

The **OFFICIAL** Player's Guide from the pros at *BANJO'S*
BACKPACK



CUT-THROAT COAST











A **BANJO-**
-KAZOOIE EXPANSION



VERSION 1.0

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*To my grandmother, Lucille.
Although this project could never
top our Halloween decorations...*




WASHED UPON THIS CURSED SHORE...



...you'll find yourself without an oar. Ghosts & Grublins are the fright that plagues you through this deep, dark night!

~
Find doubloons to free the squirrel & gold for Blubber, you will hurl! Seek the hidden Ribcage Isle & in the Tavern, stay a while?

~
Out on the shore is buried there, an ancient treasure, if you dare...
Last of all, go heed my word & watch your step - dear bird & bear!



"ARR, MATEYS! I be Cartman, Gruntilda's Treasure Map! Flip up that eye patch and help me search for the doubloons that Gruntilda be hidin' somewhere among th' pages o' this guidebook! 🗳️ Keep an eye out for them hidden in all sorts of places! Thar be five to collect! Grab the treasure before Gruntilda can reclaim her booty!"

SCALLYWAG CREW

BANJO AND KAZOOIE

Following their tussle with that warty witch, Gruntilda, the lazy bear and cheeky bird now stumble upon Cut-Throat Coast - a vile world left over from the witch's dark magic! Together, they explore scummy streets, hidden caverns, and spooky shipdecks! Ghosts and ghouls greet them and hinder their collection of Jiggies, Jinjos, and jingly collectibles as they bear witness to the bumps in the night. At least this time you won't have to learn all of those pesky moves from Bottles again!



MUMBO JUMBO

With the wicked witch taking a tumble off her tower, there no longer was a need for Mumbo Jumbo's mystical magic. Ostensibly a dead-weight, the witch doctor has since returned from vacation. Unfortunately, the duo once again nags him of his skills, but he still requires tokens as compensation. He currently resides atop the Hidden Cove and may just have a special surprise waiting for our adventurers.





LOGGO

When the decrepit mansion got to be too quiet, Loggo found his way to Pirate Port, set up shop and began selling abhorrent ales, slimy spirits and squelching shocktails! In his very own “Lavo-Tavern,” this privy publican offers a refreshing face to our hallowed heroes and might even be hiding a secret or two in the upper level of his icky inn! Stop and smell the scented candles or greet the patrons of this oblique outhouse for some much needed rest and relief.

CAPTAIN BLUBBER

The saltiest of sea dogs has dropped anchor in Pirate Port and is offering his very own takeout in the aptly named Fish ‘n’ Ships. Located behind the stern of the newly crafted Sturdy Hippo, Captain Blubber wallows in woe over his pillaged prizes. Banjo and Kazooie must set on a quest to “take out” the terrifying Tee-Hee’s and recover this hippo’s hallowed treasure trove.



NABNUT

The red squirrel has gotten himself into a little bit of trouble with the residents of Pirate Port along the Cut-Throat Coast. Blubber isn’t the only individual requiring treasure for the ever elusive Jiggy. Nabnut has found himself locked inside the jailhouse for alleged behavior surrounding the acorns that continue to feed his addiction. He’ll need six doubloons to be let off the hook for this transgression!

CARTMAN

New to the ever-expanding community of friends of Banjo and Kazooie enters Cartman O. Graph. Plagued with the motif of Gruntilda’s treasure map, you can find Cartman housed within the Captain’s Cabin of the Sturdy Hippo. It seems as though he’s taken after his boss’s lyrical mastery, as he’ll only guide you to the treasure with a riddle. Will he lead Banjo and Kazooie to the treasure they seek or will the duo reject the wise words of Cartman?



SCURVY DOGS



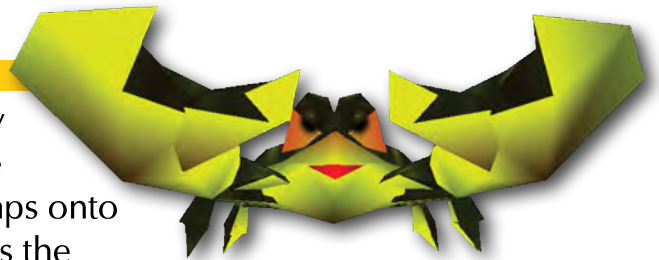
= HEALTH POOL



= HONEYCOMBS DROPPED

BILGE SNIPPET

A distant cousin of the Mutie-Snippets commonly found in filthy sewer systems, the nocturnal Bilge Snippet instead resides along salty shores. It clamps onto every opportunity it can to haul crab-butt towards the duo for a vicious snip! Be sure to use the Beak Buster to both take them out in one hit *and* receive double the honeycombs.



SHANTY GRUBLINS

Kidd Grublin and Deck Grublin, two of the dreaded denizens of the scummy Pirate Port, terrorize the pier and man the Sturdy Hippo (respectively). They don't take kindly to intruders and might even try to swindle a doubloon or two out of 'ye! Watch out for their shenanigans, as these boys both take two hits out of a standard attack to trounce!



BIG CLUCKER

This species of bird might not have as hefty of a bark as Kazooie, but they certainly make up for it with their bite! A distant relative of the similar tree-burrowers of Click Clock Wood, this bird luckily goes down in just one hit. Always keep a keen eye out for unusual brown burrows within the rainforest of Hidden Cove.



CHOMPAS

These eerie, eel-like monsters wait behind the grates and pictures around Cut-Throat Coast. You can even hear them growl as they prepare for their midnight snack (a surefire sign of their presence), but keep 'em hungry! They'll have to chomp on someone else if you have anything to say about it, so your best plan of action is to use the Rat-a-Tat Rap against the creeps.



TEE-HEE

Eminating a greenish glow and invulnerable to all standard means, the Tee-Hees are thought to have been sent by the old pirate captain from his grave! They've plagued Blubber's ship, and it looks like his crew is too lazy to deal with them. Inside the hull and around the port are Golden Feathers. Use *them* to clean up the poor hippo's prized vessel!



LIMBO

Discarded remnants of Grublins past provide our heroes with a ghast! These limber landlubbers won't hesitate to skulk towards you for a grimly grab. Unfortunately, no standard attack will let these boney boys rest in peace, as they will rise up only moments later! Instead, be sure to use the Wonderwing ability to finish them off for good!



MYSTERIOUS GRAVESTONE

Long ago, there lived a scurvy pirate in Cut-Throat Coast. He terrorized the sea as much as he did the residents of the port town! No one could beat him in a duel, as he was heard to have been a master of the cutlass. However, he hasn't been seen for many a year, and some say his tomb resides somewhere in Ribcage Isle. Let's just hope he doesn't return...



CUT-THROAT COAST



1 A HOP, A SKIP, & A JUMP



On the right side of the isle, guarded by a dumpy Bilge Snippet lies a green Jiggy Switch. Use a Beak Buster move to activate the switch and traverse a tricky challenge! Talon Trot across the rickety rooftops of the townhouses, and be quick! A **45 second** timer plagues the progress of our bear & bird duo at every turn.



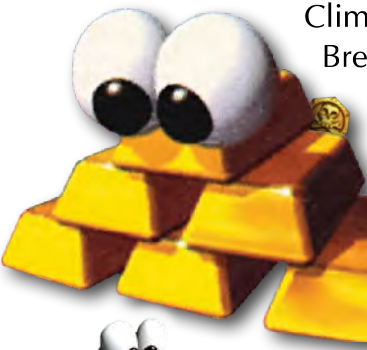


2 SET SAIL FOR TREASURE

Your old friend Captain Blubber has lost it again! Like before, Banjo and Kazooie will have to retrieve the gold. This time, however, they must also overcome the Tee-Hees, so stock up on Gold Feathers for the Wonderwing ability.

Climb the anchor outside the Sturdy Hippo to the hull, for piece #1.

Break the window on the shipdeck to enter the cabin, for piece #2.



3 BREEGULL'S EYE VIEW

Nestled atop the crow's nest of the Sturdy Hippo is the third Jiggy to collect in the port! Backflip onto the first platform above the helm of the ship and tightrope from mast to mast. Try not to fall as you climb the front mast to grab the jiggy! Don't let this challenge ruffle your feathers!



4 ATTIC INHERITANCE

Traipse above the rooftops of the Lavo-Tavern in search for a hidden way into its cozy confines. Hidden within the attic lies a long-forgotten heirloom, tucked behind boxes and barrels aplenty. Carefully tiptoe with Banjo or flutter with Kazooie's Feathery Flap in an effort to claim the riches in the rafters, but take heed to this warning, for one wrong step could spell doom for the bear and bird.

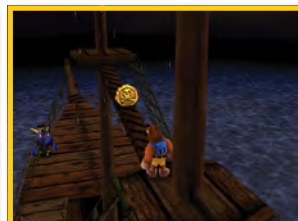


5 DOUBLE IN-DEBT-ITY

Good old Nabnut has gotten himself into quite a squirrely situation in the Jailhouse!



Find six doubleloots scattered around the island to help him pay his bail and escape a captivity. Find **two** at the docks, **one** in the artillery shed, **one** between the masts of the Sturdy Hippo, **one** in Fish 'N' Ships, and the last by Mumbo. Bring them to Nabnut for the only remaining item to his name!



6 RIPTIDE RIDE

Tall tales of pirates past lead Banjo and Kazooie to the Hidden Cove. After a short wait, a ferry arrives. Upon boarding this creepy catamaran, our heroes are whisked away to the dreaded Ribcage Isle spoken of only in rumors. Guarded by the reanimated gravestone of Walter E. Grave, a Jiggly awaits the



bear and bird for their collection.

But watch out! A prize such as this won't come without a fight! Use the jump pad to grab the Jiggly before the cobble creep has any last words on the matter!



RIBCAGE ISLE



  x2
FISH 'N' SHIPS


JAILHOUSE


CAPTAIN'S CABIN


LAVO-TAVERN

**"Greatest Shaman in game is back!
Bear and bird bring tokens to transform
into new character. Mumbo need five
tokens to turn bear and bird into spider."**

**Find Hut near jungle of Hidden Cove.
Hit switch to raise boulder and climb
broken rope bridge to find
Mumbo Jumbo!"**

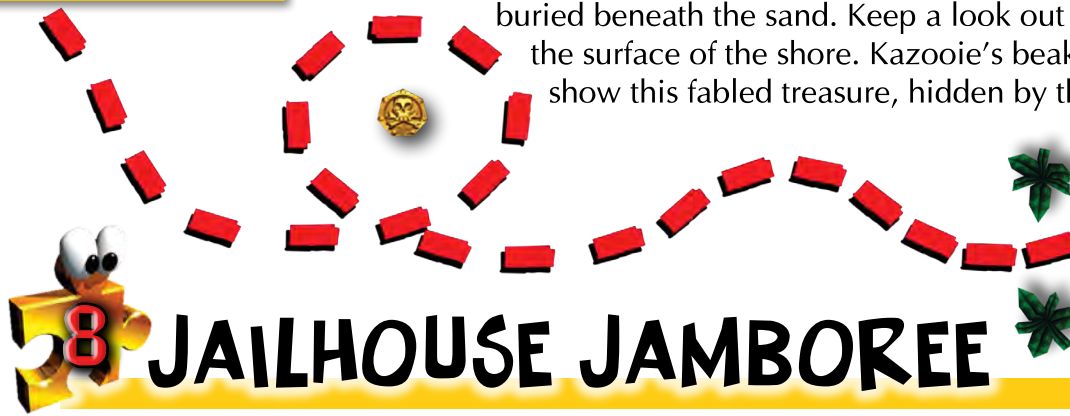


**"Mumbo just take beach vacation so magic rusty.
Heh heh. Bug might be missing limb or two!"**



7 BURIED TREASURE

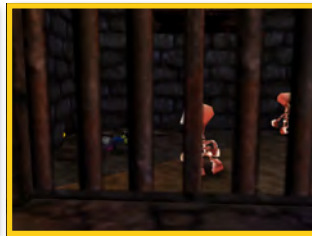
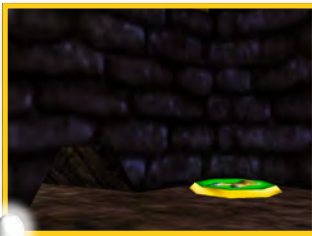
Follow the clues as Cartman the treasure map guides Banjo to the location of Grunty's hidden treasure. Located somewhere on the island is a Jiggy, buried beneath the sand. Keep a look out for its shimmer through the surface of the shore. Kazooie's beak buster will quickly show this fabled treasure, hidden by the greedy witch herself.



8 JAILHOUSE JAMBOREE

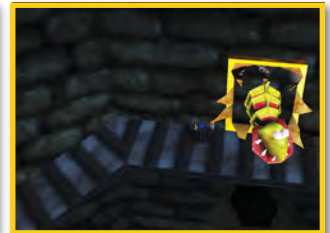


In a real hootenanny of a hoedown, spider Banjo scurries off on a test of endurance. The scum of the port are held up in the Jailhouse, and it's up to Banjo to find the hidden cracks nestled between each cell. Head through slivers in each wall to find a Jiggy nestled in the window above a nasty Bilge Snippet. Be careful navigating the cells, as the felons don't take too kindly to critters. Don't be afraid to grab the honey beneath the jigsaw piece. You won't know if you need it until it's too late!



9 SEASHORE SIGHTSEEING

Standing stoic, at the southern edge of the island, towers a cobblestone Lighthouse. Despite being boarded up from years of inactivity, it shines bright for wayward sailors drifting beyond the Isle O' Hags. An entrance to the building at its backside is just small enough for a spider to fit through. Once inside, navigate the ramps and avoid the Chompas to reach the light at the top, where your next prize lies. Be sure to grab the honeycomb pieces as you ascend this abandoned monolith! Try as you might to not get caught in a web of lies with every step, or you may just find yourself falling back to the start.





10 THE JINJOS FIVE



Blue: Above the stocks, across a rope bridge, within a cranny.

Pink: Through a hatch, behind Fish 'N' Ships.

Orange: In the Hidden Cove, on an island.

Yellow: Next to some boxes, below the Lighthouse cliffside.

Green: In the stone window of the second Jailhouse cell.



9 LONELY LIGHTHOUSE

In a hidden room aflood, a honeycomb awaits a bug. Use the spider; fissure's near, within the Tavern's second tier.



This honeycomb puts up a fight... Collect by climbing late at night! Do what you might to not drop dead, and jump between the two mastheads.





100 NOTES

 x4
MUMBO'S HUT





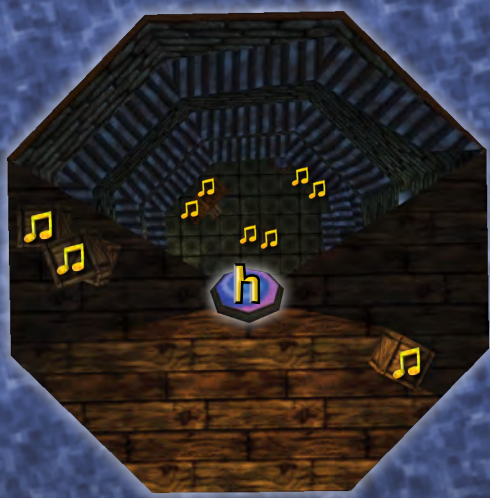
 x5
JAILHOUSE



 x2
CAPTAIN'S CABIN



 x5
SHIP HULL



BEHIND THE SCREAMS




RetroNuva10
"Ben"

Bynine
"Tyler"

Loggo
"Chris"

Atezian
"Carl"

BanjoFreak64
"Danny"

WHERE DID THE PROJECT'S IDEA ORIGINATE FROM? WHAT MADE YOU PICK THE SPOOKY/PIRATE THEME, AND HOW DID YOU INCORPORATE IT INTO THE WORLD? 



BACK ON THE OLD SITE, THERE HAD BEEN A COUPLE MODELING EVENTS AND CONTESTS. IN 2019, I WAS THINKING IT'D BE EVEN COOLER IF THESE MODELS HAD A REAL PURPOSE, SO I HELD AN EVENT FOR PEOPLE TO CREATE AND SUBMIT SPOOKY MODELS TO SMASH TOGETHER INTO A FULLY PLAYABLE **BANJO** LEVEL.

AS TIME WENT ON, THE PREMISE SORT OF EVOLVED, THOUGH INTO WHAT WE KNOW NOW AS THE SPOOKTACULAR. THERE WASN'T ACTUALLY A SPECIFIC THEME THAT EVERYTHING HAD TO ADHERE TO ORIGINALLY BESIDES JUST SPOOKY, BUT I SOON REALIZED THAT IT WOULDN'T FEEL VERY COHESIVE WITHOUT A THEME TO COINCIDE.

MOST OF THE AREAS IN THE FINAL VERSION WERE ACTUALLY CONCEPTUALIZED IN THE VERY FIRST, PRELIMINARY BRAINSTORMING - THE "DARK AND STORMY NIGHT" ATMOSPHERE, THE **TAVERN**, THE **LIGHTHOUSE** ON A CLIFF EXTENSION, ETC. EVEN THE TRIBAL SKELETON VILLAGE EVENTUALLY EVOLVED INTO **MUMBO'S** AREA, WITH THE LIMBO SKELETON ENEMY.



FOR THE **LAVO-TAVERN**, BEN TOLD ME HE WANTED IT TO FEEL KIND OF COZY AND WARM - LIKE A REPRIEVE FROM THE OUTSIDE RAIN, BUT BECAUSE IT'S OWNED BY A TOILET, I WANTED TO HAVE SOME NAUGHTY "RARE-STYLE" HUMOR IN IT.

SO, YOU HAVE STUFF LIKE SCENTED CANDLES, THE CARPETS WITH A PLUNGER PATTERN, CRESCENT MOON HOTEL DOORS (LIKE ON CLASSIC OUTHOUSES), AND EVEN THE TABLES AND CHAIRS LOOKED LIKE TOILETS!

I GOT A DISCORD MESSAGE FROM BEN MONTHS AND MONTHS AND MONTHS AFTER I FINISHED THAT MAP, SAYING "BYNINE... WHAT IS THIS ON THE TABLE?!" I WAS LOOKING, AND I HAD FORGOTTEN MY INSPIRATION TOO, I THOUGHT, "TABLES DON'T LOOK LIKE THAT... AND THEN I REMEMBERED. OH YEAH. THE TOILET. RIGHT."

THEN FOR THE **LIGHTHOUSE**, I WANTED A FEELING OF SCARINESS FROM IT BEING ABANDONED. I SPECIFICALLY MODELED THE MAP SO THAT, AS YOU CLIMB FURTHER AND FURTHER, THE DROP BECOMES SORT OF DIZZYING.

HOW LONG DID IT TAKE DEVELOP CUT-THROAT COAST FROM INCEPTION TO COMPLETION?



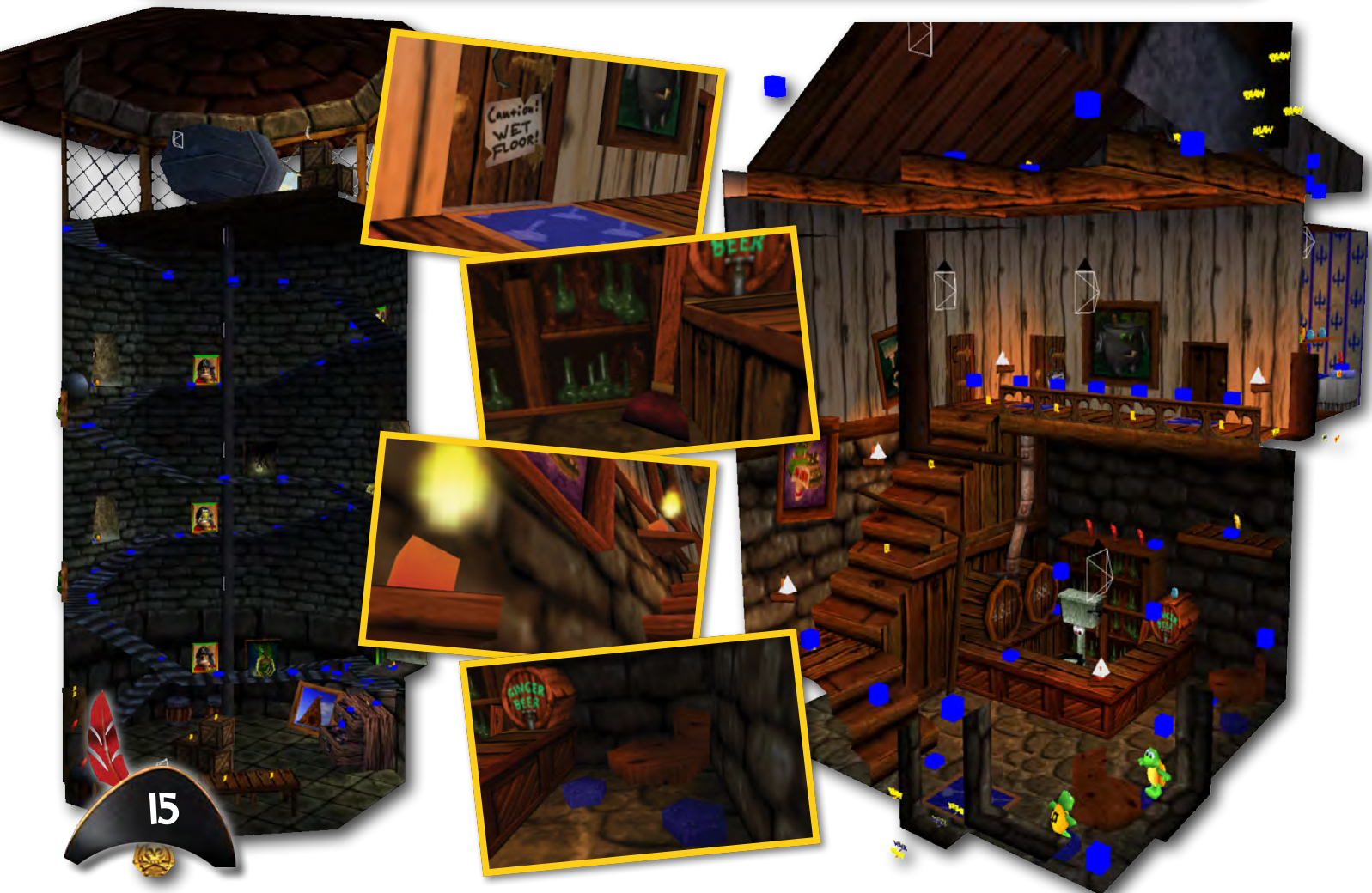
I MEAN, I'VE LOST THE BEST YEARS OF MY LIFE ON THIS PROJECT, HAHHA! NAH, THE MAPS EACH ROUGHLY TOOK A COUPLE WEEKS. ENEMIES TOOK LIKE, NO TIME AT ALL. MAYBE A MONTH, ALL-TOLD.



IT TOOK ABOUT TWO YEARS, BUT THAT EASILY COULD'VE BEEN SHORTER... HAHA! ALTHOUGH I DID SPEND A LOT OF FOCUSED TIME ON POLISH. THERE WERE WEEKS AND MONTHS WHERE I BASICALLY DIDN'T TOUCH IT AT ALL, BUT I'M GLAD THAT I GAVE THE PROJECT THE TIME THAT IT NEEDED. I SAT ON THE *PIRATE PORT* AREA FOR A WHILE, BUT MOST OF THE INTERIORS WERE KNOCKED OUT WITHIN THE LAST YEAR.



I DISTINCTLY REMEMBER WHEN I CONTACTED CHRIS ABOUT COMPOSING THE THEME FOR THE LEVEL, THAT HE SAID SOMETHING LIKE, "OKAY, GIVE ME A COUPLE DAYS." I WAS JUST NOT USED TO THAT LEVEL OF IMMEDIACY. HAHA!



WHAT WAS IT LIKE TRYING TO DEVELOP A FRESH EXPERIENCE FOR RETURNING FANS OF THE SERIES? 



ONE THING ABOUT *MARK KURKO'S HACKS* IS THAT THEY'RE CROSSOVERS. YOU'RE MEETING THESE CHARACTERS FROM ANOTHER UNIVERSE IN A *BANJO* CONTEXT, WHICH LETS IT FEEL FRESH. I DON'T HAVE THAT LEG UP

SO, INSTEAD OF TRYING TO REINVENT THE WHEEL, I WANTED TO MAKE MORE OF WHAT PEOPLE ALREADY LOVED OUT OF *KAZOOIE* AND *TOOIE* WITH A NEW BUT "TRADITIONAL" LEVEL, TO TRY TO FEED INTO THAT NOSTALGIA AND GIVE THE PLAYERS A FAMILIAR, AUTHENTIC EXPERIENCE. ERGO, IF SOMEONE ALREADY ENJOYS *BANJO*, HOPEFULLY THEY SHOULD ENJOY THIS, NO PROBLEM!

WERE YOU TRYING TO MORE CLOSELY REPLICATE THE DESIGN PRACTICES OF *BANJO-KAZOOIE* OR *BANJO-TOOIE*? 



IT'S SUPPOSED TO BE A *BANJO* MAP, OBVIOUSLY, BUT IT TAKES NODS FROM *TOOIE*, WITH THE DARKER THEME, MORE REALISTIC ENVIRONMENTS, AND MAYBE EVEN A STRONGER LEVEL OF DETAIL.



I'VE ALWAYS ENJOYED BOTH GAMES PRETTY EQUALLY, SO I WANTED TO GO RIGHT DOWN THE MIDDLE BY FEATURING A SLIGHTLY LARGER LEVEL, BUT ONE THAT WAS STILL DENSE ENOUGH WITH CONTENT TO AVOID AIMLESS MOMENTS. *MUMBO'S SKULL* IS EVEN BASED ON *TOOIE'S* EXTERIOR MODEL BUT HAS *KAZOOIE'S* INTERIOR. HEH.



WHAT'S IT LIKE BUILDING UPON A 23 YEAR OLD GAME? 



IT'S WEIRD FOR ME, BECAUSE *BANJO* WAS MY FIRST OUTLET INTO 3D MODELING, SO IT'S NEVER BEEN A PROBLEM - I DON'T FEEL CREATIVELY LIMITED BY IT. SO, YOU JUST HAVE TO BE LIMITED IN YOUR USE OF ASSETS AND GO LOW-POLY.



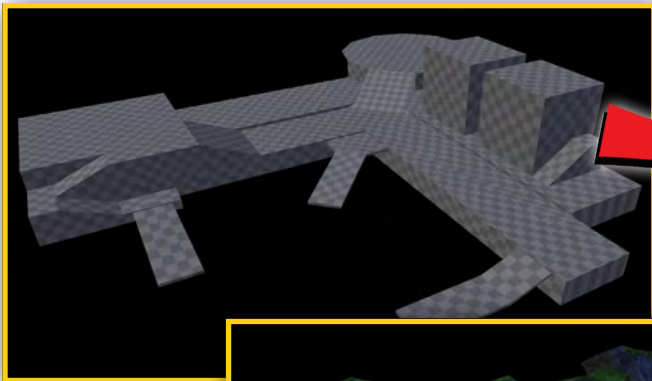
THE WORLD IS YOUR OYSTER!



YEAH! JUST AS LONG AS YOUR WORLD IS RELATIVELY CONDENSED... AND HAS LOW-RESOLUTION TEXTURES.



BANJO'S BACKPACK, THE SOFTWARE BASICALLY EVERYONE USES TO MODIFY *BANJO*, IS A GOD-SEND. IT HAS A FEW QUIRKS AND THE WORKFLOW CAN BE TEDIOUS, BUT THE NUMBER OF THINGS YOU CAN DO WITH IT IS ASTONISHING. I JUST HAD TO USE BLENDER FOR MODELING AND RANDOM ART SOFTWARE SUCH AS PAINT.NET AND GIMP TO CREATE / EDIT TEXTURES; ALMOST ALL WERE FROM *KAZOOIE* OR *TOOIE*. I KNOW THE TREE WALL TEXTURE IN *HIDDEN COVE* IS FROM ONE OF THE *RAYMAN* GAMES.



WERE THERE ANY ROADBLOCKS YOU ENCOUNTERED THAT YOU HAD TO OVERCOME DURING DEVELOPMENT? 



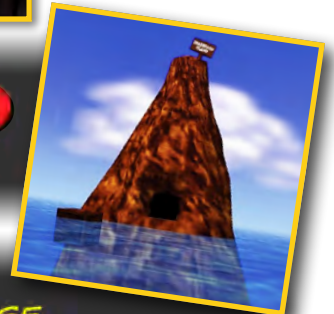
PERSONALLY, FOR THE **LIGHTHOUSE**, I HAD NO PRIOR CONCEPTION. YOU KNOW, IT'S HARD TO MAKE SOMETHING WHEN YOU'RE NOT WORKING FROM EXPERIENCE. I TRIED TO FIND PHOTO REFERENCES, BUT ALMOST EVERYTHING ONLINE WAS JUST A STONE BLOB WITH A LIGHT IN THE CENTER, AND MOST WEREN'T INTERESTING AT ALL.



OH GOSH, THERE WERE SOME WACKY BUGS. I REALLY WANTED IT TO BE PLAYABLE ON HARDWARE, BUT THERE ARE STILL A FEW MINOR VISUAL GLITCHES WHICH FORTUNATELY DON'T IMPEDE PLAYERS FROM BEATING THE LEVEL.



ARE THERE ANY EASTER EGGS OR CAMEOS FOR PLAYERS TO FIND IN THE WORLD? 



I FEEL LIKE THERE WAS ONE... OH YEAH. IN THE **LIGHTHOUSE**, THERE'S A PICTURE OF SHARKFOOD ISLAND, FROM STOP 'N' SWOP.



I REMEMBER HAVING THIS CRAZY EXPERIENCE. AFTER TYLER SENT ME HIS FINAL VERSION OF THE **LAVO-TAVERN**, I DID SOME TOUCH-UPS. AFTER LIKE AN ENTIRE HOUR, I WAS WORKING ON THE LOWER-GROUND WINDOW. I LOOK THROUGH IT AND I SEE THIS GIANT TEXTURE OF **MUMBO'S** STAFF'S SKULL. AT FIRST I WAS GENUINELY STARTLED, BUT THEN AFTER A FEW SECONDS I WAS CRACKING UP AND ASKED YOU WHAT YOU WERE THINKING. OH YEAH, I ALMOST FORGOT. IN THE **TAVERN**, ONE OF THE BARRELS HAS A SPECIAL DATE ON IT - I WON'T SPILL WHAT IT MEANS, HEH.



OOOH, SO YEAH. I WAS EXPECTING YOU TO MAKE, LIKE, AN OUTDOOR ENVIRONMENT SO THAT IF THE PLAYER LOOKS OUTSIDE THE WINDOW THEY HAVE SOMETHING TO LOOK AT. AS A PLACEHOLDER, I JUST PUT A TEXTURE ON A FLAT PLANE LOOKING CREEPY INTO THE WINDOW.

IS THE MUSIC INSPIRED BY ANY OTHER MUSIC IN PARTICULAR?
DID YOU TRY TO MIMIC KIRKHOPE'S STYLE, OR STRIVE FOR ORIGINALITY?



A LITTLE BIT OF BOTH. BEFORE I WROTE THE THEME, I ANALYZED A LOT OF GRANT'S SONGS TO LEARN HIS TYPICAL RHYTHMIC PATTERNS AND CHORD PROGRESSIONS. I TRIED TO USE THE "OOM-PA-OOM-PA" BOUNCY RHYTHM THAT GRANT HAS IN BASICALLY EVERY ONE OF HIS *BANJO* SONGS.

WITH MELODIES, HE USES ALMOST EXCLUSIVELY CHORD TONES, WHICH GIVE HIS *BANJO* MUSIC THIS VERY MEMORABLE, SIMPLE, AND ALMOST CHILD-LIKE QUALITY. THOSE OF HIS PIECES THAT USE TRIPLET METER (WHICH I WROTE THE *PIRATE PORT* THEME IN) ARE USUALLY IN SWING, AND HE AVOIDS THE MIDDLE BEAT.

EVEN THOSE THAT AREN'T IN A TRIPLET METER USUALLY HAVE THIS MARCHING FEEL BECAUSE HE REALLY PUTS EMPHASIS ON THE MAIN BEATS. BY HAVING THAT CONSTANT PULSE, IT MAKES THE PLAYER FEEL LIKE THEY'RE REALLY PROGRESSING, MOVING, AND GOING ON AN ADVENTURE.



THE *FISH 'N' SHIPS* THEME ONLY USES MELODIES FROM PRE-EXISTING *BANJO* THEMES, SO IT NATURALLY FELT VERY "BANJO-KAZOOIE". I DIDN'T WANT THE MUSIC TO BE "ME". I WANTED TO WRITE SOMETHING GRANT WOULD HAVE WRITTEN.

HIS MUSIC WAS SOME OF THE FIRST MUSIC I EVER HEARD - I WAS THREE WHEN MY OLDER BROTHER AND FATHER WOULD PLAY *BANJO-KAZOOIE*. I WOULD JUST SIT THERE AND LISTEN FOR HOURS, AND EVEN IF THEY LEFT THE ROOM AFTER HANDING ME THE CONTROLLER, I'D HARDLY PLAY THE GAME. I WOULD JUST GO TO AN AREA WHERE I LIKED THE MUSIC, LET THE CHARACTER SIT, AND LISTEN TO THE MUSIC WHILE PLAYING *LEGO*, OR SOMETHING. I ALSO LOVED MUSIC FROM *STAR FOX*, *DIGIMON*, *CRASH BANDICOOT*, AND *SPYRO*.



I DID LOOK AT *DANNY ELFMAN*'S MUSIC A LOT FOR THIS. BOTH HE AND GRANT OFTEN WILL MOVE THEIR HARMONY INTO A DIFFERENT PLACE WITHIN A KEY (SUCH AS THE DOMINANT CHORD) BEFORE RETURNING BACK TO THE MAIN PART, THE STABLE PART OF THE THEME. IT'S ALMOST LIKE THERE IS A HUB WORLD WITH DIFFERENT CONNECTING MUSICAL AREAS.

I USED SOME DIFFERENT SOUND EFFECTS (SUCH AS CRICKETS CHIRPING AND A SHIP'S BELL), FADING THEM IN AND OUT SO THAT, WHILE YOU'RE RUNNING AROUND THE LEVEL, IT'S ALMOST AS IF YOU'RE PASSING BY THEM. THE SONG ALSO PROBABLY HAS A BIT OF *SHOSTAKOVICH* IN IT AS WELL.



WITH THE *TREASURE TROVE COVE* MELODY, I REMEMBER IT WAS KIND OF AWKWARD ADDING SWING TO IT. WITH THE ORIGINAL 4/4 METER, THERE'S EMPHASIS ON CERTAIN BEATS THAT DON'T EXACTLY TRANSLATE INTO TRIPLET METER, SO TRYING TO FIND A BALANCE WHEN DISPLACING NOTES SO THAT THEY LINE UP WITH THE HARMONY TOOK SOME TIME.

"FISH 'N' SHIPS"

BY AJEZIAN



IN THE ORIGINAL *JOLLY ROGER'S LAGOON* THEME, AFTER THE "B" SECTION, THERE'S THIS LITTLE CALL-AND-RESPONSE SECTION WHERE EACH INSTRUMENT PLAYS THE "A" MELODY.

IT JUST SO HAPPENS THAT THAT MELODY SOUNDS A BIT LIKE ONE OF THE *TREASURE TROVE COVE* MELODIES, AND WHEN CARL USES THE "B" SECTION, HE INSTEAD GOES INTO THAT *TREASURE TROVE COVE* MELODY.

WHEN I FIRST HEARD IT, IT WAS AS IF THE SONG WERE TRICKING ME, BECAUSE I'M SO USED TO IT GOING INTO THE *JOLLY ROGER* MELODY, HAHA!



IT'S INTERESTING TO THINK HOW MANY OF US (BEN, CARL, CHRIS, AND ME) WHO STARTED IN *BANJO* MODDING ALSO SPENT TIME IN MUSIC. WHETHER IT BE PROFESSIONALLY OR AS A HOBBY.



AND WHAT MUSICAL GAMES THEY ARE!



I DID ADD ONE MELODY TO THE *PIRATE PORT* THEME IN THE FORM OF A CALL-AND-RESPONSE CLOSE TO THE END, TO LENGTHEN THE PIECE AND SMOOTH OUT THE LOOPING POINT. I ALSO MADE THE MUSIC FOR THE REMAINING SUB AREAS. MANY OF THEIR MELODIES WERE BORROWED FROM THOSE WRITTEN BY CHRIS AND CARL, ALONGSIDE THOSE FROM MY SCRAPPED *PIRATE PORT* THEME.



WAS THERE ANYTHING THAT DIDN'T MAKE IT TO THE FINAL VERSION OF THE MOD? ANY CUT CONTENT? 



I REMEMBER, VERY EARLY ON, THAT I TRIED PUTTING TOGETHER THE MAIN THEME FOR *PIRATE PORT*. I LIKED ITS MELODIES (VERY "GLOOMY GALLEON"), BUT ALL TOGETHER, IT SOUNDED A BIT TOO ATMOSPHERIC AND DIDN'T REALLY HAVE THAT *JENE SAIS QUOI* TYPICAL OF *BANJO-KAZOOIE*. LUCKILY, MOST OF THE MELODIES WERE REPURPOSED INTO THE *JAILHOUSE*, *RIBCAGE ISLE*, *LAVO-TAVERN*, AND FINAL *PIRATE PORT* THEMES.



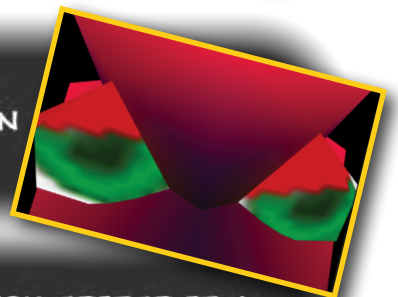
THE *LAVO-TAVERN* THEME TOOK QUITE A FEW ITERATIONS TO GET RIGHT. ONE OF ITS SCRAPPED MELODIES WAS INSPIRED BY AN INN FROM *WORLD OF WARCRAFT*, IN A PLACE CALLED "BOOTY BAY" - IT WAS VERY "PIRATE-Y", BUT YEAH, THE MELODY DIDN'T FEEL "*BANJO-KAZOOIE*".

FISH 'N' SHIPS MELODY DEMO

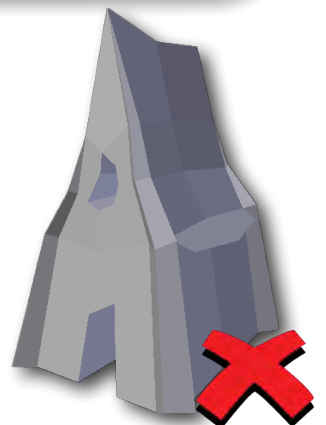
BY ATEZIAN



TYLER, I THINK YOU MADE A JACK-O-LANTERN HUT, LIKE, IMMEDIATELY AFTER I ANNOUNCED THE EVENT, AND THEN LATER SOME GENERAL-USE PIRATE PROPS?



OH, THAT'S RIGHT. YOU USED MY PILLORY, BUT I THINK YOU EDITED IT A LITTLE, WHICH IS FAIR BECAUSE IT WAS A PRETTY SLOPPY MODEL. ALSO, IT'S SILLY, BUT YOU WANTED THE BIRD ENEMY TO LOOK ANGRY. WHAT WE FOUND OUT, THOUGH, WAS THAT, BECAUSE OF HOW THE TEXTURE MAPPING OF THE EYES DIDN'T MIRROR EACH-OTHER, ONE WOULD BE SAD AND THE OTHER WOULD BE ANGRY, SO I JUST GAVE IT AN EYEPATCH INSTEAD.

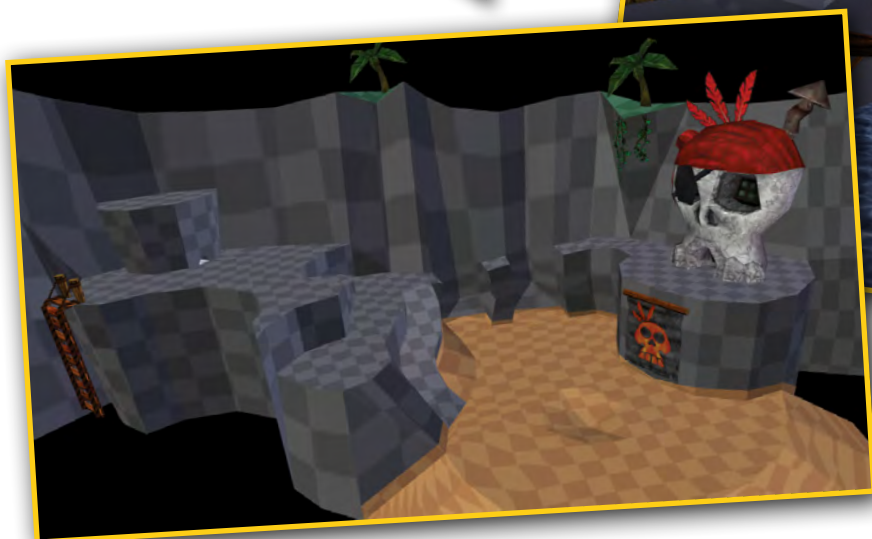
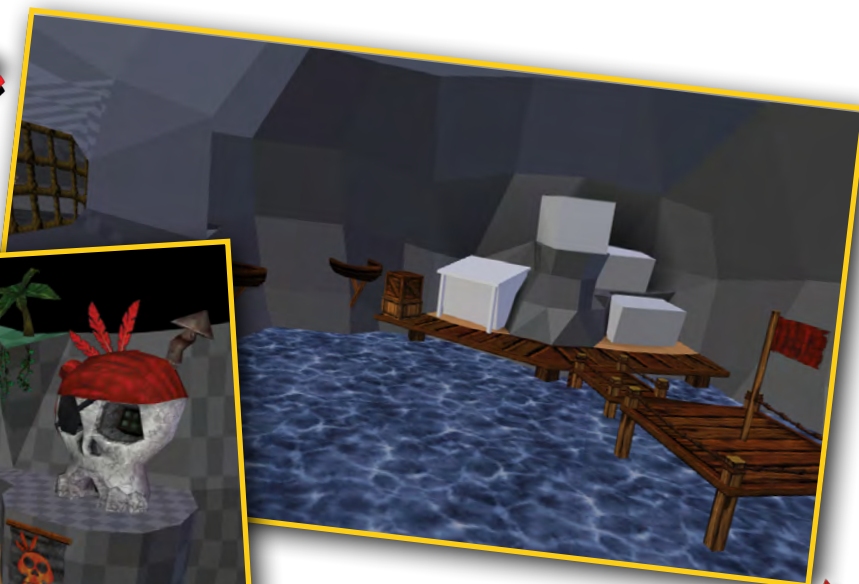
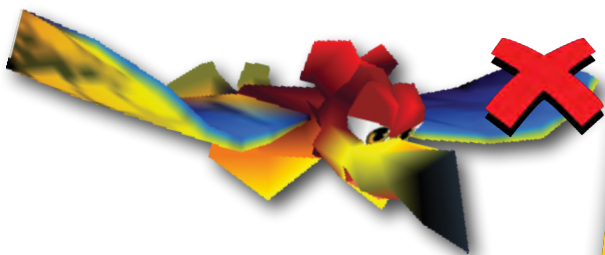


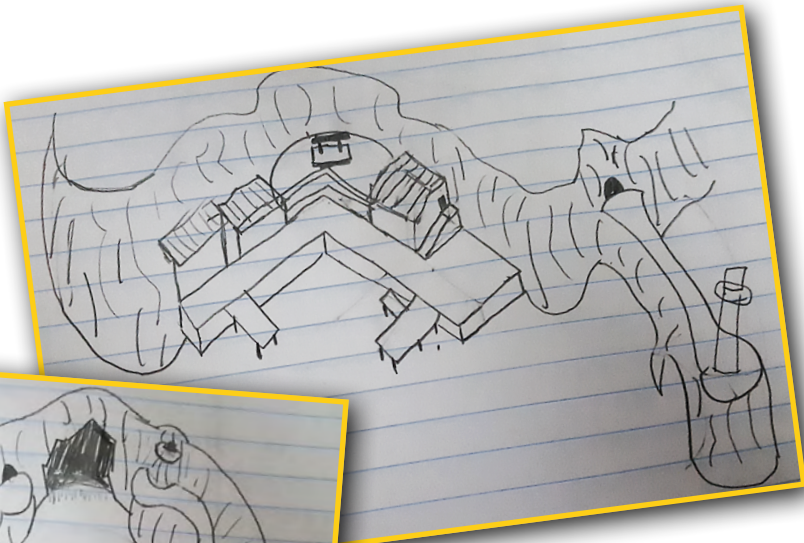
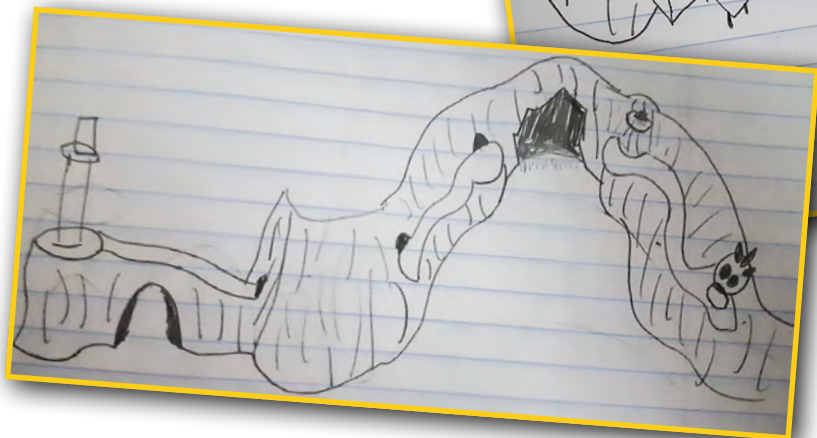


I CUT OUT A COUPLE AREAS THAT WERE PRETTY CLOSE TO BEING DONE - I HAD TO TELL MYSELF THAT THEY WERE JUST TOO BIG AND EMPTY, SO I EITHER REVISED OR SCRAPPED THEM ENTIRELY.

I PLANNED TO HIT THAT SORT OF "PIRATE-Y RAINFOREST" ATMOSPHERE WITH *CROSSBONE CANYON* (A SCRAPPED AREA), BUT I ENDED UP INJECTING THAT INTO *HIDDEN COVE* WITH THE *RAYMAN* FOREST TEXTURES. I EVEN MADE THEM TRANSPARENT, WITH ANOTHER TEXTURE BEHIND, TO GIVE DEPTH - AS IF THERE WERE A WHOLE RAINFOREST BACK THERE.

ORIGINALLY, NABNUT'S PRISON CELL WAS NEXT TO A PIRATE HIDEOUT, BUT I COULDN'T FIND AN ASSORTMENT OF TEXTURES THAT WOULD FIT THE THEME, MATCH THE GAME'S STYLE, AND LOOK UNIQUE, COMPARED TO THE MAIN TOWN AREA - IT FELT REDUNDANT. THE GIANT CAVE ENTRANCE WOULD HAVE BEEN COOL, THOUGH. ALSO, INSTEAD OF JAIL CELLS, YOU WERE GOING TO HAVE TO CRAWL THROUGH CRACKS IN PIRATE HUTS AS THE SPIDER TO FIND THE JIGGY.





DO YOU FEEL LIKE YOU'VE LEARNED ANYTHING IN THE PROCESS OF CREATING THE MOD?



I DIDN'T REALLY LEARN ANYTHING NEW WHILE MAKING THE AREAS, I DON'T THINK. IT WAS FUN MAKING AREAS FOR SOMEONE ELSE FOR ONCE, THOUGH, WITH THAT BACK-AND-FORTH "HEY, DOES THIS WORK WELL?" STYLE OF TEAMWORK!



THIS WAS MY FIRST TIME DELEGATING WITHIN A GAME PROJECT - BEING ABLE TO TELL PEOPLE WHAT TO DO, HAHA, BUT I INTENTIONALLY GAVE THE CONTRIBUTORS ENOUGH ROOM TO GET CREATIVE, GIVE THEIR CREATIONS PERSONALITY, AND MAKE THINGS THAT FELT PERSONAL.

LIKE, I THINK THE ONLY THING I TOLD TYLER WAS TO MAKE A TWO-STORY TAVERN OWNED BY LOGGO - WITH THE FUNNY NAME. ALL THOSE AWESOME BATHROOM-THEMED DETAILS WERE FROM HIS MIND, AND IF I HAD BEEN HEAVY-HANDED WITH MY CREATIVE CONTROL, THOSE THINGS WOULD'VE NEVER MADE IT TO THE END, AND THE AREA WOULDN'T HAVE BEEN SO COOL.



WE ALL HAVE A VISION IN MIND FOR OUR CONTRIBUTIONS, AND I THINK THAT HAVING THE OPPORTUNITY TO MAKE AND TWEAK THINGS WITH A CORE DIRECTION IN MIND PRODUCES A DRIVE TO IMPROVE OUR OWN QUALITY OF WORK. BUILDING THIS GUIDE AND BEING A PART OF THE PROCESS HAVE BOTH BEEN REALLY REWARDING. I'VE LEARNED A LOT OF TIPS ABOUT GUIDE DESIGN WHICH I HAD NOT CONSIDERED PREVIOUSLY!

DO YOU PLAN ON EXPANDING UPON THE HACK?



I DOUBT I'M EVER GOING TO DO THIS, BUT I SOMETIMES CONSIDER IT MISSED POTENTIAL TO NOT CREATE A HACK WITH THREE OR SO HALLOWEEN LEVELS, ALL CONNECTED WITH A HUB WORLD. I JUST THINK THAT'D BE COOL.



I THINK *CUT-THROAT COAST* COULD MAKE A GOOD LEVEL ALONGSIDE OTHERS IN A FULL NINE-OR-SO-LEVEL *BANJO* HACK, BUT I'D HAVE TO TWEAK STUFF DEPENDING ON WHICH MOVES THE PLAYER WOULD HAVE ALREADY LEARNED AT THAT POINT.

WHAT DO YOU HOPE TO WORK ON NEXT?



ALL I'LL SAY IS THAT I'M MAKING A 3-D ADVENTURE GAME, BECAUSE... I'M AFRAID OF COMMITMENT!



I WAS WORKING ON *BANJO-SPEEDIE* (WORKING TITLE) FOR A WHILE - I HAD LIKE A THIRD OF IT FINISHED. I'M CONSIDERING STARTING OVER WITH ITS LEVEL DESIGN SO THAT I CAN TAKE A LOOK AT AND KEEP IN MIND THE SHORTCOMINGS PRESENT IN *BANJO-DREAMIE*.



NOT RIGHT NOW, REALLY. I HAVE BEEN COMPOSING INTERMITTENTLY FOR A 3-D PLATFORMER GAME I'M MAKING. I'M NOT SURE WHICH STYLE OF MUSIC I WILL SETTLE ON. ALL OF THE PIECES I HAVE WRITTEN FOR IT ARE ALL VERY DIFFERENT, BUT MAYBE THAT MIGHT WORK NICELY!



I'M SPENDING TIME TRYING TO WORK ON A COLLABORATION WITH SOME OF THE MEMBERS OF THE COMMUNITY. THIS PROJECT HAS BEEN IN THE WORKS FOR 3 YEARS AND IS CONTINUALLY PROGRESSING. SHORTLY AFTER THIS, I PLAN TO START MOCKING UP SOME LEVEL DESIGNS!





I'M USUALLY JUGGLING A NUMBER OF PROJECTS AT ANY MOMENT, ADMITTEDLY. HOWEVER, I'M NOT REALLY SURE WHAT I'LL DO AFTER THIS, BUT YOU CAN FOLLOW ME ON TWITTER AT [@RETRONUVAIO](#), IF YOU WANT TO STAY UP-TO-DATE.

FOR THOSE WHO WOULD LIKE TO MAKE SOMETHING SIMILAR TO THIS MOD, WHERE SHOULD THEY START?



SO, FOR MODDING *BANJO*, YOU CAN ALWAYS COME TO THE BANJO'S BACKPACK DISCORD - PLENTY OF PEOPLE HAPPY TO HELP OUT. I WOULD SAY TRY TO MESS AROUND WITH BLENDER A BIT BEFORE STARTING, TO HELP FIGURE STUFF OUT. *BEN*, HAVE YOU DONE A TUTORIAL SERIES YET?



I'D LIKE TO MAKE A THOROUGH BANJO'S BACKPACK VIDEO TUTORIAL SERIES. THERE ARE A LOT OF LITTLE THINGS TO KEEP IN MIND WHEN YOU'RE MAKING CONTENT FOR THE GAME, AND THERE ARE SOME USEFUL TECHNIQUES I'D WANT TO HIGHLIGHT.

Thanks for dropping anchor in...

CUT-THROAT COAST!

...and to Rare and Nintendo for the great game we've come to know and love!



Benjamin Keckley _____ (RetroNuva10)
Project Lead, World Designer, Composer

Tyler McMaster _____ (Bynine)
World Designer, Character Tinkerer

Chris James _____ (Loggo)
Composer

Carl Powell _____ (Atezian)
Composer

Danny Tusa _____ (BanjoFreak64)
Guide Designer, Playtester

SPECIAL THANKS TO...

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JACKSON G13: for giving Cartman a pirate voice
SUPERZAMBEZI: for the tropical palm tree model

and

THE BANJO'S BACKPACK COMMUNITY!

THE BANJO'S BACKPACK TEAM is:
Skill, Koolboyman, Subdrag, Tee-Hee,
Pokekid, jombo23, and Runehero124



Check us out at
banjosbackpack.net



PLAY LIKE A PRO!



3-D MAP of the island with every Jiggy, Music Note, Empty Honeycomb, and Mumbo Token marked!



STEP-BY-STEP guide to solving every puzzle, and unlocking the **SECRET TREASURE** of Ribcage Isle!



TIPS 'N' TRICKS on how to deal with every baddie and how to help each of your pals on the island!



BEHIND-THE-SCENES interview with the team on how they brought the world to life, with an exclusive look into scrapped areas!

