

Introduction

The greatest bear and bird duo are back in an all-new adventure that harks back to the fine days of Jiggy-hunting, Jinjo-finding, jumping and all that good stuff. But Rare's very own Lord of Games deems it unbecoming for an outdated video game formulae to just continue its tradition of methodically defeating monsters and bosses to earn Jiggies. In this day and age, the average video game player wants to see things *blow up*, or at least see something shiny. And so, after much time on their thinking caps, Rare decided on vehicles. *Vehicles*.


With *oodles* of things to collect and now vehicle creation to consider in every day gameplay, the task of finding all these Jiggies can be daunting. But hey, that's why you're reading this, right? You didn't just happen upon the guide to Banjo Kazooie: Nuts & Bolts by typing out "furry fan fiction" in the search engine, did you? Did you?!


In this Banjo-Kazooie: Nuts & Bolts strategy guide, you'll find:

- **BASICS** // We get down and Jiggy with the game's basics.
- **WALKTHROUGH** // our Banjo-Kazooie: Nuts & Bolts walkthrough and guide to all the Jiggies.
- **APPENDIX** // Lists and stuff that doesn't belong in the other two sections.

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Banjo-Kazooie: Nuts & Bolts Basics

Vehicle Creation

In this rendition of Rare's most prized franchise, Banjo and Kazooie dig up the dried out roots of their former platforming prowess and plant new seedlings in the fertile soil of innovation. It fully blossomed into this concept of creating custom vehicles that are critical to game advancement. Vehicle creation comprises a surprisingly large chunk of the gameplay, and you'd be hard-pressed not to fully delve into this creative outlet.



With the exception of Showdown Town where only the Trolley can be ridden, you are allowed to summon whatever vehicle you've tinkered with in the garage and use it in the concurrent challenge. Getting various components with which to place in your invention make for unique vehicles that must adapt to the conditional requirements of the challenge. For example, if the challenge involves a race of some sort, you will need to ditch the extra weight and slap on extra engines for mega-horsepower.

There are several factors to take into account when building your masterpiece. They are: speed, fuel, ammo, and weight. These factors act on a checks and balance sort of system in which too much of one element would require the addition or subtraction of another. For instance, adding more engines certainly adds more speed but eats through a lot more fuel as well. Thus, supporting the engine power with more fuel would balance this aspect out, but if weight is a factor, you may need to remove an engine or two. However, don't view weight as the bane of your vehicle since it can always be offset with more engines, plus any weighty vehicle has extra hitting and stopping power.

A quick rundown of each stat:

Speed

How fast your vehicle will go. Made faster or slower by the addition or removal of engines, respectively. Speed decreases as more weight is added.

Fuel

Without fuel, your quintuple engine-powered car would be useless. Adds weight to the vehicle.

Ammo

As you pick up weapons for your vehicle, you will need to load them with ammo. The more powerful the weapon, the more ammo it demands. Weight is the only consideration here, so if you're in a race you may want to ditch the weapons and ammo altogether (unless in special

Game Worlds

Not counting Showdown Town and Spiral Mountain, there are a total of five worlds that each become available as you stow more Jiggies in the Jiggy Bank. Each world also is split into a number of different Acts that, too, become available as your Jiggy collection continues to grow. When you meet the Jiggy threshold for unlocking a new world, a Game Globe is dispensed from LOG's video game factory at the top of Showdown Town; you must place this Game Globe atop its corresponding plinth to open the world to exploration and play. Similarly, Acts open up automatically as you meet or pass the Jiggy threshold for those Acts.

Collectibles

There are 131 Jiggies and 5,230 Notes in all, as well as a number of other collectibles in the form of Trophies, Jinjo Tokens, etc. Everything is spread out among LOG's five video game worlds, including Showdown Town and Spiral Mountain. Jiggies are earned by proving your abilities in set challenges posed by the various Jiggy holders in each Act. Notes can be found all over the worlds and won from challenges. Notes are the only form of accepted currency in Banjo Kazooie. You have just enough Notes to get everything in the game, provided you don't squander any on bribing the police. (More on that below.)

Every four Trophies you win get turned into a Jiggy,

situations).

Weight

As we mentioned, weight doesn't necessarily negatively alter your vehicle. The amount of weight needed is usually specific to situations. For instance, in a fierce head-on vehicular battle, you need extra weight and more engines to overpower your opponent while simultaneously staying your ground. The added weight makes it harder for your opponent to push you back.

stored in the Jiggy gumball machine next to his house behind the main part of Showdown Town. You need High-Grip Wheels to get there. There are 24 possible Jiggies to be won from Trophy Thomas. The Trophy requirements have been listed in each Act.

The Jinjo Tokens are used in King Jingaling's Bingo Palace in Showdown Town. Details on the game will be further expanded upon in the Walkthrough section under Showdown Town. Basically though, you use the Jinjo Tokens to fill rows or columns. You win a prize for each column or row filled.

When building your vehicle from scratch, keep in mind the bare necessities in creating a fully functional vehicle. You need a body kit, wheels, a seat, and of course, the driving force of the whole moving contraption, the engine. Things don't get much more complicated if you want to build a watercraft. Just remember that since the craft is expected to float on the water's surface, keep the vehicle lightweight and buoyed by an equal number of Floaters on all sides (so it doesn't dip unevenly in one direction). Throw on a Propeller too for better mobility on the water.



Likewise, in the art of building a plane, you must include the most crucial element to its functionality, the wings. The plane needs wheels for landing and picking up speed at take-off, so add three wheels (two in the back, one in the front). Mount fuel tanks on the wings and complement them with Propellers so wind is drawn in and blown out the back.

Your final consideration: the limit to the number of parts used on any one vehicle is 250.

If you have any trouble with the actual creation process, Mumbo Motor's offers great tool tips on this vehicle-building magic that you can browse through. Have fun and fiddle around with it a bit. There's only ever a *wrong* vehicle if you don't finalize it! Remember, too, to test your vehicle on the track before you roll out with it.

Jiggy Bank

So you've won the required amount of Jiggies, but can't get into other Acts or open more game worlds? The answer is probably that you haven't yet deposited the Jiggies into the Jiggy Bank in the center of Showdown Town's main square. You see, your precious, hard-earned Jiggies get stored in Jiggy gumball-like machines located somewhere in the vicinity of the game world plinths from which you won them. You must go to these machines and hit the lever to withdraw the Jiggies. Then, you must physically truck the Jiggies to the Jiggy Bank. This whole process is not only troublesome, but can be a downright pain in the arse. You soon discover that transporting Jiggies doesn't fly well in this town...

Showdown Town Police

The Showdown Town police department, run by Pikelet, cracks down *hard* on any suspicious activity within their town. Unfortunately for you, banking Jiggies is a huge police magnet. Pikelet dispatches his police force as soon as you stash 13 Jiggies. These relentless dogs of the law give you a damn hard time as you make a break for the Jiggy Bank with Jiggies in tow. Their goal is to shake the Jiggies in your current possession loose long enough so that the unattended Jiggies disappear back into their gumball machines.

Because of their incessant and merciless harassment, it's recommended you attempt to transport only a few Jiggies at a time. You can actually bribe the chief of police, Pikelet, for the police to give you some leeway...only for a short time. However, that tends to be a waste of Notes. Remember: Notes are finite! Once you have the Laser upgrade added to your Trolley, you can absolutely slaughter the bothersome Jiggy police with no problems.

Banjo-Kazooie: Nuts & Bolts Walkthrough

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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In the long eight years off the job, Banjo and Kazooie have been taking it quite easy and enjoying what the quiet, peaceful life has offered for them—apparently pizza and tons of time on Xbox Live. The result of that are a bulging waistline and the death of platforming. Needless to say, they're not quite up to their former selves as Banjo could barely move an inch without gasping with effort.

Not to worry, though, as Banjo need not run far before he reunites with an old nemesis and gets introduced to Lord of Games (referred to as LOG), who issues a fine challenge that is only too tempting for old Grunty. Follow LOG in your snazzy vehicle to Showdown Town.



After the amusing cut-scene, LOG kindly directs you to Mumbo, who walks you through a brief tutorial of sorts that gets you used to assembling parts to make a vehicle whole. Set the crate down on the purple-colored floor next to Mumbo, who promptly busts it open to reveal a collection of assorted standard **vehicle parts**. With these, you will first rebuild the vehicle you so casually destroyed on your arrival to this merry town. Follow Mumbo's instructions and fit the vehicular parts to their corresponding holograms to properly install them on the vehicle.



Shortly after getting the newly created vehicle up and running, LOG summons you to the factory located at the top of the mountain. You can explore the town, accustom yourself to the new surroundings, and soak in the cutesy world that can have only been fabricated by LOG's imagination (oh, and Rare's). The underlying objective, of course, is to open all the worlds by satisfying the Jiggies quota required for each Game Globe to be dispensed in order to further your ultimate goal of collecting all the Jiggies in the game. Without meeting this minimum quota, these worlds will not be available to you, and so, you must continue on until you do meet it.

Showdown Town Points of Interest

Warps

The first time you activate the warp in the main square, you must find another warp to start warping between places. This method of transportation works only while you're on the Trolley.

Mumbo's Motors

Located in the main square of Showdown Town, Mumbo's Motors is your one-stop destination for all things to do with vehicle building. Anytime you find a Mumbo

Crate bring it over to the front of the place and place it in the pink-colored portion of the ground to get it open. Thereon after you can put the uncovered parts to use on a vehicle-in-the-making.

Humba Wumba

Humba Wumba has set up shop across from Mumbo's Motors. After banking your first Jiggy, she officially opens up her shop to you. She sells blueprints of premade

vehicles that you can use, modify or set as a template for your own creations. She gifts you a few blueprints as you collect more Jiggies. (See the Appendix for the full list of free blueprints.)

Boggy's Gym

In exchange for Notes, Boggy agrees to train Banjo in three specific areas: speed, strength and stamina. Speed improves Banjo's running speed; strength allows Banjo to

reach farther distances with his spin attack as well as enable him to lift heavier objects with the wrench. Finally, with improved stamina, Banjo can take more hits from Gruntbots and stay underwater for longer periods at a time.

Klungo's Arcade

Grunt's ex-henchman, Klungo, has found a new passion to which he devotes his time. His newly opened arcade located on a pier features his very own video game

creation, Hero Klungo Sssavesss Teh World, starring himself. Taking place in five worlds of its own, Klungo's video game masterpiece revisits the 8-bit era and even features intentional game glitches. Only the first level is available at this time, but as you gather more Jiggies, Klungo releases more levels for his game.

Level 1	12 Notes
Level 2	56 Notes
Level 3	34 Notes
Level 4	197 Notes
Level 5	1 Note

The game is intrinsically simple—insanely simple. All you need to do is jump over stuff and reach the checkered flag at the end. You win Notes for beating each level. A total of 300 Notes can be won from this game.

King Jingaling's Bingo Challenge

A tall castle-like building has been erected south of Klungo's Arcade, by the lake. This building hosts a bingo game that uses those Jinjo Tokens you've been amassing

from each Act as its game pieces. Place the colorful Jinjo Tokens you have to its corresponding colored slot on the board with the goal of filling each row (horizontal) or column (vertical) completely for various prizes. The Tokens can be moved around even after being put into play until a row or column has been completed. When that happens, the Tokens present in the filled out row or column will be cemented in place and will not budge. Winning every Jinjo Token in the game should fill the bingo board up exactly.

Column 5	Citrus Stick	Row 5	50 Notes
Column 6	Smoke Sphere	Row 6	75 Notes
Column 7	Stereo	Row 7	100 Notes
Column 8	Boot-in-a-Box	Row 8	125 Notes
Column 9	Folding Wings	Row 9	150 Notes
Column 10	Rust Bin	Row 10	200 Notes
Column 11	EMP	Row 11	250 Notes
Column 12	Chameleon	Row 12	300 Notes

A completed row rewards you with Notes. A filled out column yields really neat vehicle parts. Here's the full list of the prizes. To determine which number corresponds with which row or column number, we list the first row (horizontal line) at 12 and the left-most column (vertical line) as 1.

Jinjos/Minjos

The poor Jinjos in Showdown Town were mistaken for their evil counterparts, Minjos, and wrongfully thrown in jail. Once you release a Jinjo, you must put in a substitute to occupy the cell—and in this case, you need to capture the Minjos who usually hang around the emptied cells and can be recognized by their hysterical laughter. Escort the rescued Jinjo back to his house; the house usually is painted the same color as the Jinjo's coat. There are six Jinjos and Minjos, twelve in all. You get Notes as rewards.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
Act 1	Act 2	Act 3	Act 4	Act 5	Act 6

Nutty Acres Act 1		
Jiggies Required // 0	Jiggies // 1	Jingo Tokens // 2

Bangers 'n' Dash

Who // Klungo

Trophy Time // 0:30

The first dispensed Game Globe sets you well on the proper course to Jiggy-collecting by introducing you to an expansive coconut farm surrounded by the blue ocean. Presently, only one Jiggy can be harvested from this first visit. The owner of the first Jiggy, former arch nemesis Klungo, tells the dumbfounded duo of his new, good ways and proves himself in earnest with promises of a Jiggy for completing his challenge.



The farm is on fire! With Klungo all the way out here, he can't make it in time so he seeks your help. Quickly race to the scene in the trolley, following the target blip on the map to find your way. When you arrive at the fire, it turns out it's just the silly shaman cooking up some sausage. Whew.

Jinjo Fetch

Who // Green Jinjo to the left of Klungo

A Jinjo standing in the grass nearby has lost a prized heirloom, a banjo (ha!). He wants you to go fetch it. After accepting his request, head west a bit to the question mark and find the banjo lying in the middle of the field. Pick it up and cart it back to the distressed Jinjo.



Jinjo Speed

Who // Red Jinjo on the hill to the right of Klungo

This little Jinjo has got thrill issues. Gain enough speed to knock the wind out of her, and she will cough up the Jinjo token more than willingly. The default Trolley will do just the trick. Simply roll down the hill you start on without crashing into anything.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Nutty Acres Act 2

Jiggies Required // 1

Jiggies // 3

Jingo Tokens // 3

Tick Tick Bang

Who // Mumbo

Trophy Time // 0:50

Silly Mumbo got himself in quite a pickle. Next to him is a ticking bomb that only an arms expert like Bottles, sitting at the airstrip across the way near the volcano, can properly handle. Mumbo wants you to deliver this time bomb to the mole before it's too late!



Toss the bomb onto the tray of the Trolley and head towards the volcano. Thankfully the bomb isn't sensitive, so a few bumps here and there won't spell disaster; it will however put a damper on your efforts to attain Trophy Time. Follow the paved road to the base of the volcano and through the tunnel. Veer left when you reach Humba Wumba and exit through the left-hand tunnel to reach Bottles, who simply gives the explosive a good ol' whack with a wrench to diffuse it. Good going, Bottles!

Great Balls of Fire

Who // Humba Wumba

Trophy Time // 1:50

Mumbo's crazy voodoo has disturbed the volcano's natural slumber. Now with its increased activity, flaming balls of lava rocks have crash landed upon the vibrant green land and threatened the environment with its toxic fumes. Humba Wumba wants you to roll the lava rocks into the water to put them out, a task made more easy by the fact that all three of the lava rocks sit atop mounds that

provide the needed downhill momentum for translocation.

You can simply ram the boulders off the mound and let inertia take its toll, or lift it with the magical wrench.



Coconut Circuit

Who // Trophy Thomas

Trophy Time // 1:55

The ever competitive Trophy Thomas holds the last Jiggy of this act. He challenges you to what comes down to two out of three races. Follow the green arrows and roar through the green spirally checkpoints to stay true to the race course. The distance of the second race will be extended quite a bit, so be sure to stay in front of the blue-haired, cool cat! If you're using the Trolley, be sure to

enter corners and turns more carefully since the center of gravity is higher and the vehicle is more liable to tip over, possibly costing you the race if that happens.

Jinjo Race

Who // Green Jinjo in the west

This Jinjo kin of Trophy Thomas is one fast and furious racer as he throws down a race-type challenge that bears similarity to the one proposed by the cat. Race through the checkpoints as before. The usual tricks apply here: cut corners where possible and avoid obstacles in the road so

as to not lose speed.



Jinjo Combat

Who // Blue Jinjo on the beach

The Jinjo curls up into a ball and rolls into you. In true sumo fashion, you must butt heads and overpower the opponent (in this case, a blue Jinjo ball) with sheer pushing power. Knock the Jinjo out of the blue force field within 60 seconds to win the challenge. Keep the Jinjo in

front of your vehicle and steadily ease it toward the force field.

Jinjo Taxi

Who // Purple Jinjo out in the swamp

The stranded Jinjo wants you to zoom to the coconut piles and stat! As his personal taxi driver, you get to use the Jinjo Taxi and drive him over to the destination marked on the map.



«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Nutty Acres Act 3

Jiggies Required // 3	Jiggies // 1	Jingo Tokens // 2
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Grunty's Loco Coco

Who // Grunty

Trophy Time // 0:30

Before starting the challenge, select LOG's Tractor as your vehicle of choice. The point of this challenge is to wrest the giant coconut, the Loco Coco, from the tray of Grunty's gargantuan vehicle. With a heavy vehicle like the Tractor, Grunty won't be able to tip you every which way as you ram into her. On the contrary, you will be able to slam her into a tree and keep her there for a good couple

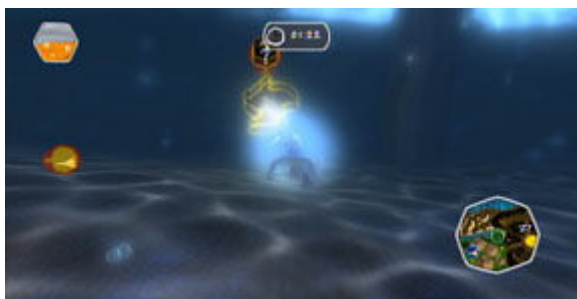
of seconds before she wriggles free. Both of you begin on the beach, but Grunty will drive perpendicular to you at the start, leaving her soft flank exposed. Quickly spear her to the nearby palm tree and pin her there. Unbuckle from the Tractor and retrieve the Loco Moco from her tray before she gets away, and thus end the challenge!

Jinjo Hurl

Who // Red Jinjo at the airstrip

Jinjos are a little masochistic, aren't they? This one in particular dreams of flying through the air for a certain distance, and he needs your help to accomplish this. Switch to a vehicle with extra revving power and bat the Jinjo out of the ballpark at full speed. With his dream

fulfilled and you to thank, he gives up a token.



Jinjo Fetch

Who // Yellow Jinjo in the farm

Glowbo can be found submerged underwater to the north, at the base of the volcano. Dip in and reel in the thing, then bring him to the yellow Jinjo for your prize.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Nutty Acres Act 4

Jiggies Required // 8	Jiggies // 4	Jingo Tokens // 2
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Fighting Fit

Who // Mr. Fit

Trophy Time // 750

Ever paranoid of lurking Gruntbots, Mr. Fit asks for your escort services in protecting him from harm while on his jog. Although an exercise advocate, he hasn't exactly the cardiovascular fitness of an Olympian, and as such, he tends to take breathers here and there. The Gruntbots appear and attack during those brief moments of vulnerability, so it's your job to keep them off of Fit's hair.



The task can be made easier if you construct a vehicle with an Egg Gun stacked on top of it, but you can bonk these mechanical menaces just the same with your wrench even if that runs the risk of Mr. Fit incurring some form of injury. It doesn't take much to wear Mr. Fit down, especially if you're aiming for the Trophy. If you've been diligently training Banjo at the gym in town, you can pack much more power behind each whack and therefore eliminate the ambushers within due time.

Keep an airtight watch on Mr. Fit as he huffs and puffs his way through his routine trail. Gruntbots appear among the trees as well, so prepare to mash that attack button at the first sign of danger.

High Jinks

Who // Bottles

Trophy Time // 2:10

Bottle's challenge is a clever guise that gets you accustomed to operating an aircraft. Follow his instructions, which include making you go through checkpoints, perform certain aerobatic maneuvers and launching air strikes on the balloon targets set up around the ranch.



Vac o' Nuts
Who // Klungo
Trophy Time // 2:00

If you're aiming for that Trophy, it'd be useful to note a spare Medium Engine in a crate right next to where you begin. Bust the crate open and tack on the engine to give the rig some extra juice. When the challenge begins, bust through the southern wall to shave off a bit of time and scream it down to the fields.

Rake in at least fourteen coconuts from the field and lug them to the farm. Be mindful about what round object you end up running over because the rocks jumbled in with the coconut field end up taking valuable storage space in the back of the vehicle.

Cheatin' Witch
Who // Trophy Thomas
Trophy Time // 1:45

Participate in this race against Piddles, Grunty's freaky-colored pet, on Trophy Thomas' behalf. He owes you big time, but a Jiggy would suffice as well. Don't look down on the ferocious feline as she plays dirty. Hooked up to her race rig is a Freezeezy whose effects stop you dead in your tracks for a brief moment. Rest assured that Piddles will not hesitate to use this over and over again if you gain

any semblance of a lead; just avoid staying in front of her for any length of time in a straight line. On the upside, you can install one of your very own Freezeezies onto your own vehicle and give her a taste of her own bitter medicine.

Jinjo Taxi
Who // Blue Jinjo near the volcano

Chauffeur time! Take this excited Jinjo to the top of the volcano in the provided taxi. You can't drive up the molten lava surfaces, so you have to follow the paved roads that wind to the top.

Jinjo Hurl
Who // Orange Jinjo at the top of the tunnel next to the coconut field

Hurl (or rather crash into) the Jinjo over the 200 mark. Luckily, the little guy starts out perched atop this hill, so shoving him down hard enough should be enough to get him going past the target distance.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Nutty Acres Act 5		
Jiggies Required // 31	Jiggies // 6	Jingo Tokens // 3

Save Our Statue
Who // Bottles
Trophy Time // 800

Bottles sends you to the coconut statue at the farm and depends on you to preserve it in its unharmed, untainted-by-Gruntbots state. There is an Egg Cannon you can use to sink the airborne enemies that swoop by. In addition, you can upgrade the cannon with a Clockwork Kazooie from the adjacent crate—this charges your shots with a

complete the challenge. In order to attain the mentioned Trophy, you have to be on the ball as a mere two stray shots to the statue will undo your efforts in its acquisition.



Beat the Fleet

Who // Mumbo

Trophy Time // 1:05

You have an objective similar to that of the previous Jiggy challenge: keep attacking Gruntbots at bay for a whole 2 minutes, although this time the battle moves to the water and you have nothing really to protect (other than your verbal contract with the Jiggy owner and your pride!). Sink 16 enemy vessels with a well-equipped naval ship. If you don't have one, build one! One with more than

one offensive weapon to crank up the heat, a Large Propeller for added mobility, and don't forget that ammo!

Farmhand of the Year

Who // Mr. Fit

Trophy Time // 2,500

First of all, you will need to get your hands on a Sticky Ball to make life easier. You can find one in a Mumbo Crate located on a wooden platform to the right of the Logbox 720 Game Globe plinth. Now get yourself a helicopter and modify it with a Sticky Ball. What the Sticky Ball does for you is grab as many as three coconuts

quickly and nearly effortlessly on its adhesive surface. The coconuts range in size, and depending on the size you are allotted a varying number of points. The large coconuts are worth 500 points, the medium ones 200 and the small ones add 50 points. This means you need only to drag two large coconuts to the farm to bag the Jiggy, but need a combination of medium and large coconuts to cash in on the Trophy.

Old Dog, New Tricks

Who // Humba Wumba

Trophy Time // 1:45

Remember Mr. Patch? Yeah, he's back, but unlike Klungo he has yet to turn over a new leaf; instead he returns only for you to send him deflating into the distance again. You need to build yourself a mean flying machine capable of putting holes through Mr. Patch's 12 patches that are distributed all over his body. Fly circles around the floating dinosaur and pop them all.

Leaky Waterworks

Who // Trophy Thomas

Trophy Time // 2:00

Use a helicopter for this challenge. You need to speed over to three leaky water pipes and patch them up so that the coconuts fields are well irrigated. The plugs required for the patchwork have been placed inside large balls, which burst easily with a wrench-thrashing. Swat away the annoying Gruntbot pests, grab the plug and fix the leaks for success.

Hard-Boiled Egg

Who // Klungo

Trophy Time // 2:00

The oversized twit doesn't know what to do in order to cook his egg, so you need to do it for him. Oh, what you do for Jiggies...A heart over the egg measures its state of health. It tracks every bump or collision (that mountain came out of nowhere!), so handle it with care! We suggest using an aircraft with a tray for the ease of transporting the delicate egg over a respectable distance and back. Take

the egg to the volcano's center and drop it in the scalding hot lava to cook. The egg finishes cooking mere moments later, but you need to bring the feast back to the starving Klungo.

Jinjo Speed
Who // Purple Jinjo at the top of the volcano

Oblige the little guy who obviously doesn't get to experience much else of life lounging around an active volcano just waiting for the infrequent visitor to whisk him away to a life of thrills. Simply run off the edge and let the speed of gravity take his breath away.

Jinjo Race
Who // Orange Jinjo at the docks

If you want a clear shot at a win, pimp out your boat with some serious quickness. This Jinjo doesn't dilly-dally and will get water in your eyes if you don't try hard to keep up.



Jinjo Combat
Who // Yellow Jinjo in the fields

Don't try to out-push the Jinjo up the dirt mounds. With gravity and the Jinjo's own sheer strength, you will lose unless you're sporting a vehicle with tremendous push. For that extra edge, we recommend bolting on two Medium Engines and a wide front end to keep the Jinjo

from rolling out.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Nutty Acres Act 6					
Jiggies Required // 47		Jiggies // 5		Jingo Tokens // 1	

Riverbed Head-to-Head
Who // Klungo
Trophy Time // 2:00

It can get feisty really quickly since the race course falls on a dried-up, narrow riverbed. Get a set of fast but narrow wheels—you will probably need to build one. Tack on two of the best engines you've got (should be a large by now) and hit the race course! Blow your opponents away with your ultra-tricked out race wheels.

Freewheel Festival
Who // Trophy Thomas
Trophy Time // 1,500

Another speed trial, though without the help of an engine. Relying strictly on the forces of inertia, you need to pilot your car on the downhill of the volcano, which provides that initial momentum, but once the terrain flattens out you need to quickly find more downhills or you'll stop completely from the friction. Make sure to not hit anything as well, as that definitely will cut out a

considerable amount of the built-up momentum.

Nut to Go
Who // Humba Wumba
Trophy Time // 1:10

Looks like Mumbo has shirked his farm chores, so Humba Wumba charges you with the task of sending the harvested coconut crops to the docks in his stead. Given a carrier large enough to carry 12 coconuts at a time, you need to pack up at least 9 coconuts and bring them to Mumbo first for inspection. Carefully do so, being mindful of big bumps so as to avoid tipping over and spilling your

cargo.

As you lug the lovely bunch of coconuts around, you will be assaulted by Grunty's ever annoying Gruntbots who are keen on sabotaging this shipment. Stick to flat roads and oversee the successful transfer of the crops to the shipment docks.



Air Coconut
Who // Bottles
Trophy Time // 3:00

This race is not easy, and unlike most of the races that have been mainly grounded, this one puts you in the sky along with several other vicious pilots. Expect your competitors to be fast, so if you can't beat them in speed you can at least gun them down and be that thorn in their side by installing an Egg Gun or two on the plane. During the race, aim and shoot with the intent of blasting your opponent's engines. That way, you slowly gain the lead on them as they spiral out of control or lose speed from blown-out engines. Note that you can't rely entirely on the Egg Guns; you still need a couple of engines and at least one mounted Small Jet.

Makin' Waves
Who // Mr. Fit
Trophy Time // 1:30

Another boat race. As usual, we highly recommend mounting an Egg Gun to the floating vehicle on top of the usual engines. Stick on a Large Propeller too for added mobility and you've got yourself a race.

Jinjo Hurl
Who // Orange Jinjo at the top of the volcano

The target distance is set at the 500 mark. Get a mean set of wheels with speed and power to hurl the Jinjo into the air and down the volcano.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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After you have acquired two Jiggies, LOG kindly bestows upon you an additional Game World, which opens the door to the whimsical world of the Logbox 720, a videogame console within the world of Banjo Kazooie.

Logbox 720 Act 1

Jiggies Required // 2	Jiggies // 2	Jingo Tokens // 2
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Dodgy Connection

Who // Klungo

Trophy Time // 0:50

Help the tech illiterate Klungo fix his interwebby connection by manually bringing his 1960s antennae to a higher altitude—maybe then he can get signal? When the challenge promptly begins, scoop up the antennae nearby and set it in the vehicle. Roll out to the room with all the pretty flashing lights, up the ramp and hop aboard the elevating microchip in the corner. This shaves off a fat

chunk of time and saves you the hassle of weaving your way to the fourth floor. Speed off the elevator and towards the purple circular thing.



Workers Wipe Out

Who // Pikelet

Trophy Time // 1:10

You need a taxi-type vehicle for this challenge. Humba's Taxi will do. Head to the two blips on the map to pick up Pikelet's programmers and shuttle them back to him so things can get done! One programmer is on the second floor: leaving from Pikelet, take the ramp on the right and follow the cables to the awaiting programmer. The other sits idly in the center of a spinning Banjo Kazooie game

disc. Careful of the Gruntbots on your way to this one. Dump both programmers in the blue completion area to fulfill this challenge.



Jinjo Speed

Who // Orange Jinjo on second floor

Give this thrill-seeker a show on a tricked out ride, preferably with a medium engine if you have it. However, if you don't yet have a medium engine, exploit the wonders of inertia, and speed down a ramp to bedazzle the daring Jinjo.



Jinjo Fetch

Who // Blue Jinjo on second floor

Remember to use a vehicle that can transport objects. You begin the challenge facing the highway of a yellow ribbon cable. Turn around and take the elevator in the corner, the very same one you used to ascend in Klungo's challenge. The elevator brings you right near the target set of crayons, next to which lies the book. Grab the book and return it to the grateful Jinjo.

of crayons, next to which lies the book. Grab the book and return it to the grateful Jinjo.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Logbox 720 Act 2

Jiggies Required // 4

Jiggies // 2

Jingo Tokens // 2

Chips Away

Who // Humba Wumba

Trophy Time // 1:45

Humba Wumba's Grand Prix race calls for a slightly different kind of driving normally displayed in a race. Yes, you need to be first. Yes, you need to cut corners. But no, you cannot be aggressive. Reason being is the vehicle you are given. It's clunky, unwieldy and has no bumping power. This is to say that if you savagely try to shove someone off the road or you inadvertently crash into the

various objects strewn throughout the course, you will almost automatically lose your place in the race. You are just slowed down that much trying to recover from any sort of crash.



There are a couple of key points of note. In the room with the glowing chip sets, the other participants opt to veer around to the right of the center chip. Go left instead and you can cut some of them off to gain a slight lead or make up lost ground. The ramp leading downward soon thereafter provides a nice boost to give you that extra edge as well. One part in the course slants upward. This must be approached carefully, as you don't want to tumble off the side and let everyone leave you in the dust.

Dumb and Dimmer
Who // Bottles
Trophy Time // 1:15

Not accustomed to brightly lit conditions, Bottles beseeches you to help him dim three of the light bulbs in the console. LOG provides a helicopter for this task, which you can immediately take to the higher floors to zero in on those bulbs. There are three in total. Fly to each one, land the helicopter and hop out to handle the lever. Rotate the left stick until the bulb clicks and shuts off.



Jinjo Combat
Who // Orange Jinjo on the first floor

Pitted against another Jinjo with a superiority complex for brute strength. She will appear from the right of the center chip set, so wait for her to show up in front of your vehicle and immediately start shoving her forward, bearing in mind to keep her within the middle of your vehicle's front end. Otherwise, she tends to slip away and forces you out of the field first by your own momentum.



Jinjo Taxi
Who // Green Jinjo on the third floor

Bring the Jinjo from the third floor to the first floor near the fan. LOG decides the vehicle you will be using.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Logbox 720 Act 3					
Jiggies Required // 10		Jiggies // 1		Jingo Tokens // 2	

Flush the Floater
Who // Grunty
Trophy Time // 1:10

The sole challenger of the Act, Grunty, proposes a race with an unstipulated handicap. While you're racing around in wheels, Grunty cruises alongside in the pool in a boat. What this means for you is that you have slightly more distance to cover being on the outer lane of the race course. You will need a vehicle with a Medium Engine attached to raise your chances of victory on this uneven playing field. Cutting sharp corners here becomes more critical than in the races before since, as we mentioned, you are

placed along a longer route, which makes a remarkable difference in the end. Keep turns tight and maintain a steady lead for six laps.

Jinjo Combat Who:Yellow Jinjo on the fourth floor Trophy Time: x

Bounce the Jinjo out of the force field with a Medium Engine-enhanced vehicle for an easy victory.

Jinjo Speed
Who // Green Jinjo on the fourth floor

Whether you have a super tricked-out, speedy rig or not, it doesn't matter since you can simply drive off the edge and excite the Jinjo enough to pee his pants.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Logbox 720 Act 4					
Jiggies Required // 19		Jiggies // 5		Jingo Tokens // 3	

Make the Weight
Who // Bottles
Trophy Time // 1:45

More technical difficulties abound the console interior of Logbox 720, and Bottles is absolutely flustered. First of all, you need to be pimping a seriously heavy vehicle in order to press these buttons down. While you can run out during the mission, pick up the random heavy objects lying about and stick them to your gargantuan transportation, your efforts would be time-consuming at best. Instead bust out

Humba Wumba's Tank blueprints, add as many heavy blocks to it until the overall weight shifts to the higher end and install an extra engine plus fuel onto the mobile mammoth.

Now you should be good to attack this mission with fearsome but sluggish ferocity. Seek out the five red buttons around the map and run the giant vehicle over it. Make sure the button is fully depressed before moving on to the next.

Chip Chop
Who // Jolly Dodger
Trophy Time // 1:40

Grab the Medium Ammo inside the Mumbo crate and attach it to an assault vehicle of your choice (we prefer an aircraft simply because you can cover so much distance much faster). Your goal is to dismantle 10 Gruntbots in all and prevent them from damaging the delicate components of the Logbox 720. These components are the graphics card, the power supply and the sound card. You will find

the Gruntbots attempting to lay waste to these three components.



Gunge-a-Sponge
Who // Klungo
Trophy Time // 1:30

Grab a plane with a tray and retrieve the sponge. Soak the sponge in the Glubber (purple goo stuff) at the top by grappling it with the magical wrench and dipping it in the goeey stuff to complete the task.

You Little Squirt
Who // Mumbo
Trophy Time // 2:00

As the problems in the console mount up, Mumbo's desperate plea for help falls on deaf ears. For the sake of a Jiggy, however, we suppose we can help, eh? Prevent the console from overheating by fixing the cooling fans that are currently on fire. Brilliant. Fill the Liquid Squirter with the purple Glubber goo and quickly fly to the problem areas denoted on the map. Extinguish the fans to get

them up and working again.

Red Bear Racing
Who // Humba Wumba
Trophy Time // 1:45

This race contest against Humba Wumba takes to the air in an aerial rat race around the Logbox 720. A little trick to give you the extra edge: equip your flying craft with an Egg Gun. Each time Humba Wumba comes within shooting range nail her to teach her not to pass you.



Jinjo Race
Who // Purple Jinjo on the second floor

Stack your rig with double the Medium Engines and prepare to smoke this Jinjo!

Jinjo Taxi
Who // Blue Jinjo on the first floor

Take the Blue Jinjo to the waterfall in LOG's taxi.

Jinjo Hurl
Who // Red Jinjo on the Banjo Kazooie game disc

Keep in mind that the spinning disc shifts the direction in which the Jinjo is bumped. That is to say, make sure the Jinjo doesn't end up crashing into an object that will end up stunting the distance potential of your shove.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Logbox 720 Act 5

Jiggies Required // 36

Jiggies // 2

Jingo Tokens // 2

System Update Required

Who // Bottles

Trophy Time // 2:20

For this mission, Bottles outfits you with an awesome tank. Bottles hitches a ride in the passenger seat of the tank and displays a heart over his head. The heart indicates his health, so keep the nerdy mole safe from harm for the time being. Ride the tank down to the bottom floor via the elevator, but the absent-minded mole forgets his laptop and needs you to go fetch it. Grumble, grumble.

Return to the fourth floor, follow the ribbons up and drive out to the purple pipe to recover the laptop. Nestle it in the center of the tank and cart it back down to ol' Bottles. If you're strapped for time, you can totally take the short route and literally drop from the fourth floor to the first, but you should ensure that the laptop hasn't rocked away when you land.



Unstable Hardware

Who // Humba Wumba

Trophy Time // 2:20

Humba Wumba asks you to test her race course on an oddly-shaped and unproportional vehicle. The longer, skinny neck protruding from the top of the vehicle equates to a higher center of gravity and thus a tendency to tip over on hard turns. However, thanks to Klungo's programming slip-up, the neck is key for tagging checkpoints. It is of utmost important to your continued success that you approach turns or any sort of direction change with absolute care and deliberate slow-ness. To make matters worse, meddling Gruntbots add on to your misery. Of particular note, when you come to the spinning discs take extra caution in approaching them as the wrong turn will send you spiraling out of control.

success that you approach turns or any sort of direction change with absolute care and deliberate slow-ness. To make matters worse, meddling Gruntbots add on to your misery. Of particular note, when you come to the spinning discs take extra caution in approaching them as the wrong turn will send you spiraling out of control.

Jinjo Combat

Who // Green Jinjo on the fourth floor

Vehicle of choice: Humba Wedge. Shove the Jinjo off the ledge.



Jinjo Race
Who // Red Jinjo on the fourth floor

Speedy here wants to show off his skills in a race. Oblige him, but know that he's a fast one! The Humba Racer 3 works great; might even help to tack on an extra engine. The real trick to this is knowing that the Jinjo stays true to the course, right down to an unnecessary

descending loop. Jump off the edge to skip it and barrel through the next checkpoint to win the lead.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Logbox 720 Act 6

Jiggies Required // 41	Jiggies // 5	Jingo Tokens // 3
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A Sight for Poor Eyes
Who // Pikelet
Trophy Time // 1:45

First of all, you will want to snag the goodies next to Pikelet in the beginning. Fly the porky Pikelet over to five cameras located all around the Logbox 720.

Bug Ridden
Who // Jolly Dodger
Trophy Time // 1:45

The key to besting this challenge with ease and banking both that Jiggy and Trophy is to build the right type of vehicle for the job. And that job basically entails going around collecting bugs and bringing them to a bug zapper to be toast! First, build a sturdy box with a closed lid and install a Vacuum to it. Slap wheels on this odd contraption and you have got the perfect bug collector.

Drive your creation to the zapper and activate it with the wrench, then go suck up 10 bugs total.

Lap Happy
Who // Humba Wumba
Trophy Time // 1:35

Humba Wumba's contests have culminated to this final, frantic race around a small track. Corners are tight and engine-roaring cars are in abundance. You can be sure that the other competitors are in their fastest racing duds. When building a vehicle, place an emphasis in, of course, speed but also top car handling. Slow down for corners and *especially* for the spinning disc.

Critics Say No
Who // Mumbo
Trophy Time // 1:40

You need to gather three components and press B to properly assemble them in a certain order. It is: cards, dice, joystick.

Glubber Hubbub
Who // Bottles
Trophy Time // 2:00

Warning: if you haven't been hitting the gym to improve Banjo's stamina, this may be a bit of a challenge (especially so if you're aiming for the Trophy). Take the flavor tablet to the flavoring machine by heading to the top of the console in a flying vehicle that's equipped with a tray. Lasso the tablet with your wrench, dive into the water and swim through the hole in the bottom and the tubes

that lead to the Glubber machine. Remember to hold the button while you swim so as to keep a firm grip on that tablet.

While submersed in water, Banjo has only a limited supply of air and thus a very limited amount of time to be spending underwater.

Jinjo Race
Who // Red Jinjo on the first floor

The course spans the entire length of the first floor. As expected of you at this point, only the fastest vehicles stand a fighting chance.

Jinjo Hurl
Who // Purple Jinjo at the very top

This Hurl challenge calls for a distance of 300. Hit it hard with any spring-type vehicle to make this work.

Jinjo Fetch
Who // Yellow Jinjo on the first floor

The friendly Jinjo desperately needs your help: he's missing his extra life and would like you to go retrieve it. Weirdo, just get a green mushroom! Anyway, hop in a flying machine to zip up to the top floor where the life icon is located and bring it back to the Jinjo.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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A new video game world becomes available to you as soon as you bank six Jiggies. Bring the Game Globe to the plinth by the pond.

Banjo Land Act 1		
Jiggies Required // 6	Jiggies // 3	Jingo Tokens // 2

Park Prix I
Who // Klungo
Trophy Time // 1:50



Be sure to sport the fastest vehicle you have in order to impress Klungo. The extended course snakes along almost the entire Banjo Land. With no other racers and a course longer than the Nile River, the only opponent becomes time itself! Make sure you clock in well under three minutes, or Klungo decides you aren't what he needs to promote his secret race club.

Ice to See You
Who // Bottles
Trophy Time // 1:00

George Ice Cube finds himself in quite a predicament. While the animated ice cube can tolerate the most of extreme of cold temperatures, basking in mild warmth isn't part of his resume. Surely, you must help him get out of the scorching desert. Clasp George between the prongs of your vehicle and push him up the sand mound. Carefully navigate George back to the center of the snowman to

complete the mission. Keep in mind that he tends to slip and slide around.

You'll Go Blind, You Clanker

Who // Captain Blubber

Trophy Time // 1:10

Poor Clanker, just sitting there innocently while a horde of Gruntbots incessantly assault his eyes. Your task here is to ward off all the Gruntbots trying to gouge Clanker's eyes right from his sockets. Equip Humba's Tank, park the behemoth next to Clanker's frightened eyes and blast away at all the culprits. A total of 12 Gruntbots need to be annihilated to beat this challenge. There are some ammo

crates next to Captain Blubber to keep your ammo stock in healthy levels.



Finally, if you do run out of ammo, you can hop out of the vehicle and bash the circuits of those mischievous Gruntbots yourself. It would help here to have Banjo beefed up a bit in physical strength through some gym training at Boggy's Gym to dispose of these bots more efficiently.



Jinjo Speed

Who // Orange Jinjo at the base of the pyramid
--

Simply drive up towards Bottles under the Snowman's hat adjacent the pyramid and fly off the side. The drop acceleration should be enough to give the Jinjo its dose of high-thrills.

Jinjo Combat

Who // Blue Jinjo at the egg nest

The nest acts as the arena in which this brawl will take place. Make sure to build a hefty vehicle that is both wide and powerful enough to overpower this determined Jinjo.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Banjo Land Act 2

Jiggies Required // 7	Jiggies // 2	Jingo Tokens // 3
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Wasting Away

Who // Boggy

Trophy Time // 1:00

Boggy admits he's too lazy to perform the very tasks he's been assigned to do, but who blames him—these pieces of trash are huge! But no matter, construct a flying vehicle (preferably a chopper) with a Sticky Ball attached. If you don't have a Sticky Ball, there is one to be obtained in Showdown Town, located atop the platform to the right of the Logbox 720 plinth. You need to spring up to it. Once

the proper vehicle has been assembled, this challenge should be a cakewalk for both the Jiggy and Trophy. Grab the pieces of trash (the adhesive surface of the Sticky Ball can seize the target objects near effortlessly) and bring them to the top of the can.



The Referee's an Aardvark

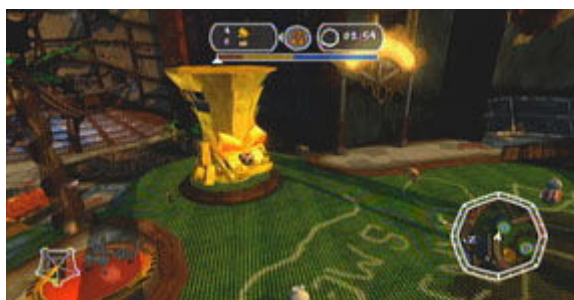
Who // Mr. Fit

Trophy Time // 10

The right kind of vehicle for the contest is one that's built like a tank (with several engines to power it) and carries several balls at once. We suggest using heavy panels to build a huge, durable ball cage. This is to balk the various Gruntbots from sabotaging your efforts. You might even want to consider adding a pusher-type object in the front of the vehicle to scoop additional balls that you cannot fit

in the ball cage and sweep them into the goal as well.

At the beginning of the challenge, press and hold the big red button to dispense all the balls. Zoom out to the balls and gather them up, stuffing as many balls as you can into your vehicle and charge through the dummy players and Gruntbots to the goal. You need to only deposit four balls to net yourself a Jiggy.



Jinjo Taxi

Who // Purple Jinjo trapped in a glass case

Ever grateful for his freedom, the Jinjo now demands to be brought back to the museum entrance. LOG kindly selects and drops off a vehicle adequate for the job.

Jinjo Hurl
Who // Orange Jinjo on the west side

Crash into this Jinjo with multiple engines. The incline will also help you achieve the goal of 200 distance.

Jinjo Speed
Who // Red Jinjo near the soccer field

Show up with your fastest ride and drive off a hill.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Banjo Land Act 3

Jiggies Required // 15	Jiggies // 3	Jingo Tokens // 3
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Get Protected
Who // Mr. Fit
Trophy Time // 1:30

Enter the challenge with a flying machine. In place of Mr. Fit ('cause he's too much of a wimp), your task is to go flip on a couple of security cameras located all around Banjoland. An aerial craft here comes in handy, see. There are actually five possible camera locations, but you need only hit three of them.

Clock Off!
Who // Bottles
Trophy Time // 2:00

LOG's bestowed vehicle handles very poorly due to its long, snake-like body. The extra seats are there for a reason. You need to round up three of Bottle's employees and bring them back pronto, lest Bottles needs to pay them overtime. Head out and grab the first two employees, Blubber and Boggy. Drop them off and head out again to escort Mumbo, the final worker, to Bottles. A

neat tip for attaining the Trophy: you will find an extra cart on the snowman's head, near where Boggy is. Attach this to your train so that you can carry all three passengers and drop them off at the same time.

Water Way to Go
Who // Klungo
Trophy Time // 2:00

It's time for another one of Klungo's crazy races. Hit the water with a lightning-fast boat loaded with engines and, above all, plenty of fuel! Avoid clipping any debris on the surface by taking wider turns. You will need to race three laps around and come in first. Eye on the prize!

Jinjo Race
Who // Blue Jinjo on the statue head above the soccer field

Surprise, another race! Not. Not surprisingly, you need a faster car for the increasing difficulty of these Jinjo Race challenges.

Jinjo Taxi
Who // Yellow Jinjo on the ground by the Rusty Bucket ship

Speed to the drop-off point under the snowman hat in LOG's taxi to earn this Jinjo's token.

Jinjo Combat
Who // Green Jinjo on the snowman hat

Power through this pushy Jinjo with extra engines.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Banjo Land Act 4

Jiggies Required // 23	Jiggies // 1	Jingo Tokens // 2
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Spring Break!

Who // Grunty

Trophy Time // 0:40

This meeting with Grunty comes in the form of a kind of fun game, in which the object of the challenge is to knock Grunty right out of the seat of her gargantuan vehicle. Easy as pie! Take the freebies, a Grenade Gun and some ammo, next to the stone pillars and start laying on the pressure. Aim for the legs of her vehicle to debilitate her considerably, then pelt her endlessly until she's shaken

loose.

Jinjo Race

Who // Red Jinjo by UFO crash site in the pool

What's this? A boat race! Construct a boat with Medium Engines on it and school this Jinjo on the water.

Jinjo Fetch

Who // Green Jinjo inside the big igloo

The environmentally-conscious Jinjo needs you to quickly recover a drum of toxic waste and return it to him. It can be found to the north at the base of the Banjo Kazooie statue.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Banjo Land Act 5

Jiggies Required // 24	Jiggies // 3	Jingo Tokens // 3
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Canned and Panned

Who // Bottles

Trophy Time // 10

Summon the same vehicle you used for the soccer ball challenge with Mr. Fit for use in picking up and storing the inflatable sheep as you bring them to the target destination. Bring out some guns too to keep preying Gruntbots at bay.

Land, Sea, Not Air

Who // Klungo

Trophy Time // 1:30

Good ol' Klungo has got another racing event in order and has requested that you join in on the fun. And what fun it is, indeed. First, note that you can obtain an extra Medium Engine from a crate located behind the starting position. Equip it to your watercraft immediately. There will be a couple of downhill points in the race—use those times to gain a slight lead.

Checkpoint Charlies
Who // Mr. Fit
Trophy Time // 1:15

Mr. Fits proposal is a little more difficult than other racing events. Instead of crashing through checkpoints in whatever manner you can manage, you must break a specific speed limit before reaching the checkpoint in order for it to properly register. This adds an interesting twist to the tedium of vehicle racing in that you must focus on maintaining the speed on a pretty sketchy track.

Furthermore, LOG has already chosen the vehicle you will use for the event, which makes things a little trickier especially since you cannot sacrifice speed for caution in cornering. Given the conditions of the race, LOG's choice of a vehicle turns out to be quite brutal—this top-heavy vehicle tends to teeter on its side on sharp corners. When you know you're coming to a sharp corner, instead of braking let up on the gas to slow down and take the turn "sliding" instead, then put the pedal to the metal as you pull out of the corner.

Jinjo Taxi
Who // Blue Jinjo on the soccer field

Bring the Jinjo to Loggo within 35 seconds, or he'll burst!

Jinjo Fetch
Who // Orange Jinjo in an underwater tunnel under the igloo

Retrieve the Jinjo's toy, Fergie, which was last seen by the Click Clock Wood Tree. The doll can be found atop the tree stump.

Jinjo Speed
Who // Yellow Jinjo on the snowman's hat

Ride off the hat in a fast car to satisfy this Jinjo's need for speed.

«	Showdown Town	Nutty Acres	Logbox 720	Banjo Land	»
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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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Banjo Land Act 6

Jiggies Required // 59	Jiggies // 6	Jingo Tokens // 2
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Even Older Dog, Newer Tricks
Who // Captain Blubber
Trophy Time // 1:30

Mr. Patch returns in a new protective coating that makes him less prone to a popping, but that still doesn't make him completely invulnerable to particularly sharp objects such as the cactus on the frozen lake. Use a flying vehicle with extra engines and fuel to nudge this floating reptile towards the pointy edge of the cactus' needles. Be sure you push Mr. Patch toward the giant cactus in a relatively

straight line, as it is much more troublesome to manipulate it whilst constantly changing directions with this cumbersome dinosaur.

Eggcelent Racing
Who // Klungo
Trophy Time // 2:05

Klungo's new race event is an annoying one. The course, this time, lays sprawled out on the frozen ice where you'll find out—at one point or another—that losing traction seems to be part of the race and challenge. LOG gifts you a vehicle with less-than-desirable abilities to manage the poor race conditions, plus each checkpoint is accompanied by exploding eggs. Understanding of your

pain, LOG at least compensates the near impossibility of the challenge with a small token of sympathy: an Egg Gun. Use this to pull the rug out from under Klungo whenever he tries to worm past you.

This should race almost similarly to the race in the previous act in that you need to let up on the gas as you approach corners instead of slamming the brakes. Braking can be particularly devastating here because you run the risk of losing traction and spinning into one of the explosive eggs at the checkpoint. Take care of Gruntbots with the Egg Gun and put

Klungo to shame.

Home Improvement Igloo Edition
Who // Boggy
Trophy Time // 1:00

You need a vehicle with Large Engines and a wide front to demolish Boggy's igloo. Sweep up all the igloo chunks to finish the challenge.

Mumbo's Stunt Spectacular
Who // Mumbo
Trophy Time // 2:45

Mumbo choreographs the stunt moves of his show, and asks you to be the performer. In LOG's-provided vehicle, you first need to burn some rubber and leave tire marks on the ground. Rev up the engine and start riding in circles to move on to the next stunt, which calls for a mid-air somersault. Tilt the control stick forward and hold the X button to perform said somersault, making sure you land

properly with the wheels on the ground. Hit each checkpoint and prepare to do a barrel roll, which can be done by holding X and tilting the control stick to the left or right. The final stunt after moving through another series of checkpoints is to catch serious air from the top of the hill to the ice below.

Baa for the Course
Who // Mr. Fit
Trophy Time // 3

In this modified game of golf, you will need to putt an inflatable sheep (ball) to Loggo (sinkhole) in five strokes or less (three if you want a Trophy). Using—what else—a vehicle with a Boot-in-the-Box attached as your club, bump the sheep down toward Loggo. You could go for springs, but we found that we shot in a straighter line using the boot.

Aim for landing the sheep in the ice below for the first stroke. In the second stroke, hook it to the left towards Loggo who's just around the derelict ship. Once you're close enough to Loggo, slam into the sheep as hard and as fast as you can to roll it into Loggo. If you get it within the three strokes, you win the Trophy. If you have gotten this far, there's more wriggle room with impressing Mr. Fit for a Jiggy, so take an extra stroke or two to sink the sheep.

Mad Monster Mix-Up
Who // Bottles
Trophy Time // 2:00

Bottles and a couple of familiar faces take to the air in a aerial race around the area. Tack on a Large Engine to Humba Plane 3 and join them.

Jinjo Hurl
Who // Yellow Jinjo on the snowman's hat

Impress this Jinjo by launching him a distance of 450. As per usual, you need a super fast vehicle to get the job done. Aim him directly north so he can tumble past minimal obstructions to pick up optimal momentum as he rolls down.

Jinjo Fetch
Who // Purple Jinjo in Cloud Cuckooland

Find Mr. Ribs by Loggo, the toilet. Use the helicopter with Sticky Ball you made in one of the previous challenges (if you haven't done so already, it's highly recommended!) and skip over to Loggo to pick up Mr. Ribs.

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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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The first Act to this world opens its doors to you as soon as the Jiggy bank reaches the 12 -Jiggy milestone. To plop the Game Globe onto its plinth, take the Game Globe to the crane by the docks and activate the lever at the top of the crane. This drops the captured Game Globe into a hole and unlocks the Jiggosseum.

The Jiggosseum Act 1

Jiggies Required // 12

Jiggies // 2

Jingo Tokens // 2

Unhappy Landings

Who // Mr. Fit

Trophy Time // 500

Mr. Fit presents you with an all-new challenge that mimics the objective of a Jinjo Hurl. That is, you need to get past a certain distance (in this case, 250) without acceleration. More specifically, you can speed down the ramp at top speed normally, but as soon as you leave the ramp the accelerator cuts out and you are left up to the built-up momentum to drag you the rest of the way to the

finish line. Bust out a fast but heavy vehicle. The fast part gives you that initial speed, and the heavy weight ensures that you conserve as much of that speed as possible.

Fat Blokes in Nappies

Who // Pikelet

Trophy Time // 1:20

Pull out a bulldozer-like vehicle from your garage because you're going to need that shoving might. In a challenge similar in nature to Jinjo Combat, you need to shove wooden gladiators out of the arena. Ram into a large stack of them and watch them topple over. Use plenty of engine power to push them without much trouble.

Jinjo Taxi

Who // Purple Jinjo near Mr. Fit

The Jinjo would like to be transported to the giant torch above the Jiggosseum. The tricky part is balancing the given vehicle on the narrow ledge leading to the torch.

Jinjo Race

Who // Red Jinjo on the high hanging platforms

The course runs along a very narrow path, so if you don't have the lead you can easily be run off the course by the Jinjo's wide girth. Solution: use a flying vehicle.



The Jiggosseum

Terrarium of Terror

Spiral Mountain



Act 1

Act 2

Act 3

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Act 5

Act 6

The Jiggosseum Act 2

Jiggies Required // 16

Jiggies // 3

Jingo Tokens // 3

Tumblin' Domies

Who // Boggy

Trophy Time // 40

Indeed, you require a vehicle strong enough to initiate the domino effect. The goal is to topple over as many dominoes as possible, but as soon as your vehicle touches the dominoes you lose control over it. That being said, you need a good plan of attack from the correct angle right down to the correct type of vehicle. We used a plane and added a bunch of Grenade Guns with which to

unleash upon the dominoes. Keep the angle small enough so that when you make contact with the dominoes you can still skid around.

Half-Time Snacks

Who // Bottles

Trophy Time // 1:30

Issued a full-fledged pizza delivery truck, you must deliver piping hot pizza to the hungry fans before the pizza gets cold. Park the truck under the pizza dispenser and hit the switch to receive some pizzas. The delivery trucks holds as many as eight pizzas at once, but you need only deliver four of them to complete the mission. In addition, LOG (not Red Bull) has given this vehicle some wings (har

har har), so you could zip to the air to reach pizza-starved fans higher up in the Jiggosseum.

Burnin' Rubber	Embedded in Trophy Thomas' homemade course are a bunch of obstacles that serve only to slow you down or, worse, stop you completely. Properly equip yourself for the challenge by going in with a speedy vehicle with bumpers installed and a weapon or two to blast smaller objects out of the way as you zoom past (although if you could avoid them without too much trouble, do so). Don't
Who // Trophy Thomas	
Trophy Time // 2:40	

forget that this is an endurance race, so you need quite a bit of fuel to sustain a steady pace at a longer distance also.

Also, a caveat: stay away from those pizza slices lying innocuously on the race track. Like the banana peels of Mario Kart, they make you slip and lose control for a precious second and make it harder to recover.

Jinjo Combat	In this sumo match, you need to crush your opposition with swift and cold efficiency. Load your bulky Humba Wedge with more than two Medium Engines and slam into the Jinjo to edge him out.
Who // Red Jinjo on the Jiggosseum floor	

Jinjo Hurl	With a hard push, shove the Jinjo up into the stands so that it gathers more momentum and added distance before tumbling to the floor of the Jiggosseum.
Who // Orange Jinjo on the orange striped awning	

Jinjo Speed	One Large Engine or a couple of Medium Engines on a vehicle should work well enough to impress the Jinjo.
Who // Blue Jinjo in the fountain south of the level entrance	

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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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The Jiggosseum Act 3					
Jiggies Required // 27		Jiggies // 4		Jingo Tokens // 2	

A Load of Blocks	In an effort to vary his exciting racing events, the cool cat has set up hurdles composed of solid rock. And unlike real hurdles, they won't fall over should you clip them; instead you get stopped dead in your tracks and waste a lot of time trying to recapture the lead in the race. Take a good race car and bolt some springs underneath it to catch the necessary air to surmount the hurdles.
Who // Trophy Thomas	
Trophy Time // 2:30	

As you race around the track time the jump over the hurdles so that you vehicle clears the entire thing. Hit the gas the moment you land to zoom toward the next checkpoint. By the second lap, you'll notice rubble all over the course from your opponents' lackluster hurdling abilities. This neither benefits you nor hurts you terribly, but you do need to be careful about running into larger chunks of debris. Just jump over them the same while being mindful of the loose rubble on the ground.

World's Strongest Bear	You can easily complete this challenge using a helicopter outfitted with a Sticky Ball. Lift the three bowling balls (one at a time) with the Sticky Ball and drop them off atop the podium from a low enough height. If you want a Trophy, use the Humba Cargo Chopper, the blueprint of which she sells at her shop, or add on a Large Engine to
Who // Captain Blubber	
Trophy Time // 2:10	

your own vehicle creation.

Brown Bears Can't Jump
Who // Mr. Fit
Trophy Time // 5

To best this sports contest, prove to Mr. Fit that bears can indeed jump—at least in the right vehicle. Every basket you sink in the basket causes it to increase in elevation. You need to somehow compensate for each succeeding basket you make. Visit Humba Wumba for the Humba Slam Dunk vehicle, which—if the name of the vehicle hasn't already given it away—is perfectly suitable

for the event. However, it can't quite reach the hoop when it gets too high, so bring it to the shop and drill on some propellers to let the vehicle rise with the hoop.

When you're ready to begin, lasso a basketball with the wrench and rest it in the vehicle's launching cup. Then board the vehicle to launch the ball. When you find the basket has risen too much for you to launch it normally, simply rise up with it and dunk the ball until you complete the challenge.

Heavy Balls and Hairy Pits
Who // Bottles
Trophy Time // 500

Designed to take after the Jinjo Hurl, this shot put event requires you to launch a heavy ball across the field, to a distance of 150. This calls for a fast vehicle with added bumpers. Charge at the ball and knock it over the stipulated distance to win the Jiggy. If you're out for the Trophy, you're going to need to add at least a Large Engine to get 'er done right.

Jinjo Taxi
Who // Yellow Jinjo at the top of the ski jump

The little Jinjo needs a little grub run. Slide down the steep ski ramp; chances are you will have to let the little guy re-settle in his seat. Take the Jinjo to the indicated blue region by the food stands.

Jinjo Combat
Who // Green Jinjo on the opposite end of the ski jump

Standard shoving contest. You just need a vehicle with a roaring engine (several of them would be even better).

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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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The Jiggosseum Act 4

Jiggies Required // 38	Jiggies // 1	Jingo Tokens // 2
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Who Left the Tap On?
Who // Grunty
Trophy Time // 8

Grunty makes a visit to the Jiggosseum and decides to participate in the festivities as well. Here, you partake in a water polo-like sporting event, where she enforces her own version of the rules. Normally, the actual game playing in water polo takes place entirely on the water's surface, but with Grunty's ambitious desire to win at all costs she breaks this tradition of play and spends most of

her time in a submarine underwater trying to foil your scoring efforts. As annoying as this is, you must push on and score regardless of the adversities to show her up!

Plenty of balls drift freely on the surface—though the real hurdle is guiding them directly to the goal. Bust out a lightweight boat with plenty of propellers and construct a wide but semi-enclosed front-end that resembles the front of a forklift. As you move around the surface trying to score Grunty lurks underwater and prevents you from doing so by popping your balls or creating waves that carry the free-floating balls further and further away from the goal. You need to dart away from Grunty as she approaches and play keep-away with Grunty the entire time.

Jinjo Fetch
Who // Orange Jinjo behind the Showdown Town gate

The carrot you need to find is located under the water in the middle of the Jiggosseum. Dive under and clutch it with the wrench. Bring it back to the grateful Jinjo for your token.

Jinjo Race
Who // Purple Jinjo on the Trophy Thomas statue

An aerial race around the stadium. Go with a plane that has a Large Engine or a couple of Medium Engines.

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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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The Jiggosseum Act 5

Jiggies Required // 57	Jiggies // 1	Jingo Tokens // 3
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9-Ball Nightmare
Who // Grunty
Trophy Time // 7

Not satisfied with her loss from the last Act, Grunty returns with a new game: 9-ball, but it won't be played like you're used to. About the only things really resembling the game are the numbered balls. In this modified version of the game, Grunty goes around disintegrating the balls in ascending order. You need to stop her from vaporizing the balls simply by employing a Sticky Ball hooked up to a

flying vehicle and flying circles around the stadium. Grunty has a hard time keeping a bead on the moving target so she gives up when time runs out and moves on to the next ball.

As the ball number increases, Grunty's speed in both getting to the ball and focusing firepower on it increase as well. If you find it difficult to keep up with her, mount a Freezeezy and freeze her in her tracks. You could even lift her frozen girth up with the Sticky Ball and fly her away from the ball.

Jinjo Speed
Who // Green Jinjo on the medal podium

Scramble to the top of the ski jump in your fastest vehicle (a Humba Racer 4 works well) and zip down the ramp. You should hit the speed marker within seconds.

Jinjo Combat
Who // Blue Jinjo on the dartboard

This Jinjo packs a lot of power! You need to dominate it early on with a couple of Large Engines and shove it off the edge of the dartboard.

Jinjo Hurl
Who // Purple Jinjo

Aim the Jinjo toward the stands so that it could gather up extra momentum and distance as it rolls down.

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Act 1	Act 2	Act 3	Act 4	Act 5	Act 6
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The Jiggosseum Act 6

Jiggies Required // 83	Jiggies // 5	Jingo Tokens // 3
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The Jiggosseum Torch
Who // Captain Blubber
Trophy Time // 1:45

You have been given the honor of lighting the torch, but you have to be careful not to accidentally douse out the flame on your way to the target. The torch is nestled safely on the rear-end of the LOG-provided vehicle, but the real challenge is saved for getting the boat with the torch out of the water. The boat is just that—a boat, and so the dry land isn't the ideal place for a vehicle bred for optimal

mobility in water. We can fix this, but we'll first need to head out west.

Break open the boxes to find some wheels. Attach the wheels to the boat by pressing and holding the RB button. Now you can move the boat to land and drive up to the torch.

Bear in a Ball
Who // Trophy Thomas
Trophy Time // 3:00

So, the devious cat exists in LOG's crazy video game world only to make your challenges—and thus your life—decidedly more difficult. This time he dishes out a race course littered with standing dominoes, and gives you a rounded, unwieldy vehicle with reversed controls! This means that pressing right actually steers you left, and vice versa. We found it more simple if you physically turned the

controller upside down and used it that way.

Furthermore, every domino you accidentally knock over will add 2 seconds to the overall time. Slow and steady here. Only attempt the Trophy once you're very comfortable with the maneuverability of the vehicle and know the course pretty well.

Smashin' Time
Who // Bottles
Trophy Time // 75

Arm your vehicle to the teeth with weapons (Egg Guns work fine) and ammo, and start demolishing the various dice lain out across the platform. Different dice are worth a varying number of points. Look at the number of dots imprinted on the dice to determine the number of points you'll get for destroying it.

No Holds Beared
Who // Pikelet
Trophy Time // 1:00

To win this Jiggy, you must show Pikelet the sharpened skills of your sumo might. The premise sounds similar to all those shoving matches you've taken part of in the past, but in this one Pikelet packs a huge, honking tank with much shoving potential. And as the cherry on top, the platform on which the match is held isn't exactly stable—at random moments, the platform tilts to one side and throws

everything off-balance. You must take these nuisances into account. At the very least, you can build a vehicle prepared to take on the mammoth of a tank under Pikelet's control. Pack on the weight with heavy materials, the best engines, jets and plenty of fuel to support this moving behemoth. To account for the tipsy-topsy platform, watch the platform closely. If it begins to dip on one end, re-adjust yourself and slam Pikelet hard into the other end to anticipate the sudden dive. Lock heads and don't let Pikelet overpower you. If he does, that simply means you need to add more power to your vehicle.

Up the Oche
Who // Boggy
Trophy Time // 300

Boggy calls you out on a dart game, in which the vehicles themselves are used as darts! The Jiggosseum floor has been remodeled with point boundaries to correctly help measure your score. To best Boggy at his own game and claim the Jiggy, you need to score only 100 points. You have five rounds to do so. Fly down the ski ramp in a lightweight plane and try to get the majority

of the vehicle's body within the blue boundaries for credit. The further you go and land in the boundaries, the more points you'll get!

Jinjo Fetch
Who // Green Jinjo next to the dartboard

Go get this Jinjo his candy from the golden statue on the other side of the Jiggosseum. Happy Jinjo = token.

Jinjo Speed
Who // Yellow Jinjo lounging in the food stands

This Jinjo has high standards for speed, so you'll need to bust out the big guns to make the distance marker here. You can always move to the top of the ski ramp for that extra help.

Jinjo Hurl
Who // Blue Jinjo on the Jiggosseum floor, on the soccer ball

Can you launch this guy over a distance of 450? You sure can! The real question is whether you have the means to. Stock up on Large Engines or, if you have them, Super Engines on a race car. Fashion bumpers or a Boot-in-the-Box to the front for the added bounce, too.

Launch this fellow at peak of your speed and watch him fly.

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Act 1	Act 2	Act 3	Act 4	Act 5
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Once you have 45 banked Jiggies, the Game Globe to this eerie world can be placed on the plinth for your exploration and enjoyment. To reach the plinth, locate a water tunnel leading into the fenced-in area and drain the water via a switch. Now you can carry the Game Globe in.

Terrarium of Terror Act 1		
Jiggies Required // 45	Jiggies // 2	Jingo Tokens // 2

Bear's-Eye View
Who // Humba Wumba
Trophy Time // 1:45

What is it with everyone partaking in new ventures, but need *you* to scope things out first—those lazy bums. In this world, Humba Wumba plays an environmentalist and would like you to map her search area for her. She hands you a vehicle that rejects the traditional fuel-powered engines and functions only with wind-powered sails. Nice. As such the challenge would naturally have you go up

against gravity and restrict you to using only this wind-supported craft. So, how does one catch a good breeze? There are springs bound underneath the vehicle.

Bounce up to catch the first breeze and get whisked away. Jump repeatedly to ease your way up the vine. As you inch higher along the vine, however, the width of the vine shrinks ever more narrow. Carefully make your way over to the blue completion marker to finish the challenge.

Need for Seed
Who // Klungo
Trophy Time // 1:30

Time for another job for the Sticky Ball-copter (attach a Sticky Ball to a helicopter if you haven't already!). In this challenge, you will be towing a rare Floatberry Seed to the flower research room some ways away. En route to the destination, the seed could possibly dry out and wither, and if that happens, Klungo would certainly not be happy. The heart icon displayed above the seed gradually

depletes as the seed spends time without water. You must find a water source and constantly drench the seed to keep it moist and healthy. That's where the Sticky Ball comes in. Simply transport the seed on the ball's surface; when it's time, dip the seed in the water and continue your journey without much delay.

Jinjo Combat
Who // Blue Jinjo in the flower room

The edges of the arena holding this battle of brute strength curve upward, so not only do you have to shove this mighty strong Jinjo out of the boundaries you also have to compensate for the extra force exerted by gravity. What a tag team! No worries; as always, you can easily

tackle this challenge with the right number of resources. Lots of engines and heavy, heavy bulldozer-like vehicles.

Jinjo Speed
Who // Blue Jinjo on a hill near the Showdown Town gate

This Jinjo with a need for speed wants to see you blaze through the area at lightning top speeds. Show him up with a nice rig tricked-out with about two Large Engines and start out at the top of one of the hills.

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Act 1	Act 2	Act 3	Act 4	Act 5
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Terrarium of Terror Act 2

Jiggies Required // 51	Jiggies // 7	Jingo Tokens // 2
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Berry Ripe Indeed
Who // Klungo
Trophy Time // 1:15

The Floatberry saga continues in this new installment in which Klungo needs help with rearing these delicate plants. Their survival relies heavily on proper hydration, so the challenge is similar to the previous one except this time you have more seeds to worry about. Again, you can call up the Sticky Ball-copter and run the Sticky Ball through the nest and collect as many seeds as you can,

then drop them off in the water by recalling the Sticky Ball. After cleaning out the nest, move on to the smaller flower platforms all around the chamber.

Great Balls of Gas
Who // Boggy
Trophy Time // 1:10

Extraterrestrial Boggy wants you to get rid of the ball of fungus whose harmful emissions threaten the alien plant life here. He has you lift the ball 400 distance units in the air, but the change in altitude somehow increases the weight of the ball as well! So, the higher you go, the heavier it becomes; you will need a vehicle with massive engine strength and plenty of fuel to compensate for the

mass increase. The Sticky Ball-copter comes in handy again here, but you probably need to add a couple of engines to it for any success in this challenge.

The Saucer of Peril Returns
Who // Boggy's
Trophy Time // 425

A standard shooter-type game takes place—a very nice change. While Boggy occupies the driver's seat, you are handed the reins to the blaster cannon on the destructive spacecraft, Saucer of Peril. For the Jiggy, your score needs to amount to 350. The targets appear as different colored spheres. The point allotment is as follows: red = 1, green = 2, and blue = 3. Needless to say, you should hit

as many blue targets as possible, but don't point your nose up on the red targets either. Since your ammo runs on an unlimited supply, feel free to keep a steady stream of bullets—though beware, as that tends to detract your attention from the big targets that appear.

Flashy Fly-Off

Who // Captain Blubber

Trophy Time // 1:50

In a solo space race against only Blubber himself, you need to turn up the heat with more powerful jets and extra fuel to keep the vehicle kickin' strong. The initial leg of the race starts on the ground, but later progresses to an intense aerial race. The race returns to the ground and finishes off in a mad scramble for the finish line. As such, you need to construct a dual-purpose vehicle without

sacrificing the power and speed you need to win. Use an existing race car blueprint and add Folding Wings to it. When you pop your wings open, be sure to do so without anything in the way of the wingspan, otherwise the wings will not fully extend. Stuff as many jets as you can spare and fuel into it, and you should be good to go. You could easily place a weapon on the vehicle, but the weight trade-off with extra horsepower would be better.

As soon as you see the checkpoints start to take to the air, unfold your wings and blaze through the rest of the checkpoints. In the spiral-y tunnel, it's best to stick in the middle of it to avoid inadvertent glancing blows and damages with devastating consequences as the tunnel loops around. As you near the end of the spiraling tunnel, retract the wings and finish out in race car mode.

Germ Warfare

Who // Pikelet

Trophy Time // 1:45

Pikelet has elected bear and bird to be the galaxy's saviors by preventing a biological pandemic! LOG places you in an odd little anti-bacterial vessel that's studded with spikes and equipped with its own Egg Gun; all this buoyed by balloons! The point (ha, pun intended!) is to collide into the attacking germs and pop them, or if you're too far, employ the Egg Gun to annihilate them. (Note that you

have limited ammo for the Egg Gun.) You control this contraption by inflating the balloons to gain altitude, or deflating them to drop down, although you drop down a lot more quickly than you rise up. You can still power in all directions, but it's not exactly a rocket.

The germs vary in size, but you begin with one big one. When you pop the big germ, it splits into two smaller size germs that each explode into a bunch of even smaller germs. The smallest germs can be a hassle to chase down, so we recommend focusing on what germs you can reach more easily before pursuing those tougher ones. Ram the medium-sized germs and conserve your bullets for the tiny ones.

Intergalactic Binman

Who // Humba Wumba

Trophy Time // 0:45

Help Humba Wumba clear out the trash in the Terrarium by pushing 12 pieces of trash out the airlock. An otherwise easy challenge if not for the throng of pesky Gruntbots around the airlock. The Gruntbots delay your progress by breathing out gusts of air that blow your loose debris out of your carrier vehicle. Ram into them to temporarily put them out of commission, or easier yet, build a really wide

front with side bars to wrap around the trash. This way, you can keep pushing toward the airlock without fear of your trash rattling loose.

Taxi of Terror

Who // Jolly Dodger

Trophy Time // 2:00

Obtain the spare part next to Boggy and whip out a Humba Taxi 4 (the blueprints can be bought from her). Since you will be swimming among the fish underwater for one of the passengers, you will need to attach a Scuba Seat.

Jinjo Race

Who // Red Jinjo near the Showdown Town gate
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Prepare yourself, for this Jinjo is mighty fast. Only the fastest boat will rocket you to victory.

Jinjo Taxi

Who // Green Jinjo in the central chamber

Take this paying customer to the bottom of the chamber in an engine-less taxi. Yes, you read right. There will be no acceleration on your part; just pure momentum. Carefully slide down toward the vine and take it the rest of

slip off and drop your passenger in the process.

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Act 1	Act 2	Act 3	Act 4	Act 5
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Terrarium of Terror Act 3

Jiggies Required // 65	Jiggies // 5	Jingo Tokens // 3
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Time for a Cuppa
Who // Jolly Dodger
Trophy Time // 2:30

Four of the crew members demand their afternoon snacks, and you are left with the responsibility to answer their eager pleas. LOG gives you the vehicle for this challenge. Hoist up the snacks from the pile and deliver them to the hungry patrons. Drive the cart with care as the impact from any rocky jolts and bumps will ditch the snacks. Park close enough to each of the crew members

for them to reach out and grab their goodies themselves.

Flower Power Shower
Who // Pikelet
Trophy Time // 1:00

Enter this challenge with an Egg Cannon mounted on any old vehicle. When the event begins, sit behind the Egg Cannon and hammer away at the little robotic runts in the air.

Super Sally
Who // Captain Blubber
Trophy Time // 1:20

In this rare circumstance, your given vehicle actually turns out to possess an engine that's a little *too* powerful for this particular mission. Captain Blubber wants you to take his sweet new ride up the vine. As you may recall, the path along the vine is quite narrow; a quick burst of summoned horsepower can send you tumbling off the edge—not something you really want to happen. Carefully

trudge up the vine, propelling the vehicle in a small bursts.

Hovering Harvest
Who // Klungo
Trophy Time // 1:45

After much work (mostly on your part) to cultivate them, the Floatberries have come along quite nicely, and it's now time to harvest them. True to their name, these little berries float around in the air. Build a flying harvester (the Sticky Ball-copter works well as usual). Go out and collect four of the berries from the ceiling, then deposit them at the bottom of the hopper to complete this objective.

Family Misfortune
Who // Boggy
Trophy Time // 1:45

A concerned Boggy wants you to bring his alien friend to an environment that will stabilize his dire condition and suggests the body of water in the central chamber of the Terrarium. After snagging the slumbering alien, dive into the water here toward the main chamber. Meet up with the other similar containers down here. Arriving safely with the container in tow will net you another Jiggy.

Jinjo Race
Who // Orange Jinjo in the central chamber

This race is not a long one, shortened further by the sheer speed of this Jinjo. Open your garage and pick out the fastest race vehicle you have. Adding a Super Engine to it should be more than enough to smoke this guy.

Jinjo Hurl
Who // Orange Jinjo on a vine leaf

Supe up your fast vehicle with bumpers and multiple engines or jets. Then, smack 'er down the Terrarium's central chamber.

Jinjo Fetch
Who // Red Jinjo in a secret room above the flower room

The Jinjo is in a pinch. Go get his lost ticket so that he can get home. The ticket sits atop the mushroom caps in the chamber with the mushrooms. You can use a Sticky Ball-copter to easily earn this Token.

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Act 1	Act 2	Act 3	Act 4	Act 5
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Terrarium of Terror Act 4

Jiggies Required // 70	Jiggies // 4	Jingo Tokens // 3
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Uranus Mud Monsters
Who // Klungo
Trophy Time // 15

Roll out a bulldozer-type vehicle buoyed by Floaters and powered by propellers so it could easy traverse the water in which lay the dissolving mud monsters...from Uranus. Hyuk. Push all the mud monsters out of the water from one pool and move on to the next, a total of 15 mud monsters total. Make sure they won't roll back into the water when you dump them on drier terrain.

To Boldly Go...Anywhere
Who // Pikelet
Trophy Time // 2:00

Pikelet shows up with a super vehicle capable of traveling over water, on land and in the air. In an effort to prop yourself up on equal footing with the portly colleague, you will need to build such a vehicle as well. Roll out Humba Wumba's blueprint of the Humba Racer 4 and modify it with Floaters for the water, Folding Wings for flight, a powerful Super Engine if you have one (or multiple

Large Engines would be fine) and fuel to keep the baby running smoothly.

Keep the Floaters deflated before you hit the water and then fill them with air to surface quickly. We recommend that you take a few test runs around the course before committing to it in full force. Victory will not come easily, and learning the lay of the land will certainly give you a leg up.

No-Armed Bandits
Who // Humba Wumba
Trophy Time // 1:15

Something quite doesn't add up: you have 6 Torpediles to decimate 10 Gruntbots. Grab the Medium Ammo from the Mumbo Crate located on the hillside nearby to redress this ammo shortage. This Gruntbot-blaster is now good to go! Lay on a direct hit to each Gruntbot to annihilate them; hitting them dead-on with the tank also achieves a similar effect. You will find a nice cluster of the mechanical

baddies in a hidden chamber above, at the top of the Terrarium.

Space Bandits Ahoy!
Who // Captain Blubber
Trophy Time // 1:30

Get a vehicle with a wide front capable of pushing the Gruntbots. Apply some spikes to the front to first daze these Gruntbots—as they are much easier to deal with while they're stupefied—and sweep them out of the airlock. One of the Gruntbots is larger than the rest and may need to be taken cared of individually first.

Jinjo Fetch	Help the Jinjo find his lost Ice Key, which can be found underwater near the alien containers from the Family Misfortunes challenge.
Who // Yellow Jinjo on a leaf next to the pool in the central chamber	

Jinjo Taxi	The Jinjo wants to go check out the fruits of Klungo's labor at the garden chamber. Take it easy on the gas so that you don't overshoot it on your way up to the flower room.
Who // Purple Jinjo in the mushroom room	

Jinjo Race	This recipe for success calls for a super fast vehicle like the Humba Racer 4. The laps go by in a blur! So, outrace this Jinjo in maneuverability. Stick as close as you can to the inside edge without actually rolling off the vine.
Who // Red Jinjo at the top of the vine	

«	The Jiggosseum	Terrarium of Terror	Spiral Mountain	»
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Act 1	Act 2	Act 3	Act 4	Act 5
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Terrarium of Terror Act 5				
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Jiggies Required // 90	Jiggies // 1	Jingo Tokens // 5
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Unpleasant Fat Oaf	The title of the Jiggy challenge succinctly describes this wench. Torpediles work great here. Since the Torpediles have a homing feature, you can pummel Grunty with these. Or, if you have a Laser, you can use that as well to put an abrupt end to this silly game of cat-and-mouse. As soon as the challenge begins, Grunty begins to take off and activates her craft's stealth feature. Unfortunately for
Who // Grunty	
Trophy Time // 0:30	

her, she's still slightly visible—you can see the silhouette of her vehicle still. Slice through her armor with the Laser in the beginning moments of the challenge and unload Torpediles to snag that Trophy and Jiggy, as well as a Horn upgrade for the Trolley, with much ease.

Jinjo Taxi	You can use the provided Torpedile to vaporize the Gruntbots in the tunnel connecting this room with the central chamber, or ignore them completely.
Who // Yellow Jinjo in the mushroom room	

Jinjo Fetch	Go recover the Jinjo's diary from near the airlock before it gets sucked out along with the rest of the trash.
Who // Purple Jinjo in the mushroom room	

Jinjo Combat	This shoving contest is not much different from the rest you've taken victory in. Use the wide Humba Wedge and add considerable engine power for good measure.
Who // Green Jinjo on a vine leaf	

Jinjo Hurl	Fashion a Boot-in-the-Box to the end of your speedy vehicle and launch this speed-crazed fellow up the chamber to rack up extra distance, making sure the balled-up Jinjo eventually rolls into the hole at the top of the vine. If he doesn't you need to restart the challenge.
Who // Purple Jinjo in a chamber above the vine	

Jinjo Speed
Who // Yellow Jinjo in the flower room with the Floatberries

This speed-freak doesn't settle for anything less than *blazing*. So, that's exactly what you'll have to do, but you will first need to assemble the right vehicle. Attach a trio of Large Jets to the vehicle and knock the wind out of this one.

«	The Jiggosseum	Terrarium of Terror	Spiral Mountain		»
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Spiral Mountain

Once you've accumulated 75 Jiggies and have stashed them in the Jiggy Bank, the door to Spiral Mountain opens, allowing you to trounce Grunty in a series of challenges that ultimately decide the rightful owner of Spiral Mountain.

Six of the Best
Who // LOG
Trophy Time // 2:25

The first Jiggy challenge of Spiral Mountain with LOG spans six events, and beating all of them thus adds 6 Jiggies to your collection. During the transition from one event to the other, LOG will ask you a series of questions that tests your knowledge of random game trivia—mostly things you may or may not have noticed. All of the questions and answers have been kindly outlined in the

Appendix section for your added convenience.

To attack the challenges LOG will throw at you, you will need to take hammer and nails to a vehicle that can multi-task like none other before it could ever in the history of Banjo Kazooie Nuts & Bolts vehicle-making. Since you're allowed only one vehicle, the sole bearer of your success must be able to satisfy the following, as ruled by LOG himself. Be able to:

- Stay within a moving boundary
- Carry a large object
- Pop balloon targets
- Function on land, in the water and in the air
- Gather a number of honeycombs
- Push out some vegetables

All of these conditions should sound familiar if you have been painstakingly playing through every Jiggy challenge. You should have already completed variations of these tasks innumerable times. In order for your amazing vehicle to be better suited to these needs, you'll need to somehow incorporate these during its production. First, you need a Large Tray for item transportation, Folding Wings, lots of Egg Guns, Floaters and the support of the all-powerful Super Engines (at least two). Of course, you will need to throw in the necessities to keep the cogs of this well-oiled machine turning with Super Ammo and Super Fuel as well.

When you think you've thought up the perfect vehicle for this thing, it's time to roll out with it and take on LOG's challenges.

Event 1

A large, moving crown sweeps across the region and leads south into a garden. Your job is to stay within its boundaries for 12 seconds.

Event 2

Pick up Grunty's Eye, the green gem, and set it in the Tray. The drop-off location is at Banjo's house, in the adjacent trash can.

Event 3

Pour Egg Gun pellets onto the five balloon targets in the air.

Event 4

This solo race drags you through two checkpoints on the ground first, gets your feet wet in the river, and finally, dries you off the fresh mountain air.

Event 5

Blast the Gruntbots buzzing over the honeycombs out of the way and fish up three of them. Then, fly up to the eagerly awaiting LOG.

Event 6

Disable the Gruntbots with your Egg Gun before attempting to cart the vegetables out of the boundaries. Shove out as many as you can in one go with the vehicle, then hop off and individually toss the rest out with your handy wrench. All five of the vegetables must be outside the boundary for credit.

Spiral Mountain Showdown

Who // Grunty

Trophy Time // 4:00

Grunty is not so willing to hand over ownership of Spiral Mountain without putting up an intense though crooked fight. She pulls out all the stops and uses not one, not two, but *five* different vehicles with which to plow through you. You find yourself in a similar predicament in which you can use only one, so build a vehicle able to adapt to all five of her vehicles. The Humba Go Anywhere vehicle

actually works wonderfully with some additional modifications.

Above all, it needs to be able to inflict a lot of pain really fast. Because you need to rip each of Grunty's vehicles to bite-sized shreds equip a Laser and Torpediles in addition to the multiple engines and large amounts of fuel and ammo. The Laser is especially crucial if you want to make this fight blow by that much faster. Again, we cannot stress enough the sheer amount of ammo you need for this fight. Be sure to stock up and have plenty to spare!

Once you know what they're really capable of and arm yourself properly, Grunty's multi- vehicle fight shouldn't pose too terribly a problem for you.

Monster Truck

The monster truck blazes through land and takes a rough beating too. You need to hit this one fast. Pummel it with Torpediles as soon as Grunty appears within range to slow it down. When you finally catch up to Grunty in her monster truck, pop her in the driver's seat to switch to the next vehicle.

Pirate Galleon

Although this floating ship runs exclusively in the water, you don't need to join her there to take her out. Drive down to the sandy shore and rain down Torpediles upon her pirate ship. Eventually, Grunty will be forced to scuttle the ship and return with...

Stealth Attack

Similar to the Terrarium of Terror Act, Grunty's new rig has the ability to disappear from sight, but hardly enough to become completely invisible. You can still pinpoint her location and hammer away.

Fortress

Grunty busts out an impregnable mobile fortress of sorts that's incredibly resilient to your attacks. Though strong as it is, it's also incredibly slow. The overpowered Laser penetrates the tank's armor as if it weren't there at all. Rip her a new one with the Laser, aiming for the driver's seat.

Broomstick

Saving the best for last, Grunty finally brings out the big guns: a rocket-powered broom on which she zooms around. The speed boost from her broom makes it very difficult to track her down and zero in on her with the Laser. As a matter of fact, she herself wields a Laser capable of causing equally devastating damage to your own vehicle if you're caught in its wrath. So, don't ever stop in front of her! This final leg of the battle is quite tricky because of Grunty's enhanced

agility, but don't fret! Catch her on one of her straightaway flights from behind and fire away.

Banjo-Kazooie: Nuts & Bolts Appendix

«	Extra Jiggies & Grunty's Weapons	Freebies	Trivia Questions & Answers	»
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Extra Jiggies

There are 10 Jiggies not included in LOG's game worlds (counting the Jiggies gotten by winning Trophies as well) that are "hidden" within Showdown Town.

Traveling peddler, Jolly Dodger, is willing to part with all five of his oddly-named Jiggy parts for a measly sum of Notes. Cough up the Notes and get those Jiggies! The names of his items may sound awfully sketchy, but they're really Jiggies in disguise. He sells the first one for 25 Notes and spikes up the price of each succeeding Jiggy in increments of 25 thereafter. If you have trouble finding Jolly, it's because he wanders from one place to another, but he's usually around the lake.

There are five hidden special Jiggy vending machines located around Showdown Town. The locations:

Tamper	Location
1	Atop the very tip of LOG's video game factory.
2	Underneath LOG's video game factory. You first need the Scuba Seat to access the tunnel underwater.
3	In the water under Klungo's Arcade.
4	You must have access to Uptown. It is on a balcony of the yellow Jinjo house accessible only by shimmying up a pipe nearby and dropping down to the balcony.
5	Under the lighthouse at the end of a hard-to-see tunnel.

Grunty's Upgrades

You will butt heads with Grunty herself at least once in each game world. Each time you defeat her, you receive a permanent upgrade to your Showdown Town Trolley. Here is what you get upon each win:

Location	Act	Upgrade
Nutty Acres	Act 3	High Grip Wheels
Logbox 720	Act 3	Floater
Banjoland	Act 4	Springs
Jiggosseum	Act 4	cuba Seat
Jiggosseum	Act 5	Laser
Terrarium of Terror	Act 5	Horn

«	Extra Jiggies & Grunty's Weapons	Freebies	Trivia Questions & Answers	»
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Once you garner specific numbers of Jiggies, both Mumbo and Humba Wumba praise your efforts and reward you with freebies that definitely aid in your adventures in LOG's crazy game worlds. Mumbo bestows upon you free vehicle parts while Humba Wumba shares some of her prized vehicle blueprints with you. These are added to your inventory automatically.

As an additional note, the sassy chica and the washed-up-shaman-now-turned-mechanic open shop to anyone with the proper amount of Notes to pay up. Of course, these excellent entrepreneurs are very particular about what they offer to their customers. If you've got the golden Jiggy bling to back up your reputation, Humba and Mumbo open up a greater selection of goods for purchase, confident in your acute tastes for only the best and quality goods. The bottom-line: the greater the Jiggy collection, the more and better things get put up for sale at their shops.

Mumbo's Free Parts

Jiggies	Item
5	Small Engine, Small Fuel, Small Ammo, Small Propeller, Egg Gun
10	Medium Engine, Standard Wheels, Wings, Light Body Kit, Bumper
20	Liquid Squirter, Balloon, High Grip Wheel, Medium Fuel, Medium Ammo
30	Tow Bar, Spotlight, Boot-In-A-Box, Large Passenger Seat, Heavy Body Kit
40	Egg Turret, Box, Spring, Floater, Detacher
50	Large Engine, Large Ammo, Gyroscope, Vacuum, Suck N' Blow
60	Small Jet, Large Fuel, Sticky Ball
70	Folding Propeller, Folding Wing, Sail
80	Weldar's Breath
90	Super Body Kit
95	Super Wheels
100	Super Ammo
105	Super Fuel
110	Super Engine

Humba Wumba's Free Blueprints	
Jiggies	Blueprint
1	Humba Racer 1, Humba Taxi, Humba Truck
5	Humba Tank 1, Humba Chopper
10	Humba Light, Humba Heavy
15	Humba Flyer 1, Humba Boat 1
20	Humba Squirter

«	Extra Jiggies & Grunty's Weapons	Freebies	Trivia Questions & Answers	»
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Here are the answers to LOG's trivia questions. Answer each question correctly to get your overall time reduced by some seconds. In no particular order...

What was the name of evil fake cyborg Mumbo in Banjo-Tooie?
Mingy Jongo
What flavor is the Glubber tablet in the Logbox 720?
Grape
Which of these is the name of a previous Banjo game?
Banjo-Kazooie
What is the name of Mr. Ribs' shop in Showdown Town?
Mr. Ribs' BBQ Ribs
What is the name of the Game World based inside a console?
Logbox 720
What's the name of Banjo's sister who hasn't been seen since Banjo-Kazooie?
Tooty
What's wrong with Captain Blubber in Showdown Town?
He'd crashed his U.F.O.

Which rotating circular objects can be found on Level 1 of the Logbox 720 Game World?
Video game discs
What is the name of the Showdown Town newspaper?
The Daily LOG
What was the story line of Banjo-Kazooie?
Grunty kidnapped Banjo's sister
Which of these is not in Showdown Town's central square?
Jingaling's Bingo Palace
What is the name of the supposed secret link between Banjo-Kazooie and Banjo-Tooie?
Stop'n'Swop
How many vertical levels are in the Logbox 720?
6
What object is on the Logbox 720 graphics chip?
Some crayons
Which object is on the Audio Chip in the Logbox 720 Game World?
A speaker
In the Logbox 720 Game World, where is the Power Chip located?
In the Power room
Who was Banjo's adversary in Banjo-Tooie?
Gruntilda
What's on the top of the police station in Showdown Town?
A big blue light
What's on the island at the end of the wooden bridge in the Lake area of Showdown Town?
A bandstand
What role did Mumbo perform before he was forced by LOG to become a mechanic?
Transformed Banjo into things
Who knocked Grunty off her tower at the end of Banjo-Kazooie?
The Jinjonator
How many cranes are there in the docks of Showdown town?
3

Which outlet is run by Boggy in Showdown Town?
Boggy's Gym
What is the name of the first level in Banjo-Kazooie?
Mumbo's Mountain
What is the name of Grunt's life-sucking gun in Banjo-Tooie?
B.O.B.
What numbers are on the bingo balls outside Jingaling's?
11 and 44
What is the name of Klungo's arcade game?
Hero Klungo Sssavesss Teh World
At the release of this game, how long has it been since the launch of the first Banjo-Kazooie?
10 years
In previous adventures, what did Kazooie need to fly?
Red feathers
Which of these can be seen in the Logbox 720 Game World?
Chips
Which of these can be seen in the Logbox 720 Game World?
Banjo-Kazooie
Which videogame disc is not seen in the Logbox 720 Game World?
Banjo-Kazooie: Nuts & Bolts
Which character plays the celebrity programmer in Logbox 720?
Jolly Dodger
Which of these is located in the sandy area of Banjoland?
A pyramid
Who has a grave outside your house in Spiral Mountain?
Bottles
What hangs on a chain above the CPU Chip in the Logbox 720 game?
A sponge
Which of these is not a ball in the Jiggosseum central arena?
Tennis ball

What's underneath the stadium in Jiggosseum?
A food hall
What is the color of the liquid that cools the Logbox 720?
Pink
What food item is not available from the stalls in the Jiggosseum?
Popcorn
What is written on the door of your house in Spiral Mountain?
Banjo
What is at the center of Spiral Mountain?
What I'm standing on now
What numbers appear on the Jiggosseum dominoes?
1 and 3
What is the name of the cake shop next to Humba's Shop in Showdown Town?
Delicious Dishes
What is the name of the large rusty metal ship in Banjoland?
The Rusty Bucket
What stands at the highest point of Showdown Town?
LOG's video game factory
Which second-rate shaman runs the garage in Showdown Town?
Mumbo Jumbo
What object circles the Terrarium of Terror?
A ship covered in tacky ads
What can be found in Terry the Terrydactyl's nest in Banjoland?
Eggs
Which of the following talents does Mumbo possess?
He can juggle his eyeballs
What can be found at the top of the giant central plant in the Terrarium of Terror?
A flower
In which year was Banjo-Tooie released?
2000

Which of these used to lead into Grunty's Lair in Spiral Mountain?
A bridge
Which game featured a Banjo appearance but wasn't a Banjo game?
Diddy Kong Racing
What color are the awnings above the Jiggosseum spectator stands?
Red
When I was making this game, I had a different name for the Jiggosseum. What do you think it was?
World of Sports
How many legs does the Central CPU Chip have in the Logbox 720 Game World?
10
How many crates are there in the Quarry area just behind by back in Spiral Mountain?
8
What's at the very top of the Logbox 720 Game World?
A massive fan
What did Banjo have to deliver to the hungry spectators in the Jiggosseum?
Pizza
Which of the Terrarium of Terror cast members thinks he's an alien?
Boggy
What's the name of the giant metal whale thing with eye problems?
Clanker
What type of vegetable is seen hopping around Spiral Mountain?
Onion
Which sport is not available for Banjo to play in the Jiggosseum?
Cards
Which items of trash cannot be found in Banjoland?
Old shoes
What are the walls made from in the Terrarium of Terror
Glass
What is the name of Klungo's drink in the Terrarium of Terror?
Floaty Fruit Juice

What role does Captain Blubber play in the Terrarium of Terror?
Space Pilot
Which planet do the Mud Monsters come from in the Terrarium of Terror?
Uranus
What's written on the space junk rocket in the Terrarium of Terror?
U1
In which game could the dumpster outside Banjo's House in Spiral Mountain previously be seen?
Grabbed by the Ghoulies