

PREVIOUSLY IN N64 Turn to N64/51 and goggle at our colossal Banjo-Tooie Special Investigation.



△ Racing the bird-woman is great fun. Yep.

Never go near a giant rat carrying a colossal mallet. ▷

△ Just look at the lighting – better even than Donkey Kong.



BANJO

● A little chat about the birds and the bears...

INFO BURST

BANJO-TOOIE

FROM:	Rare/Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	X
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	X
EXPANSION PAK:	X
RUMBLE PAK:	✓
TRANSFER PAK:	X

WHEN'S IT OUT?



Now

Now

Now

£45

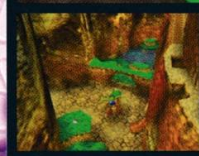


Rare game cursed with an ever-slipping release date? Nothing new, you might think. But *Banjo-Tooie* is the first Rare title where delay upon delay came not at the hands of the perfectionists beavering away deep inside the Twycross codeshop, but thanks to Nintendo of Europe's increasingly wacky release schedules.

So now, five months after America, two months after Australia, and a month after Japan, Europe finally gets to play the follow-up to one of the N64's best-loved games. *Banjo-Kazooie* was Rare's first attempt at outshining *Mario 64*, and it

very nearly succeeded – gorgeous graphics, astonishing sounds and some tearfully tricky play made it a platformer par excellence. The sequel – hinted at during the closing scenes of *Banjo-Kazooie* – has been promising to truly topple *Mario* as king of the platformers ever since, especially now that Rare have the delicious *Donkey Kong 64* tucked under their belt.

So, could the game with history's worst ever name deliver some of videogaming's best ever play? Does having another stab at beating Shigsy really make Rare smarter than the average bear? Read on to find out...



△ References to other Rare games are plentiful.

◁ Terrydactyl land is a real beauty.

HOW IT WORKS

Here's a simple four-point plan to beating Banjo-Tooie...



1. NOTES

You won't get very far without these golden crotchets – Jamjars the Mole will only teach you a new move if you've nabbed enough. Use learned abilities to solve...

2. PUZZLES

Tiptoe past a snoozing snake, jump through coloured hoops – just a couple of B-T's multitude of kooky puzzles. Solving them will earn you a load of...



3. JIGGIES

Collect enough of these sparkling jigsaw chunks and you'll earn the right to have a crack at Jiggwiggy's big puzzle. Finish it to unlock a new level, and access...

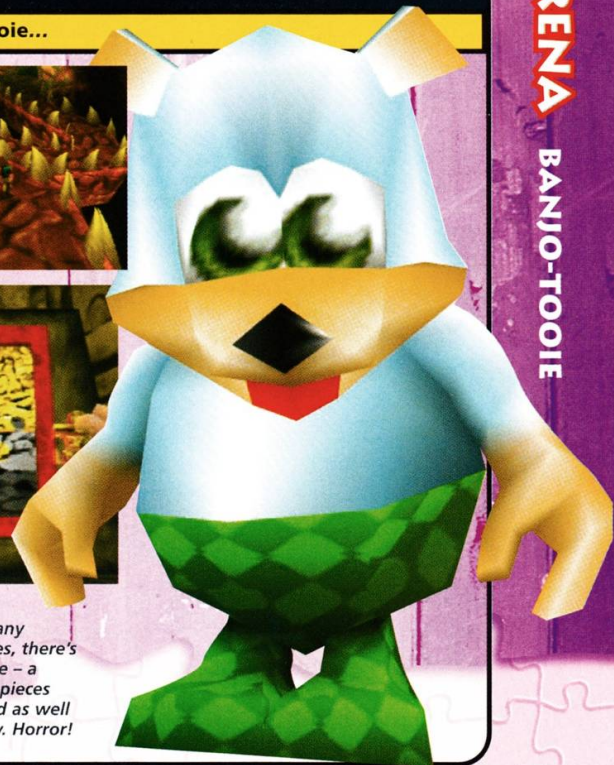


4. BOSSES

It's not compulsory to battle Banjo-Tooie's biggest baddies – but it ain't half fun. Expect blind fish, inflatable dinos, and evil robots.



△ If you manage to solve all of the many Jiggwiggy puzzles, there's one final challenge – a jigsaw where the pieces need to be rotated as well as placed correctly. Horror!



BANJO-TOOIE



△ The way this cute truck bounces up and down is simply adorable.



△ In Banjo-Tooie, Rare take you inside the belly of a giant animal. Yes, again.

◁ That eel isn't friendly – but batter him with eggs and he'll wiggle away.

▷ The Bill Drill move helps you shift inconveniently-placed boulders.

Banjo-Bee is back – and this time, you can spit teensy projectiles at your unlucky hivemates.



▽ If you can find a Glowbo, you can take control of Mumbo. Yep.



SHORTCUTS

For the first time in a platformer, *Banjo-Tooie*'s levels aren't self-contained 'islands'. Handy tunnels and train tracks link each massive world, and if you want to feed Terrydactyl Land's caverns with burgers from the Witchyworld theme park, or find the back entrance to Grunty Industries, those shortcuts will prove vital.



ALL BY MYSELF

Certain moves are only available when Banjo and Kazooie split up. Here's a selection...

TAXI PACK

Sewage kills, but not if Banjo tucks his legs into his trusty backpack and proceeds to hop over the rivers of muck, sack race-style. Keep your peepers peeled for submerged monsters, mind.



HATCH

Finally, Kazooie gets to do what comes naturally. Warm an egg with her feathery behind, and soon *something* will hatch. Nine times out of ten, it's a baby pterodactyl. Aw, bless.



SNOOZE PACK

Dead handy, this. By taking a short nap in his bag, Banjo's health will be entirely restored. Most useful for recovering after you've been crushed by a dinosaur's colossal foot.



TALON TORPEDO

Tap B underwater and Kazooie will shoot off on her own, using her tail as a propeller to cut her way through the waves at astonishing speed. Her beak acts as a lethal weapon.



THE SEARCH

Why Tooie often seems like a giant game of hide and seek...



△ Skill Stop honeycomb pieces – you could lose all your health with these.



△ We'll have a full list of Cheato's many cheats in the very next issue. Yep.

▽ The Jinjo house could do with a visit from the Changing Rooms team.



Following *Donkey Kong 64*'s lead, *Banjo-Tooie* is overflowing with hidden objects – and big rewards for finding them.

Honeycombs earn you extra health, scrolls win you cheats, and bashing apart the bouncing *Banjo-Kazooie* carts littering the Isle o' Hags hub will net you some interesting extra abilities. There are also at least ten Jiggies on offer for tracking down all the yelping Jinjos – but the hunt for them isn't helped by identical-looking Minjos, who'll cheekily frazzle you if you tread near.

RE-RE-WIND

Familiar faces return for *Banjo-Tooie* – and not all of them are welcome...



MUMBO

The bone-headed shaman is now fully controllable. By guiding him to a Mumbo Tile and casting a magic spell, you'll help Banjo and Kazooie reach previously inaccessible areas.

LOGGO

Oh dear. The only speaking toilet outside of *Look Who's Talking Too* makes a reappearance, and needs his U-bend clearing of clogged-up loo roll. Excuse us, we feel ill...



TIPTUP

Last seen in *Rare's Diddy Kong Racing*, this little turtle has an egg that needs hatching. After Kazooie does her bit, the cutest baby turtle in the whole wide world hatches out.



SABREMAN

Sabre who? The star of *ZX Spectrum* classic *Sabre Wulf*, *Sabreman* has apparently spent the last 20 years frozen in ice over at *Hailfire Peaks*. A fire egg should sort him out.



MAYAHEM TEMPLE

The first of B-T's levels is a short and sharp introduction to the game. See how it works...

1 Follow the main path and you'll stumble on Jamjars the Mole, who'll teach you the first of the new moves – a first-person Egg Aim manoeuvre. Use that to shoot the flies that surround Bovina the pig up ahead, and win yourself a shiny Jiggy.

This pig's avoided the foot-and-mouth outbreak somehow.



2 Near Bovina lies Mumbo's hut. Head inside and assume control of the skeletal shaman, then find the Mumbo tile at the bottom of the mountain. Press B and Mumbo will cast the spell that gives you control of a whopping great gold statue. Now get stompin'!



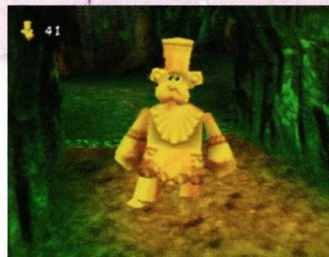
Mumbo's magic helps surmount some tricky problems.



3 The statue's metal feet will make short work of Mayaheh Temple's two sets of colossal stone doors. Step through the first to find the gorgeous Jade Snake Grove, then lumber across the quicksand inside to reach a small grassy island, and Jiggy number two. Bonzer!



8 Use the golden statue to uncover a Flight Pad and you'll be able to soar over to the very top of Targitzan's Temple, where another Jiggy is ready and waiting. Now you should have enough jigsaw pieces to open the next level, Glitter Gulch Mine. Mint!



4 After resuming control of Banjo-Kazooie, head back to the Grove and locate the Jade Snake himself. Push lightly on the analogue stick and you'll be able to tiptoe over the crackling twigs to his Jiggy treasure without waking him.

△ Recognise this hub from Banjo-Kazooie? Now it provides access to all of B-T's huge levels, including the gorgeous Mayaheh Temple.



△ Fly, Kazooie! Fly high in the sky!

7 The switch to the first-person Breegull Blaster mode only occurs when you enter Targitzan's Temple. Hunt down the green masks for a Jiggy – there are 20 of them in all – then give the crazy, spinning Targitzan himself an egg-based drubbing for a second.



6 Search the entrance area and Jamjars will pop up again to teach you the ledge-hanging Grip Grab move. Use it to reach the tip-top of the level, where the military mole will reappear to tell you how to execute the Breegull Blaster.

5 Also residing in Jade Snake Grove is the radiant Humba Wumba, who'll transform you into a stone Banjo in exchange for a bouncing Globo. Now you can trick your way into Mayaheh Stadium, and take part in the enjoyable Kickball Tournament. The prize for winning is, of course, a Jiggy.

OOH, STICK YOU

Kazooie has been sharpening her withering wit since *Banjo-Kazooie*, and developed some putdowns worthy of Anne Robinson. For example...
On Bottles' death: "He wasn't the favourite character in *Banjo-Kazooie* anyway."
On the lost Mayahem treasure: "Tough luck. We don't care."
On learning of the Ancient Order of Jiggwiggy: "You just made that up, didn't you?"



HIDDEN LINK

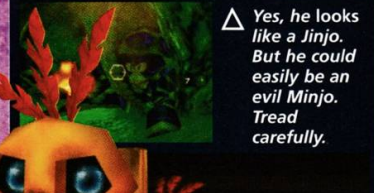
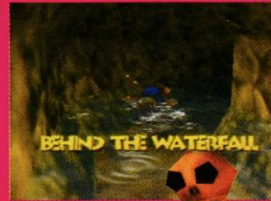
Break open this baby to get your paws on secret eggs – and a heap o' cheats.

Unless Rare are planning to spring some spectacular surprise in the next few months, it looks like the fabled link between *Banjo-Kazooie* and *Banjo-Tooie* has been cruelly abandoned. The idea was that various items in *B-K* – six multicoloured eggs and the Ice Key – could be somehow carried across to the *B-T* cart. But, tellingly, those same objects can now be obtained by breaking open bouncing *Kazooie* carts hidden in *Tooie*, and



used to gain new abilities. The Ice Key, for example, opens up a colossal safe and – bizarrely – leads to *Kazooie* morphing into a frightening fire-breathing dragon.

Just watch the unfortunate enemies scamper around ablaze, and try not to giggle evilly.



Yes, he looks like a Jinjo. But he could easily be an evil Minjo. Tread carefully.



NUMBER PLAY WELL! MAKE MUCH OF BEAR'S CASH.

In five minutes, Bottles will be history. Bless.

ISLE O' HAGS

A whirlwind tour of some of Banjo-Tooie's best levels...

WITCHYWORLD



A dank theme park complete with bumper cars, bouncy castles, a Test Your Strength machine, and a superb airborne ride with the aim of pelting coloured targets as they swoop past.

THE BEST BIT: *Grabbing the running shoes and scampering to the top of the fiery helter-skelter at super-speed.*

JOLLY ROGER'S LAGOON

Yep, it's the inevitable watery world, except this time – after Mumbo's 'oxygenated' the water – you can explore sunken cities and ruined ships without ever having to come up for air.



THE BEST BIT: *Exploring the gorgeous underwater city of Atlantis – and avoiding the deadly pufferfish.*

TERRYDACTYLAND



It's no surprise to find that this prehistoric world is full of lumbering Stegosaurii and the like – but you certainly won't expect to make friends with a Pterodactyl and embark on a hunt for her lost babies.

THE BEST BIT: *Transforming into a giant T-Rex, then filling the air and shaking the screen with your screen-shuddering roar.*

GRUNTY INDUSTRIES



The heart of the mad witch's gruesome operations, this futuristic factory features hordes of oppressed workers, plenty of pneumatic crushers... and Loggo.

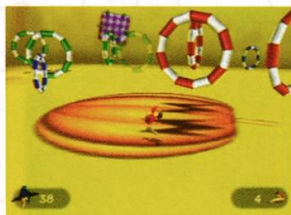
THE BEST BIT: *Clambering all over the walls and ceilings of Grunty's factory, courtesy of the superb Speed Sucker boots.*

GAME FOR A LAUGH

Scores of superb minigames, all replayable at any time from the main menu. Yay!

HOOP HURRY

Just as its name suggests – jump through hoops, quickly. Sounds easy, but the fiddly third-person view causes heaps of problems.



SCORE TO BEAT – 70 pts

TRASH CAN GERMS

Make like Dettol and wipe out the giggling multi-coloured germs in this single-screen challenge. Big blue germs are worth three points.



SCORE TO BEAT – 82 pts

SUB CHALLENGE

Simple: shoot mines. Switch to a first-person view at one side of the arena and all you'll need to do is rove left and right and blast away.



SCORE TO BEAT – 85 pts

MAYAN KICKBALL

There are three versions of this scattered around *Tooie*, each with the same rules – grab the balls and dump them in your own net.



SCORE TO BEAT – 22 pts

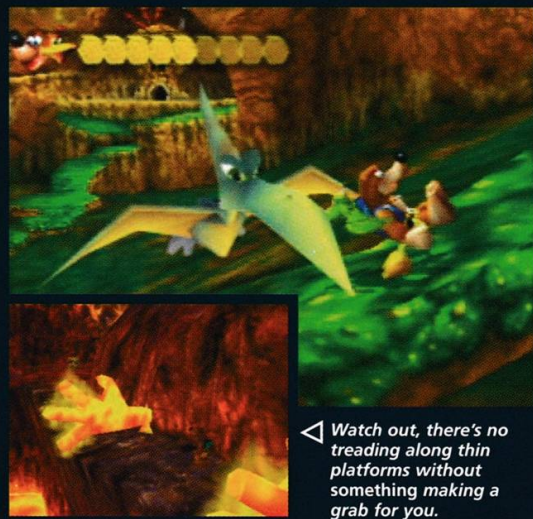


◀ By collecting honeycombs, you can raise your health and survive attacks like this.

NASTY NASTIES

From common-or-garden green Gruntlings to the ultra-dangerous TNT-chucking crates of Glitter Gulch Mine, *Banjo-Tooie* isn't afraid to throw some seriously deadly enemies your way. The animation of every one is superb – from the point where they turn their head and notice you sauntering by for the first time to their final exaggerated death throes, Rare's artists have worked their unique brand of magic throughout. Oh, and keep an eye out for the shovel bouncing around near the train in Glitter Gulch Mine – it bears more than a passing resemblance to *Bad Fur Day*'s hapless Franky the Pitchfork...

▽ Exact your revenge on this flappy fellow by heading for Humba's hut and transforming into a gigantic T-Rex.



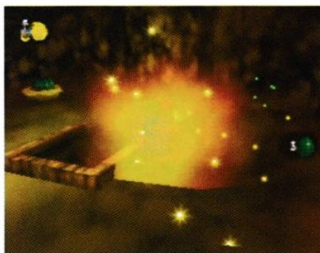
◀ Watch out, there's no treading along thin platforms without something making a grab for you.

ALL CHANGE

Step into Mumba's tent and you'll emerge as one of many new beings. Par exemple...

PLUNGER

You've got a fairly limited repertoire of moves when you assume the form of this fellow – just one, in fact, and it's got a lot to do with giant rocks and carelessly-placed fuses.



SUBMARINE

Gadding about Jolly Roger's Lagoon is a lot easier when you're at the controls of this sub – especially as you've got an unlimited supply of destructive torpedoes on board.

SNOWBALL

A mixed blessing. Rolling around on the snow is great fun, and replenishes energy. Pick up too much white stuff, though, and you'll be too big to roll through gaps.



BEE

Fresh from *B-K's* Click Clock Wood, the honeybee returns, giving you the power to explore the colossal mid-air world of Cloud Cuckooland at will. Flighty!

YOU CHEATING!

The lengthy alphabetical cheats typical of *Banjo-Kazooie* are back, but this time you're asked to shoot eggs at a tiled display rather than tiresomely butt-bounce your way around a lettered board. Even then, after the cheats screen of *Conker's BFD* – and the fiery fellow inside who'd call you a "dips***" – it's all something of a disappointment.



DODGEM CARS

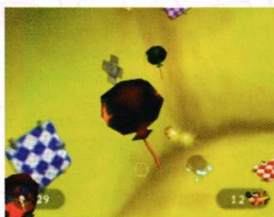
Scooping up pretty fairy lights isn't easy with a trio of CPU dodgem racers bashing you into the walls. A circular path will fox them.



SCORE TO BEAT – 70 pts

BALLOON BURSTING

More blastery, but with gently rising balloons as the target. It's vital to tap at A as you go, or risk a humiliating fall to the ground.



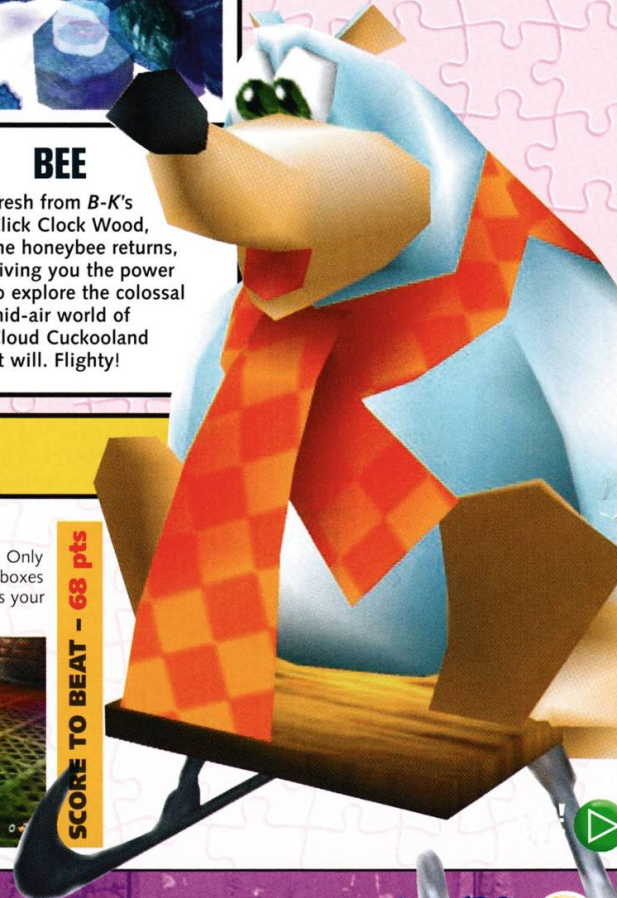
SCORE TO BEAT – 77 pts

PACKING ROOM

Fairy light-collection part two. Only bulbs that are dumped in the boxes lining the arena count towards your final total, mind.



SCORE TO BEAT – 68 pts



WHO'S TOOIE?

Gnnn. There is no Tookie. It's simply a little 'joke' by Rare. *Banjo Two...* *Banjo-Tookie...* geddit?!? Yep, it ain't funny or clever, but at least Rare are brave enough to have a pop at their own questionable naming policy near the end of the game, when one character yells, "We'll be back... in *Banjo-Threel!*"



THE MULTIPLAYER

Up to four players can indulge in *Tookie's* main minigames – but there's a wealth of multiplayer-only stuff, too.

TARGITZAN'S TEMPLE

A *Perfect Dark*-style deathmatch – the arena it takes place in is *tiny*, but things are made much more interesting when handy remote-controlled explosives pop up. Bwahaha!



ORDNANCE STORAGE

Another first-person shoot-out, where Fire Eggs are the best weapons to have to hand/paw. The more complicated map makes for sneakier play, and also some tasty ambushes.



MINISUB SHOOT-OUT

Due to the submarine theme, this is a disappointingly sluggish game, and trickier to control on account of the third-person perspective. Plenty of rocks to hide behind, mind. Nice.



TOWER OF TRAGEDY

Only available after the main game is all but over, this hilarious quiz features both multiple-choice and visual questions, all of which test your knowledge of *Banjo-Tookie* itself.



Banjo and Kazooie splitting up isn't as major a part of *Banjo-Tookie* as you might expect. Disappointing.



These giant magnets in *Grunty Industries* don't pose much of a threat until Banjo and Kazooie turn into a washing machine.



Klungo has three potions – each as disastrous as the last.



If only all games featured moments as downright beautiful as this one. 'I can sing a rainbow...'



We blame Nintendo. If it wasn't for their fidgety release schedule, *Banjo-Tookie* could have shone. But, as it is, the bear and bird's belated return to the UK coincides with a certain crude squirrel smashing his way onto the N64. And up against the unique, varied and downright gorgeous *Conker's Bad Fur Day*, *Tookie* can't help but seem like a backward step.

Of course, fans of the blockbusting *Banjo-Kazooie* would have screamed blue murder if Rare had deviated from the original *Mario 64*-aping formula. So *Banjo-Tookie* simply offers more of the same: eight colossal

themed worlds; hundreds of agility tests; a fair sprinkling of fast-paced minigames; and so on. In fact, from the very first play, the only noticeable differences from *Banjo-Kazooie* are welcome ones. The visuals are better than ever, meaty bosses pop up for the first time, and – yay! – *Kazooie's* hopeless camera has been replaced with a far smarter model.

So, with all that, and the fact that *Banjo-Tookie's* worlds are large and good-looking enough to have the mammoth *Donkey Kong 64* scurrying back into the

hundreds of puzzles for *Mario 64*, each one based on the handful of moves Mario began his adventure with. If Rare had done the same, they'd have avoided *Banjo-Tookie's* most tedious bits – aimlessly wandering vast landscapes like *Halfpipe Peaks* for hours, unsure whether you should be searching for a new ability, or exploiting an existing one.

Given that, it's hardly a surprise that when *Banjo-Kazooie* are morphed into one of many controllable creatures – dinosaurs, washing machines, bumblebees – there's

VISUALS From the first area, *Banjo-Tookie* is a visual knockout. The animation shines throughout.

jungle, there's little to fault *Banjo-Tookie* – at least to begin with. As you tread deeper into *Tookie's* world, the major changes from *Kazooie* become more obvious – and they aren't anywhere near as welcome as that fancy new camera.

Take Rare's needless and unhealthy obsession with weighing their stars down with extra abilities as *Tookie* progresses. The masterful Shigeru Miyamoto conjured up

the opportunity to use even more new moves. But what is odd is that the fun of exploring *B-T's* world as another character is ruined by the so-called 'puzzles' – which involve simply finding a tile that matches your assumed form, and standing on it. Even when Banjo and Kazooie split up, it's almost always in order for them to stand on two separate switches that open another door.



RELAY RACE

Even with the help of warp pads, many of Banjo-Tooie's puzzles are unnecessarily time-consuming.



2 So, run all the way to Mumbo's hut, then scamper back in shaman form. The ride now opens.



1 The Dodgem Ride in Witchyworld is closed – but there's a Mumbo pad conveniently nearby.



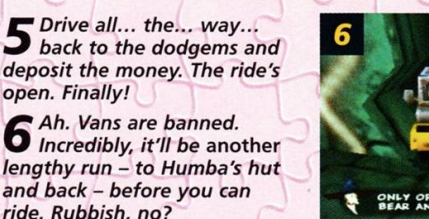
3 Run to Mumbo's hut and change back to Banjo-Kazooie, enter the Dodgems and... oh. Money needed.



4 Run all the way across the level to Humba's hut and she'll change you into a van full of cash.



5 Drive all... the... way... back to the dodgems and deposit the money. The ride's open. Finally!



6 Ah. Vans are banned. Incredibly, it'll be another lengthy run – to Humba's hut and back – before you can ride. Rubbish, no?

But then, when Rare aren't cynically extending *Banjo-Tooie*'s lifespan by withholding moves or making you wander back and forth between Humba's hut to transform, they're charming you with some top-notch puzzles. Tensely tip-toeing up to a caveman's treasure; using spluttering generators in a pitch-black room to illuminate a frighteningly narrow path; firing ice eggs to freeze spinning blades deep underwater. When you reach the mile-high world of Cloud Cuckooland, and realise that pushing objects off ledges will have effects on the earlier levels that lie far below, you can't help but admire Rare's sheer creativity.

Technically, too, *Banjo-Tooie* is a marvel. From the first area – the beautiful Jinjo village, bathed in dreamlike sunset pastels and suffering nary a drop in frame rate as our heroes scamper about – *Banjo-Tooie* is a visual knockout. The animation shines throughout, with everything from

coin-spitting fruit machines to baby Stegosaurii dripping with character as they wander around, attack and die. Of course, it's all no match for *Conker – Tooie* was

MASTERY Any attempts to really hate Tooie are scuppered by the game's wicked sense of humour.

finished at least six months ahead of *Bad Fur Day*, after all – but it's all a feast for the eyes nonetheless.

And any attempts to really hate *Banjo-Tooie* – like when you're sent tumbling down a fiery ravine into a lava pool for the fifth time running – are well and truly scuppered by the game's wicked sense of humour. Bosses and enemies are world-weary rather than evil, Kazooie treats everyone she meets with her biting seen-it-all-before putdowns, and subtle nods to other Rare games are ten-a-penny.

Even the excellent multiplayer is bursting with laugh-out-loud moments.

But *Banjo-Tooie* is, ultimately, just another platformer. Strip away the fancy

graphics and near-endless roster of extra moves, and you're left with a game that doesn't have much more to offer than *DK64*. *Bad Fur Day* might have had its niggles and faults, but it gave the platforming genre a much-needed spring clean – *Banjo-Tooie*, despite delivering a decent complement of clever puzzles and enjoyable run-and-jump moments, just doesn't feel as fresh or as exciting. Here's hoping the *Tooie* team relocate their ingenuity for Gamecube...

MARK GREEN

pluses & minuses



- Glorious visuals and animation.
- Plenty to do.
- Decent multiplayer.



- Yet another platformer.
- Annoying back-and-forth play.
- No match for *Bad Fur Day*.

If you like this...

Donkey Kong 64
Rare
N64/36, 93%
Much monkeying about in the best platformer bar Mario.



9 VISUALS

It's all incredibly pretty, but *Bad Fur Day* puts Tooie to shame.

7 SOUNDS

Jolly old tunes and decent effects – fairly predictable stuff, in all.

9 MASTERY

You won't find any cart as packed as Rare's. Put aside 20 hours to finish Tooie.

7 LIFESPAN

A long game – but aside from the multiplayer and minigames, there's little replayability here.

VERDICT

Enjoyable enough, but lacks the spark we've come to expect from the folk down Twycross way. Go for *Bad Fur Day* instead.

81%