

Conker's Bad Fur Day FAQ/Walkthrough

by GavLuvsGA

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CONKER'S

BAD FUR DAY

FAQ for the N64 by GavLuvsGA@aol.com

Write to this address with any questions about the game; however, please:

- 1) Put "Conker's Bad Fur Day" in the subject heading; if you leave it blank I will probably delete your mail.
- 2) Do not try to send IMs - or write to me demanding I start accepting them when you cannot get through.
- 3) Only write about problems or to send tips; please do not ask me weird questions like "who is your favourite character?"
- 4) Look through the FAQ to see if the answer to your question is in there
- 5) No not send attachments with your mail

And finally, do not take the fact that you know of my existence as automatic permission to send me chain letters or stick me on mailing lists; if you think I'd like to be on a mailing list, ask me first.

And please ask my permission before using this on your site.

Version 5: 02 - 07 - 2002

Revision history

Version 2 (21 - 09 - 2001)

Added more multiplayer tips and cheats.

Version 3 (19 - 01 - 2002)

Added some more movie parodies, and added more to the multiplayer section.

Version 4 (01 - 03 - 2002)

Added a tip on the zombies section.

Version 5 (02 - 07 - 2002)

Discovered - and added - the ultra secret 10 life tail in Barn Boys, and the SPUNKJOCKEY cheat.

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1 CHARACTERS.CHARACTERS.CHARACTERS.CHARACTERS.CHARACTERS.CHARACTERS.CHAR

CONKER

The star of the game obviously, Conker is lost after getting drunk on his 21st birthday.

BERRI

Conker's girlfriend.

BIRDY (Hungover, Windy)

A drunken scaecrow who teaches you new moves; so called because he scares off birds (the feathered kind).

FRANKY THE PITCHFORK (Barnboys)

He will attack you at first, egged on by his "friends" (a paint pot and a paint brush); after you save him, however, you befriend him.

THE FABLED PANTHER KING (Heist)

He appears in several cut scenes throughout the game (when you start a new world).

THE BEAST OF POO MOUNTAIN (Sloprano)

He appears (and sings) in the Sloprano chapter.

THE EVIL TEDIZ (It's War!)

They are fighting the Grey Squirrels. They appear in the chapter, "It's War!" and were created by the Panther King's professor.

PROFESSOR (Heist)

He is the chief scientist of the Panther King, and created the Tediz - as well as a secret experiment which you find out about later.

THE GARGOYLE (Hungover)

Blocks the bridge on the first stage.

MRS. BEE (Windy)

She has her hive stolen - twice.

KING BEE (Barnboys)

He has been thrown out of his hive, due to his new passion for a sunflower.

SUNFLOWER (Barnboys)

King Bee's lover (who really loves Conker).

JACK and BURT (Barnboys)

Two living blocks.

MRS. CATFISH (Bats' Tower)

The manipulative fish gives you a task to retrieve her money.

TWO - FACED COG (Bats' Tower)

One side is nasty, the other posh (and camp). He is only interested in imprisoning the female cogs.

THE WEASEL BOSS (Uga Buga, Heist)

Obviously meant to be a mafia leader, he actually serves the Panther King.

BUGA (Uga Buga)

The leader of the Uga Buga tribe.

JUGGA (Uga Buga)

Buga's girlfriend.

RAPTOR (Uga Buga)

Originally hostile, you eventually befriend him.

GREGG THE GRIM REAPER (Spooky)

He appears when you die, and also in Spooky.

BATULA (Spooky)

Conker's dead, vampiric, ancestor is hungry for blood.

GREY SQUIRREL SERGEANT (It's War!)

He is determined to get Conker to fight against the Evil Tediz.

PRIVATE RODENT (It's War!)

For once, this character HELPS you! He has a suit on that makes him invulnerable (the only one in the game).

2 CONTROLS.CONTROLS.CONTROLS.CONTROLS.CONTROLS.CONTROLS.CONTROLS.CONTROL

CONTROL STICK

Run, obviously.

A

Jump; press twice for the helicopter move, ripped off Tails from the Sonic the Hedgehog games.

B

Attack (using a frying pan).

Z

Crouch

L

Skip a cut scene, but only if you've seen it already.

3 SPECIAL MOVES.SPECIAL MOVES.SPECIAL MOVES.SPECIAL MOVES.SPECIAL MOVES.

BAT

Hold B to fly and press Z to drop Guano. Diving, by holding up, gains speed and holding down causes ou to go higher, but slower. Left and right moves you in those directions.

BOUNCING PITCHFORKS

Jump on Franky and use the control stick to move, A to jump and B to attack.

CLIMBING

Jump onto a ladder or rope the use the control stick to go up or down. Jump to release your grip.

CONTEXT ZONES

Walk onto a B pad and az lightbulb will appear; press B to go into the context zone, where you will perform a task, such as firing your catapult or throwing knives. Note: Sometimes a lightbulb will appear when you are not on a B pad, so keep a look out.

JET BOARD

Skims over dangerous surfaces; press leftand right to control it, up to accelerate, B to brake, A to jump and B to attack.

RAPTOR RIDING

When riding a raptor, use the same controls as usual; B causes Fangy to bite, and swallow an Uga (Caveman); Z lets Fangy headbutt.

SHOTGUN/MACHINE GUN

The former is used to kill zombies; the latter on Tediz, these can be taken out/returned with B; strafe with C left and right, move back and forth with C up and down, enter aiming mode with R. Z fires when pressed quickly, or creates a laser sight if held down longer.

SWIMMING

Swim on the surface of water with th control stick; dive with B. Press B to swim underwater; when the eyes on the Conker face in the corner begin to bulge, quickly surfaced or you will drown.

THE HELICOPTERY TAIL THING

See above.

TURRET GUN

Contained in the beehive, press Z to fire with the aiming sights and the joystick to move around. The radar shows where baddies are.

4 REGULAR BADDIES.REGULAR BADDIES.REGULAR BADDIES.REGULAR BADDIES.REGULA

BATS (Barnboys, Bat's Tower)

Swoop down to attack you.

BLACK WASPS (Windy)

Simply avoid these; they can be killed with the Gun Turret, however.

DUNG BEETLES (Windy)

These can be killed with your catapult. Two hits will kill them (they attack after one hit).

FLAMETHROWER BEARERS (It's War!)

these cannot be killed; simply wait for them to stop firing and run past.

IMPS (Bat's Tower)

Can only be killed if you urinate over them.

RAPTORS (Uga Buga)

Apart from the ones you ride, the ones round the castle are dangerous and cannot be killed.

ROCK MONSTERS (Uga Buga)

Very dangerous - unless you have the Uga Bugas on your side.

STOMPING BRICKS (Barnboys)

Copied from Super Mario 64, these move around trying to stomp you.

THE EVIL TEDIZ (It's War!)

See above

UGA BUGAS (Uga Buga, obviously)

They can only be stunned momentarily, unless you have a raptor with you (he eats them).

VILLAGERS (Spooky)

These will throw spears at you, but are only dangerous when in groups. They also need to be fed to Count Batula.

WEASEL SECURITY GUARDS (Heist)

They are trying to stop you by shooting at you.

WORMS (Windy)

They pop out of the ground and attack viciously.

WORM SKELETONS (Spooky)

Similar to the normal worms.

ZOMBIES (Spooky)

Very hard to kill, unless you're standing on a gravestone. You need to give one shotgun bullet to their head to kill them.

5 WALKTHROUGH.WALKTHROUGH.WALKTHROUGH.WALKTHROUGH.WALKTHROUGH.WALKTHROUGH

5.1 HUNGOVER*****

SCARED BIRDY

Difficulty: 0/5
Rudeness: 2/5
Gore: 0/5

Conker will wake up. Take him round to talk to Birdy, who will teach you to use the B blocks. Use the one you're on three times, then go to the one at the start point; you will take a headache tablet, which makes Conker slightly less drunk.

PAN HANDLED/GARGOYLE

Difficulty: 1/5
Rudeness: 1/5
Gore: 0/5

Swim across the river and make your way up to the Gargoyle, using the Tail Helicopter. You will be blocked by a troll; go bck and jup up at the switch to pull it, which opens a door. Inside, conker remembers he can use B to hit, so use it on the key hopping around and open the door; now, to pass the Gargoyle, simply hit him with your pan and he'll fall off the bridge laughing (if you fall off, swim into the tunnel, which returns you to the start). When the Gargoyle is defeated, rocks will fall down, blocking the exit. Jump onto the rocks and jump over to the B pad, which causes a detonator to appear; destroy the rocks and exit.

5.2 WINDY*****

MRS BEE

Difficulty: 1/5
Rudeness: 1/5
Gore: 1/5

Run down the hill, eating chocolate. Grab the extra life on the sign and go right, to talk to the Queen Bee, who has had her nest stolen by the black wasps. go the other way and pick up the nest; the wasps will attack you. Keep heading back to the bee and you'll automatically give it back to her. She will then kill the wasps for you (and give you \$100). Now go over the bridge, where Birdy appears again. Give him \$10 for the manual (these will return to you!) You will learn to use the Catapult; use it against the red wasps (who threaten to "kick the \$h1+" out of you after one hit, swooping at you. Hit them again and they die. Climb up the hill where they were.

5.3 BARNBOYS*****

MARVIN

Difficulty: 2/5
Rudeness: 1/5
Gore: 3/5

Talk to Jack, the blue block thing near the start; his wife is on Jack's head, cowering from a mouse. Go round the side of the level and find Burt, and he will open the gate leading to the cheese wedges; hit one and run into it to grab it, then get back to the mouse; you must go past the blocks that are trying to squash you 9like the Grindels from Super Mario 64) , which can be run round. If you are hit, fall or take too long, you will drop the cheese and must start again. After three visits, the mouse will explode and Jack's wife will jump off his head. You can now jump onto her head and then onto the drainpipes to get up to the top of the barn, where there is \$100 and also a switch (press it). It opens the barn.

MAD PITCHFORKS

Difficulty: 2/5
Rudeness: 1/5
Gore: 2/5

Enter the barn and the haystacks will begin to bounce around; you will also be attacked by Franky the Pitchfork. To avoid him, stand between him and a haystack and do your helicopter move as he is about to attack; he will destroy the haystack instead. Repeat until all the haystacks are dead (there are two chocolate cubes in corners if you need them). After that, Franky will attempt to hang himself. Go to the lever that knocks the King Bee out of his nest, and opens the attic door, then leave the barn. Some kind of yellow creature will invade it at this point.

SUNNY DAYS

Difficulty: 1/5
Rudeness: 3/5
Gore: 0/5

Talk to the King Bee (the ex - husband of the queen bee) and he will tell you about his new love, the Sunflower. Talk to her and then go looking for bees; the nearest ones are by the boucing box; there are also some by the entrance, above where the cheeses were, by the switch that opened the barn, and by the bucket over the barn (to get to these, jump onto the top of the roof and climb the ladder). Lead all the bees (they will follow you) back to the Sunflower, and she will be pollinated by the King Bee. She gives you something to bounce on (for reasons of decency I won't say what) to more money. Press and hold A on the first bounced, then on the second to the Helicopter move; this takes ages to time right, but eventually you will get the money on the high ledge.

BARRY & CO.

Difficulty: 2/5
Rudeness: 1/5
Gore: 1/5

Get back to the roof of the barn and drop down to the trapdoor which has opened, and enter. Avoid the bats that attack you and go to the B pad at the end; you will throw knives (aim with Z) at Franky's rope, so you cut it. He will now be your friend.

BUFF YOU

Difficulty: 2/5
Rudeness: 0/5
Gore: 1/5

Attack the creature by jumping on Franky's back and pressing B to slide at it when behind it. After one hit it will burst into flames; after two, it will start using a weapon on you (much like the Terminator). After three hits the floor of the barn will collapse, sending you into the ground.

HAYBOT WARS

Difficulty: 4/5
Rudeness: 0/5
Gore: 1/5

The fight is not over yet; the creature will turn into a robot, which fires missiles at you and claps its hands on you (this costs two life portions). Stand behind one of the three pipes (two chocolate squares can be found here) and the robot fires a missile at the pipe, bursting it, so water comes out. Stay behind the pipe and the robot will run into the water and temporarily short circuit. At this point it will begin to spin, so you can get behind him where he has a button on his back. Jump as the button hovers overhead and a lightbulb appears; if you are quick to press B, Conker will knock one of the robot's arms off; repeat twice and the robot will die (with a cry of "I'll Be Back").

FRYING TONIGHT

Difficulty: 5/5
Rudeness: 0/5

Gore: 0/5

After this, Conker will mend Franky (who is broken). Now the water will begin rising, and there are electric wires overhead. Climb the ladder behind the "exit" sign and use the Context Zone. Throw knives at the electric wires to sever them (and thus make them harmless). Start with the one behind you, then tackle the other two nearest you. Do it fast, as well. Now you will be able to enter the water without being shocked, as the next three wires are higher up. Swim to the other ladder and climb, then high jump onto the Context Pad; there are two wires next to you and another across the room. Now you can exit when the water level rises to the exit. Now annoy the monk by standing on his slab and he'll hurl you up to a high platform (and cash).

SLAM DUNK

Difficulty: 3/5
Rudeness: 0/5
Gore: 1/5

Keep climbing; avoid the three bees (simply watch them and if they approach the ladder, move down a bit and they should miss you). At the top, jump and Tail Helicopter; press B as soon as the lightbulb appears and you will transform into an Anvil, landing on a Context Zone, opening a grate that leads to a 1 - up and some more cash. Now leave the level.

5.4 WINDY (2)*****

POO CABIN

Difficulty: 0/5
Rudeness: 3/5
Gore: 0/5

Go right after exiting the level and Conker will don a gas mask; enter the hut and talk to the Dung Beetle. Now stand on the slab and press B to turn into an anvil and break the floor.

PRUNED

Difficulty: 2/5
Rudeness: 0/5
Gore: 0/5

Make your way through the tunnels until you find a bull in a field; simply avoid his attacks and make your way up the platforms with dung rolling down them (avoid this), then run round the tap in the direction of the arrow (clockwise), releasing Prune Juice into a trough. A target appears, so stand in front of it and jump when the bull charges, making a cow appear.

YEE - HA!

Difficulty: 3/5
Rudeness: 4/5
Gore: 4/5

Another target will appear, so get the bull to charge this. It will end up stuck in the board, so run round and jump to a lightbulb appears; press B and you'll jump on the bull's back (this will happen automatically if you jump next time). Charge the cow with Z and she'll go to the Prune Juice and drink, immediately getting a runny tummy. She'll stand on the grate in the middle; get back onto the bull (making it charge the target) again and make it charge the cow, which explodes; another target will appear so repeat the procedure twice with Mabel and Olive (the second cow takes two hits to go to the juice and the third takes three). The bull will now cause the grate to collapse, falling to its death.

SEWAGE SUCKS

Difficulty: 2/5
Rudeness: 1/5
Gore: 0/5

Jump down the well, and get the extra life and find the context zone where you learn to swim underwater. Simply swim down until you see the hole that leads back to the hut, then swim outside where you are rewarded with a dungball.

GREAT BALLS OF POO

Difficulty: 2/5
Rudeness: 2/5
Gore: 2/5

Roll the dungball; if you go straight up the slope in front of you, you will be stopped by the giant dung beetle; instead go up the slope to the left of where you entered, and roll it up the slope; Conker will add T.N.T. and throw it at the Dung Beetle, killing it. Roll it up the slope the beetle was blocking (another appears) and into the hole at the end; it will appear out a new door at the bottom (previously boarded up). Ignore this for now; get the next dungball that appears and roll it past the ladder, leading to a sign saying "no poo balls". Drop it off the edge, onto a guard and jump down, standing on the

post behind him, so the lightbulb appears. once again, become an anvil, knocking it down, pulling the plug from the lake and sucking in the other two guards. Swim through the door to:

5.5 BATS' TOWER*****

MRS. CATFISH

Difficulty: 0/5
Rudeness: 0/5
Gore: 0/5

Talk to the pompous Catfish (ignore the money for now; it's out of reach). She and her friends will tell you to wind up the dogfish and they will open the safe for you. Swim down the river (there is an extra life behind a waterfall) and dive near the dogfish, into a tunnel.

BARRY'S MATE

Difficulty: 3/5
Rudeness: 2/5
Gore: 1/5

In the room at the end of the tunnel, talk to the cog with the split personality. Now use the lift nearby to go into the rafters. Barry the Bat's friends will spot you and attack you (one on each level); simply press B when the light appears to burn them. Make your way up, and jump to the lever at the top; also try and get to the money (at the very top of the tower); you will need to avoid guards for this.

COGS' REVENGE

Difficulty: 2/5
Rudeness: 1/5
Gore: 1/5

The lever opens a gate in the water below; swim through, avoiding more guards and collect all three cogs individually (knock them out, then pick them up). Take them to the other cog and when they're all in place, jump on the large wheel and run round it clockwise until the first cog breaks off. This will also wind up the Dogfish, making him unable to attack the catfish.

THE COMBINATION

Difficulty: 1/5
Rudeness: 0/5
Gore: 0/5

Swim back to the fish and then lead them to the safe (by the Dogfish). Mrs. Catfish will open it and you must go in; the only problem is, the money makes a hasty exit.

BLAST DOORS

Difficulty: 3/5
Rudeness: 0/5
Gore: 0/5

Stand on the Context Zone and watch the spinning wheel; it has the letters spelling "OPEN" (among other things). You must fire conkers at the letters O,P,E,N when they appear (this is harder to do than it sounds; yo must be ready for when they are about to appear). If an alarm goes off (if you hit a wrong letter), be warned - you are about to be attacked by a guard, so press B again and get out of the way. When all letters have been hit, the floor opens.

CLANGS' LAIR

Difficulty: 4/5
Rudeness: 0/5
Gore: 0/5

Use the Context Zone and you will gain a hard hat and torch; swim under and go down the long shaft, avoiding the metal fish (Clang) by hiding in the alcoves (these also have bubbles, which top up your air). At the bottom, go down either passage and surface in the next room, using the context zone to turn on your torch; go down one of the passages with blue lights on (all these pairs of passages have a fish in one of them, so beware). At the end, surface and pull the lever. Return down the passage, surface, dive and swim down a passage with yellow lights down it, and up another shaft, avoiding another fish.

P*\$TASTIC

Difficulty: 2/5
Rudeness: 4/5
Gore: 0/5

Next you enter a boiler room, where several fiery imps will attack you. Run onto the Context Zone by the barrel of lager and Conker will get drunk. Stagger towards the imps and press B; Conker will unzip his flies and begin to urinate over them; this kills them. Kill as many as you can, but if you stop your

"attack", you must find the Context Zone by the First Aid kit and this will stop you being drunk (using a pill). You must begin again if this happens. After enoughimps are dead, the remaining two will jump inside the boiler.

BRASS MONKEYS

Difficulty: 3/5
Rudeness: 5/5
Gore: 0/5

Run to one of the four corners, and stand on the cross sign. Wait for the boiler to run towards you and jump, pulling the switch when he is on the grille nearest to you. Sewage will pour out from above him, soaking him. Before he can recover, run forward and press B; you will attack his ... how do I put this politely? ... Attributes. Do this three more times to kill the boiler. Theimps now blow it up accidentally. You will notice the things you attacked lying around; roll one towards the slight hollow with a chocolate square over it, opening a door. Get the other and roll it through the door, killing a guard and opening the way to the safe, collecting - TEN dollars????

BULLFISH'S REVENGE

Difficulty: 2/5
Rudeness: 0/5
Gore: 2/5

Go outside and argue with the Catfish until - guess what - the Dogfish breaks free; start swimming as fast as you can (the Catfish are all eaten). Make it to the pier and you will get a cinema where the dogfish chases Conker up the pier in Jaws fashion, crashing into a wall. Now use the dogfish as a platform to reach three hundred dollars. You've earned it!

Now leave the level and make your way up to the door you opened with the dung ball; go through.

5.6 SLOPRANO*****

CORN OFF THE COB

Difficulty: 2/5
Rudeness: 1/5
Gore: 0/5

Talk to the Dung Beetle. Now find sweetcorn (its found round all the round holes with hands appearing out of them) and run towards the centre of the room, throwing them into the goo. There's one at the first, two at the second and three at the third; at this point, the Beast of Poo Mountain will appear and start to sing.

SWEET MELODY

Difficulty: 4/5
Rudeness: 3/5
Gore: 0/5

Avoid the beast's attacks and wait for him to start singing. Stand on the context pad and - when he opens his mouth - throw in a toilet roll (you will need to keep moving around as he has three different locations). After one hit, your context pad will be covered up; move round to the next section (the area where you got two sweetcorns) and dish out two hits in the same fashion. The last section is over a gaping chasm, which you must helicopter spin over. Three hits later and he will sing so loud that he breaks a glass wall, leading to a wad of cash and a flush. Pull the flush, after avoiding more attacks, and the beast is flushed away (in a homage to The Wizard of Oz: "I'm flushing, FLUSHING!!")

U - BEND BLUES

Difficulty: 5/5
Rudeness: 0/5
Gore: 4/5

Now for the hard part; do not attempt the next section unless you have at least \$1000. Drop down the giant toilet, using the platforms and run into a hole. Now grab the extra life (and do so each time you die), as this next section is going to cost you a few.

Dive underwater and swim towards the fans. You must pass them without being it, because if you do you will be sliced in half and will lose a life however much energy you have. After that, surface and head through a passage. Jump to the rope (missing will get you sliced and diced). At the top, avoid more blades which - although harmless looking, are also deadly to the touch. Climb up the ladder.

THE BLUFF

Difficulty: 0/5
Rudeness: 1/5
Gore: 0/5

This is a funny bit; simply go up to the Panther King's guards, who have been

sent to look for a squirrel. Well, actually there is just one guard; the other is having a number two behind a rock.

I've not really explained the cut scenes yet, so I'll tell you the story so far. The Panther King has a leg too short on his table, and his chief scientist has suggested the guards capture a squirrel, who will be forced to hold it up. The guard asks if you're a squirrel, but Conker tricks him into thinking he's an elephant. Once you're past, the money is returned to you and you continue to the next section.

5.7 UGA BUGA*****

Run towards the castle, and avoid the raptors; go in the door at the back; continue, going through another door, until you reach the top. Grab the money and jump on top of the statue's head. A lightbulb appears; press B and Conker will turn into an anvil; do this repeatedly until you knock the statue down to the floor below; do it once more, opening the door underneath; now, pass the Rock Monsters and push the rock through the tunnel you created and kill some Uga Bugas, opening a door through to the room where the Uga Bugas are worshipping a dinosaur.

SACRIFICE

Difficulty: 3/5
Rudeness: 0/5
Gore: 3/5

Run past the Uga Bugas and through the door at the right, to the back of the room. Hit the Uga Bugas in your way and go to the giant egg. Another Monk is next to it, so make him flip you on top of the egg, where a lightbulb appears. Press B and Conker will start to hatch the egg. Time cut to later and the egg hatches a Raptor. Get it to follow you along the bit of path you didn't take before; be patient, as the raptor is very slow, but will eat all Uga Bugas on the path. Lead him back into the room and stand on the Context Zone; look at the switches to either side of the door you first entered through; fire at the right one and the large presser will rise off the stone slab in front of you; lead the Raptor onto this and leave him there (I suggest you jump off to the side so he doesn't follow). Stand on the Context Zone and hit the other switch, sending the presser hurtling down, killing the Raptor :*(
The giant dinosaur is pleased, though. He will roll out his tongue, and a monk will appear.

PHLEGM

Difficulty: 2/5
Rudeness: 3/5
Gore: 0/5

The problem now is getting up the dinosaur's tongue. Annoy the monk as usual and get flipped onto the head of the dinosaur (hold up on the joystick as you are flung across the room). Go past his head and get the money and 1 up. Now stand by one of the dinosaur's nostrils; when steam momentarily stops coming out, drop into it and press B; Conker will toss pepper into the nostril; repeat on the other side, causing the dinosaur to sneeze. His tongue will now be dry, so you can walk up it and into his mouth; go through, avoiding his swinging tonsils and find the dead Uga Buga on the other side; Conker will don his bearskin. Now go back the way you came.

WORSHIP

Difficulty: 1/5
Rudeness: 0/5
Gore: 0/5

The Uga Bugas will now worship you; lead them back to the Rock Monsters (you will need to be patient here, and make sure all four follow you; lead them to the bottom of the slope and wait until they are all round you before running up, or some will be trapped below. Hit a rock monster, then the Ugas will kill it; do the same for all of them, and then talk the Bouncer at Rock Solid into letting you in.

ROCK SOLID

Difficulty: 5/5
Rudeness: 4/5
Gore: 1/5

Without doubt, this is the most frustrating section of the game so far. As you will see, the Rock Monsters have Berri in a cage. Go in and find the rock behind the bar; roll it up to the pad by the bouncer, opening a door. Go to the beer barrel by the bar and get drunk (use the context zone). Go to the Rock Man nearest the door and press B to urinate, then hold Z to push him further back; with practise you can roll him through the door; if you don't make it, press B and get away from him as fast as you can as he'll be furious (who wouldn't if someone's just taken a leak on them?) and will try to hit you. This is easier said than done, as Conker moves ridiculously slowly while drunk.
If you take too long, your bladder will be empty and you must take the alka seltzer (by the slope onto the table) and start again. Once you're successful, grab the alka seltzer and run into the door; immediately tail spin (A twice) to slow down your descent or you will lose energy. Roll the rock man (still rolled up) to the right. The only problem is the two rock women who keep moving in and

RAPTOR FOOD

Difficulty: 3/5
Rudeness: 1/5
Gore: 3/5

Run over to the large gate and a raptor appears; run away, as if it grabs you you lose two energy points. Get to the B pad and face the raptor, then press B; Conker will hypnotise it and leap on. Run to an Uga Buga and the Raptor will grab him in its mouth; then, press B to swallow him. After the first six are eaten, the infantry will be sent in. These all have clubs, so when you get one, run to the other side of the arena to eat him or his comrades will attack you, knocking you off and you will have to hypnotise the Raptor again - only this time you must stop when he is hypnotised (use B) and jump on his back before he comes round; all the Uga Bugas you ate will come back to life if this happens. After this, there will be two waves of six Uga Bugas with spears. If you are low on energy there is chocolate round the sides of the arena (just don't fall in the lava).

BUGA THE KNUT

Difficulty: 2/5
Rudeness: 5/5
Gore: 3/5

Now Buga will face you. Simply jump to avoid his shock waves and wait for him to raise his club. Before he can hit you, use B to bite his wedding tackle. Do not worry about falling off as the Raptor is now your friend. When his loincloth falls down, run to the other side and press B to bite his derriere. After three times, his loincloth snaps, revealing his - well, it's blurred out, but it is very small. The leader runs away in embarrassment.

Go in the door the Uga Bugas emerged from after getting rid of the raptor (Conker throws him a bone). Talk to Jugga, the well-endowed woman (who, sadly, turns you down), then go after the money; it ends up along the passage beyond, then return to the lift that has appeared and exit by dropping down the large bowl that doesn't have blades down (and has a sign reading "DANGER: POO", and exit through Sloprano.

5.8 WINDY (3)*****

WASPS' REVENGE

Difficulty: 3/5
Rudeness: 1/5
Gore: 1/5

Go back to Mrs. Bee and her hive has been stolen again; go back to where it was before; firstly, high jump through the upper left gap and then jump over to the gap nearby, finding some money. Now, go in the main door (this was blocked before by a hidden monster) and find the hive. Jump in and blast all the Wasps using the Turret (see Special Moves, above, for Turret Controls). When they are dead (use the radar to see where they are), carry the hive back before you are stung to death. Mrs. Bee gives you \$400.

MR. BARREL

Difficulty: 2/5
Rudeness: 0/5
Gore: 1/5

Go up the slope towards the windmill, avoiding the killer worms and speak to the barrel. If you're told you don't have enough money, use the money locations section to help locate the rest. If you have enough, jump on and use the control stick to guide it down the hill, killing the worms. At the bottom, Conker is hurled off, knocking himself out until nightfall. Enter the door at the end of the river.

5.9 SPOOKY*****

MR. REAPER

Difficulty: 4/5
Rudeness: 1/5
Gore: 4/5

Go through the mineshaft and swim through the river until you find a door ahead; on the other side, jump and grab the switch, that opens the door to the graveyard. Go back and find the reaper. Talk to him and he gives you a gun to deal with the zombies.

Go to the gate and enter; four zombies will appear, which you must shoot; press B to get out the gun, and Z to fire it.

This is hard - until you realise they cannot get you when you are standing on a gravestone. With the gun put away, do a high jump, preferably when the zombies are far away, then take it out and use R to go into aiming mode, then hold Z for the laser sight. Zombies can only be killed by a shot to the head. They will either run at you or crawl (if badly hurt). When none appear, run further down the path and get onto a gravestone ASAP when you hear a moaning noise; when you have killed, the Reaper will appear again and open the gate for you.

Ignore the B pads for now (found on a bookcase and above the Dining Hall); these will be used later. Where the X is, there can be found a supply of three chocolate squares, but these do not regenerate once eaten.

After three villagers are dead, Batula's rope will begin to fray, but - like Marvin - he won't give in, asking you for more. After eight villagers are dead, Batula will fall into his own trap, killing himself.

ZOMBIES

Difficulty: 3/5
Rudeness: 0/5
Gore: 4/5

More Zombies will appear. The aim here is to get out of the castle (which is locked). Go to the main hall, and kill the two zombies you will find (use your shotgun); run along the passage towards the library, where another two zombies await. Three more zombies are in the library; to kill them, stand at the bottom of the stairs (on your right as you enter), as they cannot get you here. Put away the gun and run further until you can tail spin to the middle bookshelf; use the Context Zone and use the knives to kill all four bats (one from each corner). The one to the left of the door leading to the grinder will attack first; then, rotate anti - clockwise until you see each new one.

Continue until you reach the second floor in the grinder room and run round (clockwise) until you reach the door to the Dining Hall. Two Zomies lie in wait on the balcony, so beware.

Run to the Context Zone and kill three bats, then cross the rafters to the key, then return to the door with it (N.B. if you didn't kill the bats, they will attack you).

Get to the door by going back the way you came, via the library; be careful in the passage to the hall as one of the zombies will have reappeared.

After using the first key, run towards the Dining Hall; there are actually three corners in the corridor; around the first corner are three zombies; continue after killing them and kill two more, plus four in the Dining Hall. Run up the stairs to where the bottomless pit now has a bridge over it and run through the maze to the centre, killing zombies (simply run forward, take the first left, go left and then take the next right to Count Conkula's tomb. Kill both zombies, then jump onto the hedge and kill the one on the other side. Grab the key behind the tomb and run to escape the one that has just appeared.

Go back to the hall and use the key; a ladder will appear by the door leading from the Grinder to the second floor of the Dining Hall. Climb it to find three chocolate squares. Use your helicoptery tail to jump from the ladder to the platform on the other side of the door and make your way to the lever, opening a secret passage from this room to the Great Hall. Go the other way and use Batula's tap as a platform to jump over to where the third key is.

Take the key along the ledge to the door you opened and run through, avoiding Zombies, until you reach - and open - the door.

MR. BARREL

Difficulty: 3/5
Rudeness: 0/5
Gore: 2/5

Jump on Mr. Barrel, who has taken up residence here, and roll out the door. Roll down the path up to the castle, killing Worms, but also being careful not to fall off, or you will lose a life. Roll through the graveyard and down past where Mr. Reaper was. Instead of going back the way you came, go towards the strong current to your right; at the end, Mr. Barrel will be killed, but you will be able to exit, finding \$100.

You will find yourself in the first area (Hungover). Take the same route out (except without the Gargoyle or other obstacles).

5.11 IT'S WAR!*****

A black - and white sequence will appear with the Grey Squirrel Sergeant asking squirrels to join the army and fight the Evil Tediz.

Run to the sign and go left (along the "Nasty" route). A door will have opened behind the barbed wire; go in and meet the General, after seeing a cut scene with a plane crashing.

The Sergeant will tell you to get rid of the plane.

POWER'S OFF

Difficulty: 2/5
Rudeness: 1/5
Gore: 0/5

Jump into the water; find the electric eel and dive, then swim through one of

the arch - like structures in the water. The eel should follow you, powering it up. Swim through three and the eel will die, but the area will be powered up, revealing a Context Pad.

TNT

Difficulty: 4/5
Rudeness: 1/5
Gore: 3/5

Ignore it for now and go up the slope with TNT written by it, to the toilet. Press B to knock and a creature will come out with a TNT barrel on its back. Go back down and push the crate nearby so it is in front of the steps. Now go back and push the creature along and down a slope; if the crate is there it will stop the creature from being killed. Take the creature in either direction until it stops by the plane.

Going left involves passing a lot of bouncing crates and cranes that pick up and drop crates - if one hits the TNT, it will explode and you must start again. The other route passes loads of Spider mines, which appear only when you get close and explode on contact. When you get one to the end, go to the Context Pad and take out your catapult; fire it at the TNT barrel, blowing it up. Go back to the toilet and repeat on the other side, then blow it up, getting rid of the plane.

Go to the Sergeant, who is by a boat, and he will knock you out.

THE ASSAULT

Difficulty: 2/5
Rudeness: 0/5
Gore: 5/5

You will wake up on the boat, with several grey squirrels. You will land at the Tediz base; watch the cinema, then run into the base, avoiding enemy fire until you meet a Grey squirrel, who tells you to go in and take out the Tediz - before getting shot. Take his machine gun, and use it (press B, then use Z to fire, as with the shotgun), and then hold R for aiming mode, to blast the lock on the door.

SOLE SURVIVOR

Difficulty: 4/5
Rudeness: 0/5
Gore: 5/5

In the room you enter, four Tediz will appear; shoot them all, and a door at the back opens, revealing lasers. These will sap two energy bars with one hit. Press Z to crawl and crawl under them. Go past the corner and draw your gun again; one Teddy will appear out from behind the next crate, then two from the one after that. Grab the chocolate, then turn a corner, killing another Teddy and the one behind the lasers. To pass them, high jump (Z and A) and tail spin over them, then get out your gun ready for three Tediz. Avoid the steam coming out of the pipe, then keep your gun out and go under the highest points of the next two laser beams, watch out for Tediz coming out of the ceiling. At the end of the corridor, get in the lift (well, the cinema shows you doing it), avoiding the Spiders just in time.

There is another floor to do, and this is harder still. The main problem is the creatures that wield flamethrowers; they cannot be killed; simply wait for their flames to stop temporarily and then get past.

CASUALTY WARD

Difficulty: 3/5
Rudeness: 2/5
Gore: 3/5

Simply kill all the Tediz surgeons that are running around, trying to hit you with scalpels. When all of them are dead, talk to the Grey squirrel who is trapped in an electric chair. The left switch will fry - but not kill - him, while the right one opens the next door.

This leads to the leader of the Tediz. He is in a turret gun, and will repeatedly fire, giving you only a few seconds in between; using the crates as cover, run towards him and head right where you will find a rope; when he stops quickly climb it and jump to the platform overhead, then get to the Context Zone where you will take a Hand Cannon; quickly aim it at the boss and fire with Z, blowing him to bits; if you take too long you will be hit, costing two energy squares.

Immediately jump into the now vacant gun turret and shoot all the Tediz that appear out of each corridor; if you get low on energy, jump out and collect the chocolate nearby. Use the machine gun if necessary. When all the Tediz are dead, a door will open that you can pass through.

SAVING PRIVATE RODENT

Difficulty: 4/5
Rudeness: 0/5
Gore: 3/5

You will see Rodent being shot at by Tediz; shoot all the Tediz and talk to Rodent. He has on a special vest that makes him impervious to attack. Take him along the next section and watch out for attacks, such as bombs. If you hear a high - pitched sound a Spider Mine is coming, so hide behind Rodent; same for bombs.

At the end, go and jump in the raft and press B. Aim at the locks with your Hand Cannon and quickly blast them off (the red things around the big lock). the only problem is the army of Tediz around you. Afterwards, nip through the door, and get in the tank with Rodent. Blast away the small sign with the nuclear symbol on it.

CHEMICAL WARFARE

Difficulty: 1/5
Rudeness: 0/5
Gore: 0/5

Run along the passage, jumping over the acid, then jumping back to avoid the mines. At the end, jump up and pull the lever to open the large gate outside, then run back, as the acid is flooding the tunnel.

THE TOWER

Difficulty: 5/5
Rudeness: 0/5
Gore: 3/5

This is very tough. Run through the gate and tail spin over the gap by the raised bridge; avoid the Teddy and run up the bridge, pressing B to lower it. Run back to the Tank as the Tediz watchtower has a rotating gun turret that fires missiles at you and once you are caught in its blasts your energy can drain away to zero in a matter of seconds. Take the tank along the path, shooting any Tediz. Once across the bridge, aim at the nearest support (the yellow base) of the tower and fire at it, destroying it. Continue and jump out of the tank when you reach the next raised bridge, making sure you are not on a slope, as if left alone the tank will slide down and crash into the pit below. Open the second bridge as before, then aim at the next tower support. Get round to the last raised bridge and do the same, then drive onto the last platform, shooting all the Tediz, and take out the other two supports. The tower will collapse and a bridge will be formed. Jump out of the tank and cross the bridge to safety; fall down the hole to the next section.

LITTLE GIRL

Difficulty: 4/5
Rudeness: 0/5
Gore: 1/5

You will meet a small girl chipmunk, who knows all about missiles and wants to be saved.

You will see that there are three arches on the platform; run to the left one and run up the pier to the Context Zone. Use the hand cannon to shoot the submarine; however, it will keep firing missiles at you. When one is launched, press B and run. If you are hit, each arch has chocolate under it which regenerates (thankfully). Hit the submarine and another will appear, so destroy that. Now run to the next pier (clockwise) where there are two submarines; this makes it trickier. On the last pier there are three. If you fall in the water, there are ladders to help you out, but it is advisable to swim around a bit so you are not in the direct line of fire.

THE EXPERIMENT

Difficulty: 4/5
Rudeness: 2/5
Gore: 2/5

When all the submarines are destroyed you will receive a cinema. Go to the rabbit. At that point, Rodent will return and try to warn you (in slow - motion). The rabbit will spin her head round exorcist - style and then reveal that she is the glove puppet of a giant Robo - Teddy. Jump into the tank with Rodent and the Girl/Teddy will reveal a pair of giant cannons. Quickly take cover under the nearest arch and aim the cannon (with C) so it is facing towards the robot. Wait until there is a lull in the firing and quickly come out and fire at both cannons. The robot will come at you, but shoot the girl and the robot will turn to pick her up; after the cut scene, shoot the button that appears on the robot's back. If you are too slow, the robot will pick you up and throw you to the ground like King Kong, costing you energy. After one hit the robot gets out lasers; these are easy to hit; repeat the above process of shooting the girl, then get under cover as the robot unleashes its deadliest weapon yet; mark 2 cannons. Wait until it stops firing and shoot each cannon twice, then hit the girl again and hit the Robot's back to destroy it.

COUNTDOWN

Difficulty: 5/5
Rudeness: 0/5
Gore: 2/5

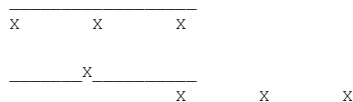
Now the girl sends out her "children" - two mines to be exact, which destroy the tank; you cannot avoid this. The tank is destroyed and Rodent is (apparently) killed :*(.

The girl has one last trick up her sleeve; she sets the base to self - destruct (you have four and a half minutes to leave). All that has gone before will seem like a walk in the park prepared to this next bit; run through the hole in the floor and you will be back in the tunnels. The only problem is there are now twice as many lasers as before and there is NO chocolate.

To tackle the first lot, jump over the first laser on the ground; you can pass the second by walking, then jump the last; jumping too early here will lead to you being hit by an overhead beam.

The next three can be got past using the helicoptery tail thing, but the fourth in this sequence is too far to twirl over, so land before it and simply run under at its highest point.

Now comes a tricky part; there is a pattern of beams something like the one below:



The Xs represent vertical beams.

Enter on the left, jumping the first beam, then jump to the right, as walking will somehow cause ou to trip the second horizontal beam, then jump over the second horizontal beam.

Run to the right of the pipe, then jump over the two beams ahead, and high jump and tail spin over the large wall of beams. Quickly press B to get out your guns as two Tediz will appear round the corner.

After they are dead you will come to a pair of beams by some crates; climb onto the lowest crate and crawl along, missing the beams. Kill the Teddy round the next corner.

After that comes a tricky bit; jump onto the crate and trip one beam (there may be a way to not do this, but I haven't found it), then get as close o the edge of the crate as you can and jump and you should miss all other beams. Crawl under the last set of beams, and run towards the exit but DON'T leave; as you reach it, a pair of deadly blue beams will appear in front of it. Quickly jump to the nearest crate and press B to get out your hand cannon, disposing of all four Tediz that have appeared; the last will break the lasers and allow you to leave.

Mercifully, Rare realised that making you replay all this again would be far too cruel, and set the game so you restart from past the door every time you die (we are not worthy!) They will also give you two minutes remaining here however much or little you had left on your clock when you left the bunker.

Now for the even harder bit. Grab chocolate if needed, then make your way back to the beach - which would be easy if it weren't for all the Tediz, who are now equipped with Hand Cannons. Run forward and turn right; take out you hand cannon and kill the Teddy coming at you; put it away then run to the next T - junction, then take it out and kill both Tediz (I suggest you stay on the right, kill the one on the right, then pan round and kill the other. The next four Tediz are best avoided by running past them; you will know when you have beaten them as a cinema will appear and Conker will get in the boat.

PEACE AT LAST

Difficulty: 0/5
Rudeness: 1/5
Gore: 0/5

You will sail back on the boat; Rodent turns out to be alive, but is trapped in the Tediz base. But amazingly - thanks to his suit - he survives the blast, despite being hurled through the air.

5.12 HEIST*****

WINDMILL'S DEAD

Difficulty: 0/5
Rudeness: 0/5
Gore: 1/5

Back in Windy you will find the Queen Bee is dead, the reason being that the windmill has fallen on her hive. Go to where the windmill was and you will find Rodent, who - guess what - crashed into the windmill. Conker and rodent will talk, then Rodent will leave.

Run into the remains of the Windmill and go through the door where you meet the Weasel boss and Berri, who now recognises you. Your job here is to rob the Feral Reserve Bank.

ENTER THE VERTEX

Difficulty: 5/5
Rudeness: 0/5
Gore: 4/5

Conker and Berri, dressed in slinky black outfits, will walk into the bank (sort of like a modern version of Bonnie & Clyde, really). Conker's bag sets off an alarm, but Conker and Berri kill the guards. Now head towards the lasers (don't touch) and Berri will begin running back and forth, shooting guards. Stand by a pillar and wait until the guards stop shooting (you will hear a cry of "regroup") and then press B. Conker will somersault across the room in slow motion. Use Z to shoot both guards. Two more will appear; repeat and Berri will break the lasers.

This process must be repeated THREE times and the number of guards keeps increasing. Also be warned; they will often blast way the pillars so be quick to kill them when you get the chance as there is NO extra chocolate on this level. This bit took me longer to do than any other bit of the game.

THE VAULT (WARNING: MAJOR SPOILER AHEAD - DON'T SAY I DIDN'T WARN YOU)

Difficulty: 5/5
Rudeness: 2/5
Gore: 2/5

Finally you will get past and enter a new room full of lasers; although it looks like a tribute to Entrapment is about to ensue, Berri simply turns them off. Enter a new room full of money. Except this must be stunned with the frying pan as they run around the place. Stun three and the scene will cut to some time later, when Conker has \$1 million!!!

However, the Fabled Panther King will now appear and guess what - the Weasel Boss works for him. The boss kills Berri (snifffff! :*() when she tries to protect Conker from being used to hold up the King's table. Now the Professor will appear and announce a new experiment - growing an alien INSIDE the Panther King. Guess what; a parody of Aliens ensues, with the Panther King dying when an alien appears out of his chest. The Professor now launches the vault into space.

The first thing to do is IMMEDIATELY run to the switch and open the airlock, sucking out the Panther King's body.

Jump off and run round the room, avoiding the alien as one hit will kill you outright even if you have a full energy bar. Run to the yellow Robot Suit.

The alien will now bend over Berri's body; "Get away from her, you b****!" says Conker, before Berri is pulled out, followed by the Professor.

Now you must get rid of the alien. Go up to it and press B repeatedly to punch it; this is very hard and half the time you will probably end up being attacked yourself. When you finally do get a punch in, keep going until the alien is temporarily stunned. Then run to its tail and you should automatically grab it. Now comes a near copy of the Bowser battles on Super Mario 64; rotate the control stick to swing the alien and wait until it is off the ground and going fast before throwing it at the airlock, but it manages to get back in and is stronger. The next time you attack it you should press A to use your jetpacks at it tries to whip you with its tail and then immediately start attacking. This is a very hard manoeuvre that may take a while to get right. If it swings its tail at you, press A and if it tries to bite you press Z to duck, which will momentarily stun it, the best time to start hitting it repeatedly. Once it is stunned repeat the process of throwing it out and - guess what - it gets back in again.

Do this twice more; each time it gets harder and will dodge a lot of your shots on the last go.

SPOILERS AHEAD

Then, the alien will stop in the airlock and attack Conker, before everything freezes up.

Conker steps out of his suit (he is somehow back in his normal clothes now) and says the game's frozen. He will get a computer programmer to tamper with the game, allowing him to select a weapon (he chooses the sabre) and change the background so he is in the Panther King's Throne Room, where the alien becomes unfrozen and Conker decapitates it. He then realises at the last moment he should have bought Berri back, but it is too late; he is crowned King and doesn't enjoy it.

There's a moral here somewhere...

6 MULTIPLAYER.MULTIPLAYER.MULTIPLAYER.MULTIPLAYER.MULTIPLAYER.MULTIPLAYER

Change your character by pressing left and right to view the selection (you can get more by using cheats).

Also, add CPU controlled characters with up and down; the default setting is lvl1, but having extra characters makes it more fun (and challenging).

6.1 SETUP*****

AI

Change difficulty levels of computer controlled players; from easiest to

hardest, these are:
Inbred, (r@p, Normal, 8@+@rd, Einstein

RADAR

Turn on or off; this shows you where the enemies are.

STOPWATCH

Sets a time limit; but time is unlimited iif you go for a set number of lives.

LIVES

Decide number of lives. Infinite if you use a time limit.

SCORE

Set victory condition limit to a set number of points.

MONEYBAG

Set victory condition to numer of bags retrieved (only available in Heist).

KILLS

In death matches, set victory condition to number of kills (displayed at top of screen).

LAPS

In Race, set victory conditon to number of laps.

TURRET

If you have a friend, this allows him/her to control the turret in tank mode.

6.2 TEAM GAMES*****

6.2.1 BEACH

If you play as the Frenchies; your mission is to avoid the Tediz and get on the truck (found in caves under the Tediz base) and get to Paris. Power Boost pills give a temporary speed boost and the dynamite plunger will kill all the Tediz in one go.

Power boost pills are found to the sides about half way along; the best way is to head towards the right and stay there - there are less missiles coming that way; there are some pills to grab. To get to the plunger, run along the ditch and follow the path over the main area; there are two walls that can be used to protect against the Tediz; run to the second and drop off to the left; to activate the plunger, jump on it. If you are around for too long (more than 1 1/2 minutes) you will be zapped somehow.

If you're one of the Tediz, simply use the turret gun to stop the Frenchies (this is in my opinion harder).

You can have up to about six Frenchies, but no more than two Tediz; Tediz score points for killing Frenchies; Frenchies score points for how many Tediz they kill and how many of their number survive.

There is no radar on this game.

6.2.2 RAPTOR

You play as a Uga or a Raptor. If you're a Uga, you must get a Raptor egg, take it to the giant frying pan and cook it. The Raptor must eat as many Ugas as possible (controls as in Special Moves section, above).

Ugas have access to weapons, but cannot use any when holding an egg; CPU - controlled Raptors normally run through the lower floor of the temple, so if you carry an egg up the path and through the upper area you should avoid them. Likewise, CPU controlled Ugas stick to the lower area of the temple.

Playing as the raptor is easier; score one point for killing a caveman and another for taking him to the baby raptor (the same one Conker sacrifices) and letting him eat.

You can have up to six (I think) Ugas but no more than two raptors.

Raptors show up as red on your radar, Ugas green.

6.2.3 WAR

Play as either the squirrels or the Tediz. You can have up to six on each side (but numbers are always equal). Squirrels are green on the radar, Tediz red.

6.2.3.1 Total War

Play with the Grey Squirrels versus the Tediz; get the enemy's chemical canister and plug it in at the sewers, killing all the adverseries.

You cannot get your own. The best way is to simply run to the enemy's base and grab their canister then run down to the sewers (accessed off each base). Then stay where you are. If someone else gets the canister, find a gas mask collection point (blocked up until they are needed).

You score points for enemies killed, so if none are killed by the canister, you get no points.

You can access the Tediz base by either going out the main door, using the back door or using the sewers.

Note: If you have a gas mask on, do not grab a weapon until the gas is gone; if you do you lose the gas mask.

6.2.3.2 Colours

Go to the enemy base and capture their flag, then take it back to your base without being hit. The flag is located down a passageway from the gun turrets. Capture the flag enough times to win (killing enemies here does not earn you points). The flag is shown as white on your radar.

6.3 SINGLE PLAYER GAMES*****

In single player games, press right to increase number of enemies.

6.3.1 HEIST

You play one of a gang of weasels performing a bank heist; the idea is to grab the bag of money and take it back to your base (your starting point). The first to get three bags wins; press B to drop the bag if necessary, and use weapons (see below for how to use them) against the other weasels. To find your base, follow the arrows. This is actually quite hard, as you have to get right back to base before dumping the money; not far enough and you can still have it taken off you. Also, you cannot use weapons while holding the money.

The game is set to play as Paulie (the weasel in red), but you can choose between all four weasels.

6.3.2 TANK

Simpler than Heist, you control the Grey Squirrels or Tediz. Drive your tank to the bridge in the centre and pick up the Chemical Canister, then return to your silo, where you will automatically set off the canister, killing anyone still outside. When it is set off, a countdown appears, so if someone else gets it, go back to base immediately. You can use hardware pick ups on this game (see below). Getting the canister is quite easy, although making sure the enemy is outside when you set it off is not.

6.3.3 RACE

Simply finish first; pick from two courses. Use the same controls as shown above for the jetski; be warned; if you crash three times, you die. Play as Ugas; this is the same course as in the game.

6.3.4 DEATH MATCH

The most fun game of all, simply kill as many Tediz/Weasels/ugas as you can. There are five courses:

6.3.4.1 Temple

A primitive course; you can choose between playing as any Uga, or playing as the Raptor and eating as many Ugas as you can (but you can't use weapons). The area is very straightforward.

6.3.4.2 Vault

The same course used in Heist, this uses the weasels - although (with no cheats) you can choose between Paulie, a Security guard, a Grey Squirrel, a Tediz or a Frenchy (same choices as in all deathmatches other than Temple). The vault has two hard - to - reach sniper platforms, reached by jumping up from the second level and running through a door.

6.3.4.3 Total War

Fight against the Tediz (playing as a Grey Squirrel - or one of the other available characters, including a Teddy). This mainly takes place around the fortress - like building. There is a large hole you can fall down if you're not careful, though.

6.3.4.4 Colours

There are two bases; simply run between run to another. To get the chainsaw, run into one of the doors at either end of the field, and you get to a bridge with it on. Each base also has three lookout points, one with a big gun on that you can use.

6.3.4.5 Bunker

The best course; this has the extra excitement of flame switches (these set light to the area behind you when you stand on them), an electric switch (electrifies one area) and best of all, the lavatory. To find this, follow the signs with male/female symbols on. Inside you can't use your weapons, but pressing B releases your other "weapon". Press Z to fire bodily fluids all over the place (great fun; and these will also sap the Tediz' lives.)

6.4 WEAPONS*****

All weapons can be taken out and put away with B, and used with Z.

Baseball Bat/Bone Bat

In the Vault and Temple, you start off with these. Pretty useless, though as they are just short range and do little damage.

Machine Gun/Semi - Auto Rifle

The best ones are the lighter ones with higher firepower. Holding R allows for targetting mode. These need to be reloaded with A. Both allow strafing.

Bazooka/Tommy Gun

Similar to the above, except they do not need to be reloaded. Both allow strafing.

Flamethrower

Set light to an enemy, but take a while to kill them at full health. Be careful you don't get too close, or you will be set light to. Allows strafing. Hold Z down for a bigger flame.

Bone Crossbow

Fairly accurate, but very heavy. C up and down zooms in and out of aiming mode. It also allows strafing.

Katana

Slash or decapitate your opponents; close range.

Throwing Knives

An infinite supply of knives to throw at your enemies; this has a very long range. C up and down zooms in and out. Allows strafing.

Chainsaw

My favourite weapon; decapitates and kills your opponents however much energy they have, but is close range.

Hand Cannon

I'd advise using this unless you're an expert, since it is heavy ("big *&%J* *!(^J*" as the Weasels call it). Its effects are by far the most gory of all weapons, but if you get too close to your target, you get blown to bits as well. A reloads manually. Allows strafing.

Rock Bombs/Hand Grenades/Black Bombs

Speak for themselves; press C up or down to throw. Allows strafing. Don't hold on for too long though or you'll blow yourself up.

Turret Gun

Very impressive; jump in and out with A; reload with B, fire with Z. There have a long range and can be moved around with the control stick. Make sure no - one sneaks up behind you, however.

7 MONEY LOCATIONS.MONEY LOCATIONS.MONEY LOCATIONS.MONEY LOCATIONS.MONEY

HUNGOVER

\$100 found behind the waterfall, after exiting Spooky.

WINDY

\$100 for rescuing the Queen Bee's hive.

\$100 in the passages under the poo cabin, after you have filled them up.

\$100 on top of the poo mountain (roll a dungball up and high jump off the dungball at the top).

\$100 accessed by jumping into the top left hole in the wasps' hive and then jumping across to another hole.

\$400 gained by rescuing the Queen Bee's hive a second time.

BARNBOYS

\$100 On top of the barn; you can get this after killing Marvin.

\$100 Gained by using the sunflower after she is pollinated.

\$100 After being flipped by the monk.

\$100 in the passage that the context pad in the bucket opens.

BATS' TOWER

\$100 At the top of the tower (very hard to reach; use the ropes and tail spin around the top of the turret, without hitting a guard or falling off the side - then jump off to the outside, landing in the water.

\$10 in the safe

\$300 accessed after defeating the Dogfish and jumping off its back.

SLOPRANO

\$100 by the flush.

UGA BUGA

\$100 on top of the castle

\$100 on the dinosaur's back

\$100 in Berri's cage

\$100 (?) at the end of Mugged

\$100 in the box with Jugga (you must chase this).

HEIST

\$ ALMOST A MILLION at the end before you meet the Panther King.

8 1 UP LOCATIONS.1 UP LOCATIONS.1 UP LOCATIONS.1 UP LOCATIONS.1 UP LOCAT

When you die the first time, you will get a cinema where Conker meets the helium - voiced Grim Reaper, who tells you you can have all the lives you think you need. He also tells you to pick up squirrel tails as extra lives; they can be found in the following places:

WINDY

- 1) Hanging on the signpost.
- 2) In the passages below the Poo Cabin.

BARNBOYS

- 1) In the passage opened by becoming an anvil.
- 2) NEW! Ultra - secret tail! Go along the area at the back of the "cheese pen" and start jumping around. If you find the right place, a lightbulb will appear. Press B to turn Conker into an anvil and you will find a tail that gives you TEN lives!

BATS' TOWER

- 1) Behind the waterfall.

SLOPRANO

- 1) Before you swim through the fans.

UGA BUGA

- 1) On the dinosaur's back.
- 2) Above the bridge guarded by the Weasels, but its hard to get. You can only get to it after finishing the chapter and getting to the section above and going over an archway; it gives you FIVE lives.

N.B. If you cannot find theTails, then it is because you haven't died yet

9 CHEATS.CHEATS.CHEATS.CHEATS.CHEATS.CHEATS.CHEATS.CHEATS.CHEATS.CHEATS.

On the options screen, go to the fireplace and select cheats ("you cheating 8@\$\$+@&*!" says the fire imp). Type in a code.

N.B. Codes are erased when the power is switched off.

(I should also say that I got the cheat codes from BLegacy's FAQ - just saying this so I am not sued).

EASY: Makes the main game easier

VERYEASY: Makes the game very easy

DRACULASTEABAGS: Gives you 50 lives (in Story mode)

The following codes apply to the Chapters section (found down the corridor with the Kazooie umbrella):

WELDESBENCH: Opens all chapters

PRINCE ALBERT: Opens Barnboys

CLAMPIRATE: Opens Bat's Tower

ANCHOVYBAY: Opens Sloprano

MONKEYSCHIN: Opens Uga Buga

SPANIELSEARS: Opens Spooky

BOVRILBULLETHOLE: 50 lives (Chapter Mode)

Add extra characters in Multiplayer (available in Race and Deathmatch):

WELLYTOP: Conker

EASTEREGGSAREUS: Conker again, but in Matrix gear (seen in Heist)

BILLYMILLROUNDABOUT: Gregg

RUSTYSHERRIFFSBADGE: The Grey Squirrel Sergeant and the Tediz' leader (both very tough, though seeing the big Teddy shooting his own men is kinda weird)

EATBOX: Ugas on all deathmatches

CHINDITVICTORY: Play as all four weasel mafia members (except the boss)

BEEFCURTAINS: Play as a zombie or a villager from Spooky

SPUNKJOCKEY - Doesn't add characters but adds a Matrix effect whenever you kill someone with the Chainsaw or Katana; the action will go into freeze frame, but you will get a 360 degree rotation of the scene (this doesn't happen ALL the time, though)

10 FILM PARODIES.FILM PARODIES.FILM PARODIES.FILM PARODIES.FILM PARODIES

Just for fun I have decided to list all the film parodies that appear in the game; if you spot any I missed, e - mail me!

STANLEY KUBRICK'S A CLOCKWORK ORANGE

Chapter: Introduction

In the first scene we see a close up of Conker's face, and then the scene pans back to show him with his friends (most of the characters from the game), similar to the opening shot of Stanley Kubrick's controversial masterpiece - and it has the same music.

DR. STRANGELOVE , OR HOW I LEARNED TO STOP WORRYING AND LOVE THE BOMB

The professor's voice sounds like Dr. Strangelove's.

FULL METAL JACKET (Windy)

When Birdy says "Me Love Manual Long Time" it is like a quote from the film.

MONTY PYTHON AND THE MEANING OF LIFE

Chapter: Barn Boys (Marvin)

When Marvin explodes it is kind of like Mr. Creosote in the Monty Python film.

THE TERMINATOR

Chapter: Barnboys (Buff You/Haybot Wars)

The hay monster/cyborg even talks like Arnold Schwarzenegger.

THE SHINING?

Chapter: Windy (Pruned)

When you first see the bull he says: "Red Red"; perhaps coincidentally this sounds very like (and has similar intonation to) the line "Red Rum" from The Shining.

ME, MYSELF AND IRENE (COGS' REVENGE)

The nasty/camp cog...

JAWS

Chapter: Bat's Tower (Bullfish's Revenge)

Quite obvious really...

JURASSIC PARK? (Corn Off the Cob)

When the Great Mighty Poo (a.k.a. "Chucky Poo") eats the first sweet corn, it is somewhat like that film...

SportsDude1117 writes: "saw the movie parodies u posted, & the 1 where u put JURASSIC PARK for the CORN OFF THE COB, i would say that looked like towards the end of DEEP BLUE SEA when the 1 guy is being thrown around in the water by the shark"

THE WIZARD OF OZ

Chapter: Soprano (Sweet Melody)

When you flush the Great Mighty Poo, he cries out; 'I'M FLUSHING! FLUSHING!' etc., similar to the Wicked Witch of the West's; "I'm Melting! MELTING!"

INDIANA JONES: RAIDERS OF THE LOST ARC

Chapter: Uga Buga (Sacrifice)

The Ugas being chased by the rock...

INDIANA JONES AND THE TEMPLE OF DOOM

Chapter: Uga Buga (Sacrifice)

The whole dino idol reminds me of part of the movie.

EYES WIDE SHUT

Chapter: Uga Buga (Rock Solid)

The password to enter the club

THE UNTOUCHABLES

Chapter: Uga Buga (Bomb Run)

ilfk@gmx.net writes: "The cut scene conkers is hired by the "mafia leader". the "don" kills one weasel with a baseball bats. this is from the movie "the untouchables" (or german "die unbestechlichen"). robert deniro as al capone kills one of his guys sitting round a table after talking about loyalty with a bat."

BRAVEHEART

Chapter: Uga Buga (Mugged/Raptor Food)

In both chapters, Conker is mooned by Ugas, which is what the Scots do to taunt the English in Braveheart.

ALICE IN WONDERLAND

Chapter: Uga Buga (Raptor Food)

When Fangy first appears, Conker gets out a big watch and says: "Is that the time? I must be going"

GLADIATOR?

Chapter: Uga Buga (Raptor Food/Buga the Knut)

Well, this is just a guess actually...

NIGHT OF THE LIVING DEAD

Chapter: Spooky (Mr. Reaper)

A bit of a no - brainer really; the zombies coming out of the ground - need I say more?

BRAM STOKER'S DRACULA

Chapter: Spooky (Count Batula)

Obvious again; Batula even has the same Marge Simpson - esque hairstyle (also parodied in The Simpsons Treehouse of Horror IV), and their conversation at the dinner table is similar.

THE HAUNTING (Count Batula's Castle)

The picture on the stairs is rather like the picture in the film...

SAVING PRIVATE RYAN

Chapter: It's War! (The Assault)

Someone told me this, but I forget who - but the run up the beach is similar to the movie.

INDIANA JONES AND THE LAST CRUSADE

Chapter: It's War! (Sole Survivor)

Conker's line: "Tediz - I hate those guys!"

LOST IN SPACE

Chapter: It's War! (The Assault)

The spider mine getting its leg trapped in the door.

PULP FICTION

Chapter: It's War! (Casualty Ward)

The conversation between the two tediz surgeons, and when they say: "Quick, into character!"

THE EXORCIST

Chapter: It's War! (The Experiment)

The "girl" turns her head 360 degrees and quotes from the film: "See what your f&(@ing daughter did?" and "I haven't been a little girl for quite some time!"

KING KONG

Chapter: It's War! (The Experiment)

When the big Teddy drops you it is similar to something from the film.

APOCALYPSE NOW

Chapter: It's War! (Peace at Last)

As you sail away the Sergeant quotes from the film.

THE MATRIX

Chapter: Heist (Enter the Vertex)

This whole section is based on the Matrix

STAR WARS

Chapter: Heist(The Vault)

The Panther King with the stars behind him

STARSHIP TROOPERS

Chapter: Heist (The Vault)

Berri's death

ALIENS

Chapter: Heist (The Vault)

An alien jumps out of the Panther King's body; Conker says: "Get away from her you *****!" and you must throw the alien out of the airlock.

2001: A SPACE ODYSSEY

Chapter: Heist (The Vault)

The talking computer (?) is kinda like HAL.

END OF FAQ. See the top for the address to write to with any problems.