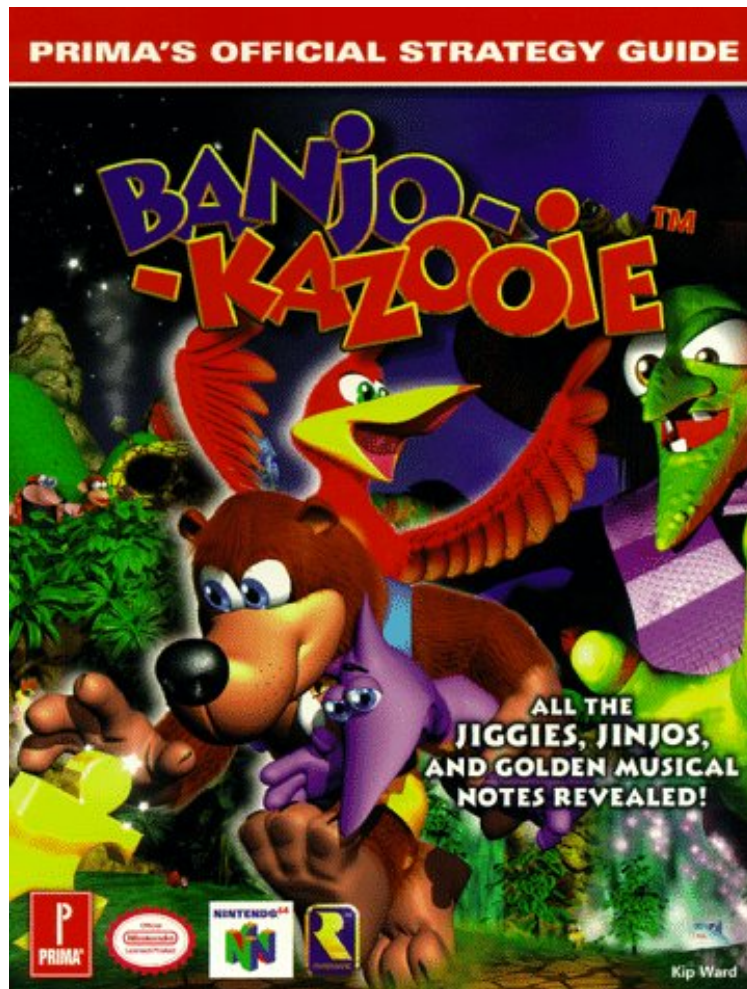


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Banjo - Kazooie (Prima's Official Strategy Guide)

Kip Ward

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Kip Ward : Banjo - Kazooie (Prima's Official Strategy Guide) before purchasing it in order to gage whether or not it would be worth my time, and all praised Banjo - Kazooie (Prima's Official Strategy Guide):

0 of 0 people found the following review helpful. It'll help you get from Point A to Point B By J. SookI mostly bought this book just as a memento for a game that I grew up with. But when I resurrected my old N64, it became fairly useful. I say 'fairly' because I've played this game more times than I care to admit and pretty much had memorized everything. I didn't get out much as a child. Anyway...ahem...Overall, it does have some pretty interesting tips. But the layout of the pages that tell you what you need to do is really messy. And it fails to tell you where all the honeycomb pieces are. Not a terribly big deal. By in large, the guide does help you beat the game and does a decent job at preventing you from getting lost. That is if you can make sense of the map and all those pictures. 1 of 1 people found the following review helpful. Classic reference By Joaquin Mixco This is a throw back to our old beloved Nintendo 64

game, Banjo-Kazooie. Without it, we would have been hard pressed to complete many of the challenges in the worlds. Since we were all about thoroughness this was invaluable to our own sanity as both parents and children. I think, if we are in the market, we'll buy another copy simply because this one is so hammered. If this is the first time you've played the game, or even if you are an old pro, this comes in very handy. Every so often we find the game on x-box and play to be nostalgic. It sounds funny to be nostalgic about recent technology, but at the rate things adapt, I think you can side with what I'm saying. 0 of 0 people found the following review helpful. AmazingBy Shelby HGreat quality, very nostalgic. So glad I could get this in such awesome condition.

Complete walkthroughs of all worlds Detailed strategies for all of Banjo and Kazooie's moves Every Jiggy, Jinjo, and golden musical note unearthed In-depth maps of all levels Everything you need to rescue the kidnapped Tooty

.com Kicking things off with a hilarious foreword written by Mumbo Jumbo himself, Prima's guide to Banjo-Kazooie is as funny as it is helpful. The book's opening section quickly summarizes the basic elements of gameplay and the underlying plot. You'll learn a little about each of the main characters as well as each of Banjo and Kazooie's special moves and attacks. There's also a section full of basic strategies for the game in general and the nine different game worlds in particular. As you move into the level-by-level walk-throughs, you'll see some nicely illustrated world maps, each annotated with screen captures and descriptive captions. The book doesn't break down the game's cheat codes, but it does tell you how to track down a character who can: wherever Cheato the spellbook makes an appearance, this book will guide you to him. --Michael Ryan Don't fly solo!