

Banjo-Tooie Cheato% Route

Legend (based by color):

X = Jiggies

X = Notes

This Category is fastest on the Japanese version by 5 seconds. If you have the NTSC-U Version you can still do this route but it is not the optimal version.

Jinjo Manip is not used in this run since we collect 0 jinjos, so don't bother with it. You can start on a clean file with the timer at 0.00.

- Klungo 1, Get Red Feathers and Blue Eggs
- Red House Treble Clef (20) Jingaling(1), Enter Bottles' House
- Amaze-O-Gaze Glasses from Specky, enter Wooded Hollow
- (If on JP skip JW Temple Cutscene*) Tag Silo, Plateau Early
- Tag Silo, Notes on Sign(30) Notes by Honey B(40), GGM Early.

Glitter Gulch Mine

This next shoes section is very tight, if you cannot make it to the platform below bill drill with the shoes, flutter early in your jump to the platform to avoid a backflip.

- Shoes, Hit Warp, Glowbo, 4 Glitter Pile notes(60) Turn around to Canary
- Mary Rocks, All Notes Below Prospector(85). Jump To Learn Bill Drill
- Enter Wumba's, Transform, take Warp to Entrance. Enter Fuel Depot.
- 2 notes, Activate Fuse(95). Other 2 Notes.(105) Save And Quit

- Warp to Plateau, Learn Fire Eggs, Fire Switch Shot, Enter Pine Grove.
- Log Notes(115), Learn Grenades. Warp to WH. Enter Jiggyswiggy, Puzzle

Mayahem Temple

- Enter MT, Bill Drill boulder, Fly for Treble clef(135), Beak Bomb to Breegull Blaster, 4 Notes to Mumbo's(155), 4 Notes to Egg Aim(175).
- 8 Notes to flight Pad(215), JSG Early. Take 3 damage on Fire. Poop Egg into Entrance. Enter Code Chamber. Input CHEATOSUPERBANJO and CHEATOJIGGYWIGGYSPECIAL. activate them on wall. DW, Leave MT
- Silo to Pine Grove, Enter WitchyWorld

WitchyWorld

- Grenade A51 Gate, A51 notes(225)1st Fruity Note(230), Follow path to
- 2nd Fruity Note(240), Western Zone Notes(250), Fries & 3rd Fruity Notes (260). Dive of Death notes (270). Remaining 3 Notes in Circle(285).
- *Try not to trigger signpost after getting burger note.* Dodgems Notes (295)
- Shoot Switch using Goggles From top of Dodgem Dome, Reset for DCW
- Cinema Menu to watch the Credits, (The one with the Jamjars icon).
- Re-enter file 1. Warp to Plateau. Enter GGM, Enter Fuel Depot.

Cauldron Keep

- Leave Gun Chamber, MAKE SURE YOU GET TOP OF TOWER WARP AND YOU DO NOT FALL INTO THE VOID. Ground pound recoil down.
- Hit Bottom warp, leave CK. (If you do NOT want to do PTS hit the spring pad switch here). Jump to Quagmire Silo, Backflip to Wasteland.
- CCL Notes (305) Notes above clockworks(315), Learn Clockworks.
- Silo To Quagmire. Use clockwork on Banjo to cancel FTT. PTS, Otherwise use Shock Spring Pad. (You will have 2 more HP taking the pad over PTS)
- Enter CK, Warp to Top of Tower, Enter Hag 1. (JP loses time on hag 1)
- Time Ends on losing control of Banjo after the final hit.