

Banjo-Kazooie Grunty's Revenge 100% beginner guide

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Warning: the wording may be too complicated for what the route is. If you don't understand a part of the route, please check this run for clarification. <https://youtu.be/chiERgy1iiY>

Stuff in Italic contains advices.

Before the run: be sure to already have a save file to be able to skip the intro cutscene.

Route starts here:

Note: do not get any honeycomb until Klungo 1, because if you get a honeycomb during the fight, it skips the cutscene of getting the first honeycomb.

Timer starts on selecting "new game", mash B to skip the intro and Bozzeye's dialogue. Pause the game, options, set the text speed to fast, unpause.

6 notes, head to the left of the ledge and jump down to cross the gap, cross the bridge and get the 3 notes on the other side, drop down, get 4 notes (15/600), learn pack whack (you can skip the text with B once it goes back to Banjo), head right, collecting 5 notes, jump directly down-right to get another note, go down, 2 more notes, enter jiggywiggy's temple (24/600), open Cliff Farm, 3 notes on the way to cliff farm. (27/600)

Cliff Farm

learn underwater diving, 1 note on the hay stack, head left collecting 3 notes, dive underwater, 3 notes + jiggy, head left while collecting 7 notes, learn climbing, 1 note to the right, climb the ladder, 3 notes, climb the ladder, 1 note, kill the guy and get the jinjo, climb the other ladder, 1 note, slide minigame, 1 note, get slide jiggy, head left for 3 notes, climb the ladder, damage boost to get the jiggy, dive in the pond, 3 notes + jinjo, 1 note to far heights,

Get these 5 notes,



, take the top-right path and get 3 more notes, learn roll (64), press the switch, 3 notes, enter bluff barn (building to down-left of where you are), press the switch, fight Klungo (get at

least one honeycomb and be sure to leave at 1 HP), jiggy + token, leave the building, head right, sheep minigame,

Pro tips for the sheep minigame: do not aim for any of the sheeps in the back row if they're alone, and favorise getting doubles instead of getting single sheeps that are in the first rows.

collect jiggy, 1st chicken, head around the building to your right, collecting the 2 notes that are directly on the way, jump down to the jinjo in the water, follow the river collecting 5 notes, get on land, 3 notes + 2nd chicken, go back in the water, follow the river, get 4 notes, 3rd chicken + jiggy, 2 notes behind the small island, die by the tentacle and get knocked back onto the last note, continue.

Go on top of the building to the left of you, get the honeycomb, enter Mumbo's Pad, transform into the rat, exit Mumbo's Pad, head down-left and enter Bluff Barn, collecting 6 notes and the 4th chicken (can get it later as Banjo if you miss it here), enter the back hole, 1 jinjo + 3 notes, exit bluff barn, head down then right to the Crag Mill, collecting all 6 remaining notes on the way, enter Crag Mill, drop down, 3 notes, enter loading zone, 3 notes, activate level, get the jiggy, 1 honeycomb + 3 notes, exit Craig Mill, return to Mumbo's Pad, getting the last chicken on the way, transform as BK, exit Mumbo's Pad, head to the chicken mother (you'd get the last chicken on the way if you missed it as the rat), get the jiggy, 2 remaining notes on the way when exiting Cliff Farm.

4 notes on the way to the last jinjo, head right, collect 5 notes, sheep jiggy, head down-right, 1 note, get the 4 notes on the hay in "an upside-down Z pattern", 2 remaining notes, jinjo jiggy, leave.

Open Breegull Beach, get to spiral mere via the path behind the jinjo statue, getting the



hidden honeycomb, , head up-right and get the hidden jiggy





and the 3 notes, jump on the big rock then on the yellow jinjo statue, then to the right of where the fire is, roll or damage boost through the fire to get the jinjo, head left, 2 notes, [Get the honeycomb on top of the hive, upgrade health and go back on top of the hive if you want 6 HP. If not, you get the honeycomb later], 3 more notes, cross the river collecting the jiggy, head down-left, 2 notes, go down, only get the note that is

the farthest down of the 3, head down, pass the loading zone, get the right + middle note, enter Breegull Beach.

Breegull Beach




Get the jinjo, these 2 notes , this note , head down-left, 3 notes, 1st seashell, jump down-right, underwater section (don't forget the honeycomb!)

Head up, grabbing 6 notes, head up-right, enter Grunty's Quarry, head up, 2 notes on the ground, climb the ladder, press the switch, 3 notes on the way to Grunty fight,

For the Grunty fight, you want to enter the fight with at least 4HP, you can grab a lot of health on the way before entering the fight if you're low on health. For the first 2 phases, you want to bait Grunty into the bottom wall so that she barely moves. On the third phase, you make her go to the bottom wall twice, and then move to the top wall on the last move. the last 3 phases are fairly straightforward though you want to be as close to Kazooie's cage at the end of the fight to cut down on camera scroll and Banjo moving.



Grunty jiggy, note on the ground, go to the left, this note , 2 notes to the left, head right, jiggy, down-left, 3 notes, exit quarry heights, learn eggs, head left, 2nd and 3rd seashell, enter Mumbo's Pad, Rat, head left, rat section, talk to the white breegull, go to Mumbo's Pad, untransform, get breegull jiggy, up-left, follow the path, getting notes and the 4th seashell, go through the loading zone, learn talon trot (207 notes total), go up the path, go clockwise go the get the stuff around the slide entrance, enter slide, slide jiggy, chest minigame, 1 note, learn flutter, 3 notes, backflip onto the pirate platform, pirate jiggy, head down-left then down, getting 9 notes, jump on the small platforms to the right, 1 note + 1 jiggy, jump down to the last jinjo, head left, 3 notes in the water, up-left, 3 notes, left-up-left, last seashell, talk to the seashell dude, seashell jiggy, head towards the entrance, grabbing all the remaining notes and the jinjo jiggy.

3 notes, backflip up there, 1 note, go up, go behind the entrance of Bad Magic Bayou, get jiggy, jump directly to the ledge to the right, go under the bee hive, jump right to the other side of the water, climb up the spiral mountain, getting 2 notes and 1 jinjo, activate switch,



get the jiggy, collecting these 2 notes on the way , 3 notes , go down in the loading zone, 2 notes in front of Jiggypop's temple, OPEN BOTH BAD MAGIC BAYOU AND SPILLER'S HARBOR

You should have 25 jiggies at that point

exit temple, go to the loading zone behind the jinjo statue, collect the 1 note that is left to collect, get the note you get behind, go left, cross the bridge, 3 notes, jump to the left to cross the water, enter Bad Magic Bayou.

Bad Magic Bayou 1

jump to the right, learn ratatat rap (259 notes total), 3 notes, pass by the entrance and go left, follow the 5 notes up to the manor, jiggy on top of the manor, enter manor, 1 note going to room to the left, 1 note in front of the ladder, climb ladder, note nest, jump up, ratatat rap and flutter to the jiggy

How to get good with the jump (especially for you, Caleb): the trick is to start the ratatat rap when Banjo's head gets aligned with the beginning of grid, like this:



That is all!

Drop down and get 2 notes, use the left path to leave the room and get all the notes, 3 notes to the right room, learn battery eggs (284 notes total), go to the back of the room to get the honeycomb, exit the room, middle path, collect all the notes and go upstairs, jinjo, bottom path while getting all the notes on the way, Klungo fight. jiggy + token. go back to where the paths split on the upper floor and go to the left, get an egg nest, enter the room, 8 notes, exit the room, another egg nest, go downstairs and exit mansion, head right, learn bill drill, bill drill patch for jinjo, honeycomb, fall down onto the wooden bridges, 3 notes, drop to the grass area, bill drill 3 times to get the jiggy.

Are you tired of getting hit by the first pink enemy when getting this jiggy? if you bill drill on the bottom 2 pixels of the patch, that guy won't chase you!

3 notes, jinjo, jump and ratatat down to the wooden platform, down-right, 2 notes on the tires, grunting jiggy (use battery eggs to kill everything), head left, 2 notes on the tires, jump down to the wooden bridge, go to the left, getting all the notes before the jinjo statue, jump-ratatat up to the fishing minigame, fishing jiggy, down -right, 4 notes on the tires, exit level.

(70 level notes) (6 level jiggies).

Go up, get the 2 notes, climb up the vine, go up, 1 note, loading zone, get the 4 notes clockwise, go to the right and jump cross the river, 3 notes, backflip up, get all the notes from



the section counterclockwise (don't get the jinjo), get there and jump-ratatat up-left, 2 notes in the water, dolphin minigame (don't get the jiggy), up-left, 3 notes in front of Freezing Furnace, 3 notes, jump to the right, 1 note in the water, 2 notes on the barrels, enter Spiller's Harbor.

Spiller's Harbor

1 note, enter Bilge Haven (left loading zone), go down, note nest on the platform in the water, learn gold feathers, go to the left, coin on top of the sandcastle, leave the area, go down, break the manhole with a bill drill, jinjo, jump down, 1 note, jump up-right to the wooden boat, coin, up-right, 2 notes, enter the pipe, left, enter spillerston.

Up-right, 1 note, right, 1 note and note nest behind the jinjo statue, right, learn spring pad, up-left, spring pad, enter chimney, left note, note nest on the couch, gold feather, kill the boxes, jiggy, speaker note, 2 TV note, 1 note, exit, note nest on the other roof, jump on top of the arcade, get the toy, go left, give the toy to shit kid, left, 1 note, down-left, 1 note, jump over the tentacle, coin, jump over the tentacle again, 1 note, head left, 2 notes, spring pad switch, down-right-down, coin, head to spring pad, jiggy switch, head on the roofs using the spring pad that you used earlier, jump-ratatat to the left to the jiggy + 2 notes, down-left, exit Spillerston.

Right, jump on the right table, then on the roof, 2 notes, enter the suite, 4 notes on the bed, coin in the corner, jinjo on the drawer, exit the place via the roof, down-left, kill the birds, left, note nest, down-left, 1 note, up-left, note nest behind the barrels, up-right, learn ice eggs, down then right, climb up the lighthouse, Grunty fight, jiggy+token, go back to the ice cream truck, get ice cream, go to Mumbo's Pad (near where you learn ice eggs), Octopus, down, go in water, give the ice cream to shit kid, up-right, jinjo in the boat, up, 1 note, down, 3 notes chain, jiggy, up left, 3 notes on the pipe, enter the pipe, clear the sewers then exit, right,

jump on the table and on the roof to warp to Mumbo, transform into the rat, go to Spillerston, enter the small garden on the right, down, 1 note, right, damage boost through the tentacle, honeycomb, 1 note, jinjo, exit Spillerston, down left, enter Bilge Haven, enter sandcastle,

Explaining the route for the sandcastle is impossible, so watch a video for that part.

exit sandcastle, exit Bilge Haven, go to the entry of the level, this warps you to Mumbo, untransform, return to Spillerston, up-right then right, jinjo jiggy, left then up-left, talk to shit parent, get jiggy, go up, 1 note, open slide minigame, 1 note, slide minigame, slide jiggy, backflip up, 1 note, jump left to the other ledge, 1 note, jump-ratatat down to a pillar with 1 note, jump down-left to the other pillar, spring pad switch, jump to the other pillar, jump-ratatat up-left to a ledge, spring pad switch, use spring pad, jiggy, drop down-right, 1 note, jump to the right platform, spring pad, 2 notes, leave the level.

jump on the platform with the bee hive, then down-right to the spring pad, jinjo,

[Harder route -- 4 seconds faster, should have at least 3 HP]

jump-ratatat up right to the first note, follow the path, get hit by the second fire dude, follow the path to the jiggy, jump down to the last note in the section, jump to the left in the water, 2 notes, go down,

[Easier route -- 4 seconds slower]

drop to the right, 2 notes in the water, go up-right, gold feather pad, follow the path to the jiggy, jump down to the note to the right of the gold feather pad, jump-ratatat down-left, swim down,

Go up the ledge, right, backflip, down-right, spring pad, another spring pad, jiggy+ 2 notes, jump left, GET THE HIDDEN JINJO. go down, enter the loading zone, go to Jiggwiggy's Temple, open Freezing Furnace, exit Jiggwiggy's temple, go up the vines, get on top of the hive to get to Spiral Mere [If you don't get a health upgrade, get the honeycomb here], enter Spiral Mere, cross the water, go up, dolphin minigame jiggy, Enter Freezing Furnace,

Freezing Furnace

3 notes, learn fire eggs, down-right, 1 note, backflip up the ledge, follow the snow path up until the entrance of Grunty industries, collecting the notes on the way, jump to the platform with 3 notes and a tentacle on the right, 1st jinjo, go down and re-climb the rocks to enter Grunty's Industries,

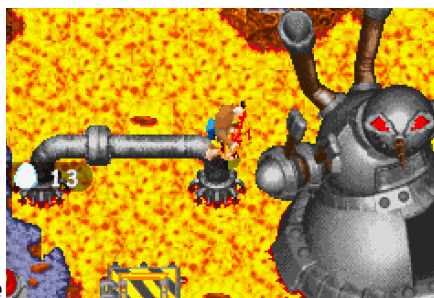
short jump down-left, jump down to the 1st gold nugget, jump right-down-right (2nd nugget), jump right, down-right, note nest, go left, 3rd nugget in the bucket

If you are rubbing against the back of the bucket and are aligned with the middle, you can just hold-down right during the backflip and you will not land in the water.

down left, YOLO jump to the 4th nugget, down-left, spring pad switch, jump up-right and up-left, 3 notes, go up the slope, 3 notes, go up, spring pad, 5th nugget, down note on the pipes, 6th nugget, up note on the pipes, jump up-left to the note, left then up, [If you're at 1 HP, take the gold feathers, loses 4 seconds], up, 3 notes, 7th nugget, go on the right (or left if you can't go right), jump on the upper platform, damage boost from the electric plug onto the note, jump to the spring pad to the right, 1 note, spring pad, bill drill gate, blistering buttons,

Here are the possible routes for Blistering Buttons depending on your HP (link)

jump down on the note that you left earlier, jump down-left on the pipe, shoot ice eggs to the 2 switches,



If you stand here and shoot up-right, you will hit the 2nd switch that is under the 7th nugget

Jump ratatat around the thing and enter the loading zone, damage boost [or not] through the enemies, Klungo 3

If Klungo goes into a pipe or if you go off the stage, you can cancel the time that Klungo spends walking towards you.

jiggy + token, damage boost [or not] to exit, head right, go up the stairs, talk to the NPC, jiggy, go towards the exit, getting 2 notes on the way, backflip, 3 notes, go up then left, 2 notes by the tornado, melt ice cube, bill drill, jinjo, drop down to the loading zone, snowflake minigame, 1 note, down-right, jump down to the jiggy switch, jump back to the part with the snow, get the notes on the way to the jiggy, continue going left until you can't, enter Mumbo's Pad, octopus, go down in the water, honeycomb on the ice pillar, right, 2 notes,



up-right, hidden loading zone, hold up-right, jump when you're passed the mines doing in a round, note nest + 3 notes, hold up-right until you pass by the mine that goes left-right, shoot an egg to the tentacle, jiggy + 3 notes, up-right to the loading zone, 2 notes, Mumbo's pad, candle, blow up the fireworks, 3rd jinjo, return to Mumbo's Pad, transform into the tank, get 2 notes by the tornado, go right then up, blow up the door, enter, bottom path, notes+ 2nd jinjo, blow up the other door and enter, tank puzzle #1, jiggy, go in

the loading zone, go back to the other tank door by the top path, return to Mumbo's Pad, untransform, down then right, 1 note, enter igloo, fishing minigame,

Fish move in a stop-and-go motion, while the snippets move in a continuous motion

jiggy, go to the right, jump down-right to the 3 notes on ice, follow the path. When the path goes up, jump down-right to the rocks, reenter Grunty Industries, jump-ratatat-flutter right,

start your ratatat rap just before the gap between the 1st and the 2nd slit,



jump down-left, collect the top-right note, bill drill the glass, enter, down, 2 notes, right, jinjo jiggy, honeycomb, 1 note on the ground, 2 notes on the boxes, jump-ratatat to the jiggy, jump down-left back on the boxes, left, note nest, 3 notes, exit Grunty Industries, go to the left, take the top path, exit Freezing Furnace.

go down to Spiral Mountain, enter Bad Magic Bayou

Bad Magic Bayou 2

Go left until you can't advance without jumping, jump down, jump ratatat down-left, only get the note that is the farthest up out of the 3, enter loading zone, follow the path until you see the loading zone, then go in it, go up, Mumbo's pad, candle, up-right, everything on the first go, go through the rooms counterclockwise,

square : all but top-left

star: everything

circle: top-left bottom-right

triangle: top-left

go back to Mumbo's pad, tank, go down then left, blow up the door, tank puzzle, Mumbo's pad, untransform, go down, right path, 1 note, 5th jinjo, follow the path, cross the gap to get the jiggy,

If you do the part from getting the jinjo to the jiggy fast enough, you don't need to ratatat to the jiggy, a damage boost from the poison tick will be enough.

down-right, exit, area, 2 remaining notes, jinjo jiggy, right, jump-ratatat up right to the tires, exit the level, go down, bill drill the crack, jiggy, go up-right to the jinjo, enter Jiggywiggy's temple, open Grunty's Castle, exit Jiggywiggy's temple, Spiral Mountain jinjo jiggy, vines jinjo

statue, go up-right, jump on the rock then onto the jinjo statue with a crown, shoot ice eggs in the switch, jump to the spring pad, Go up, boss fights.

Grunty's Castle (aka "how to lose runs because the game said so")

First Grunty phase, learn the skip, it saves 1 minute 40 seconds.

Klungo phase, do the skip, or do it the intended way, if you do it the intended way, make sure that he's close to the top of the screen for the 2nd phase, and at the bottom of the screen for the 3rd phase.

Final Grunty phase: make sure she gets in the middle of the room in the phases that you can manipulate that, it saves time from her soul taking less time to come back to Grunty. Time ends on the last hit on Grunty.

If you care about your In-game time, know that the credits do count in the IGT, so boosting and slowing down during the slide minigame do affect the IGT that you get.