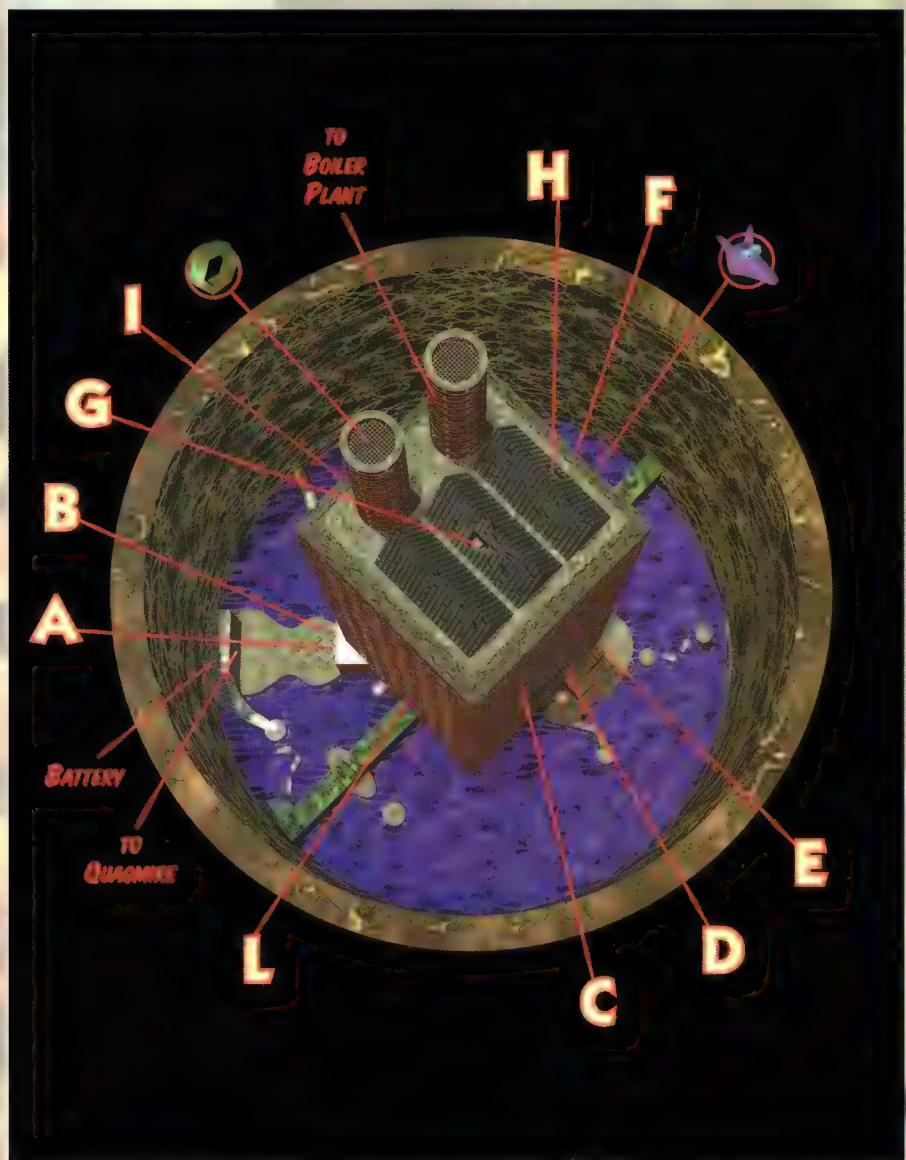


The Quagmire area of Isle o' Hags, unlike the previous areas, doesn't have much going on. In fact, aside from grabbing a few Feathers and some Eggs, you can just walk past the Silo and into the outside area of Grunty Industries. Oh, as for the guy waving to you from the rooftop, he's a Minjo so just ignore him.

GRUNTY INDUSTRIES

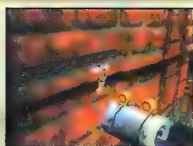
Job applications are always accepted at Grunty Industries, the world's leading manufacturer of diabolical schemes. Other than the working conditions being atrocious, the health benefits nonexistent, and the employees wanting to pummel you every chance they get, it's really a nice place to work. This five-story complex filled with possessed nuts and bolts, wrench-wielding maniacs, and toxic substances contains several operations that will both challenge and disgust you. Hope you brought your plunger!

OUTSIDE GRUNTY INDUSTRIES

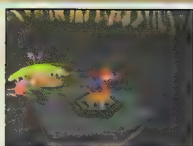


Grunty Industries

Going through the doors from Quagmire to Grunty Industries only lands you in the outside area, staring at a very large locked down door. A quick search of the area reveals no open entrance, so you have to sneak in. There is an angled ledge to the right of the door. Walk up this ledge, Grip Grab the crack above, and shimmy over to the drainpipe.



Leap for the ladder on the wall and climb up. Although this jump is difficult to make, do your best to get out of the toxic soup that surrounds the area as fast as you can. Below, on the other side of the wall, is a small floating platform with a Train Button. Ah-ha, a way in! Press the button, climb up the ladder, and hightail it back to Cliff Top. All aboard!



ISLE O' HAGS: CLIFF TOP

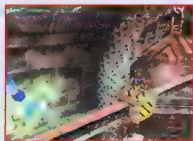
Head down to the train tracks and use the wooden sign to call for Chuffy to come get you. Climb up into the locomotive and step on the "Go" button. Select Grunty Industries as your destination and hang on 'cause you're going for a ride.



The room at the top of the tunnel, like many other rooms in the factory, is furnished with a shockingly good surveillance system. If the wall-mounted camera spots you, hovering drones will come out of the hatch in the center of the room and attack. Grab the Musical Notes from around the room and head up the tunnel to the main room of Floor 1.

TRAIN STATION

You will arrive inside Grunty Industries in the train station. Step off the train, grab the items from the steel drums, and head up the stairs to the catwalk.



Smash the crate at the end and use the Shock Spring Pad it contains to leap to the overhead beam. Shimmy out to the center of the room, where you can hoist yourself up and pluck an **Extra Honeycomb Piece** from above the winch.

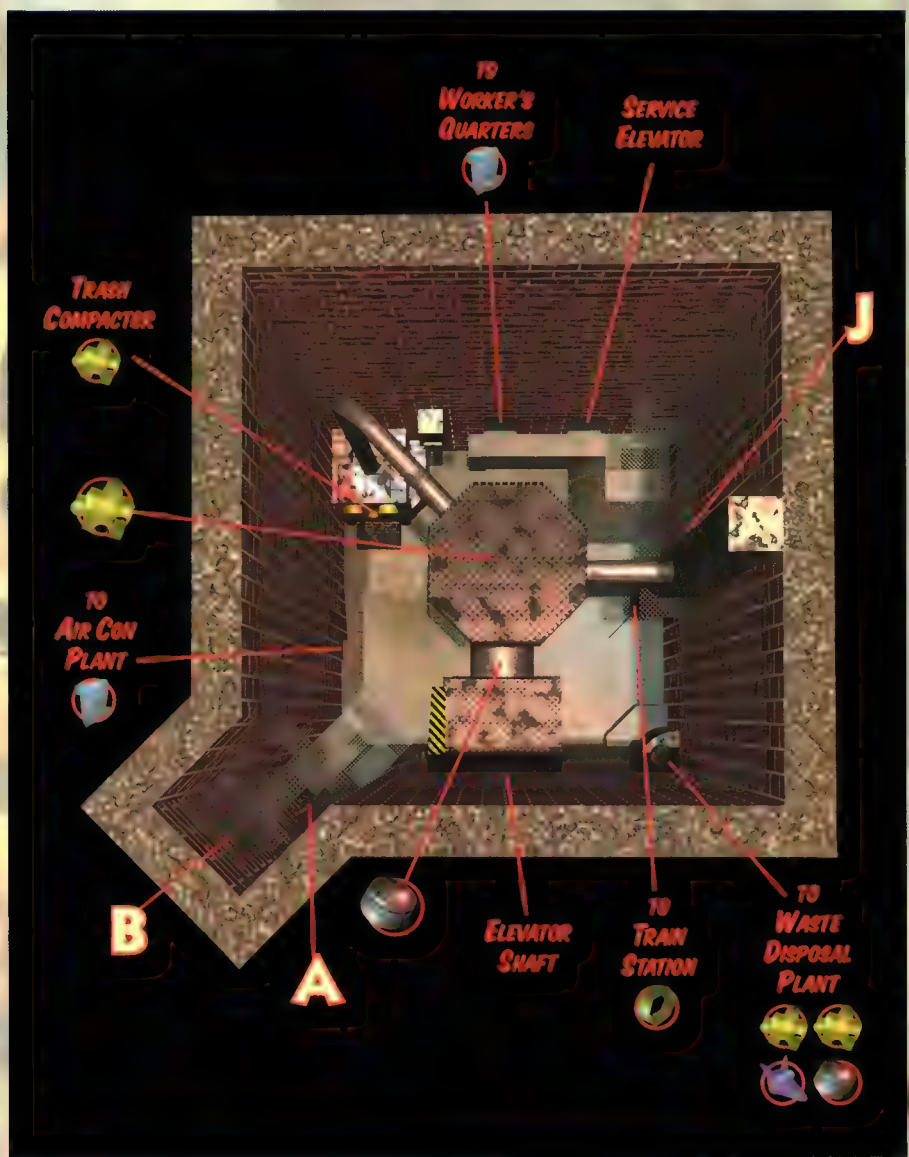
Make your way back down to the floor and head slowly up the tunnel that leads to the next room.

NOTE SMILE FOR THE

CAMERA: When you're about to enter a room that contains a camera, stand in the hallway and blast it apart with a Grenade Egg. Although it will regenerate over time, the flying drones will not deploy unless you stray too close to their hatch in the center of the room.

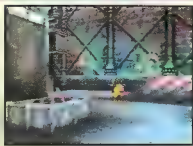


GRUNTY INDUSTRIES: FLOOR 1

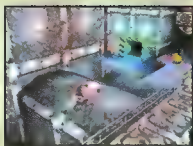


Grunty Industries

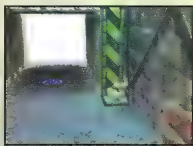
The main area of Floor 1 is a large room with a great deal of heavy machinery. During your stay at Grunty Industries, you will accomplish several objectives, many requiring you to revisit the room later on.



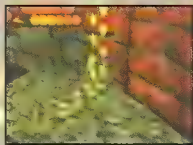
From where you enter, run around the room counterclockwise to the staircase that leads up to the platform above. Jump the railing in front of the Split-Up Pads and call for Jamjars at his hatch. At this particular hatch, he will teach Banjo and Kazooie how to use the Claw Clamber Boots.



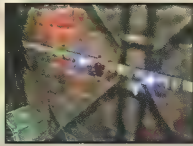
Hop back over the railing and use the Split-Up Pads to Split Up. Take Banjo down the stairs and step him onto the Banjo Button near the bay door. Swap back to Kazooie and run her down onto her button to open the bay door. Activate the Warp Pad in the entrance.



While you're still in control of Kazooie, head back toward the staircase and break apart the crate on the floor. Slip into the Claw Clamber Boots and run out the door, past the Warp Pad. As soon as you get outside, turn and jump to the right. On a small ledge, you'll find the footprints that signify the ability to climb the wall. Run up the wall to grab the **Treble Clef** at the top. Return Kazooie to Banjo's backpack inside the building.



Make your way back around the room to the Waste Disposal tank and Flap Flip your way to the top of it. Shimmy out onto the electrical pipe and pick up the Musical Notes from above the vent.



Head up the ramped floor with the red and white stripes, and run to the left past the service elevator. Continue down the stairs to the Workers' Quarters.

WORKERS' QUARTERS

Enter the Workers' Quarters area slowly, as a camera is mounted near the ceiling in the corner to your right. Take out the camera as fast as you can with a Grenade Egg; if it spots you, a constant stream of electro-shocking drones will be headed your way.

TIP STOP THAT

DRONING! If you're caught by the camera and inundated with drones, simply run for the nearest doorway. The drones will hover just out of reach. When they pop open to look for you, blast them out of the air from the safety of the adjacent room.

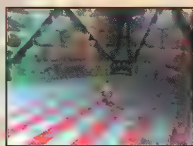


Fire a Grenade Egg at the door to the men's room and go in to meet Loggo, your old toilet buddy. Loggo has a bit of a problem. It seems that the employees are quite messy and one of them has gotten Loggo all clogged up. To help out your old friend, Flap Flip onto his tank and fire a Grenade Egg into the bowl. Things may get a little messy, but the **Cheato Page** he gives you is worth it.



Head back up to the main area of Floor 1.

Run back to the left and grab the Claw Clambers from the center of the room. Use their gravity-defying powers to run up the wall to the right of the service elevator. Walk the catwalk to the broken-open piece of machinery, and use the Shock Spring Pad inside to leap up to the second floor.

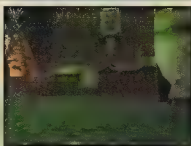


GRUNTY INDUSTRIES: FLOOR 2

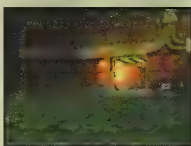


Grunty Industries

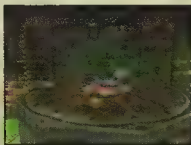
Jump down from the air duct, and run through the tunnel, up to Wumba's Wigwam. Grab the **Glowbo** from behind the hot water heater on the right, and activate the Warp Pad.



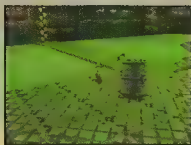
Fire a Grenade Egg into the grating near the floor, thereby opening up the ductwork. Go through this opening into the next room.



This next room has a large tank in the center, with various pipes leading outward from the center. Make your way across each of the pipes, picking up the Musical Notes near the wall. Now head to the center of the tank and Split Up.

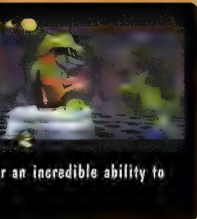


Take Kazooie down to the floor and out through the tunnel in the corner. Wing Whack the first crate in this next room to uncover a pair of Claw Clambers. Put on the shoes and race back into the large room you just came from. Head left across the floor and run up the wall to Jamjars' Hatch.

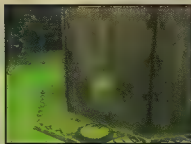


NOTE LEG SPRING:

Jamjars will teach Kazooie the Leg Spring move if you've collected 545 Musical Notes. The Leg Spring will allow Kazooie to nearly make up for her inability to fly by giving her an incredible ability to jump.



Flutter back to the base of the tank and walk around to the rear, where you will find a Shock Spring Pad.



Carefully walk out onto the pipe that leads to the Jinjo. Use your newly learned skill to bound up the wall and into the alcove where the Jinjo awaits. Head back to the Split-Up Pads and switch control to Banjo.



Guide Banjo across the large conduit to the electrical pipe above the Battery. Shimmy across the pipe and jump down to the ledge below.

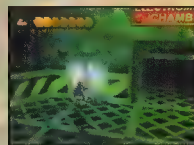


NOTE BATTERIES NOT INCLUDED: Throughout this world, you'll need batteries to power certain doors and machinery. Banjo must take the batteries by himself to the open socket near the door. In each of these instances, you'll find a nearby Swap Cloud to quickly switch back to Kazooie.

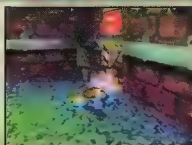
Use the Pack Whack to smack the battery upside its positive end. With the battery stuck in a bit of a haze, scoop it up in your pack and jump off the ledge onto the small pieces of floor. Regain the top of the tank by climbing the vertical pipe mounted on the tank's side, and head for the Electromagnetic Chamber entrance.



Place the battery in the slot left of the door by pressing the Z and Left C Buttons. The added power will energize the door to the Electromagnetic Chamber, allowing it to open.



Instead of heading into the Electromagnetic Chamber, take Banjo back through the ductwork to the room with Wumba's Wigwam. As soon as you emerge from the silver-lined path, turn right and go down the tunnel to the next room. Smash the crate under the sign marked 'Down to Floor 1' and head down the steps. At the bottom of the stairs, there is a door that leads to the Fire Exit. Press the button on the floor to open it and proceed through the doorway.



Split Up once again and leave Kazooie on top of the tank. Bring Banjo through the vent that leads to Wumba's and down the hall to the right. Grab any remaining Musical Notes in this next room, and then head down the corridor to the left. Make your way past the wrench-wielding psychotic employees to the area in the far corner. Jump up on the ledge and grab the battery here.



OUTSIDE

Once you're outside, descend the stairs and go around to the right. Smash open the crate here and step onto the button within the glow of the Swap Cloud.



As long as this button is depressed, a door high up on the adjacent wall will remain open. Behind the door lies a Jinjo awaiting rescue. The bear-bird combo must work together on this one, so leave Banjo here to hold the button down while you swap to Kazooie.

Bring Kazooie down the same path that Banjo followed and guide her out onto the narrow peninsula of concrete, where the crate is located. Torch the crate and grab the Claw Clambers inside. Quickly, and we mean very quickly, go back toward the building and run up the wall just right of where you came down the steps. If your pace is swift, you just might make it to the top before the Claw Clambers' affect wears off. Grab the Jinjo, descend the stairs to grab another pair of the sticky shoes, and walk back down the wall.



Rejoin with Banjo and go back to the Split-Up Pads atop the large tank on Floor 2.

Make your way back up to Wumba's where you can use the Warp Pad to teleport to the world entrance on Floor 1.

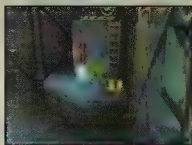


Grunty Industries



FLOOR 1 REVISITED

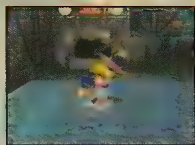
Head back around the room to the right, and place the battery into the slot for the Waste Disposal unit. Once the hatch on top opens, walk Banjo into the Swap Cloud and press the A Button to switch to Kazooie. Guide Kazooie to this spot on Floor 1, where you can stuff her back into Banjo's pack.



do. Just beyond Jamjars' Hatch is a large "toxic" button. Walk out onto this button to raise the levels of the toxic green stuff in the reservoirs below. This will become important later, after you learn the more advanced Sack Pack move.

Leave the Waste Disposal Plant.

Climb back up the stairs near the bay door and use the Split-Up Pads to Split Up yet again. Fill Banjo up on honey energy and enter the dreaded Trash Compactor idling in the corner.



WASTE DISPOSAL PLANT

With bird and bear reunited, climb to the top of the Waste Disposal system and jump in—EEEWWWW!

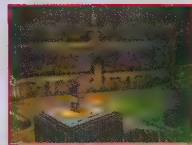


TIP **ROLL OUT THE DUMMELS!** The steel drums that attack you throughout this world are best left alone. If you choose to smash, slam, burn, explode, or do anything else to them, you will pay for it. They will release a toxic gas cloud that will attach itself to you, causing you to slowly asphyxiate. Banjo and Kazooie do not appreciate this.

Descend the ladder to the left of where you enter and grab the Musical Notes from the area. There is a pair of Split-Up Pads on the other side of the large pipe.



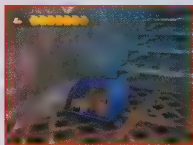
Split Up once again and take Banjo back up the ladder. It's time to visit Jamjars again. For having collected 525 Musical Notes, he will teach you the unrivaled Snooze Pack. This technique allows the bear to curl up inside his pack and catch some Zs, thus refilling his energy meter.



Rejoin the two comrades and climb back up the ladder. Before you leave, there is one last task for you to

TRASH COMPACTOR

Now that you have the Snooze Pack ability, making it through the Trash Compactor will not be a problem. Leap onto the platform where the compactor crashes down, purposely allowing yourself to get smashed down to one energy block. Quickly hurry onto the conveyor and into the stairwell on the left. Use this area as a safe haven and Snooze Pack for a little while.



Head back out into the Compactor and get smashed again. When the press lifts, hurry to the Banjo Button at the far end. Press the button to open the alcove that contains a Jiggy, and then take another energy-filling nap.



Make your way back the way you came, this time resting where you grab the Jiggy on the left. Once you're back outside the compactor, fill up your energy bar again and rejoin Kazooie at the top of the stairs. Warp back to Wumba's Wigwam on Floor 2.



FLOOR 2 REVISITED

From the Wigwam, go through the green-lit tunnel to the next room. Hug the wall to the left and go through the next tunnel, back toward where you earlier grabbed a battery. Torch the employees as they draw near and continue across the room to the next area. On the right is a crate that contains a pair of Claw Clamber Boots. Take the boots and follow the wall around to the right; you'll find an area where you can use them to run up the wall to the catwalk above.



Continue straight ahead, past the rabbit on the left, and make your way to the ladder in the far-right corner. Climb the ladder to Floor 3.



NOTE **DIRTY LAUNDRY:** One of the main objectives in Grunty Industries is to launder the overalls of six friendly but filthy rabbit employees. This will be one of the last things we do before departing Grunty Industries, so just leave the poor souls alone for now.

From your perch, Flap Flip to the pipe overhead and shimmy to the catwalk on the right. Drop down and go through the venting to the far end. There, you must press a button to open a hatch. This will be essential later on, but for now just return the way you came.



GRUNTY INDUSTRIES: FLOOR 3



You will emerge high up on the wall in the factory's main storage room. Climb down the ladder and head for the Split-Up Pads to the left. Split Up and take control of Kazooie.

NOTE **TO SPLIT OR NOT TO SPLIT:** You can get all of the items in this room without splitting up, but it is much easier and quicker to use just Kazooie.

Begin the jump-fest by Leg Springing your way to the **Glowbo** atop the boxes opposite the Split-Up Pads. From there, continue leaping your way to the far end of the room, where three breakable crates await you.



Break apart the one on the floor to reveal a service entrance that you'll use later with the Washing Machine. Leap onto the boxes near the wall and break open the fragile crate to uncover a Shock Spring Pad. Leap to the upper reaches of the stack and break yet one more box to find an **Extra Honeycomb Piece**.



Return to the Split-Up Pads and switch to Banjo. Head up the ramp next to the Split-Up Pads to Mumbo's Skull and activate the Warp Pad. Don't bother the shaman just yet. Instead, enter the alcove to the left of the Skull and snatch the battery there. Once you've stowed the battery in your pack, run up the sloped ductwork to the open vent. Jump in and follow it to the other side of the storage room.



Work your way clockwise, back around the room to the top of the stack on the far wall. Begin by climbing the pole to the right of where you entered and leap to the crates beyond. Continue following the interior wall of the room from crate-to-crate until you come to the large overhead beam.



Jump up to it and Grip Grab your way across the room.

BOILER PLANT

Head down the staircase and battle your way between the two huge furnaces. Approach the wall and insert the battery in the slot. Behold, the Packing Room is now accessible!



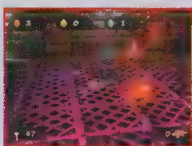
Use the Swap Cloud to switch control to Kazooie and guide her to her waiting bear-friend. Find the large metal plate with four screws in it. Bill Drill each of these screws loose, thereby dropping the Mumbo Pad into position in the Electromagnetic Chamber.



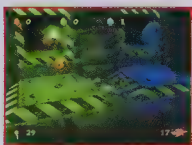
Enter the Packing Room to play your next mini-game.

PACKING ROOM

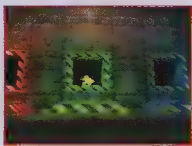
The packing room is home to one of the game's most entertaining yet taxing mini-games, the Packing Room Challenge. Here, you'll get to learn just how difficult sorting packages can be. In this race against the clock, you must gather up and deposit red, green, and blue Twinklies as they bounce around the room. Although sorting them merely requires you to step on the corresponding panel, it's picking them up that is the challenge.



This game's scoring system is the same as in the other games: the red, green, and blue Twinklies are worth 1, 2, and 3 points respectively. As you may have guessed, the blue Twinklies are the most difficult to grab because they bounce around the quickest. What you may not have expected, however, is that the increasing point value also corresponds to an increasing weight. Collect too many blue and green Twinklies at once, and your running pace will slow to a crawl. You have 60 seconds to score 40 points and earn a Jiggy.



Immediately head for the far right corner where you can grab a pair of Turbo Trainers. Luckily, these Turbo Trainers will last the entire 60 seconds, so lace them up ASAP! The key to beating this mini-game is to avoid straying too far from the sorting bins. Simply zigzag your way around the center of the room until you have several green and blue Twinklies. Then, run across all three colored panels to deposit your packages. Succeed in getting 40 points before the clock expires, and the Jiggy will be yours.



Leave the Packing Room and head back to Mumbo's Skull in the main Floor 3 area.

When you're back at Mumbo's, throw him a Glowbo and take control of the witchdoctor. Use the Warp Pad outside his home to teleport to Wumba's Wigwam on Floor 2. When you're there, go through the ductwork to the Electromagnetic Chamber.

ELECTROMAGNETIC CHAMBER

In the Electromagnetic Chamber, position Mumbo onto the Mumbo Pad that you lowered earlier, and initiate the EMP magic. This will cause the electromagnet to malfunction, giving you 90 seconds to drive the Washing Machine onto the large red button on the floor.



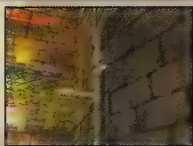
Quickly guide Mumbo back to his Skull via the Warp Pad near Wumba's Wigwam. From there, switch back to Banjo and Kazooie, warp back to Wumba's Wigwam, and turn into the Washing Machine. Drive the clumsy appliance into the Electromagnetic Chamber and steer it up onto the red button on the floor. By rolling up onto this weight-sensitive button before the electromagnet is automatically repaired, you will gain access to the Repair Depot located within the Air Conditioning Plant.



NOTE **TIME ON YOUR SIDE?** The first time you realize you have only 90 seconds to go through all these transitions, you may feel that there is not enough time. Don't worry! The electromagnet's timer will pause while you're engaged in conversation with Mumbo and Wumba.

With your work here done, go back to Wumba's and switch back to Banjo and Kazooie. Use the Warp Pad outside the teepee to warp back to Mumbo's Skull on Floor 3.

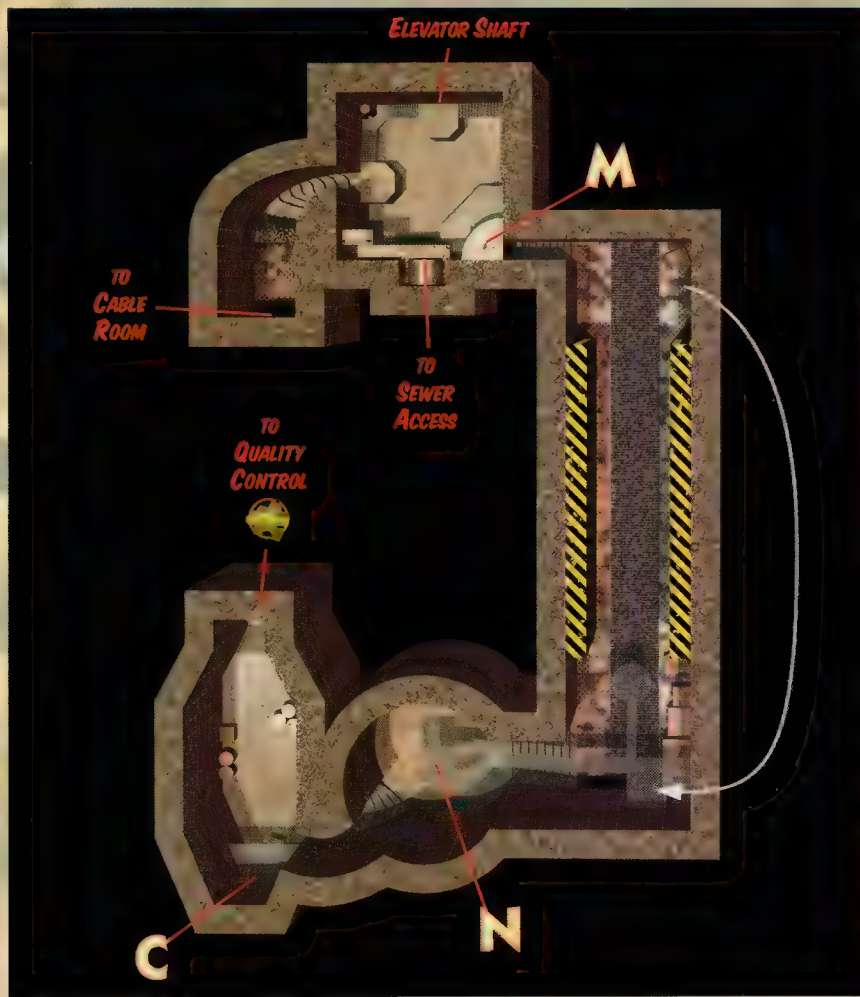
From Mumbo's Skull, run up the sloped air ducts and run through the venting to the other side of the wall. Jump down and head straight across, toward



the vertical pipe in the far corner. Climb the pole to the catwalk above. Leave the area through the Fire Exit and climb the patchy network of stairs to Floor 4.

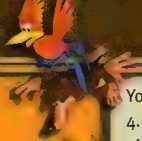


GRUNTY INDUSTRIES: FLOOR 4



Grunty Industries





You will emerge from the fire escape on a catwalk in Floor 4. Leap down to the ground and quickly dash into the pink-lit tunnel, ever mindful of the drones that will close in on you if you should dillydally.

In the next room there is a small button that resembles a Flight Pad. Step onto this button to cause two Flight Pads to appear on top of the walls outside the factory. Jump into the concrete chute and continue on toward the Crushers.



Activate the Warp Pad on the left as you enter the room, and leap over the conveyor belt to the far side. Jump your way up the pile of boxes to the catwalk, and walk out toward the crate nearest the large Crushers. Break apart this box to reveal a Mumbo Pad. Jump back down the way you came and warp to Mumbo's.



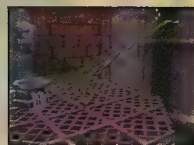
As Mumbo, warp back to the Crushers on the fourth floor. Use the Mumbo Pad up top to once again use EMP to thwart the evil intentions of Grunty Industries' machinery. Jump down and hurry back to Mumbo's Skull; you have only 45 seconds to scamper through the wall-crushing device and shut it off.



Bring Banjo and Kazooie back to Floor 4 via the Warp Pad, and Talon Trot the length of the conveyor. Step onto the button at the far end of the hall to turn off the Crushers permanently—Pheew!



Enter the hallway adjacent to the button you just pressed and climb the pole in the corner to reach the catwalk. Facing the pole, the path to the left leads to the Control Room, while the path to the right leads to the Sewer. Head to the right, grab the Claw Clamber Boots from the broken pipe, and walk up the wall to the Sewer Access. It's time to get down and dirty in the sewers!



CLINKER'S CAVERN SHOOTOUT



Grimy Industries



Oh, what Banjo and Kazooie will do for a Jiggy! On their way into the Sewers, they learn that the vents are blocked and if something isn't done to clear them, toxic gas will literally choke the life out of all who enter. What's blocking the vents you wonder? Well, they're named Clinkers and they're brown, they're sloppy, and they sing an endless song of flatulence to all who will listen...



You have 200 seconds to wind your way through the confounding sewer tunnels, clearing all 20 vents of their parasitic turds. As if the time limit and complexity of the sewer system weren't challenging enough, the hostile employees that work in these odoriferous conditions will continually harass you. Load up on eggs of the normal variety and dive in—PEEEEE!



Like Ordnance Storage, this is a first-person mini-game. Here, you will roam the intricate network of sewer tunnels, shooting at all of the Clinkers you find. Just don't get too close; they splatter! If time runs out before you find and destroy the last Clinker, the entire sewer system will fill up with toxic gas. At this point, if you fail to evacuate the sewers before your air bubbles run out, you will rapidly lose energy and pass out.



TIP **MUSIC TO YOUR EARS:** Clinkers love to make potty noises. So much, in fact, that you can let your ears guide you to their locations. The volume of their unique sounds tips you off to how close they are, if you've passed them, or if they're directly above you.

NOTE **NEED DIRECTIONS?** For more specific information on Clinker's Cavern Shootout, check out the accompanying map. There you will find the locations of each and every Clinker.

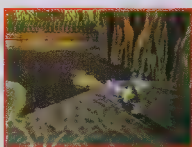
Should you find and destroy the final Clinker, you will be rewarded a **Jiggy** for your efforts. To claim your prize, make your way back out of the tunnels to the main entrance of the Sewers.



With the Jiggy in your possession, head back to the Warp Pad near the Crushers and transport back to the World Entrance on Floor 1.

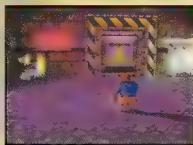
FLOOR 1 REVISITED

Climb up the stairs to the Split-Up Pads and ditch the bird. Take Banjo outside through the bay doors, near the Warp Pad, and cut across to the arched entryway on the far side of the property. Climb the ladder on the right and grab the battery on top of the wall.



Reenter the building and use the Warp Pad near the entrance to get back to Floor 4.

With Banjo and the battery back on Floor 4, run past the Crushers and enter the passageway on the left again. As before, climb the pole to the catwalk, but this time head to the left. At the end of the tunnel is the doorway to the Cable Room.

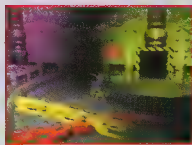


Insert the battery into the slot and use the Swap Spot to switch control to Kazooie. Guide her to the Warp Pads back to Floor 4, and return her to Banjo's backpack near the Cable Room. Enter the Cable Room.

CABLE ROOM

The Cable Room is a dark and dangerous place. Although the high voltage sparks will momentarily light the room, it is easy to get confused and lose your way, or, worse, walk into an electrically charged cable.

Use Fire Eggs to help light your way as you search the room for power-ups, and then enter the Quality Control room across from the entrance.



QUALITY CONTROL

Grunty Industries cares a lot about the quality of its product. Nothing would make Grunty more dis-Grunt-led (nudge, nudge) than having a high-quality product leave her factory. If it's not garbage, it's garbage!



It's up to you to carry out her wishes. On the conveyor in front of you is an endless supply of steel drums, some blue and some green. You must destroy all of the blue drums bearing the 'Rare' logo with carefully aimed Grenade Eggs. Walk to the edge of the platform and watch as the drums go by. Each time you score a successful hit, the conveyor will speed up and the space between the drums will decrease.

If you hit a green drum, poisonous gas will fill the room. You must quickly leave the room and press the

Evacuation Fan button in the Cable Room. This button is immediately to the right as you leave the Quality Control room. Once the gas has been sucked out, you can re-enter and pick up where you left off. Once you've destroyed the fifth blue barrel, a Jiggy will appear on the far side of the room. You will have to pick up this Jiggy with the Washing Machine later on.



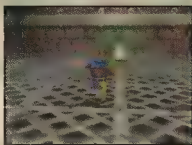
NOTE **CONTROLLING QUALITY:** Move as close to the edge of the platform as possible to give yourself your best chance at hitting the drums. Also, watch the drums go by several times to get a feel for their speed. Finally, aim straight ahead and shoot when the drum is still to your left. The faster the conveyor is moving, the earlier you should shoot.

Head back to the Warp Pad near the Crushers, return to the world entrance, and go outside.

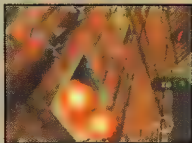
OUTSIDE GRUNTY INDUSTRIES REVISITED

Make your way onto the top of the wall to the left in the same manner you did earlier when you were looking for the train button. Use the Flight Pad on top of the wall to launch into the air.

Directly above the wall from which you just launched is a clear glass window in the second floor. Shoot out the window and fly into the opening to grab a **Cheato Page**. Use the Flight Pad at the opening to return to the air on your way out.



Fly to the left around the building, where you will come to another wall near an identical second story window made of clear glass. Shoot out this window and enter the room.



FLOOR 2 REVISITED

Enter the small room near the window and Bill Drill each of the four screws in the metal plate, thereby dropping the metal container on Floor 1. This container will serve to bridge the gap for the Washing Machine later on.



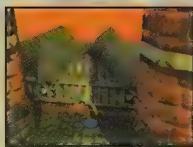
Go back outside through the window and take to the air once again.

Once you're back in the air, start climbing. You will eventually reach the roof of the factory. Touch down onto the roof and activate the Warp Pad; you've found your way to the roof outside.

GRUNTY INDUSTRIES: FLOOR 5



Torch the baddies on the roof and grab the Feathers and Eggs lying about. Near the Warp Pad, next to the edge of the building, there is a Flight Pad. Use it to launch back into the air.



Fly up to the smokestacks and pluck the **Extra Honeycomb Piece** from the stack with the steam rising from it. Try to do this without touching down if you can, as it will save you from a nasty fall.



Approach the smokestack that has no steam escaping from it. Switch to Airborne Egg Aiming and shoot apart the metal panel on its side and fly in.

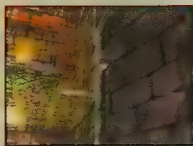


FLOOR 3 REVISITED

You will emerge on top of the unlit boiler, directly in front of a **Jinjo**. Walk to the end and rescue the little fellow. Jump down off the boiler and leave the Boiler Plant. Use the Warp Pad near Mumbo's Skull to transport the bear and bird back to the roof outside.



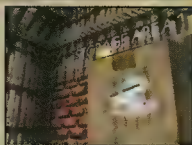
Use the Flight Pad one more time to propel yourself skyward. Switch to first-person mode and shoot out the two clear glass skylights in the roof. One is near the center of the roof and the other is at the edge.



Fly into the center one first. Leap down onto the floor and cross the room to the far side. There, on top of some boxes, is a **Jinjo**. Grab him and then return to the roof.



Talon Trot your way across the roof to the other broken skylight. Go inside and cross the room to the metal plate in the floor. Bill Drill the four screws in this plate, just as you've done two times before. Once the fourth screw is removed, a Shock Spring Pad will fall onto the catwalk on Floor 4. Not only that, but the ground you stand on will disintegrate. That's okay.



Jump down onto the suspended walkway and walk to the other end, where there is a pair of Split-Up Pads.

Switch to Kazooie and bring her back to the Shock Spring Pad. Use it to propel her back up to Floor 5. From there, she will be able to Leg Spring her way to the top of the boxes and grab the awaiting **Jiggy**.



Return her to Banjo on Floor 4, jump down off the walkway, and use the Warp Pad to move the two of them to Wumba's Wigwam. It's time to do the laundry.

LAUNDRY TIME

Reenter the Wigwam and change into the Washing Machine one more time. Those six poor rabbits have worn dirty overalls long enough.



FLOOR 2

Leave the teepee and head through the tunnel on the left to the next room. Near the floor is a steel hatch that you opened earlier. Go inside the ductwork to access the suspended walkway in the next room. The first of the six rabbits with dirty clothes is on the left.



Return the way you came and blow apart the crate under the "Floor 1" sign with a pair of mighty whiteys. Go down the stairs and then out the door that leads to the fire exit.

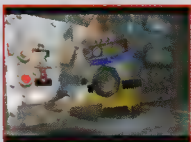
OUTSIDE GRUNTY INDUSTRIES

Across the toxic pool from the first floor fire escape is an alcove with another rabbit. Branches and leaves camouflage it, so keep your eyes peeled. Jump up out of the purple goo (it won't harm the Washing Machine) and give the rabbit that rinse cycle he needs so badly. Go back inside the way you came and head back to the Wigwam. In the room directly across from the teepee is a Service Elevator. Use it to get to Floor 1.



FLOOR 1

Guide the Washing Machine out of the Service Elevator toward the rabbit near the Trash Compactor. Jump from the ledge onto the container that you dropped earlier and continue across to the rabbit. Once he's all spiffed up, turn around and jump back across onto the long ledge.



WORKERS' QUARTERS

Descend the stairs into the Workers' Quarters and cross the main room to the bedroom on the right (the one with the Mumbo Jumbo wallpaper). There, you will get to make another rabbit's day by cleaning the nastiness off his uniform. Go back up the stairs and take the Service Elevator to Floor 3.



FLOOR 3

Steer the underwear-blasting appliance through the storage room toward the corner where you picked up the Extra Honeycomb Piece earlier. On the floor is a breakable crate near the sign marked 'Boiler Plant.' Shoot it with your, ahem, weapon and drive on in. Amongst the coal piles in the next room is the fifth rabbit. Once you've cleaned his clothes, go back to the Service Elevator and take it to the fifth floor.



FLOOR 5

Cross the room from the Service Elevator and go through the metal access door. Around the corner in the next room, up the ramp, is the sixth and final rabbit. As a big thank you, the rabbit will give you a Jiggy for your efforts. Take the reward and head back to the Service Elevator.



FLOOR 4 REVISITED

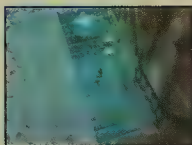
Before you take the Washing Machine back to Wumba, there's a little matter of a Jiggy that needs to be picked up on the fourth floor. Enter the pink-lit tunnel and go up to the next room. There, as the Washing Machine, you can enter the Quality Control room through the rear entrance. Go in and grab the **Jiggy** that you couldn't collect earlier.



Take the Washing Machine back to Wumba and switch back to Banjo and Kazooie. Warp back to the world entrance and descend the stairs opposite the Trash Compactor that leads to the Air Conditioning Plant.

AIR CONDITIONING PLANT

You will emerge from the stairway on a ledge within the Air Conditioning Plant. Make the jump to the right and collect the Musical Notes at the far end.



Return the way you came, pass the entrance, and climb the ladder. Shimmy over to the entrance to the Repair Depot. Switch to Grenade Eggs and go on in.

BOSS BATTLE: WELDAR VISUALLY IMPAIRED WELDING TORCH

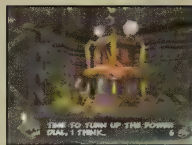
Descend the ladder to the floor below, where Weldar, an ill-tempered, humungous welding torch will greet you. Get ready for a battle, because one is coming your way!



Weldar has a variety of attacks that he uses to stop your progress. You will have to overcome his weight, welding flames, attacking hardware, and his incredible suction if you are to survive. There are regenerating nests of Grenade Eggs in the corners of the room, as well as honey energy that you can pick up every time you knock out three nuts and bolts.



Weldar attacks first by jumping around the room. Use the Talon Trot to avoid him. He soon realizes that he has to "turn up the power dial" on you and starts firing blue flames. These are small flames that you can dodge by running back and forth. Once Weldar shoots the fifth flame, he lays down his long hose and turns on the suction.



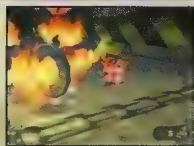
Use Talon Trot to fight the powerful sucking action. Once you're a safe distance away, turn and fire a Grenade Egg into Weldar's mouth. If you are far enough from him that you can avoid being pulled in, switch to first-person mode for a more accurate aim. If you are being reeled in by the sucking action, don't panic; just face him and press the Z and Up C Buttons to launch an egg down his throat.



NOTE JUST THE NUTS AND BOLTS: Weldar will repeat a particular attack if you fail to land a successful hit on him during the ensuing suction period. If you are low on energy, refrain from hitting him after he sends the nuts and bolts after you. He will send more of these easy-to-beat creatures, allowing you to stock up on health.

Once you score the first of six successful hits that you need to best him, he'll throw some nuts 'n' bolts at you. Move toward the wall and hold the B Button down to keep Kazooie's

flamethrower going. If you haven't yet gotten the Mega-Glowbo or are not using Wumba's Dragon magic, simply Rat-a-Tat Rap each of them. The third one will drop a Honeycomb.

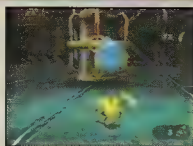


As soon as you've beaten the third piece of hardware, Weldar will start the suction again. Fire another Grenade Egg into his mouth and get up on the Talon Trot again.

Weldar's next attack is his mighty weight. He will jump around the room, trying to squash you to pieces. Hug the wall and continue circling the room. His final jump will bring him back to the center of the room, where he will immediately resume the suction.



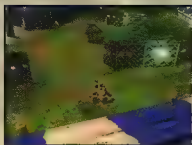
From here on out, the seams between the tiles on the floor will glow blue with high-voltage electricity. Utilize the Wonderwing technique to protect yourself when you're low on energy. Dodge the blue flames, beat the hardware, and avoid Weldar's slam technique, and you'll get your chance at his Jiggy.



Once you've won the fight, part of Weldar will explode, causing nearby electrical equipment to blow up; this is good. Use the Shock Spring Pad that appears to reach the ladder. Climb up and cross the shaft to the **Cheato Page**. Now head in the other direction, toward the large fan, and grab the **Jiggy**.

You've done all you can in Grunty Industries for now. Head back to Isle o' Hags; there are a lot of items to go back and get.

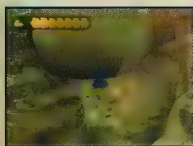
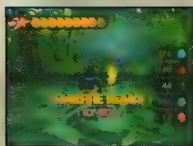
BEAR IN MIND WITCHYWORLD



Now that you have the Claw Clamber ability, it's time to sneak some food out of Witchyworld. Run clockwise around the Big Top, getting burgers and fries for the hungry Oogle Boogles. Climb the rope to the top of the Big Top and grab the Claw Clambers there. Head straight for Area 51, near the world entrance, and climb up the wall on the left to enter the Oogle Boogles' Cave.

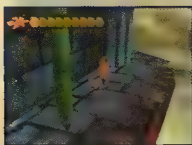
Present the burgers and fries to each of the three Oogle Boogles for a **Jiggy**.

TERRYDACTYLAND



Leave the Oogle Boogles' Cave and head left toward the world entrance. From there, use the Warp Pad to the Stomping Plains. Make the journey across with Kazooie and use the Swap Pad to switch to Banjo. Banjo does not have enough speed to cross without getting hit, so use the Snooze Pack to replenish his lost honey energy in each footprint. Step on the Banjo Button to open a door to Hailfire Peaks, then rejoin Kazooie, and step on the Banjo and Kazooie Button to grab the **Jiggy** in Terrydactyland. Now enter the tunnel that leads to another **Jiggy** in Hailfire Peaks.

ISLE O' HAGS: CLIFF TOP



Grab the Claw Clambers from behind the entrance to Hailfire Peaks across the bridge. Run back toward the entrance to Jolly Roger's Lagoon and run up the wall to the **Jinjo**.

JOLLY ROGER'S LAGOON



Use the Warp Pad in the town square to warp to Atlantis. Enter the structure diagonally across from the Warp Pad, the Ancient Swimming Baths. Ascend the stairs to the Split-Up Pads. Switch to Kazooie and head back to the entrance. Jump from the column on the left to the **Cheato Page** above the door.

You can get this Cheato Page the first time through the lagoon by using Banjo's Pack Whack double jump (see noteon page 68).

SPIRAL MOUNTAIN



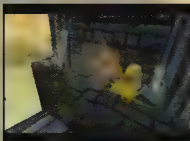
Go back to Spiral Mountain and once again climb the ladder up to Cheato. On this visit, in exchange for your five Cheato Pages, he will give you the valuable **Fallproof Cheat**. Hurry over to the Code Chamber in Mayahem Temple and punch it in. When this cheat is activated, you will not take damage from high falls.

Hailfire Peaks

Jiggy Requirement: 36 Jiggies

ISLE O' HAGS: WOODED HOLLOW

Master Jiggywiggy's challenge has now *really* become a challenge. If you have 36 Jiggies you can begin the seventh challenge at the temple, and with 16 puzzle pieces to place, it's certainly becoming tough to finish within the time limit. To make it easier, start with the corner pieces, then concentrate on one side at a time by placing all the same flat-sided pieces.



This leaves you with only a few middle pieces left to place. Take a good look at the picture you're putting together and compare it to the remaining pieces to find similarities.

When you solve the puzzle, Master Jiggywiggy will fire up the old Crystal Jiggy and blow open the door to Hailfire Peaks, located on the Cliff Top. You can now begin your new adventure.



HAILFIRE PEAKS! LAVA SIDE



Hailfire Peaks

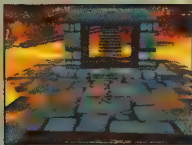
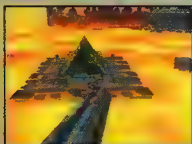


Bring your swimsuit and a heavy winter jacket. This is going to be the strangest trip you ever packed for because Hailfire Peaks is whacked! On one side of this mixed up world is a volcano presided over by a fiery dragon, and on the other side is an ice dragon that oversees his winter wonderland. However strange it may seem and no matter how rough the conditions, you must keep your wits about you, brave the elements, and stay alive because Gruntilda's wicked sisters are closer than ever.

You start off on Hailfire Peak's Lava Side where you can see Gobi the camel happily trotting off into the Train Station high above on a mountain peak. He blubbers something about finally making it to the warmth of Lava World with a belly full of water. Hmm... a belly full of water? Remember that.



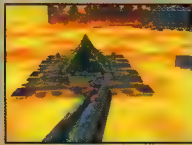
Up the stairs, ahead of you from the world entrance, there is a Warp Pad that lies before a scalding pool of water. Activate it and then backtrack down to the column that lies against the stairs. Jump to the top of it and carefully cross it to the small island in the lava where the green tent is pitched.



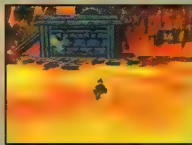
NOTE HOT STUFF: All of the bright orange lava and the hot water will burn Banjo and Kazooie, inflicting damage to them. These hazards will throw you into the air and you'll usually fall closer to a safer area. However, the darker red areas that look like hot rock will not hurt you.

TIP TALON TROT: Try using the Talon Trot on narrow columns that lay in the lava; not only does this provide a more reliable grip, but you can also make a lot of the jumps from one column to the other a lot easier.

When you hear from Chilli Billi, the fire dragon that oversees the Lava Side, he'll begin showing you with burning lava rocks that are sometimes unavoidable and always gigantic. You never know when or where they will hit, but rest assured, if you stand still for too long they will not miss! This is a good reason to take the Lava Side boss out before doing anything else.

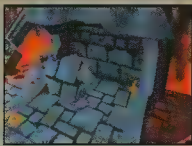
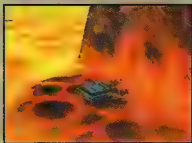


Use the Wonderwing and Gold Feathers to safely trudge through the lava between the green tent and the structure at the leftmost side of the mountain. Notice Mumbo's Skull above and to the right of this stone structure. If you don't have any Gold Feathers, you can try another route from a ledge above, but running and jumping through the lava without protection is much quicker and it will cost you only a couple of honeycomb energy segments.



Once you're safely at the building, walk around to the right side and capture the **Glowbo**. Wandering closely to this side of the building will trigger a huge projectile lava rock to come soaring toward you, destroying the stone structure. When the rubble clears, a Flight Pad will be revealed.

Use the Talon Trot to jump to the small clearing in the hot lava to the left of the devastated structure, and then step on the button located there. This will open two earth doors, one close to the structure you're near and one by the green tent. A subterranean tunnel connects these two doors. Now you can safely travel to the Flight Pad without taking any damage from the lava.



Return to the Flight Pad and collect the surrounding Gold and Red Feathers; don't fret, these regenerate often. Use the Flight Pad to launch Banjo and Kazooie into the air, fly as high as you can, and head for the topmost cave in the side of the mountain. If you reach the Colosseum area, you've gone too far. It's the tall red mountain in the center of the island—you can't miss it. The top cave entrance is stamped with a Flight Pad. When you land on it, enter the tunnel.

When you emerge on the other side of the tunnel, you'll find yourself on a small ledge. Collect the eggs from the nest, set your egg selection to Ice Eggs, and then climb the ladder to the top of the volcano where you will meet Chilli Billi.

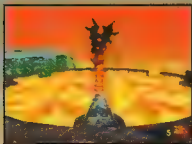


BOSS BATTLE: CHILLI BILLI HOT 'N' SPICY DRAGON

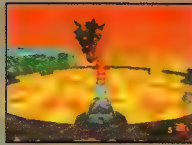
Chilli Billi is the fire dragon that's been raining down those burning lava boulders on you. Chilli is a little confused and thinks you're the pizza delivery boy! He was close with his assumption—you've got something to deliver but it's not pizza.



Make sure you've selected the Ice Eggs and run behind the closest stone cannon along the narrow rim of the lava-filled volcano summit.



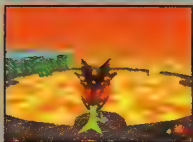
The boss has a total of six hit points; to take these away from him, you must launch Ice Eggs into the small holes at the bases of the stone cannons while they are raised.



NOTE ZOOM IN FOR A CLOSE-UP? You can change the camera angle to zoom in a little closer, but if you do you may miss what the boss is up to, so we recommend that you leave the camera where it is when you begin the battle.

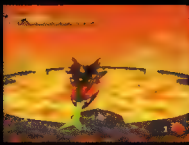
The amount of time that cannons remain raised is limited, so get behind them as soon as they rise. Position Banjo so that he's facing the small hole and fire off as many Ice Eggs into the cannon as possible. The cannon then enlarges the eggs and fires them at the boss. You can get as many as three hits on the boss per cannon before it either lowers or dissolves.

When the cannons lower, it's the boss's turn to attack. When the boss sticks his head out and swings it toward you, he'll stick out his tongue. Jump over it each time it passes to avoid taking damage.



TIP **TONGUE LASHING:** If you have Gold Feathers, Wonderwing will help in this situation, otherwise jump over the tongue each time it passes.

When you're jumping over Chilli Billi's tongue, stay in one place and use short jumps so that you have time to land and jump again before the tongue returns.



The boss will not reward you with a Jiggy just yet; you must defeat his brother on the Ice Side, as well. However, you have successfully stopped the lava rock bombardment, so you can now continue with your adventure in peace. Exit the summit and return the way you came—through the tunnel.

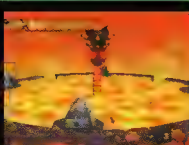


NOTE **MORE LAVA ROCK WOLS:** Defeating the boss will only stop the molten rock bombardment outside. There are still gargoyles in the Colosseum that throw rocks, and the interior of the volcano is a madhouse of airborne fire rocks, as well.

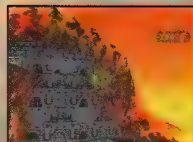
If the cannon you're shooting through disappears, Talon Trot to the next cannon and shoot the Ice Eggs through it as quickly as possible. If you're quick with the egg dispensing, you may have to repeat this whole process only one time before the boss goes down.

TIP **GREAT BALLS OF**

LAVAL Chilli also has a lava ball attack, but this is easy to avoid, even when you're not hiding behind the cannons. Simply Talon Trot ahead of the attacks or jump in the air just before they make contact at your feet.



Use the Flight Pad on the ledge of the cave entrance to launch into the air and fly to the right, to the lowermost Colosseum entrance.

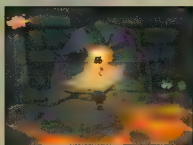


COLOSSEUM KICKBALL STADIUM (LOBBY)

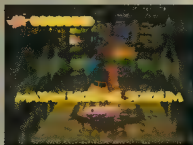
It's a bit hazardous inside this rundown building. There are demon carvings on the walls to the left and right that fire lava rocks when you near them, and there are cracks in the floor with exposed pools of hot lava. Also, as if that wasn't enough, there is a Minjo inside—not a Jinjo!



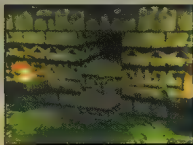
Carefully make your way to the back-right corner of the lobby and shoot the cracked wall beside the steps with a Grenade Egg.



Enter the newly formed hole in the wall and step on the gate button to uncover a secret passage into the Mayan Kickball Stadium. Step onto the Warp Pad and warp to Wumba's Wigwam. Inside Wumba's Wigwam, use the pool to change into a Stony, the Kickball champion phenomenon.



Warp Stony to the Mayan Kickball Stadium, and then take Stony back into the secret tunnel to the Colosseum. Ascend the stairs to the right and talk to the Stony on the landing. Let the games begin!



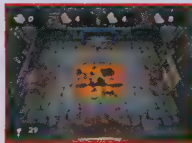
COLOSSEUM PROFESSIONAL KICKBALL CHAMPIONSHIP MINI-GAMES

The difference between the new Kickball games and the old ones is that the lowest score wins in these new competitions. Ascend the stairs to the left and enter the room.



COLOSSEUM KICKBALL (QUARTERFINAL)

This game lasts 45 seconds. You start with zero points—let's keep it that way! You can play goalie and not leave your goal, or you can venture out and score on the opponents by kicking the yellow balls into their goals. All yellow balls are worth two points each. Whoever has the lowest score when the clock runs out wins the game.



COLOSSEUM KICKBALL (SEMIFINAL)

When you've won the Quarterfinals, ascend the stairs through the right door and begin the Semifinals. Here, all players are given 45 seconds on the clock and 50 points in their goal. Now the balls are red instead of yellow. The blinking ones subtract two points from your total when you kick them into your own goal. The non-blinking red balls subtract one point. Press the B Button to shoulder barge your way through crowds or just to speed up.



(continues)



TIP

SEMIFINAL STRATEGY: The most important things to remember are to avoid knocking the balls into opponents' goals and to steal balls from the opponent in the lead.

After you've won the game, it's on to the Finals.

COLOSSEUM KICKBALL (FINAL)

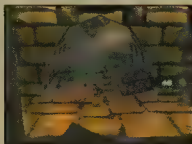
When you've won the first two games, head through the door at the very top of the stairs to begin the Finals.



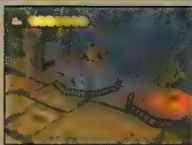
Again, the clock starts with 45 seconds. This time, you have no points scored on your goal at the outset and there are both yellow and red balls in the mix. The idea is to keep your opponents from kicking yellow balls into your goal. When they do, kick red balls into your goal to subtract the points. Whenever you can, shoot yellow balls into the opponents' goals.

Yellow blinking balls are worth four points, non-blinking are worth two. Red blinking balls subtract two points, and non-blinking reds subtract one. When you win this championship, the Stony at the stairs will award you with a **Jiggy**. Pick it up and return Stony to Wumba's Wigwam via the secret tunnel between worlds. Then return Banjo and Kazooie to the Colosseum through the same tunnel.

With Banjo and Kazooie back in the Colosseum, ascend the stairs that lead to an alcove blocked by a large boulder. Use a Grenade Egg to blow up the lava-shooting gargoyle above the boulder. Use another on the cracked wall in the alcove. Inside are Claw Clamber Boots—don't put them on just yet. Instead, ascend the stairs on the opposite side of the room. You'll need to Flap Flip to the ledge to overcome the decrepit steps.



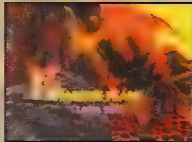
Shoot the lava-shooting gargoyle above stairs to give yourself time to perform the following steps without being bombarded by lava rocks. Head to the nearby Split-Up Pads on this ledge and switch control to Banjo.



Jump down to the large column next to the ledge and jump up to the hanging chain. Climb the chain so that you're just a little past the crack in the column to the left.



Jump off the chain, Grip Grab onto the crack, and shimmy around the column to the ledge on the other side. Follow the ledge to the outside and step on the Banjo Pad. Press the A Button to switch to Kazooie.



Take Kazooie to the Claw Clamber Boots and have her use them to walk up the bird tracks on the opposite side of the nearest support column. On the ledge above, exit the building. In the enclosed balcony, you will find the **Cheato Page**.



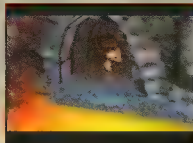
HAILFIRE PEAKS: LAVA SIDE

(CONTINUED)

Guide Kazooie out of the Colosseum, through the front door, and cross the columns that are floating in the lava to the left. Watch out for the plank-surfing fire baddies in the area; just avoid them altogether.

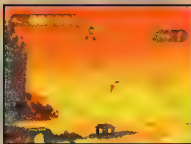


Switch to Kazooie and have her jump down to the alcove below to join up with Banjo once more. Find the Jiggy on the ground level alcove to the left of the Colosseum entrance.



NOTE USE CAUTION: Take extra care when you're returning to the Flight Pad with Kazooie; if you get burned enough to expire, you'll have to repeat this process from the point where she and Banjo split up.

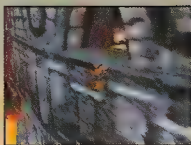
Take Kazooie to the Flight Pad through the subterranean tunnel, and then fly her back to the Colosseum.



Use the Red Feathers to gain altitude and look for the alcove near the top of the Colosseum that houses the Kazooie Pad. You'll find it a little to the right of center. Below it is another closed cage that has a Banjo Pad in it. When you have Kazooie on her pad in the alcove, press the A Button to switch back to Banjo.



With Banjo, walk to the left side of the ledge and Grip Grab to the crack that originates from the corner of the ledge and the Colosseum wall. Shimmy to the alcove to the left and pull up to the inside. Step on the Banjo Pad to lift the cage below that reveals a Jiggy.



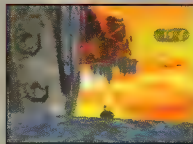
COLOSSEUM KICKBALL STADIUM (LOBBY)

Return to the Colosseum interior and Grenade Egg the last cracked alcove on the other side of the door near the Split-Up Pads. Inside is a plethora of eggs!



In the corner, left of the entrance as you walk in, there is a set of stairs that leads to a small landing with a floor button on it. Stepping on the button raises a set of columns in the lava just outside the Colosseum.

Return outside and use the Wonderwings to safely pass through the lava to reach the first column to the left as you exit. Jump up to the top of the column or release the Wonderwings and allow the lava to rocket you to the top of the column; this costs one honey energy segment.



In an alcove in the Colosseum, behind a hot waterfall, there is a Jinjo. Use Wonderwing to safely jump through the hot water to get the Jinjo.

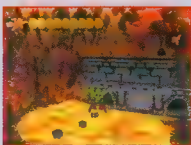


Return to the Flight Pad on the other end of the island and fly back to the Colosseum again. Look for the Train Button above the last alcove that Kazooie flew to. It's the last alcove on the top-right. Step onto the button to open the Lava Train Station doors, which will allow the train into Hailfire Peaks. Jump to the crack by the Train Button and shimmy over to the ledge near the entrance of the Train Station.



LAVA TRAIN STATION

In the Lava Train Station, walk up to the train sign and call Chuffy into Hailfire Peaks. After the train arrives, find the **Extra Honeycomb Piece** in an alcove to the right as you enter the station.



You can use a Clockwork Kazooie Egg to shoot a bird-bomb into the alcove, or you can jump down from the upper ledge near Gobi the camel and then Grip Grab your way to the item.



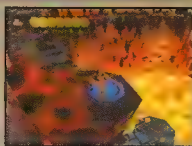
Return to the Flight Pad, fly back to the Train Station, and enter through the door on the ledge above the lower Train Station door. Inside, walk the narrow ledge where you'll find Gobi the camel sitting, facing the train. Jump onto his back between his shoulder blades and give him a good Beak Buster in the back.



NOTE BEAK BUSTER: The Bill Drill will not work on Gobi; you must jump and release the Z Button as soon as you press it to perform a Beak Buster.

Doing this will cause Gobi the camel to spill his water reserves into Chuffy, which cools Chuffy's boiler, allowing you to take the train to the Icy Side of the island. But we're not going there just yet.

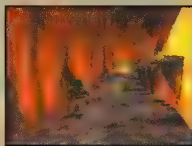
Jump down to the lower level of the Train Station and exit. Follow the mountain ledges to the upper Warp Pad, or you can use the Flight Pad to reach it more safely. Activate the Warp Pad and then use the Split-Up Pads in the alcove behind it. Switch to Banjo and follow the ledge back toward the Train Station.



As the path approaches the rim around the lava pool in front of the Train Station, jump down to the lower path, landing in the corner. If you take damage, use the Snooze Pack to regain any lost energy.



Follow this lower path, which runs under the Train Station lava pool, until you reach the Jamjars Hatch.



Here, Jamjars will teach Banjo Shack Pack.

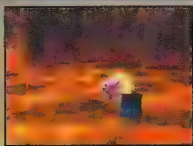


NOTE SHACK PACK: This move allows Banjo to enter hazardous liquids without being hurt. It also makes him small enough to enter small gaps in walls. Hold the Z Button and press the Down C Button to activate. Then use the Control Stick to move around. Shack Pack works for Banjo alone.

Return to the Upper Warp Pad area and keep heading down the path to the hot pool of water with the '?' sign in front of it.



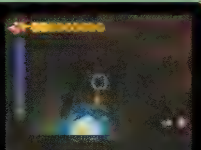
Use the new Shack Pack ability to safely jump into the hot water. At the bottom of the water, pick up the **Fish** and then the **Jinjo** from the alcove in the back. Return to the surface using the ramp on the left side of the pool. Go back to the Warp Pad to pick up Kazooie and then peer over the edge of the cliff near the Warp Pad. Below is the entrance that leads inside the Volcano. Jump, warp closer, fly—do whatever you have to do to get into the Volcano.



Jump to the path that rises out of the lava to the right, and then step on the button at the end of the path. This will raise a second platform behind you. Jump the lava to this platform and step on the second button. Continue in this fashion until you've stepped on all the buttons, six in all. The sixth button is a Jiggy Pad. When you step on this one, the **Jiggy** will appear in the center platform. Take it and return to the hot water where you retrieved the Jinjo and the Fish.

TIP

You can get the **Extra Honeycomb Piece** located on the ledge in the distance by using a **Clockwork Kazooie Egg**. Or you can wait to get it when Kazooie ventures off alone into the Grotto to get **Glide** from Jamjars on the **Icy Side** of the world.

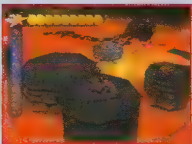


INSIDE THE VOLCANO

The interior of the Volcano is filled with noxious gasses that'll start to affect your health once you use up all the air bubbles on the left side of the screen. There is health both inside and outside, but if you play your cards right you won't need them.



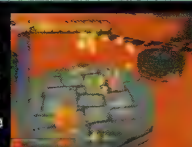
The solution to this puzzle is simple. Nevertheless, the execution is a different story. Use the **Talon Trot** as much as possible to make the jumps from platform to platform. If you begin to run low on air bubbles, bail out, return outside for air, and then return to finish the puzzle. The puzzle will not reset when you exit the volcano.



TIP

AVOID THE

SAURIE: Stay away from the surfing flame minion in here. He hangs out only around the center platform, so you'll have to cross him a few times, but if you continue to the next platform without much hesitation, you should be able to avoid him rather easily.



There is an **Extra Honeycomb Piece** in an alcove to the left of the **Icy Side** upper entrance; it's above the hot pool of water where you got the Fish and the last Jinjo. You can fly into the alcove. You can also **Grip Grab** and shimmy using the crack that runs along the mountainside from the blue-lit tunnel that just so happens to lead to the **Icy Side**. You have now completed all the tasks that you can at this point on **Lava Side**. Walk through the blue-lit tunnel to the **Icy Side**.



MAILFIRE PEAKS: ICY SIDE

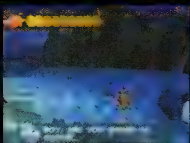




As you step into the Icy Side of Hailfire Peaks for the first time, you'll spot the flying saucer that you freed from Jolly Roger's Lagoon overhead. These aliens have tracked the location of their lost children in this area. As the father alien takes a closer look out the ship's open door, he gets knocked out of the space craft as a result of some earthly air turbulence. Even though the fall did him in, all is not lost...

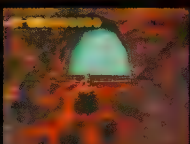
NOTE SAME BUT

DIFFERENT: You'll quickly learn that the Icy Side is not that much different from the Lava Side, in that a dragon located far above in the mountaintops protects the entire area. He continually shoots large balls of ice down at you; if you stand still for very long you're sure to get a taste of it. So, as with the Lava Side, we highly recommend that you take care of the dragon boss first and foremost.

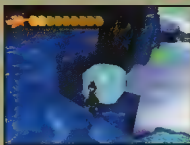


NOTE KNOW YOUR

TUNNELS: There are a few different tunnels that lead to and from the Icy and Lava Sides of the world. The following strategy begins by heading through the tunnel near the Fish and Jinjo hot pool in the upper-middle area of the Lava Side.

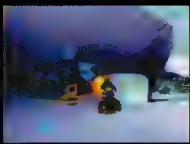


Head down the mountain, past the Oil Drill, and find the ledges where frozen blocks of Musical Notes sit.



NOTE ITEM-CICLES:

You can free all the ice-cube-encased items on this side of the world by shooting dragon flames or Fire Eggs at them.

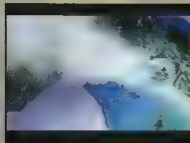


Find the Warp Pad in a shallow cave to the right and activate it. Notice the Split-Up Pads in a similar but green-lit cave across from it. In this general area, you'll encounter three to four abominable snowmen that you can defeat with a few Fire Eggs, Grenade Eggs, or several regular beak or forward rolling attacks.

Continue following the frozen stream over the small cliff and trace the icy path until you reach Biggafoot on a small plateau. Behind the creature you'll find the Claw Clamber Boots; you need these in order to run up the mountain walls to reach the ice dragon boss.



Biggafoot warns you that if you try to take his shoes you'll see his big foot up close! Do not approach Biggafoot—he'll drop-kick you!

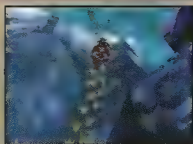


Stand near Biggafoot until the presently unseen Ice Dragon accidentally shoots a vandalistic ice-ball at Biggafoot. Biggafoot will run off to find first aid, leaving the Claw Clamber Boots unsupervised.





Run into the Claw Clamber Boots, turn and follow the icy path through the first overhang. Then make a sharp right turn, heading straight up the mountainside, following the bird tracks. When you crest the top of this cliff, continue to follow the icy stream to the next mountainside.



With the Claw Clamber Boots still active, follow the next set of bird tracks up the mountainside and don't stop until you're automatically thrown to the top of the ledge above. Select your Fire Eggs, enter the tunnel, and climb the ladder at the end of the short path. Prepare to meet Chilli Billi's brother.



BOSS BATTLE: CHILLY WILLY COLD 'N' ICY DRAGON

Chilly Willy is the ice dragon that hurled the big snowballs your way while you were in the lowland. Willy is a bit harder to beat than his blistering brother was; he's built stronger and he's an excellent fighter.

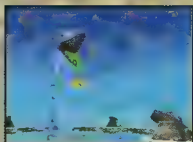


TIP WONDERWING:

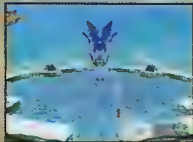
Before you head up the mountain to do battle with Willy, make sure to fill up on Gold Feathers! Having the ability to use Wonderwing while the boss tries to lick you is very helpful.



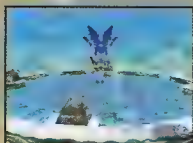
The fundamentals of this battle are the same as the battle with Chilly's brother. You have the same amount of cannons, which last for only so many firings, the boss fires off projectile attacks, you have to shoot a certain type of egg into his mouth, and you have to jump over a tongue attack. However, each aspect of the battle is a little more enhanced. Chilly's ice-ball attacks are more accurate, his tongue attack moves back and forth quicker, and he has more hit points than his brother.



Because the cannons allow only three direct Fire Egg hits before they dissolve, you'll have to do more running and jumping in this battle. The Boss has 12 hit points, which means you'll have to fire from at least four different cannons. When you're jumping from ledge to ledge, make sure that the tongue is 'retracting' and that Chilly is in his ice attack mode; you don't need to get hit by his tongue in mid-jump over the ravine.



As you run from the snowball attacks, you'll quickly see how much more accurate Chilly's shots are. Jump when the snowball approaches to clear the point of impact.



When you're lined up with the hole behind the cannon, rapidly shoot as many Fire Eggs as you can. The boss's projectiles may block some of your shots, but the cannons can handle multiple firings. Again, you can knock off three hit points at a time from the boss's total. The hardest part to beating this boss is dealing with his faster tongue movement. Stand in one place and time your jumps carefully. Don't jump too high, and use Wonderwing if possible to let the tongue pass safely beneath you.



After you've beaten both dragon brothers, the **Jiggy** will appear on the outer ledge of this frozen volcano. Chilly Willy will fly away in search of a McJiggy's Fly-thru.

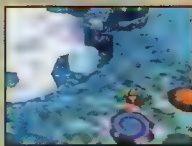


After you claim the Jiggy, adjust the camera angle with the C-Right and C-Left Buttons to find the ledge below that leads to the mountaintop's exit. Return to the ground level near the Warp Pad you activated near the Oilrig.



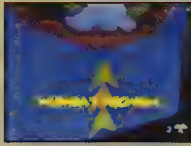
HAILFIRE PEAKS! Icy Side (CONTINUED)

Find the path that cuts through the mountain near the cliff's edge, across the frozen stream from the Warp Pad. This narrow, icy gully will dump you out near the Wumba's Warp Pad area.



Run up the sloped, icy ramp that leads to the Split-Up and Warp Pads and activate the Warp Pad. As you survey the area, you'll see the dead alien on a patch of ice below, Wumba's Wigwam, and a large body of water.

Enter Humba Wumba's Wigwam and check out the blue blanket hanging on the wall to the left as you walk in. Walk through it! Inside you'll see a crack in the wall; shoot it with a Grenade Egg.

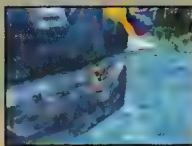
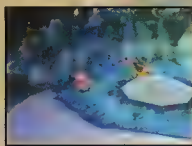


NOTE **FRIGID H2O:** The ocean water is too cold to endure for very long unless you use Shack Pack or Wonderwing.

TIP **SECRET PASSAGE:** The secret tunnel that leads through Wumba's Wigwam and directly into Mumbo's Skull on the Lava Side is a great way to quickly travel between the two areas.

Head down from the plateau with the Pads toward Humba Wumba's. Enter the icy beach area between the two icy walls to find the Grip Grab crevice on the frozen canyon wall around to the left (facing the ocean).

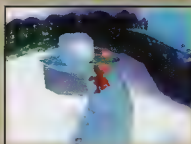
Shimmy on the icy crack, pausing only to destroy the man-eating flower on the wall in mid curve. On the beach around the corner, you'll find the **Glowbo**, a frozen honeycomb health, and one of the alien children that you'll need to break free later. Head back toward Humba's camp.



Walk through the hole and you'll soon discover that you have uncovered a shortcut to Mumbo's Skull on the Lava Side of Hailfire Peaks. This will save you a lot of time with the tasks that follow. Give Mumbo the Glowbo and take Mumbo through the hole in the wall to Wumba's Wigwam on the Icy Side. Exit the teepee and head up the narrow, frozen ramp to the right as you exit the wigwam. Carefully navigate the path until you've reached the ice cube at the end.

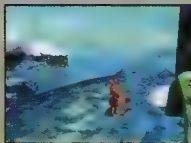


Hit the ice cube with Mumbo's staff (B Button) to shatter it, which reveals the Mumbo Pad. Step onto the pad and perform the Life Force on the alien dad in the snow below. This will raise the alien from the dead. The alien dad then asks for Mumbo's help finding his three lost children.



Return to the ground level and enter the beach area on the opposite side of the ledges that house the Warp and Split-Up Pads. There are step ledges that you can climb, or you can cut through the small opening in the wall to get to the other beach.

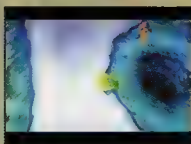
Find the large block steps that lead up to the green igloo and Mildred the ice cube. Mumbo can't do anything here, so continue along the narrow path ahead and shatter the ice cube at the end to uncover another Mumbo Pad.



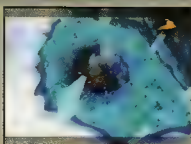
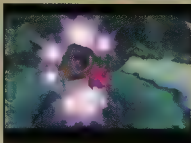
Have Mumbo perform Life Force on the frozen Sabreman below. Take Mumbo back through the Wigwam shortcut and bring Banjo and Kazooie back to the Icy Side through the same shortcut.



Head back to the icy water and Grip Grab and shimmy back to the small, snowy beach where you picked up the last Glowbo. Use Bill Drill on the raised ice to free the first missing alien child. Return to Wumba's teepee area and Bill Drill the ice mound at the base of the same icy pathway that Mumbo first traveled.



This poor alien requires a doctor's help in order to return to its family. Go get Mumbo and return to the same Mumbo Pad above where you used Life Force on the alien dad. This time, perform Life Force on this alien child. Return Mumbo to his Skull and bring Banjo and Kazooie back through the secret tunnel into Wumba's Wigwam.



Take Banjo and Kazooie to the green igloo that you passed on your way to thaw Sabreman. Use a few Fire Eggs on Mildred the ice cube to melt her down, allowing you to take the **jinjo** that was trapped inside her.



BOGGY'S IGLOO

Enter the green igloo and give the hungry polar bear (Boggy) the fish that you picked up from the hot pool on the Lava Side of Hailfire Peaks.



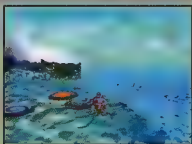
Doing this will cause Boggy to cough up a **Jiggy**! Take the prize and exit the igloo. If you prefer, you can go to the basement and talk to the kids you found in Witchyworld, but there are no other goodies here.



Approach Sabreman and then back up and shoot him with a few Fire Eggs to warm him up as he requested. Head to the Split-Up Pads on the ledge near Wumba's and bring Banjo back to Sabreman. Shove the Sabreman in the backpack using the Taxi Pack move.

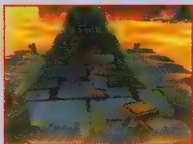


Go back to the ledge of Pads, and step onto the Warp Pad to warp to the Lava Side lower area (Mumbo).



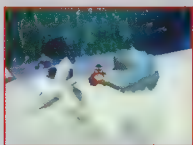
HAILFIRE PEAKS: LAVA SIDE

On the Lava Side lower Warp Pad, turn around and head to the green tent, using the fallen column to cross the lava. Take Sabreman out of the backpack near the tent. Sabreman will reward you by placing a **Jiggy** on the opposite side of the tent. Pick it up and use the same Warp Pad to return to Icy Side upper area.

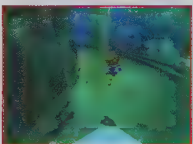


ICICLE GROTTO

Enter the cave entrance of the Icicle Grotto (*refer to the map if you have difficulty finding it*). Inside the Grotto you'll encounter walking icicles that animate when you approach them. Forward roll or shoot Fire Eggs at them to keep them from pestering you.



Look for the long, green ice cube to the left of the entrance as you walk in. Jump up and climb this transparent frozen sludge to the small ledge above.



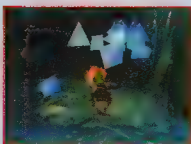
On this ledge you can find a small hole in the cavern wall through which a small bird-bomb could walk.

Send a Clockwork Kazooie Egg through the small passageway to the room in the back to retrieve the **Cheato Page**. Detonate the bomb and continue heading deeper into the Grotto.

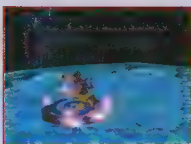


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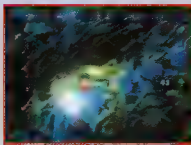
When you reach what appears to be a dead-end, shoot some Fire Eggs at the ice cube in the corner to reveal a Shock Spring Pad. Use it to jump to the next ledge, where you'll find another frozen Shock Spring Pad in the opposite corner.



Use this pad to reach the larger ledge that overlooks a large, open cavern. Activate the Warp Pad on this ledge and then look up to the roof of this cavern.



Use Grenade Eggs to drop each of the large hanging icicles. These will form a makeshift path that will allow Kazooie to proceed further into the Grotto.



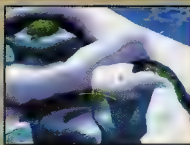
Follow the path that winds up the side of the cavern, out onto the area just before the icicle path you made.

Turn around, shoot a Clockwork Kazooie Egg so that it falls into the alcove high up on the wall. Run the bird-bomb into the **Jinjo** in this alcove and then detonate. Use the Split-Up Pads under the alcove to switch to Kazooie. Adjusting the camera to view Kazooie from the side, jump from fallen icicle to icicle to reach the higher ledge on the other side of the chasm.

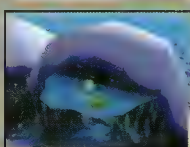


Through the next tunnel, you'll reach a circular grotto where you can exit to the right and emerge "Inside The Volcano" on the Lava Side to pick up the **Extra Honeycomb Piece** (if you have not already done so). You can also go straight through the white-lit exit and meet up with Jamjars to learn Glide.

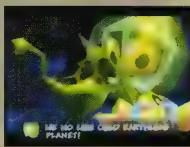
After you learn Glide, look over the ledge you're on. What a great view of the entire Icy Side of Hailfire Peaks! You'll see a **Cheato Page** to the right on a tall peak. Glide to this ledge by jumping up and then pressing the Z Button. First try it with a little hop and glide toward the wall behind you. That way, if you mess up, you won't have to backtrack to get back up here again. When you feel comfortable with your new move, take the leap toward the snowy peak.



From the Cheato Page peak, turn and face the Oil Drill area. Focus on the closest ledge to the right, on the side of the valley opposite from where you first jumped. The last alien child is located on another ledge on a snowy peak. Jump and glide to this platform.



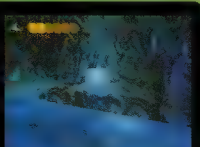
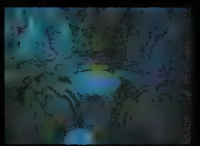
When you confront the alien child, you'll learn that he's too cold to move. Jump on top of his head and perform the Hatch maneuver. This will warm him up, thus allowing him to return to his dad. The ungrateful aliens depart and leave you with a Jiggy near Wumba's Wigwam. Glide to the nearest Warp Pad and warp to the Icy Side—Inside Icicle Grotto.



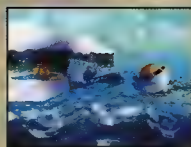
Join forces with Banjo, or you can try to get that **Treble Clef** out on that lone pedestal in the chasm.

TOP GETTING THE FROZEN TREBLE CLEF:

First shoot it with a Fire Egg to shatter the ice. From the highest ledge at the end of the icicle path, use **Glide** to fly to the Treble Clef pedestal. You can then **Leg Spring** and **Glide** to one of the lower paths.



Warp Banjo and Kazooie to Icy Side – Lower Area (Wumba) and pick up the **Jiggy** on the way to Wumba's Wigwam. Hand over the **Glowbo** and jump into Wumba's magic pool. You will turn into a snowball!



When you roll in the snow, you'll grow larger and gain honey health. When you're hot, you'll begin melting. To regain entry into Wumba's Wigwam, you'll have to melt a bit by using the large fire outside her teepee. Pressing the B Button controls the roll attack, which also speeds up the snowball. Pressing the A Button still controls your jumping.

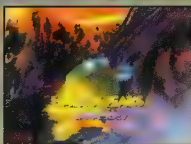
Exit Wumba's Wigwam and roll around to the sloped side of the Warp and Split-Up Pad Plateau. You'll have to travel through the beach area to get the snowball over there.

Roll in the snow to regain health and size, and then attack the abominable snowmen in this area. Finally, roll up the slope toward the Icy Side – Lower Area (Wumba) Warp Pad.

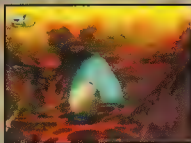


Pass the Warp Pad, roll down to the end of the narrow ledge, and jump onto the Train Button. The only way you can trigger this button is if you're at maximum snowball size. If you're too light, roll in the snow and return to the Train Button to try again. This opens the doors in the Icy Train Station.

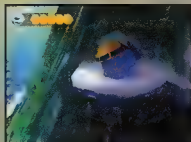
Head back to the Warp Pad and warp to Lava Side – Upper Area. Keep in mind that, like Frosty the Snowman, you melt in the heat. There are also fiery hands that reach out for you on the ledge; you will have to move very quickly.



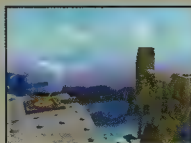
As soon as you warp, go to the left and keep the B Button pressed continuously as you roll toward the mountainside a bit. This will ensure that you stay on the ledge. Quickly go into the Icy Side tunnel entrance, right around the first curve in the path, and up the small slope.



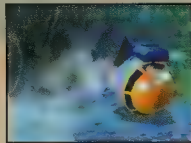
You'll be pretty small and melted when you enter the Icy Side. Head up the steep, narrow ledge to the snow-covered platform near the entrance, and roll around in the snow until you're as big as you can get. Roll back down the platform and out onto the roof of the metal building behind the Oil Drill.



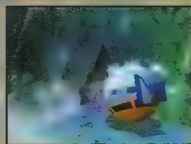
At full snowball heftiness, jump onto the button to activate the machinery. Soon a Jiggy will be dug up and deposited through the pipe below and then swept into the Waste Disposal Plant Basement. The Snowball's job is done here. Roll down the hill, past the Warp Pad below, and then off the cliff, heading to the right.



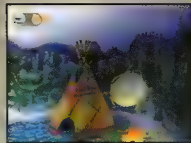
When you find the Jinjo standing in front of the crevice with the gale force winds, you've found the next puzzle to solve. Nothing other than the biggest of Snowballs can rescue this poor Jinjo.



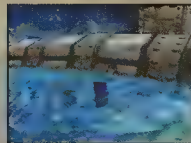
When you're all the Snowball you can be, use the Roll Attack and the Control Stick to fight the wind current. Pressing the A Button to jump helps, as well. Once you have overcome the wind, you'll be able to reach the Jinjo and send him home.



Return to Wumba's Wigwam using the nearest and most accessible Warp Pad (Icy Side - Upper Area). Jump above Wumba's fire to shrink enough to get through her door. Change back into Banjo and Kazooie and warp to Icy Side – Upper Area. Head to the Split-Up Pads across from the Warp Pad and switch to Banjo.



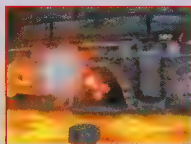
Go up to the Oil Drill and find the small hole in the oil pipe running to the left canyon wall. Have Banjo use Shack Pack to enter the small hole in the pipe. Walk through the pipe and find the Jiggy in the Basement of the Waste Disposal Plant. Return to Kazooie, warp or walk out of the Icy Side of Hailfire Peaks, and enter the Train Station on the Lava Side.



HAILFIRE PEAKS: LAVA SIDE

LAVA TRAIN STATION

Enter Chuffy's engine, step on the Go Button, and scroll all the way down the list of areas until you find Hailfire Peaks (Icy Side). Select it and take the ride into the Ice Train Station.



HAILFIRE PEAKS: ICY SIDE

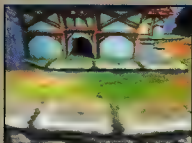
ICE TRAIN STATION

When you exit the train on the Icy Side, the first thing you'll hear is the pleas from a poor little Minjo. That's right, a Minjo, not a Jinjo! If you want to shoot him, climb the bent rail to the top level for a good vantage point. Enter the following tunnel and pick up your Jiggy. That's it! Exit the level, save your game.



BEAR IN MIND

JOLLY ROGER'S LAGOON

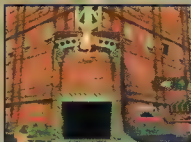
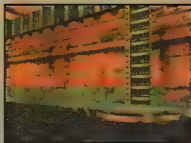


Use the Split-Up Pads in the center of the courtyard to switch control to Kazooie. Take Kazooie through the blown out hole in the back wall of Jolly's. Head down the stairs to the Smuggler's Cavern. Jump off the ledge and glide to the **Jiggy** on a pedestal out in the middle of the water.

GRUNTY INDUSTRIES

FLOOR 1

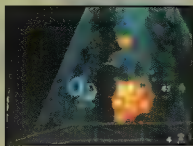
Shoot out the window above the main entrance and go into the factory. On Floor 1, ascend the stairs and go to the Split-Up Pads. Switch to Kazooie and go back out the main entrance. Proceed to the Flight Pad on the roof of the building to the right of the entrance. You'll have to overcome the same obstacles you did the first time you played through this area. However, this time, you can Leg Spring and Glide to the ladder on the narrow building across the sludge.



Use the Flight Pad to launch Kazooie into the air and then fly into the broken window at the front of the factory. Inside, jump off the end of the catwalk and Glide to the **Jiggy** hovering above the huge center structure. However, as you try to grab it, an Intruder Alert sounds and the drones call for backup. Jump and Glide onto the highest pipe connected to the center structure to stand your ground out of the drones' sight.

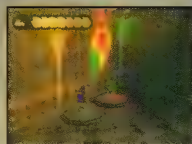
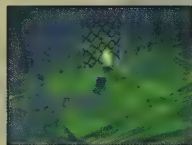


Enter first-person view and pick off the six drones above as they come into view. Fire Grenade Eggs at the drones when they're opened up. After you've destroyed all the drones, return to the top of the center structure to claim your prize. Rejoin with Banjo and descend the stairs to the air conditioning plant.



BASEMENT WASTE DISPOSAL PLANT

Enter the Waste Disposal Plant through the door to the left of the large fan. Use the Split-Up Pads to switch to Banjo. Have the bear jump into his Shack Pack and enter the nasty green water to retrieve the Jiggy near the metal grate. Ascend the underwater stairs to rejoin Kazooie.



SPIRAL MOUNTAIN



In Spiral Mountain, climb the wooden ladder to Grunty's old lair and give Cheato the five Cheato Pages that you've recently found. The new code you'll acquire is so valuable that you won't want to fight the next boss without it! Don't forget to visit the Code Chamber in Mayahem Temple to input this phat code!



A close-up photograph of a vibrant parrot, likely a macaw, perched on a dark, textured branch. The parrot's plumage is a mix of bright red, yellow, and blue. It is facing left, with its head slightly turned towards the camera. The background is a soft, out-of-focus green, suggesting a natural habitat.



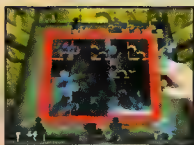




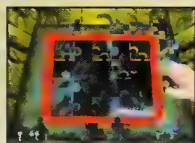
Jiggy Requirement: 45 Jiggies

ISLE O' HAGS: WOODED HOLLOW

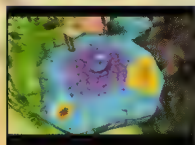
You've come a long way, but there are still areas to explore; the next one is Cloud Cuckooland. Place the 17 puzzle pieces in their correct locations, and you'll be allowed into the great blue yonder. Once again, start with the corner pieces, followed by the edges, and finish with the center pieces for your best chance at completing the puzzle in time.



Leave Jiggwiggy's Temple and use the Warp Pad to jump to the Wasteland area of Isle o' Hags.



ISLE O' HAGS: WASTELAND



From the Warp Pad, go to the left, into the purple-lit slot canyon. When you emerge from the canyon, grab the Musical Notes on each side of you and jump into the bubble. The bubble will transport you to and from Cloud Cuckooland. Simply walk into the bubble whenever you wish to come and go.

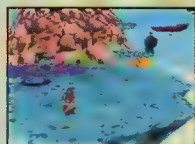
CLOUD CUCKOOLAND

The last major world in the game, Cloud Cuckooland takes Banjo and Kazooie high above the clouds to a sea of floating islands surrounding one colossal mountain. Bright blue skies and endless sunshine make this area a lush, vegetated paradise. This paradise, however, could spell the end to the bear and bird duo, as Grunty's sinister influence has already spread throughout. Overly aggressive flowers, stinging bumblebees, and paper-thin goblins will ensure that your stay is as inhospitable as possible.

Your bubble ride will take you to a small, highly elevated, blue island in the sky. Begin your journey through this land by talking with Cloud Cuckooland's resident jock, Mr. Fit. The overly confident aardvark will challenge you to three athletic contests that take place on various islands around the mountain. He immediately dares you to beat his best mark in the high jump. One look upward should tell you that you'll need some help. Leave the anteater alone with his stopwatch and head back toward the bubble.



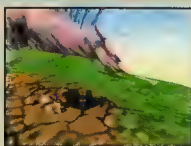
Activate the Warp Pad and approach the large, purple plant. These plants will help you get around Cloud Cuckooland. Each plant is positioned to blast you through the air and safely onto a landing pad on a nearby island. Approach the plant to be transported to the large, green ledge in the distance.



NOTE WHERE ARE ALL THE WARP PADS? There are only two Warp Pads in Cloud Cuckooland. You'll accomplish most of your transportation by flying, using the plants, and by helpful creatures called Floaters.

Cloud Cuckooland

There are a series of mud cracks near your landing point; you can Bill Drill each of them to reveal a hidden item. You'll find the following items: an **Extra Honeycomb Piece**, Springy Step Shoes, and two beanstalk seeds.

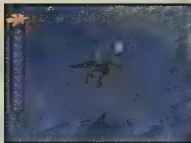


NOTE **HAS ANYONE SEEN JACK?** You'll 'plant' beanstalk seeds in two separate locations, where they will then grow, with a little help from Mumbo, to become mighty green beanstalks—great for climbing.

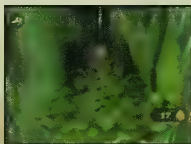
Pick up the items and then step into the Springy Step Shoes. Quickly run into the large, purple plant and shoot through the air back to the beginning of the world. Run up to the high jump pit and use your enhanced jumping ability to leap over the bar. Having beaten Mr. Fit in the first event, he will move on to the location of the second competition, the potato sack race.



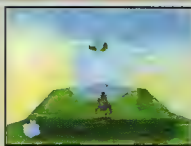
Use the plant at the far end of the island to catapult back to the green ledge below. Grab any items that have regenerated and head down the path to the left. Hurry past the two evil plants to the far edge, where you can leap off into the pool below. Grab the **Glowbo** from within the water and climb out onto the narrow ledge.



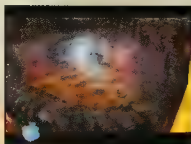
Above the water, in the side of the green cliff, there is a small alcove with a narrow crack in it. Fire a Clockwork Kazooie Egg into the alcove and guide it through the tight passageway into the red-lit area behind. Position the bird-bomb on the large button and detonate it. The numbers on the four buttons make up a combination to a safe you will learn about shortly. Nevertheless, each of the four buttons must be depressed to open the safe.



Follow the ledge around the water toward the plants in the distance. Torch the petals on the purple plant that approaches and ignore the other; yes, it does contain a jiggy, but there's nothing you can do to get it just yet. Approach the out-of-place ice cube, George. Help send George back home by Beak Barging him over the edge.



Luckily for you, George plunges straight into the hot water pool on the Lava Side of Hailfire Peaks. It looks like the little Pigs' water will finally be just right!



Go back up the small incline and dive into the water where you grabbed the Glowbo a few moments ago. Swim through the underwater tunnel, grab the Musical Notes on the way, and climb out on the other side within Central Cavern.

CENTRAL CAVERN

Throughout Central Cavern, there are paper-thin goblins that attack with various cute objects—like balloons, flowers, and candy canes.



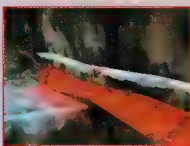
The best way to handle them is to listen for their cash register sounds and to Forward Roll through them. Even if they do hit you from time to time, you should have the Honeyback cheat activated and, therefore, have little to worry about anyway.

Flap Flip onto the ledge to the left of the water and follow the cavern walls to the left, where you will meet Super Stash, the talking safe. He will inform you that he has forgotten his combination and that he'll give you his contents if you find it.

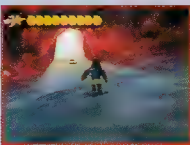


(continued)

From the safe, continue going to the left. Run up the sloped walkway to the long, rectangular, pink glass. Grip Grab the icy crack just above it and shimmy to the left. At the far ledge, shoot a Clockwork Kazooie Egg at the ground and guide it through the hole in the pink wall. Maneuver the bird-bomb down the pink corridor and onto the button; detonate it there, thus entering a second digit into the combination.



Return the way you came and head back down the slope. Continue moving clockwise around the cavern to the pink-lit tunnel. Exit the cavern through the tunnel and onto the pink and blue ledge outside.



Although you stand in front of what appears to be Mumbo's Skull, you can't be too certain in this world. Mingy Jongo, the Crafty Shaman Impersonator, lives in Cloud Cuckooland.



Sitting in an identical Skull as Mumbo's, this master of deception will lazily wait for Banjo and Kazooie to happen into his lair. When they finally do, he will seal them in his chamber and battle them to the death.

BOSS BATTLE: MINGY JONGO CRAFTY SHAMAN IMPERSONATOR

Enter Mingy Jongo's upstairs chamber with Grenade Eggs ready and, hopefully, the Honeyback cheat activated. After he laughs at you for falling into his trap, Mingy will strike down upon you with an unavoidable blast from his magic staff. Right off the bat, you'll be down some honey energy.



Mingy Jongo has some incredible black magic powers at his disposal. For starters, he has the ability to quickly disappear and reappear at different points in the room, making it a challenge to hit him. Then there's his attack; the blasts from his staff have an enhanced version of the homing ability you may have acquired for your eggs. In tight surroundings, like the upper level of a Skull, dodging his homing attacks is difficult.

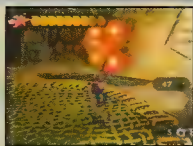


NOTE WHICH SKULL? There are two Skulls in Cloud Cuckooland, one pink and one blue. Unfortunately, Mumbo and Mingy are not permanently associated with one Skull. When you approach a Skull, you won't know whether Mingy or Mumbo is inside.

NOTE WILL THE REAL MUMBO JUMBO PLEASE STAND UP? There are two things that will indicate whose house you've just entered. First, you'll find a Minjo on the first floor of Mumbo's Skull, while you'll find a Jinjo in Mingy's Skull. The second indicator is sound. You will be able to hear Mingy snoring from the first floor of the Skull; turn the volume up to hear it.

For now, go upstairs only if you're in Mingy Jongo's Skull. So, if you find a friendly Jinjo downstairs and you can hear Mingy catching Zs, go on up. If it's Mumbo's Skull that you've entered, head back into Central Cavern and refer back to the Boss Battle Strategy that follows when you locate the blue Skull.

To defeat Mingy, you must hit him eight times with Grenade Eggs. When the battle begins, Mingy will take a while before he disappears, making it relatively easy to hit him. Wait for him to appear and take his first shot. Move along a short, choppy path to dodge his shot and then hit him with a Grenade Egg. With each successive hit, you will blast away parts of his costume, thus revealing his true robotic self.



NOTE HONEYBACK CHEAT: If you've been following the guide thus far, you should have the Honeyback cheat. This cheat will help you to defeat Mingy with relative ease. Without this enhancement, the battle will be tough, but the nine blocks of honey energy that you have should see you through it.

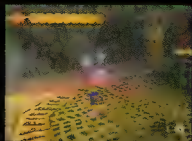
NOTE USE THIRD-PERSON VIEW: We recommend that you refrain from switching to first-person mode in this battle. The battle's pace gets so quick you won't have time to switch back and forth between views. You're better off sticking with the normal view for this one.

As you uncover more and more of Mingy's robotic ugliness, you'll have less and less time to hit him. Furthermore, he'll appear in increasingly difficult-to-hit positions. For example, not only is it impossible for you to hit him when he's atop his chair (from normal view), but his attacks become much more accurate. By the time you get him down to one or two remaining hit points, he moves so quickly that you almost have to rely on luck to hit him.



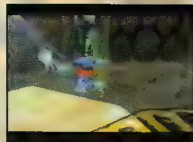
TIP HOW TO HIT

MINGY: One way to get a quick hit on Mingy while simultaneously avoiding his attack is to stand tall in the face of danger and fire at him just before his attack strikes. When Banjo crouches to allow Kazooie to shoot her egg, Mingy's staff attack will likely sail over the duo. Meanwhile, your Grenade Egg blast will likely find its way right into Mingy.



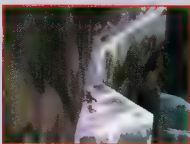
Although other eggs will harm him, only a Grenade Egg blast can hit him when he stands on the torches near his chair or on the windowsill.

When the eighth shot makes its way home, Mingy will explode into a pile of parts and begin leaking green 'juice' all over the floor. Grab the Jiggy from the chair and leave the Skull knowing that there is once again only one Mumbo. Return to Central Cavern.

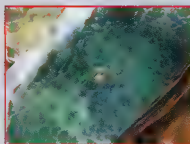


CENTRAL CAVERN CONTINUED

Back inside, head to the left up the slopes that lead to the long, pink glass wall. This time, continue to the right, making your way up the tiny ledge to the blue cave at the top. This cave leads outside to the location of the third event, as well as to Mumbo's Magic Pad. Also, an alcove with a pair of Turbo Trainers lies at the top of this ledge. Hmm, will we be sprinting our way to a Jiggy later on?



For now, stay within the cavern and dive off the ledge, into the pool below. Grab the **Glowbo** at the bottom of the pool and climb out.

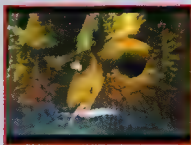


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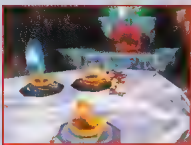
Jump down from the narrow ledge and continue to the left. Another lake is just around the bend. Dive in and swim through the tunnel, into the rock-lined basin outside. Talon



Torpedo the boulder at the bottom of the lake, thus draining the water through a grating. This water will conveniently fall into Dippy's water bowl. For helping to quench her thirst, she will reward you with the tenth and final **Jiggy** for Terrydactyland. Walk back up the newly dried path and return to the place within the mountain.



Make your way to the center of the cavern where the various pads and shoes are located. Grab the Musical Notes, activate the Warp Pad, and use the Split-Up Pads to take control of Kazooie.



Use Kazooie to Hatch the egg on the ledge just below the Split-Up Pads. This egg contains the rare Floatus Floatium creature, also known as a Floater. Floaters are speechless creatures that have the ability to hover above ground. They'll come in handy later on.

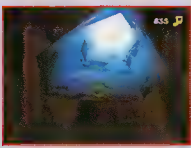


From the Floater, Glide across to the wall near the Shock Spring Pad. Use the pad to leap up to the Jinjo waiting in the alcove. From the alcove, Glide downward to the left and grab the Musical Notes atop the cave that has Jamjars' Hatch in it.

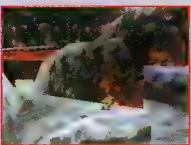


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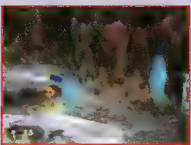
Go back to the center of the cavern and grab the Springy Step Shoes from the ledge. Use them to reach the blue-lit cave high on the wall to the left of the Jinjo you just grabbed. Grab the Musical Notes and go outside through the cave. There is another Floater egg near the edge. Hatch it and return to the cavern.



Back inside the cavern, grab the Claw Clamber Boots on the ledge to the right of the Warp Pad. Quickly dash up the wall near Super Stash to the orange-lit cave. Once again, grab the Notes, then go outside and Hatch the egg. Return to the Split-Up Pads and switch back to Banjo.

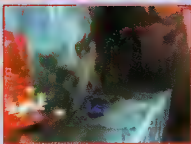


Approach the Floater on the nearby ledge and use the Taxi Pack move to stuff it in his backpack. Jamjars was right! Her lighter-than-air abilities did come in handy. It seems the Floater is so light that she can actually support Banjo's weight! Steer the now-hovering Banjo across the gap to the ledge outside the cave with Jamjars' Hatch inside.



NOTE LIMITED FLOATING: Floaters can suspend Banjo for only a limited amount of time. Make sure to keep an eye on the timer; when it runs down to zero (or if you press the B Button), the Floater will escape, letting Banjo fall to the ground.

On the other side of the gap, use the Shack Pack technique to squeeze through the small opening on the right. Grab the Musical Notes and approach Jamjars' Hatch. If you have collected 765 Musical Notes, you will learn the final move of the game, Sack Pack. (continues)



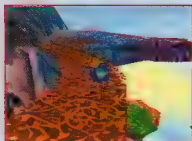
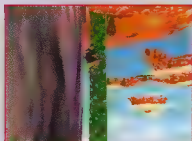
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NOTE SACK PACK: With this move, Banjo can hop around inside his backpack, thereby protecting his tender footies from such hazards as toxic fluids and thorny surfaces.

Shack Pack Banjo back out the way you came in.

Go through the lower blue-lit crevice, out toward the blue Mumbo Skull, then climb the beanstalk on the left. Use your Sack Pack skill to hop through the thorns to the other side, then use Taxi Pack with the Floater to reach the other purple island. Pack Whack the attacking flower and approach the hole in the ground. Banjo will automatically plant a seed from his backpack in the hole. Once watered, this seed will grow into a tall beanstalk that will lead Banjo to the Big Cheese Wedge floating high above. Use the nearby plant to get back to the ledge near the mountain. Enter the tunnel and jump down.

Back inside the Central Cavern, go through the pink tunnel on the far side. There's another beanstalk to the left, across the small gap. Use Banjo's Double-Jump to get across and climb up. Double-Jump your way across the broken ledges to the Floater in the distance. Use the Floater to cross the empty space to the next island. Banjo will be able to plant the second and final seed on the island. Return via the plant and enter the orange cave.



Reunite Banjo with his sidekick and warp back to the world entrance. From there, use the plant to launch back to the green ledge. Run down the hill as you did earlier, but this time use the plant near the gelatinous surface to launch to Wumba's Wigwam.



Enter the teepee and climb the pole to the rafters. Tiptoe across the beam and rescue another Jinjo. Leap down, toss the Glowbo into the pool, and dive in. Presto! You're now a Bee.



NOTE CONTROLLING THE BEE: Press the A Button to jump, and then press the A Button again while in the air to launch into flight. In flight, press the A Button to ascend and the Z Button to fire your stingers. You can fire stingers from the ground, as well. You can also hold the B Button to fly faster as the Bee.

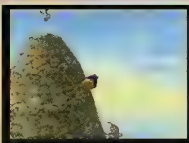
As the Bee, begin making your way counterclockwise around the mountain. Your first objective is to find and destroy the four Eyeballus Jiggium Plants. As you destroy each of them, a Jiggy will be passed off to the next. Here is a good order to follow:

1. The green ledge where George the Ice cube was.
2. The orange rock basin where you dropped the water to Dippy.
3. The purple ledge above the pink Mumbo Skull.
4. The purple island underneath the Big Cheese Wedge.

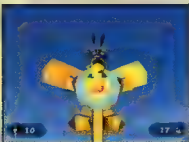


Upon shooting a stinger into the pupil of the fourth Eyeballus Jiggium, the Jiggy will be released to you. Pick it up and climb, climb, climb!

There is a beehive at the summit of the mountain. Unlike the one in which Honey B lives, this one is a genuine bumblebee construction. While a foul-mouthed Breegull like Kazooie might not get in, you might stand a better chance in your current incarnation.

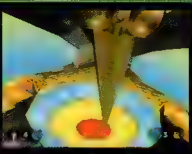


As it turns out, this particular family of bees, the Zubbas, allows only the best bumblebee shooters to enter their hive. To convince them of your worth, switch to first-person mode and shoot at the bull's-eye. From the moment your first stinger makes contact, you have 10 seconds to hit the target 20 times. Each ring on the bull's-eye will count as only one hit, so don't get caught up in precise aiming, just hold down the Z Button and shoot it up!



TIP TARGET

PRACTICE: A sure-fire way to get the 20 hits in time is to line yourself up and just idle your way into the target. With any luck, you can wedge the Bee under the statue's head and continue hitting the target.



ZUBBAS' NEST

Once you've unlocked the door, go in and greet your host, the Zubbas. In celebration of their new nest, they've arranged for a friendly shootout and you've been asked to participate. You have 60 seconds to sting as many Zubbas as you can. As usual, blue targets are worth three points, green are worth two, and red ones are worth a single point.

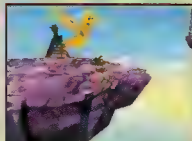


If you score over 40 points, you will win a **Cheato Page**. More than 50 will win you a **Jiggy**, and more than 50 on your first attempt will get you both prizes at once! Although scoring over 40 points isn't too difficult, breaking the 50 mark is much more challenging.

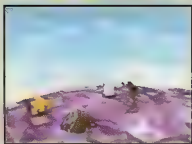
The key to hitting the tiny Zubbas is to fly in tight circles in the center of the nest, shooting an endless stream of stingers in upward and downward directions. If you proceed in this fashion, you will hit more than enough bees to score the 50 points and win both the Cheato Page and Jiggy. Once you have your prizes in hand, leave the nest and return to Wumba's Wigwam.



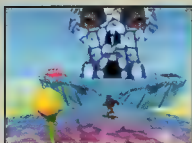
Transform back into Banjo and Kazooie and go up the slope to the other end of Wumba's island. Canary Mary is at the top of the hill. Always up for a race, Canary Mary has taken it upon herself to fix up a flying mouse-car for you to race her in. Agree to the race and get ready for more button mashing action.



It appears the fresh air of Cloud Cuckooland has done the old bird well, as she is much faster this time around. Continually press the A Button as fast as you can, and you'll be on your way to winning a **Jiggy**. As was the case in Glitter Gulch, you can race the course again, this time in reverse direction, for a chance at a second prize. Agree to race her one more time and bring home the **Cheato Page**.

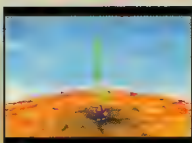


Use one of the many Flight Pads throughout the outer areas of Cloud Cuckooland to seek out Mumbo—it's time for his Rain Dance magic. Fly around the island, getting a bear's eye view of the surroundings, in order to find the giant Skull.

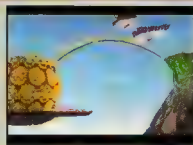


NOTE BOSS FIGHT? Remember that you have already visited the pink Skull and may have fought Mingy Jongo there. If you encountered the real Mumbo Jumbo at the pink Skull, this is a good time to head to the blue Skull and defeat Mingy. Refer back to the boss strategy for tips on how to beat this mechanized imposter.

Toss the real Mumbo Jumbo a Glowbo and take him outside. Lead him through Central Cavern and onto the tiny ledge that winds its way around the inside perimeter of the hollowed-out mountain. Exit the cavern through the blue-lit cave above the tank of water. Outside, make your way over the rolling terrain and onto the narrow precipice to the right. You will find the Mumbo Pad there.

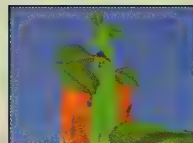


Initiate the Rain Dance magic and watch as the beanstalks begin to grow and a beautiful rainbow appears near the Golden Jiggy Pot.

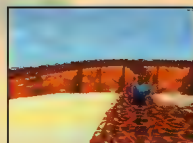


Bring Mumbo back to his Skull and take Banjo and Kazooie to the Split-Up Pads.

Leave Kazooie within the cavern and take Banjo back outside through the pink-lit passage that leads to the pink Mumbo Skull. Climb the beanstalk there and use Banjo's Double Jump move to get across the fragmented ledges. Take the Floater across to the orange island and climb the freshly grown beanstalk up to Mr. Fit. Use the Sack Pack move to hop over to him.

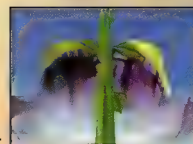


The second event is a sack race over a narrow, thorny course. Although there are two paths to the finish line, Mr. Fit can be beaten only if you take the short, dangerously narrow ledge directly in front of you. Once Mr. Fit arrives at the finish line, he will leave you to get ready at the site of the third and final competition.



NOTE DON'T WORRY ABOUT FALLING: If you fall off the island during the race, both you and Mr. Fit will appear back at the starting line ready to race again.

Use the shooting plants to get back to Central Cavern. Cut across the cavern to the blue-lit tunnel that leads to the other Mumbo Skull and climb the beanstalk there. Sack Pack your way through the thorns and take the Floater across to the other new beanstalk. Climb up to the Big Cheese Wedge.



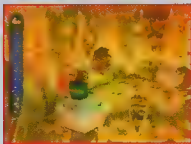
BIG CHEESE WEDGE

As you can imagine, a big slice of cheese with a few onions floating around inside isn't exactly a pleasantly aromatic experience.

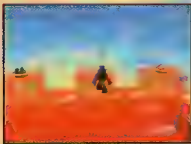
In fact, as soon as you enter the cheese, you'll begin to hear Banjo gasp as your air bubbles slowly begin to deplete. No big deal if you have the Honeyback cheat activated, but for Banjo's sake, you don't want to dillydally.

Use the Sack Pack to hop a little to the right as you enter. An onion will float down within reach here, giving you a chance to jump onto it. Make sure you stay in the Sack Pack position, or else the spikes on the onion will cause Banjo to fall off. When the first onion reaches the stationary second onion, jump onto it. Wait for the third onion to come close and leap to it. You won't need to use the fourth onion to reach the **Jinjo**. Simply leap to the cheesy ledge from the third onion slice and grab the little guy.

On the ledge, use the Shack move to crawl through the little opening. Follow it through the red-lit corridor and through the other opening to the **Jiggy**. Jump up to grab it and head back. You're done with this smelly place.



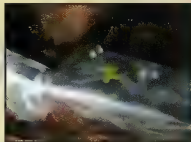
Climb down the beanstalk and use the plant to propel you back to the distant ledge. From there, hop back through the thorns in the safety of your backpack and use the plant on the other side to reach the cushy Jelly Castle.



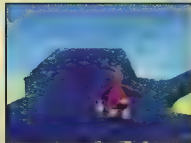
Grab the eggs atop the castle and jump down to the ground below. Use the Shack Pack move to squeeze through the opening in the front of the castle. Inside the castle, jump out of the sack and up into the air to grab the awaiting **Jiggy**. Leave the fruity dessert and head back to Central Cavern where you must now switch to Kazooie.



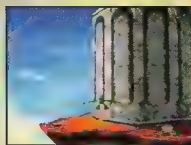
From the Split-Up Pads, make your way up the tiny ledge that leads outside to Mumbo's Pad. Continue along the ledge to the alcove in the corner, where a pair of Turbo Trainers awaits you. Lace up your sneaks and go outside through the blue-lit cave to find Mr. Fit.



Your third and final event with the aardvark is to sprint across the rolling terrain to the finish line in the distance. Using Kazooie alone with the Turbo Trainers is the only way to beat this speed demon. At the finish line, the dejected Mr. Fit will hand you a **Jiggy**.



Walk back to one of the hills on the running course, Leg Spring into the air, and Glide toward the large trash can on the distant island.



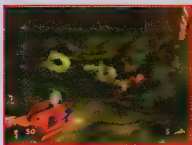
Step on the Kazooie Button in front of the entrance and go inside to meet Guffo.

INSIDE THE TRASH CAN

Walk through the rubbish up to Guffo, the tin can atop the pedestal in the center of the room. Guffo, like many characters in the game, has a proposition for you. He will give you a Jiggy if you can clear 50 points' worth of germs out of his can, thus preventing him from being evicted by the Health and Hygiene Department.



In the Trash Can Challenge, Kazooie has 60 seconds to eliminate as many red, green, and blue germs as she can. Like all previous mini-games, the scoring system is the same: red germs are worth one point, green ones are worth two, and you get three points for blue germs.



The best way to ensure a quick victory is to stay in the area of the sour milk container and continuously run around in circles, Wing Whacking everything in sight. This not only prevents you from wasting time roaming around the can, but it keeps you in the most germ-concentrated area. Also, pay little attention to the color of the germs; aim for hitting each and every one of them. In doing so, you will have no problem clearing away 50 points' worth of baddies and earning another Jiggy.

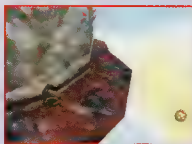


Shhh, you hear that? It's a **Jinjo** whistling to you from atop the sour milk container. Fire a Clockwork Kazooie Egg up there to grab him and then head out the way you came in.



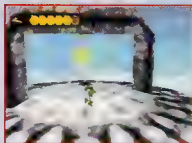
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There are still two more tasks for you to accomplish at the Trash Can. Walk around back of the can and locate the small mouse hole in its bottom. Hatch a



Clockwork Kazooie Egg and guide it through the hole to the Super Stash Button inside. Detonate the bird-bomb on the button to enter the third digit into the safe.

Walk around to the front and use the Flight Pad to launch back up into the air. Gain enough altitude to grab the **Extra Honeycomb Piece** hovering inside the handle to the Trash Can's lid.



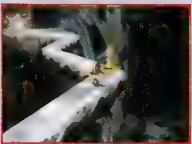
Head back to the Central Cavern and reunite the bird with her bear friend.

CENTRAL CAVERN

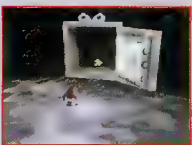
Go outside and locate a Flight Pad. Fly to the uppermost pink and blue ledge and reenter the cavern.



Grab the Musical Notes there and approach the windy, narrow walkway that crosses high above the rest of the cavern. Use a Grenade Egg to take out the bumblebee hovering about, and carefully walk onto the ledge. Grab the **Treble Clef** from the center and continue on to the far side.

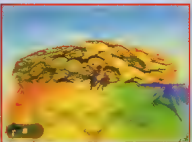


Once you're on solid ground, guide a Clockwork Kazooie Egg into the small crack in the wall and detonate it on the final Super Stash button, thus opening the safe. Make your way back to the bottom of the cavern and grab the **Jiggy** within the now-open Super Stash safe.



INSIDE THE POT O' GOLD

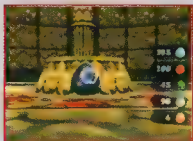
Leave the Central Cavern once and for all and take to the air. Seek out the large rainbow and land on the green ledge from which it originates. Flap Flip to the top of the golden corn cob and step on the button. Pressing this button reveals an entrance to the Pot o' Gold. You have 20 seconds to Talon Trot your way over the rainbow to the gold that lies beyond. Ride the golden lift down into the center of the pot.



The Pot o' Gold is a large, empty place and at first you may feel as if you don't belong there. Replenish your arsenal with the Egg Nests lying around the perimeter of the room and then head to the altar in the center.



Fire an egg of each type (except Clockwork Kazooie) into the corresponding-colored jewels on the side of the golden statue. Once you've lit up all of the jewels, a nest of Golden Eggs will appear atop the altar. Jump up and grab them, which will initiate the Pot o' Gold Shooting Challenge.



The rules of the game are simple: you have 45 seconds to shoot 75 Golden Jiggies from the walls of the Pot to win second prize, a Cheato Page. Score over 90 points in the same amount of time to win a Jiggy. And, of course, if you score over 90 in your first attempt, you'll win both at once.

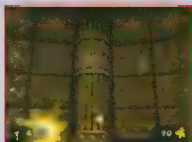
As the game starts, you will automatically assume the Breegull Blast position, so just hold the Z Button and let your fully automatic Kazooie gun do the work.



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TIP SHOOT 'N' SPIN: The key to getting a high score in the Pot o' Gold Shooting Challenge is to line up the crosshairs on a particular row of Golden Jiggies, hold the Z Button, and spin around at a moderate pace. You should have little problem hitting all of the Jiggies in the row. Continue working up the wall one row at a time until time runs out.

When you've won both prizes, Grunty will challenge you to hit all 100 Golden Jiggies. You won't get any extra prizes; this is just a chance to see how fast you can do it. For now, grab the **Jiggy** and **Cheato Page** and leave through the doorway.



Walk around the edge of the island to the rear of the Pot o' Gold, where you will find the last item in Cloud Cuckooland, an **Extra**



Honeycomb Piece. Head back to the world entrance and take the bubble back to the Isle o' Hags.



Cloud Cuckooland

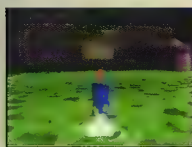
BEAR IN MIND

TERRYDACTYLAND



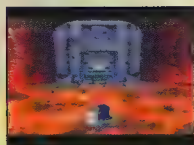
In Terrydactyland, grab the Springy Step Shoes near the cages and use the Flight Pad atop the stone pillar to fly into the water basin you filled across from Wumba's Wigwam. Although Dippy has already given you a Jiggy for giving her the water, there is a **Cheato Page** that you still have to get. Swim through the tunnel to the underground area and grab the soggy piece of paper.

GRUNTY INDUSTRIES



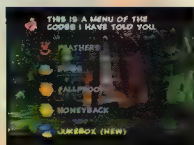
From the first floor, descend the ladder into the Waste Disposal Plant where you earlier learned the Snooze Pack move. Use the Split-Up Pads on the platform below and take Banjo across the toxic fluid using the Sack Pack move. On the far side, press the Banjo Button and grab the **Jiggy**.

HAILFIRE PEAKS



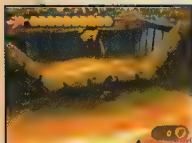
From the world entrance, use the Split-Up Pads just ahead and switch to Banjo. Lead Banjo up the path to the hot water basin and Shack Pack into the water. Stand atop the button in the floor to release the not-too-hot water into the pool in Jolly Roger's Lagoon. As a thank you for your efforts, the Bacon brothers will give you a **Jiggy**; thankfully, without having to go back to the Lagoon to pick it up.

SPIRAL MOUNTAIN



If you've been following the guide all the way through, you should have exactly five Cheato Pages in your inventory. Go to see Cheato one more time to learn the Jukebox cheat. When activated in Mayehem Temple's Code Chamber, you will have access to Banjo-Tooie's sound-track via the jukebox in Jolly's Inn.

ISLE O' HAGS: PLATEAU



As was the case with the Cheato Pages, you should have exactly enough Extra Honeycomb Pieces in your inventory to trade for one more block on your honey energy bar. Head to Ms. B's Hive to hand over the nine Extra Honeycomb Pieces you have for the tenth and final block of energy.



Cauldron Keep

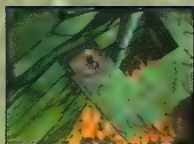
Jiggy Requirement: 55 Jiggies

ISLE O' HAGS: WOODED HOLLOW



Once you've found 55 Jiggies, enter Master Jiggywiggy's Temple to face his ninth challenge. There are two pieces on the board and 18 puzzle pieces scattered around the border this time around. Again, you have 100 seconds to complete Jiggywiggy's challenge and, as expected, it's tougher than ever. Place the corner pieces first, then all the edges, and finally, fill in the remaining pieces, taking a good look at the picture you're putting together. We know; the picture is moving, but if you look quickly enough, you'll be able to spot certain areas that match up.

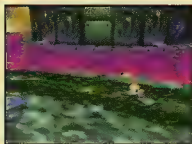
ISLE O' HAGS: QUAGMIRE



Once you've completed the challenge, Master Jiggywiggy will unlock the gates to Cauldron Keep. Head to Isle o' Hags (Quagmire) and use the Claw Clamber Boots on the gray pipe. Remain on the pipe, following it to the bird tracks that run up the wall. The unlocked entrance to Cauldron Keep is on the platform above. There is also a button to the left of the door that activates a Shock Spring Pad below; it will eliminate the need for the Claw Clamber Boots the next time you come through this area.

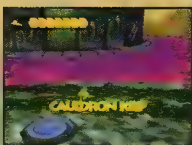


CAULDRON KEEP

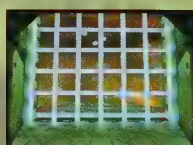


Gruntilda's fortress is designed to keep two types of people out: those who don't have Glide and those who don't have Shack Pack or Sack Pack. The pink, oozy, toxic moat that surrounds her castle is impassable unless you have these abilities. If you enter the moat unprotected, you will be launched back onto the outer ledge.

Activate the Warp Pad and then use the Split-Up Pads to switch to Kazooie. Use Leg Spring and Glide to reach the base of the castle. Run around the perimeter until you find Kazooie's Pad and step on it.

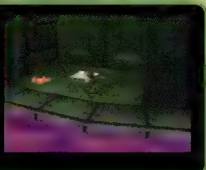


There's still the matter of the forcefield that blocks entry into the castle. Rejoin the team and head around to the back of the Keep to find the Banjo and Kazooie Pad (beware of the Minjo).

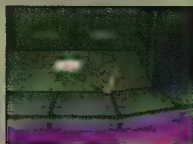


TIP TRICKY MINJO:

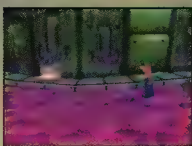
The little critter hanging around Banjo and Kazooie's Pad behind the castle is a Minjo, not a Jinjo, so treat him accordingly.



With Banjo and Kazooie together on the pad, the forcefield will shut down. Head into the Cauldron Keep.



With Kazooie in place, press the A Button to switch to Banjo. Banjo can use either Shack Pack or Sack Pack to cross the toxic moat. Have Banjo step onto his Pad. With the combined efforts of our two heroes, the drawbridge will drop.



Cauldron Keep

BOSS BATTLE: KLUNGO CAREER-QUESTIONING MINION

Poor old Klungo—you keep beating him and beating him, and that nasty ol' witch keeps sending him to do her dirty work. Oh well, what can you say? It's all in a day's work.

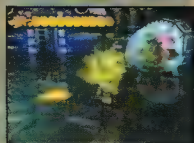


The third time around, Kungo will pick one potion from one of your previous battles with him. The Green Potion makes him invisible, the Blue Potion splits him up into clones, and the Red Potion makes him larger.

This is a sucker punch, but it works. It leaves you with only two more hits to score on Klungo.



Obviously, you must have beaten him the last two times, or you wouldn't be here. Use the same tactics as before to defeat him again. This is not a difficult battle and once it's over, poor old Klungo runs away sulking about his love life, his job, and future career decisions that he has to make.



The trickiest thing you can do is to shoot an egg at him as soon as you gain control when the battle first begins.

After the last Klungo battle, the bear and bird are left alone in the large, empty gatehouse with the "?" door now unprotected. Proceed through this darkened doorway.

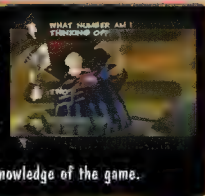
TOWER OF TRAGEDY QUIZ

As you walk through the "?" door, Banjo and Kazooie suddenly find themselves on the set of a ludicrous game show hosted by Gruntilda herself! The "Tower Of Tragedy Quiz" is completely different from anything you've faced in the game so far and it actually tests your knowledge of everything that you've experienced up to this point in the adventure! We hope you were paying close attention because Gruntilda will challenge you with a series of questions chosen randomly from a bank of over 300 possible queries!



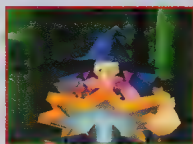
NOTE

WHAT?! Some of the questions are impossible to answer, such as, "What number am I thinking of?" (By the way, the answer is 2). So, your chances of winning come down to a mixture of luck and your knowledge of the game.



RULES OF THE GAME

There are three rounds of general knowledge questions. The person with the lowest score at the end of each round is eliminated (literally). Correct answers score two points, with one point being awarded for answers that follow an incorrect answer from another contestant. Answer one wrong and Gruntilda will deduct points from your score.



Press the B Button to buzz in, use the Control Stick to select an answer, and press the A Button to lock in your answer.

NOTE

If you buzz in too early during the question, you stand the chance of missing the question altogether. This is especially important to remember when you're looking at the Tower Of Tragedy Quiz screen. If you press the B Button while the screen is still displayed, you'll miss the following question that pertains to the picture.

(continues)

(continued)

The contestants are Mingella on your left and Blobbelda on your right. Mingella will end up being your main competitor. You'll be lucky to see Blobbelda answer at all. She'll surely get squished first.



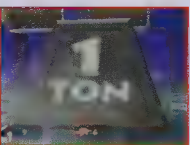
ROUND 1: ONE GETS TONNED!

Starting with 180 seconds on the clock and no points, you must correctly answer more questions than the two ugly sisters. The one-ton weight hanging overhead will flatten the loser of this round.



ROUND 2: WHICH GETS SQUISHED?

The rules for the second round are the same. Except, of course, that one of the contestants has been eliminated.

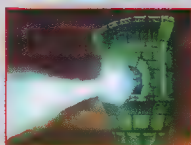


ROUND 3: BANJO LOST OR GRUNTY SQUASHED

In this final round of play, Banjo again has 180 seconds to answer trivia questions concerning the game. That's about the only thing that's the same, however. To make the game a little harder, Grunty withholds the answers until you buzz in. If you wish to pass on the question, simply press the Z Button. Since you're playing alone in this round, Grunty has set a score of 15 points for you to beat. If you fail, you can count on gaining some weight very quickly—about 2000 pounds to be precise.

When you finally win, Grunty rockets off in her booth.

For now, enjoy the credits and the cinema, where Banjo and Kazooie cure King Jingaling and resurrect their ol' pal Bottles.



Head back into Jiggawiggy's Temple for the last challenge. An easy way to do this is to leave the Gun Chamber through the gun turret opening and warp to Jiggawiggy's Temple from the Golden Jiggy Altar near the entrance to Cauldron Keep's Top of the Tower.

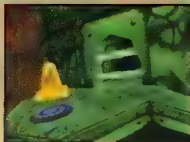
Cauldron Keep

ISLE O' HAGS: WOODED HOLLOW

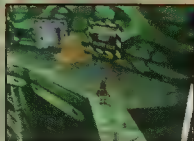
Jiggy Requirement:

70 Jiggies

For 70 Jiggies, you earn the privilege to play the tenth challenge. As expected, it is the biggest challenge of them all... well, almost, but we'll get to that later. You must correctly place all 20 pieces into the puzzle. You still have 100 seconds to complete the challenge. The puzzle is very dark, making it more difficult to differentiate between pieces. When you reach the 35 second mark, the colors of B.O.B. start to appear, making it easier to tell one piece from another.



After you complete what you thought was the final challenge, Master Jiggywiggy opens the passage to Cauldron Keep's Top of the Tower. The Master actually offers you the option to play his *final* challenge; there is no reward for beating it. Go ahead and give it a shot; you'll appreciate the former challenges after you attempt this puzzle.



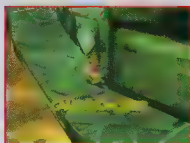
NOTE **TURNING PUZZLE PIECES:** The difference with Jiggywiggy's Super Special Challenge is that you must rotate the pieces by pressing the Left C and Right C Buttons in order to fit them into their correct positions. In the words of Humba Wumba, this puzzle is "heap o' tough!"

Head back to the Gun Chamber in Cauldron Keep to visit an old friend.

CAULDRON KEEP

GUN CHAMBER

On your way to the Top of the Tower, be sure to look for Dingpot in the back of the Gun Chamber. If you played Banjo-Kazooie (this game's predecessor), you will remember this familiar face. If not, just jump inside and fill up on egg ammo! Go through the opening through which the large gun points. Walk the ledge to the top and enter the Top of the Tower for the final boss battle with the undead and still wicked Gruntilda.



BOSS BATTLE: HAG 1

MONSTROUS MECHANICAL MUD-MUNCHER

This is it. This is what we've all been waiting for. The final battle is looming over your head like a clinker cloud. Banjo and Kazooie have saved all the Jinjos, revived the zombie King Jingaling, and brought Bottles back from the dead and returned him safely to his family. One final loose end to tie up and all will be well.

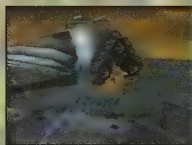


When Banjo and Kazooie reach the top of Cauldron Keep, they first think Grunty is a no show. Then they realize that there is a gigantic Digging Machine just behind them. Gruntilda is operating the Monstrous Mechanical Mud-Muncher, the very same vehicle that ripped through Jinjo Village, scaring away its entire population.



STAGE ONE: TWO LASERS

Stage one begins just after Kazooie calls Grunty a Bonebrain! When she finally figures out how to get the Digger running, she activates two of the four laser beams that cut across the stage. These laser beams do cause damage, so you must jump over them.



There are regenerating egg nests scattered around the perimeter of the battle stage; run through these to stock up.

You can hit only two targets on this boss. One is Grunty when she sticks her head out of the hatch. The other... we'll discuss when it becomes available later in the battle. Neither of these targets is available at the beginning of the first stage. Simply jump over the laser beams and wait for Grunty to pop out of the Digger to ask you a question.



NOTE MORE

QUESTIONS: Gruntilda has not given up on the quiz show. It was a big failure for her and she can't seem to let it go. Again, her questions are

randomly pulled from the bank of 300 used in the Tower of Tragedy Quiz. You have five seconds to answer each question. If you answer correctly, Grunty will take it easy on you by not speeding up her attack. If you get it wrong, she speeds up her attack.



TIP

TIP #1: USE HONEYBACK! Without this cheat, this battle will not be easy. Even with Honeyback turned on, you may not regain health quickly enough before an unexpected attack takes you out.

Cauldron Keep

When the battle resumes after the questioning, you'll be placed in first-person mode and Kazooie becomes the Breegull Blaster. At this point, four major things happen: you can now target Grunty (she has a total of 100 hit points), Grunty attacks you with her spell attack, the Digger quits moving, and the laser beams stop.



Grunty is your target! Use the R Button to aim and locate Grunty, and then shoot. If you release the R Button, your aiming adjustment will remain intact. You can also use the Up C and Down C Buttons to make adjustments in your aim. While you're holding the R Button, you can strafe one step to the left and right; this is just enough to sidestep one of Grunty's spell attacks.



TIP WHICH EGGS?

Even though Grenade Eggs and Fire Eggs pack a bigger wallop, respectively inflicting three and two hit points each, using the normal Blue Eggs can be more effective. They inflict only one hit point each, but they can be fired much more rapidly than the other



When approximately 20 seconds pass after the questioning, Grunty will duck back into the Digger to start the 'Stage One' process from the beginning again. This cycle will repeat until you've knocked off ten points from her total HP. When you've knocked her down to 90 HP, 'Stage Two' will begin.



NOTE HOW MANY HITS LEFT? You can view Gruntilda's total hit point counter in the bottom-right corner of the screen.



STAGE TWO: FOUR LASERS

Grundy will now turn on all four of the Digger's laser beams, making it more difficult to avoid the Mud-Muncher's defenses. The rest of the stage will be similar to the first stage, depending on whether or not you answer her question correctly.

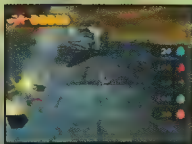


When a mortar hits the ground, four pieces of shrapnel will fly in different directions. Make sure to avoid the shrapnel trajectory. After about 20 seconds of this, Grundy will pop out of the hatch for another quiz. The rest of this stage continues in the same manner as the others.



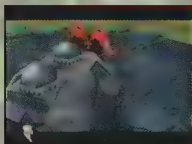
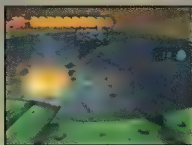
STAGE FOUR: TWO MORTAR CANNONS

When you hammer Grundy down to 70 HP, she activates the second mortar cannon. Same deal as before, except now you have two mortars flying through the air and eight pieces of shrapnel to avoid.



STAGE THREE: MORTAR CANNON

When Grundy falls to 80 HP, 'Stage Three' begins. Now she'll activate the Digger's mortar cannon. When this happens, you can't target anything and the Digger will home in on you regardless of where you move. But that's not the bad part—the mortars are the bad news. Luckily, there are no laser beams as you try to avoid the mortars. Keep moving! The mortars will home to your position as they are launched.



STAGE FIVE: THE DRILL BIT

When you have Grundy to 60 HP, she retracts the mortar cannons, opens the exhaust port, turns on the two front lasers, and gets the Digger's drill turning! When you regain control, simply stay as far away from the Digger as you can, avoiding the rotating drill and the laser beams. After 30 seconds, Grundy will pop out again and ask another question. Take a stab at answering the question. When the battle rages on, it will play out in the same fashion as the previous stages.



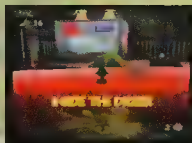
Caution Keep

STAGE SIX: THE EXHAUST PORT

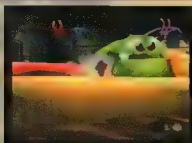
Stage Six begins when Gruntilda drops to 50 HP. Remember when we mentioned a second target? Well, that would be through the exhaust port and inside the Digger! The best time to make your first attack on the interior of the Digger is after Grunty ducks back into the Digger, while she complains about the machine's faulty gearbox.

In the lower right corner of the screen, you will notice that an icon of a battery and two hit points has replaced the icon of Grunty and her HP.

With the Digger stopped, get to the rear of the vehicle and shoot a Clockwork Kazooie Egg near the smoke-blowing exhaust port. Have the bird-bomb jump up and into the hole to enter the interior of the Digger.



Inside, you will find two green Minions and two large batteries in the rear of the room. Navigate through the wire by jumping as you avoid contact with the green Minions. When you near one of the two batteries, detonate the remote bird-bomb! This will destroy one of the batteries and return control back to Banjo—one down, one to go.



Before the Digger stops again to allow you another shot at a battery, Grunty will ask another question. Soon after, you will enter first-person Breegull Blast mode again. When you knock Grunty down to 40 HP, you will have another shot at getting a Clockwork Kazooie Egg into the exhaust port.



Destroying the second battery is much more difficult. The Digger is moving much quicker and you must wait for it to stop. When it does, make sure you're in a prime position to launch another Clockwork Kazooie Egg and guide the bird-bomb into the exhaust port. You have to achieve all of this in a small window of time before the Digger begins to move again. This is not easy, especially with the four outer laser beams activated. Just try to stay behind the Digger as it turns to assure that you don't have to go far when it stops.



STAGE SEVEN: FIGHT TO THE DEATH

You reach this stage after you destroy the second battery; it's a well-deserved break from the chaos. The Digger is now stationary, and no other weapons fire at you, except for Grunt's spell attack. It's easy to strafe away from this as you keep shooting a steady stream of eggs at her head.



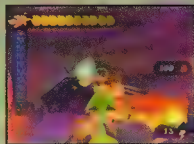
STAGE EIGHT: THE MINIONS

When Grunt falls to 30 HP, she will unleash her little green Minions on you as she continues to pelt you with her spell attack. This isn't much harder than the last stage. Her minions arrive one at a time as you destroy them, and they're rather slow. Continue to focus your attack on Gruntilda to make short work of this stage.



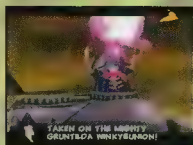
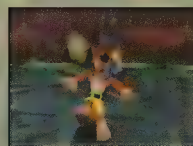
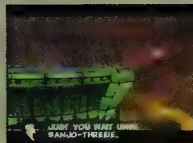
STAGE NINE: CYANIDE & MUSTARD GAS

When the wicked witch dives to 15 HP, she releases the Cyanide and Mustard Gas, which will trigger the Air Supply meter to appear. Two Minions now attack at once and Grunt launches her spell attacks. You have a limited amount of time to take her down to one hit point. Use Fire Eggs to quickly take the remaining health from her, and try not to get caught up in the mayhem around you. Don't lose sight of the one who is causing all this turmoil.



STAGE TEN: ATTACK OF THE WINKYBUNION

When you've overcome all odds and Gruntilda Winkybunion has plummeted to one hit point, 'Stage Ten' begins. The witch is a little upset and does not want to lose this time. She releases a bigger, more accurate spell attack on the bear and bird duo. You need to land only one more hit on the witch to take her out of the game! Adjust your aim, focusing on Grunt. Using the Left C and Right C Buttons, strafe to avoid her nasty attack, and shoot her one last time to win the game. You must hit Gruntilda as she is about to fire her spell; this is the only way to take off the last HP. Watch as the Digger and Gruntilda Winkybunion blow into a million pieces! Guess what? You did it! You have beaten Banjo-Toodie!



Caution Keep

GETTIN' JIGGY WIDDIT!



If you've completed the game with all 90 Jiggies, your efforts will be rewarded. From the Main Menu, enter the Replay Mode and select the Cinemas category. Scroll to the bottom to find the "Character Parade." This cinema displays all the major (and some not so major) characters that appear in the game. It's a long one, so sit back and enjoy. If you didn't get all 90 Jiggies, what are you waiting for? Go get 'em, spunky!



BANJO-TOOIE™

OFFICIAL STRATEGY GUIDE

Bear and Bird Are Back —and so is Gruntilda!

It's time to join Banjo, Kazooie, and no one named Tooie in their zaniest, most exciting adventure yet! They may have sent ol' Grunty to the grave last time around, but that's not enough to stop any self-respecting witch—and now it's a sister act! Three against two? That hardly seems fair! Time to even the odds for bird and bear!

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