

Banjo Toobie



Game Info

Price: £44.99
Release: 13 April

It's another smash from the Rare hit factory, starring everyone's favourite bear 'n' bird, Banjo and Kazooie. Once again, prepare to be dazzled...

WE SAID → "Banjo Toobie is looking just as lip-smackingly tasty as the original adventure, and is already looking to be one of the best N64 games of the year."

Sizzling sequel

After months of painful delays and as much hype as we can take, we're finally able to bring you the first UK review of Banjo Toobie. And, luckily, it's definitely been worth the wait...

For those of you who've been in solitary confinement for the past year, Banjo Toobie is the follow up to Banjo Kazooie, the first N64 adventure to topple Super Mario 64 from its position as best N64 platformer.

Once again, the game stars Banjo and Kazooie, along with many characters who were first introduced in the original game. But that's where the similarities end, because Banjo Toobie offers a totally brand new adventure, bursting at the seams with absorbing gameplay, belly laughs and magical characters.



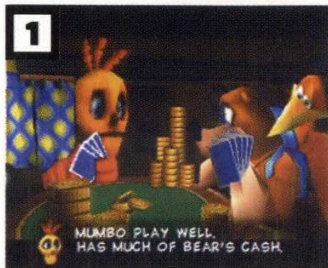
▲ Honey bear Banjo and his crested Breegull mate, Kazooie, are the ultimate adventuring duo. Now they can split up, making for double trouble.
 ◀ Everything about this adventure is big... the worlds, the challenges, the quests and especially the enemies. Take a look at this dino!



Just to recap a little...

We all thought we'd seen the last of ghaftly Gruntilda at the end of Banjo Kazooie. Alas, so did Banjo and his pals as they settled down to a relaxing game of cards.

Little did our heroes know that the wretched witch had two wicked sisters, or that they were hatching a vile plot to free Gruntilda from her grave. This can only mean trouble, and you know it'll come down to the dashing duo to stop Gruntilda and her twisted sisters...



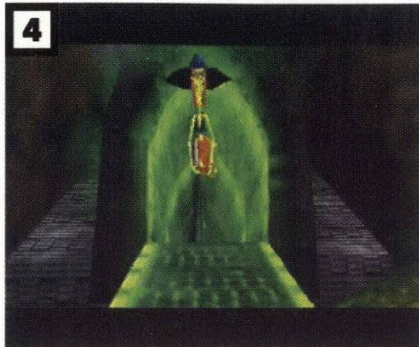
▲ Banjo Tooie starts with Banjo, Kazooie, Bottles and Mumbo playing cards.



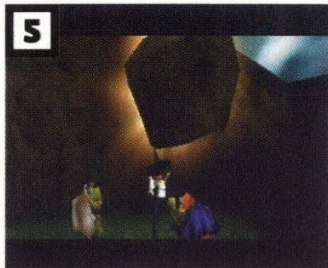
▲ Their game is interrupted by a strange sound coming from outside Banjo's house...



▲ At first they think it's someone playing around, and after a while the sound stops.



▲ Holy smoke! Who's that coming out of the burrowing machine? It's none other than Gruntilda's sisters, Mingella and Blobbelda. What can this mean?



▲ It means that they're trying to free Gruntilda from her underground grave!



▲ Gruntilda's really not happy with the state of her body.



▲ Brave Mumbo ventures outside to see it all happening.



▲ Breathless Mumbo races into Banjo's house to warn the other three.
◀ Unfortunately, Gruntilda sees Mumbo hiding behind a boulder and chases after him, firing fire balls at the poor fella.



▲ Hapless Bottles thinks Mumbo's kidding about and stays put. Evil Grunty blasts Banjo's house with Bottles inside and he doesn't survive.

Wonder worlds

There are eight worlds to play through in Banjo Tooie, each offering a distinct and engaging theme, whether it's a warped amusement park like *Witchy World*, or the dark and gloomy confines of *Glitter Gulch Mine*.

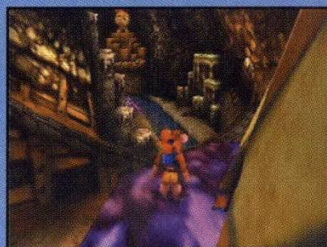
Inside each world you'll find tough bosses, tricky puzzles, funny characters and the sort of challenges that'll have you glued to your Nintendo 64 for hours on end.

LOOKS → There's unbelievable detail at every turn, from characters who actually have character, to views that stretch all the way to the horizon. An astounding looking game.



Mayaheh Temple

Mayaheh Temple is home to the Stony Tribe. It's the first proper world, after the Spiral Mountain and the Isle o' Hags training areas. Here you'll take part in a Kickball tournament, and explore Targitzan's Temple.



Glitter Gulch Mine

Glitter Gulch Mine is a dark and moody labyrinth of caves, railway tracks and abandoned mines. You'll learn some important moves here, such as the Bill Drill which is essential for smashing boulders.



Witchy World

Witchy World is a dark and twisted amusement park, operated by none other than Gruntilda herself. There are some crazy mini games to play while you're here, including the dodgems and flying saucer.



Jolly Roger's

Jolly Roger's Lagoon is split into two worlds, one underwater and the other above ground. Underwater you'll encounter vicious beasts of the deep, while above ground there are plenty of interesting people to talk to.

Character traits

Rare games are renowned for their crazy characters, and Banjo Tooie is no exception.

During the course of this massive adventure you'll come across characters old and new. Some of these guys will help you, while others soon become sworn enemies. Here are some of the big players...

SOUNDS → The distinctive music, and inventive sound effects add another magical layer of fun that always matches the mood.



Banjo

Banjo's a honey bear, and much more sensible than feisty Kazooie. In fact, he much prefers the quiet life, tucked up at home in Spiral Mountain. This time, Banjo also gets to work alone.



Kazooie

This Red Crested Breegull is one lairy lady. Kazooie's always ready with a bit of back chat and a bad, baaaaad attitude! Together, Banjo and Kazooie make the perfect adventuring team.



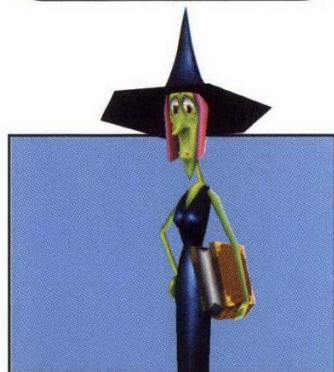
Mumbo Jumbo

Since the last Banjo game, Mumbo's been busy honing his skills at Witch Doctor School, making him a much more powerful character. You can now control Mumbo in the game.



Jamjars

This tough talking military mole is Bottles' brother, although they're like chalk and cheese. He may lack a sense of humour and appear a bit stiff, but he's got some essential info for you.



Grunty's sisters

They may seem like a female Laurel and Hardy, but Grunty's sisters Mingella and Blobbelda are powerful witches, capable of freeing Gruntilda from her grave. This is the first time the three have been together since childhood.



Gruntilda

She's the villain that just doesn't know when to give up! We left her dead and buried at the end of the last adventure, but here she is again! Returning as a skeleton, she's determined to find a new body, no matter what it takes.



Humba Wumba

In terms of who's the best at weaving magic, Mumbo Jumbo's got some serious competition. One thing's for sure, Humba Wumba wins in the looks stakes. She can transform Banjo into some amazing disguises.



King Jingaling

He's the king of the Jinjos and ruler of Jinjo Village. Grunty and her sisters ploughed through his village, scattering the inhabitants of Jinjo Village far and wide, jeopardising the annual kickball tournament against the Moles.



Terrydactyl

Welcome to the land that time forgot. Terrydactyl is home to some ferocious dinosaurs and scary cavemen, not to mention a tough boss battle. Banjo and Kazooie need to be on their toes to beat this sprawling level.



Grunty Industries

Grunty Industries is one of the hardest levels in the game. There are loads of enemies after you, including wrench wielding head cases and hordes of flying guards. It's here that you can turn Banjo into a washing machine.



Hailfire Peaks

This is a world that's half ice and half fire... hence the name! One of the coolest tasks is to turn Banjo into a giant snowball and roll down a hill getting bigger and bigger. This is Nintendo gaming at its very best!



Cloud Cuckooland

This is the last world before you come face to face with Grunty herself. Cloud Cuckooland is a weird world set in the clouds, so there's plenty of opportunity to give Kazooie's wings a work out. And the bee's back, too!

Eyes wide open

For some people, collecting items in a game is most of the fun. For others, it seems like a boring waste of time.

In an effort to keep everyone happy, Rare has given the whole collecting thing a lot of thought, so now there's every incentive to keep your eyes peeled and search every nook and cranny for cool stuff.



Jiggies

Number per level... 10

No Jiggies, no progress! Jiggies are the number one collectable and, without them, the Master Jiggwiggy won't use his awesome powers to unlock new areas. You'll have to complete a fiendish puzzle first, though!



Jinjos

Number per level... 5

Cuter than a slice of cute pie! If you find any of these little dudes on your travels, it pays to pick them up. They'll be so grateful to be returned home that they'll give you a Jiggy piece once an entire family is reunited.



Glowbos

Number per level... 2

Glowbos replace the Mumbo Tokens you collected in Banjo Kazooie. These rare and magical creatures are found near Humba's tepee and Mumbo's house, and are the fuel for Mumbo and Humba's magic.



Cheato pages

Number per level... 3

Grunty tore out Cheato's pages so, if you want to access some cool cheats, you're just going to have to find them. Every five pages gives you a new cheat to use, so make sure to grab 'em all.



Honeycomb

Number per level... 3

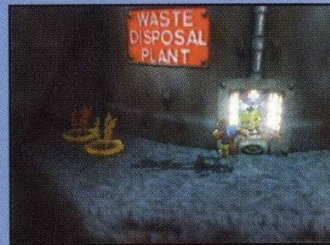
These useful items increase your energy. If you give these to Honey B in the Isle o' Hags, she'll reward you with an extended energy meter. And you'll need all the energy you can get!



Eggs

Number per level... varies

Kazooie doesn't want to hatch them. Instead, she wants to use the Eggs as weapons! There are five types of Eggs, ranging from common Blue Eggs, through to the rare Clockwork Eggs.



Feathers

Number per level... varies

Like Eggs, there are more than one kind. The most common ones are the red feathers which are used as fuel when Kazooie's flying. Gold feathers offer a limited amount of invincibility.

ONE PLAYER As good as it gets! The gameplay, from fighting enemies to solving puzzles, is just incredible. There isn't a wasted moment.

Spiralling into control

The adventure starts in Spiral Mountain, home to our intrepid adventurers.

It's worthwhile spending a while here to perfect the awesome moves that make Banjo Tooie such a blast. From here on in, it's all new...



▲ There's nothing like taking to the sky to test out Kazooie's wings. Time for another spellbinding adventure with Nintendo's favourite bird 'n' bear duo.

Black magic woman

In the last adventure it was Mumbo Jumbo who held all the magic.

However, with the arrival of the gorgeous Humba Wumba, there are two masters of hocus pocus in Banjo's latest quest.

Humba's a rather nice looking Native American shaman who can turn Banjo and Kazooie into a range of crazy characters, including a washing machine, a dynamite detonator and a delivery truck. But you'll have to bring her a Glowbo if you want to transform Banjo...



▲ By bringing Humba Glowbos and jumping in her magical pool, you can transform Banjo into some incredible alter egos. Check out the truck!



▲ Naturally enough, each of Banjo's new guises comes with a set of wicked moves, whether it's the sub's torpedoes or the detonator's self destruct.

MULTIPLAYER Not bad. In fact, it's amazing that Rare were able to squeeze in some multiplayer modes! Good fun, but not the icing on the cake.

NINTENDO 64

Poster

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Respect my authority

Sergeant Jamjars is a vital character in Banjo Toonie as he's the guy who teaches our heroes all the moves they need to complete their adventure. And there are loads of different moves to master.

Throughout the course of this epic story, Banjo and Kazooie can use over

40 moves, many of which are vital for beating Grunty and her evil sisters.

The moves are mostly used for completing the cool tasks and mini games which present themselves as you explore, so it pays to listen to what Jamjars has to say. If you don't pay attention, you'll come a cropper.



▲ Attention, you 'orrible lot! Look lively, Privates Banjo and Kazooie, you're about to learn some super sharp moves.



▲ The Bill Drill is essential for smashing boulders that block your route. All you have to do is jump and hit the Trigger.



▲ The egg attack is one of the most useful moves as you can pick off enemies from a distance. Our favourite is the Fire Egg.



▲ The cool Beak Barge can be used to defeat stubborn enemies, use switches and move objects around the place.

Mumbo da man

Mumbo Jumbo was responsible for teaching Gruntilda all the magic she knows.

Luckily, he's on Banjo and Kazooie's side now and, unlike the last adventure, he's now a playable character. After bringing Glowbos to him you'll be able to take him for a spin to practice some magic, such as turning a statue into a walking giant or levitating huge boulders.



▲ Mumbo's magic is incredibly powerful. In fact, he can make huge statues move and perform tasks for him.



▲ Littered through the worlds are Mumbo Pads. When Mumbo stands on them he can perform certain tasks.



▲ Mumbo's house may look creepy, but you'll get a warm welcome if you turn up with a Glowbo.

Warping around

Banjo Toonie is one of the biggest Nintendo games we've ever played. The eight worlds are absolutely massive and, as poor Banjo's only got short, hairy legs, getting from one end of a world to another can be a long slog.

But with the introduction of Warp Pads, you can simply select the part of the world you want to get to and you'll be instantly warped there, without having to wear out Banjo's poor feet! This is very handy, as you'll be criss crossing the worlds many times throughout the game.

In order to activate the Warp Pads, all you have to do is run across them. If you've done it right, the pads will sparkle for a few seconds.



▲ Keep your eyes peeled for the warp pads. Simply by walking over one you activate it, and you can then use it whenever you need to get around the level quickly.



▲ All you have to do is choose your destination and, in seconds, you'll be there. How cool is that!? Sure saves wear and tear on big ol' Banjo's feet...

Not just one player

Banjo Tooie would've been awesome even if it was just a one player game, but with loads of ace multiplayer games to try it's a 24 carat, super duper fun monster.

There are loads of multiplayer mini games to choose from and, all in all, they're pretty decent, although not a patch on Perfect Dark or Goldeneye.



▲ We all love the dodgemes! In this version you've got to run over coloured blobs to rack up a decent score.
▶ Controlling Kazooie, you've got to rummage around a trash can on the lookout for tasty morsels.



▲ The Deathmatch arenas are brilliantly designed, with plenty of places to lurk.



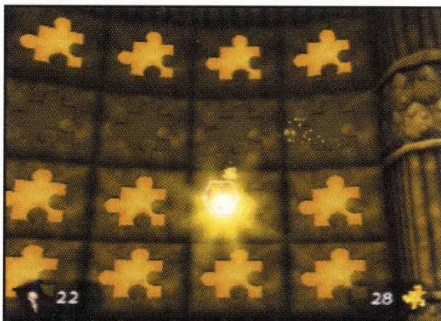
Do you think Banjo Tooie is the best adventure game to grace the N64...? Write to Club Mario on page 72 and tell us what you think!



Light relief

If there's one thing we all associate with Rare, it's their mini games. These little pockets of fun are a welcome relief after hours of intense adventuring.

Banjo Tooie doesn't disappoint, offering some ace games that are just as polished as the main adventure itself. Let's check 'em out...



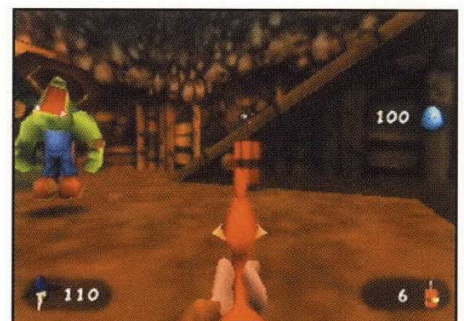
Pot O' Gold

Get jiggy with this test of your aim. Shoot away at the rows of Jiggies, and try and rack up as high a score as possible.



Mini Sub Challenge

This underwater challenge is a test of reflexes and sharp shooting. Blast away at the mines that appear randomly in the arena.



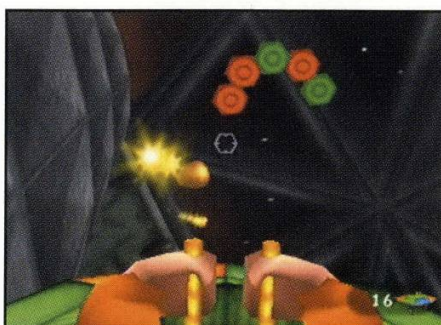
Ordinance Challenge

It's a race against time to defuse the packs of dynamite, while avoiding the hordes of goons guarding them. Keep your cool at all times.



Mayahem Kickball

It's like football and rugby mixed, except there are four goals. Get the rocks and shoot them into the goals to score points.



Saucer of Peril

Take control of a cool flying saucer and try to destroy all the floating targets... while trying not to crash your space ship, of course.

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GAME SCORE

Is this the best adventure game on the N64? We think so! It's got everything... fantastic characters, incredible worlds and buckets of challenges that'll blow your mind. We can't recommend Banjo Tooie enough. Just go get it!



97%