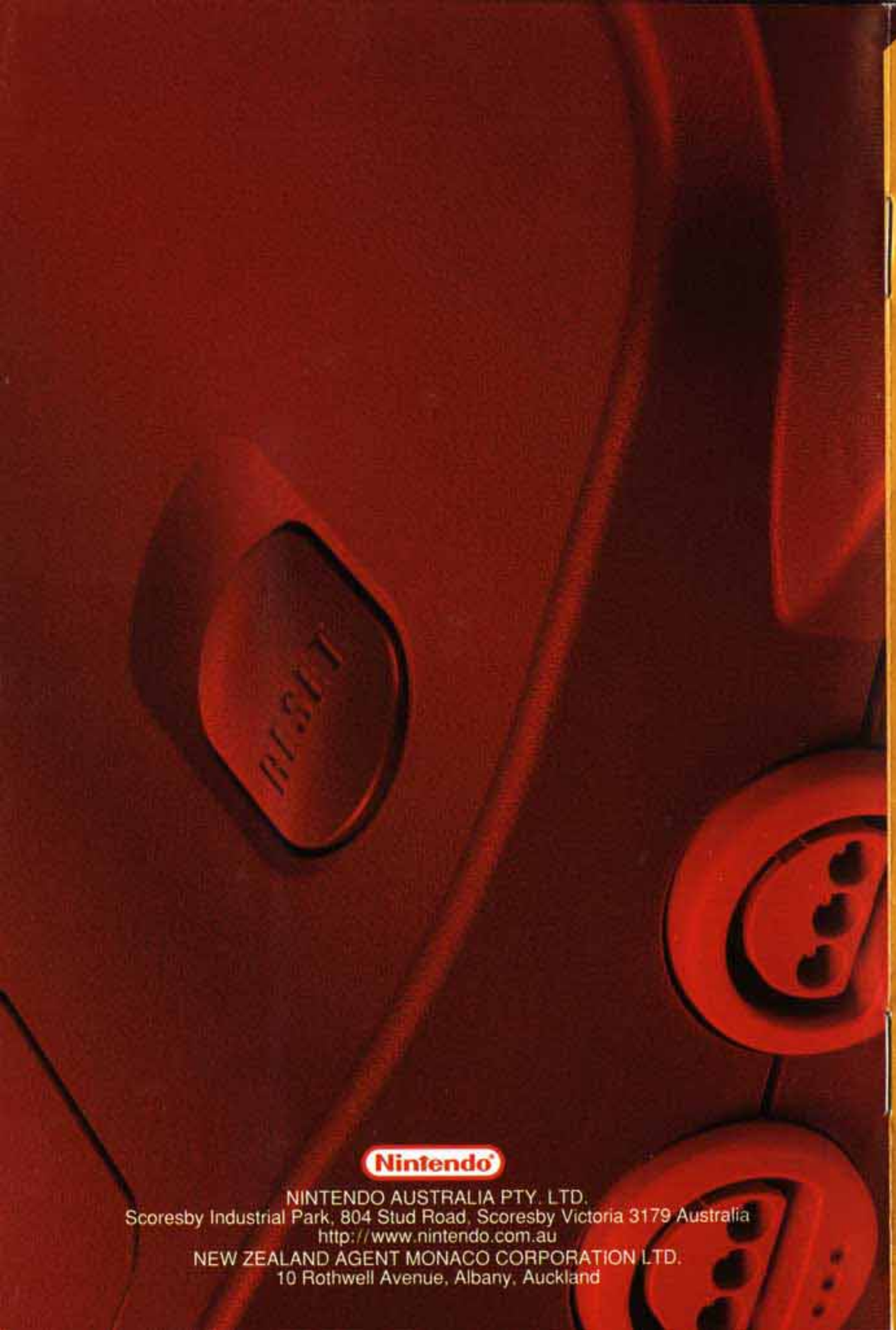


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BANJO-TOOIE™

NINTENDO64

INSTRUCTION BOOKLET

NINTENDO.64

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.

Original Nintendo Seal of Quality ™

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the Banjo-Tooie™ Game Pak for the Nintendo® 64 system.

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About the Controller

The Nintendo® 64 Controller

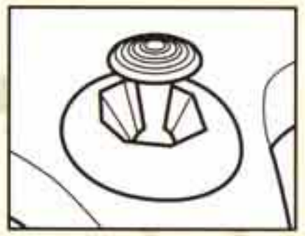
The Nintendo 64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left) then press START while holding the L and R Buttons.



The Control Stick is a precision instrument–make sure not to spill liquids or place any foreign objects into it.

The N64 Rumble Pak™

This game is compatible with the Rumble Pak™ accessory. Before using it, be sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is turned OFF when inserting the Rumble Pak accessory.



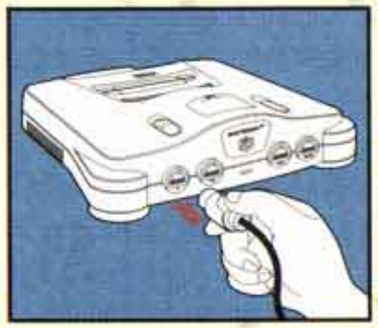
Holding the Controller



While playing Banjo-Tooie, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.



If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers to play in the two-, three- or four-player game modes.

Two Years Have Passed...

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Starting an Adventure

Properly insert your Game Pak into the N64 Control Deck, then turn the power ON. When the Title Screen appears, press START to go to the Game Selection Screen. Use the Control Stick to move Banjo's hand between the eight different objects, then press the A Button to select one.

Pictures

Each of the three pictures on the wall represents one of the available save slots. Select a blank picture to begin a new game, or select an existing picture to continue a saved game.

Camera

The camera lets you copy a saved game file into an empty slot. First, select the game you want to copy, then press the A Button. Next, select the empty slot you want to copy to, then press the A Button again.

VCR

The VCR allows you to replay certain bosses, mini-games, and cinematic sequences that you have already seen in the game. Simply follow the instructions shown on the screen.

Television

The television lets you change various audio and video settings.

Screen Alignment

Use the Control Stick to position the picture on your television screen. Press the A Button to keep the new setting, or press the B Button to return to the default setting.

Wide-Screen Mode

Banjo-Tooie features a true 16:9 Enhanced Wide-Screen Mode. Press left and right on the Control Stick to toggle this feature on and off.

Speaker Mode

Press left and right on the Control Stick to select Mono, Stereo, Headphone or Surround Sound audio output.

N64

The N64 system lets you and your friends play multiplayer games. Player 1 will make all of the menu selections. First, select the number of players. Next, choose to compete in a single game, some of the available games, or all of the available games. If you select a single game or some of the games, you must then select which game or games to play. Once you have finished making all of your selections, press the A Button to begin.

Press START to pause the game. On the Pause Menu, you may choose to continue or quit the current game.

If you choose to play two or more games, each player will receive points at the end of each game. These points will be added, and the total for each player will be shown in a league table. At the end of the last game, the player with the highest overall score will be shown at the top of the table.

Trash Can

The trash can may be used for erasing a saved game. Select the game file you want to erase, then press the A Button. Press the A Button again to confirm your decision, or press the B Button to cancel.



Who's Whooie in Tooie

Banjo



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



Kazooie

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

Bottles



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



Jamjars

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

Mumbo Jumbo



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



Humba Wumba

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

King Jingaling



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



Master Jiggywiggy

Little is known about the ancient order of the Jiggywiggy except that it is based in a bizarrely-shaped temple and led by a recluse known only as Master Jiggywiggy. Legend has it that Master Jiggywiggy controls the all-powerful Crystal Jiggy and that those seeking his help must first prove their worth...

Honey B



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





Mingella & Blobbelda

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

Gruntilda



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



Bear 'n' Bird Controls

START

Brings up the Pause Menu and Status Screens. (See pg. 14 for more information.)

B BUTTON

- Lets Banjo or Kazooie use an attack. It also allows you to read signs and talk to other characters.
- Cancels the text and returns you to the action.



CONTROL STICK

Lets Banjo run, walk or tiptoe, depending on how much pressure you apply to the Control Stick.

Z BUTTON

- Makes Banjo crouch. Use the Control Stick to rotate while crouching.
- Slows the text down.
- Performs special moves and abilities when used with other buttons.



R BUTTON

Centers the camera behind Banjo when you press and hold the R Button. Release the R Button to return to the normal camera view.



C BUTTONS

C◄ and C►
Rotates the camera angle. Tap either button to rotate it a little or hold it down to continue to rotate.

C▲ and C▼
Changes the amount of camera zoom. Press the C▲ Button once to view the action through Banjo's eyes, then use the Control Stick to look around. Press the C▲ Button again to return to the normal camera view. Use the C▼ Button to toggle between the three different external camera views.

A BUTTON

- Makes Banjo jump. Hold the A Button longer to make him jump higher.
- Speeds the text up.

NOTE:
Pressing the B Button will not cancel more 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.

Pause Menu and Status Screens
When you press START to pause the game, various essential information will be displayed around the screen. Use the Control Stick to highlight an option on the menu, then press the A Button to select that option.

Return to Game
Continues the current game.

Objects and Items
Displays various objects and items that you have collected. When you are finished looking at that screen, press the B Button to return to the menu.

Jinjos
Shows how many members of each Jinjo family you have found. When you are finished looking at that screen, press the B Button to return to the menu.

View Totals
Indicates the number of Jiggy pieces, music notes, empty honeycombs, Jinjos, Cheato Pages, and Glowbos you have collected, as well as how many of Jamjars' moves you've learned. It also shows how long you have been playing the game. Press left and right on the Control Stick to switch between the reports for each world and game totals. When you are finished looking at that screen, press the B Button to return to the menu.

Save and Quit
Saves and exits the current game.

Jamjars' Advanced Abilities

Banjo and Kazooie will begin the game with the ability to perform all of the moves they mastered in their first adventure. If you're a newcomer to this world, or you just want to brush up on your skills, spend some time in the Spiral Mountain training area before you head off after the trio of witches. Locate one of the molehills, then press the B Button to get a refresher course from the spirit of Bottles.

Once you set off for the Isle o' Hags, you'll find that there is an extensive range of new abilities to be learned. For some of the moves Jamjars will teach you, Banjo and Kazooie must be together. Other moves, however, will require the bear and bird to separate.

Isle o' Hags
You'll find a variety of eggs on the Isle o' Hags. To fire any type of egg, first press and hold the Z Button. Then, press the C↑ Button to fire forward or the C↓ Button to fire backward.

Fire Eggs
These eggs are useful for both lighting dark paths and setting fire to bad guys.

Grenade Eggs
The explosion that will result from one of these will blow away baddies and possibly reveal new avenues to explore.

Ice Eggs
Hitting a baddie with one of these will encase him in a suit of solid ice, allowing you to sneak past or launch a crafty attack.

Clockwork Kazooie Eggs
These are the best eggs that music notes can buy! Once you launch one, use the Control Stick to move the Clockwork Kazooie around, then press the B Button to detonate it. Keep an eye on the timer, though, as it will self-destruct when time runs out.

Egg Select
This feature allows you to select which type of egg to fire and will be gained automatically as soon as you learn to use a new egg type. Tap the R Button to bring up a list of the available eggs, then tap the R Button repeatedly until the egg of your choice is selected.

Mayahem Temple
Egg Aiming
Each time you view the action through Banjo's eyes (press the C↑ Button), an aiming sight will appear on the screen. Use the Control Stick to move the sight around, and press the Z Button to fire. If you have the Amaze-O-Gaze Goggles, you can also use the C← and C→ Buttons to zoom in and out. Press the C↓ Button to toggle the aiming sight on and off.

Breegull Blaster
In certain areas, Kazooie will be transformed automatically into a powerful handheld gun, capable of firing eggs at an alarming rate. See the Special Places to Visit section on pg. 25 for more information.

Grip Grab
Banjo's strength will allow him to grab and hang on to ledges. Use the Control Stick to move him along, and press the B Button to make Kazooie peck if she's present. Press the A Button to clamber up onto the ledge or the Z Button to let go.

Glitter Gulch Mine
Bill Drill
The Beak Buster move that the pair learned in their first adventure may be powerful, but this upgrade is capable of drilling through sold rock and metal! Press the A Button to jump, then press and hold the Z Button while in midair to spin the breegull like a feathered jackhammer.

Beak Bayonet
Baddies will surely get the point when on the receiving end of this move. Press the B Button when you're in one of the Breegull Blaster areas to thrust Kazooie forward, stabbing with her beak.

Witchyworld
Split Up
This is the one Kazooie has been waiting for! Locate a pair of Split-Up Pads, stand on Banjo's pad, then press the A Button. The breegull will leap gracefully from Banjo's backpack and be ready to go adventuring—and troublemaking—on her own. To swap between controlling Banjo or Kazooie, stand on the current character's Split-Up Pad or near a Swap Spot, then press the A Button. To reunite the pair, simply make them touch each other.

Pack Whack
Banjo can remove his backpack and whirl it around in front of him like a giant club. Fortunately for Kazooie, he can do this only when she's not in it. Press the B Button to try it whenever Banjo is standing, running or jumping on his own.

Airborne Egg Aiming
Kazooie can become a Breegull Bomber by learning to fly and fire eggs at the same time. Press the C↑ Button to view the action through her eyes, then use the aiming sight as you would on the ground.

Jolly Roger's Lagoon
Wing Whack
Being free from Banjo's backpack will allow Kazooie to use her wings for an effective slashing and whirling attack. Simply press the B Button while the breegull is standing, running or jumping.

Sub-Aqua Egg Aiming
Even the murky depths hold no refuge for the witches' minions once Kazooie learns how to fire eggs while Banjo is swimming. Press the C↑ Button to view the action through Banjo's eyes, then use the aiming sight as you would when on the ground.

Talon Torpedo
Torpedoes away! Well, Kazooie away, actually. Press the Z Button when underwater to launch her from Banjo's backpack. Control will switch automatically to the bird–use the Control Stick to rotate her, and press the A Button to propel her along. Build up some speed, then see what you can break! To retake control of the bear, press the B Button to make Kazooie rejoin her partner.

Terrydactyland
Springy Step
Reach dizzying heights by slipping on a pair of Springy Step Shoes. Press the A Button to get a single, mighty leap into the air. Kazooie can get even higher by leaving Banjo's backpack while he's in midair. Press the B Button to cancel the shoes' effect at any time.

Taxi Pack
Once Kazooie has left Banjo's backpack, it can be used as a makeshift means of transportation for anything that can't–or won't–go where it's supposed to. Press and hold the Z Button, then press the C← Button to remove the backpack. Continue to hold the Z Button while you use the Control Stick to move around, and press the B Button to scoop an item into the pack. When you get close to an item's intended location, press and hold the Z Button, then press the C← Button to make the item leave the backpack. To force the item out at any time, press and hold the Z and C← Buttons, then press the B Button.

Hatch
Much to her displeasure, Kazooie can become a mother hen when on her own. To sit on an egg, press and hold the Z Button, then press the B Button to watch the breegull put her feathery behind to good use. This move may also be useful for raising temperatures...

Grunty Industries
Claw Clamber
When Kazooie dons a pair of Claw Clamber Boots, she can walk right up walls! Well, she can do it only where there's a line of bird-like footprints, but it's still a pretty cool move! Press the B Button to cancel the shoes' effect at any time.

Snooze Pack
The rough and tumble of adventuring can take its toll on even the hardiest of bears, so why not stop to take a honey-restoring snooze. Press and hold the Z Button when Banjo is on his own, then press the C→ Button. Continue to hold the Z Button until Banjo's energy is completely restored.

Leg Spring
Free from the weight of the honey-loving bear, Kazooie can propel her lightweight frame into the air with this useful leap. Press and hold the Z Button, then press the A Button to send her skyward.

Hailfire Peaks
Shack Pack
With Kazooie gone, there's plenty of room in the backpack for Banjo to hop in! Press and hold the Z Button, then press the C↓ Button to pull the pack over the bear's head. Continue to hold the Z Button, and use the Control Stick to move the backpack around. Keep an eye out for anything that Banjo's new, smaller size or additional protection can take advantage of.

Glide
This move makes Fly Pads and red feathers a thing of the past, but it works only when the breegull is bear-free. Find a suitable spot, jump off, then press and hold the Z Button to spread Kazooie's wings and glide gracefully through the air.

Cloud Cuckooland
Sack Pack
Adventurous bears get sore feet, so when Kazooie is absent, Banjo can get a well-deserved chance to rest his paws. Press and hold the Z Button, then press the C↑ Button to make him jump inside his backpack. Continue to hold the Z Button, and use the Control Stick to hop around. The pack's sturdy bottom will be able to withstand contact with many dangerous surfaces.

Backpack Booty

Though Kazooie may not like it, Banjo's backpack is ideal for storing most of the various items you'll find during your adventure. Grab anything you can to keep the breegull company–you never know when it might come in handy!

Jiggies



Collect these to gain access to the various areas around the Isle o' Hags. Generous King Jingaling will give you the first one as a gift, but you'll have to earn the rest on your own.



Notes Nest

Jamjars won't teach you his musical marching moves until you find enough music notes to meet the military mole's requirements. The nests of five notes each won't be very difficult to find early on, but they will be hidden increasingly well by a frustrated witch as you progress.

Treble Clef



There's only one of these in each world, but they're worth 20 music notes each, so your next visit to Jamjars for a new move may come sooner than you think.



Egg Nests

Only blue eggs will be available at first, but as you learn how to use new ones, these nests will begin to cycle through different types. Simply wait for the type you want to appear, then pick it up. Backpack space is limited, however, so you'll be able to collect only a certain number of each type of egg.

Feather Nests



Red ones allow Kazooie to fly, while the precious golden ones power her Wonderwing invulnerability technique. These nests will usually cycle between the two types, making it easy for you to stock up on the ones you need.



Jinjos

These little creatures just can't seem to stay out of trouble! The nine different families–each a different color–from Jinjo Village have been scared away by the witches' digger, and it's up to the intrepid bear and bird team to rescue them. When you reunite an entire family in their house, you'll be awarded a Jiggy.

Glowbos



Any self-respecting magic user knows the power that these exceedingly rare creatures possess. You'll need to give these to Mumbo Jumbo and Humba Wumba before they will offer you their Grunty-thwarting magical assistance.



Cheato Pages

Cheato's reward for helping Banjo on his first adventure was to have his pages ripped out by a furious Gruntilda. Each time you recover five of his precious pages, the grateful spell book will award you one of his secret cheats. Well, he's not called Cheato for nothing!

Honey Energy Sections



Banjo will begin his quest with a healthy five sections of honey energy, but the perilous terrain of Gruntilda's island, along with her hordes of minions, will do their best to change this. When Banjo's health begins to wane, look out for the honey sections dropped by defeated baddies or for the energy-stuffed hives the bad guys often guard.





Skill and Mystery Honeycombs

If you're feeling lucky, these may be worth a try. A Skill Honeycomb will cause the energy bar segments to flash in ascending order, while a Mystery Honeycomb will make them flash randomly. The object is the same for both types–press the B Button when the most energy segments are displayed!

Empty Honeycombs



You'll likely find that as you battle toward the creepy coven's castle, you'll require more and more energy. Collect empty honeycombs, then give them to Honey B. In return, the friendly insect girl will provide you with additional energy segments, up to a maximum of ten.



Wading Boots



These stout rubber boots come with a time-limited guarantee to protect breegull legs from harm on dangerous terrain. Just be sure she's back on safe ground when the guarantee expires.



Turbo Trainers

Run like the wind and walk on water! Yes, it's true—this fabulous footwear gives Kazooie a burst of incredible speed, even allowing her to run across the surface of water when at top speed.

Springy Step Shoes



Jamjars will teach you how to use these spring-mounted wonders that will enable Kazooie to leap to dizzying heights. Just be sure that when you press the A Button, you're really ready to use them—you only get one chance!



Claw Clamber Boots

You'll also need to consult the subterranean sergeant before you can enjoy the wall-climbing ability this sucker-soled footwear can bestow. Look for the distinctive trails of bird tracks that go up walls—these are the only places where the Claw Clamber Boots can be used.



Useful Features

You will become more familiar with these features as you progress through the worlds. Some will be merely useful, but others will be absolutely essential if Gruntilda is to be thwarted and Bottles saved.



Shock Spring Pads

Stand on one of these, then press the A Button for a breegull-style leap high into the air.

Flight Pads



Stand on one of these, then press the A Button to take to the air. Once airborne, press the A Button again to spend a red feather and go even higher, or press the B Button to perform a Beak Bomb Attack.



Warp Pads

Find at least two of these pads in the same world, stand on one, then press the B Button. Next, select one of the available destinations, then press the A Button to warp there!

Mumbo Pads



Press the B Button when the shaman is standing on one of these pads, then see if his magic lives up to the hype. These pads will disappear automatically once they are no longer needed.



Split-Up Pads and Swap Spots

Locate a pair of Split-Up Pads, stand on Banjo's pad, then press the A Button. The breegull will leap gracefully from Banjo's backpack and be ready to go adventuring—and troublemaking—on her own. To swap between Banjo or Kazooie, stand on the current character's Split Up Pad or near a Swap Spot, then press the A Button. To reunite the pair, simply make them touch each other.

Switches



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

Molehills



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



Jamjars' Hatches

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

Jamjars' Silos



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



Beehives

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

Signposts



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



Jiggywiggy's Altars

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

Special Places to Visit

Spiral Mountain

Banjo's once-picturesque homeland has taken quite a beating from Gruntilda's minions, but it remains a useful training ground to practice some of the moves you'll need later on. It'll be worth taking a look inside the remains of Grunty's old lair–you may just meet up with a face from the past...

Jinjo Village

King Jingaling's Throne Room

This should be your first stop in Jinjo Village, as the laid-back king will be able to explain what has befallen his kingdom. If you promise to help his royal Jinjoness, he'll bestow upon you your first Jiggy piece, the key to starting your epic adventure.

Jinjo Family Houses

The once-lively Jinjo Village will be deserted when your adventure begins, the inhabitants having been scared away when the witches' digging machine plowed its way through. If you rescue a Jinjo, it will return it to its house (each Jinjo's color will match the color of its house). Once an entire family has been reunited, they'll be only too happy to reward you.

Bottles' House

As they patiently await the heroic mole's return before they sit down to dinner, Banjo doesn't have the heart to tell Bottles' wife and kids that he's gone to that great molehill in the sky. Have a quick chat about a certain pair of special glasses, then let the kids show you a secret way out of the village.

Isle o' Hags

Jiggywiggy's Temple

Within the temple's sacred Jiggy-shaped walls lies the all-powerful Crystal Jiggy, which has been guarded for centuries by the mysterious order of Jiggywiggy. If you can harness the power of the Crystal, it will grant you access to the various worlds–but you must first prove your worth. Collect enough Jiggies to be allowed into the temple, then successfully complete the ancient test of Jiggywiggy inside. Master Jiggywiggy himself will be in residence to offer guidance.

Honey B's Hive
In the only beehive that's large enough to enter, you'll find the Isle's resident honeybee, appropriately named Honey B. She'll let you gather plenty of free energy, but she's really interested in empty honeycombs. If you approach her window, she'll tell you how many you need before you can trade them in for an extra energy segment on your energy bar.

Mumbo's Skull
In an effort to help out his friends, the shaman of few words has constructed a series of all-new, two-story skulls throughout the different worlds. Once you find a Glowbo, drop it into Mumbo's magical juju bag to take control of the shaman himself. He can then venture out of his skull hut in search of the special pads that allow him to unleash his amazing spells. Some spells can be cast multiple times without requiring another Glowbo. When you're ready to use Banjo again, simply return Mumbo to his chair in the skull hut.

Wumba's Wigwam
Toss a Glowbo into Humba Wumba's magic pool, then send Banjo in afterwards. He will be transformed into a character that Humba Wumba believes will be useful in that world. To change him back, send him back into the pool. After you've paid the Glowbo fee once, you can transform in that world at any time at no additional cost.

Breegull Blaster Sections
You will find several of these areas spread throughout your quest. Step inside one to automatically activate Jamjars' favorite ability, the Breegull Blaster. Your goals will differ in each section, so be sure to listen carefully to any instructions before you go in blasting! The controls will be slightly different here as well—press the A Button to open doors, and hold the R Button to activate the aiming sight.

The Isle o' Hags Tour Guide

Mayahem Temple

This forgotten world of lush green vegetation and imposing stone structures is home to a despotic Mayan god called Targitzan. You'll find his towering temple at the very pinnacle of this ancient civilization, where he's only too willing to welcome visitors—he's had none for the last 1,000 years! Seek some help from Jamjars, Mumbo, and Wumba as soon as possible—their skills will open up all sorts of new doors for novice adventurers. Elsewhere, you can battle a plague, investigate a robbery, and compete in a bizarrely familiar game that involves kicking boulders...



Glitter Gulch Mine
In the dank, dingy depths of the hags' gem mine, you'll find a surprisingly friendly welcome from a lonely old prospector and a mad caged bird. But as you negotiate the meandering underground river, fumble in pitch black caverns, and blast your way into claustrophobic tunnels, the local shovels, maverick boxes of TNT, and deranged hillbillies will take none too kindly to your intrusion. Along with rickety handcarts and a homesick flying saucer, you'll find Chuffy the train, who may need a little help before he can resume his unique service.

Witchyworld

Step right up for all the fun of the Isle's greatest theme park! Well, you could once, but that was before Witchyworld was closed because of its appalling safety record. Inside Grunty's rundown amusement park, you'll find plenty of entertainment and the chance to win fabulous prizes. But the crafty crone will still expect you to pay before entering her "premium" attractions. Experience such fairground favorites as the Dodgem Dome, Cactus of Strength, and even the crackpot fortune teller, mysterious Madame Grunty.

Jolly Roger's Lagoon



The harborside town may be quaint and picturesque, but just below the sparkling surface of the lagoon, an entirely different aquatic world awaits. See giant octopuses, electric eels, and a giant anglerfish that suffers from delusions of grandeur. Explore Atlantis, a sunken galleon, and a submerged UFO, then head back to dry land for a relaxing stroll around the shops. Why not visit the Pawnbroker for souvenirs, pop inside the Inn for a drink with Jolly Roger himself, or even drop in on that old seahippo, Captain Blubber.



Terrydactyland

The prehistoric splendor of Terrydactyland sets the scene for one of the most breathtaking and emotionally involving worlds on the Isle. First up, there's Terry himself, a forlorn pterodactyl whose wife has left him, leaving him to raise the kids alone. The problem is, the kids haven't hatched yet, and someone has stolen the eggs! Then there's the anxious styracosaurus mother with her problematic brood. And finally, there's the heart-wrenching tragedy of the Oogle Boogle tribe, which has been trapped in its cave without food or warmth by the evil Unga Bungas. Be sure to visit Wumba for a little cheering up and for what could be the most dramatic transformation of all...



Grunty Industries

No one knows exactly what Grunty's monstrous factory produces—it seems to be a power station, waste disposal plant, and storage depot all rolled into one. Finding a way in will be your first problem, but it certainly won't be your last. Inside its grim walls lurk six floors of wrench-wielding workers, leaky toxic drums, and neglected machinery. All of this is watched over by an unseen, but often heard, eagle-eyed foreman with a network of cameras and a public address system. And speaking of waste disposal, you'll also find everyone's favorite sanitary hero in need of some particularly unpleasant assistance...

Hailfire Peaks

Is it hot, or is it cold? It's both on this unique island off the coast of the Isle o' Hags. One side bakes in the sweltering heat of a volcano, while the other freezes in sub-zero temperatures, courtesy of a glacier. You'll have to brave both extremes, as well as the constant bombardment from the spiteful Dragon brothers, if you're to stand any chance of defeating the sisters. You'll bump into a couple of familiar faces along the way—you may remember Boggy the polar bear from the sled race on Freezeezy Peak in the first adventure, but the other oddly dressed character was last seen battling his way through a jungle many more years ago...







Cloud Cuckooland

Get set to travel in a bubble to a floating kingdom in the clouds. Everything there will be just as strange as this world's name suggests–see massive cheese wedges, giant trashcans, and a fabled pot of gold at the rainbow's end. Outside, there will be stranded ice cubes and a weighty anteater that needs competitors for his Cuckoo Olympics. Inside, you'll encounter a talking safe and some hotdog-wielding weirdos. Take nothing for granted up here–just when you think you've got it all figured out, visit the shaman for the biggest surprise of all!

Cauldron Keep

If you manage to make it this far, don't get too excited just yet–the trio of ugly sisters will still have a few tricks up its sleeves. Even if you make it past the toxic moat, sturdy drawbridge, and electrified portcullis, you'll still have to confront a special series of challenges that Grunty has been working on–starting with the final appearance of a very familiar foe...





Jamjars' Training Camp

Listen up, recruit!



If you plan to defeat those horrible hags, you're going to need my help. Pay close attention to what I have to say and you just might stand a chance!

- Each time you enter a new world, be sure to find my hatches. The abilities I'll teach you will be useful nearby or in the near future.
- You won't always be able to complete everything in a world on your first trip through. The abilities you will learn in later worlds may hold the key to certain situations found in earlier ones.
- Try to find as many Warp Pads as possible–they cut down on unnecessary legwork.
- Glowbos are attracted to other magical creatures, so look for them in or around Mumbo's skull and Wumba's wigwam.

REV-H

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REV-M

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