



Introduction

Like most good stories, it begins with having imbibed too many libations. From there, it moves on to the puking stage, followed by getting lost and waking up confused and hung over. That's where you come in. Lead Conker on his quest for babes, booze, weapons, and sweet moolah. He may be a squirrel, but he is most definitely not cute and cuddly.

With a beautifully recreated world and all of the same hilarious moments, Conker makes the transition to Xbox with style. This is the reason Rare fans bought an Xbox! And if the 9 huge chapters aren't enough for you, then take your skills on to *Xbox Live* for almost infinite replayability. Whether you want a mission based squad game or some good old fashioned deathmatch, the multiplayer side of [Conker: Live and Reloaded](#) has what you need.



Playing through Conker's story mode is tougher than getting the hot girl next to you to buy you a beer. Let's not even get started about the battle for online supremacy. You're going to need some help, and you've come to the right place. Inside our guide you'll find:

- [Basics](#): Everything you need to get started. How to navigate the world and keep Conker alive and kicking (butt).
- [Multiplayer - Boot Camp](#): Look here to learn all about the multiplayer side of the game. We explain and analyze it all including how to get started, character class, weapons, vehicles, and utilities.
- [Multiplayer - Map Strategy](#): Tired of losing to the experienced online players? Can't get through Chapter X? Read on for the strategies you need to complete the map victory conditions before the timer expires.
- [Story Walkthrough](#): We'll walk you through all 9 chapters of the game and tell you where to find everything along the way.
- [Secrets](#): Find out what unlockables and bonus upgrades are available in the game here.

Guide by: Erik "Dirty Martini Please" Brudvig

This PDF Guide is property of IGN Entertainment. Any unlawful duplication of this document without the consent of IGN Entertainment will result in legal action.

Basics

Cock and Plucker

The Cock and Plucker is Conker's favorite bar. When he's not out beating tail, he likes to hang out here and get sloshed. It's also the game's main menu. This is where you'll be able to access game saves, options, and multiplayer games.

Game 1, 2, and 3: Choose any of these to go to a saved point in the story mode. If it is your first time playing, you'll only be able to select a New Game. The game auto-saves at particular places as you progress through the game. When you come back to this screen after playing for a little while, you can see how much money you have collected, the amount of time you have spent playing this game, and the number of Chocolate squares and Squirrel's Tails that Conker has. You can select to Play the game, or Erase it to start over.



Options: This screen allows you to turn controller vibration on or off as well as invert your aim.

Chapters: From here you can quickly hop into any mission that you have previously beaten. Be sure not to erase your save once you beat the game, or all of the chapters and missions will go back to being locked.

Xbox Live & Co: This will take you to the multiplayer portion of the game. Hook up with friends through split screen or system link, play with Dumbots, or take your game onto *Xbox Live*. Be sure to read our sections on [Multiplayer - Boot Camp](#) as well as the [Multiplayer - Map Strategy](#) for more.

Controls

The controls in multiplayer games are customizable, but read below for instructions on how to guide Conker through the story mode.

Left Analog Pad: Move Conker around.

Right Analog Pad: Rotate the camera.

Left Trigger: Go into first person mode. You walk around in this mode, but you can look around with the Right Analog Pad. Pressing the Left Trigger during a cut scene you have already watched will cause you to skip it.

Right Trigger: Duck/Attack. With no weapon out, the Right Trigger will make Conker duck. From there you can crawl under dangerous objects. If you have a weapon out, the Right Trigger will use it.

A Button: Jump.

B Button: Activate Context Sensitive area or take out a weapon.

X Button: Reload a weapon.

Y Button: Not used.

Pressing the Right Analog Pad: Zoom In/Out.

Pressing the Left Analog Pad: Jump

Start Button: Pause the game.

Back Button: Go to the *Xbox Live* sign in screen.

Black/White Buttons: Not used in this game.

Special Moves

High Jump: Press the Right Trigger to duck and then hit the A Button to leap higher into the air than normal.

Hover: Tails, er, Conker can hover by using his tail to helicopter. Jump and then hold down the A Button.

Swimming: While on the surface, press the B Button to dive down under water.

Combo Attack: Press the B Button three times in succession when you have your bat out to perform a combo attack that does much more damage than three normal swings.

Items

Squirrel Tail: The tail of a squirrel gives Conker one more shot at life. 3 Squirrel Tails = 3 lives. By collecting them, you'll prevent Greg the Grim Reaper from taking you down to the underworld. Squirrel Tails won't appear in the game until after you die once and Greg explains the whole system to you. The silly part is that they don't mean squat in the grand scheme. If you lose all of your Tails, you can just continue from the exact point that you left off as many times as you want. The only thing that Squirrel Tails really do for you is to stop you from having to sit through some loading screens and hitting a button to skip the game over cut scene. Collect these if you want, but don't be afraid to lose them while you are exploring.



Chocolate Squares: Chocolate Squares are the squirrel equivalent of health. 6 squares means that Conker is 100% healthy. If he loses all of his squares of chocolate, he dies. Collecting the squares that are littered around the world will keep Conker fit to fight.

Cash: Money makes the world go round. There are some parts of the game that you can't get to until you've collected enough dough. Therefore, it is extremely important to look for cash everywhere you go. Keep your volume on. Money will call out to Conker when he is near it. If you hear, "Come and get me." or, "Here I am." take a look around to see where you need to go to find the green stuff. Press the Start Button at any time to see how much money is in the region and whether you have collected it yet or not. If you are playing the game through the Chapter menu, it will tell you how much money you should have collected by this point in the game.



Context Sensitive Zones

Throughout the land you'll find giant "B" letters on the ground. These indicate Context Sensitive areas. If you step on them a light bulb will appear over Conker's head. Press the B Button and Conker will pull out a handy item to use in solving the current puzzle.

Basic Hints

- Use the crouch jump and hover abilities to reach areas a normal jump can't.
- If you are falling from a high area, press the A Button to begin hovering. It will slow you down and help break your fall.
- Chocolate Squares will reappear, so leave a screen and come back if you are low on life.
- Use your ears. Money will call out to you and enemies will make a telltale sound before they attack.

Multiplayer - Boot Camp

Conker: Live and Reloaded offers a host of multiplayer options. You can go onto *Xbox Live* or set up a System Link game and play with up to 16 others. If you don't have access to a network or a Live account, you can team up (or against) a buddy with 2-player split screen action in the Dumbots mode. Either way, the gameplay and missions are the same.

Setting Up a Game

If you're playing online, you have the option of hopping into a premade game and joining others. Or, if you want to get technical you can set up and host your own game. You'll end up doing the same thing anytime you want to play a non-network game, so you'd better learn eventually. At the Select Level screen, highlight the level you would like to play on and press the X Button to configure the game.

Dumbot Configure: Here you can select the number of Dumbots you would like to play with and against. You may choose to make them aware of what the mission and select their toughness (worm = easy, Einstein = very hard). If you want to hand select which character classes will be on your team, you can do this by selecting Team Generator, or you can simply randomly generate the teams.

Number of Lives: Choose the number of lives each character is allowed to have. Unlimited is the default setting.

Timer: Choose the game length in increments of 10 minutes up to an hour.

Swap after VC: Check this box to make the game automatically restart at the end with each player switching factions and fighting for the opposite side.

Factions

At the start of each game, you'll have to choose which faction you are going to fight for; the SHC or the Tediz. Both have access to the same character classes and weapons. However, they are on opposite sides of the war and so they often have differing mission objectives. Play through Chapter X to learn more about each side of the war.

Winning the Game

To win the game you must complete the Victory Conditions set forth for that stage. If the game host has configured the game for Deathmatch, then your only goal is to kill as many of the opposing faction soldiers as possible. To learn more about each maps unique missions, you can watch the Mission Briefing by pressing the Y Button at the Map Configure or after selecting your character class. For more help, check out our [Multiplayer - Map Strategy](#) section. This section can also be used to help you play through Chapter X.

Dying and Coming Back to Life

As you take damage, your energy bar goes down. If it empties entirely, you'll die. But don't worry, unless you have used up all of your lives (set under Map Configuration), then you'll be able to respawn and join the action again. Select the respawn point that you'd like to appear at and off you go to die again! On some maps, as you meet conditions new respawn points will become available. Be wary of this - you don't want to respawn too far away from the action.



Upgrading and Switching Your Mode of Attack

You'll often see little yellow orbs littered around the battlefield. Grab them if you can. They will give your character new abilities, weapons, and tools. Read the section on Character Class below to learn all about what can be upgraded and what it does.

Switching between weapons, abilities, and ammunition types can be confusing at first, but once you get the hang of it and can do it quickly you'll have a big advantage on the field of battle. Below you'll find an explanation on how to do this based upon the Default control scheme.

Left Trigger: Hold this button down to bring up a list of which modes a weapon can be placed in. Then, use the Left Analog stick to choose the mode. Tapping the button will scroll through the list.

Y Button: Hold this button down to bring up a list of which weapons and items you currently have. Then, use the Left Analog stick to choose the one you want. Tapping the button will scroll through the list.

X Button: Hold this button down to bring up a list of which abilities. Then, use the Left Analog stick to choose the ability you want to use. Tap the button again to use the ability.

**Note* - Edit your profile on the Xbox Live & Co Welcome screen to change or view these and the other controls. Set up the controller so that you feel most comfortable.

Online Stats

When you bring your character online into *Xbox Live*, all of your stats are saved as you play. The most noticeable of these are the number of Kills you have gotten and your CPs (Campaign Points). Collect more Kills and CPs to move up in the online rankings. But it doesn't stop at something as simple as that. Your number of Kills by each character class will be kept track of, in addition to things such as particular ways of killing enemies, and how often you heal fellow soldiers or repair machines on the field.

Leader boards are kept for all of these categories. Additionally, as you collect more points and kills, you'll advance through the army ranks and unlock upgrades for your character. Advancing through the army ranks will let all of the other players online know how good you are and, hopefully, help you team up to game with similarly skilled players. For more about what upgrades can be unlocked, be sure to check out our [Secrets Page](#).

Basic Strategy


There are several things that every Conker soldier should know. Keep these basic tips in mind as you begin your multiplayer gaming.


- Upgrades vastly improve your firepower. Collect them when possible and use them to take down enemies, vehicles, and barriers.
- Crouching improves your accuracy, but reduces your mobility.
- Sneakers are the fastest class and should be used for any infiltration/CTF scenario. Stowing your weapon will also increase your movement rate.
- Avoid standing still at any time. Even if you are shooting at a stationary target, keep your character dancing around. This will make you a difficult target for any Long Rangers who might have you in their sights.
- Make sure you are using the right weapon for the right job. Don't try to shoot down a Mule with a Sinurator. Analyze the situation and switch weapons accordingly.
- When playing an 8 vs. 8 game online, break your team up into two squads. Groups of four can meet objectives in a much more organized manner, and it allows for offense and defense to work together effectively.


Multiplayer - Boot Camp


Character Class


There are 6 different types of character classes you may choose from. Each class has their own unique weapon set and abilities, so it is vitally important to know all of the advantages and disadvantages before battling. If you find that you don't want to continue using the class you began with, press Start and choose a new class. You'll have to start over at a respawn point.


<p>Grunt</p>	
Primary Weapons/Utilities	Sturm 21, Frag and Flash Bang Grenades, Medgun
Abilities	Self Heal, Spray Can
Upgraded Weapons/Utilities/Abilities	Hogster (grenade launcher), Smoke grenades
Special Controls	Press the Right Thumbstick for head-cam mode. The B Button will switch between standing and crouching.
Vehicles	Toad MK. II
Specialist Ordinance	Earth Guard and Sky Guard
Pros	The Grunt is the most well rounded character class in the game. Their primary weapon is strong enough to match up well against any other fighter in the game. The ability to heal either themselves or a teammate can come in very handy, especially in a CTF type game. The upgraded Hogster can fire 2 grenades that do incredible destructive power. By switching it to Release, you can launch a grenade that will not blow up until you pull the trigger again. This works very well when you are trying to protect a wall against oncoming forces - launch the grenade, then wait for them to get closer before detonating it.
Cons	Without any real special moves, Grunts often end up being cannon fodder. Their average stats make them poor in long range or up close fights. The slow reload of the Hogster makes it hard to rack up a long string of kills.

<p>Demolisher</p>	
Primary Weapons/Utilities	Bazooka, Napalm and Smoke Grenades, Arc Weld
Abilities	Berserk, Spray Can
Upgraded Weapons/Utilities/Abilities	Strayfur (chain gun), Frag Grenades, Guided Missiles
Special Controls	Press the Right Thumbstick for head-cam mode.
Vehicles	Tankus
Specialist Ordinance	Mines
Pros	Demolishers carry the big weapons. The Bazooka and Tankus can tear a hole through any enemy defenses. Their high power makes them very important on infiltration missions and deadly in deathmatch games. The special Berserk move allows the Demolisher to move faster and do a ground slam attack that sends a shock wave out to knock surrounding enemies to the ground, which can really annoy enemy forces.
Cons	Demolishers are by far the slowest character class. To make matters worse, they can't jump when they have their Bazooka out, making their movement extremely limited. The Bazooka needs to be reloaded between each round which takes a few seconds. This means that a miss at close range will probably allow the enemy to kill you before you can get another shot off. Placing Mines can be effective, but is a terribly slow process when you are controlling a Demolisher.

<p>Sneeker</p>	
Primary Weapons/Utilities	Sabre, Snoopa, Hacking Device, Flash Bang and Magnova Grenades
Abilities	Cloak, Feign Death, Spray Can
Upgraded Weapons/Utilities/Abilities	Dagger, Disguise ability
Special Controls	Press the Jump Button twice near a wall to do a wall jump for extra height. Press the Attack Button three times in succession for a combo attack (when using the Sabre).
Vehicles	R Hog
Specialist Ordinance	Gatemaker
Pros	<p>The opposite of Demolishers, Sneekers are fast and agile. They can fall from much higher than most other classes without taking damage. When you combine this with their wall jump ability and Hacking Device, Sneekers can maneuver through pathways only available to them. Their combo move and charged up defense move are deadly up close and their disguise, cloak, and feign death moves make getting close easy. Their added speed makes them great flag carriers and can get them out of fights where they are outgunned.</p>
Cons	<p>Sneekers are useless in long distance attacks and only get a ranged attack when they have an upgrade to use throwing Daggers. If you use a Sneeker, you may find yourself dying a lot while trying to get across the map to the enemies base. To charge up the defense move, you have to hold down the attack button. This severely restricts your motion (which can be compensated for by constantly jumping). Plus, when you release the move, your player does a spinning attack and becomes dizzy and is vulnerable for a few seconds. If you don't like running away from fights, the Sneeker is not for you.</p>

<p>Long Ranger</p>	
Primary Weapons/Utilities	Widowmaker (sniper rifle), Flash Bang and Magnova Grenades, Medgun
Abilities	Infravision, Spray Can
Upgraded Weapons/Utilities/Abilities	Krotch 45 (dual handguns), Self-heal ability, extended Widowmaker zoom, Frag Grenades
Special Controls	Press the Right Thumbstick to zoom in. Hold down the Right Trigger to use a laser sighting on the Widowmaker for improved accuracy.
Vehicles	R Hog
Specialist Ordinance	Earth Guard and Sky Guard
Pros	<p>Long Rangers are deadly from a distance. If you ever find your head exploding randomly, the chances are good that you were just sniped by one of these bad boys. These are excellent support units that wreak havoc in open stages. Infravision allows them to see the entire battle field in thermal vision to see hiding enemies. The upgraded Krotch 45 can be an unwelcome surprise if pulled out on an enemy troop who thinks he has the drop on you.</p>
Cons	<p>Unless they have an upgrade and can use the Krotch 45, Long Rangers are severely outclassed in close combat. The Widowmaker can only be loaded with one bullet at a time, so if you don't get a head shot and kill the enemy, they probably will seek cover and get away. Aiming a Widowmaker is downright difficult. Be sure to press the B Button twice so that you are laying in the prone position and then hold down the Right Trigger to use the laser sighting. If you try to run and gun, you'll end up with a lot of missed shots.</p>

<p>Sky Jockey</p>	
Primary Weapons/Utilities	DP 500, Arcweld
Abilities	Spray Can
Upgraded Weapons/Utilities/Abilities	Infravision ability
Special Controls	Press the Right Thumbstick for head-cam mode. Press and hold the A Button while falling to begin parachuting.
Vehicles	Steed, Mule 52
Specialist Ordinance	Sky Guard
Pros	Sky Jockeys are the only character class that can use flying vehicles. They have an enormous role supplying air support to ground troops as well as flying troops to insertion points for battle. The Steed is equipped with some serious firepower that is good for taking out both machines and troops. Flying a Mule allows a Sky Jockey to drop off an entire squadron of soldiers behind enemy lines for a quick assault.
Cons	Sky Jockeys can't even be used on maps where there are no flying vehicles. Additionally, outside of a plane they are outmatched in every way possible. They have an underpowered weapon and no special abilities of note. The ability to parachute does not make up for their weak DP 400 pistols.

<p>Thermophile</p>	
Primary Weapons/Utilities	Sinurator, Medgun, CJ24 and Napalm Grenades
Abilities	Self heal, Spray Can
Upgraded Weapons/Utilities/Abilities	Fauster, Frag Grenades
Special Controls	No unique controls.
Vehicles	Dragon MK I
Specialist Ordinance	Earth Guard and Mines
Pros	The Thermophile is downright deadly in a close range battle. The Sinurator can light enemies on fire or burn through vehicles with its alternate Acid ammo. Napalm and CJ24 Grenades lay down persistant area attacks which are great for discouraging advancing troops. The Dragon MK. I is fast and sprays a nasty Napalm blast out of its turret.
Cons	Unless they have an upgrade, a Thermophile can only attack a few feet in front of him. The Fauster, though deadly at long range, severely slows these guys down and needs to be stored while running. Their lack of long range weapons makes these guys vulnerable to Long Rangers, Demolishers, and especially aerial attacks.

Weapons, Utilities, and Vehicles

As you just read above, every character class has a unique set of items available for its use. Changing weapons is much more than just a cosmetic difference. Be prepared for a great difference in how you play the game based on what weapon you choose to fight with. Read below to find out about the weapon's base stats.

Weapon	Class	Firing Rate	Firing Modes	Strong Against	Weak Against
Bazooka	Demolisher	1 round clip, slow reload	Standard, Fire and Forget, Guided (w/ upgrade)	Crowds, vehicles, turrets	Very close targets
Widowmaker (sniper rifle)	Long Ranger	1 round, slow reload	7.62 mm, DU tip	Long distance enemies	Very close targets, vehicles
Sturm 21 (machine gun)	Grunt	50 rounds clip, fast reload	Automatic, Burst, Dum Dums	Close to mid range targets, vehicles (dum dums)	Long range targets
Sinurator (flamethrower)	Thermophile	Constant fire, slow reload	Napalm, Acid	Close range crowds, vehicles	Long range targets
Sabre	Sneeker	fast, no reload	Attack, Defend	Close range targets	Medium to long range targets
DP 500 (hand guns)	Sky Jockey	20 rounds at a slow rate, fast reload	Standard, Burst	Medium to far range Sneekers	Everything else
Fauster (laser gun)	Thermophile (w/ upgrade)	Constant fire, slow reload	Standard	Everything	NA
Hogster (grenade launcher)	Grunt (w/ upgrade)	2 rounds, slow reload	Frag, Release, Impact	Vehicles, crowds	Fast moving enemies, air vehicles
Krotch 45 (pistols)	Long Ranger (w/ upgrade)	20 rounds at a slow rate, fast reload	Standard	Medium to far range Sneekers	Everything else
Dagger	Sneeker (w/ upgrade)	fast, no reload	Stab, Throw	Close opponents	Everything else
Strayfur	Demolisher (w/ upgrade)	150 rounds very fast, slow reload	Standard	Everything	NA

Every character class has access to a unique set of grenades and some are only available after finding an upgrade. Read about the character classes above to see which classes can use each type. To reload on grenades, you'll have to visit and long into a Specialist Ordinance terminal.

Grenade Type	Effect
Frag Grenade	Your typical grenade. Pull the pin, throw it, and watch it go boom. Causes moderate damage to both infantry and vehicles.
CJ24	A gas grenade that emits a lethal plume of death in the region around it.
Napalm	Lights everything around it on fire. Touching it or the fire it leaves will cause the soldier to burn.
Magnova	Sends out an EM pulse that disables all electronics - from vehicles to hidden mines.
Flash Bang	Sends out a sonic pulse that stuns any infantry caught in its range.
Smoke Grenades	Explodes in a burst of smoke causing the enemy to drop its guard.

Like grenades, every character class has access to a utility and some are only available after finding an upgrade.

Utility	Class	Effect
Arc Weld	Sky Jockey/Demolisher	Repairs vehicles and units such as turrets.
Hacking Device	Sneeker	Allows access to enemy terminals and changes locks on doors.
Medgun	Long Ranger/Grunt/Thermophile	Fire this at a teammate to heal them.
Snoopa	Sneeker	Remote control camera to scope out the enemy territory. Pull the Right Trigger to set off the bomb inside.

Logging in to a Specialist Ordinance terminal will not only refill your grenades. It will also give you access to special items available to your character class. Once you log in and select the object you want, you'll have to pick it up and place it by yourself. This means you'll be carrying a heavy load, so your speed will be reduced and you won't be able to jump.

Ordinance	Class	Effect
Mines	Demolisher/Thermophile	Three mines that you can place where you want and explode upon being stepped on.
Skyguard	Sky Jockey/Grunt/Long Ranger	Anti-aircraft turret. It will monitor the sky around it and automatically shoot down any enemy that flies by.
Earthguard	Grunt/Thermophile/Long Ranger	An automatic turret that will fire at anything it sees on the ground.
Gatemaker	Sneeker	By placing two of these portals on the map, you create an instantaneous teleportation tool to zip between two points.

Each class is trained in the use of specific vehicles. To access one, you'll have to go to a Mobile Unit terminal or find one on the field. Although you can't drive all vehicles, some allow you to hop in for a ride. A Blue Circle next to one means that you can enter it, while a Red Circle means you can't. For ground vehicles, the Left Analog stick is used for steering and moving while the Right Analog stick directs the fire (if available). In the air, use the Left Analog stick to move (click it for a boost) and the Right Analog stick to steer.

Vehicle	Class	Description
Toad MK. II	Grunt	A heavy duty assault vehicle equipped with a machine gun turret allows you to blast away any surrounding enemies or vehicles with ease.
Dragon MK. I	Thermophile	Similar to the Toad, although equipped with a fire spouting Napalm gun.
R-Hog	Sneeker/Long Ranger	A tiny little off road ATV that has some zip to it. There aren't any weapons, so get to where you are going fast (or try to run over your enemies).
Tankus	Demolisher	Meant for heavy warfare - perfect for laying siege to enemy bases. The tank may be slow, but it packs a huge punch.
Steed	Sky Jockey	A flying vehicle meant for assault. Equipped with missile of the standard and lock-on variety as well as a chain gun, it is ready to lay down some damage.
Mule 52	Sky Jockey	A flying vehicle designed for troop transport. Gunner and Bomber positions are available to the passengers.

Multiplayer - Map Strategy

Map strategy will change if and when new maps and items are put into the game via *Xbox Live* downloads or booster packs. What we have below will help you to learn more about basic map strategy as the game is shipped and can be used to help you through Chapter X. We will attempt to update this section as often as possible as new team strategies are developed or new add ins are introduced to the game.

Beach Dead

SHC Strategy

Objective: Break through the three Tediz lines of defense to Von Kriplespac and shoot out his legs before he can destroy the SHC battleship.

Breaking through the fences takes some heavy firepower. Each line of defense and Von Kriplespac have a status bar on the right side of the screen displaying their health. Take all four health bars to zero before the time runs out and you'll win the mission. It is best to play one of two roles in this mission, either support or assault. The support teams main job is to take out as many Tediz as possible so that the assault team can take out the fences and Von Kriplespac.

Fence #1: You only have to worry about Long Rangers, Demolishers, grenades and turret fire because at this point, the Tediz are just as isolated from you as you are from them. If you are playing a support role, a Long Ranger or Demolisher is your best bet. Take down the turret fire as fast as you can by either blowing the turret up or sniping each guy out as he hops inside.

If you plan on taking a frontline role, the best choices are Demolishers and Thermophiles. With upgrades, the Fauster and Sprayfur can make extremely quick work out of the barricade. Try not to get too close to the wall, or you'll become an easy target for grenades. Use the holes blasted by bombs in the ground to give yourself a little extra cover.

Fence #2: This is by far the most difficult barricade to get through. You'll have to run through a trench as fire rains down on you to even get a shot off on the wall. Those playing a support role should focus their fire on the bridges over the trench. If left unattended, Demolishers and others throwing grenades will lay down enough explosions that your squad will never have a shot at getting to the wall. Long Rangers, Grunts (with automatic fire enabled), and Demolishers make the best support units for this section.

Once again, those attempting to take down the barricade should use Thermophiles and Demolishers. You might also opt to use the upgraded Grunt's grenade launcher. Either way, heavy firepower is the way to go - and be prepared to die often.



Fence #3: This is your final barricade to get through and is the easiest to get the upper hand. Those playing the support role should go to the left side of the trenches and camp outside of the Tediz respawn point. By having several Demolishers there laying down explosions, you can effectively prevent a good deal of the other team from getting to your assault squad.

It is a good idea for the frontline assault team to spread out, if possible. This last barricade is large, so it makes a large target. If you can spread out, you'll make the job tougher for any Demolishers or grenades to do much damage. You can even shoot the target from slightly around the trench corner (as shown in the picture below).



Von Kriplespac: You now have a respawn point next to a Specialist Ordinance terminal. That means that Grunts, Thermophiles, and Long Rangers have access to Earth Guards. If you are playing support, make sure you put several of these at the entrance to final room. They will act as firing cover to protect the rear of the assault team. After that, you'll need to try to take out the enemies firing from the platform above. Using a Demolisher or throwing grenades up there works effectively.

The assault squad, if possible, should try not to venture out onto the platform near Von Kriplespac. Although you'll be closer and have a better shot at him, you'll put yourself into a position to be shot from enemies above. Using the Fauster or Sprayfur, you can attack Von Kriplespac and the enemy will be forced to come off of their perching position, thereby making them more vulnerable to the support team.

Tediz Strategy

Objective: Prevent the SHC from breaking through your barricades and getting to Von Kriplespac until he has time to launch the big guns and destroy the battleship. Your goal is simple: kill as many SHC soldiers as possible to keep them away from the fences you have set up.

Fence #1: You'll have 30 seconds to get into place before the SHC begins storming the beach. Using a Long Ranger or a Demolisher works well here, as your main goal will be to take out any SHC soldiers that get anywhere close to the barricade. Don't forget to crouch as a Long Ranger to give yourself some added accuracy. If a turret is open, hop inside it and lay down some serious fire. Napalm grenades work very well if you toss them out just in front of the barricade to prevent any soldiers from getting too close.



Fence #2: If you're going to win this match, you're going to have to make quite a stand here. Use a Demolisher, Thermophile, or Grunt and lay down as much fire power as you can from atop the bridges. Split up your squad between the two bridges so that you'll be able to catch any stragglers that make it through the first one, as well as prevent the enemy from having a nice big target. Stay above the enemy and shoot down at them to keep the upper hand.

Fence #3: The enemy still has a ways to run before they can make it to the barricade you are defending. Take advantage of this by placing some mines and Earthguards along the way. When they make it through, it is best to either run down into the trench and fight them hand to hand, or from your base you can run along the walkway to the left and you'll find a nice ledge to shoot down from.



Von Kriplespac: Your best bet is to take down the SHC army from both above and behind. If you run back into the base from the respawn point, you'll find a railing that you can shoot down to and take out any enemy soldiers that venture into the room with Von Kriplespac. You'll want to use a Demolisher for this job. If the ledge is already being taken care of, a Sneeker, Thermophile, or Grunt works well for the other job. Run around behind and take out any SHC soldiers waiting and firing from outside of the final room.

Fortress Deux

SHC/Tediz Strategy

Objective: Capture and return the preset number of flags to your base before the enemy does. It doesn't matter which faction you choose to play for on this map, as the objective and strategy is the same. If you are playing Chapter X, you should know that you have to capture the entire set number of flags before the timer runs out. Even if you are ahead when time expires, you will fail the mission. CTF type games require lots of team work because the flag returns quite quickly after it is dropped.

When playing against Dumbots, this map can be quite easy. You should choose to be a Sneeker. Their added speed and agility comes in very handy in this map. From the Fortress respawn point, run out and along the upper walkways outside. Hop over the barbed wire fence shown below and you'll be right next to the flag. Switch into Defense mode and grab it. Now, if you hold down the Right Trigger, you'll begin your defense and start charging your attack. This will slow you down, but there is a way around it. You can begin jumping. You'll still jump at normal speed. Hop your way back over the barbed wire and back to your base. Since you are a Sneeker, you can simply drop down to the ground floor without getting hurt and return it to the base.



Playing against real people is going to be more tricky. Be sure to designate some people as defense and some as offense. It is also a good idea to have one Sky Jockey who just flies around killing as many enemies as possible. Defensive players should choose Demolishers, Long Rangers, Grunts, and Thermophiles. Try to lay down as many Earth and Sky Guards as possible to aid in your defense. If the enemy manages to get the flag and escape, hop in a vehicle or switch to a Sneeker to catch up with them before they make it back to the base.

Offensive players need to be mobile, so take a team of Grunts, Thermophiles, and Sneekers. An all out assault on the enemy base rarely works, so try utilizing the many walkways and passages around the level to make your flag grab and get out of there. Be sure to let the Sneeker carry the flag so that they can go into Defense mode and run back to home as quickly as possible. At this point, the rest of the team should just lay down covering fire.

Castle Von Tedistein

SHC/Tediz Strategy

Objective: Light all four batteries with your teams colors and then dive through the final opening to either open or close the gateway (depending upon your faction). Although the layout of each base is slightly different, their goals and strategies are the same. Each base has two of the battery buttons and is separated by a pit that can only be reached by crossing on a cable car.

Defending Your Base: Regardless of whatever else happens, you're going to want to protect the two battery spots on your side of the base. Place several Earth Guards at the place where the cable car lets enemies out. It is also a good idea to lay down as many Mines as possible around the buttons in case any enemies get through. After that, assign several soldiers to be Long Rangers and Demolishers who will fire at enemy soldiers as they emerge from their base on the opposite side. If they do manage to press one of your buttons, clear them out as soon as possible to switch the battery back to your side.



Attacking Their Base: This can be tricky when playing with Dumbots, especially while attempting the Einstein levels of Chapter X. The first button is going to be directly to the right as your cable car comes in. A Demolisher or Sneeker works best at trying to press it. The Sneeker is good because its wall jump maneuver allows it to hop out onto the ground below the walkway and then hop up to the button instead of running through the enemy base. A Demolisher also works well due to their ability to clear out the crowd quickly.

Once you get the first button pressed, you'll have to defend it. If you see a teammate has managed to press the button, either die or change character classes quickly. You'll now be able to respawn inside the enemy's base. This is much faster than waiting for the next cable car to take you across. Once you're there, it is vitally important to defend the battery button. If the entire team runs off to press the next button, the enemies will quickly switch the first one back making your trip upstairs a useless one. It is best for one or two Sneekers to run off in an attempt to make it to the final button. If the team holds their position well enough, the Sneekers should have no trouble making it to the final battery. From there, it is a mad dash to the center of the base to run into the glowing beam.

A Bridge Too Narrow

SHC/Tediz Strategy

Objective: Capture and return the preset number of map pieces to your base before the enemy does. It doesn't matter which faction you choose to play for on this map, as the objective and strategy is the same. If you are playing Chapter X, you should know that you have to capture the entire set number of flags before the timer runs out. Even if you are ahead when time expires, you will fail the mission. CTF type games require lots of team work because the flag returns quite quickly after it is dropped.

Defending Your Base Since this is a CTF style game, you'll want to make sure that you really have a good defense to prevent the enemy from running away with the game. The best strategy for doing this is to make sure the enemy doesn't roll in with a squad of vehicles and make off with the flag on something fast. Set up Earth and Sky Guards around the entrance to your base, then be sure that a squad of Long Rangers and Demolishers stays behind to defend. Try to shoot out the vehicles and snipe the individual enemies before they can get close to your base. Don't forget that the Demolisher has a missile that can lock on and take out airborne vehicles - a very handy tool for when the Sky Guard isn't fast enough.

The enemy will probably try to hack the door leading to your piece of the map. For this reason, have a person ready in the turret outside of that door in case a Sneeker tries to go by unnoticed. It is also a good idea to place several mines (spread

out) along that passageway so that if one does get by, he won't make it far. Make use of the Xbox Live Communicator if you are playing online to let the rest of the team know that the enemy is trying to hack the door so that they can send back up. Communication is key so that you can stretch your forces thin across the base, while still being able to shift soldiers to where they are needed.



Attacking Their Base: Remember, you have to bring the map piece all the way back across the map. You'll want to do it as quickly as possible, so it is a good idea to have a Sneeker carry the map piece. If you leave a R-Hog sitting outside of the enemy base when your assault team goes in firing, the Sneeker can hop on it with the map piece and zip across the level, sometimes without being noticed. If you can do it, hacking the door to the left side of the main entrance offers a quick and easy way in to the map piece. However, it is likely to be well guarded. The best bet is to come in with a squad of vehicles. As the vehicles lay waste to the enemy defenses, have a Sneeker go in and steal the piece.

On your way, don't forget to have the Sneeker hack into the Alpha or Beta Base along the way. You'll find these on the left and right side of the bridge (before and after as you walk across the map). These will allow your teammates to respawn at those points and not have to take the long walk across the bridge. In such a big map, this is a huge advantage.

On the way back, don't forget that there is another bridge underneath the main one. You'll be subjected to less gunfire if you are walking back with the flag if you take the lower bridge. If you are playing defense and you are alerted that your team has captured the map piece, advance your defensive line to the bridge. This way, if your map carrier is killed part of the way back, you will be able to assume an offensive role quickly and finish the job that they started.



Three Towers

SHC/Tediz Strategy

Objective: Capture all three towers and attack the enemy base. By taking control of all three towers, you'll lower the enemy shields and be able to destroy their goods.

At the very beginning, all three towers are marked as neutral. Immediately run to the closest tower. Enter it and press the button to capture that tower. The team that runs out and gets to the second neutral base first has a serious advantage. This is because your control over a base will begin draining, unless you capture the next base. This means that you can lock in your control over the first base by capturing the second base first.



From then on it becomes a matter of winning the battle. Sniping from the towers works well if you are a Long Ranger, but every class is useful on this map, especially because of how open it is and the wide use of vehicles. The key to victory is in defending a tower after you gain control over it while an attack squad goes in to fight for the next tower. If the enemy manages to get all of the towers, quickly retreat back to your main base and defend it. Their third tower will drain towards neutral. When it does, attack it to gain control over it once more.

Doon

SHC Strategy

Objective: Break through or hack into the three doors guarding the Panther King and then destroy him by shooting out his heart. Your target for each of the doors is the red light near each force field.

Door #1: Sneekers are invaluable in this level. It is much faster to hack through a door than it is to blast your way through it. Hack your way through the first door as fast as you can and make a bee line for the second.

Door #2: There is a turret above this door that you must destroy if you want to make it through quickly. If the rest of the team can lay down enough covering fire, a Sneaker can quickly hack their way through this door too. If not, running in with a full squad of Demolishers will get the job done, as well.



Door #3: Once again, you'll want to take out the turrets above you so that the team will have a chance to work on the door. This time the red target is placed above the door, making a hack job difficult at best. Using Demolishers who have the Strayfur upgrade, the turrets and the door can be made short work of. Don't bother taking anything that has no range, as this battle is in an open field and shots come from all directions.

Panther King: You have to aim for the heart to destroy the Panther King once and for all. Or, until you play the map again. Follow the same strategy you did for Door #3. Long distance fighters, especially Demolishers work best. If you want to lend support to the big guys, Long Rangers work well from the corners. They can shoot out any Tediz that try to sneak up behind the assault force.

Tediz Strategy

Objective: Prevent the SHC from infiltrating the three doors you have set up and protect the Panther King so that he may

be revived.

Door #1: There really isn't much you can do until the first door is broken through. The wall that stops the SHC from coming through also prevents you from attacking them. Quickly get down into position on the other side of that door so you are ready the moment they come through. Use a Sneaker to hack the Specialist Ordinance terminal that is to the left of the door (on your side) and begin laying out as many Earth Guards and Mines as you can. This way, when the SHC do finally get through, they'll have a rude surprise waiting for them.

Door #2: Get up into position above the battlefield. If you respawn, start at the Base Beta because it is closer to the action. From above, either hop into the turret and start laying waste to the field, or use a Long Ranger or Demolisher to take out troops that way. Hold off the SHC as long as you can.



Door #3: As soon as the SHC break through Door #2, fall back to get into your final defense positions. You'll want Long Rangers in each corner so that they can snipe out any infiltrating forces. Put a Grunt up in the gun turret closest to where the SHC come up and keep someone with an Arc Welder near by to fix the turret as it takes damage. You should be able to prevent most of the SHC from getting any shots off on the target.



Panther King: Follow the exact same strategy as you did for Door #3. This time however, have some of the defenses fall back inside the base. Keep a Demolisher inside at all times to take out any stragglers that manage to get past the defenses you put up outside.

T.M.S. Spamono

SHC/Tediz Strategy

Objective: Grab the energy sphere from the middle of the hallway and carry it to the opponents side. The tricky part is not dying as you get farther into enemy territory. Whether you play as the SHC or Tediz, the mission and map are the same.

If you want to play defense, hop into one of the two turrets on your side of the base. From there, you can lay waste to the entire battlefield. Just watch where you are shooting and don't hit your own teammates.



If you really want to get the upper hand on your opponents, try taking control of the two airlocks at midship. You'll need to use a Sneeker to hack the door, but once you do your team will get a serious advantage. Inside of the airlock are the only upgrades on the level. What's more, once these regions are hacked, your team can use them as respawn points. So, you get to respawn in the middle of the hallway and with free upgrades. You might want to work on keeping control of these airlocks once you get them.

Long Rangers work exceptionally well in this level, especially if you have the upgraded third zoom level. Don't forget to hold down the right trigger to help steady your aim. Shooting from partially behind the airlock tunnels is a great place to lend support as a teammate tries to run in the energy sphere.



Once again, you'll want to use a Sneeker to carry the energy sphere, as they are the fastest. With the Long Rangers laying down cover, accompany the Sneeker with a squad of Grunts (set your guns to automatic) and you'll have a formidable attack team.

The Ditch

SHC/Tediz Strategy

Objective: Place your team's flag in all 4 of the towers.

There is only one place where the flag will appear, and that is in the bowl below the arena. Both teams will be battling to pick it up, so hurry to get it first. There are two towers behind each base. Once you have the flag, run back to your base and continue up the ramp behind it. Turning either to the left or the right will bring you to a teleporting door to the top of the tower where you can plant your flag.

Be ready for a long battle on this map. To win, you'll have to place your flag on the two enemy towers, and that means going through their base. Try loading up the flag carrier in a vehicle (Mule perhaps for air insertion) to make it through the enemy base to their towers.



Once you capture a tower, that doesn't mean it is yours forever. The enemy can plant a flag in your tower and take it away from you. If you're playing a long game (long timer setting), think about defending the towers that you have already captured as you go for the last ones.

One other piece of advice - it doesn't matter who picks up the flag, only who plants it. If you carry the flag most of the way to the base and are then killed. The opponent can just pick up the flag and plant it to take control of that base. Keep this in mind. You can do the same thing to the opposing team. Let them do the work and take the glory.

Walkthrough

This walkthrough is divided into sections by Chapter. However, if you play straight through the game, you won't complete them in this order. Use the table below to find the section you are trying to complete.

Chapter 1: Hangover: Scaredy Birdy, Pan Handled, Gargoyle
Chapter 2: Windy: Mrs. Bee, Poo Cabin, Pruned, Yee Haa!, Sewage Sucks, Great Balls of Poo, Wasp's Revenge, Mr. Barrel
Chapter 3: Barn Boys: Marvin, Mad Pitchfork, Sunny Days, Barry + Co, Buff You, Haybot Wars, Frying Tonight, Slam Dunk
Chapter 4: Bats Tower: Mrs. Catfish, Barry's Mate, Cog's Revenge, The Combination, Blast Doors, Clang's Lair, Pissstastic, Brass Monkeys, Bullfish's Revenge
Chapter 5: Sloprano: Corn off the Cob, Sweet Melody, U-Bend Blues, The Bluff
Chapter 6: Uga Buga: Drunken Nights, Sacrifice, Phlegm, Worship, Rock Solid, Bomb Run, Mugged, Raptor Food, Buga the Knut
Chapter 7: Spooky: Mr. Death, Count, Batula, Zombies, Mr. Barrel
Chapter 8: It's War: It's War, Power's Off, TNT, The Assault, Sole Survivor, Casualty Dept., Saving Private Rodent, Chemical Warfare, The Tower, Little Girl, The Experiment, Countdown, Peace at Last
Chapter 9: Heist: The Windmill's Dead, Enter The Vertex, The Vault

Chapter 1: Hangover

Scaredy Birdy

After a crazy night of drinking, Conker wakes up hung over. Go over and talk to the scarecrow who will tell you his name is Birdy. After he finishes talking, walk over to the giant "B" on the ground and Birdy will tell you how to turn those switches on.



Go and hit the other Context Sensitive switch and you'll get a cure for your hangover. Now you can run and jump like a superstar.

Pan Handled

Go back to the first Context Sensitive spot to get Helium and then a drink, both of which will be snatched up by Birdy. After Birdy falls asleep, continue down to the water and go to the island. Conker will remember that the Right Trigger makes him crouch, while the A Button will jump and then hover if pressed again. On the left side, you'll see a cliff path that winds itself up to a bridge. Follow it up. Too bad this guy won't let you through. Turn around and leap up to grab the switch. It will open that door you went by on the way up. Go back down the path and through the door.



In the next room, you'll see a key running around. If you chase it, Conker will soon decide upon a weapon. Press the B Button to pull it out or put it away. Then press the Right Trigger to swing it. Some Spike Mines will pop out and one will eat the key. You'll have to smash them with your frying pan. Careful though, if you get close, they'll extend some spikes to knock you around. Hit them enough times with the frying pan and they'll explode, sending some pretty blood all over your screen. Pop them all to find the key. He'll start running around again, so knock him out with your weapon and then pick it up. Once you have it, walk over and put it in the door to continue.



Gargoyle

Go back to the statue. Hit him with the frying pan. Turns out, it doesn't work like it used to. Luckily, Conker has a back up and he'll pull out a bat with some nails to finish the job. Jump on top of the rock and over to the right to find another context sensitive pad. Hit B to blow up the rock and go through the now open path.



Chapter 2: Windy

Mrs. Bee

Eat the piece of chocolate that is hovering in front of you, if you need it. Continue down the path to find two more pieces. At the bottom you'll find a sign with arrows. The first time you die, Greg the Grim Reaper will let you know about finding Squirrel's Tails. Turns out, he gives you extra chances if you find them. When you come back, there will be a tail behind that sign post. Be sure to grab it.

Go to the right to find a Queen Bee who will ask you to get the hive back from the wasps who stole it. Go back and take the left path. Battle the Spike Mines just like you did in the tutorial. You can hit them with a combo if you press the Right Trigger three times in succession. However, sometimes it is best (and safer) to hit them, back off when the spikes come out, and then repeat.

If you get nailed by these Spike Mines now, you'll lose a square of chocolate. If you lose all 6 squares of chocolate, you'll die.



After fighting two of them, you'll find the hive and a square of chocolate. Grab the chocolate, if you need it, and then pick up the hive. The wasps will come out after you. Run back to the queen bee. She'll blow the wasps away and then give you some cash.

Across the bridge, go straight until you see a B on the ground. Birdy will come back and give you the Manual for 10 bucks. Don't worry, that money will come hopping back to you when he leaves. Press the Left Trigger and B at any time to pull out the Manual. While standing on the B, Press B to pull the catapult out. Aim with the Right Thumbstick and press the Right Trigger to fire it. Shoot down the bugs blocking your way. The first shot will get them flying towards you, so shoot again quickly to blow them away. Take out all four and a door will open.



Conker wants to go to the right at the top of the hill because the other ways smells like poo. Go through to the right.

Poo Cabin

Note: You must complete [Chapter 3: Barn Boys](#) before you will be able to do this part (and the rest of Chapter 2).

Go into the area Conker thought was stinky before. He's got a Gas Mask that will help the stench, but does nothing for the fart sounds. Battle the Spike Mine dudes and wade your way through the poo river. Walk in to the hut in front of the entrance to trigger a cut scene. Looks like Conker is the perfect size for holding up a table. Just your luck. Back with Conker, it seems you've found some Dung Beetles. One tells you to go down a trap door to get some crap for him to make a ball. Go onto the Context Sensitive tile and press the B Button to go down.



Battle your way to the end of the tunnel, and jump onto the rope at the end. Make your way up to the top. Use the rope at the other end of the room to jump into the pipe all of the poo is pouring out of. Battle your way out, and you'll find yourself in a barnyard with nasty looking bull who hates all things red - including red squirrels.

Pruned

Keep away from the bull and run back towards the Prune Juice sign. Climb the barrels and hop up onto the ledge that has all of the dung balls rolling down. Hop around or over them to get to the top. When you find a big faucet, run in the direction of the arrow to make the Prune Juice come out and fill the trough.



Yee Haa!

When you fill the trough, a new target will appear near the bull. Lure the bull to ram the target by standing in front of it and then jumping out of the way at the last second. When he does this, it will open a gate and let a cow out. Now you just need to make her drink the Prune Juice. Another target is now on the field, so make the bull ram this one too. He'll get stuck in this one. When he does, hop on its back by pressing the B Button when you are over him. You've got semi control over the bull, and if you Press the Right Trigger he'll start charging. Make him ram the cow and she'll decide to stop eating and have a drink. You know what happens when you drink too much prune juice, right? If not, you're about to find out.



Now, that was a big load of turds. But apparently, it wasn't enough. Repeat the ramming process to get the first cow out of there, and by getting it out of there we mean make it explode. You need more crap, so repeat the entire process two more times. You need to make the last cow explode, too. If at any point you get low on Chocolate, there are plenty of squares that keep reappearing around the edges of the map. At the end, hop down into the pool of poo.

Sewage Sucks

Grab the Squirrel's Tail and head into the other room. Find the Context Sensitive pad and press the B Button to take some Confidence Pills. He'll shed his swimmies and allow you to dive under the poo. You can swim down in the area and see the bull you just killed. Murderer. Just past him, look for the entrance that you came through. Swim down the tunnel, and come out of the trap door you entered in.



Great Balls of Poo

Grab your ball of poo and begin rolling it down the path. At the end you'll see a sign warning you not to throw pooballs which is, in general, a good lesson for life. But, since this is a video game, chuck it off the edge. It'll land right on a Spike Mine, taking him out. Hop down and hit the switch to open a plug, draining the crap and the enemies down the tube. Make your way around the edge to go inside a tunnel and enter [Bats Tower](#).



Wasps' Revenge

Note: You must complete [Chapter 6: Uga Buga](#) before you can begin this quest.

Talking to the Queen Bee again will reveal that the wasps are up to their old tricks again. This time, she'll offer you 400 big ones to get her hive back. Run up the hill and you'll find that the big buck that blocked the entrance to the wasp's nest is gone. Go inside and battle your way past the Spike Mines to the top.

Hop into the hive and man the turret. Three waves of wasps will come at you, with the last wave coming from all directions. Aim with the Directional Pad and fire away with the Right Trigger. The wasps pop with just one hit, so don't be shy about spraying bullets everywhere. Keep one eye on the radar and this fight should be an easy one. After the third wave, the Queen Bee will tell you to make a run for it. Pick up the hive and start running down the path. The wasps will chase you, but they won't be able to catch you if you keep moving. Drop the hive off with the Queen Bee and she'll take care of the pests. Then she'll line your pockets with extra money.

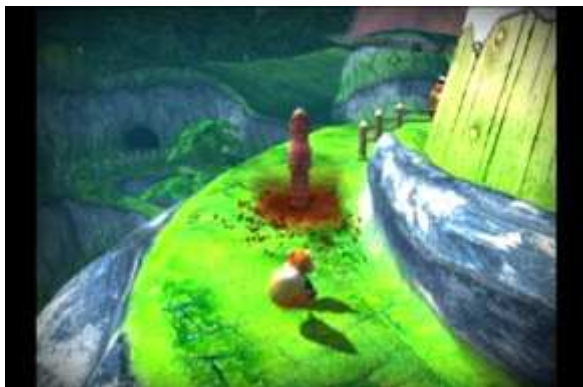


Go back to the wasp hive. If you look above the main entrance, you'll see three holes. Don't go in the center one or a big bug will come out and nail you. You can crouch jump (Right Trigger plus the A Button) into the hole on the left. If you go into it, it will take you out onto the one on the right. Crouch jump again to the center hole. Walk through it to find some cash.



Mr. Barrel

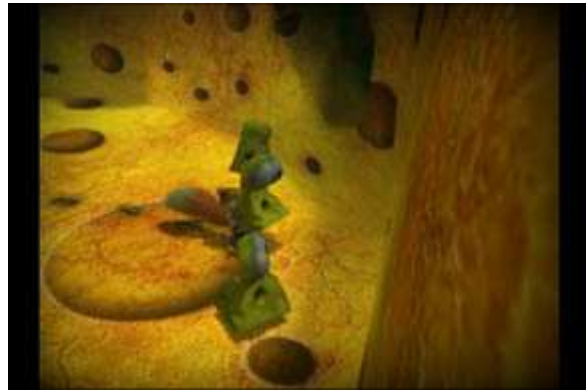
After saving the Queen Bee a second time, climb up the spiral path towards the windmill. Some worm guys will try to annoy you, but you can jump and hover over them pretty easily. At the top, Mr. Barrel will be satisfied with how much money you have collected and offer you a ride. Jump on top of him and roll him down the mountain, crushing the worms along the way. At the bottom, he'll smash through another fence giving you access to [Chapter 7: Spooky](#). When you awake, go through the path you just created.



Chapter 3: Barn Boys

Marvin

Cross the river up to the central area. You'll see Marvin the rat and a block that will talk to you. Turns out, the fat ass girl block won't get off of the guy one until you get the rat out of there. Go around to the right and fight your way past the dudes there (don't worry if you fall down, you'll just have to fight two more guys on the path out). When you are ready, talk to the crate at the far end of the area. Burt will open the gate that keeps all of the cheese. Beat one up with your bat and then grab it. Go back to the right (the side with the hopping metal crates). While carrying cheese, you can't jump. If you fall or carry the cheese for too long, you'll lose it and have to go back for another. Do your best to ignore the cheese's pleas for its life, and bring it back to the rat. He'll ask for another piece, so repeat the process twice more. Once the rat gets his fill, he will literally explode from eating too much. The pink block will come down and you'll be told about something nice in the barn.



The great thing about fat bitch blocks is that they make great stepping stones. Hop up on top of her jump to land on top of the pipe above. On top of the barn, you can step on a switch to open a door, as well as catch some money. Don't get down just yet though. If you hop over the roof (or hover fly past the pipes you climbed up), you'll find a ledge that has some Chocolate and a Squirrel's Tail on it.



Back down on the ground, run around to the other side to find the now opened main entrance to the barn. Head inside for your special surprise.

Mad Pitchfork

The steel crate outside must have been mistaken, because hay in a barn is not much of a surprise. When it reeks of horse poo, it is not very special either. The hay will lock you in, and a group of tools will decide that the pitchfork should kick your ass. Go past the hay to find Franky the pitchfork. He'll come after you and try to stab you. Now, we all know pitchforks were meant for baling hay, not stabbing squirrels. So when he attacks you, jump out of the way and make him stab the hay. The best method to do this part is to just stand in front of some hay and wait for the pitchfork to come after you. When you hear a sound like a knife being taken out, jump away and he'll spear the hay leaving behind some bouncing eyeballs.



When the cut scene ends, be sure to step on some eyeballs and make them go squish. Then pull the lever in the corner to open the rooftop gate, spilling a guy out. Go back outside to meet him.

Sunny Days

Outside of the barn, you'll meet up with the guy who fell out of the window you opened, the King Bee. Turns out, the Queen Bee you helped earlier threw him out because he kept trying to pollinate a smokin hot Sunflower. Go over and talk to the Sunflower and she'll start you on a mission. Back by the King Bee, near the hopping crate, you'll see a swarm of bees. They'll swarm you and start tickling you, just like all bees do. Wait...tickling. The same thing the Sunflower kept talking about. A plan is hatching. Run around and collect the other 4 swarms. They are located

1. In the Cheese Pasture.
2. Down in the pit below the barn entrance.
3. To the left of the tunnel leading in/out of the stage.
4. On top of the barn, near the switch that opened the barn door.

When you have all of the bees, go back and talk to the Sunflower again. She'll get tickled so much that she can't help but reveal her supple bosom, allowing the King Bee to have his way.

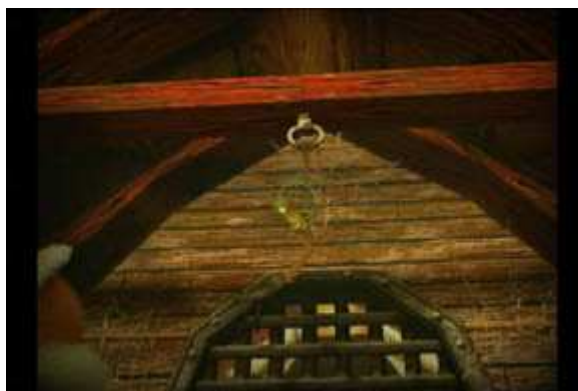


Listen to the disturbing sounds of nature, then take a bounce on the Sunflowers boobs up to some money. Now, it is time to go into that door you opened at the top of the barn. Go back to the bouncing wooden crate. If you jump from the small raised area in the middle, you'll have no problem getting on top of it, although you may need to crouch jump to make it to the next ledge. Head through the door.



Barry + Co

Back in the barn, carefully tip toe across from platform to platform. As you begin, a light bulb will pop up. Apparently, walking on these beams gives you access to a flamethrower, which is great because bats are going to come flying at you. Hit the B Button as the bats approach to roast them. At the end, you'll see Franky, still hanging there and still alive. Step on the Context Sensitive circle, and you'll be able to throw knives. Aim above him to cut down the rope and drop him to the ground. Be sure you are full on Chocolate squares, then follow him down.



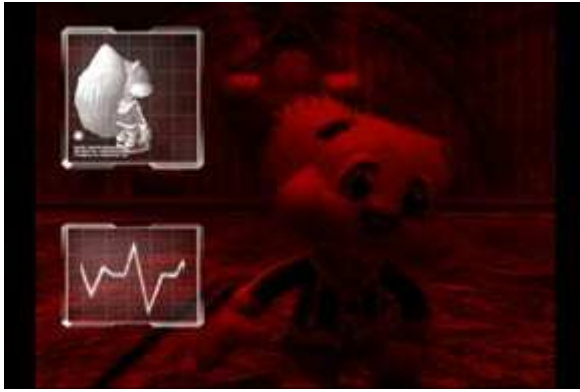
Buff You

Back on the floor, the paintbrush and paint bucket are still being a bunch of jerks. However, Franky is now your best bud since you saved him. Hop on his back to begin attacking the giant bale of hay. Hitting the B Button now will do the same slide attack Franky used on you before. Hit him from behind and he'll catch fire. If you get hit, you'll get knocked off and have to get back on the fork. Watch out for his fists, he'll pound the stuffing out of you if he gets a chance. Wait for him to stop moving and hit him from behind again.

After two hits, the hay is going to morph. Hit him one more time to make him explode and fall through the floor. Too bad he falls through the floor and takes you with him.

Haybot Wars

Turns out, the bale of hay was really a robot. And he shoots missiles. Big ones. Your goal is to make him electrocute himself and then pound the red button on his back. Start by running and hiding behind a pole. He'll shoot a missile that will blow a hole in it making water shoot out. Lure him over to the water and get him to electrocute himself. Then jump in and hit his target by jumping and then pushing the B Button when the light bulb appears. Repeat this for each pole.



Frying Tonight

Even after you save Franky, he ditches you when the going gets tough. Big surprise. Worse yet, the water is rising fast and all of those electric wires are still dangling around. Run over to the exit signs and climb the ladder. At the first platform, hit the B Button on the Context Sensitive pad to pull out your knives. You can shoot 4 wires down from this initial platform. Two are obvious, one is far away, and one is hiding behind you mostly submerged in the water. Hit them at the top to make them fall and then swim over to the next ladder, quickly. Shoot out the last two wires just as you did before. The water will rise enough so that you can swim to the exit.



A weird dude with a stone tablet awaits you as you re-enter the barn. Hop on his tablet and he will toss you off, straight up to a ledge with some money. Grab the money and chocolate (if you need it), then continue out to the window ledge.

Slam Dunk

All of that water that filled up the basement drained out of the water tower to reveal a Context Sensitive spot. Time to go get it. Be careful not to fall off the roof from this high up, or you'll end up looking like those squirrels by the side of the road that have been run over by cars about 100 times. Climb up the ladder, but wait for the wasp to go by. If he attacks you, you'll fall to your death. At the top, knock the baddie around with your bat (carefully, don't get knocked off). When you've beat him to bits, go up the next ladder. Again, watch out for the wasps. At the top, you'll see a diving board and some Chocolate leading off the edge. Don't be afraid, take a dive for those squares of yummy Chocolate. When you reach the end, a light bulb will appear. Hit the B Button to make an anvil appear that will drop you down to the bottom of the water tower and open another gate.



Climb up the ladder and out of the water tower. Don't jump off the edge when you see chocolate again. Instead, climb around the ledge to the right to find another ladder going down the outside of the tower. The ladder leads to the roof, so hop down to the ground. Go into the moat and pick up the money and Squirrel's Tail behind the gate you opened. Watch out for the scary doll zombies. Hit them with your bat a few times and their heads will explode. You've done everything there is to do in the Barnyard area. Go back out through the rock tunnel.

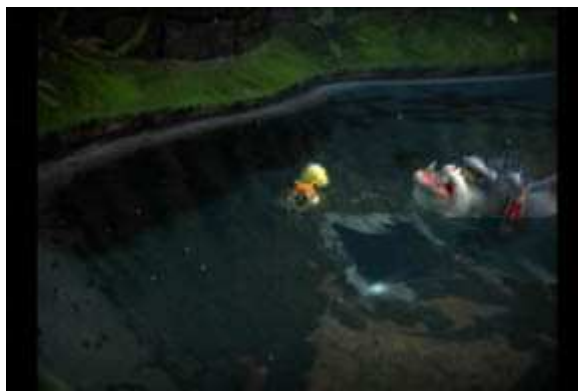


At this point, you'll have to go back to [Chapter 2: Windy](#) and pick up at the Poo Cabin mission.

Chapter 4: Bats Tower

Mrs. Catfish

When you emerge through the tunnel, you'll see some "cat" fish. Get it? Catfish. Because they have cat faces. Anyways, they'll offer you straight up cash to take out a Bullfish for them. Hop in the water and swim up towards the waterfall. Hop through it to a secret tunnel complete with a Squirrel's Tail and Chocolate. Grab it and continue up the river. You'll get to the Bullfish. Before trying to go around him, look under the water. You'll see a white light, so swim towards it. Swim through the tunnel and up into a tower.



Barry's Mate

In the tower, go and talk to the nice, angry cog. He'll tell you to go pick up his friends, or to leave, in so many words. After you get the mission, a platform will come down behind you. Ride up the lift and beat down the Spike Mine. Some more bats will come after you, so get on the beam and wait for the Context Sensitive light to go on. Wait until you hear a chirping sound, then hit the B Button to toast that winged rat. Continue across the beams and up the ropes to the top. There you'll see a switch. Jump across to grab it.

When you let go, you'll fall into a spider web. Go back up and from the last rope you climbed, look for another rope to get up onto the roof. Make your way around that area and get the money. It is easiest to do this by hopping and hovering from one platform to the next, rather than fighting the Spike Mines in between. After you get the money, it's time to get back down. Believe it or not, the easiest way is to hop off of the outside edge. You'll land down in the river next to the Bullfish. Swim back inside.

Cog's Revenge

Back inside the tower, you'll find a cog running around. He's a fast little guy, so hop over the central circle area to hit it with your bat. Grab it and walk up the staircase to put it on the peg.



Now you may be wondering what that switch you pulled did. Go back into the water and swim part way down. Look around

and you'll see a new tunnel to swim through. Avoid the Spike Mines by swimming underneath them. When you pop out, you'll see another cog. Smack it with your bat and swim back through the tunnel to attach it as you did before. Be careful while you're swimming. If a Spike Mine hits you, you'll lose the cog and it will swim back to where you found it. After you do, go back and get the last cog.



Congratulations! You completed the gear circuit. Jump onto the central circle and start running in the direction that the arrow points. With the circuit complete, the Bullfish's leash will get pulled in. What's more, the lady cogs get off and give the foul mouthed one a good drubbing. Swim back outside, you are done with this region. Swim back down the river to have a talk with the Catfish. They'll agree to open the safe for you. Lead them downstream and hop into the safe they open for you.

Blast Doors

Instead of getting your reward as promised, the money in the safe decides to take off and dive into the water. Step onto the Context Sensitive pad and press the B Button to pull out a sling shot. You'll need to hit the arrow targets in the correct order to complete this puzzle. The order is above the spinning wheel: Up, Down, Right, Left. Time your shot so that it will hit the target as the opening uncovers it. When you hit them all, the floor will open for you revealing another Context Sensitive space. Use it to take out a light and start your dive.

Clang's Lair

Use the bubblers on the way down to get a breath of fresh air, or you'll surely drown. Plus, they give you a nice place to hide from the big guys named Clang who patrol the tunnels. Refill your air at the bottom, then take the upper tunnel that is lit green. In the next room, swim up to the surface. There is a Context Sensitive pad that will give you a new battery for your headlamp. After grabbing it, go back down and swim through the upper tunnel that is lit blue. Swim to the surface and you'll see a lever. Pull it and go back down. Swim through the upper green tunnel to the room you were in before. Swim up through the long tunnel to the now open surface. Drop down the open chute to go to the boiler room.



Pisstastic

When you first enter, you'll have to beat up a Spike Mine. At the end of the tube, you'll see some Fire Imps. After they hide, drop down and look for a keg near a Context Sensitive pad. Time to get drunk. After you've had your fill of beer, wander over to the Fire Imps. Press the B Button to begin urinating. Piss all over the Fire Imps to put them out. When there are just two left, they'll hop into the furnace and take do the "Big Big Guy."



Brass Monkeys

Time for another boss battle. This one is pretty easy if you know what you're doing. When the giant furnace with balls begins marching around, run into a corner. If you stand on the tiles with arrows on them, you can crouch jump (hold the Right Trigger and then hit the A Button) and reach a handle. Wait until the furnace is standing over the drain to do this and you'll hit him with some sludge. While he is dazed, run up to his balls. When the light bulb appears over your head, press the B Button to pull out some bricks and ensure that no little baby monster furnaces will be made any time soon. Repeat this in the other three corners to finish the fight.



There are a few things to watch out for in this battle. The first is that the furnace can breath fire at you. If he does, be sure to jump over it. If he begins to do that just when you jump to pull the lever, you'll end up losing a square of chocolate. Your best bet is to jump just as the flame is about to hit you so that you'll hang on the lever and miss it. The second is that once you pull a lever and release the liquid on the furnace, the lever will disappear. Don't run back to the same corner you already completed or you could end up getting into trouble. Sometimes you might end up waiting a while for the boiler to notice where you are. You can run and get his attention, but if you wait long enough, he'll find you just the same. The last thing is that if you're not in the right spot, you might miss the lever when you jump for it. Do the crouch jump when you are centered in the square. If you miss, realign yourself and try again.

When you have finished, push one of the balls into the circular depression (on the floor on the side opposite to the big heat meter) to open the passage out. Don't try to kill the next Spike Mine with your bat because it won't work. Go get the other ball and roll it down the path to take him out and bust a path into the next area. Grab the money and then check out your cash flow by pressing start. 10 bucks!?! What a rip off.

Bullfish's Revenge

The catfish ask for their money back. They're only going to leave you with 1 dollar out of the 10! While the ladies are arguing, the Bullfish is breaking through his leash. Swim out of there as quick as you can. Along the way he'll eat the catfish. Oh well. If he catches up to you, don't forget about the cave behind the waterfall. You can get some extra Chocolate squares there to replenish your health. At the end, the Bullfish will fly straight out of the water after you and slam into a wall. Hop on top of his body to reach a small little cavern with \$300! Get out of this region because you're done.



Chapter 5: Sloprano

Corn off the Cob

Go back to the poo river and grab another ball of dung. This time, roll it up the path marked "Upper". Avoid the Dung Beetles along the way. Simply wait for them to go inside their caves, then run by. At the end, Conker will stick some dynamite in the big ball and drop it off the edge to blow up a giant Dung Beetle. Go back and start another poo ball. This time roll it up the path marked "Lower." At the end of the path, hop on top of your ball and use it to reach the peak. Grab the money, then go back down and push your ball in to the cave. It will fall down and smash out the boarded up entrance at the base of the mountain. Slide your way down and enter Poo Mountain.



After you listen to the dung beetle tell all about this monster living in the cave, take a moment to really soak in the beauty that is the interior of a mountain of poo. Then take off in search of the money the dung beetle mentioned. An ominous voice will demand some sweet corn. Since some sweet corn happens to be bouncing around in front of you, knock it out with your bat and grab it. Watch out for the giant hand of poo as you walk to the edge of the platform to throw the sweet corn off.



Keep going along the trail, avoiding the falling junk by staying out of the shadows they create. Just past a B on the ground (ignore it) you'll come across a very tricky jump. To clear it, you'll have to get a running start and wait as long as you can before hitting the A Button again to begin hovering. Knock out and throw the two pieces of corn on the other side into the muck. Get ready for a giant poo monster and a great song.

Sweet Melody

The Poo Monster fight is a funny one indeed. He'll sing a great tune throughout the fight. The three Context Sensitive spaces you passed on your way to this point will arm you with toilet paper. The aim is to toss it into his mouth when he opens it to sing. However, in the interim he'll throw giant balls of scat your way. You can knock the poo out of the air with toilet paper if you aim properly.

Throw one roll in at the first Context Sensitive pad. After you do, he'll throw a ball that will cover it up, rendering it useless. Head to the next one and repeat the process. This time it will take two rolls before he forces you to move on. Hop across

the missing section of the path to get to the last Context Sensitive pad. Do the same thing you did before. This round can be tough, because after the second toilet paper hit, he'll appear and only sing briefly before either disappearing or throwing more poo at you. When he goes under, turn quickly to get him while he is still singing. Hit him a third time to make him bust open the path at the top.



U-Bend Blues

The Poo Monster isn't quite done yet. Run back across the gap and to the top off the path. There you'll find a chain to pull. Grab it to flush the Poo Monster away. Grab the cash, then hop down the ledges and into the cave you just revealed.

In the next room, you'll find three Spike Mine baddies, a Squirrel's Tail and some Chocolate. Load up on the free goodies and take out the bad guys before hopping into the water. When you do, you'll find a path with three rotating blades. One hit from these and you'll see a nicely sliced up squirrel. Avoid them at all costs. By sticking to the edges of the tunnel, you'll have the most time between blades passing to swim through. In the next room, you'll have to jump onto the rope, then time your run around the outer ledge to avoid the blades and make it to the ladder.



The Bluff

At the top of the pipe, cross the bridge and talk to the guards. They'll demand a toll. After paying up, Conker manages to convince the dimwitted guard that he is an elephant. Even better, after walking off he whistles and all of the money comes hopping back. Time to go save Berri!

Chapter 6: Uga Buga

Drunken Gits

On top of everything, now you're going to have to deal with dinosaurs chasing after you. Little dinos will chase you around the initial building. Go around to the other side and head in the doorway. It will put you out on the second floor. Run around to the other side again and go in that doorway to get to the roof and pick up some cash. To avoid the dinosaurs, jump and hug the side of the building as they run at you.



After grabbing the cash, jump on top of the statue next to it. A light bulb will go off. Press the B Button 3 times to turn into an anvil and smash it down into the ground and reveal a new cave.

Once you've fallen through, climb back onto the statue and hit the B Button once more to open an entrance below. Head up the hill (quietly so as not to wake the sleeping beauties) towards the Solid Rock nightclub. The bouncer won't let you in, which is typical because you don't have any girls with you. He says it is because you're wearing sneakers, but we've all heard that before. Instead, grab the rock next to him and begin pushing it back through the entrance you just opened. You may need to stop and run away from the drunken gits if they wake up. When you get to the end, the rock will roll down and smash through the wall at the end, taking the cavemen with it.

Sacrifice

As the tunnel opens up into a large cave, you'll see a giant dinosaur statue with lots of Ugas worshipping it. Take the path down to the right. Continue going ahead until you find a door with an egg above it. Knock out the three Spike Mines and head through. In the next room, make your way to the egg in the center. To get on top, jump onto the guy holding the slab of stone and he'll throw you up there. Press the B Button to sit on the egg and hatch it. And your biology teacher told you mammals didn't lay eggs, psh.



Apparently the baby thinks you're its Mommy. Act like a good parent and feed it. Walk along the path so that the dino will follow you. He'll munch on any Uga he sees along the way. Keep going down the path and back into the previous room. Lead the dino down to where the Ugas are worshipping. Step on the Context Sensitive pad and press the B Button to pull out your sling shot. Shoot the Up Arrow on the wall to lift up a platform. Lead the baby up onto the altar in front of you, then quickly run down back to the Context Sensitive pad and shoot the Down Arrow on the right side. Say goodbye to your baby

dino. But luckily, it pleases the giant dino statue who will open his mouth and let his tongue down.



Phlegm

When the little guy walks out of his mouth, hop on his stone tablet and he'll launch you onto the statue's head. There, you'll find some much needed cash, chocolate, and a Squirrel's Tail. Grab them and beat up the baddies, then go back to the statue's snout. In between the breaths that come out of his nostrils, hop down into the green area. A light bulb will appear. Press the B Button to pull out some pepper and shake it into his nose. Repeat this on the other side. Once his nostrils are good and full of pepper, the statue will sneeze, shooting all of that slimy phlegm off of his tongue. Back down on the floor, you can now run up the tongue and into the belly of the beast.

Inside, stick to the right. Avoid being hit by the swinging bits of innards and you'll come out onto a ledge with a dead Uga Buga. Grab his sweet wolf head hat and go back inside. Once again, stick to the right and you'll come out on the other side. Turns out, that hat was some kind of chieftain headdress. All of those Ugas will begin worshipping you.



Worship

Time to take advantage of blind faith. Conker quickly convinces the Ugas to follow him and help him take out those rock monsters guarding the nightclub. Walk slowly with them, because it is easy to lose them if you move too fast. Lead them back up the pathway to the Rock Solid nightclub. Start swinging at the rock guys with your bat and the little fellas will catch on quickly. Their bone clubs are much more effective than your bat, so once they get going just back off and let them finish the job. Go ahead and talk to the bouncer again. He still doesn't want to let you in because of your sneakers, but is willing to bend the rules if you have the password. The special word is Fedelio. Use your imagination to come up with what Conker thought they said.

Rock Solid

This place is happenin! Look at the way those [rock boobies](#) bounce. Ok, back to the task. The panel in front of the entrance will open the door at the far end, but only if something is on top of it. Go down to the ground floor and make your way through the dancers to find a rock ball. Don't bump into any dancers or they're give you a good beating. Roll the ball

back up the ramp and onto the panel. If you go through the door, it just leads to another panel that you need to put a rock on. But wait, there aren't any more rocks to push around. Do what any squirrel would do when confronted with a conundrum. Go get drunk. Head back to where you found the first rock and stand under the nearby keg. Press the B Button to drink your fill.



Now that you're drunk and your bladder is full, walk over and find the male rock dancer near the tunnel leading out. Press the B Button to start pissing on him. He'll turn into a ball. Perfect! Keep pissing on him to push the rock into the passageway. Don't stop pissing on him or he'll turn back into an ogre and give you a drubbing. Once you've managed to push him in, be sure to yell out, "You got served!" so that all of the other dancers know your crew is the best. Then go back to the bar on the other side and press the B Button under the red arrow to sober up. Push your rock along the ledge (you just touched your own pee) until you put it on the panel to open the next passage. Be wary of the hot female rock dancers shaking their thang. They can knock your rock off the edge making you have to repeat the whole process. Wait until they first move out or back in to push the rock past them and you shouldn't have any problems.

Back on the ground, you've now got two open tunnels. With two remaining male rock dancers, we think you know what to do. That's right, go get drunk again. After rolling one more rock through the tunnel, Berri is let loose. She doesn't recognize you with that funky wolf hat on and takes off. Conker says its time to leave, but you're not going anywhere without that money that was in the cage next to her. Go drop yourself through one of the tunnels and hop into the cage where Berri was to get some sweet cash. Fill up on Chocolate if you need it and leave the nightclub. The bouncer saw you take that cash, and isn't going to let you leave without seeing the Boss. The Boss says you can keep the money, if and only if you do a job for him.

Bomb Run

The job seems easy enough. Take a giant bomb and blow up all the Uga Bugas that have been annoying the Boss. It gets a little more complicated though. The bomb is already lit, so you only have 1 minute and 30 seconds to complete the task. Also, the drunken gits and Ugas along the way are going to attack you. If they manage to hit you, that bomb will explode and take you with it. Also, you can't jump or fall from great distances. Move quickly down the path in front of you, pausing briefly if it looks like a patrolling Uga is going to spot you. In the next room, take either path down to the ground floor being careful not to fall off. Walk up the tongue and go into the next room. You'll have to go left. If you fall into the small depression on the right, you'll be stuck. Keep staying on the left and you'll come out at the desired bomb drop off point. Run up to the edge and watch it do its magic.



The lava starts rising fast, so leap from one rock to the next to get out of this cave. Take out the two Spike Mines at the

end and walk your way outside.

Mugged

Just when you walk outside, some punk Uga clubs you over the head and steals all of your dough. The gang takes off on hover boards and dares you to try to catch them. All of your money is on the line, so walk up the pathway into the tunnel. Going through the tunnel will spit you out right at the hover board. Be careful when you run through, because you can easily run off of the edge next to the board and burn yourself to a crisp.

The hover board race can be tricky, but the controls are simple. Use the D-pad to steer your ride. Pressing Up will increase your speed while holding Down will make you go slower. Press the B Button to swing your bat and knock the Ugas off of their boards. Pressing the A Button will make you jump.



Here are some tips to help you get through the race:

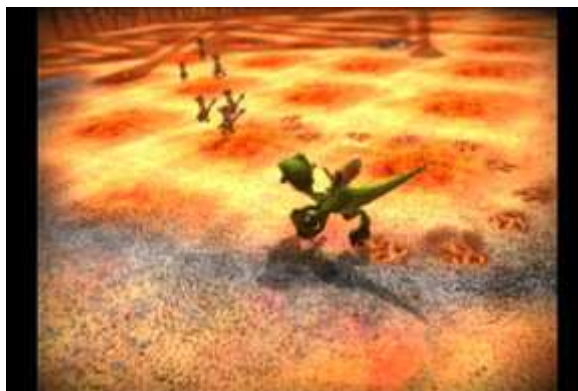
- If you get too much speed and hit a wall or rock, Conker will explode. Don't get too out of control, or you'll have to start over.
- Each time you go up the green ramp, you'll have to jump at the top to make it over a lava pit. If you don't jump far enough, it means race over.
- Dinosaur feet are dangerous, but their tails are not. If a dinosaur is crossing the path, slow down so that you don't run into its feet. Don't worry about the tail though, it won't harm you.
- The course will change after you destroy 2 Ugas. Be ready for the path to veer to the right.
- Ignore the stone ramp leading up to the caged in money. You can't get it until you knock out the 3 Ugas. Once you do though, take the ramp and jump to end the race.

Raptor Food

Out of the frying pan and into the, well, mouth of a big dinosaur. Your hover board race has placed you right into a coliseum, and the king wants his entertainment. He throws some Uga Bugas in with you and then sits back to watch the show. When you have control over Conker, run him over to the big door to see if you can get out. A dinosaur will come out and chow down on the closest Uga. Run back to the center of the ring and find the Context Sensitive pad. Press the B Button as the raptor approaches to pull out your watch and hypnotize him. If you can't make it there before the dino gets to you, crouch jump and then hover to avoid being chewed up and spit out.



Once you're on top of the Raptor, it is time to start chowing down on those other Uga Bugas. Press the B Button or Right Trigger to bite them, then press it again to swallow them whole. If you press Up with the bite attack when you are near an Uga, the Raptor will do a head butt maneuver that will send the defenseless Ugas off into the lava. Once you clear the arena, the king decides he wants more entertainment. He calls out 6 more Ugas, only this time they are armed with clubs. These guards can knock you off of your Raptor, so avoid being swarmed by them. If they do, they'll run away and leave you with the Raptor. Hypnotize it again with the Context Sensitive space. Conker won't automatically board the dino anymore. You'll have to press the B Button once the Raptor is hypnotized (his head will stop swaying) and then hop onto his back by pressing the A Button. If you don't do this at the right time, he'll wake up and start munching on you again. You'll have to take out all 6 guard Ugas without being knocked off to finish the stage, because each time you are knocked off you'll have to start over from the beginning.



The best strategy for beating the Ugas is to run away from them until they form a crowd. Get them close to the lava, and then circle behind them and head butt them all at once. If you do it right, you'll take out several of them in one hit. From there, you can just chase them down one by one. After you take out the infantry, Buga the King sends in another wave of attackers, this time armed with spears. Repeat the same tactics and these guys shouldn't give you any problems. Once you defeat them, you'll take on the final round of soldiers. Here, you'll have to beat a mix between ground infantry and ranged soldiers. By now you should be a pro, so make raptor-meat out of them.

Buga the Knut

Apparently all of your fighting impressed Buga's little lady, because after you take out the soldiers, Jugga tells Buga that Conker has a bigger bone than he does. We haven't seen Conker's bone, so we can't comment on that, but Buga's bone is indeed large. He grabs it and hops down into the ring to fight Conker himself.



Buga has three basic attacks. He does a butt slam that sends a shockwave out, an overhead club smash, and a side sweeping club swing. You'll want to avoid being hit by any of the three. Stay away from him while he is walking around. You can easily jump over the shockwave that his butt slam sends out. Once you leap over it, run in and wait for him to take a swing at you with his club. When he winds up, press the Right Trigger or B Button to bite him in the junk. While he is crouched over in agony, run around and press the B Button to bite him in the ass. You have to do this three times to beat him. If you run around to the front after biting his buns, sometimes you can get another bite as he winds up to hit you in retaliation.

Should the big guy land a hit on you, you'll fall off of the Raptor, but he'll pick you up without any hypnotic efforts on your part. There's Chocolate around the edges of the ring if you need it, so don't be shy about picking it up.



Once you beat Uga, everyone takes a big look at his other "bone." Jugga isn't too impressed and all of the laughing makes Uga get so embarrassed he takes off through the wall. Hop up onto the ledge and go through the door to see Jugga. The love between Jugga and Conker was never meant to last, but at least you get some cash. Go through the nearby passage into the next room. Upon entering, look to the left out over the pit. You'll see a Squirrel's Tail. You can get it by jumping up the ledges to the right of where you came in and walking across the top of the doorway. Check your lives after this one, it just gave you 5! Once you have it, go back and follow the path to find more cash. Grab it and leap off the edge of the end of the trail to land in the water below. Get out of the water and go through the doorway to get back to Poo Mountain. Hop off the edge and you'll reappear in the hut next to the mountain. You can now go back and complete the Wasps' Revenge quest, as shown to you by a short cut scene.

Chapter 7: Spooky

Mr. Death

When you first enter, you'll have to battle your way past some of those creepy baby zombies. At the end of the tunnel, you'll have to take a swim through some blood. Make your way across the lake and you'll find Greg the Grim Reaper trying to kill some catfish. Keep going and you'll get to a cave leading out of the lake. Jump and pull the lever inside it and it will open up the Graveyard. Loop back and talk to Greg and he'll give you a Shotgun along with a tip for dealing with the undead - aim for their head. Go through the door you opened before and get ready to start blasting.



Three waves of undead squirrels will try to take you down. Keep moving and take them down with head shots. Hold down the Right Trigger to use the laser sighting. When it is on one of their heads, let go and watch it pop. Shoot down 12 of them and Greg will open the path for you. Run to him and go through, or the zombies will keep coming. Take it slow in the next trail up to the castle. Zombie versions of those worms you ran over with the barrel line the path along with some walking zombies. The worst part is that the worm zombies don't have any warning of an impending attack. Walk slowly so that you can back up quickly as one pops up, then jump and hover over. Or, if they stay above ground long enough, use your shotgun to take them out. Reach the top to complete the quest.

Count Batula

After watching the long cut scene, you'll find that you are now a bat. Controlling the bat is quite simple. When on the ground, press the B Button to leap into the air. In the air, press the Right Trigger to release a poo bomb. If you are having trouble aiming, press the Left Trigger to go into the Sphincter Cam enabling you to see where the poo will fall. Use the Left Directional Pad to rotate the camera and the Right Directional Pad to steer Conker around.

Your goal as a bat is to collect villagers and feed them to the Count. The villagers are located in various places around the castle. As you get near one, your sonar will go off alerting you of its presence. Drop some guano onto one to knock it out. You'll hear a triumphant squeak once you hit one. That's your signal to swoop down onto it pick it up. Carry it back over the grinders on the floor and you'll drop it in. The grinders will do their dirty work and the Count will get fed. The task seems simple, but watch out for the villagers. They'll throw spears at you if you fly close to them before knocking them out. Therefore, it is easiest to go after solitary villagers, instead of having to pick one up while others attack you. Drop 7 villagers in and the Count will get too full to hang upside down and will fall down into the grinder himself.



Zombies

Now that you're back to normal you can get back to kicking ass and taking names. Pull out your shotgun and start shooting the zombies that have infiltrated the castle. Go through to the library. Hop to the center book shelf and you'll find a Context Sensitive tile. Press the B Button to pull out a cross-bow. It is similar in function to the shotgun, so you shouldn't have trouble shooting down the bats in each of the four corners that come flying after you. Next, hop down to the floor and kill every zombie that you can. After you've cleaned house, go back to where you started and follow the other door into the dining room. You'll find another Context Sensitive tile. Pull out your cross-bow and shoot out the three bats in this room. Walk along the beams to pick up the first key. Carry it back down to the main entrance and put it in the door. Don't grab the key before taking out all of the zombies because once you pick it up, you're stuck with it until you put it in the door.



You still need two more keys to get out. The first one you put in brought up a bridge leading to the backyard. Follow the door that exits the main hall from the other side of the stairs (left side if you're going down the stairs). Blast your way through the next rooms and you'll get to the bridge you unlocked. Kill any zombies you need to in the backyard. You'll find the key in the center of the circle of hedges. Grab it and put it in the front door. More zombies are going to pop out, so show them the ugly side of your shotgun. With them out of the way, go back up the staircase and take a left. Follow the ledge around until you get to the ladder your second key raised. At the top of the ladder, hop your way across to the opposite side of the platform you landed on. Pull the large lever to open two doors. The first door it opened was beneath the staircase. Going through it will put you on the same platform as the key. Grab it and go back through the door to put the final key in the lock.

Mr. Barrel

You know what to do here. Go see Mr. Barrel for another ride. This time, you'll have to be more careful with the steering. Keep the barrel from falling off the edges and roll your way into and through the graveyard. In the next room, roll the barrel down into the lake of blood. If you manage to fall off at any point, the barrel will be back at the beginning of the room. In the lake, roll your barrel up the steep part of the lake that you couldn't swim before. Walk into the cave and grab the cash. Jump off of the ledge into the waterfall to get out of this place. It drops you right out in the room you began the game in. Walk up the path and across the bridge.

Chapter 8: It's War

It's War

Looks like you've been drafted into the army. Go up the path towards the Wasps' Nest and hop over the barbed wire to enter the naval base.

Power's Off

You've been assigned the dubious mission of "Clear the Way!" The thing you need to clear is that big plane that just took a nose dive into the base. Start by running down to the right and pulling the switch sitting on the shore. This will turn all of the power back on and activate a Context Sensitive switch.



TNT

Back at the beginning, push the metal crate over to the far edge. Then, run up the ramp behind it and follow the path to the bathroom. Step on the Context Sensitive circle and press the B Button. Out will come a guy who can't find any toilet paper. He'll ask for some help moving the TNT strapped to his back, so get behind his unwiped behind and start pushing. He should slide down the ramp and stop at the crate you moved before. Go down and start pushing him to the left. Push him through the maze of boxes and leave him near the plane. If you're having trouble seeing the boxes, click the Left Thumbstick to make the camera zoom out. Next, go back to the central Context Sensitive tile. Pull out your slingshot and shoot the TNT to blow up half of the plane. Repeat the process on the right side. The robot mines that pop out of the ground won't chase you, so just steer your way around them. Don't stop when one pops out, or you're likely to let go of the TNT guy and he'll walk into the mine. Instead, change directions quickly when one pops out to make your way around them. Try walking through the Spider Mine field without the TNT guy first to get a feel for where and when the mines will pop out of the ground. Place the TNT at the edge of the path and shoot it with your slingshot again to make it explode. Once the plane is out of the way, hop into the boat to talk to the General.



The Assault

The General rewards Conker for his efforts with a punch to the back of the head. When he comes around, he's in a scene

straight out of Saving Private Ryan. Watch the horrors of war, then quickly run Conker up the beach. Don't stop to hide behind anything or the gunfire will catch up to you and you'll end up with more holes than swiss cheese.

Sole Survivor

At the top of the beach, you'll find out that the Tediz have been laying down fire for 10 hours. Its your job to take out the Tediz in the murder holes. After the soldier talking to you dies, press the B Button to get a gun and cigar. While using the machine gun, there are certain controls to keep in mind. The X Button will reload your clip. The Right Trigger fires the gun. Click the Left Thumbstick to go into an over the shoulder camera.

A squad of Tediz will leap out to shoot you down. Back into the corner to protect your back and start shooting them down. It helps if you hide behind the little wall shown in the picture below. Then, when a they come around the corner you can shoot the Tediz down one by one. Fill up on Chocolate, then shoot the lock off of the door. Three more soldiers will be waiting behind it, so be prepared to give them a face full of lead. When you've cleared the area, head through.



Inside, a group of four Tediz awaits you in ambush. Any big motion will cause them to come out and start firing. Run to the left and jump on top of the metal crate. From there, shoot every enemy down. At the end of the room is a hallway full of lasers. Put away your gun with the B Button. Then, hold the Right Trigger to crawl underneath the lasers and through the hall. When you see some Chocolate, pull out your machine gun again and get ready to shoot more Tediz. You'll have to jump through the next laser trap, then fight your way down the rest of the hall.

After taking the elevator down, there will be another laser trap to jump over. As soon as you get across, be ready to fight a swarm of Tediz. Around the corner, you'll have to deal with some guys with flamethrowers. Run past them and shoot down the Tediz along the way. Be careful not to back into a problem. If you run past any Tediz, they will follow you and try to surround you. If you try backtracking, don't forget about the flamethrowers. Two Tediz will pop out after the first flamethrower, then four more after the third one. After that, be ready for some Tediz to fall from the grating in the ceiling. At the next flamethrower, put away your gun. Jump and hover over the next laser trap and then walk past the next two flamethrowers.



Around the corner, you'll get the last big wave of Tediz, along with a tricky laser trap. The Tediz will go down with some machine gun fire. To navigate the laser trap, jump to land in the middle where the two pieces of Chocolate are. From there, you can walk under the next laser and out of this room.

Casualty Dept.

You've made it to the medical room. First, you'll be attacked by 8 medics. Stay away from them and shoot them from a distance. They won't do much to attack you and can easily be put down from across the room, especially since they don't have a ranged attack. After they are dealt with, a much larger one will attack you. This one throws needles, so make sure you shoot him down quickly.

Find the POW at the end of the room. He'll ask you to free him, but to be careful which switch you pull. The wrong one will fry him. Pull either one, because both of them will make him toast. After he is good and crisp, pull the other lever to open the door and get out of there. Hopefully the media won't pick up one what you just did.



Shoot out the 3 Tediz in the next room, then continue down past the giant turret gun. The next door is closed, but Conker hears something and gets the idea to use the big gun. Go back and hop in it. You'll have to shoot down tons of Tediz that come from both the left and right hallways. Keep your gun firing at all times and sweep back and forth often to complete this section. Once they stop coming, hop out of your seat and go through to the next room.



Saving Private Rodent

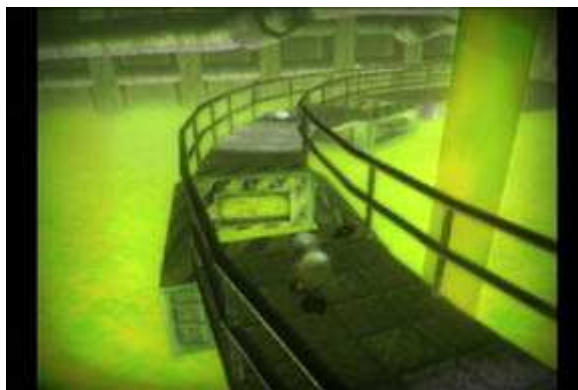
Ambush the firing squad from behind. Don't worry about the little guy, his armor will protect him. After you take out the executioners, untie Rodent to set him free. Time to put his titanium armor to work. Get Rodent to follow you (it is actually very easy to lose him, so be careful that you don't get too far ahead). Any time you see a shadow, back up quickly. Shadows mean bombs, which you don't want dropped on your head. When you see a Spider Mine, hop behind Rodent. His super armor will absorb the blow and keep you in one piece.



On the other side of the trench, hop onto the Context Sensitive raft to pull out a bazooka. Shoot down the paratroopers and then aim for the red targets on the door ahead of you. Before hopping off of the raft, shoot the extra Tediz that will drop down. Once they're gone, head through the door you just blasted open.

Chemical Warfare

Hop into the tank and blow open the door with the radioactive symbol on it. Get out and run through the new door. Inside, you'll be on a bridge surrounded by a radioactive chemical sludge. Be careful not to fall into the holes on the walkway floor. Once you hop over them, you'll be immediately attacked by a Spider Mine. As soon as you touch the opposite side of the pit, jump back. This will cause the Spider Mine to fall into the chemicals and detonate itself. Repeat this process two more times and you'll get to a lever. Pull it and head back out, and quickly! The chemical sludge is on the rise.



The Tower

Hop back into your tank and drive it into the next room. The path is partially obstructed due to some raised bridges. Don't worry about getting hurt while you're in the tank, but you're going to have to get out to make your way through this room. For each raised bridge, you'll have to get out of the tank, hop across to the other side, and then run up it to find a Context Sensitive panel. Pressing B there will turn Conker into an anvil and knock the bridge back down. Quickly get back into your tank and shoot out all of the Tediz that come out of the ground. To make things easier on yourself, wait until the giant gun tower is looking the other way before jumping out to knock bridges down. It will only begin shooting at you when it sees you out of the tank. If you make your move fast enough, you'll only have to deal with some Tediz on the ground. As you make your way around, target the yellow and black portion of each leg on the tower to shoot it out. Knock out all four to make the tower fall. With it gone, cross the pipe and hop down the pit left behind.



Little Girl

After falling through the hole left by the tower, you'll land on a circular platform in a sea of water. Run up to the main platform and you'll find a little girl who knows more about advanced weapon systems than Conker could ever hope to. Conker decides he'll save the girl. With an education like that, her parents have got to have some money waiting around to be handed out as a reward.

To save her, you'll need to destroy the submarines that keep firing missiles at you. Run over to the left, behind the green tower, and you'll find a Context Sensitive circle. Press the B Button to pull out a bazooka that will make mincemeat out of the subs. They'll keep firing missiles at you the whole time. After they fire a missile, switch out of the bazooka mode and back off. The missile will hit where you were standing when it launched, so they are pretty easy to dodge. If you get hit, don't be shy about running into the tower area to pick up some Chocolate. Shoot out 3 submarines and then move on to the next tower to the right. Do the same thing there, only this time you'll have to take out two boats firing at you at the same time. Blow up the submarines one more time at the last tower. This time you'll have to shoot at submarines that alternate their sinking and surfacing. Be quick about shooting them, then back up to safety. Shoot down 6 of them to stop the missiles from flying. When they are done, go back and talk to the girl to sort out the ransom.



The Experiment

Turns out, the cute little girl wasn't such a cute little girl after all. She was more of a giant robot bent on killing you. Ok, so it looks bad. Don't worry, this battle is pretty simple. Start by running over and hopping in the tank. Your target is the big red flashing zone on its back. Shoot it to deal damage. To make the robot spin around, shoot the girl off of his arm at any chance you get. He'll start searching the ground to pick her up giving you a free shot at his weak spot. You'll go through a series of attacks. When the robot has no guns out, he'll attack with a giant saw blade. Shoot the girl off to end stop that attack. She'll also pull out mini guns, lasers, and missile launchers. At each time she does this, shoot off the two arms, then blast the girl to make the robot reveal its weak spot.



Countdown

With the last of her strength, the little girl hits the self destruct button. You've got 4 minutes and 30 seconds to get out of there. Jump down the crack in the floor to start your escape. The hallways are similar to the ones you came in through, but now the laser traps are much more difficult to get through. Follow these tips for each one:

1. Jump and hover over the first two lasers then drop. Walk to the end and leap over the last one.
2. Crawl under the three lasers.
3. Move all the way to the left side. Jump and hover on a diagonal to the far right side.
4. Leap over the box and drop down. Jump and hover until you are at the right height, then go through the opening. (Two Tediz will be around the corner waiting to ambush you).
5. Jump on top of the box. Crouch and crawl through along the box edge to the other side. Take down the Tedi that you'll find there.
6. Jump on top of the box on the right. Crawl under the first laser, then turn left and drop down to the floor. Crawl out from there.
7. Crawl under this trap.



At the end, you'll see a door with more lasers. Press the B Button and you'll pull out a bazooka. Turn around to take on one last wave of Tediz. When you have finished, run through the door.

Back on the beach, run down shooting the Tediz as you go. This part is rough, so follow these directions if you have difficulty. Start by running around the corner and mowing down the first guy. Go to the right of the metal cover and walk slowly forward until a patrol comes out from the right. Shoot him then turn and quickly shoot the guy coming from the right. Run to the next bit of cover near the flare and shoot the Tedi who is straight ahead of you. To the left, you'll see another. Duck out from behind your cover to shoot him down.

Run along the left side to the next metal piece of cover. Three guys will pop out. Take out the one right in front of you, then work through the other two in a clockwise manner. Run through the opening to get onto the boat.

Peace At Last

After that whole ordeal, it's time for some serious R & R. Watch the movie as Conker sails home.

Chapter 9: Heist

The Windmill's Dead

Walk up and take a look at the windmill. Looks like Rodent crash landed on it and caused more than just a little structural damage. Leap down and walk through the tunnel. You'll come out on the opposite side of the rope bridge that broke if you tried to go this way before. There you'll find The Boss and Berri. The Boss wants you to knock off the Feral Reserve Bank. Once you get all Matrix'd out like Berri, head inside the bank.

Enter the Vertex

Inside the bank, Conker and Berri will reenact that famous scene from the Matrix. One thing you should note is that the futuristic outfit Conker has on makes him tuck in his tail - thus negating the hover move. On the left and right side of the room, behind the pillars, are Context Sensitive pads. Use them to launch Conker into a bullet time dive across the room and shoot out all of the enemies. Have fun with this area, because while you are sailing across the screen in super slow motion, the enemy has a near impossible time getting a shot to hit you. After killing enough Tediz, Berri will do a sweet wall hop maneuver to disable the laser traps and let you through. Make your way to the end of the room and go into the elevator. At the next floor, wait for Berri to turn off the lasers, then hop into the safe.



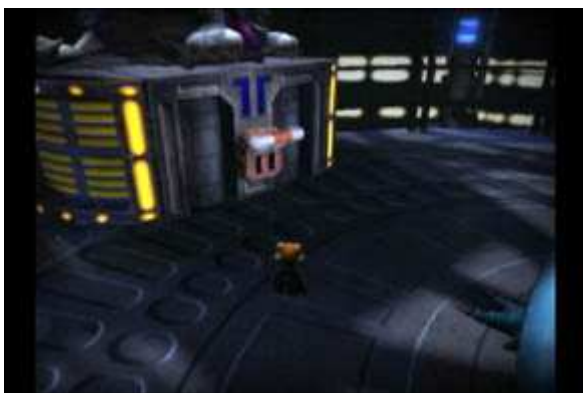
The Vault

Pull out your bat and start knocking out and collecting the money. After you collect three of them, time will flash forward to the point where Conker has collected it all. A cool million for his troubles. Don't get too excited though, the Panther King is waiting for Conker. The Boss turned you in for a bounty! Get ready for the final battle.



Final Battle

Ok, so Berri is dead, the Panther King is dead, ze Professor has launched the castle into outer space, and now you have to battle one of those creatures from Alien. Right, well time to get started. If you've seen Alien, you know the best weapon way to kill them is to throw them out of the airlock. Run over and pull the lever near the throne. This will suck everything outside except for Conker and the Alien.



Without the air quickly leaving, Conker is going to need a spacesuit. Thankfully, pulling the lever to open the airlock also opened the door to one. Scurry over to it and put it on. With the spacesuit on, you now have a new set of controls. The B Button or Right Trigger will attack. Press the A Button and hold it to jump and hover. Press the Left Trigger to cover your head and block.

The alien has two basic attacks: a tail whip and a lunging head butt. He prefers the tail whip, which is good because it is easier to defend against. When he lets out a shrieking growl, tap the A Button to jump over his spinning tail. If he does a lower grumbling sound, press the Left Trigger to block the attack. After either attack, run in and start pounding on his head. You can get a combo of 4 attacks in during each counter.



If you hit the alien with all 4 attacks, it will be momentarily knocked out. Run around behind it and Conker will grab its tail. Start swiveling the Direction Pad in a circle and Conker will begin swinging the alien around. Your goal is to throw the alien out of the airlock, so when you have the timing right, press the B Button to release the beast. You'll have to throw the alien out of the airlock three times before the fight will end.

Congratulations! You're the King of all of the Land, but at what cost? At what cost...

Secrets

Xbox Live Multiplayer Upgrades

By playing online and winning, you'll be able to unlock upgrades for your character. Read below to find out the conditions you need to meet and what you'll get for unlocking them.

- **All 6 Class Medals:** Only veterans can handle this kind of language.
- **1000 Kills (Long Ranger Class):** Steadier aim, Nimbler reload
- **1000 Kills (Sky Jockey Class):** Quicker targeting, Quicker Breech
- **1000 Kills (Demolisher Class):** Increased Strayfur clip, Guided Rocket boost
- **1000 Kills (Thermophile Class):** Recharger Boost: thermo weapons
- **1000 Kills (Sneaker Class):** Snoopa. Improved cloaking
- **1000 Kills (Grunt Class):** Clip extension, Self-heal overcharge
- **50 Kills Total:** Avatar Pack II
- **500 Kills Total:** Avatar Pack III
- **1000 Kills Total:** Avatar Pack IV
- **500 Mobile Unit Kills:** Bonus Avatar Pack
- **All 6 Specialist Medals:** IR enhance, Booster plus, Quicker Tank breech, Improved Hogster
- **2000 Healing Points (Specialist):** Enhanced healing speed
- **500 Mine Kills (Specialist):** +1 Mine per loadout
- **500 Backstabs (Specialist):** Instant Detonate: Snoopa
- **500 Fire Damage Kills (Specialist):** Sinurator tank capacity increased
- **500 Headshots (Specialist):** Overcharge power boost
- **1500 Repair Points (Specialist):** Kinetic Seal: Increased repair efficiency
- **500 Marshalls Assassinated:** +1 Primary Grenade slot
- **500 Generals Assassinated:** +1 Secondary Grenade slot
- **1500 Kills Total:** Projectile Colour - Golden bullets
- **3000 Kills Total:** Projectile Colour - Regal purple bullets
- **4000 Kills Total:** Re-spawn penalty modifier 1/2 reduction
- **1000 VC Points:** Hacking Device: Speed chipped