



Introduction

We've all had bad days before. Yeah, you know what I'm talking about. Maybe the girlfriend dumps you, or the car won't start, or maybe you even slept through a job interview. Sure, those are bad days, but they're not the same as having a Bad Fur Day. Not even close.

You see: a Bad Fur Day starts with the night before. You go out, you get drunk, you vomit, you fall asleep in a field—yep, and that's how it all begins. And then tomorrow comes. Aside from the dry mouth, the throbbing headache, and the uncontrollable urge to urinate, you likely don't know where you are. And once you sober up and take care of nature's needs, you still don't know where you are. Now that's how a Bad

Fur Day starts. Don't believe me? Just ask Conker, he'll tell you all about it.

Conker's Bad Fur Day is what many have been waiting their gaming lives for. For not only does it offer incredible gameplay and, what may be the N64's best graphics and audio, but it is the game that goes beyond the norm and pushes the limit on what's acceptable and what isn't. And regardless of whether or not you find yourself entertained or disgusted, you have to give Rare credit for the effort. They pulled it off well. Very well.

But enough about what bold steps Rare may be taking; you're here to learn how to beat this awesome game! And you've come to the right place. IGN Guides left no turd unturned when going through this game and has not only found the best strategies for the main story mode, but has tips and advice for each multiplayer game as well. So grab your gasmask and dive on in, the water's fine. Oh, that isn't water. Eeew!

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Basics

Cock and Plucker

The Cock and Plucker not only serves Conker those frosty cold ones that he craves, but also serves as the game's main menu. Here you can access your various game saves, enter cheats, and play the multiplayer games.

Game Saves 1 through 3: Pick a Game Slot to begin the story mode. Your progress will be automatically saved while you play the game, hence no save options. Each Game Slot will indicate how many hours of gameplay you have put in, how much money you collected, and what area you're currently in. You can always Erase a game save and start anew.

Chapters: No game should be without this feature. As you progress through the story mode of the game, you will unlock an each chapter and sub-section in the game's Chapters mode. Here you can return to any given point in the game to replay. The Chapters that are available to you will be based on the Game Slot with the furthest progression. You should note, however, that Squirrel Tails are not included in the Chapters mode, but money is. You can enter an area in Chapters mode to check on the money collected. This will let you know if you may have missed any important bundles of sponduli when playing story mode.

*Once you beat the game, do not erase the Game Slot. This will allow you to jump around in Chapters mode through all of your favorite scenes so as to show your friends just how outrageous this game is!

Cheats: Looking to cheat? Enter your codes here!

Multi: If you're looking for multiplayer action, look no further! There are no less than 7 multiplayer games that are not only a lot of fun to play either with friends or against bots (or both), but many of them will help you with your in-game abilities as well. Head over to the Multiplayer page of the guide for more tips on each game.

Controls

The controls in the story mode of Conker's Bad Fur Day are kept rather simple. If you're looking for explanations on using various weapons in the multiplayer games, see the multiplayer basics page.

A Button: Jump

B Button: Attack, initiate Context Sensitive Zone.

Z Button: Crouch and crawl (with Control Stick).

Control Stick: Move Conker. Pressure-sensitivity will determine speed

L Button: Skip cutscene (must watch them all at least once).

R Button: Enter first person mode (use Control Stick to look around).

C Left/Right: Rotate the camera.





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C Up: Cycle through zoom levels.

C Down: Center camera behind Conker.

And then there's a couple special moves that Conker has at his disposal:

High Jump: Hold Z Button to crouch, then press A Button. Many jumps will require both a high jump and hover move to cross.

Helicopter Tail Thing (hover): Jump into the air and then press and hold the A Button.

Swimming: Once you get Conker an easy-to-swallow dose of Confidence, Conker will then be able to swim. Press the B Button to dive below the surface and swim. Just watch the air meter. Let Conker turn blue, and Gregg will be coming for you.

Climbing: Conker can easily climb ladders, ropes, chains, etc. Simply jump onto said object and use the Control Stick to climb up or down.

Items

Unlike many of the other platformers out there, Conker does NOT have to search the world over looking for 3,000 different items. Quite the contrary! The items you do have to find are all essential to your progress. How's that for a change of pace?

Chocolate: This is Conker's life source. Conker can have up to 6 chocolate bars worth of energy and he won't die until all 6 are gone. These little bite-size energy morsels are found littering the ground in almost every area, so keep an eye out for them.

Squirrel Tails: Conker can grab these Extra Lives hanging from hooks throughout the various worlds. There a little harder to find, and a lot more rare than chocolate, but they're worth picking up every chance you get. You won't see any Squirrel Tails until your first visit with Gregg.

*You can leave and reenter an area to continue collecting Chocolate and Squirrel tails as they will reappear each time you do so.

Money: Besides from the hysterical dialogue that takes place between Conker and the bundles of money, the money is necessary to proceed to the end of the game. Keep your eyes peeled and your ears open for the money, as it will often yell, "Here I am" or "Come and get me" to you when you are near it.

*Unsure about your money-collecting ability? Go to Chapters mode and select your most recently completed





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scene. The Chapter mode game will have all of the available money up to that point, regardless of your collection. If your in-game money total is less, you had better go back and look harder!

Context Sensitive Zones

Birdy will tell you just about all you need to know concerning Context Sensitive Zones, but if you're the type of person who needs to hear things a couple times before it really sinks in; this section's for you. Conker's Bad Fur Day removes the task of finding weapons and items and simply gives you what you need when you need it through the use of B Button Pads. Whenever you stand on an activated B Button Pad a light bulb will appear overhead. Press the B Button at this time to equip Conker with the appropriate item.

Context Sensitive Zones don't always appear as B Button Pads. Instead, they can be certain places on ground or in the air. These more stealthy Context Sensitive Zones will be denoted by the same light bulb and "ting" that you will come to be familiar with via the B Button Pads. Mash that B Button whenever you see the light bulb.

Tips

Although there aren't a whole lot of tips and tricks that are needed to get you through story mode, there is a couple. Keep these strategies in the back of your mind to ensure an even speedier trip through Conker's miserable day. Multiplayer tips will be give in the Multiplayer section.

You can use the hover move to slow your fall and prevent some minor damage. Simply press and hold the A Button while falling to give yourself a chance for a safe touch down.

Squirrel Tails and chocolate will reappear after you leave and reenter an area. You can use this to your advantage to stock up on extra lives. After all, the more lives you get your hands on the less likely it is that you meet up with the duct tape.

Listen for the money. The sarcastic bundles of cash will yell and jeer at you whenever you're near. Take a moment to look around by pressing the R Button.

Reload often. There is nothing worse than storming a group of Tediz only to find your gun out of bullets. Press the A Button to reload after each skirmish.





Characters

Conker

The game's hero, Conker is thrown into what may be the worst 24 hours on record. Despite all of the trials and tribulations this sarcastic, pint-sized squirrel never loses his thirst for beer, ladies, and money. He might not be the strongest or the sharpest, but he and his frying pan know how to get through the rough spots and come out unscathed.

Berri

Conker's squeeze. Berri isn't the most obvious choice as Conker's woman, but if what they say about rabbits is true; Conker is one lucky little squirrel. Berri may not play too important of a role early in the day, but like all good women, she's there when you need her the most.

The Fabled Panther-type King

Unbeknownst to Conker, this evil King and his cohorts are slowly hatching a plan that could spell the end of the squirrel. The King may not do much more than sit in his throne and sip milk all day, but he doesn't need to do anything—he's the King! Had it not been for the repeat spilling of his precious milk, this whole thing could have been avoided.

Ze Professor

Legless, shameless, RUTHLESS. The Professor may be handicapped and a bit eccentric, but he will have his revenge. And then "we will see who uses ze duct tape!" This evil henchman and servant of the Panther King is assigned the task of fixing the broken table. Obviously this is a much more challenging, and important, assignment than levitating chocolate, so he kicks the energy bars out the window. So, even though he's trying to kill him, Conker has something to be grateful for after all when it comes to the Professor.

Gregg, aka Grim Reaper

Follow the tips in this guide and you will hardly ever meet this guy. You see, Gregg is the hand of death and will come to take your measly soul should you perish in the toilet bowl of battle. But, he's not all bad. He will come to your aid at a key point in the game and will, at the least, give you a chuckle from time to time. Cursed with being the smallest Grim Reaper in the history of reaping, Gregg must overcome his size and squeaky voice to garner any respect in the dark world. Gregg hates cats!

Boss

Being in the family is all about respect. Should you fail to respect the family, then it's the Boss whose going to respect you right back into place. He and his Louisville Slugger, that is. The Boss may only seem to run a nightclub, but we know much better. He's the leader of the underworld in and around Windy and he's got





Characters

big plans. And if his plans require a certain squirrel to run some errands for him; so be it!

Evil Tediz

Of all the baddies Conker will encounter in his day, he hates none more than the Evil Tediz. Although you won't encounter them until you go to war, these bayonet-toting soldiers of death and destruction will surely give you nightmares once you do. They may not speak your language, but they tend to let their firepower do the talking for them. And that you had better understand.





Multiplayer

Basics

It should be no secret to you by now that the Multiplayer section of Conker's Bad Fur Day is where you're going to be getting much of your repeat gaming done. With no less than 7 games to choose from, and the ability to customize a myriad of game settings, it's unlikely that you'll grow bored with this one any time soon. Especially once you master the strategies included in this bonus multiplayer section.

But you had better read this Multiplayer Game Basics first. You don't want me to bust out the duct tape on you, do you?

Any Way You Like It

After selecting a game to play you will be given the chance to customize the settings. While certain games like Raptor and Death Match will have slightly different settings, they are all essentially the same. This is what you can expect.

Lives: This is how many lives you wish each player (human or CPU-controlled) to have. Numbers can range from 1 to 5, or if you select a time limit, it will be Infinite by default.

Time: Speaking of time limits... here you can set a predetermined length of gameplay from 1 to 10 minutes. Selecting a Time, other than Unlimited, will automatically enable Infinite Lives but will not override the Score setting, should you meet the winning Score first.

Score: Several of the games, such as Beach and Colors, will allow a Goal Score to be set. Scores can range from 1 to 40 with the first player reaching that score being declared the winner. Time limits can be utilized in conjunction with Score so as to prevent a game from going on and on forever. Again, like Colors.

Radar: Many of the games have a Radar screen in the HUD to help you track down your teammates, enemies, and special items of interest. Colored blips on the screen will indicate friend or foe and—for multi-level maps such as Total War, Colors, and Heist—the blip will be underscored or overscored to indicate whether that corresponding player is above or below you.

AI: Sick and tired of getting stuck like a pig by the bot-controlled Tediz in Death Match? If so, you need to adjust the AI. The AI settings affect the skill of the CPU-controlled players (teammates and enemies alike) and can be set to—I love this—Inbred, Crap, Normal, Bastard, or Einstein. In case you're unsure, Inbred is at the lower end of the AI spectrum.





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Kills: A couple of the games, Death Match being the obvious, will rely on the number of Kills to help designate the winner. You can pick a target number ranging from 1 to 10, or leave it at Unlimited if you want to play with a Time limit. Other setting customizations do exist, but only for specific games. These will be explained with the corresponding game on its page.

Teaming Up

Up to 4 human players can play at once in the majority of games. To do so you must have each controller plugged in and have your human friend/relative (no farm animals, please) hit the Start Button. Once you've got everyone who's playing ready to go, you can press the A Button to go to the next screen. There you can pick teams by pressing left or right on the Control Stick. To help round things out, you can press up or down on the Control Stick to shift the balance from time to the other by adjusting the numbers of bots on each team. You can also press the C Left and C Right Buttons to help "balance the scales" that appear at the bottom of the screen.

Don't Point that Thing at Me!

Unlike in the game's story mode, weapons of every shape and size litter the maps in multiplayer mode. And as you may suspect, each of them has their own strength and weakness, not to mention their unique set of controls. If you're having trouble figuring out the difference between the Uzi and the Tommy Gun, or the Chainsaw and the Knives, then this section is for you.

Uzis, M16's, and Semi Automatic Rifles

These are perhaps the best weapons to get hold of. They offer lightning-quick rates of fire and have enough oomph behind them to mow down even the most stubborn Tediz. Unfortunately, they can get a bit wieldy in a slugfest and tend to need reloading too often.

- A Button: Reload
- B Button: Draw/holster the gun
- Z Button: Fire
- R Button: First-person mode
- C Buttons: Strafe

Sniper Rifle, Crossbow, and Handgun

When the situation calls for pinpoint accuracy, these are the weapons of choice. Equipped with a high-power, laser scope these precious pups can pick off helpless opponents from a great distance. Just don't get caught in a close range fight, or else it's all over for you.





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- A Button: Reload (Handgun only)
- B Button: Draw/holster gun
- Z Button: Fire
- R Button: First-person mode
- C Up/Down + R Button: Zoom in and out with laser scope
- C Buttons: Strafe

Bazooka, Tommy Gun, Flame Thrower

This odd assortment of weapons may be controlled the same, yet they are for drastically different situations. The Bazooka is an excellent weapon for clearing a path through a crowded hall, but is extremely heavy and will slow your character tremendously. The Tommy Gun is nearly impossible to aim with any accuracy while on the run, but it is the only automatic that doesn't need reloading. Finally, there is the Flame Thrower; a good weapon for hand-to-hand combat, so long as you don't inadvertently burn yourself.

- B Button: Draw/holster gun
- Z Button: Fire
- R Button: First-person mode
- C Buttons: Strafe

Bats, Katana Blade, and Chainsaw

Many of you might scoff at the idea of using a bat or a sword when you can grab a pair of Uzis, but these little devils allow you all of your speed and athleticism while armed. The Chainsaw is very much like the Flame Thrower but without the risk of self-mutilation. And, as for the Katana Blade, it has the very special ability to make you invisible on enemy radar!

Bats, Katana Blade, and Chainsaw, cont.

- A Buttons: Jump
- B Button: Draw/holster weapon
- Z Button: Attack
- C Buttons: Strafe

Knives

The Knives are a cross between the Uzis and the Katana Blade. Sure they let you retain your ability to run and jump with the best of them, but they also give you a ranged attack. Their only downfall is that they tend to be rather weak... excluding headshots of course.





Multiplayer

A Button: Jump
B Button: Draw/holster knives
Z Button: Attack
R Button: First-person mode
C Buttons: Strafe

Grenades and Bombs

When all else fails; you can always blow them all to hell. Grenades and bombs are basically used in two situations. Either when you are on a ledge and can drop them down on unsuspecting enemies, or when you are faced with certain doom and wish to take your assailants with you. Although you can throw them, it is very easy to find yourself too close to the explosion, thus hurting yourself as much as the enemy. You must holster most weapons before you can throw a bomb or grenade!

C Down Button: Throw bomb. The longer you hold it, the further it will be thrown.
C Buttons: Strafe





Multiplayer

Multiplayer: Raptor

Raptor is another team-based game where you can choose between controlling one of an army of Uga Bugas or a Raptor. In this game you must reach a pre-determined score total by either killing your enemy or by returning to your base with something of theirs. The Raptors need to return home with an Uga Buga to feed their baby while the Uga Bugas need to throw a Raptor egg into their oversized frying pan.

The Uga Buga team accrues 1pt per kill and 2pts per egg delivered to the frying pan. The Raptor team scores 1pt per Uga Buga they chomp down on and can get an extra point if the Uga Buga is fed to the baby in the nest. The map pits each team's base on opposite ends of a large "S" with an ancient 2-story temple occupying the middle of the map.

There are a seemingly infinite number of ways to divvy up teams in Raptor, as anywhere from 1 to 4 human players can play with as many as 8 Uga Bugas in some situations. Obviously, your strategy will depend on not only which team you are representing, but how equal or off-balance the teams are. This, and the fact that you are completely defenseless when carrying an egg or Uga Buga, will determine whether you choose to make capturing eggs/Uga Bugas a priority. For example, it is not advisable to go for the eggs unless you have at least a 2 Uga advantage.

Raptor Strategies

First off, the Raptors are at a disadvantage when it comes to attacking as they are devoid of weapons. Their only attack comes from their giant set of chompers hence you had better be up close and personal when you go for the kill. Another disadvantage is the fact that in all likelihood the Uga Bugas are going to outnumber you. So this leaves you with essentially three strategies—one for even strength, one for being slightly outnumbered, and one for being grossly outnumbered.

Strategies

The easiest way to win as the Raptors is at even strength, or even when there are 2 Uga Bugas to your 1 Raptor. Simply wait at the nest and throw them to the baby Raptor as they attack. Let the first go for the egg, kill the second, and then grab the one with the egg as he runs down the ramp.

Things are a bit tougher when there are 3 or more Uga Bugas coming for you. You have got to stay on the move and all but ignore the concept of feeding the baby. Watch the radar for slow-moving blips as they will likely be carrying the egg. Catch him near the frying pan, as it is likely to be the only place there aren't any Uga Bugas.





Multiplayer

A full game of Raptor involves 8 Ugas and 2 Raptors. Not a pleasant situation if you're the Raptors. And all but impossible if you're not playing with a human teammate. Assuming you are, stick together and find a home in the Temple of near the Uga Buga base. Keep your backs to one another and try to simply kill one or two Uga Bugas for each time you die. Good luck!

Uga Bugas

Switching from the Raptors to the Uga Bugas is like stepping out of a Hyundai and into a Porsche. Uga Bugas are mean little buggers and they aren't about to take any crap from a couple of Raptors outliving their species' welcome. For not only do the Uga Bugas have the ability to overwhelm the Raptors in numbers, but the ability to use ranged weapons alone all but guarantees victory. Once again, your decision to steal the Raptor eggs or simply go for an elevated Kill tally will likely depend on the numbers of the teams. But, contrary to what you may expect, you are warned against stacking your team with an army of bot-controlled Uga Bugas as they will only help to increase the Raptors point total. The less Uga Bugas the better.

Strategies

First things first, winning with an army of Uga Bugas is not easy—but you couldn't resist the 8 on 2 challenge, right? Well, you might as well do as the other Uga Bugas do... grab the knives and stick it to them. Follow your loincloth-wearing brethren to the Raptor nest and slice them up. You might lose an Uga or two but the knives and bats will surely polish off any resistance. Since most of the Ugas will simply wait there to kill more Raptors, you can rush home to the frying pan with an egg.

Now let's address the other extreme: when the Raptors outnumber you. If you're playing a dare devil game of 2 on 1 and you're the 1, you have only one chance for survival. And it has nothing to do with eggs. Follow the trail past the frying pan and up and over the temple's ledge to the rocky walkway in the distance. In the corner will either be a Crossbow, Handgun, or Chainsaw. If it's anything but the Chainsaw you would be wise to stay on this ledge (only one way up to it) and snipe Raptors as they cross the courtyard below. Should they get past the frying pan, they will still need to cross the temple and then charge you.

Ok, so the two extremes aren't all that hard, how about 2 on 4? The best bet for winning in this situation is to find the Handgun or Crossbow and make your way to the Raptor nest with your fellow-Ugas. Get up on the ledge over the baby and blast away at the Raptors while your buds go for the eggs. Just don't fall, the baby will get you!





Multiplayer

Multiplayer: War

If there were one Multiplayer game that stresses the “team” concept more than the rest, it would have to be War. In reality, there are 2 games under the War heading: Colors and Total War. Colors is a tactical game involving capturing your opponent’s flag and returning it to your base. On the other hand, Total War is essentially a team-based Death Match with the added benefit of chemical weaponry.

Colors

Colors pits you and the enemy team in opposing fortresses, separated by a large grassy field. On the upper level of each fortress waves the team’s flag. Your job is to trek across the open terrain to the enemy base, ascend to the upper reaches of their multi-level fortress and retrieve the flag. Then you must return to your base with the flag and plant it in the downstairs lobby. The game is based on points, with one point being awarded per flag that is successfully stolen and deliver to the enemy fortress. Games involving large teams can go on for long periods of time, so be conservative when setting the point needed for victory. Should time run out while the score is tied, a winner be chosen by shooting/killing statistics.

Strategies

Success in Colors requires teamwork, first and foremost. Not only do you need teammates to provide cover for you when you make a run for the flag, but you will need people hanging back, guarding the fort while you’re away.

Start the game by clearing away the enemy team’s chain gunner and sniper. The easiest way to do this is from the tower with the sniper rifle. From the ledge you can zoom in close enough to pick them off clear across the map.

Once the chain gunner and snipers are dead, you should have a teammate start across the map. Either cover him from the sniper tower or make your way to where your own flag is and grab the Katana. Then you can wait and play stealthy defense in case the enemy comes for your flag.

The key to making it to the flag is to either use the Katana Blade for athletic, stealthy maneuvers, or to use the Bazooka to blow up the enemy guards at the entrance to the fortress.

Once someone on your team has grabbed the flag, you should either head back to the sniper tower to protect them, or equip yourself with the Uzis and rush any chasers that may be coming.





Multiplayer

Should you kill an enemy while he was carrying your flag, you had better get to the flag and to return it to your fortress. Otherwise, it will remain out in the open for another enemy to pick it up.

Total War

Total War also involves 2 separate bases, both containing a Chemical weapon. The object of Total War is to reduce the other teams numbers (can have up to 40 lives) to zero by either killing them Death Match style, or by delivering the canister in their base to the underground chemical weapons silo. The catch is, both teams members will perish if not either in the silo or wearing a gasmask when the “bomb” goes off. The number of lives left on each team will decide the winner.

Strategies

Total War can be played in a host of different ways. Some may choose to rely heavily on the canister for mass executions, while others will simply opt to play the game as a team-based Death Match. Regardless of what you choose, the following tips should help to see your team win it all.

Take hold of the Katana and use it's stealthy ability to sneak through the underground tunnels and into the enemy base. Once there you can go up the ramp to grab the canister. But rather than running straight through the tunnel to the silo, head back outside and into the tunnels outside. This will draw many of the enemy team's members away from their gasmasks.

If you wish to go the route of the Death Match, nothing could be better than parking yourself in the sniper tower and picking off enemies from clear across the map. Aim your sites on the enemy's sniper tower and pop each of them as they try to do as you do.

Another enemy-clearing tactic is to infiltrate the enemy base with the Katana Blade and wait for them in their sniper tower. As they come up the ramp to grab the mighty gun, you could hack and slash your way to victory.

Finally, there is the much-messier Bazooka tactic. From the second level of your base, at the opposite end of the ledge with the Katana, you can follow a path outside to the Bazooka. Grab the Bazooka and follow the mirror image of the same path into the enemy fortress. While waiting in the tunnel, you will have a clear shot at any enemies that choose to come after you.





Multiplayer

Multiplayer: Race

The Race multiplayer game allows you to go practice your jet board racing or, if your skills are already dialed in, then you can go head to head with a friend. Either way, Race is nearly identical to the in-game scene in the Uga Buga chapter. The only differences are that here you're not winning your money back (you can still hit people) and the course is littered with power-ups. Winning, as in most races, is determined by who crosses the finish line first. The rules are the same regardless of course.

Power-Ups

Nitro: These booster rockets will give you a small handful of extra speed. Press the Z Button when in a straightaway to let 'er rip.

Missiles: These high velocity attack power-ups will chase down enemy racers and knock them off their boards. Missiles have an incredible homing ability so you mustn't worry about aiming.



Strategies

On the harder difficulty settings it will be imperative that you get a good jump start on the competition. Swing your bone as you cut to the left to pick up the Nitro and use it ASAP to get the jump on them.

Try to not let any power-ups go to waist. Pick up every one you can (you can carry 3 missiles at once) and if you're about to grab one you already have, use the one you do so as to make room in your inventory.

Back off the throttle in the caves. Unless you're a certified jet boarding pro, you will live longer if you don't push Up on the Control Stick while navigating the tighter caves.





Multiplayer

Multiplayer: Tank

Similar in style and objectives to Total War, Tank puts four teams against one another with the ability to perform mass destruction by detonating a chemical cocktail. As was the case with Total War, you can ignore the idea of the chemical canister in favor of obliterating your opponents with pure gunplay. That is, unless your opponent grabs the canister first! Finally, Tank relies on a number of Kills to settle the winners from the loser, so whether or not you ever pick up the canister, you had better be on the offensive.

One of the subtleties of Tank that make it even more exciting is the ability to “share” a tank with a friend. By enabling Tank Turret, you can have one player drive the tank, while the other person aims and fires.

Power-Ups

Shield: The shield will limit your damage from enemy gunfire for a set amount of time.

Super Charged Gun Barrel: You will get to fire off 3 super-charged shots with the addition of this power-up. Each shot, should it hit an enemy tank, will result in a one-hit kill.

Nitro: Press the A Button for a boost of super speed when carrying the nitro packs.

Telescopic sight: This allows you to switch into first-person mode and zoom in and out when firing. It is very similar to the sniper rifle or Handgun.



Strategies

One of the easiest way to quickly rack up the Kills is to speed off towards the canister and then make the return trip to your base as fast as you can. Skilled tank operators will even be able to rotate the turret so as to blast any enemies in pursuit.

A more defensive-based approach is to watch the radar when someone grabs the canister. Figure out which base their delivering it to and beat them there. You can then park in their base and blast them as they draw near.

Finally, you can grab the canister and then take off for a power-up. Destroy your enemies and then slowly make towards your base. Once the radar suggests that they may be looking for you, rush into the base to let the gas loose. With any luck, you’ll catch them all outside.





Multiplayer

Multiplayer: Death Match

There's no flag to find, egg to deliver, or tank to drive in Death Match. Here it's you versus everyone else in a hide and seek match up with every weapon in the game. Games can range from 4 to 10 players and there aren't any teams to worry about. It's kill or be killed. To help you survive the madness, we've put together a couple of tips for each map, the rest is up to you.

Bunker

Bunker is a map unlike any other. There are fire traps, electrical hazards, and even a bathroom where you can only use your, ahem, other weapon. And in the midst of it all is an enormous Chaingun.

Bunker is one of the more conducive maps for playing a game of hide and snipe. Should you find the Handgun or Bazooka and like the idea of sitting and waiting, you can do so behind the crates near the fire traps. Push the switch and then shoot the foolish victim as he rolls around on fire.

Another good trick in Bunker is to get to the Chaingun and simply watch the radar. Quick spins in the chair will be needed to keep the 3 hallways clear, but you can rack up the kills quickly in the chair.

Temple

First off, don't be the Raptor. The Temple map is the same as that in the game Raptor minus the eggs and the baby Raptor.

One way to rack up quick points in the Temple map, especially early on before someone finds a gun, is to stand on the outer ledge of the temple and rain bombs down on everyone below. Continue picking up the crate of bombs to keep your stash up and just let them fly.

The Temple map is almost ideal for playing ninja. Get the Katana and keep to the interior of the temple where no one will see you on the radar or in view as the walls will conceal you. Don't go outside as you can risk being sniped.

Finally, there is the idea of sniping with the Handgun. Follow the ledge past the temple to the dead end where the Handgun is and pick off Ugas as they scamper about below.





Multiplayer

Total War & Colors

These two maps are the same as they were in the War Multiplayer games, without the chemical canister and flag. In addition to the tips here, see the War page for more strategies for these very similar maps.

Both of these maps contain towers with sniper rifles in them. Make your way to this tower ASAP, grab the gun, and get your back against the wall. Watch the radar to see if anyone is coming to get you. If they are, keep the gun aimed at the entryway and pop them when they appear. If the fortress is empty, slide over to the window and start sniping those on the ground outside.

The other strategy that works amazingly well is to find the Katana and go undetected through the fortresses. Stay inside and use the tunnels and paths to get around. Sneaking up on unsuspecting snipers is always a blast!

The Vault

This is the map from the Heist multiplayer game and many of the tricks used to clear away enemy weasels can be employed here to up your Kill tally.

Make for the hidden Sniper Rifles through the 3rd floor tunnels. Once there you can get a bird's eye view of the main center room as well as the second and third floor ledges. This works especially well against human players who don't know how to get up there.

Another trick that works well is to park yourself on one of either the third floor ledge or on one the ramp that crosses over the first floor hallways. In either location you will have the ability to take out unsuspecting enemies in either direction without the worry of being snuck up on.





Multiplayer

Multiplayer: Heist

Ok, here's the skinny. You and three other wise guys are going to be busting one another up in a knockdown brawl for cash. A bag of money will be placed in the center of the circular bank and it's up to each of to get the money and deliver it to your corresponding vault. But, since only one of you can get on the Boss' good side, the competition over stealing the money is pretty intense. To say the least. Essentially, when you've got the money you had better run. When someone else has the money, you better make good and sure they don't get back to their vault alive.

Once someone picks up the money, the "\$" on the bottom of the screen will blink to show you who it is. Should they die while carrying the money, the money merrily bounces back towards the center of the bank. It's a white blip on the radar: follow it! A winner is decided once a team/person delivers the requisite number of moneybags to their vault.

Strategies

Get the Bazooka. There is no easier way to get the money than to blow the three other weasels away with the Bazooka and then grab the dough while they are regenerating back at their vaults.

Almost as good as the Bazooka are the bombs on the second level of the bank. Stand back from the railing of the center room and toss these little prayers from above down onto the other weasels and they crack each other over the head with their bats. Jump down and grab the loot while they're back their vaults.

Ok, so you've got the money, now what do you do. Well, first off you had better memorize exactly how to get back to your vault. Sometimes running off of the banked ramp into your main corridor is easier. But, regardless of which direction you go, you had better swerve around a lot to avoid the Crossbow and Bazooka shots fired by your pursuers.

If you're in the lead and can risk letting one of the opponents score, let them. While the other 3 duke it out in the carrier's vault, you can wait in the center room for the next bag to appear. Once it does, you'll have clear sailing all the way to your deposit box. This strategy works even better if the previous money-carrier is opposite you on the map.

This last strategy involves playing as a two-man team—something you should only do with a friend. Send one of you to the third floor and enter the secret darkened tunnel to emerge on the sniper platform high above the bank's floor. From there you can snipe away many of the other weasels while your teammate waits against the wall for the room to be cleared. As soon as your teammate goes for the money, you can jump down to the second floor and take up your sniping activities from the second floor ramp. In effect, watching his back while he delivers the dough.





Multiplayer

Multiplayer: Beach

If ever there was a game in which ruthless, nonsensical violence was blatantly glorified for entertainment, this is it—and it rocks! Beach pits the Frenchies against the Tediz in a battle for freedom. Here you will play as either the Frenchies who must run up the Beach and through the gates to freedom, or you will play as the Tediz whose job it is to prevent the Frenchies from reaching their precious Paris.

Beach is a game based on points, where points can be won in only a couple of ways. If you're playing as the Tediz you will get one point per Frenchy that dies, whether by your bullets or by the timed laser attack. The Frenchies on the other hand have two ways of scoring points: either by making it through one of the tunnels leading to safety, or by pressing the large plunger in the center of the map. The plunger will detonate a small charge in each of the three rooms of the fortress thereby recording one point per Tedi you are playing against.

This game is entirely based on skill, both as a marksman and as a runner. In addition to the plunger, the Frenchies have nothing more than a couple of vials of speed-increasing Vitamins to assist them. They are essentially innocent, unarmed, refugees. The Tediz, whose task it is to assassinating said innocent, unarmed refugees, are equipped with several weapons. You can opt for the Chaingun in the center room downstairs, or go up the ramp to either the Bazooka tower or the Sniper tower.

Note: You will automatically be equipped with the Bazooka or Sniper Rifle depending on which ramp you ascend. Only 1 person can be in a particular tower at once.

Frenchies

The Frenchies begin their journey on one of 2 docks in the water. As soon as you near the sand you are immediately within range, and sight, of the Tediz so you had better get moving. Regardless of whether you start on the right or left, you have got to get into the ditch running parallel to the beach ASAP! Don't just run straight for it though. Zigzag and jump around in case the sniper is trying to get a lock on you. Once inside the trench, follow it to the right where you will go through a tunnel and onto the ledge on the right. Use the stone walls for cover while you decide which route you wish to take. Here are your options.

Option 1: Jump down to the lower level straight ahead, grab the Vitamins in the corner near the right edge of the map, and high tail it to freedom while hugging the right wall.

Option 2: Cross the bridge and enter the small tunnel on the opposite side of the map. This will bring you to a small ledge near the exit on the left. You should be warned, however, that you can easily be knocked into a bottomless pit via this path.

Option 3: Cross the bridge carefully and jump onto the narrow ledge leading to the plunger. Although the Tediz will be signaled as soon as you touch down on this walkway, you can evade any firepower with careful





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jumping. Be sure to land on the plunger on your first attempt, for you might not get a second.

The other routes you can take all involve going near the center road, something that is not recommended. Bot-controlled Tediz have a fascination for the Chaingun and will always use it to keep the center road covered. But that isn't to say that there aren't other ways to rack up points. If you are playing with several other Frenchies, you can get a double whollop on the Tediz going for the plunger twice in a row. Although it takes 30 seconds to reset, a quick and agile Frenchy can make 2 hits by himself, thus scoring several points for killing the Tediz and many more for relieving the pressure on the other Frenchies.

Tediz

The Tediz have it easy compared to the Frenchies. They get to sit in their fortress and pick off the Frenchies as they scamper about the landside like an army of ants on a piece of watermelon. Although a bot-controlled Tedi will almost always park himself in the Chaingun chair, you can always remove him and thus have your pick of any of the three weapons. Although each weapon has their strength and weakness, your ultimate strategy should depend on the number of Frenchies running at you and whether or not you have a human teammate.

The key to winning as the Tediz is to master each weapon's area of responsibility. As was mentioned earlier, the Chaingun provides excellent coverage for the road running down the center of the map. The only problem with this is that even Inbred, bot-controlled Frenchies are smart enough to not run straight down that road. This means leave the Chaingun for the idiot Tedi may accompany you. The Sniper Rifle's area of responsibility is the docks and beach. Yes, it's true, a skilled sniper can kill Frenchy after Frenchy without ever letting them touch the sand. If their head lights up red, they'll soon be dead! But, in addition to the docks and beach, the sniper is also essential for taking out any Frenchy who decides to go for the plunger. Finally, the Bazooka is responsible for the area up closest to the fortress. By standing nearest the window, you can effectively blast anyone coming down the left, while still being able to knock Frenchies who cross the bridge into the pit of death.

There is no beating a two-human team with one person armed with the Bazooka and the other taking care of business with the Sniper Rifle, but that doesn't mean you can't win alone or with a bot. If playing solely by yourself against more than 3 Frenchies you will need to use the Bazooka as it is the only weapon that can cover both exit tunnels. If playing with a less number of Frenchies, you may wish to try to alternate between the Sniper Rifle and the Bazooka. Finally, should you go at it with a bot on your team, go for the Sniper Rifle and keep your sites trained on the beach and dock area.





Walkthrough

Chapter 1: Hung Over Scaredy Birdy

The only thing worse than waking up with a hang over, is waking up with a hang over and not knowing where you are. And it is with this set of unfortunate circumstances that we begin our journey. Our trip through one long, hellish day in the life of a squirrel named Conker. And what a strange trip it will be.

Begin the game by steering the flailing Conker across the grassy patch near the stream and into the farmer's field on the left. You can amuse yourself with the controls of the drunken squirrel by attempting a punch (B Button) or a jump (A Button), but there will plenty of time for that later. Either way, schlepp your way to the drunkard of a scarecrow, Birdy.

In between slurs and belches, Birdy will make himself useful by spilling the beans about Context Sensitive Zones. Large B-Button Pads will appear throughout the game and will provide Conker with whatever item or weapon he needs at that particular instance. Of course, you won't only see the light bulb and hear the magical "ting" when on a B-Button Pad; there are secret places throughout the game where you will encounter an unmarked Context Sensitive Zone as well. Hop aboard the nearby B-Button Pad and press the B Button to whip out a forty and hand it over to Birdy. You can press the B Button twice more to get the know-it-all scarecrow some helium and another malt beverage.

Stagger out the gate to the B-Button Pad near the stream and use it to scrounge up a sobering tonic. This isn't the only time throughout the game when you're going to need to sober up. Keep an eye out for both B-Button Pads and first aid chests whenever you've gotten Conker, shall we say, chemically inconvenienced.

Pan Handled

Okay drunk boy, it's time to start heading home. Dive into the stream and swim for the island near the waterfall. Once out of the water Conker will remember just how athletic he is. Pay attention to what he has to say or re-read the Game Basics section, either way it's your call. High Jump into the air and hover across to the tree branch on the left. Make your way up the side of the cliff, past the locked door and over the walkway to the large stone bridge at the top. Don't worry about falling should you not make a jump on the first attempt; you will harmlessly land in the water below and be carried back towards the starting point.

Across the stone bridge sits a rather large, very ugly, and seemingly immovable Gargoyle. Content to spend the next thousand years sitting atop the bridge, the Gargoyle is not about to move for some stupid squirrel. Return to the foot of the bridge and High Jump into the air to grab the lever. Pulling the lever down will open the door to the cave you had passed earlier. Retreat down the cliff to the now-open door and go on in.

As soon as you enter the small room the door will slam shut behind you. Upon first inspection the only thing in the room is a happy-go-lucky Key, but it's what Conker remembers in this room that is so important. And after a few moments Conker realizes that he always keeps a sturdy frying pan with him for times like this.





Walkthrough

Smack the Key senseless and carry it to the door. Once the door opens, head back to the stone bridge.

Gargoyle

Without hesitation, run up to the pompous sculpture and crack him with the frying pan. Don't worry about his laughing at you; before you know it he'll be freefalling into the depths of the canyon below. But, as you might have expected, there is a quite a big shockwave produced and the tunnel

ahead of you is now sealed shut by a rockslide.

Leap onto the largest boulder and from there, high jump and hover to the wooden platform on the right. Use the B-Button Pad to whip together some dynamite and a plunger and use it to blow away the obstacle. Enter the tunnel to reach the next area.

BUT, while you were busy scampering about the cliff side, the Fabled Panther King has reached a boiling point with his 3-legged table. And if the King's glass of milk falls once more everyone, especially the Professor, will endure the wrath of his duct tape.

Chapter 2: Windy Mrs. Bee

Before you start running errands for Mrs. Bee, there are a couple of things that need going over.

Critical for your survival, and quite possibly your demise, is the delicate situation between Professor and the Panther King. The threat of duct tape has certainly lit a fire under the Professor's feet, causing him to clear his table of any current projects so as to concentrate on the Panther King's table. Clearing his slate meant tossing his anti-gravity chocolate out the window of the castle.

Not only does this chocolate magically levitate, but it has somehow multiplied as well. Not that were complaining; the chocolate is Conker's life source and can be eaten to restore 1 block of energy (maximum of 6) to his health meter. Falling off of cliffs, getting beaten up, bit, shot at, or any other nasty way you can incur harm will slowly take away your health. Lose all 6 pieces and Conker will be pushing up daisies from 6ft under. That doesn't mean the game is over.

The first time you die in the game you will meet the not-so Grim Reaper, Greg. He'll explain, much to his dismay, that you're like one of those damn cats... numerous lives. For as long as you have a Squirrel Tail in your inventory you'll be able to bounce right back to life and keep on going.

You should also note that the Windy chapter/area is a hub. You will return to this area to enter new areas after completing other chapters in the story. You will not be able to play through every scene in this chapter





Walkthrough

on your first visit.

Make your way down the sinuous ledge to the signpost at the bottom. Grab the Squirrel Tail off the back of it and, since you're still in a good mood, follow the trail in the "Nice" direction. There you will come to Mrs. Queen Bee who will ask you for a favor. Get used to this, as everyone in the game seems to need something from you.

While her husband was off gallivanting last night, a bunch of wasps came and stole her hive. You got to get the hive back for her—or hear her crying for an eternity. Getting the hive (this time) is a simple matter of returning the way you came and following the trail in the "Nasty" direction. Travel past the barbed wire and up the hill. At the top of the hill is the stolen hive. Run up to it, pick it up and take off back down the hill. Although the wasps are hot on your tail you will have no problem getting it where it needs to go should you steer clear of the dirt mound across from the barbed wire.

Once you get the hive back on its foundation Mrs. Queen Bee will give you some money as a reward. You've just gotten yourself your first batch of \$100. This money will come in handy throughout the game so whenever you have a chance to grab some, do it!

Want some love? Long time? Cross the bridge past the hive to Birdy and grease his palms with \$10 and he'll give you the Manual. Conker will automatically read the Manual before trying to use the more complicated Context Sensitive Zones throughout the game. If that wasn't cool enough for you, your 10 smackeroos will return to you as you leave the haybag.

Hop aboard the B Button Pad and whip out the slingshot. After reading how to use it start taking out the 4 dung beetles near the tree stumps. Each beetle will need 2 hits to be put away so work on them one at a time to prevent an ambush. Once the last beetle is dropped an entrance will open up in the tree behind them. Although it seems that you may be able to explore the area outside Poo Cabin, you must go through the tree to advance the game. So go on through the tree to play through the Barn Boys chapter.

Poo Cabin (after completing Barn Boys)

Once you're done with the Barn Boys chapter you can enter the dung-filled area to the left of the tree. But, just as you begin to don your gasmask, in a far away caste, a solution has been found for the Panther King's table. It appears that the gap between the table and floor is the same height as a red squirrel. Watch it Conker, you fit that description rather well.





Walkthrough

Mosey on into the cabin to talk with the head dung beetle. This bossy beetle will quickly offer you up some poo. You may refuse for now, but you're going to need some dung balls sooner or later and the beetle knows this. So do as he says get in the whole, find the cows, and get 'em to crap! Then and only then will he make you a ball of poo. Tap the B Button as the light bulb goes ting over the trap door to turn into an anvil and smash your way into the hole below.

Walk through the tunnel to the large gap (don't worry about falling you'll reappear in the cabin safe and sound) and leap onto the nearest rope. Jump and hover from the top of this rope to the one nearest you. Leap once more from this rope onto the one at the opposite end of the beam, and from there into the tunnel where the sewage is flowing out.

This last jump is a bit tougher to make. Be sure to keep your back to the rope you're leaping to, jump from the highest point on the rope, and hover as long as you can.

Once you make it into the tunnel near the rope, trudge your way against the current to emerge in a small barnyard.

Pruned

Immediately after entering the area Conker will start getting bad vibes from the area's resident bull. It's that red thing. Cross the grassy area to the left and make our way up the various ledges and rooftops where the dung balls are rolling down.

Spin the wheel atop the building by running clockwise around in circles. This will open the valve to the prune juice, thus filling the trough will nature's true laxative.

Warning! If you have any dainty, prim and proper guests in the room, especially those of the girlfriend variety, ask them to leave before proceeding. Consider yourself warned.

Yee Haw!

In case you haven't picked up on Conker's not-so subtle hints, your next task is to get the bull to ram the bulls eye. Make your way to the target and wait for the bull to charge you. Listen closely for the hooves as he rushes you and jump and hover over the top of him. This will send him careening into the target, thus dropping the gate to a hidden stable. Out will emerge a cow in need of some grass. Again Conker will hint to you what needs to be done next; but in case you don't pick up on these sort of things, you must get the bull to hit the center of the large





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target and hop aboard while the bull tries to free his horns.

Make your way to the area in front of the large target and wait for the bull to charge you. Leap and hover above the bull while his horns get stuck into the target. Drop down onto him, press the B Button in time with the ting, and get ready for a ride. The bull is going to fight you while you ride him so don't be surprised should he throw you into the moat. Nevertheless, aim the bull towards the cow, and press either the Z or B Button to charge the cow. After just one hit the cow will give up on grazing and mosey on over to the trough for a bit of a drink.

To her dismay, that ain't cranberry flavored water she's drinking—it's prune juice. And after just a few tolerable moments, she's got a full-blown case of the screaming squits! Like you know what through a goose, the prune juice definitely did her in good. And although it appears like she's giving the dung beetles more poo than they can handle, you actually have to get 2 more cows to do the same thing. Thus, to make room for the next cow, charge this cow one more time to completely gib her.

Just as you knock her to pieces another target will appear. Once again you must get the bull to hit the target to open the gate for the next cow. Only this time, it will take 2 hits before she decides to step up to the trough. Grab the bull by the horns (I couldn't resist) and steer the brute into her until she also goes for the prune juice. Then, once she's gone number 2 long enough, bust her open with the bull's horns.

Two down, one to go. Once you get the third and final cow into the yard, you'll have to get back on the bull and use it to hit this one 3 times before she'll drink. Fill up on chocolate to help withstand any throw-offs and put the finishing hit on her once she's done adding to the pool of poo. Once the bull falls through the grating and into the slop leave the area the way you came and get ready for the nastiest swim of your life.

Sewage Sucks

As soon as you enter the diarrhea filled cavern swim across to the small alcove in the wall and use the B Button Pad to have Conker take a dose of Confidence Pills. With a little dose of easy to swallow sized macho, Conker will shed the swimmies and finally dive under water. Diving underwater simply requires you to use the B Button, but watch that air meter! If you see Conker turning blue, you had better get some air.

Swim back to the area where all of the ropes were and grab the Squirrel Tail from the very top. Grab any chocolate and dive all the way to the bottom of the room where you had earlier come through for the first time. Get some air, grab the money, and then make your way back to the opening in the floor of the cabin. Climb out of the muck and dry off. But don't think for a second that your adventure with poo is over. Your balls are ready!

Great Balls of Poo





Walkthrough

Back outside the caver, with your gasmask on, you will find the head dung beetle with the poo ball he promised you earlier. Push the ball through the current of sewage between the mountain and ladder. Continue pushing the poo ball straight over the edge of the cliff and into the lake below. As luck would have it, the ball lands right on a Spike Mine, rendering them defenseless. Should you miss him, return to the cabin and grab another poo ball.

Jump down to the ledge near the lake and use the switch behind the shat-upon Spike Mine to release the plug at the bottom of the lake, thus creating a whirlpool. Carefully make your way around the lake to the corridor on the far side and pass through it to enter the Bat's Tower area.

Wasps' Revenge (after completing Uga Buga)

The ol' wasps are back up to their tricks again and this time Mrs. Queen Bee is posting up one heck of a reward if you can help her. For \$400, Conker would do just about anything. Actually, he earlier swam through raw sewage for a ball of poo—make that he would do anything for \$400.

Return down the “Nasty” path once again, this time going up the hill and into the wasp's nest. Once inside the wasp's nest you will encounter the stolen property. Approach the Queen Bee's hive to be tossed behind the controls of a gun turret. There's a real good reason why you're in a gun turret; the wasps are coming!

Use the Z Button to fire (you can hold it down) and the Control Stick to aim. Keep one eye on the crosshairs and one on the radar screen. The wasps appearing as red blips on the radar are those that are nearest you, so go after them first. Although the first couple of swarms of wasps are relatively easy to take care of by keeping the guns pointed in the center of their group. By and large, most of the wasps will fly right into the path of the whizzing bullets. Avoid trying to chase down the stragglers and keep smokin' em.

The final batch of wasps is by far the most difficult to fend off. Here you will be swinging the guns wildly, rotating in complete circles at times. Go after the largest bunches of wasps first and always be on the lookout for red blips on the radar screen. With a little luck, and some good aim, you'll put the attackers to rest. Permanently.

Once the last swarm of wasps has been dealt with accordingly, Mrs. Queen Bee will come in to tell you to get moving. Press the A Button to leap out of the turret gun, grab the hive, and make your way back down the hill to the “Nice” path. Plop the hive down on its foundation and collect your money.

With the Queen Bee satisfied, and your pockets a little deeper, return to the wasps nest and enter the honeycomb area above the door to the left. Make the jump to the ledge above the entrance to pick up some more money.





Walkthrough

Mr. Barrel

Chances are, you've wandered up the hill leading to the windmill earlier in the game, only to be told you didn't have enough money to do anything. Whatever that anything is, it's time to do it! Make your way up the hill by inching forward to draw out the worms and then high jump and hover over them. The worms are very adept enemies and are a struggle to get past if you aren't careful. Be careful.

The \$2,110 you have in your pocket is enough to get Mr. Barrel to help you out. Jump atop the barrel and use the control stick to roll it down the hill. Hug the hill to the left and crush all of the worms as you go. Once at the bottom the barrel will bust through the locked passage in the stream. Fill up on chocolate and swim through the opening to start the Spooky chapter. Get yourself some popcorn; you've got a long cutscene ahead of you.





Walkthrough

Chapter 3: Barn Boys Marvin

Your first task in this crazy farmland lies across the stream and up the stairs to the right. There you will encounter a most noxious mouse named Marvin. Also on the right side of the barn are two metal crates. This is where you come in. Jack's enormous girlfriend is petrified of Marvin and won't get off Jack until the mouse is exterminated.

To help your cause, Jack offers up the assistance of his buddy Burt, a metal crate guarding a stable of cheese wedges. Looks like it's time to build a better, or at least more disgusting, mousetrap.

Make your way back past the beginning of the area and around the barn to the left. Sneak past the two hopping crates by hugging the rocks on the side of the trail and continue on to Burt.

Upon hearing Jack's name, Burt decides to open the gate to the stable for you. Although this might not seem like such a big deal, you can't jump when carrying something.

Enter the small pasture (so this is where pasteurized cheese comes from) and smack one of the wedges with your frying pan. Quickly pick up the cheese and take off down the path to Marvin. Getting past the two bouncing crates is a little harder with the cheese in your hands as you can't leap off the ledges to the left. Instead, sneak past the first crate on the right-hand side and slowly walk towards the second crate. Wait for it to reach the bottom of the trail and then, when it starts to hop towards you, run underneath it. And if you were thinking about waiting around for just the right moment, don't! The cheese will leave your hands should you take too long.

Marvin isn't just satisfied with a solitary slab of cheese. In fact, he wants three pieces. Giving Marvin this much cheese does more than ruin his appetite; it causes him to explode. But, despite the mess an exploding mouse might make, Jack's woman kindly gets off his back—literally. Jack's repayment to you? A tip that there is something really special going on inside the barn.

Mad Pitchfork

Jack's significant other isn't only fatter, but she's taller as well. Hop onto Jack and then onto the girly crate. High Jump and hover over to the gutters and make your way onto the roof to the right where you will find some chocolate, some money, and a large button. Press the button to open the main entrance to the barn and then carefully hop back down to the ground.

Back on terra firma, make your way around the barn until you come to the newly opened entrance. Go on in, something special is waiting for you inside. And that something is... a beating!





Walkthrough

No one in the barn takes kindly to your presence and, when questioned about something special, one of the haystacks locks the door behind you. All of this commotion is overheard by Franky the pitchfork and his crazy companions, Mr. Paint Bucket, and Mr. Paintbrush. Together they decide that it's Franky's turn—no his obligation—to kick your butt! We'll see about that. Make your way through the family of haystacks and approach the group of ruffians in the back corner. Franky doesn't like your type and is ready to stick it to you good.

The only way to beat Franky is with guilt. Lead Franky towards the crowd of haystacks and trick him into busting apart each of the haystacks with his point fork. To do so, stand in front of a haystack and jump and hover when Franky rears up to stick you. Should you time it well, he'll go right under you and into the haystack. Clear the room of the bigger haystacks first to give yourself more room to run. Should you get poked a couple of times, take comfort in the chocolate that lies near the door and also in the corner opposite the lever on the wall. But whatever you do, keep on the move.

Finally, once the final haystack is reduced to a pair of bouncing eyeballs (which you can squish with your shoes), Franky will retreat to the consolation of his painting-type buddies. As if. Mr. Paint Bucket doesn't waste any time in telling Franky about how bad his butt kicking abilities are. If that wasn't bad enough, he suggests the poor schmuck go and kill himself. And that's what Franky tries to do. But, as it turns out, he can't even kill himself right. Stupid Franky tried to hang himself despite not even having an esophagus.

Franky's going to have to hang out by himself for a while; you've got other things to tend to. Head back to the other side of the barn and leap onto the lever across from the door. In addition to opening the locked door, it opens a hatch to the loft of the barn, thus causing King Bee to fall into the ditch below.

Sunny Days

Outside and to the right is the King Bee, still a little dazed from that spill he took off the loft. If being dumped on his head wasn't bad enough, his wife caught him sleeping around and has since given him the boot. This poor fellow needs to be cheered up. And what better way to do it, than to hook him up with the same pair of lovely big boobs that got him into this mess in the first place.

Walk across the bridge to the trail across the stream and approach the sunflower. To Conker's dismay, she's a little on the bashful side and won't dare go near Conker's long, tickly tail. Fortunately, as you leave the sunflower and walk back across the walkway towards King Bee a small swarm of bees will begin tickling you. As it turns out, this particular species of bees get their kicks tickling sunflowers. Lead them back towards the sunflower and watch them begin to tickle her. Should you bring even more swarms of bees to the sunflower, she'll entertain the idea of getting back together with King Bee.

To get the King Bee and sunflower back together again you will need to bring a total of 5 swarms of bees to





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the sunflower. You can go and fetch the remaining 4 all at once to save yourself unnecessary trips across the farm.

Bee #1: The first group of bees will talk to you as you leave the sunflower. They can be found on the platform below the entrance to the loft.

Bee #2: This group of bees is located at the very beginning of the area, where you emerged from the hole in the tree. Walk up the rocks a bit to get them to follow you.

Bee #3: Climb back up onto the barn where you had earlier pushed the switch that opened the barn doors. There, at the edge of the rooftop, is the next group of bees.

Bee #4: Carefully make your way onto the upper roof of the barn and climb the ladder leading upwards towards the huge bucket in the sky. Walk the edge of the bucket to the left to find the next swarm of bees.

Bee #5: The last group of bees can be found on the rocks surrounding the cheese wedges. Leap onto the rocks where Burt had been standing and follow the ledges around the stable counter-clockwise.

Secret Squirrel Tails: Just to the left of where Bees #5 is located is a secret Context Sensitive Zone. Leap into the air and hit the B Button as soon as the light bulb goes “ting”. Conker will turn into an anvil and smash apart the rocks below. Hidden in those rocks was a cave containing 10 Squirrel Tails!

Bringing all 5 swarms of bees to the sunflower will get to her open up a bit. And King Bee is all over it! Sunflower isn't going to leave you out of this fracas. Once King Bee has, err... finished pollinating her, sunflower will offer you the chance to bounce on her enormous breasts. High jump onto her chest and bounce upwards into the air three times. On the third jump you will be able to hover into the cave and grab your next bundle of money.

Barry + Co

Now that you're done lifting King Bee's spirits, it's time to do something about stupid ol' Franky. Return to where the first group of bees was and wait for the wooden crate to rest below the entrance to the loft and then quickly leap onto the crate and then into the loft. The bats that introduce themselves as you enter will try to knock you out of the loft. Nevertheless, you've got to get past them and reach the other side.

There are two ways to do this. You can either leap from platform to platform (be careful not to hover too far), or you can try walking across the narrow beam. If you choose the latter, you'll be happy to know that you will encounter several Context Sensitive Zones along the way. Pressing the B Button in time with the light bulb will make Conker reach for a flamethrower and use it blast the swooping bats.

Once you reach the final platform you will find yourself atop a B Button Pad. Press the B Button to equip





Walkthrough

Conker with some deadly throwing knives and practice your aim with the bat to your left and any of the others that you missed earlier. Once the bats are eliminated turn your sites on Franky. Well, not Franky himself, but the rope just above his head. A well-aimed knife will cut the rope and drop Franky to the floor below. Franky is ever indebted to you and will help you on your journey. Well, as long as he's helpful that is.

Buff You

Franky is going to prove his worthiness right away as an enormous, angry haystack is coming straight for you. Quickly jump onto Franky and pogo stick your way towards the nasty haystack. You're going to have to hit the giant haystack a total of 3 times by rearing up and stabbing him with the Franky's forked end. Use the B Button attack.

This particular haystack isn't going to merrily bounce around while you impale him. Instead he's going to be trying to knock you off of Franky every chance you get. Avoid his arms and back away after each attack. Should you fall off of Franky, simply run to the far side of the room, grab some chocolate, and then get back on Franky. Before long you will come to realize that this haystack is actually a Haybot! Don't let his circuitry scare you, simply continue going after him with your pitchfork pal. Once you hit him a third time, he will start bounding around the room, ultimately causing it to collapse. This battle will continue in the basement.

Haybot Wars

Let the games begin! Not only is the battle not over, it is only now starting to truly heat up. Below the barn where you landed is the water supply room containing 3 large water pipes. Also present in the room are 3 pairs of dangling wires—all live. To defeat the Haybot, who has recently equipped himself with some pretty hefty rocket launchers; you must figure out a way to combine his metallic skin with the wires and water at the same time.

Quickly jump back onto Franky and take cover behind one of the pipes. Should you need some chocolate, there is some to be had near the Exit sign. Step out from behind the pipe to get the Haybot's attention and then quickly duck behind the pipe once he fires. His rockets will exploded against the pipe creating a rather large break in the pipe. Although the Haybot is smart enough to hold his fire while water is spilling from a pipe he can't help but charge after you. Carefully lure him closer to the water. Once he steps into the water he will get both wet and electrocuted at the same time, resulting in a momentary short-circuit.

At this point, the Haybot will retreat to the center of the room and spin helplessly out of control. Hop over to him and wait for the red "Do Not Push" button to face you. Jump straight into the air and mash the B Button just as the light bulb appears. This will make Conker do exactly what the button tells him not too and push the red it. Your timing has to be perfect to do this; should you fail quickly hurry back to the water and lure the Haybot into the stream once again.





Walkthrough

Pressing the red button on his back will cause one of his arms to become severed. The water from the pipe will also stop flowing. Grab some chocolate if you need it and head to the next pipe. Repeat the process two more times using the remaining pipes to douse him with water. Once you get the third hit in on him, Haybot will be no more!

Frying Tonight

Just as Conker is finished taping up the splintered Franky the water begins to rise. Although you do need a way to the top of the tower, if something isn't done about the wires, and quick, there's going to be the strong odor

of sizzled squirrel fur in the air.

Head towards the Exit sign and climb the ladder to the B Button Pad above you. Equip Conker with the knives and take aim on the 3 wires nearest you. The first wire of concern is directly behind you and low to the floor. The other two straddle this wire and are slightly higher in the air. Aim the knives at the "linchpin" piece of the wire and drop them harmlessly into the water below.

Once the third wire is cut down, dive into the nasty water and swim towards the ladder on the left. There is another B Button Pad and 3 wires at the top of this ladder needing tending to. The first wire is directly behind you as you climbed the wire and is clear across the room. Aim low and steady and take this one out first. The final two wires are on the wall behind you, one to the left and one to the right. Cut them down as quickly as you can before the water rises up to touch you.

With the last of the wires cut down, swim across the room to the right and exit through the opening in the wall. The hole in the water leads to a small room in the barn where you a monk, some chocolate, and \$100 can be found. Stand atop the Monk's tablet and let him throw you into the air. Once airborne, guide your furry critter onto the loft to grab the money. Leave through the doorway.

Slam Dunk

Now outside the barn on a small ledge, you find yourself with no place to go but up. So get climbing! Navigate the series of ladders leading skyward while watching for the handful of wasps that will try to knock you down. There are a total of 4 wasps to avoid, 1 on the lower ladder, and 3 on the upper one. Your best bet for not getting knocked off is to simply take your time and watch their movements.

Once at the top you will get a chance to step out onto the high dive above the pail of water below. Only there's no water in it anymore! To minimize the chance of making a very big mess when you hit the bucket below, high jump and hover to the second piece of chocolate. Just as you reach the outer piece of chocolate (whether you need it or not) a light bulb will appear. Pressing the B Button here will again turn Conker into an anvil, thus allowing him to smash down into the bucket below safely. Doing so not only gets Conker down in one piece but also opens up the small tunnel near the entrance to the area.





Walkthrough

Climb up the ladder and make your way down off the roof of the barn. Head to the newly accessible tunnel where you can find a Squirrel Tail and some money. Return through the hole in the tree as this area is now completed.



Chapter 4: Bats Tower

Mrs. Catfish

Everyone is looking for a favor today and it doesn't end when entering the lush landscape surrounding Bats Tower. Here a school of pompous Catfish won't even give you a chance to orientate yourself before they request your services. Your job is simple: take care of the Bullfish guarding their safe and they'll share the reward with you.

Bid the ladies farewell and leap into the water. Swim upstream and enter the small cave behind the waterfall to find a Squirrel Tail and some chocolate. Continue your swim upstream towards the lagoon at the end. Steer clear of the nasty dogfish, take a big breath of air, and dive down into the passageway and up into the room at the base of the tower.

Barry's Mate

With a name like Bats Tower you can be sure you're going to be doing some climbing. But, before you do, you must approach the small cog on the wall by climbing the steps. The split personalities of the cog will show themselves as he so rudely—and then kindly—requests that you bring his 3 lady friends back to him. And with that request, a lift is lowered to you from above.

Hop aboard the lift and ride it to the lowermost walkway where you will begin your climb to the top of the tower. To do so will require you to cross the void from one side to the other via the narrow beam in the center. To help you get past the bats that swoop down upon you, you will encounter several Context Sensitive Zones.

Hesitate for a moment and then press the B Button to equip Conker with the trusty flamethrower. Once you make your way across the beam you will find another walkway leading to a rope.





Walkthrough

Jump from the inside corner of the platform and hover towards the rope. You will need to repeat these steps a total of three times to reach the uppermost level of the tower.

Once on the upper level, walk out across the beam and leap for the lever in the distance. Your weight will pull the lever down, thereby opening an underwater tunnel leading to the 3 missing lady cogs. Conker will safely fall onto a spider web below the lever, but you're not done with the tower yet. Make your way back to the uppermost level and climb the rope to the very top. Leap and hover towards the rope on the right and, from there, onto the tower's stone wall.

To get the cash on the other side of the tower, you're going to have to make your way clockwise around the perimeter of the tower. Wait on each of the higher bricks for the Spike Mine to approach and then leap over him. Continue on in this manner to the money. Once you've grabbed the money, it's time to get down. The easiest way is to simply swan dive off the top of the tower into the moat below.

Cog's Revenge

Once back outside near the Bullfish, make your way back through the underwater passage, this time swimming through the open tunnel where the Spike Mines are. You will emerge in a small room with one of the missing cogs. Lay some smack down with the frying pan and carry the dazed cog back through the tunnel with the mines and into the room where Mr. Cog is. Go up the stairs and slide the cog onto the uppermost peg. Yeah, that's the way Mr. Cog likes it. Oh baby!

Return to where you had grabbed the first cog and slip through the doorway to the large circular room. Here you will find the other 2 cogs. Unfortunately, they're quite wily and catching them is a bit more difficult. Run away from them and then quickly double back to surprise them. Catch them and slide them onto the other pegs near Mr. Cog one by one.

With all of the various gears in place you will be able to begin spinning the large stone wheel in the center of the floor. Jump onto it and start running clockwise to bring the wheel up to speed. This will wind the Bullfish's leash up real tight at the bottom of the pond. With the coast clear for the lady Catfish, return up the stream and lead them to the safe. Once they get the safe open hop in to try and collect your reward.

Blast Doors

Once again, nothing goes as planned for Conker. Just as he's about to get the money, it flees through a trapdoor and Conker is left staring at a large combination lock on the wall. Equip Conker with the slingshot at the B Button Pad and fire your rocks at the letters behind the wheel to spell "OPEN".

Be sure and fire early or else you'll completely miss the letter. Also, every three misses will send a Spike Mine charging towards you. Quickly hit the baddie with your slingshot and then continue on with the combination





Walkthrough

lock. Once the doors are opened to you, jump onto the B Button Pad near the water's surface.

Clang's Lair

Below you is an underwater world of passages and tunnels, some leading to air, others to death. Throughout the entire maze are large metallic creatures named Clang. These guys got big teeth and span the width of most tunnels, so avoiding them is of extreme importance.

Don your headlamp at the B Button Pad, take a deep breath, and dive in. Begin swimming downward through the passage towards the first alcove on the side. Throughout Clang's Lair you will come across these small aerators. Place Conker's head over the pipe to let him breathe in the high quality oxygen. Keep him there until his air meter blinks, signaling his fill. Continue swimming down through the shaft to the bottom, being sure to keep to the corners to avoid the Clang.

Park yourself over the air bubbler at the bottom of the shaft and then, once Conker is filled of air, swim through the upper green-lit tunnel with on the wall. Once through the tunnel, head upwards to the water's surface for air and a battery change at the B Button Pad. Keeping your headlamp working is important if you wish to see the lights on the tunnel entrances.

Dive back into the water and swim through the upper blue tunnel to the next room. Pop your head above water to grab some air pull the large lever on the wall. This will open up another set of tunnels leading to the way out. Take a deep breath and swim through the upper green tunnel back to the previous room.

Get some air and then swim through the upper yellow tunnel to emerge at the bottom of a large shaft, much like the one you descended through earlier. Use the aerators along the sides of the shaft and avoid the Clang.

Leave the water and enter the tunnel to go to the boiler room.

Pisstastic

Already in the boiler room is a pair of nasty fire imps just hanging out, drinking a Bud. Not about to miss having some fun with a flammable, furry, little squirrel, the two drop their beer and smokes and take cover. Lead Conker over to the enormous keg and press the B Button under the tap. Yes, that's right, it's time to go give those fire imps a little surprise.

Stumble out of the hallway and into the large room. Approach the boiler and press the B Button to unzip Conker's pants. When you got to go, you got to go. Use Conker's beer-induced urine to extinguish 8 fire imps. Use the Z Button to aim your hose, not only for better accuracy, but for a much stronger flow. Try to take cover against one of the boiler's legs and keep pissing on the fire imps until they're done. Should you need to reload, make your way to the first aid kit on the left, sober up, and then return to the keg for another round. Also,





Walkthrough

should you need it, there is an abundance of chocolate to be had around the perimeter of the room.

Brass Monkey's

Once you've extinguished 8 of the fire imps, the two remaining will leap into the boiler and fire him up. Yep, the boiler was a dormant giant of a boss and he's about to stir. After some fiddling with the controls, the imps somehow find the button that triggers the boiler's shiny brass balls to drop out below him. Although this arguably gives the Boiler Boss a bit more testosterone, thus making him that much more formidable, it also

gives you a target.

Defeating the Boiler Boss is as easy as eating chocolate off the floor. Run to one of the corners of the room and leap onto the upper platform. Face the Boiler Boss and wait for him to step above the grating in front of you. As soon as he does, leap into the air and pull the chain above you. This will release a poisonous dose of toxicity onto him, causing him to stumble back to the center of the room where he will briefly remain delirious. Jump down, run under him, and smack him the brass balls with your frying pan and bricks.

Quickly move away from him and approach the next corner to repeat the process. Once you successfully register a hit on him, the chain you had used to stun him will disappear. So beware that you cannot return to the same corner over and over. Another thing to pay close attention to is the Boiler Boss's attack. Not only can he step on you, but he also has quite a big flamethrower attack as well. Should you be near the platform when he begins to blast you with his flames; jump into the air and hover to avoid getting burned.

You will occasionally have to jump down off of your platform in the corner to lure him onto the grating but other than that, there is little danger to you in this battle. Once you hit him the fourth and final time, Conker will actually smack his balls clear across the room. After the Boiler Boss doubles over in agony and the fire imps escape, roll one of the balls into the circular switch on the floor to open the exit door, and then roll the second down the tunnel to take out the Spike Mines. Proceed through the busted hole to finally get your money... a lousy \$10!

Bullfish's Revenge

The Catfish ladies have another thing coming if they think you're only keeping 10% of this trivial reward. But, they're about to get theirs anyway. Underwater, the very hungry Bullfish is slowly ripping his leash to shreds. All you've got left to do is get out of here!

Swim underwater and weave in front of each of the Catfish as the Bullfish chases after you. By keeping a Catfish in between yourself and the Bullfish, you will gain some time while he chomps them to pieces. Should you need the chocolate, jump back into the cave behind the waterfall for a quick health boost, otherwise keep aiming for the dock.





Walkthrough

Just when it looks Conker is safe on dry land, the Bullfish will chomp his way through the dock after you. Lucky for you, he soon beaches himself right into the rock wall. Take a deep breath; grab some chocolate, and then high jump off of the dead Bullfish to reach the cave above. There you will find a bundle of money that should make it all worthwhile. \$300 to be exact!

Chapter 5: Sloprano Corn off the Cob

Hungry? I certainly hope not; the corn inside Poo Mountain isn't the kind you want going anywhere near your mouth. But enough about those tasty vittles, you have to get in to Poo Mountain first. Upon reentering Windy, head back towards the Poo Cabin area and approach the base of the mountain.

Look closely. It might be hard to see, but there are two trails spiraling up Poo Mountain. The path starting behind Poo Cabin doesn't go all the way to the top (the one near the entrance to the mountain does) but it is the one you need to take first.

Grab a poo ball from out front of Poo Cabin and roll it up the hill to the edge and push it off onto the sleeping dung beetle below you.

Should you drop the ball or a beetle knocks it out of your hands, you'll have to return to Poo Cabin and grab another. Once you drop the poo-bomb onto the sleeping giant, head back to the base of the mountain and get a second ball of poo. Now it's time to head up the other path.

Carefully roll the second poo ball up the mountain past the army of dung beetles that inhabit the mound of excrement all the way to the top. High jump onto the ball and, from there, onto the summit of the mountain where you can grab some more money. Hop back off your perch and give the mighty ball of poo one last shove into the tunnel in the mountain. The ball will bounce through the inner walls of the mountain and crash through the boarded-up entrance at the bottom. Return to the ground below and enter Poo Mountain.

After listening to the woeful tale of the Poo Mountain monster, walk up the path to the piece of sweet corn. As you draw near the piece of corn, the monster from below will call out to you, demanding that you bring him some sweet corn. At this time he will begin to poke his hands out through the centers of the circular paths and try



Walkthrough

to swat you. Your task here is to knock the corn silly with your frying pan and then pick it up and carry it to the sacrificial altar. Near each circular pathway is a small ledge extending out over the mess below. Conker will automatically toss the sweet corn to the monster.

Ignore the B Button Pads for now and avoid falling into the muck with all of your skill. Should you fall, however, repeatedly hop towards the banked walls of the trail, from which you can sometimes high jump back onto the trail. You will also need to keep on the move to avoid being swatted by the monster's mighty hand.

There is only one piece of sweet corn near the first altar, so you're going to have to move further down the path to continue feeding the beast. The only problem with this is that the gap in the trail is as close to being an impossible jump as you can get. To clear it is going to take an absolute perfect running high jump and hover. What I mean by perfect is that you're going to have to not only leap from the very edge of the path, but also squeeze every centimeter of height out of Conker's legs before you start his tail-twirling hover.

And you still might not clear the gap. Luckily, should you fall into the poo below you, you can hop and hover over to the base of the trail on the other side and high jump up to it. This is, of course, nowhere near as cool as hovering over the torch and should be avoided when anyone is watching.

Ok, you've cleared the impossible jump, hurry up to the next circular path, avoid the hand, and toss the 2 pieces of sweet corn off the altar.

Once those two have been tossed in, hurry up the trail to the next altar and toss the last 3 pieces into the muck. Load up on chocolate and get ready to meet the Great Mighty Poo, resident evildoer of Poo Mountain.

Get ready for a very funny boss fight!

Sweet Melody

On my signal, press Record on your VCR... NOW!

With the last of the sweet corn inserted into the Great Mighty Poo's lovely smile, he is finally ready to perform, err I mean fight. What is quite possibly the funniest boss fight ever is about to begin, I hope you're ready.

After singing the first verse of his three-part melody, the Great Mighty Poo will begin tossing poo balls at you. For as long as the instrumental plays, you must keep moving to avoid being tagged with a tag-nut. Fill up on chocolate and stay in the immediate vicinity, as that is the only activated B Button Pad. As soon as the Mighty one begins the chorus, you must quickly step to the B Button Pad, arm yourself with a roll of 2-ply and toss it into his mouth.

The Great Mighty Poo will dive back below the surface and reappear at a possible 3 different locations while





Walkthrough

singing the chorus. Rotate in place to track him down and use the TP to literally, wipe the smile, or whatever that is, off his face. You should note that you can use the TP to intercept the balls of poo he throws at you.

Once you've landed a successful hit in on him, he will begin singing the second verse of his lovely song. But, contrary to what you might think, the Mighty one is somewhat generous as he graciously offers you some, oh wait—that's not caviar. Eeew!

With the B Button Pad covered in dung, you're going to have to retreat back down the path to the site of the former second group of sweet corn.

Gather up the chocolate littering the trail and avoid the balls of poo raining down upon you while you make the journey.

By the time you get there the Great Mighty Poo should be ready to begin his chorus. Here you will need to hit him with 2 rolls of TP to launch him into the third and final verse. Once again, however, he will pop up in various locations so keep one eye on him and the other on the balls of poo he's tossing at you.

After he explains the butt-plugging motives behind his assault, he will promptly cover up the second B Button Pad, thus making you once again cross the impossible gap. Grab the chocolate and hit the jump running as fast as you can. Should you fall into the poop, keep to the right to avoid his poo balls and high jump onto the ledge on the far side. Use the B Button Pad found here to throw 3 rolls of TP into his mouth to finally shut him up.

Once you hit him for 6th and final time, the opera singing pile of poop will make his way to the center of the mountain and finally hit that high note. In fact, he'll hit it so hard that a glass wall on the far side of the mountain will shatter, gaining you access to a flushing mechanism.

U-Bend Blues

You guessed it, you're going to have to clear the impossible jump one more time if you're to flush the Great Mighty Poo. Oh sure, he might not be serenading you—and you may have escaped the threat of being stuffed up his butt—but his still tossing scat at you, so be careful. Clear the gap (or hop through the poo) and make your way up the path past the second B Button Pad. Make the left at the top of the hill and jump up and grab the pull chain in the small cave. This, as you may expect, causes the Great Mighty Poo to be flushed out of the bottom of Poo Mountain.

Pick up the Money near the pull chain and venture back over the land bridge to the enormous cavern in the center. The doorway on the lowest ledge is where you need to go. To do so, hop off of one of the altars and make your way around the cavern to the door. Should you slip off and fall into the deep hole, don't fret. You'll be right back at Poo Cabin. Simply reenter the mountain and walk off the first altar to get to the door.

You will come out in a round circular room with a large tank of water in the center. Grab the Squirrel Tail and any chocolate you see and then leap into the water. Use the aerator at the bottom and watch the rotating blades





Walkthrough

out of air. What may not be so obvious is that the spinning blades will cut you in two with one slice.

Don't worry about running out of lives, however, each time you get cut up (and you will) you can grab the Squirrel Tail near the entrance to the tank.

To get past all three blades, you need to stay close to the wall, as the blades are at their widest spacing there. Not only that, but you'll be closer to the aerators when you need them. You can actually make it through without getting air if you hurry and don't pause too long in front of the

blades.

Once you make your way past the final blade, poke your head above water and leap for the chain. Climb the chain up to the top, just above the small ledge.

On the ledge below you are a series of small blades chasing one another counter-clockwise around the ledge. Time your jump so as to land right in between two of the blades and run in the same direction (left) as the blades are moving. Leap for the ladder and climb up and out of the pipe.

The Bluff

Cross over the bridge and approach the Panther King's thugs. While one guard takes a dump behind a boulder, Conker quickly convinces the other that he is, in fact, an elephant. And after tossing the guards \$1000 as a toll, he saunters on only to whistle for the money to rejoin him. Yep, it's going to take a lot more than one guard with the screaming squits and another with squit between the ears to capture Conker!

Get going boy! Conker's favorite squirrel-tail has been kidnapped!





Walkthrough

Chapter 6: Uga Buga Drunken Gits

No platformer is complete without some sort of prehistoric world, and Conker's BFD isn't about to disappoint. But, not only is this a chance to run with the raptors, but it's also the second biggest chapter in the game. Get ready; we're grossing it out old school in this Uga Buga world. Really, really old school.

With your 1000 smackeroos back in hand, approach the red-lit temple ahead of you. There is a pair of raptors guarding the path to the second level, but you can shake them by high jumping and hovering over them. Enter the tunnel to reach the upper level where a lone raptor actively guards a bundle of cash. Grab the money and leap onto the pinnacle of the temple. Use the Context Sensitive Zone 3 times to completely smash the statue to the ground. Upon hit it with your Conker-anvil the third time, you will fall into an underground passage.

Climb to the top of the temple in this lower cave to Conker-anvil the heck out of the statue one more time. This will open a tunnel in the base of the temple, allowing you to come and go throughout the cave. Leap down and make your way to the Solid Rock nightclub up the hill.

Just like any other club today, you'll always find an obnoxious bouncer and a handful of drunken meatheads outside the front door. And while you may be feeling pretty tough after flushing the Great Mighty Poo, little squirrels have no business picking fights at the Solid Rock nightclub. Sneak past the slumbering clubbers and approach the bouncer. He might have considered letting you in if it wasn't for the sneakers. But, since he's not about to budge, you're going to have to find another way in.

Start by rolling the stone on the left down the hill and through the tunnel beneath the temple. Keep against the wall to minimize the number of sleeping rockers you awake and try not to stop, as you'll want to keep your momentum up. Conker will give the boulder one last push as you reach the tunnel, thus sending the rock straight over two Uga Bugas and right through the cave wall.

Sacrifice

Make your way down the path and into the larger cave on the other side of the wall. As you come in, head down the ramp on the right and follow the outer wall to a door in the corner. Proceed through the doorway to emerge on an elevated walkway in another area of the cave.

Make your way down the path and cross the small bridge to the right where the monk is resting near the large egg. Once again use the monk's tablet to catapult you into the air and hover onto the top of the egg. Press the B Button in time with the light bulb to make Conker park his rear and hatch the egg. Kazooie eat your heart out!





Walkthrough

Once the baby raptor hatches, have it follow you as you continue your journey across the path to the right. Walk slowly to allow it to keep up and pause near each Uga Buga to allow the baby raptor to feed. At the bottom of the ramp you will pass through the door together and reenter the large chamber with the dragon statue. Lead your raptor-baby to the area in front of the dragon statue where it can occupy itself by chomping down more Uga Bugas.

While the raptor is feeding, equip yourself with the slingshot via the B Button Pad and shoot the up arrow on the wall to your right. Once the cap to the altar is raised high into the air, lead the raptor up onto it via the ramp, and then use the B Button Pad to shoot the star on the wall to the left. This releases the hefty stone slab onto the raptor, not only making one heck of a mess but also pleasing the Gods in the process.

Phlegm

Once the dragon statue has opened up, and the monk is waiting near the tip of the statue's tongue, hop aboard his tablet for yet another boost into the air. Initiate the hover move at the top of the jump and fly onto the top of the statue. Cross over the head of the statue and onto its back to find some chocolate, a Squirrel Tail, and some money.

Jump back onto his head and tiptoe towards his nostrils. In between blasts of poisonous gas, jump Conker down into each of his nostrils where a Context Sensitive Zone will have Conker shake some pepper into his nose. Once both nostrils have taken their fill of pepper, the statue will sneeze mightily, thus clearing its throat and tongue of the incredibly slippery phlegm that had lined it. Fill up on chocolate and climb the tongue to the statue's entrance.

Once inside the statue, keep to the right to lessen the risk of being crushed by the dragon's innards and make the second right to step outside onto a ledge high above the room where the egg had been. Just outside the statue lies the corpse of a dead Uga Buga King. Never mind the body, take a look at that hat! Once you've got your new headgear, return through the dragon statue and out the other side to make your debut as the new king of Uga Buga.

Worship

Conker's no dummy. As soon as the Uga Bugas outside drop to their knees in honor of their resurrected King, Conker convinces them to help him attack the rock monsters at the nightclub. Slowly walk up the ramp to the right to lead your followers out of the cave and towards the Solid Rock nightclub. Be patient, however, as these numbskulls you're leading get lost rather easily.

Once you and your boyz are at the club, sucker-punch one of the rock monsters with the frying pan. This will signal the start of the brawl. From here on in, you're best bet is to simply keep away from any rock monsters while the Ugas lay some permanent smack down on their ass. Whatever you do, keep your energy up by scoffing





Walkthrough

down all of the chocolate you can find.

With the last of the drunken gits put to rest, it's time to take the fight to the bouncer. Although he's willing to bend on the dress code, he does insist on you giving him the club's password. Felat... no! FEDELIO! (Ever see Eyes Wide Shut?)

Rock Solid

Take a moment to soak in the atmosphere of the club. Ok, that's long enough, now it's time to get busy wit it. Near the entrance to the club, on the upper level where you find yourself, is a switch in the floor. You must roll the boulder sitting downstairs (yes, the one that's not dancing) up the ramp and onto the switch. Crossing the dance floor isn't a problem so long as you don't bump into anyone, especially the male rock monsters. Once the boulder is in place on the switch, the tunnel under the captive Berri will open.

Somehow, going through the tunnel under the upper ledge will land you on top of it, where you will find a second switch. Thus, to activate the switch you will need a second boulder. Load up on chocolate and head to the keg behind bar. Use the B Button Pad under the tap to get Conker good and drunk. Now that he's armed with a full bladder you must guide the inebriated Conker onto the dance floor. Take aim at the male dancer in front of the open tunnel and press the B Button to start pissing on him. Hold the Z Button down to really put some oomph into it and keep the flow on him. Your first splash will cause him to roll up in a ball, but you must keep the flow going to push him into the opening. Let up just a moment and he's going to come over and beat the living crap out of you. Once you succeed in knocking him through the opening steer Conker towards the first aid box opposite Berri and drink the tonic to sober up.

Now that you're sober again, go through the tunnel to land on the upper walkway alongside the permanently rolled up rock monster. Your job here is to roll the boulder past the two hip-thrusting female rock monsters and then up the incline and onto the switch. But beware: the lady dancers can knock the boulder off the ledge. If this happens you will have to repeat the entire get drunk, piss on monster, sober up, and go through tunnel process again.

To keep this from happening you can (and should) push the boulder behind the dancers as they step forward to shake their money-makers. Wait in between the two ladies for just the right moment as you will need to gain enough momentum to make it up the hill with the boulder. Once you land the stone in the switch, the two other tunnels below you will open. Hop back down onto the dance floor and pony up to the bar once again.

With another full-blown buzz, Conker must use his piss to roll each of the other two remaining rock monsters into each of the tunnels. Find a good clean shot not too far away from the opening before you decide to whip it out and don't let up until your target has been rolled clean out of sight. After the first one slams into Berri's cage, sober up with a tonic and reload your weapon with another visit to the keg. You'd hate to run out of ammo when going up against a guy twice your size! Once the last of the male rock monsters has been rolled through the tunnel he will crash through the bars on Berri's cage, allowing her to break from her techno boogying and





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run for it. You, however, have one last chore. Go through either tunnel to land on the balcony and grab the money. With the cash in hand, jump down and head for the exit.

The bouncer at the door saw you take the money and you're on your way to meet the Boss. As it turns out the Boss is busy getting a backrub from Berri (who doesn't recognize you with the funny hat) and doesn't have time for you—unless you can run an errand for him.

Bomb Run

The errand the Boss wants you to run is a little more dangerous than Conker would have liked, but what can you do? Your job is to take the bomb you've been provided with and run it through the Uga Buga cave, through the dragon statue, and out over the ledge where you had found the dead king. Once at the end of the walkway Conker will toss the bomb into the pit below, forever ridding the Solid Rock nightclub of Uga Buga wannabe clubbers.

As if the 90 second timer wasn't a challenge enough, rock monsters and Uga Bugas alike will be trying to stop you. Start off outside the nightclub and run straight to the tunnel through the temple. Once in the main cave with the dragon statue, head down the ramp on either side. You can shave a second or two off by stepping off the very bottom of the ramp early, but try this too high and you and the Uga Bugas will be blown to pieces.

Head up the tongue of the statue and pause to let the central skin flap move out of the way.

You must proceed to the left once inside the statue as you can't jump when carrying something. Pass the other swaying skin flaps and make the next left to leave the interior of the statue. Step around the dead king and tear towards the edge of the walkway where Conker will toss the bomb. Don't look now, but just because you dropped the bomb doesn't mean you're in the clear.

Quickly leap from rock slab to rock slab to avoid the rising lava. And I mean quickly! The rocks will sink under your weight so you had better haul some serious squirrel tail if you're to escape the cave in one piece.

Mugged

Just when you think you're in the clear and things are finally starting to your way, some punk comes up from behind and sucker punches you. And if that isn't bad, how about waking up to find they've taken all your dough? Well, that's exactly what happens to Conker as he leaves the Uga Buga caves. But, lucky for you, one of the Uga Bugas belly-laughs his ass his right off the jet board and into the lava. Now with a vacant jet board to borrow, Conker can race the rest of the goons for a chance at getting his money back.

Make your way up the path on the right and step off of the ledge onto the jet board below. Your task is





Walkthrough

to catch up to each of three Uga Bugas and knock them into the lava with your frying pan. You will gradually get your money back as you do. Nevertheless, to so is going to require some pretty quick reflexes as the course includes a mondo jump and a pair of dino-crossings.

Controlling the jet board is rather intuitive. Use the Control Stick to steer and to control your speed (up to go faster, down to slow down), the A Button to jump, and the B Button to whip out the frying pan. If you start having trouble with this, save your progress and practice with the Race multiplayer game as it contains the same course, minus the dinosaur.

While this portion of the game is entirely skill, there are a few things to keep in mind that should help you.

You must jump across the gap following the first dinosaur crossing. This large circular depression will surely spell the end of your racing should you fail to leap over it.

The cave after the big jump has an island of rocks in the center. Regardless of which way you go (the right is easier to navigate), you are better off easing up on the accelerator than risk crashing head-on into a rock.

Approach the dinosaur crossings with extreme care. Oftentimes the dinosaur will be off the screen, but when it's not you had better steer carefully. Guide the jet board between its legs or try to jump over the edge of its tail.

The course will suddenly change a little on you after you destroy the second Uga Buga. Following the second dino-crossing the course will veer off to the right inside the cave. This particular section may be a lot narrower than the previous version but it does contain several pieces of chocolate for you to grab.

Avoid the stone ramp until all 3 Uga Bugas have been put to rest. Once they have, hit the ramp with as much speed as you can and leap for the money on the ledge: that's your ticket out!

Hone your jet boarding skills in the Race multiplayer game. "Race A" is the first version of the course, whereas "Race B" contains the turn to the right that appears after you defeat the second Uga Buga.

Raptor Food

Conker can't catch a break! As if jet boarding over a lava river wasn't dangerous enough, now he and a bunch of Uga Bugas are being fed to a raptor before a crowd of thousands for today, Buga, the King, and his girlfriend Jugga are entertaining the masses—Roman style. Let the games begin!

Once Fangy makes his grand entrance and chomps down his first victim, soiled loincloth and all, Conker will be back in your control. I suggest you run! Luckily for you the other Uga Bugas in the ring will serve to distract Fangy while you load up on chocolate and make your way to the center of the ring where a B Button Pad can be found. Once near the pad, get Fangy's attention and use the Context Sensitive powers to hypnotize the beast. Conker will automatically mount the beast and take hold of the reins. This time.

Press the Z Button to bite the Uga Buga and then press the button a second time to swallow them. Holding Up on the Control Stick while pressing the Z Button will cause Fangy to bite and toss the Uga Bugas, likely out of the ring and into the lava. Speaking of lava, don't worry about falling in while you're on Fangy, he won't let you down that easily.





Walkthrough

After the first batch of Uga Bugas are put to rest, Buga the King will send in the infantry. Now, 6 spear-wielding Uga Bugas will attack. Unlike the first group, these guys can knock you off of Fangy, rendering you even more helpless than they are. If that wasn't bad enough, each time you are forced to remount the beast, your assailants will reappear with complete strength.

Should you fall off, use a combination of high jumps and hovering to evade the raptor and make it back to the center of the ring. Use the B Button pad to once again hypnotize Fangy, but this time you must be more precise in your movements. You can only hypnotize him when he's facing you from about a step or two away. Also, he will sway his head side to side in time with the watch. As soon as his head stops and you hear the chime, press the B Button to put away the watch and press the A Button to leap onto him.

Obviously, the battle is much easier should you not fall off. The key to doing that is to not get cornered by a swarm of attacking Uga Bugas. Lunge at the group to split them up. Whichever group is closer to the edge of the ring, take a second lunge at to knock into the lava. From here on in, you will be best served by singling out an Uga Buga, biting down on him, and fleeing to the other side of the ring to do your digesting.

Once the 6 infantry units are destroyed, Buga will send in a group of ranged assailants followed by a compilation of ranged and infantry units. The above-mentioned strategies will work on both of these groups of Uga Bugas and, should you remember to take your fill of chocolate, you should have little trouble getting past the three armies.

Buga the Knut

Buga the King is feeling a tad bit insecure about the size of his, well, umm, his bone. Jugga, on the other hand, feels that if he's so confident that his bone is the biggest, that he ought to get in the ring and prove it. So Buga jumps down off of his throne to enter the ring to fight Maximus, err, I mean Conker.

In case you didn't pick up on the "meat and two veg" hint Conker gives Fangy, he's suggesting that beating the boss could best be done by chomping down on his you-know-whatsa. Put your biggest advantage to use right away—your speed! Gather up all the chocolate you need and put some distance between you and the big guy right away.

Buga has three main attacks that he will use. His main attack (unless you're foolish enough to stand next to him) will be to leap into the air and crash down on his behind. This will send a rippling seismic wave outwards in all directions. Leap over the rolling earth to avoid being thrown off. But, should you get bucked, run away from Buga and remount the now-cooperative Fangy. No hypnosis necessary. Buga's other attacks involve swinging his bone at you. Whether it be sideways or from overhead, you don't want get hit with the bone if you know what's good for you.





Walkthrough

To beat Uga requires a good sense of timing on your part. Following one of his earth-shaking butt-drops walk towards him and wait for him to attack. As soon as he raises his bone over his head to take a swing, push Up on the Control Stick while pressing the Z Button to lunge and bite him in the crotch. Obviously, this hurts. But, that's not all. While he's bent over grabbing you-know-whatsa, dash around to his rear, face his bottom, and press the B Button when the light bulb goes ting. This will make Fangy tear an enormous chunk of flesh out of Buga's backside.

Immediately after scoring a hit on Buga, move back around front as he will often raise the bone to try to hit you. If he does go for the quick hit, make him pay with another crotch-butt combo. In fact, if your chocolate levels are good and Buga is cooperating, you can simply score all 3 necessary hits back-to-back and put an end to the fight as quick as it started.

As if getting bitten in the loincloth wasn't bad enough, Buga's itsy bitsy bone makes an appearance. Oh the shame. Upon seeing his lovely Jugga laughing at him, Buga has no choice but to leave the scene, thus breaking a large hole in the wall. Once Conker gets rid of Fangy, jump onto the slab of rock and then high jump up to the doorway the armies of Uga Bugas were coming from. This will lead directly to Jugga. It isn't what you're hoping for, though. Jugga knows that it wouldn't work between them and she promptly says goodbye.



It may not be what Conker (and you) really wanted, but there's a bundle of cash to be grabbed. Follow the money through the cave out towards the ledge surrounding the hole. Should you need it, there's a Squirrel Tail in the far left corner, on the wall. To get it will require a series of jumps starting from the right side (as you enter the area) of the doorway. Clamber across the various ledges and rocks in a clockwise direction to pick up the extra life. Once you get it, jump into the pit to emerge in the water near the fan blades. Climb out of the water and pass through the tunnel to reenter Poo Cabin.





Walkthrough

Chapter 7: Spooky Mr. Death

As you emerge through the tunnel you will be suddenly trapped there. There's no way out! Swim through the water to the pier. There you will find Greg doing a little fishing. Keep swimming onward up the stream until you come to a small mineshaft. Enter the tunnel and hover to the lever in the distance. This will open the gates to the graveyard.

Return the way you came, this time stopping to pick up the shotgun from Greg. He even tells you the secret to killing the undead—headshots! The shotgun is one heck of a weapon, as it even comes with a laser scope. Although the Z Button will fire it like any other weapon, together with the R Button you can utilize a red aiming laser to help you with those headshots.

Now that you've got the shotgun, you might as well start using it. Enter the graveyard area and follow the path until the zombies begin to attack. Hop atop a grave marker and start blasting. Although there are only a handful of them originally, their masses will continue to grow until you put away all 12 of them. Remember, headshots baby, nothing but headshots!

Once the twelfth zombie has been put to rest—permanently—Greg will make his way over to the castle's gates and open them for you. Hurry through the gates and follow the path up the hill past all of the nasties that litter the trail. As you had done in Windy, you can either high jump and hover over each of the plants to avoid their attacks or tiptoe as slow as you can and try to sneak past each of them. Either way, there are a half dozen of them for you to bypass and successfully doing so will get you into the castle safe and sound.

Count Batula

Entering the castle will start a very lengthy cutscene in which Conker meets his great, great, great, great, great grandfather. And, so as to keep the family business strong and prosperous, he then bites Conker on the neck transforming him into a vampire bat. To serve your ancestor you must bring the villagers to his grinding machine so the elder vampire can feed.

The goal here is to continue feeding the old bat until he simply gets too heavy for the rope he hangs from, thereby causing him to fall into the grinder. To do this requires you to take control of Conker in his vampire form and drop 7 villagers into the grinder. Controlling the bat is very intuitive as the Control Stick is used to not only steer the bat, but to ascend and dive as well. Use the A Button to leap into the air and the Z Button to drop some bat poop onto your victims, effectively paralyzing them for a few moments.

There are numerous villagers scampering about the castle and gardens. As you draw near one your sonar will alert you to its whereabouts and the villager will turn red. You must drop some poo-bombs onto the villager to knock him/her out and then you can dive down and pick them up. Be quick with the pick up, for the villagers





Walkthrough

will try to jab you with a wooden stake when they come to. Because of this threat, it is advised that you only go after villagers that are found alone. Stay away from the groups.

Once you have a villager in your clutches, fly back to the grinder where the villager will automatically drop into the mechanism. Once you bring the 7th villager to the grinder, thus causing the death of your extremely great grandfather. Don't feel bad though, at least the evil spell is lifted and Conker is back to normal.

Zombies

Don't you just hate it when you wake up and find your house overrun by zombies? Well this is your chance to do something about it. Start circling the room via the overhead walkway and take out as many zombies as you can. Once you clear the room of them go through the doorway to enter the library.

There is a B Button Pad atop the bookcase in the center of the room. Jump and hover over to it and equip yourself with the crossbow. Like the shotgun, the crossbow also has a laser site. Use this weapon to kill each of the four bats in the upper corners of the library. Obviously, taking them out before they leave their perch is much easier. Stay in the killing mood by putting away the crossbow and using the shotgun to take out any more zombies you see stumbling about.

Make your way back to the ledge in the grinding room and from there proceed to the B Button Pad on the beam in the dining room. You'll get another crossbow here. You must use it once again to take out the bats that in the room. Although the bats in this room aren't as docile as those in the library, you can take out at least one of the bats while the first one tries to swoop down at you.

Once you are done with the bats, walk along the beams to the Key and pick it up. Retrace your steps through the grinding room and into the library. There you will be able to go through the hallway back to the main entrance room and put the Key in the door. This will cause a large bridge to be lowered outside. Clear out any zombies that you see and make your way through the hallway to the right of the stairs. Continue your head-shooting rampage through the dining room and out the door to the hedgemaze.

Work your way through the maze via the tops of the hedges. Take out as many zombies as you can (the more you kill, the easier walking back with the key will be) and grab the Key from the center of the maze. Bring the Key back the way you came and place it into the door. This will activate a ladder in the grinding room.

Now, with only 1 Key left to grab, make your way back to the grinding room and climb the ladder up towards the ceiling. Jump onto the platform in the corner to get your fill on chocolate and then leap onto the platform on the other side of the ladder. Make your way to the lever in the corner of the room and pull it to open 2 secret doors.

Make your way back to the room with the locked door and proceed through the newly opened door beneath the





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stairs. This will lead you through the other secret door and out onto some more beams where you can find the final Key. Return the way you came to the main entryway and place the final Key into the lock.

Mr. Barrel

Finally, you're free to leave the castle. Go outside and approach the barrel near the post. Pushing up against it will knock it onto its side. Hop aboard and ride the barrel out the door.

AS you had done earlier in Windy you must ride the barrel down the hill, crushing each of the nasty plants in the process. Doing it here, however, is more difficult as you don't have a mountain on one side of the trail to help guide you. To get down in one piece requires you to stay in the center of the trail the best you can and to NOT push forward on the Control Stick. Doing so will increase the speed, and speed kills!

Keep the barrel rolling straight through the graveyard and into the water once again. The barrel will help you to fight the current, thus making it possible to reach the doorway on the island. Leave the barrel and go through the door to find some money. If you don't recall where you are, maybe the gargoyle on the other side of the waterfall will help ring a bell. Make your way back up the ledges and over the bridge to Windy.



Chapter 8: It's War It's War

Are you prepared to die for your country? Oh you're not, that's too bad 'cause you've just been drafted! Hop over the barbed wire in Windy and go through the now-opened door to enter the naval base.

Power's Off

As you stroll through onto the naval base, one of your squirrels-in-arms gets shot out of the sky, resulting in his bomber landing nose-down in the entrance of the harbor. No sooner than you can say, "sucks to be him" does a General assign you your first mission. Clear the way! You've got to get a keg of dynamite placed under each wing of the plane. And then, from the safety of the B Button Pad in the center of the harbor, you'll ignite the TNT thus making room for the boats to leave the harbor. Ah, but to get the B Button Pad to appear, you've got to turn the power back on.





Walkthrough

Load up on chocolate and jump into the water. In the water are 3 electrical arches that can transfer power back to the lights and, more importantly, the B Button Pad. Also in the water is an electric eel. Yep, you guessed it, have the eel follow you through each of the arches to turn the power back on. Once the power is back on and the eel is fried, climb up the steps on the right (back to the plane) and grab some more chocolate.

TNT

Now it's time to get the kegs of dynamite. The dynamite happens to be strapped to some pretty unlucky soldier's back and you're going to have to push him from behind, as the kegs are enormous.

Before you go up the ramp to the bathroom to get the dynamite carriers, slide the metal crate between the ramp and staircase. You need this crate to stop the dynamite carrier from bouncing down the steps after you slide him down the ramp.

With your keg-stopper in place, head up the ramp and knock on the door to the bathroom. After the how-do-you-do's are over push him down the ramp to the lower level. Whichever way you wish to go is up to you, but the path to the left is more conducive to getting the hang of pushing the blue boy around.

The path to the left has two sets of nearly identical obstacles: metal crates! Push the TNT-guy along the center of the ledge and wait for a metallic crate to hop out in front of you. Quickly follow right behind it to avoid being crushed by the second crate. Move out of the way of the crates and wait for the metal block to be dropped and then hoisted up by the large crane. It takes a good amount of time to be dropped, so you mustn't worry about passing under it while it is being raised. Continue on past a repeat of these obstacles to place the dynamite runner under the wing. Once you have, return the way you came, grab some chocolate if you need it, and head back to the bathroom to get TNT guy #2.

Rather than metallic crates, the path to the right is littered with hidden spider mines. You're going to have to push the dynamite carrier with a good mix of speed and control to safely maneuver through the minefield without blowing you, and everyone near you, to hell and back. To make matters more difficult, any sudden stops you make will equal a shove to the TNT carrier, sending him forward several steps.

Luckily there is a distinct pattern to the locations of the mines and they can all be avoided by paying close attention.

The first 2 mines are going to appear near the edge of the path, so hug the wall when you first start out towards the plane.

The next 2 mines will be hiding near the wall so you must swerve back towards the edge after passing the first 2.

The 5th mine is positioned immediately after the 4th, but near the edge of the walkway. You will need to maneuver the TNT on a very hard angle between a mine near the wall and one near the edge.





Walkthrough

Finally, the last 3 mines are all positioned near one another, but in a zigzag pattern. Slice back and forth from the wall to the ledge and back to avoid the three mines. Continue on to the plane where you will drop off your doom-laden comrade.

Dive into the water and swim back to the pier. Climb the ladder, grab some chocolate bars, and head out onto the pier to the B Button Pad. Using your slingshot, fire a pellet at the fuse of each of the kegs of TNT. You need to aim just over the tip of the fuse to ignite them. Once the plane has been blown out of the way, head back down the steps to meet the General near the boat.

The Assault

Another sucker punch! What gives with these people? When Conker comes to he finds himself on a boat headed straight into the opening scene of Saving Private Ryan—severed limbs and all. Once the beautifully recreated invasion scene is over, and Conker is back in your control, you had better be ready. Tediz are in the towers and their aim ain't too shabby.

Quickly guide Conker up the beach to the right where he will find some protection from the large metal jacks. Follow your fellow soldiers up the beach to the left and then around the corner to the right. Use every jack as a shield and wait for the Tediz to have to reload, as that is the best time to make a run for it. Finally, round the last bend to the left and make a dive for the soldier near the door. Just as you learn the magnitude of the situation from another soldier, you are alone. Take the Uzis and cigar from the deceased and shoot the lock off the door. You're goin' in!

Sole Survivor

You will enter the Tediz fortress through the door to the storage room. In this relatively small and cluttered room await 4 Tediz. Don't move. From within first-person mode (R Button), strafe to the right while keeping your guns pointed just above the crates in the far off corner. A few side steps will trigger the Tediz to come out guns a blazin'. Take out the one on the stack first. The 3 remaining Tediz can be taken out one while shooting from the hips. Be sure to duck behind crates and barrels to reload and continue through the door when the last one falls.

The corridors ahead are filled with Tediz, laser traps, and flame-throwing goons. Although headshots will result in an instant death, you can mow down Tediz with a stream of body shots provided you have some space between you and them. One thing that makes this possible is that the Tediz are all carrying bayonets and appear to favor stabbing to shooting. Seldom will Tediz stay back and fire.

Crawl under the lasers, grab the chocolate and make the turn to the left. There are 3 Tediz in this stretch of hallway, one behind the crate on the left and 2 behind the crates on the right. Try to be as clean through these early sections so as to allow you to return for the chocolate later. Approach the turn to the right while hugging the wall on the left.





Walkthrough

Another Tedi is going to charge at you from around the counter. After you put this one down, fix your sights on the crates beyond the laser trap and step towards the lasers while staying to the right. Put down the Tedi-sniper when he pops up and then strafe to the left. A total of 4 Tediz will charge you from around the far corner. Aim the first one and keep the bullets flying. Each successive Tedi will follow the previous one right into your gunfire.

The coast is clear, for now. Grab any chocolate you need and approach the center of the laser trap. High jump and hover in place until you begin to descend. When at the proper altitude, guide Conker through the opening in the trap. Whip the guns back out and begin making for the turn to the right.

Two Tediz will fall from the ceiling grate ahead so be ready to start blasting away. Make your way to the lasers while staying to the right. Another Tedi will hop onto the crate on the left. Two more Tediz will jump out of the next ceiling panel. Strafe side to side a touch to take them both out and then continue on towards the elevator. There is one last Tedi in this hallway and he's behind the final crate on the left so keep to the right and stay ready.

The elevator will lead you to another corridor, much like the one you just cleared. Approach the lasers ahead and jump into the gap between the second and third one. From there, shoot the two Tediz that attack. Continue on towards the turn while keeping to the left so as to have some room between you and the next pair of Tediz.

This next hallway has 3 flamethrowers in it. Although it is easy to make it past them when they are "re-loading", you must be careful not to accidentally back up into the flames when fighting Tediz. There are 2 Tediz to shoot after passing the first flamethrower and then, after the last flamethrower in this stretch, 4 more Tediz will attack from around the corner.

A Tedi will jump out of each of the ceiling grates in this next hallway. Keep your guard up for 2 more Tediz await your arrival near the crates on the left after you surpass the laser traps. This next hallway only contains a handful of relatively harmless flamethrowers. However, 6 Tediz are going to charge from around the corner to the right. Stay against the left wall, keep in first person mode so as to aim at their heads, and reload your weapons before you trigger their ambush.

Take out the last Tediz as he jumps out of the ceiling grates and approach the last laser trap. High jump and hover over the first two to land in the space between them all. From there you can walk safely into the operating room.

Casualty Dept.

Once the evil doctors switch back into character and draw their medically —designed tools of torture, start firing. There are 8 Tediz in the operating room and you've got to take each and every one of them out. Duck behind tables and crates for cover and go after the lone Tedi-surgeon so as to avoid being double-teamed.





Walkthrough

Reload often.

Although you may be tempted to go onto the walkway above the tables, don't! You're a sitting duck up there and are better off on the floor, in the rear of the room. Once the last of the surgeons is put down, one last, much taller doctor comes out and goes up the ramp on the right. Jump into first-person mode and take it out as it begins crossing to the rear of the room.

With all of the Tediz destroyed, it's time to free the POW in the back corner of the room. Pull the lever on the wall—either one. Regardless of which lever you pull, the poor soul is going to get cooked. Pull the other lever after you fry him to open the door and escape.

Ok, just when you thought you were in the clear you find yourself staring down the twin barrels of a high caliber ripgun. Oh Poop! As soon as the Tedi sees you, you had better dive to the wall on the right. Now, jump over the set of crates and take cover behind the large stack of crates right near the gunner.

Wait for the gunner to have to reload, let him start firing again, and then take off around the side of him and leap onto the rope directly behind him. Climb the rope and wait out another barrage of gunfire from behind the pipe. As soon as goes to reload, run for the B Button Pad atop the crates and press the B Button while facing him. Now, armed with a Bazooka, step into first person mode and blast the sucker out of the chair. Put away your weapon, jump down off the crates, and gather up the chocolate. Take a seat in the ripgun; things are going to get really hairy around here.

This next sequence is going to require you to blast away wave after wave of Tediz that attack from the hallways that flank you. Although the numbers of attackers will slowly diminish, the pressure is always high. Luckily you can (if you're feeling so brave) hop out of the chair to grab some more chocolate in between attacks. Nope, you're "not going anywhere for a while".

Although this sequence is complete skill and we can't walk you through it, there are a couple of tips that should help.

Obviously, the bayonet wielding Tediz that make it all the way up to you are your first priority. If you see flashes of red and you know you're not getting shot at, start rotating and firing. Someone's on you.

Nearly as important as the Tediz right on you, are those that take to the crates to snipe from a distance. Each hallway has a single crate on the right that a Tedi or two will use to launch its attack. These Tediz must be put down ASAP.

Finally, reload every chance you get. Nothing could be worse than finding yourself swarmed by Tediz only to have to pause and reload. And it is quite a lengthy pause with the ripgun.

Once the door to the right opens, leave the chair, take a deep breath, and head outside via the assembly room.





Walkthrough

Saving Private Rodent

Conker's friend Rodent has been captured is currently tied up awaiting a firing squad. Although his bulletproof armor will keep him safe indefinitely, you must take out each of the Tediz so as to untie him. Your first target has to be the squad leader as he is carrying a small bundle of grenades and is very dangerous. From the cover of the crate, take him out with a couple of well-placed bullets---right between the eyes, preferably. Once he's put been down, strafe to the left while swinging your gun to the right, essentially chopping down each of the firing squad members.

Once you've killed the last of the Tediz head over to Rodent and let him free. Together the two of you must make your way down the path to the center of the fortress. Along the way, bombers will be dropping, well, bombs, and spider mines will charge at you. And this is where Rodent comes in. Whenever a spider mine charges, Rodent will yell "get behind me Conker" thus signaling you to take cover behind him. The spider mine will ram into Rodent and as long as you're on the other side of him, you'll both be safe. Also, to help you in evading the incoming artillery, the bombs will cast a shadow as they fall. Avoid the shadow at all costs. Finally, the spider mines will let out a high-pitched whirring noise as they arm themselves.

After surviving the mine-laden path to the fortress you will have to actually find a way in. Rodent is going to wait for you by the humongous door, leaving you to blow off the locks. Quickly run down the trail to the right and leap off of the dock and into the purple life raft bearing the B Button Pad.

Face the large door and press the B Button to equip Conker with the bazooka. Now you must shoot each of the four yellow lights on the door to completely break the lock. Although you don't have to hit the buttons while they are lit, you had better hurry as Tedi reinforcements are paratrooping in as we speak. As soon as the door creaks open, put away the gun and take off running!

Chances are you're not going to make it to the door on your first attempt. Fear not, for as long as you have an extra life, you will start where you earlier left Rodent, just a few steps from the door.

Chemical Warfare

Once inside the fortress Rodent will give you the total scoop on his dream tank, which happens to be parked on the right. Hop aboard and use the tank's mighty cannon to blow apart the door directly across from the tank.

Exit the tank and enter the radioactive area. Here lies a long narrow corridor leading to a lever that will open the door to the courtyard. To get to the lever will require you to jump over 3 acid pools, upon doing so will cause you to be immediately attacked by a spider mine. To avoid getting blown to pieces, jump and hover back across the acid as soon as you touch down.

After making it past the third spider mine is the lever. Pull the lever and haul butt back out of there. The key to making it out as the acid begins to flow after you, is to minimize the amount of hovering you do when leaping





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over the acid pools. Conker is much faster on foot than in the air, so only hover the absolute slightest amount to clear the acid pools. Finally, you can high jump onto the ledge at the entrance of the tunnel, making the ladder an unnecessary obstacle that will only slow you down.

The Tower

Now that you have the full power of the Class 22 tank in your corner, it's time to topple that large gun tower in the courtyard. Fill up on chocolate and hop aboard the tank. Drive the tank through the doorway towards the tower.

The Tediz have inserted heavy-duty metal plates between each of the legs of the tower, requiring you to completely circle the tower to shoot out all four of its legs. To make matters more difficult, many of the metal bridges connecting the small islands have been raised and Conker must get out of the tank to lower them. Finally, Tediz are waiting for you around every bend and their armed to the teeth with explosives. Yep, this is one helluva hard moment in the game.

Park the tank near the gap and jump out. Jump across the gap and take cover below the bridge. Immediately following a grenade toss, jump onto the bridge and use the B Button Pad near the top of it to anvil the bridge downward. Assuming the tower doesn't shoot you, hop back into the tank and blast both the Tedi and the yellow-striped leg of the tower. Drive over the bridge and turn to the right.

Drive over the 3 Tediz that emerge from the mud and blast apart the second leg of the tower. Watch out for the recoil of the tank's guns, as the tank can easily slide off the narrow ledge. Park the tank near the bridge, hop out and lower it as you did earlier. Once back in the tank, slowly drive over the bridge and blast apart the Tedi ahead of you. Continue on over the metal bridge to blast the third leg and then park the tank near the final bridge needing lowering. Before you leave the tank, shoot the Tedi behind you and then turn the gun turret back towards the bridge. There are 3 Tediz on the far side of the last bridge who could very easily blow you to pieces. You must be super quick from the time you lower the bridge to when you are back in the tank and firing at the bombers across the way. Only after destroying all 3 Tediz should you shoot the fourth and final leg of the tower.

Once the tower has been toppled exit the tank and tiptoe across the fallen leg to enter the cave below the tower.

Little Girl

Falling through the hole below the tower will land you on large elevated platform completely surrounded by water. IN the center of this platform is a little girl—a little girl who knows an awful lot about missiles, and bullets, and the like.

Don't worry about the girl, you've got to take care of the submarines off shore and the missiles they are firing at you. From where you first appeared on the platform, head to the tower on the left, grab some chocolate,





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and step out onto the B Button Pad to equip yourself with a bazooka. Each of the three towers on the edges of the platform have an identical setup, complete with submarine enemies. Thankfully, only one fleet will attack at once.

Your task is simple: use the bazooka to take out each of the submarines. You can (must) use it to intercept the missiles that do get launched from the subs. Hitting the subs is a little tricky as the water will often swallow up an otherwise well-aimed shot. Wait for the subs to poke out above the water and then hit them. Stay in first person mode during the battle and pull back on the Control Stick to follow any missiles that get fired at you.

Should you need extra chocolate feel free to go and get it, the subs will fire at you wherever you are when the missile is launched, so use this to your advantage. Once you destroy the 3 subs off the left side of the platform, run clockwise around the platform to the next B Button Pad.

The second platform has 5 subs near it waiting to get you. Here the subs will begin to step up their attack, but luckily you can start taking out two with one shot as they will often steer close to one another. Keep an eye out for any missiles that get away. Maintain at least 4 bars of chocolate and keep firing.

Finally, the third platform is where you will find 7 subs needing to be destroyed. The subs located on this side of the platform will attack with a much higher rate than the previous ones, so keep on the lookout. Intercepting missiles is as important as busting up subs so take your time and keep a balance between offense and defense.

The Experiment

As you might have expected, the little girl is not an ordinary little girl. Nope, she's attached to the arm of very disturbing creature composed of a giant Tedi and a spider mine. Together they comprise your next Boss. But, to help even the field, Rodent and his beloved tank show up to help.

The little girl and her Tedi are going to rely on some pretty amazing weaponry to put you away. But regardless of how big the guns are, your attack pattern is the same: take out the guns, blow the little girl off of his arm, and then shoot the Tedi in the red-lit hatch on his back. Of course, actually pulling it off is a bit tougher.

As soon as the fight starts, hop aboard the tank and spin the turret gun at the Boss. Use the tank's ability to drive in one direction while firing in another to maneuver out of harm's way while blasting at the guns.

You need to hit the guns where they connect to the body of the Tedi to properly eliminate them. Once you do, put some distance between you and the Boss and aim carefully at the little girl while in first-person mode. Once she's knocked off of his arm he will turn to pick her up. That's when you fire a shot into his back.

These tactics will work through the remainder of the battle. As long as you keep your distance, grab some chocolate when you need it, and take cover in the tunnels when absolutely necessary, you'll make it through the fight unscathed.





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Once you hit the boss the third and final time a pair of spider mines will detonate on the tank, knocking you and Rodent onto the platform. There you will witness the little girl press the self-destruct button. Yep, the entire Tedi Fortress is going to blow sky high and you have 4:30 seconds to make it back to the boats.

Countdown

Jump through the hole to enter the underground corridor. Not too unlike the hallways you passed through earlier, the path ahead of you contains several Tediz and laser traps. The main difference this time through, however, is the laser traps are much more intricate. Follow these tips to get to the storage room as quickly and safely as possible.

Lasers #1: Hug the wall on the left and leap straight up and hover through the network of lasers.

Lasers #2: Holster your guns and drop to the floor and crawl under the lasers while following the black line.

Lasers #3: Stand between two of the lasers, jump straight up, and hover through the opening.

Lasers #4: Climb over the crate on the left and then leap straight in the air and hover in place. Once you start to descend, fly through the horizontal opening in the second row of lasers. Grab for the Uzis as soon as you land for 2 Tediz are positioned just around the corner.

Lasers #5: Probably the most difficult of all, you must crawl along the edge of the crate on the left to sneak over the lower lasers and under the upper lasers. Be sure to holster your guns and make the move in one quick motion, as any pause will result in Conker getting up off of his tummy. Pop the Tedi down the hall after you pass this trap.

Lasers #6: High jump onto the crate and crawl under the first laser. Tip toe off of the top crate onto the lower one and then leap over the last laser and onto the ground.

Lasers #7: Duh, crawl under them man!

Ok, you've made it to the storage room. Once again there's a few Tediz to kill, so get in position. Cross the room to the left, where the exit is, and draw the bazooka you're now carrying. Once again you have got to take out the Tedi on top of the crates first. Once you do, the others will fall easily. After sending the final Tedi into the lasers you must put away the gun and run outside. Only the beach is left! And what a beach it is.

Gather up the chocolate on the left and round the corner onto the sand. The beach may look rather harmless, but what you don't see can kill you. There are numerous Tediz buried in the sand waiting for you. And each of them has a bazooka! Ignore the timer as you will either make it or die trying. Follow these tips to reach the boat in one piece.

Take out the Tedi marching towards you on the right. He won't fire until he gets good and close so you have plenty of time.

Run up the hill while keeping to the right. Pull out your bazooka while standing to the right of the metal shield.

Two Tediz will come into view: one from the right (take him first) and then one from the left). Put away your weapon and run for the fence.

Keep your back to the fence at the top of the hill and slowly round the corner. A Tedi is waiting for you near the





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fence at the bottom of the hill. Strafe to the left while you crest the hill and hit him as soon as you see him.

Once the Tedi on the left side of the second row is dead, head back up the hill the way you came and strafe to the right, again with your back to the fence. Your next target is just beyond the metal jack in the corner. Remain in first person mode and use the C Buttons to strafe to the right. Pop him the moment you see him.

Ok, put away your gun and return to the top of the hill, above the turn in the path. You must now walk down the hill, against the fence on the left, while keeping the bazooka aimed at the sand to the left of the next metal jack. The second you see an ear pop out of the sand, you have got to let him have it and holster the bazooka. Other Tediz will be emerging at that same instant. You must run and jump under the metal jack for cover and then, after the Tediz fire, you must run and dive for the exit.

Making your way back down the beach is perhaps the most difficult task in the game. Remain calm and follow the above strategy to pull it off.

Peace at Last

Good work soldier, you did it! Hey, is that Rodent flying through the air?



Chapter 9: The Heist The Windmill's Dead

The war is over and it's time to go home. But there's one simple matter needing tending to... the Panther King. Yep, that's right the final showdown is coming up. And trust us, it isn't going to be easy.

Rodent may be alive—that much we can be thankful for—but the damage his impenetrable armor had done to the windmill is beyond repair. As it turns out this is a good thing. Make your way to the top of the hill where the windmill had been and proceed down the walkway leading into the center of the hill. Conker will come out on the far side of a canyon that was impassable until now.

The Boss and Berri are standing just ahead near the steps to the Feral Reserve. You've shown up just in time, for Boss has one last errand for you. You and Berri-nity are going to storm the bank, Matrix-style. Cool outfits, big guns, attitude, and oh yeah, lots of gravity-defying acrobatics.





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Enter the Vertex

Got that VCR handy? You may want to start recording again...

Once inside the Feral Reserve our leather-cloaked operatives will reenact that infamous scene from The Matrix and nonchalantly waltz right through the main security assembly. Now it's your turn to take control. Get ready for one hell of a firefight.

Berri's purpose in this scene is to draw fire away from you, thus freeing you up to blast the stream of guards that will come from the rear of the room. In front of each of the columns is a Context Sensitive Zone that will enable Conker to side-flip towards the other column. Everything will be Matrix-ified during these jumps, enabling Conker to blast away at each of the guards in slow motion. Don't worry about controlling the movements of Conker, simply use the Control Stick to aim the gun via the cross hairs, and press the B Button to fire.

Kick-ass maneuvers and guns do come at a price. For starters, Conker cannot holster the guns and drop to the floor as in the It's War chapter. Also, stuffing his tail into a pair of leather pants has made it impossible for him to hover. Take the lack of these abilities into account when trying to evade gunfire.

Mowing down the security guards as they approach isn't easy, especially when you factor in their ability to shoot you out of the air during your slow-motion flips. Nevertheless, these tips should help you to gradually take out all of the guards and progress past each of the laser defenses.

Stay to the opposite side of the room as Berri. Wait behind the stone column for her to start running towards you and then begin your side-flip towards her. She will draw enemy fire away from you while you blast away at the guards. Aim for whichever one is closest first.

After each side-flip be sure to quickly reload your weapons behind the coverage the columns provide. Although you can strafe about and fire at the guards, you are much deadlier (and harder to hit) when doing the side-flips. The guards' high-powered rifles will gradually blow the stone columns apart. Although there will always be at least a small piece of rock holding them up, you may find yourself without the coverage you need should you loiter for too long.

Stay away from the laser-defenses. They may not hurt you as they had in the Tediz' fortress, but you are in no position to deal with the guards if you are near them.

An increasing number of guards need to be put down for each successive laser trap you make it past. Disarming the lasers is Berri's job; you just worry about taking out the guards. There will be four waves of security guards, so be patient and take cover.

The Vault

After watching Berri amazingly disarm an intricate laser trap, walk into the vault for the pig payout! Use your frying pan to knock the money unconscious and pick it up. After the third wad of dough has been scooped up the Panther King will appear in his throne. As luck (and the Star Wars trilogy) would dictate, Boss has turned you in





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to the Panther King for a bounty.

Well, I don't want to spoil anything so we'll just move on to the final Boss Battle.

Final Boss Battle

Ok, those of you that had made it thus far now know that you're not fighting the Panther King, but the creature from the movie Alien. In space. And, for those of you who haven't seen the movie, the first thing you got to do is open the airlock. Jump up and pull the lever on the wall near the throne to open the bay doors, thus sucking out everyone except Conker and the Alien.

Now you have got to put on your spacesuit. Cross the room to the yellow spacesuit to have Conker put it on. Now you're ready to fight in an oxygen free arena. And to do so only requires some slight changes to the control scheme. For instance, pressing and holding the A Button will make Conker jump and hover, the B Button is to punch, and the Z Button is used to block. But regardless of how "at-home" you feel in your spacesuit, both the Alien and the sucking of the airlock can do you in. Consider yourself warned.

Defeating the Alien depends on your ability to predict his attack and counter it accordingly. The Alien has two basic attacks: a nasty biting head-butt and a swing of his tail. Luckily for you, he yells out differently before each attack, thus allowing you to know what he's going to do, before he does it. The shriek preceding his tail whip attack will be of a much higher pitch whereas he sort of moans or growls before he attacks with his humongous noggin.

Both attacks can be evaded and, should you prove quick enough, you can counter him after each attack to land a hit of your own. When he lets out a piercing scream and begins to attack with his tail, you must jump up and over it. Don't jump and hover, for this will not only minimize your chances of countering, but will leave you open to a second attack. Instead, tap the A Button to leap up and over his tail and then, as soon as you land, start punching the beast.

Should he let out the more rumbling growl, you had better get ready to block. Press the Z Button to shield yourself from his nasty bite and immediately start punching him when he lifts his head up off of you. He will often try to bite you twice. Unfortunately, in between these two attacks is both the most dangerous and best time for you to take a swing. It's going to be kill or be killed, so work on your timing until you've got it down.

Ok, so you've landed a clean shot and the beast is laid out on the floor. Grab him by the tail and begin swiveling the Control Stick to spin him around and around. The direction you spin him is up to you, but since you need to throw him out of the airlock, take into account which side of the room you are on and the angle from which you be throwing him. Once his nails stop scraping across the floor you'll be ready to press the B Button to throw him. Spin around one or two more times to get the speed down and anticipate when you're going to release him. Anything but a well-aimed toss will result in him hitting the wall of the vault and staying inside. You must throw him out of the airlock 3 times to win the battle. And trust us, you don't want to go blowing any successful





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punches by missing the airlock.

That's it: you've done it. You're the King of all the Land. Now that wasn't such a bad day was it?

Well, there's always the "Other Bad Fur Day" -- but you'll have to wait awhile before you get to play that one...

That's all, folks. Thanks for reading our guide.. Be sure to keep an eye on our frequently updated cheats page for Conker's Bad Fur Day for future codes releases.

