

BANJO-KAZOOIE™*

INSTRUCTION BOOKLET

EmuMovies

Nintendo

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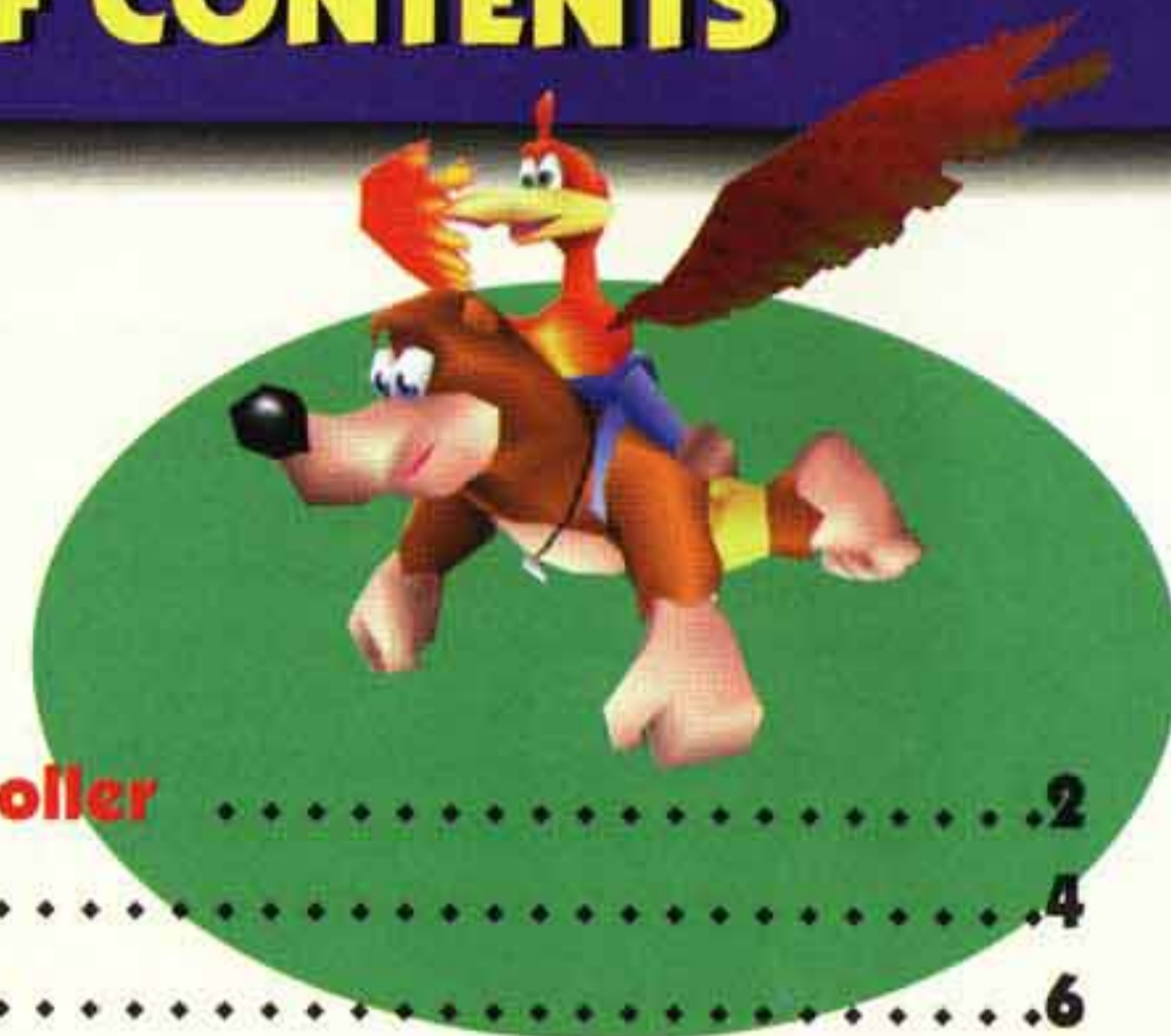
Thank you for selecting the Banjo Kazooie™* Game Pak for the Nintendo® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.



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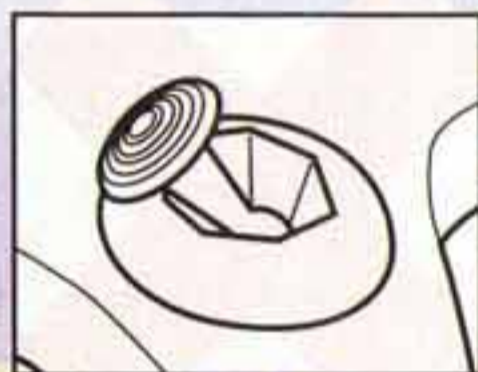


ABOUT THE CONTROLLER

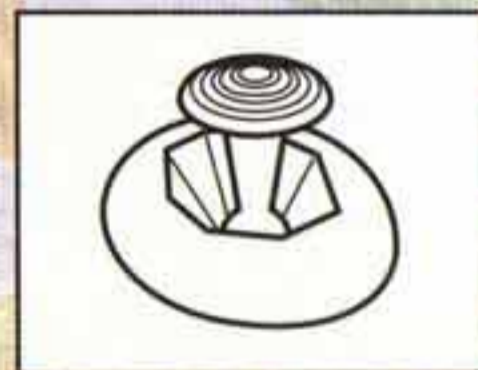
Control Stick Function

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

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



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



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

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

Holding the Nintendo® 64 Controller



While playing the Banjo Kazooie game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo® 64 Controller

To play Banjo Kazooie, connect a controller to socket one located on the front panel of the control deck.

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



This game is designed for one player, so only one controller is needed.

Rumble Pak™

The Banjo Kazooie game is compatible with the Rumble Pak™ accessory. Before using it, make sure to read the Rumble Pak™ accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak™ accessory.

THE STORY

At last, the dirty green and blue smog was beginning to clear. Gruntilda stood at the topmost window of her Lair, grinning wickedly down on her latest world.

"Tiny creatures far below," she cackled, "which of you'll be first to go?"

The witch rubbed her hands in glee at the prospect of putting her favorite invention to good use. It was her pride and joy: a machine that could suck the physical beauty from its victims for Gruntilda to absorb like a sponge!

And it would certainly teach her cutesy sister Brentilda a lesson. How dare that interfering do-gooder inherit the family good looks and leave Gruntilda, well... slightly disadvantaged in that department?

Hah! Not any more, gloated the witch, picking her nose smugly. Not any more.

Turning back to the bubbling cauldron, Gruntilda began to cast the spell which would reassure her that she was, of course, the most wonderfully attractive creature in this bright new world...



Meanwhile, Tooty was skipping home through the sunny green fields of Spiral Mountain. As she reached the garden gate, a pair of blurry eyes that could only belong to her good friend Bottles popped up from a nearby molehill.

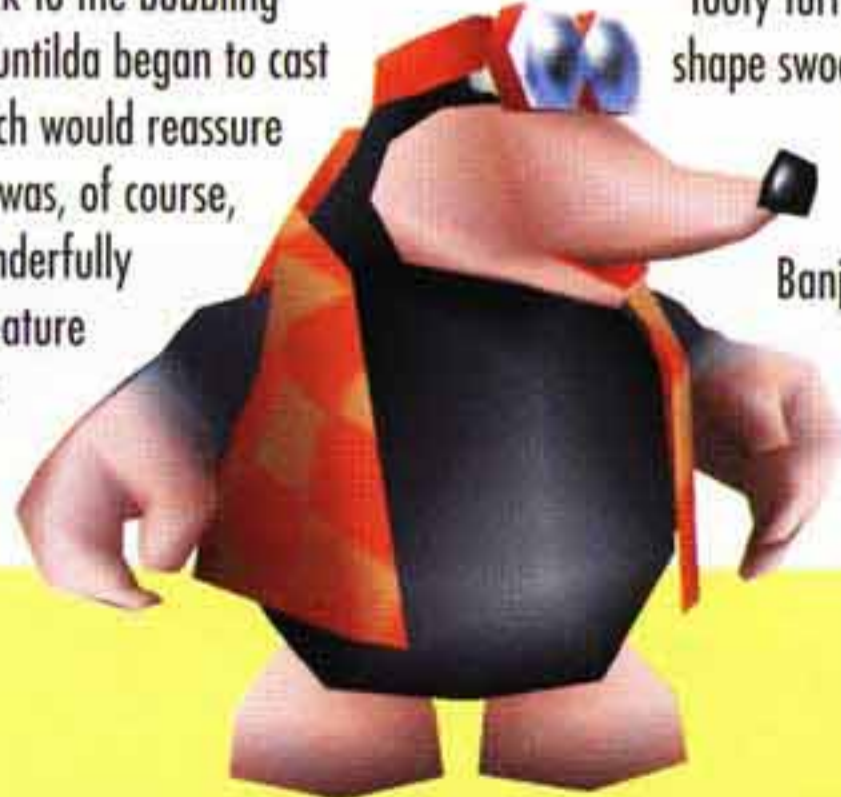
"Morning, Tooty," he blinked, uncorking himself from the hole. "And what are your plans for this fine day?"

Tooty jumped up and down excitedly, remembering Banjo's promise. "Oh!" she squealed. "When my lazy brother gets out of bed, we're going on an adventure!"

"That's nice." Bottles squinted up into the sky. "Hang on, isn't that your brother up there?"

Tooty turned, and saw an odd shape swooping down towards them at high speed.

"No, that can't be Banjo," she said, frowning. "I wonder who it is..."



"Sweeter than me? Prettier than me? Impossible!"

Gruntilda was so furious at the cauldron's words that she could barely control her broomstick, screeching with anger every time her boots clipped the treetops.

"As cute as me, you stupid pot? For her own sake, I hope she's not!"

The witch sped recklessly on until her target finally came into view: staring up at her from a field far below was the innocent young Honey Bear she'd seen in the depths of that treacherous cauldron.

Gruntilda cackled. "I need those looks far more than she, and finally perfect I shall be!" she cried, and sent the broomstick into a steep dive.

Kazooie popped out of the backpack as noise erupted just outside the window. "Banjo!" she squawked in alarm. "Banjo, wake up!"

The Honey Bear groaned and pulled a pillow over his head. "Aww, Kazooie, it's too early," came his muffled voice.

"This is no time to be lazy, furface!" trilled the Breegull, swinging anxiously to and fro. "We've got trouble!"



Banjo yawned, rolled over—and fell out of bed in surprise as Kazooie's struggles suddenly toppled both the backpack and its stand onto the floor with a crash.

At the same time a sudden gust of wind blew open the curtains, and beneath the peals of manic laughter fading into the distance, Banjo heard the helpless cries of a voice he recognised...

Tooty!

The bear gulped, realising that this was definitely going to be one of those days.

"Uh, Kazooie, what are you doing down there?" he said in confusion, grabbing the backpack as he bolted for the door. "This is no time to be lazy—we've got trouble!"



THE CHARACTERS

Banjo

A Honey Bear with a love of sleeping, swimming and even dancing when the mood takes him, Banjo has found life to be just too interesting for its own good since he found himself 'adopted' by Kazooie. His Breegull friend just seems to attract trouble like a magnet . . .



Kazooie

Unlikely as the partnership may seem, Banjo and Kazooie have been firmest friends since the day they met. Red Crested Breegulls are notorious loudmouths, but at least there's plenty of truth behind Kazooie's boasts—she and Banjo together make an extraordinary team.



Tooty

Banjo's little sister, as cute, sweet and innocent as Kazooie is loud, brash and shameless. Looking after Tooty is a full-time job for Banjo as she tends to wander off as soon as his back's turned, so his feathered partner's love of exploration often comes in handy!



Bottles

A good friend of Tooty, this chirpy little mole has never been too fond of the loud company kept by Banjo. Under the circumstances Bottles will do all he can to help—even if that means putting himself on the receiving end of Kazooie's raucous banter!



Gruntilda

She's selfish, spiteful and nasty, and now she's on a mission to make herself attractive by stealing the beauty of other people. Unfortunately Gruntilda doesn't seem to realize that she'll always be ugly on the inside—or if she does, she really couldn't care less . . .



Brentilda

The witch's sister is her opposite in every way, and a far better person for it. Unfortunately even Brentilda's fairy godmother powers aren't strong enough to let her confront Gruntilda directly, so she offers all the help she can to Banjo and Kazooie instead.



Mumbo Jumbo

A former teacher of Gruntilda's, this mysterious shaman was betrayed by his pupil before he could prevent her from putting his magic to bad use. The witch transformed Mumbo's face into a mask of horror to remain that way until the day she's overthrown . . .



CONTROLS

BASIC MOVEMENT

C ↑ Button and C ↓ Buttons:

Changes level of camera zoom. Press C ↑ once to view the action through Banjo's eyes, rotating the Control Stick to look around: press C ↑ again to return to the standard view. C ↓ toggles between two available levels of outside zoom.

C ← and C → Buttons:

Rotates the camera angle.

L Button:

Not used.



Z Button (behind):

Makes Banjo crouch. Use the Control Stick to rotate while crouching.

START: Brings up the Pause Menu.

Control Stick:

Lets Banjo run, walk and tiptoe around depending on how much pressure is applied.

R Button:

Press once to center the camera behind Banjo. Keep the R Button pressed to lock the camera into this position until released.

A Button:

Makes Banjo jump. Hold the A Button longer to make him jump higher.

B Button:

Lets Banjo and Kazooie use one of their attacks.

PAUSE MENU OPTIONS

Return To Game:

Leaves the menu and continues the game in progress.

Exit To Witch's Lair:

Exits the current level and takes you back to Gruntilda's Lair.



View Totals:

Brings up a status report showing the number of jigsaw pieces; musical notes and special honeycomb pieces collected; and the game time elapsed so far. Use the C ← and C → Buttons to view reports for separate levels, and the B Button to return to the menu.

Save And Quit Game:

Saves and exits the game in progress.

SPECIAL MOVES

Banjo and Kazooie have a wide range of more exotic moves to offer, many performed individually and many more in tandem. Some have to be taught to you by Bottles before you can make use of them, others require the use of an item, pad or both. The full list is as follows:

Climbing

Banjo can climb trees, poles, pipes and plenty of other things simply by jumping onto them and using the Control Stick to clamber up or down. Pressing the A Button allows him to release his grip and jump off at any time.



Swimming

Normal Control Stick movement automatically switches to surface swimming when Banjo enters a deep enough pool of water, but he can also dive beneath the surface by pressing the B Button.

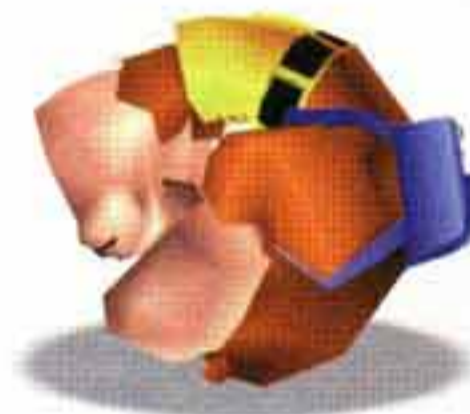
There are two styles of underwater swimming: holding the A Button down lets Banjo kick his feet and maintain a steady speed, while pressing the B Button causes Kazooie to spread her wings and give her partner a boost. Pressing the A Button in mid-boost acts as a water brake.

A blue oxygen meter appears on the left of the screen while Banjo and Kazooie are underwater, so there's no excuse for running out!



Feathery Flap

Without actually breaking into flight, Kazooie can use her wings to extend the range of Banjo's jumps. Press the A Button to jump and then press the A Button again in mid-air. This can also be used to control Banjo's descent by holding the A Button down when falling.



Forward Roll Attack

A powerful running attack where Banjo dives and tumbles into an enemy. Just pick up some speed then tap the B Button to launch the attack.

Rat-a-tat Rap

Causes Banjo to jump and Kazooie to pop out her head in a flurry of sharp pecks. Press the A Button to jump then the B Button while in mid air. A useful attack when you want to keep Banjo just out of range of the enemy and it can also be used to hit objects or enemies just above Banjo's head.



Flap Flip

Kazooie uses her wings to help Banjo somersault, lifting him to areas too high for just a normal jump. Hold the Z Button to crouch then press the A Button to jump. Use the Control Stick to steer in mid-air. The longer the A Button is held, the higher you spring.





Talon Trot

Kazooie can give Banjo a break by carrying him around for a while! Press and hold the Z Button then press the C ← Button to extend the Breegull's legs continuing to hold the Z Button down while she's running (releasing the Z Button reverts to normal control). Not only can Kazooie move more quickly than Banjo, she's also capable of climbing much steeper slopes.

Beak Barge

Combines a shoulder charge from Banjo with a lunge from Kazooie for a strong sliding attack. Press and hold the Z Button, then press the B Button to barge. Also a handy trick here and there for overcoming tougher bad guys and smashing obstacles out of the way.



Beak Buster

Banjo and Kazooie pool their strength in a forceful air-to-ground stomp. Press the B Button to jump then the Z Button while in mid-air: this move can also be done from flight. This is useful in any number of situations, not just baddie bashing. Hold the B Button down for maximum attack range.

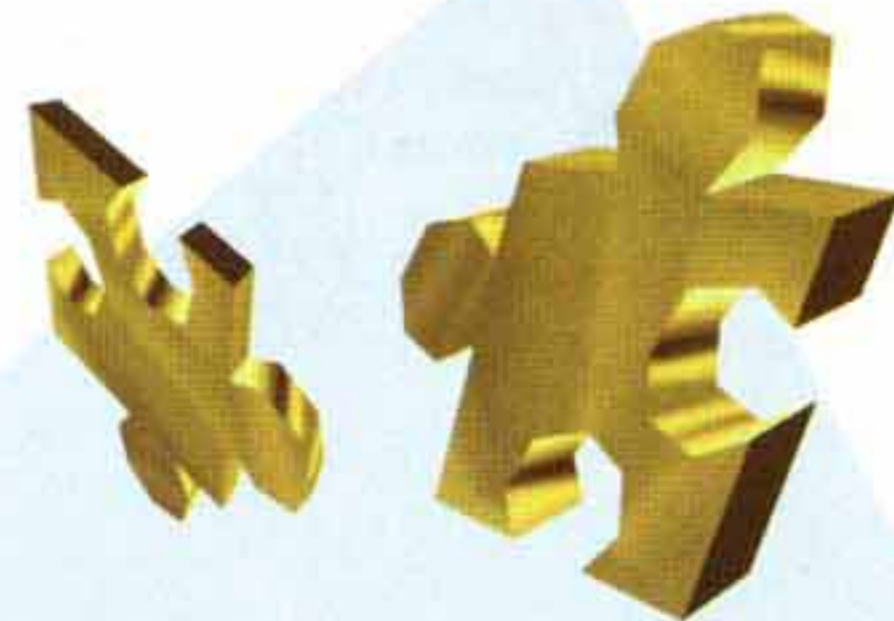


Egg Firing

Gather up a supply of the blue eggs then Kazooie can use them as handy missile weapons. Press and hold the Z Button, then press either the C ↑ Button to fire a shot straight ahead or the C ↓ Button to fire a bouncing shot to the rear. Like many other moves these are often used as much in puzzle-solving as they are in attack.

Shock Spring Jump

The green Shock Spring pads found throughout the game allow Banjo and Kazooie to reach heights that even the Flap Flip won't take them to. No extra items are required: just stand on the pad, hold the A Button down and get ready to do some mid-air steering! The height of the jump can be altered by releasing the A Button as Kazooie springs skyward.





Flight

The red Flight Pads are your starting point for getting the Breegull airborne. Press the A Button while standing on the pad to see the pair launch themselves into the air, then use the Control Stick to change direction, climb or dive, along with the R Button for sharper turns. Hold down on the Control Stick to hover and land. Pressing the A Button in mid-air prompts Kazooie to flap her wings and gain height, but this uses up one of your supply of Red Feathers each time. Quick successive presses of the A Button will see the duo reach giddy heights in next to no time. Both the Beak Bomb and the Beak Buster can be done in mid flight.



Beak Bomb

Only available when Kazooie is flying, the Beak Bomb is a lightning-fast attack which sees Kazooie clench up and hurl herself through the air like a missile. Press the B Button during flight to trigger the assault. Like flapping, this uses up a single Red Feather every time, but is necessary to defeat certain enemies and flip high-up switches.



Wonderwing

Golden Feathers can work wonders for Kazooie's wings, turning them into a shield strong enough to render Banjo invulnerable! Press and hold the Z Button, then press the C → Button to trigger the effect. Holding the Z Button keeps the shield in action, but uses up Golden Feathers at the rate of one every two seconds.

Stilt Stride

Finding a pair of Wading Boots lets Kazooie carry Banjo across parts of the level that would normally be impassable (the piranha-infested waters of Bubbleloop Swamp, for instance). The Stilt Stride is automatically activated when you pick up a pair of Wading Boots: press the B Button at any time if you need to end the effect before it wears off naturally.



Turbo Talon Trot

Triggered by the finding the Running Shoes in the same way that the Stilt Stride is triggered by finding the Wading Boots. This powered-up version of Kazooie's basic Talon Trot provides the burst of incredible speed that you might just need to reach your destination on time, and can, like the Stilt Stride, be brought to an early end if necessary by pressing the B Button.

Training Area

Spiral Mountain, the peaceful corner of the country that Banjo calls home, acts as a training ground where you can experiment in relative safety with the moves taught to you by Bottles the mole. You'll meet this helpful little critter for the first time just outside Banjo's front garden, and from then on you can call him up to give you a quick lesson by simply standing next to any other molehill and pressing the B Button. If you want to be able to use any more moves than the basic jump you start off with, you're going to have to earn them!

When you're ready to leave the peace and safety of the Spiral Mountain area, simply head for the mountain itself and follow the winding path to the top. There you'll meet Bottles for the last time in this area, and he'll tell you whether or not he thinks you've learned enough to see you through the perils ahead. Bottles' burrow extends far further underground than you might expect, so don't be surprised to bump into him as you explore later levels. He's got plenty more tricks up his sleeve than those you've learned in Spiral Mountain...

Structure and Progress

Gruntilda might be ugly, but she certainly isn't stupid. It's an unfortunate fact that her Lair does a very good job of keeping out anyone who might try to meddle with her plans.

Finding an entrance to the Lair is no problem, but from there you'll find that climbing closer to the witch's hideaway at the summit isn't quite so easy. Exploration of the areas open to you will uncover two main types of doorways that need to be dealt with as well as a couple of other interesting features unique to Gruntilda's domain:

Jigsaws

The jigsaws that you'll find on the walls of Gruntilda's Lair aren't themselves doorways, but completing one will open up a previously locked entrance to another world. It won't always be an entrance—it could be a grille, a trapdoor, or something even more exotic—but don't worry about not being able to find it as finishing each jigsaw triggers a cut scene which shows you the entrance in question being unlocked.

To insert any pieces that you've collected into a jigsaw, simply stand on the floor pad in front of it and press the A Button to slot in one piece at a time, the Z Button to slot in all the pieces you own (stopping automatically when the jigsaw's filled), or the B Button to abandon the idea. Pressing the C ↓ Button will remove a piece at a time, but only from unfinished jigsaws. The number of pieces missing varies from one puzzle to the next beginning with just one for the first but rising quickly after that.

Note Doors

Easily recognized by the musical note engraved upon them, the Note Doors provide your only way through to the inner sections of Gruntilda's Lair and the new jigsaws to be found there. You'll soon see that no amount of force will open them, and this is where the notes scattered throughout each of the levels come in: the number etched above a Note Door tells you how many notes you need to get through. If you've gathered enough, it'll swing open without a hitch.

Warp Cauldrons

At certain points in Gruntilda's Lair you're likely to stumble across one of these handy fixtures, which can save you a lot of trekking around by zapping you instantly from one part of the world to another. Warp Cauldrons come in colored pairs, so to make use of the warp you first need to locate both cauldrons of the same color. Then all you have to do is jump into one, and in the blink of an eye you'll be whisked through the warp to pop out of the cauldron at its far end!

Spell Books

In her haste to get Tooty bundled safely away in her penthouse den, Gruntilda failed to notice that she was dropping her precious spell books along the way. As a result, there are three of these left abandoned somewhere on the path through the witch's Lair. They're well worth seeking out, as each book contains a single powerful piece of magic which will almost certainly increase your chances of making it to the top...

COLLECTABLE OBJECTS

Don't be put off by the sheer range of items available for Banjo and Kazooie to pick up on their travels through the various game worlds. Everything has a purpose, and it won't be long before you'll know instinctively what you need and when you need it:

Jigsaw Pieces

These are the most important items of all; without them you won't be able to open the doorways from Gruntilda's Lair to further game worlds. You'll find the first piece soon after entering the witch's domain, and from then on there are ten to be found in each world. Whether they're held by other characters, hidden in hard-to-reach places or waiting to be earned at the end of tricky puzzles, Banjo and Kazooie are going to need your help to dig them all out!



Musical Notes

Unfinished jigsaws may block your path to new worlds, but it's the Note Doors which prevent you from reaching higher parts of Gruntilda's Lair itself. Each Note Door will only open when Banjo's collected a high enough total of musical notes from elsewhere, and with a hundred to find in each world, he'd better get searching...



Jinjos

Five of these spirited creatures have been captured and hidden in each world by the grumpy Gruntilda, who took offense at their happy, helpful nature. Find and release all five to be rewarded with one of that world's ten jigsaw pieces!



Eggs

Work well as extra weapons for Kazooie and also form part of the solution to many of the game's puzzles. Eggs are generally found in small groups and it's worth stocking up on them when you get the chance. But remember that ammo space is limited—no more than a hundred can be carried at any time!



Red Feathers

Kazooie's quite capable of flying, but with a weight like Banjo's to carry she'll need all the help she can get! After launching yourself from a Flight Pad, press the A Button to make Kazooie flap, trading one of your Feathers for a boost in height. Fifty is the maximum number of Red Feathers that can be carried.



Golden Feathers

These are such valuable items that no more than ten can be carried at any one time: they allow Kazooie to shield Banjo with her wings, making him temporarily invulnerable. Unlike the Red Feathers, which are used up one at a time, your Golden ones form a total which ticks slowly down as you expend their power.



Mumbo Tokens

Gruntilda has snatched away Mumbo's entire collection of these skull-shaped tokens, and he can't help you with his transformation magic until you retrieve some of them for him. A sign in his hut will tell you the current cost of a spell.



Extra Lives

Taking the form of golden Banjo statuettes, these tend to lurk in the most obscure places as a reward for the devoted explorer.



Honeycomb Energy

Banjo's energy bar is made up of five segments which are gradually worn away from contact with baddies and unsafe ground, or by falling too far. The only way to replace the lost segments is to collect honeycomb energy: one honeycomb usually comes as a reward for defeating a minor bad guy, while beehives house a full three.



Extra Honeycomb Pieces

Banjo's five-piece energy bar can be extended by gathering special hollow honeycomb pieces. Several of these come as rewards for completing Bottles' training exercises in Spiral Mountain, and two more are well hidden on each of the worlds to follow. A six-part frame appears in the bottom right of the screen when one of these pieces is collected, and finding enough pieces to fill the frame will result in one more segment being added to your maximum energy bar.



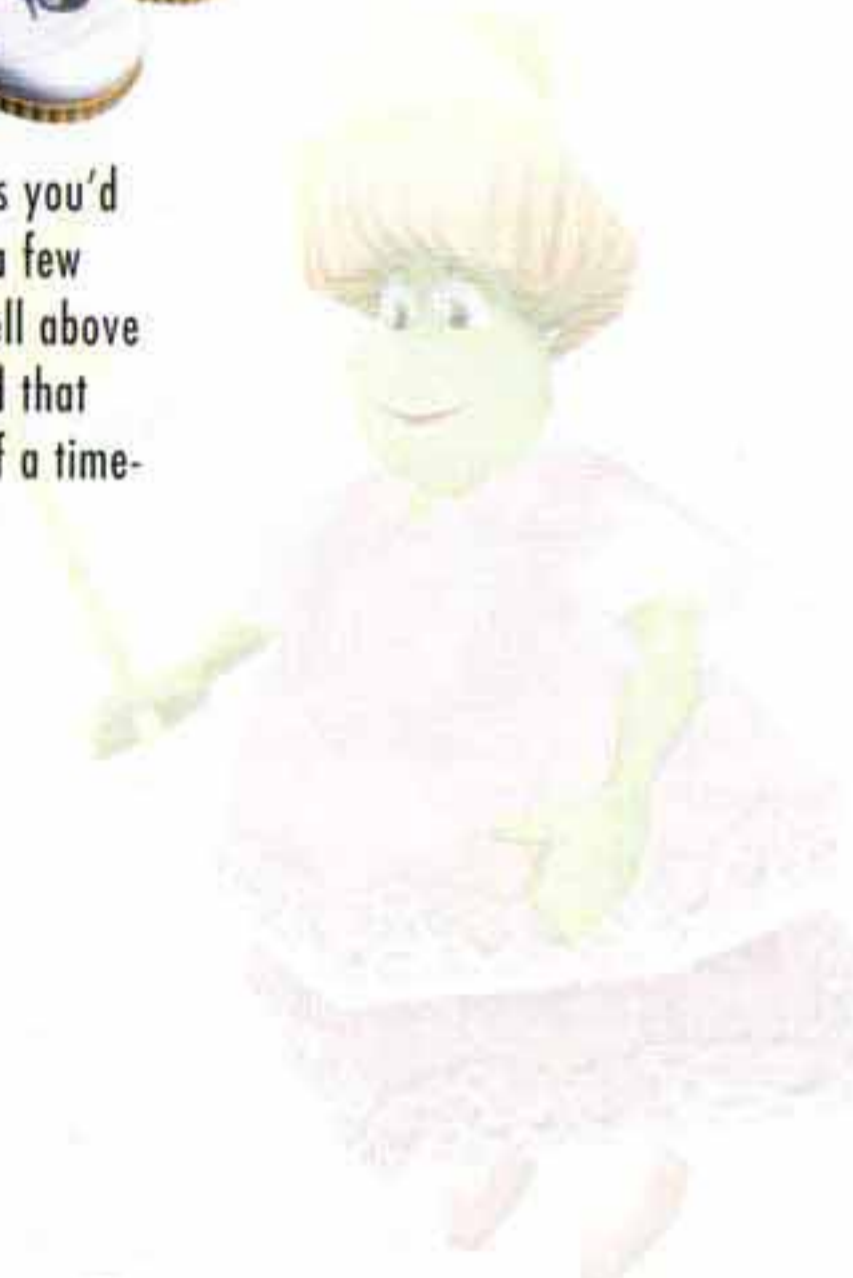
Wading Boots

Bottles will be waiting nearby to explain the use of the Wading Boots, which are only found in worlds featuring terrain dangerous to Banjo and Kazooie. They'll protect the Breegull's long legs from harm—just make sure you're on safe ground when the effect wears off!



Running Shoes

Your mole friend will also brief you on these when the time comes, and as you'd expect, they grant Kazooie a few seconds of running speed well above her normal limits. You'll find that they're often used as part of a time-based puzzle...



GENERAL FEATURES

While there are, of course, plenty of landscape features unique to each themed world, some will remain familiar in any and all situations:

Pads

Shock Spring Pads

These green pads feature a bird's-foot design to represent the extra jumping power that they provide. Read the Special Moves section for best results with the Shock Spring Jump.



Flight Pads

Kazooie's launchpads are decorated with four red feathers and inevitably found high up in good take-off spots. See the Special Moves section for full details on the art of flying!



Start Pads

These use our heroes' faces to mark the point of entry into a world. Obviously there won't be more than one Start Pad per world.



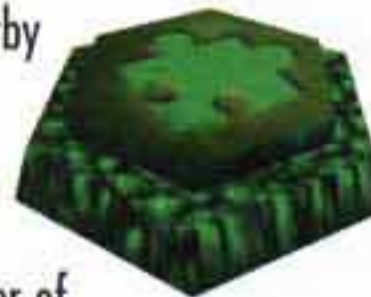
Switches

There are a number of different types and colors of switch to be found throughout the various worlds. Plain switches generally open up doors or rearrange parts of the scenery so that you can reach new areas. In addition to these and the two other most common switches (see right), you'll occasionally find other types unique to certain worlds, so just remember that all Switches are activated in the same way—by the use of a well-timed Beak Buster!



Jigsaw Switches

These useful switches reveal a puzzle piece in the nearby area, but also bring up an egg timer in the bottom left corner of the screen. You've got to reach and grab the jigsaw piece before the timer hits zero, or hike back to the switch and try again...



Witch Switches

There's a single Witch Switch to be found in every world. These also reveal jigsaw pieces, but this time back in Gruntilda's Lair rather than the current world. Pay attention to the cut scene when you trigger a Witch Switch to see where the piece appears.



Molehills

It seems like there's nowhere Bottles can't go, but you can hardly complain when he's doing all he can to help you.



Stand next to a molehill and press the B Button for his latest hints, and pay attention as they're designed to help you through a nearby tricky situation!

Beehives

If things are getting desperate in the energy department, look for a beehive. Smashing one open will reward you with enough honeycombs to restore three segments of your bar. They're the best source of energy in the game, but be careful—they're not always unguarded, and like most other things they won't regenerate until you've left and re-entered a world.



Mumbo's Hut

The Shaman certainly gets around, and you'll find one of his holiday homes in several of the game's worlds. It's hard to miss that big gap-toothed skull look he's so fond of.

Mumbo will be waiting for you inside his hut, but you won't get much out of him unless you've brought enough Mumbo tokens (as shown on the nearby sign) to earn yourself a burst of magic. Some of the jigsaw pieces have been hidden so cleverly that it'll take the talents of a native animal to find them, so it's just as well that Mumbo Jumbo specialises in transformation spells. Stand on the skull pad before him and press the B Button to be zapped into the current level's creature of choice. Don't worry about being stuck in a different form as it doesn't cost anything to have Mumbo remove or recast the spell once you've paid for it the first time.





Gruntilda's Lair

The colossal hag's-head leering out over Banjo's homeland isn't much prettier from the inside, and it's no help that Gruntilda's idea of tasteful decoration is based around big pictures of herself. Still, at least the Lair's a varied sort of place with mossy caverns, twisting pipes, great tidal lakes and even the odd burst of woodland all clustered together in an eerie kind of harmony.



Mumbo's Mountain

The first jigsaw door that you'll be able to open from the witch's den leads to this world, the Shaman's home turf which he's tried hard to protect from Gruntilda's spiteful magic. You'll find Mumbo in the village on top of the mountain—but don't leave without exploring the other miniature worlds in the valley below, particularly Conga the gorilla's patch and the towering termite mound.



Treasure Trove Cove

A suspiciously lush world of sandy shores and sparkling waves, the Cove plays home to such comically larger-than-life characters as Captain Blubber the incompetent pirate and Nipper the giant hermit crab. The minor inhabitants are less than friendly as you'll soon realize when a horde of snapping shellfish and angry crabs comes scuttling and bouncing down the beach towards you!



Clanker's Cavern

Rusty old pipes and polluted pools of water certainly won't leave you with a false sense of security when you're in Clanker's Cavern, which is just as well because there are plenty of underwater challenges and vertigo-inducing moments to keep you on your toes. The star of the level is Clanker himself, Gruntilda's mechanical trash compactor, who's not particularly happy with the way his life's going...



Bubblegloop Swamp

This is where things start getting really unpleasant. Bubblegloop Swamp is dank, smelly and dangerous—definitely Gruntilda's kind of place. There are friendly faces amidst the gloom, however: you'll bump into Mumbo and the

famous Tiptup Choir, among others, which will hopefully make up for your dealings with the piranha, poisonous swamp frogs and greedy Mr. Vile the crocodile!



Freezeezy Peak

The terrain is every bit as treacherous on Freezeezy Peak, where a missed step on an icy slope can send you tumbling into a lake so cold it stings! Stay alert, though, and you'll only have to deal with missile-hurling snowmen, speeding sledge stunts and a bizarre fairy light

odyssey from box to tree... Still, at least Boggy the merry old polar bear is around to keep your spirits up.



Gobi's Valley

It's out of the refrigerator and into the fire as you plunge into this desert world, where even Gobi himself is finding the heat too much to take—and this coming from a camel! Take shelter in the Ancient Ones' pyramids and meet Rubee the mysterious snake charmer, but

beware the superheated sand and mummified hands lurking under the surface when you venture back out into the sun.



Mad Monster Mansion

Night has fallen permanently around the creepiest mansion house in existence giving it a reputation which is entirely well-deserved. The whole place is crawling with ghosts, skeletons, bats and worse. Searching the old chapel, basement, grounds

(including the graveyard) and mansion itself is a hair-raising business, but there's no backing out now if your heart's set on rescuing Tooty!



Rusty Bucket Bay

The cackling old crone has even got her own ship, though you'd be right to suspect that it's not the most cheerful vessel in the world.

Everything on board seems to have a grudge against you, from the goblin crew right down to the very scenery including the funnels up on

deck and the crates in the cargo hold! So be on your guard when exploring the ship and its surrounding harbour...



Click Clock Wood

The last major world before you meet Gruntilda is one of the most challenging of all. At its heart is an enormous tree which can be visited during any of the four seasons featuring different puzzles and secrets each time: help fat Nabnut

the squirrel gather his nuts, tackle the spiky problem of the wasps' nest and meet up with some familiar faces as you prepare for your final confrontation!

And on . . .

Should you manage to overcome the hazards of every world and make your way to the top of the witch's Lair, you'll find that she certainly hasn't been lazy all this time. She's been beavering away on a special little surprise for her visitors—and nothing will have prepared you for the ultimate challenge that Gruntilda now throws at your feet!



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