



Ch.#	Name/Description	Search	Description
(01)	Version History	VERSIONS	Descriptions of updates to the FAQ.
(02)	Introduction	INTROD	The introduction to this FAQ.
(03)	Game Basics	BASICS	Basic information about Conker's BFD.
3a	Story	STOR	The story behind the game.
3b	Controls	CTRL	How to control Conker.
3c	Moves	MOVE	Conker's techniques and skills.
3d	Items/Weapons	ITEM	The items/weapons found in the game.
3e	Enemy List	ENEM	A list of the enemies in Conker's BFD.
3f	Character List	CHARAC	A list of characters in Conker's BFD.
(04)	I. Hungover	CHAPTER1	The game's training level.
4a	Scaredy Birdy	CHPT1P01	Curing Conker's hangover.
4b	Pan Handled	CHPT1P02	Getting the frying pan.
4c	Gargoyle	CHPT1P03	Getting rid of the gargoyle.
(05)	II. Windy (Pt. 1)	CHPT2PT1	The first part of chapter two.
5a	Mrs Bee	CHPT2P01	Returning the beehive.
(06)	III. Barn Boys	CHAPTER3	The third chapter of the game.
6a	Marvin	CHPT3P01	Feeding marvin the mouse cheese.
6b	Mad Pitchfork	CHPT3P02	Meeting Franky the pitchfork.
6c	Sunny Days	CHPT3P03	Making bees tickle a sunflower.
6d	Barry + Co	CHPT3P04	Rescuing Franky.
6e	Buff You	CHPT3P05	Attacking the haystack.
6f	Haybot Wars	CHPT3P06	Defeating the robot.
6g	Frying Tonight	CHPT3P07	Getting out of the robot area.
6h	Slam Dunk	CHPT3P08	Opening a gate in the area.
(07)	II. Windy (Pt. 2)	CHPT2PT2	The second part of chapter two.
7a	Poo Cabin	CHPT2P02	Heading through poo cabin.
7b	Pruned	CHPT2P03	Pouring prune juice into a trough.
7c	Yee Haa!	CHPT2P04	Killing the cows.
7d	Sewage Sucks	CHPT2P05	Swimming through the pile of poo.
7e	Great Balls of Poo	CHPT2P06	Putting your poo balls to work.
(08)	IV. Bats Tower	CHAPTER4	The fourth chapter of the game.
8a	Mrs. Catfish	CHPT4P01	Meeting the catfish.
8b	Barry's Mate	CHPT4P02	Heading up Bats Tower.
8c	Cogs' Revenge	CHPT4P03	Finding the missing cogs.
8d	The Combination	CHPT4P04	Opening the safe.
8e	Blast Doors	CHPT4P05	Doing a pinwheel challenge.
8f	Clang's Lair	CHPT4P06	Swimming through an underwater tunnel.
8g	Pisstastic	CHPT4P07	Defeating the flames.
8h	Brass Monkey	CHPT4P08	Defeating the boiler.
8i	Bullfish's Revenge	CHPT4P09	Swimming back to the start.







## Control Stick

### ~~Move~~

The control stick is used to maneuver Conker anywhere within 360 degrees. This allows you to move and head to different areas. Holding the control stick lightly will cause Conker to tip-toe. Push it further and he will walk. Hold it all the way and Donkey will run. Running is the most efficient way to explore the worlds, so you should always do so. However, when moving across narrow bridges, tip-toeing is safer and more advisable.

Underwater, the control stick allows you to move as well. However, it is much more difficult to swim to precise locations or to objects underwater. Pushing the control stick up causes Conker to go down while holding it down causes him to go up.

### A Button

### ~~Jump~~

Like in pretty much all N64 adventure games, the A button is used to jump. Press A and Conker will jump, allowing you to reach higher ledges. You'll need to use this pretty much all the time throughout the game.

### B Button

### ~~Attack/Dive~~

After entering the room with the key in the first chapter, Conker will remember how to use his frying pan. Press B and he'll swing it. You'll stop moving for a second, so you can't swipe the pan while running. The frying pan is used to temporarily stun strange objects like corn or cheese. They're pretty fast, so you have to be close before pressing B. You can then move into it to grab hold of it and take it to other places.

While on the water (after swallowing the confidence pills in Windy part 2), press B to submerge. Conker's face will appear on the screen and his expression will become worse and worse as you stay under longer and longer. A little bit after his face becomes blue you'll start losing your health, so you'll want to be extremely careful. Sometimes you'll find bubble pockets to restore your air. To swim around underwater, move the control stick while holding B.

The last use of the B button is to activate context zones and context buttons. Throughout the game, you'll find pads with the letter B on them. A lightbulb will appear above Conker's head if you stand on it (sometimes this happens just anywhere, without the pad). Press B and something will happen that allows you to complete the task at hand. If a lightbulb doesn't appear when you stand on a pad, it means you have to complete some other task before using the pad.

### Z Button

### ~~Crouch~~

Hold the Z button while on the land and Conker will crouch. You can then press the A button to make him do a highjump. While crouching, you can't do anything else but move the control stick to turn in a circle.

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C Buttons  
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~~Camera~~

Conker's Bad Fur Day has one of the simplest camera systems, which is probably all for the better. Hold left or right C to rotate the camera sideways. If you press up C, you can toggle between two different views. One is further away from Conker, letting you see more at once. If you hold the down C button, you can center the camera behind Conker, making things a bit easier to see.

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L Button  
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~~Skip Cutscenes~~

After watching a cut-scene once, you can press the L button to skip it (a select few cut-scenes cannot be skipped). If you haven't seen the scene before, you won't be able to skip it. Also, some of the context zones come with manuals to explain the more complex stuff. If you want to use the zone for a second time but need the manual again, press L and B at the same time.

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R Button  
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~~First-Person~~

If you hold the R button, you'll be able to see a first-person view of the area. If you're unfamiliar with a level, this is a great way to look around and see where you're going. You can't do anything else while holding R.

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	3c	MOVES	MOVE	
+	=====	+		

~~~~~  
High Jump  
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~~Z+A~~

Conker will remember this move at the top of the waterfall in the training area. While on the ground, hold Z to crouch and press A. Conker will do an extra high jump. You can now reach much higher ledges and platforms. You'll need to do this a lot throughout the game, as the normal jump won't cut it for many ledges.

Unlike the high jump in a lot of other N64 games, you can get a bit of distance, but usually you'll be using...

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Helicoptery Tail Thing  
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~~A+A~~

Conker will remember this move at the top of the waterfall in the training area. Press A to jump, then press and hold A again to make Conker spin his tail. You can now cross rather large gaps as the tailspin will make Conker float for a while. After a bit, his tail will slow down and stop. Be careful, because if you fail to cross the gap before Conker stops spinning his tail, you'll fall straight down and possibly die.

While the most important use of the tailspin is to cross gaps, you can also use it to break falls. Hold A just before landing from a fall and you'll float safely down. If you time it incorrectly, you'll get hurt anyway.

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Crawl  
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~~Z+Joystick~~

This move makes Conker look like a baby, which he is sometimes. Hold Z to crouch down, then start moving the control stick. Conker will start crawling around like a little baby. Since he moves EXTREMELY slowly while crawling, you can use this move to get across very narrow ledges. If you have difficulty controlling Conker on ledges, the crawl may make it a bit easier.

+=====+  
| 3d Items/Weapons ITEM |  
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Collectible Items  
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Anitgravity Chocolate  
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After leaving the training area and entering the Windy chapter for the first time, you'll start seeing pieces of chocolate all over the place. Pick them up to restore your life bar (you only get six pieces throughout the whole game). If an enemy hits you, you'll lose one or more pieces of chocolate. After losing them all, you'll die. Pieces of chocolate can be found all over the place, so stocking up isn't hard.

A short while after picking up a piece of chocolate, the piece will respawn, so you can always head back and refill your health with ease.

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Cash  
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Throughout the game, you'll encounter packs of bills with eyes. Walk near one and Conker's eyes will turn into dollar signs. Conker will grab and pocket the bills and say something funny. You'll need money to pay some of the characters in the game for their services. Fortunately for you, Conker whistles his money back to him, so you'll never really lose any bills.

You can find cash in alcoves and on roofs as well as in many other places. If you press the start button, you can view how much money you have. The cash wads



usually come in packs of 100. However, one pack is only worth 10 dollars.

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Pads, Switches, and Misc.  
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Context Buttons/Zones  
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After meeting Mr. Birdy, you can activate context zones and context buttons. Throughout the game, you'll find pads with the letter B on them. A lightbulb will appear above Conker's head if you stand on it (sometimes this happens just anywhere, without the pad). Press B and something will happen that allows you to complete the task at hand. If a lightbulb doesn't appear when you stand on a pad, it means you have to complete some other task before using the pad.

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Weapons  
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Frying Pan  
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Found in: Room with key in training area

After entering the room with the key in the first chapter, Conker will remember how to use his frying pan. Press B and he'll swing it. You'll stop moving for a second, so you can't swipe the pan while running. The frying pan is used to temporarily stun strange objects like corn or cheese. They're pretty fast, so you have to be close before pressing B. You can then move into it to grab hold of it and take it to other places.

~~~~~  
Slingshot  
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Found in: Several locations

You'll have to pay Birdy ten dollars for this (though Conker whistles it back). Press B while on the context button to take them out and shoot the nearby beetles. To shoot, press Z. Use the control stick to aim. You have an unlimited amount of shots.

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Anvil  
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Found in: Various locations

Sometimes, usually when Conker jumps off of a seemingly dangerous plank or ledge, a lightbulb will appear. Press B to turn into an anvil and crash downward. This can sometimes hurt enemies, smash open ledges, or activate switches.

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Flamethrower  
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Found in: Top of Franky's barn/inside Bats Tower

This is your weapon that you'll use against Barry and the other bats in certain areas. Press B when the lightbulb appears just after you hear a squeak and Conker will torch the bat with a flamethrower.

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Knives  
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Found in: Area above Franky's barn/under the barn after killing the Haybot

While in the correct context zones in the barn areas, press B to take out some knives. You have an unlimited supply. Press Z to throw them, allowing you to cut ropes and cords. Use the control stick to aim.

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Toilet Paper  
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Found in: Great Mighty Poo battle

In the Great Mighty Poo battle, stand on the context buttons not covered with poo and press B to take out a roll of toilet paper. When the Great Mighty Poo opens his mouth to sing, press B to throw the roll into his mouth and cause damage. If you want to put the toilet paper away, press Z.

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Shotgun  
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Found in: Beginning of Spooky chapter

When you meet Gregg trying to kill the catfish in the Spooky chapter, he'll give you a shotgun to deal with the zombies up ahead. Press B to take it out, hold R to go into aiming mode, and press Z to shoot. You can't hurt yourself, so it's all good. Press A to reload. While in aiming mode, hold Z to use a laser-targetting feature. If you want to put the gun away, press B.

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Crossbow  
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Found in: Count Batula's mansion

After killing Count Batula, press B while standing on context buttons in a couple places in the mansion to take out a bow, letting you kill bats. Press Z to fire, hold Z to use the laser targetting, and press B to put the bow away.

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Dual Shotguns  
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Found in: Beach in It's War! chapter

At the end of the beach in the It's War! chapter, Conker will loot two shotguns off of a dead soldier's body. Press B to take out the guns and Z to shoot. You can hold R to aim and hold Z to use a laser-target. Press B to put the guns away. The shotguns will let you kill the Tediz throughout the chapter.

Machine Gun

Found in: Room in It's War! chapter

You'll have to shoot the Tediz operating the machine gun chair with a bazooka. Then, you can hop into the chair and press Z to fire powerful bullets at the Tediz while using the control stick to turn the chair.

Bazooka

Found in: Several times in It's War! chapter

There are a couple parts of chapter eight in which you'll get to use a bazooka. When you can, press B to take it out/put it away, hold R to aim, and press Z to fire. The Bazooka fires considerably slower than the shotgun.

3e	Enemy List	ENEM
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Gargoyle

Difficulty : \*

You'll encounter a huge, living gargoyle at the top of the first chapter. Once you get the frying pan, whack him to make him fall off the bridge, allowing you to continue.

Wasps

Difficulty : \*\*

You'll find a group of wasps guarding the beehive in the Windy chapter. If you want to return the hive, you'll have to keep moving or the wasps will sting you and force you to start over. There are also wasps guarding the ladders leading up to the top of the Barn Boys chapter.

Dung Beetles

Difficulty : \*\*

Dung beetles hang out on ledges in the Windy area and around the ledge leading up Poo Mountain. The mountain ones you can just avoid, but the ledge ones you must shoot with your slingshot to head up the slope they're guarding.

Worms

Difficulty : \*\*\*

Worms will pop out of nowhere on the path leading up to the windmill in Windy and the path leading to Count Batula's house. If you run quickly, you can easily run into them and get hurt, so move slowly and highjump over them when they pop out of the ground.

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Megablox/Crates  
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Difficulty : \*\*

Large metal blocks guard the path to the cheese farm in the Barn Boys chapter. Wait for them to jump, then rush under them before they land to avoid getting hurt. You'll find a crate variation of these at the start of the It's War! chapter.

~~~~~  
Barry and Buddies  
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Difficulty : \*\*\*

Along very narrow ledges at the top of the Barn Boys barn and the path leading up the inside of Bats Tower, you'll encounter Barry the bat and his bat friends. When you reach the context zone, press B after you hear a squeak to torch the bats and kill them. Larger bats are also found guarding keys in Count Batula's house after killing the count.

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Bullfish  
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Difficulty : \*\*

In the Bats Tower chapter, you'll find a bullfish at the end of the river. If you get too close, he'll bite you. After he gets loose later on, you'll have to swim through the river before he bites you.

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Imp  
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Difficulty : \*\*

Imps are found in various locations, mostly in Bats Tower and Windy. They look like green dudes in metallic armor. You can't kill them with your frying pan or anything, so just avoid them (sometimes you can kill them with a special weapon or item).

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Clang  
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Difficulty : \*\*\*\*

Clangs, which are eyeballs swimming around in Clang's lair, an area in Bats Tower, will try to bite you. You can point your flashlight helmet at them to blind them for a VERY short time, so swim past them quickly.

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Fire Imps  
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Difficulty : \*\*

Fire Imps are found at the end of the safe in the Bats Tower chapter. To kill them, drink beer from the keg and press B to start pissing on them. They'll run to run under you and burn you, so you'll have to be careful. If you want to extend your piss stream, hold Z. Use the control stick to turn around and aim. After a while, Conker will get a hangover, so you'll need to get some alka-seltzer from the medicine cabinet.

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Uga Buga  
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Difficulty : \*

Uga Bugas are the cavemen patrolling the Uga Buga chapter of the game. There's no way to kill them, so just avoid them (it's easy as they're quite slow).

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Raptor  
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Difficulty : \*\*\*\*\*

Raptors patrol the building at the start of the Uga Buga chapter. You can only avoid them. You'll also be attacked by one (though you'll have to hypnotize it to eat the cavemen) in an arena at the end of the chapter. Press B to headbutt. Walk into a caveman to grab him by the mouth, then press Z to swallow.

~~~~~  
Zombie  
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Difficulty : \*\*\*\*

Zombies are found in the Spooky chapter (in the graveyard and in Count Batula's house after destroying the said count). They'll try to run towards you and attack you. The only way to kill them is to use the shotgun Gregg gives you to shoot them in the head. If you shoot them anywhere else, they'll merely bounce back.

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Villagers  
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Difficulty : \*\*\*

Villagers are mice patrolling Count Batula's house. You have to, as a bat, pick them up (hold B to fly) and press Z to drop bat poo on them. This will stun them for a while and allow you to pick them up. You can then fly to the room where Count Batula is hanging and drop them in the grinder, allowing Batula to feed on their blood. Once he's had too much, he'll fall off his cord and be grinded himself.

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Tediz  
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However, you won't be able to get extra lives until you die. This FAQ assumes you have already died or killed yourself, allowing you to collect squirrel's tails.

After entering the chapter, a cut-scene will show that a professor in a floating chair goes to the Panther King's throne room. The king shows that the professor must fix his three-legged table. The professor says he will do what he can, but will require a bit of time. The king tells the professor not to take too long and threatens him with duct tape. In the professor's lab, he swears about the king and looks for something that might help. He knocks a bunch of antigravity chocolate out the window.

The chocolate will land in front directly in front of Conker. Head down the path and collect the chocolate to boost your health up to the maximum of six. At the bottom of the path you'll find a sign with two directions, naughty and nice. Behind the sign is a squirrel tail. Follow the nice path to the right and you'll meet Mrs. Bee. She's crying because a group of wasps stole the beehive. Conker agrees to get it for her and asks where it is. Mrs. Bee merely tells him to follow the signs. Head backward and take the naughty path this time. Go up the slope to where you'll find some yellow goop surrounding the grass. You'll walk slowly on this. Head up the path until you reach an area with a beehive. Grab it and three wasps will come out to try and attack you. Rush down the path (don't stop moving baby, don't stop moving, wiggle, wiggle or you'll get hurt and the wasps will most likely steal the hive back) and avoid the sticky crap. Continue down the path until you reach Mrs. Bee again. Conker will throw the hive to her and she'll fly into it. From the hive, she will shoot the three wasps and kill them.

Mrs. Bee thanks "Mr. Squirrel" (get used to this, as Conker doesn't tell anyone his name) for his efforts and comments that none of it would have happened if it weren't for her good-for-nothing husband, who, not surprisingly, ran off with another woman. As a reward for your good services to the bee community, Mrs. Bee presents Conker with...a big fat wad of CASH (\$100).

After you have your money, head over to the sign again. Follow the naughty path until you reach the place where you find the hive. Tailspin across the river below to where you'll find a gray metallic B button pad. The beetles on the ledges up the slope are angered by your presence, but decide to wait for you. Stand on the pad and Birdy will appear. He'll tell you you need a manual to use this particular B button pad. However, it'll cost you ten dollars. Birdy will hand you the manual after Conker forks over ten bucks. As Birdy leaves, the bills run back to Conker. Now press B and Conker will start reading the manual. Manuals will tell you how to use more complex zones. If you want to use the zone again but need the manual, press L and B. To skip it, just press B. Use the control stick to aim your slingshot and press B to fire. Now shoot all the beetles on the ledges on the slope ahead. After shooting one, it will fly up. Shoot it again to kill it before it hurts you. Once they're all gone, a door at the top of the slope opens. Head up the slope and Conker will discover a fork in the path. Take the right path.

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|          (06)                 |   III. Barn Boys   |           CHAPTER3           |
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In his lab, the professor is putting together an experiment to figure out ze problem with ze table. Clevuh. The professor sees ze problem and realizes zhere is a... a... (a gap, maybe?). He decides to do some experiments to sort it out. And when the Tediz are ready, the king and professor will see who uses ze duct tape.

Go forward at the start of this barn area and cross the river. Turn right, then look on your left and talk to the two blocks sitting on top of each other. Jack, the man on the bottom, demands that Conker make the fat ass bitch on top of him get off pronto. Conker asks what he'll do for him. Jack replies that he'll maybe help him if Conker can also get rid of the smelly rat polluting (no joke) the small area with his toxic farts and burps. Jack also tells Conker that if he runs into Burt, he should just mention his name and everything will be good.

Take the left path from the start now. Head along the ledge above the greenish river and run under the blocks bouncing up and down when they jump to avoid getting hit. Talk to Burt, the block on the ground by the cheese farm, at the end and he'll open the gate for you just because you mentioned Jack. Whack one of the pieces of cheese here and pick it up. Now head back along the ledge with the bouncing blocks. If you get hit, you'll drop the cheese, so stick to the right side of the ledge where there's a small safe spot. Continue along the path under the area with the four posts until you reach Jack again. Walk over to the mouse and feed him the cheese. Marvin, the mouse, will ask for another. Keep going back and feed Marvin two more pieces of cheese. After he's had three total , he will explode, which makes the lady on top of Jack fall off. Jack thanks you and tells you there's something "real neat" inside the barn. You've just got to open it first.

Hop up the two blocks, then jump up the pipes. Jump to the roof and run to the wooden part, where you'll find a switch. Step on it to open the barn. Now grab the CASH (\$200) in front of you. Jump off the edge of the roof and tailspin to avoid losing health. You'll see a wooden crate hopping around a circular platform. Go to your right and you should see the barn door on your left. Head inside.

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+=====+
| 6b                               Mad Pitchfork                   CHPT3P02 |
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Conker will ask what is "real neat" inside the barn, as he can't see it himself. Unless some guys jumping around stinking of horse poo is neat, which of course it isn't. One haystack says this is pretty neat. The doors close behind Conker and a paint pot over in the back of the room will tell Franky the pitchfork that it's his turn to kick this guys ass. However, Franky wants you to come over to him. Run over to the where the paint pot and brush are and Conker will insult Franky, starting the battle.

Head over to the haystacks. Position yourself so you, Franky, and a haystack are lined up and Franky will charge forward and destroy the haystack. If you line yourself improperly, he'll poke Conker and you'll lose a piece of chocolate. Some haystacks are smaller than others, making them harder to kill. After all they're are gone, the paint pot and brush will tell Franky his kick ass sucked. Franky takes their suggestion of killing himself.

Unfortunately, his attempt to hang himself doesn't work, as he doesn't have a neck of any description. His "friends" continue to mock him for his idiocy. Now head over to the wall opposite the entrance. Go to the corner and highjump to pull the switch, opening a door near the ceiling and causing a bee to fall outside. Leave the barn. A cut-scene shows after you leave about a giant



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Boss - Haybot  
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Difficulty : 3/10

After hopping on Franky, head over to where the giant haystack is. Try to circle him until you get behind him, then press B to have Franky stick him with his fork. If you try it from his front, it won't work and he'll punch you back. You will also get knocked off Franky, forcing you to jump back on him. After sticking him, he'll be engulfed in flames. After you hit him again, he'll show his robot eye and target Conker. Give him a third poke and the haybot will throw a fit. He'll slam the ground, causing the floor to break. Conker, Franky, and the haybot will all fall into the pit below.

Conker falls to the ground and busts his leg. Franky celebrates that they defeated the haybot, but now you'll have to face his fully robotic form. The haybot takes out suzie 9mm's and will start firing missiles at you. They home in on you, so it can be a bit tricky to avoid them. A sure-fire way to avoid getting hit is to stand behind one of the giant tanks in the room. You'll also find chocolate behind one of them. When the battle begins, get away from the haybot (he chases you when you're near). As the missiles come, jump just before they hit. Now go near the haybot and look around for a pipe with water coming out of it. Lure the haybot over to the water and he'll malfunction. He'll retreat to the center of the room and start spinning around. Go near it and wait for it's back to face you, then jump and press B to smash the DO NOT PUSH button. One of the robot's arms will explode.

Continue dodging missiles as they fire and lure the haybot to the water. If you need some more chocolate, head behind the pipes to get some. You have to dodge the missiles before one of the pipes starts leaking. The number of missiles you have to dodge increases each time. After pressing the red button two more times, the haybot will explode. Though the robot is gone, Franky has been split in two by the explosion. Fortunately for him, Conker tapes the pitchfork together with tape. However, the entire place floods with water. Franky abandons Conker, leaving you to escape on your own. There are also electrical wires you'll have to be careful of.

Rush over to the pipe where you found the two chocolate pieces. Climb the ladder behind it and you'll find a B button pad. The water level will soon rise to where you are. Use the pad to take out your knives, then cut the wire just next to you. Now cut the wire dangling from the pipe behind you. On your right side you'll find another wire. After cutting it, swim across from the context pad and climb the ladder on the next tank. Take out your knives and cut the wires on your left and right, followed by the wire all the way across the room. The water raises one last time, so swim over to the other side of the room and look for a ledge. Hop onto it and exit this area.



You come to an outside area where a bull is sitting. The bull becomes enraged by Conker's red fur and starts chasing him. Make a left U-turn and you should see a path leading up. Poo balls are rolling down, so you'll have to be careful. Head up, jumping over the poo balls as you go. After highjumping up a few ledges, you'll reach a nearby barrel. Now go over to the metal circle nearby and run in the direction the arrow is pointing to make it turn. Prune juice will pour into a trough below. Conker realizes that anything that drinks that will have to take a crap. A target comes out of the wall below, giving Conker an idea.

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+=====+  
| 7c                               Yee Haa!                               CHPT2P04 |  
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Head back down the path (if you jump off from the prune juice circle, you'll die) until you reach the bottom. Now go around the area until you find the target. The bull is much faster than you, so you have to jump over it. Stand in front of the target and highjump over the bull when it comes to hit the target. A target on a wall will come out and a cow will walk out of a shed to graze on some grass. Head over to the target on the wall and stand in front of it. Highjump over the bull when it comes and it will get its horns stuck in the wall. Jump onto its back.

To charge, press B. If you get too close to the edge, he'll throw you off, so be careful. Ride him to the cow and press B to charge into the cow. She'll decide to go over to the prune juice and have a drink. However, that makes her take a crap on the grate in the middle. Now charge her with the bull while she's shitting and she'll explode. Keep doing this. Each time you have to hit another normal target to get the next cow out. The second cow takes two hits to get her to drink, while the third takes three. Once you've killed three cows total, the bull will break the poo grate and fall into the pit. Hop in there yourself.

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+=====+  
| 7d                               Sewage Sucks                               CHPT2P05 |  
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The whole place is pretty much flooded with crap now. Swim around the room, then head through the alcove you'll find to another watery room. Jump into the alcove here and you'll find a context button. Use it to swallow some confidence pills, which let Conker get rid of his swimmies. He takes out a manual. It explains that to dive under, press B. Hold B and move the control stick to swim around while keeping an eye on the Conker face that appears on the screen. Once his face turns blue, he'll eventually start losing all his health.

Go back into the room you dropped into when you jumped into the poo grate and swim directly downward. You'll find the area with all the ropes. Look for a ledge near the bottom in the middle of a poo waterfall and look across from it to see an opening. Swim through it to reach the exit. At the end, turn around and you'll see some CASH (\$600) in an alcove. Swim back into the rope room and into the pit below. You appear back at the start of the cabin, so head out the door.

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| 7e                               Great Balls of Poo                               CHPT2P06 |  
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The dung beetle outside will point to the poo ball next to the cabin. You can do whatever you want with it now. Take the poo ball and push it to the other side of the cabin. You should see a big slope leading up the giant mountain, called Poo Mountain. Start pushing the poo up the slope. Along the way, you'll encounter dung beetles. Wait for them to sleep in the alcoves, then push the poo

balls past them. At the top of the slope, Conker will put a stick of TNT into the poo ball and push it onto the large beetle below. The beetle swallows the poo ball by accident, causing him to explode. Another poo ball appears outside the cabin.

Head down Poo Mountain until you reach the bottom. Go to the other side of the cabin and start pushing the next poo ball. This time, go up the slope on the same side of the cabin as the poo ball. You'll have to turn around to see it. Push it up, rushing past the dung beetles when they go in their alcoves. Push the poo ball into the hole at the top and it will roll down inside the mountain and crash through a bunch of planks boarding up an entrance at the bottom. Highjump on top of the mountain, then quickly jump again to reach the top, where you'll find a wad of CASH (\$700).

Take the path down Poo Mountain again to find your next poo ball. Push it past the slope you just went up, following the river around the bottom of the mountain. Push it off the edge of the poo river and it will land on the head of an armored imp standing on a ledge by a lake. Jump into the lake and head to your right, avoiding the imps swimming around. You'll find the poo balled imp, so stand on the switch by him and press B to turn into anvil. Conker will hit the switch and cause the a drain in the water to open, killing the two imps in the water. Now head to the back of the lake and you'll find the entrance to the next chapter.

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|          (08)                       |   IV. Bats Tower   |   CHAPTER4   |
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| 8a                                     Mrs Catfish                                     CHPT4P01 |
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You appear in an area with a long river. Conker meets a group of catfish who ask Conker to help them with the nasty bullfish who's stolen their fortune. The catfish ask Conker to get rid of him, but he only agrees when offered ten percent of the money. The safe with the money has a combination that the catfish will enter once it's safe. Head forward, following the river. Swim down until you reach the end, where you'll find the bullfish in a small area. Press B to dive under, then swim into the hole next to the dogfish.

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| 8b                                     Barry's Mate                                     CHPT4P02 |
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Swim through the path until you reach a place where you can surface. Head onto the ground and you'll be a huge circular tower. Go to the right side of the room and talk to the cog on the wall. He tells you to either find his missing cogs or \*\*\*\* off, but Conker turns him around to reveal his nice, gay side. The gay side asks Conker to find the mean side's "friends" or else his life will be a misery. An elevator thing lowers nearby. Head over to it and ride it up to a ledge going around the room, where you'll find Barry and the other bats again. Head along the ledge, then cross the narrow plank. When you hear the squeak, press B while the lightbulb is above your head to torch the bat. At the end, go along a ledge and jump to the rope. Climb up to another plank. Keep going up the tower, killing the bats as you head along the planks. The planks after the first one are much narrower. When you reach a half plank at the top, climb the rope that got you there and at the top, you should see another rope near it. Jump to that rope, then climb up and tailspin to the top of the tower. Tailspin across the





letter you're aiming for is covered up, shoot around the wheel so you can figure out where to aim, then shoot once the letter is open. After spelling out open, the trapdoor will open, so hop into the water. Use the B button pad to take out a flashlight helmet, then swim into the tunnel below.

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| 8f                Clang's Lair                CHPT4P06 |
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This can be pretty frustrating, as you can easily lose your oxygen while trying to navigate the confusing passages. You'll find Clangs, which are giant eyeballs, throughout the level. You can use the flashlight helmet to blind them for a very short time, so you can quickly rush past them. At the start, swim down a tiny bit and you should see an alcove. There's a bubble pocket here for you to refill your oxygen. Swim directly downward and blind the Clang, then go past it. You'll find a few more air pockets as you head down. At the very bottom, use the air pocket and look around for two green light tunnels. Swim through the top one and blind the Clang, then surface at the top of this room. Use the context pad to replace the batteries for your helmet.

Swim to the left side of the room to find two blue light tunnels. Head through the top one and surface in the next room. On your left you should see a switch. Pull it to open a nearby tunnel. Swim down and look for a green tunnel. Swim through it, avoiding the Clang. Surface at the top of the room and use the B button pad to replace your batteries again. Now hop into the water and swim to the northwest part of the room to find two yellow light tunnels. Swim through the top one, blind the Clang, then swim upward through the long shaft. Along the way, blind the Clang and use the air pockets to refill your oxygen. At the top, you'll finally reach land. There's a huge pit here, so drop into it.

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| 8g                Pisstastic                CHPT4P07 |
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Head forward and you'll be shown a cut-scene of two fire imps who are smoking. Conker drops down and the fire imps decide to try and burn him as he looks kinda flaaammable. After the scene, you should see a B button pad where the flame guys were. Use it to drink beer from the keg, making Conker drunk. Now head forward into the open area and press B to start pissing. Hold Z to extend your piss stream. Try to pee as much as you can on the fire imps. When one jumps over you, quickly pee on him before he creeps up on you and burns you. Eventually, Conker will stop and get a hangover. Head to the left side of the room and look for a B button pad near the back. Use it to take out some alka-seltzer and cure your hangover. Get drunk again and continue peeing on the fire imps. Once there are only two of them left, they'll hop into a boiler to start the real boss fight. The boiler will grow giant brass balls.

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| 8h                Brass Monkey                CHPT4P08 |
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                        Boss - Boiler
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Difficulty : 2/10

This is quite easy, as you can see. Head to one of the corners of the room and you'll find a switch above the corner. Near the pipe thing that the switch is above you'll see a grate. Wait until the boiler comes over and stands on the



If you get hit by the hand that comes out of the hole, you'll drop the corn (wait, if his hand comes out of there, why can't the lazy bastard just get the damn corn for himself?). Once you have the corn, take it to the ledge overlooking the big lake of poo and Conker will throw it in, where it will be eaten. Head past the first hole and follow the path to another pit. You'll have to tailspin a gap and avoid the poo raining down (watch for shadows). Smack the two kernels of corn here and take them to the ledge, then continue past the hole until you reach another. Smack the three pieces of corn and take them to the ledge to make a giant pile of crap with green eyes come out.

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| 9b                Sweet Melody                CHPT5P02 |
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                          Boss - The Great Mighty Poo
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Difficulty : 2.5/10

The pile of poo is actually an opera singer and he will start his song. "I am the Great Mighty Poo and I'm going to throw my shit at you. A huge supply of tish come from my chocolate starfish. How about some scat you little twat?" All the Great Mighty Poo does is throw pieces of himself at you, which are pretty easy to avoid if you stay on the move. Head to the B button pad next to the nearby hole and dodge the poop while staying near the pad. Once the GMP opens his mouth to sing, press B on the pad to take out a roll of toilet paper. Quickly use the Z button to throw it into his mouth, causing damage.

The Great Mighty Poo will sing the next verse of his song. "Do you really think you'll survive in here? You don't seem to know which creek you're in. Sweet corn is the only thing that makes it through my rear. How do you think I keep this lovely grin? Have some more caviar." He'll throw a piece of poo that lands on the context pad. Go along the path so you're heading back to the start. Don't forgot to watch for the raining poo and grab the chocolate. Once you reach the second pit, go over to the context button. You can either wait for him to stop throwing shit or you can throw the toilet paper at the poo balls to break them. He'll change his position some times, switching back and forth between two places. After he opens his mouth, throw a roll of toilet paper in. You'll need to throw in another roll before he sings the next verse.

"Now I'm really getting rather mad. You're like a niggly tickly shitty little tag nut. When I've knocked you out with all your bab, I'm going to take your head and ram it up my butt." Conker: "Your butt?" "My butt!" "Your butt?" "My buuuuuutttttt!" Some glass nearby will break. Now continue along the path until you reach the first hole you saw. The GMP will switch between three places, so dodge his poo balls until he opens his mouth. He switches places pretty quickly, so I recommend you just aim at one place until he appears there. After throwing three rolls of paper into his mouth, he'll sing so loudly that the glass shatters.

Head back the other way so you're heading towards the other holes. After passing the gap in the path, look for a side path. Follow the side path and you'll find some CASH (\$1310). Now pull the switch to flush the Great Mighty Poo. You'll see him drain into a pipe below. Backtrack to the second hole where you fed the GMP two pieces of corn. From the ledge, tailspin to a ledge where the Great Mighty Poo was. Continue tailspinning down a few ledges until you reach the exit.

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| 9c                U-Bend Blues                CHPT5P03 |
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You appear in front of the door outside the Rock Solid club. Head around the area so you can avoid touching the rock dudes and dying, then go over to the statue that you made drop in here. Go through the tunnel underneath it and avoid the cavemen, then head through the next tunnel into the idol room. Go down the ramp on either side and drop off it after passing the caveman. Head to the idol's tongue, then run up it and go inside his mouth, avoiding the uvilla.

Go past the uvilla as they swing from side to side. If you hit one, the bomb will immediately explode, so be careful as hell. You'll have to take the left path this time, as you obviously can't jump with a bomb in your hand. Once you make it to the end, go through the exit. Outside the idol, head to the edge of the ledge you're on and Conker will automatically in the bomb, causing a massive lava flow. After the cut-scene, hop along the stone platforms (be quick as once you step on a platform, it will sink into the lava) and to the exit.

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| 10g Mugged CHPT6P07 |  
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When Conker enters the place, he will be knocked out by a caveman. Later, he'll wake up to see four cavemen on hoverboards above the lava. They've stolen all your money (\$0)! What is the world coming to when a squirrel can't even go to a dinosaur-themed world without getting mugged by a bunch of prehistoric brats? One of the cavemen falls off in laughter and dies, so the others challenge you to a hoverboard race in an attempt to get the money back.

Once the cut-scene has ended, head forward along the bridge above the lava and to an opening. You appear just above some lava, so walk straight forward and drop onto the hoverboard. This isn't an actual race, as you can take as long as you'll want. You'll have to head around a course at intense speeds, whacking the cavemen with your frying pan once you get close. If you crash into a wall or a dinosaur leg, you die instantly. If you skid along a wall, you'll lose a piece of chocolate. At the start of the course, go forward and dodge the dino's legs, then hop at the end of the cliff to a lava waterfall. If you don't jump, there's a chance you'll crash into the fall and die. Go through the cave, avoiding the pillar. Continue past a dinosaur leg and you should see a caveman. Here, there is a gate on your right and an open path on the left. Take the left path so you don't crash and continue past a bridge to the start. Whack the first caveman when you can (\$536). Continue heading around the course, whacking the second caveman (\$1073) and the third (\$1610). After whacking the second one, you'll have to start taking the right path instead of the left, as the gate switches. Once you've killed all the cavemen, take the left path again (the gates switch for the second time) and head under the bridge. When you see a ramp leading up, go up the ramp and jump for some CASH (\$1710) plus an exit.

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| 10h Raptor Food CHPT6P08 |  
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Conker rides through a tunnel and crashes into an arena, where he thinks the people are cheering for him. A big caveman, called Buga the Knut, sits up in a chair above with his girlfriend. He commands that Fangy be sent in. After regaining control of Conker, head forward to the door that he points out. The drawbridge opens and a raptor enters with the goal of taking down Conker. This

After the raptor comes out, go over to the very middle of the arena as quick as \*\*\*\* where you'll find a context pad. Quickly use it (make sure you're facing





You appear in the poo cabin where you met the dung beetle. Go through the door to leave. A cut-scene will show that the evil wasps have stolen the hive once more and are taking it inside the honeycombs. Once the scene ends, head out of the Poo Mountain area and down the slope where you defeated the dung beetles. Go left and talk to Mrs. Bee, who will tell you that the hive has been stolen once more. Conker agrees to it only after Mrs. Bee promises to pay him quadruple the amount paid last time. She tells you that you'll have to go further this time. Head back to the sign and take the "Naughty" path, following the trail past the yellow goo area and to the honeycombs. Before going in, highjump to the left honeycomb, then tailspin from the right honeycomb to the middle one. You appear above the river where some CASH is (\$1910). Go back into the comb and drop down, then enter the bottom middle honeycomb.

Head forward along the path until you reach the hive. It opens up, so jump into the machine gun chair. At the top of the screen is a radar showing the bees around you as blue dots. If a dot turns red, it's close to the center and will sting if you don't kill it quickly. Turn around, following the radar. As you go on, the amount of bees will increase until the whole place is surrounded by bees, making it a bit difficult. Once they're all gone Mrs. Bee will come and tell you to hurry. Press A to jump out, then grab the hive and head back out of the honeycomb as fast as you can (three wasps will come to chase you).

After getting outside, head down the path. When you reach the sticky yellow goo, head around it to avoid being slowed down. Continue down the path until you reach Mrs. Bee. Conker throws the hive, then Mrs. Bee uses missiles to kill the wasps again. After it's over, she'll give you your CASH (\$2210).

From here, hold down C to center the camera and go left to cross the bridge. After crossing, look to your left and you should see a slope leading up a vast mountain. Go upward (be very slow) until a worm pops out of the ground. Go near it and highjump over it, then continue slowly up the mountain. There are a bunch of these worms, so if you go too quickly, you'll run into them and lose a piece of chocolate. After making it to the top, you'll meet Mr. Barrel, who requires Conker to show him a large amount of money (you've got enough though). Hop onto him and ride him down the mountain. Hold the joystick left or right to turn him (you kill the worms as you go down, so don't worry about them). At the bottom, the barrel will crash into a bunch of boards blocking an opening in the river, but Conker passes out. After a while, he wakes up during the nighttime. Jump into the river and go through the opening.









Like with the zombies, you can only kill Tediz by shooting them in their heads. Go forward a bit after the cut-scene and a bunch of Tediz will pop out from behind boxes. Shoot the Tediz on the boxes on the left side, then shoot the ones ahead. Go forward more and shoot the last few Tediz, which opens the door ahead to reveal lasers. Crawl under the lasers, then go under the high parts of the next few lasers. Grab the piece of chocolate behind the box, then take out your guns and turn the corner. Go forward, shooting the three Tediz behind the stacks of boxes. Kill the Tediz hiding behind the next corner and the one on top of the boxes, then tailspin at the right time through the lasers. Shoot a trio of Tediz that pop out, then head forward and shoot two Tediz that fall from the ceiling. Go under the lasers, shooting the two Tediz from the ceiling and one on the box. Shoot the next two Tediz that drop from the ceiling plus one behind a box, then approach the elevator. Some mines will come out of nowhere and chase Conekr, who makes it in the elevator just in time.

Hop over the lasers, getting the two chocolates, then shoot the Tediz that drop from the ceiling and two that come out of nowhere. Turn the corner and wait for the flamethrower to stop, then go past it and shoot the Tediz that come from behind the boxes. Head past two more flamethrowers and turn the corner, where you will have to kill four Tediz. Shoot another Tediz that drops from the ceiling, then head through the lasers and blast another ceiling Tediz. Shoot a couple box Tediz, then continue to go past a flamethrower and tailspin over some lasers. Pass two more flamethrowers, then shoot the five Tediz lurking behind the corner. Shoot two ceiling Tediz and you'll see what looks like a really complex laser pattern. It's actually three laser sets, so tailspin over the two lower ones and walk under the next two to the exit.

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| 13f                               Casualty Dept.                      CHPT8P06 |
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Two doctor Tediz are discussing what would happen if they gave the game twenty intelligent characters, but they get back into character once they spot you. Stay where you are and hold R to aim. When the Tediz pop out from behind the counters, shoot them (wait for them to get close to you). Continue blasting Tediz until they stop popping out of the counters, then head to the other end of the room. Go to your right to meet a gray squirrel trapped in an electric chair, who tells you one switch will free him but the other is... Pull either switch on the wall and it will shock him. Now pull the other to open the door (tough luck for him). Head through.

You'll find a rather large Tediz who is operating a machine gun chair. He spots you and starts firing, so quickly take cover behind a box. When he stops to reload (you'll see a cut-scene of this the first time), head over to him and climb the rope on your right. Jump to the big stack of boxes and head to the context pad at the end. Quickly take out the bazooka when he's almost out of shots and blast him when he's reloading, getting rid of him. Now jump down and get into the chair yourself. Look to your right and start blasting down the Tediz behind the boxes. Once they're all gone, look to your left and shoot behind more boxes. If you ever need to grab chocolate, press A to hop out of the chair and grab the chocolate around it. The reload time of the machine gun is significant compared to your normal weapons. You'll need to shoot two sets for each side, then two sets on both sides at the same time and a set on the right. Once you're done, a door at the end of the right side will open. Hop out of the chair, then head through the right side. You'll find a conveyer belt past the door that opened. Head to your left and you'll find a small path to the exit.

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| 13g                               Saving Private Rodent                  CHPT8P07 |
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little girl out of its hand. He'll turn around to fetch her while she shows her apparent anger issues. A hatch on the back of the robot opens to reveal a red button, so blast the button to inflict damage.

Drive behind the nearest arch and take cover. The robot will begin using magneto laser electroshockers. There's no reloading here, so simply drive out of the arch and blast the two lasers away before he hurts you. As the robot approaches you, blast the little girl away again. When the robot turns to pick her up, blast the red button in his back again.

Go behind the nearest arch to take cover. The Tediz robot will take out cannons to start firing missiles like the damn submarines did, only a shit load will blast towards you at a time. Wait for a break in the fire, then blast the robot's missile launchers away. Shoot the girl out of his hand, then blast his red button when he turns to pick her up. The robot collapses and is commanded to get up, but does not rise. A few mines come out of the red button, and attach to the tank, then explode.

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The tank has been reduced to rubble, as Conker sees. Conker survived, but Rodent ... no Rodent died. After Conker's tribute to Rodent, the little girl will press a button. A four minute, thirty second timer starts, giving you a limited amount of time to get the \*\*\*\* out.

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| 131                                  Countdown                                CHPT8P12 |
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Once you regain control of Conker, hop into the pit ahead. You land in the corridor just past the first few Tediz you killed after swiping the guns off the dead soldier. However, there are some crazily complicated laser patterns in here , making this almost inarguably the most difficult part of the game. Tailspin a very small distance over the first set, the jump over a laser. Now crawl under three horizontal lasers and tailspin through the small gap in the vertical ones. Jump through some vertical lasers so you land between them, then tailspin through the horizontal ones at the right moment. Take out your guns and kill the Tediz lurking behind the corner. This next laser pattern is difficult. If you don't manage to tailspin through it at the exact right moment, you'll die. I recommend crawling and purposely getting hit by the bottom laser. You lose two pieces of chocolate, so you'll need at least three. Go forward and shoot the Tediz behind the corner, then hop onto the box. Crawl under the laser and drop down, then jump over the next laser. Head to the end of the hallway and crawl under the laser to reach the first room you saw Tediz in. Head to the end of the room and the door will be blocked by blue lasers. Jump onto the nearest box and take out a bazooka, then shoot all the Tediz in the room. I recommend you start with the one on the box. The last one will land in the blue lasers, destroying them, so head through the exit.

You appear on the beach at the start. The timer becomes two minutes no matter how long you had when you went past the blue laser exit. Head forward through the beach until you reach the fence. Turn to your right and there will be a Tediz lurking on the beach. These Tediz fire missiles that kill you in one damn hit, and they're accurate as hell. Take out your bazooka and blast the Tediz, then head forward to the end of the row, where you should look on your right to find a Tediz in the corner (the one on your left on the other side of the fence will be destroyed by the lasers). After killing it, make a U-turn left and go down the path. Shoot the Tediz up ahead, then go forward. Eventually, about three or four Tediz will pop out of nowhere. There's no way you can kill them all, so blast the one directly ahead, then rush past the Tediz, making your

movement as random as possible. When you reach the end, Conker will rush towards the shore and jump into the boat. The boat starts off, bringing them to safety.

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| 13m Peace at Last! CHPT8P13 |  
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The general takes Conker by his side and gives him a talk. War is a terrible thing, as Conker points out. The general says it's sad that all these fine young men are sent off to do the dying while those guys who never see a single bullet whizz past their heads, those so-called generals, twenty miles behind enemy lines, tell them to go and die. Meanwhile, Rodent wakes up! He's not dead, he's alive!!! But... the countdown... The whole island blows up and the building collapses as Conker and the general watch. Rodent goes flying above the boat and the other soliders celebrate his making it out. After the boat lands, head up the stairs and go forward to the exit. Leave the most difficult chapter forever.

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| IX. Heist | CHAPTER9 |  
| (14) | ~~~~~=  
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| 14a The Windmill's Dead CHPT9P01 |  
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The door behind you closes, so you can't ever return (not that you'd want to). Jump over the electric fence and head up the naughty path until you reach the honeycomb place. Tailspin down to the contxt button you used to kill the beetles and look ahead to find a piece of the windmill in flames. Highjump on top of it, then jump to the path leading up the windmill. There are no longer any worms, so just run up until you reach the top, where Rodent will come and show his respect for Conker. His speech "implies" (it's pretty obvious) that he crashed into the windmill and destroyed it. Once he's gone, head into the windmill and drop down. Go forward through a doorway at the bottom.

If you ever looked near the poo cabin, you might have seen a ladder leading up to an exit. This leads to a bunch of signs telling Conker to leave. If you try to go across the rickety bridge, it will fall apart and you'll drop into the pit below. This secret entrance leads to the other side. Go to your left and jump over the wall. Go over to Don Weaso, who tells Conker that he needs you to do a little job. Conker begrudgingly accepts, followed by Berri arriving, in a leather outfit just like Trinity and Neo's in the Matrix (the next part is an excellent and obvious parody of the Matrix). Weaso says he thought Berri didn't know Conker, but Berri explains that Conker is her boyfriend. Don Weaso explains that his escapades with the cavemen put him out of business, so he needs Conker and Berri to rob the Feral Reserve Bank in order to replenish his funds. Conker agrees only on the condition that he gets a leather outfit as well, which he does. Once the scene is over, head forward and through the bank's revolving door.

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| 14b Enter the Vertex CHPT9P02 |  
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Conker will, in a Matrix fashion, enter the matrix, I mean the bank, and place his luggage on the checking system. The guard tells him to place any metallic objects in the tray, following the alarm going off. Conker kicks the guard and then shoots several others, followed by Berri shooting the last one and standing

by Conker's side. Once the scene is over, head forward to the two pillars blocked off by lasers. Hide behind one of the two pillars to find a context button. Two bank guards will start shooting from behind the lasers. Just stay behind the pillar (make sure you're as close as possible to it) and you won't get hit. When the fire ceases, press B to make Conker spin through the air in slow-motion. As the bank guards are regrouping, shoot them. Now wait until the second set of two appears, then shoot them down while they regroup. Stop gliding through the air after they're gone and Berri will hop over the lasers, then turn them off.

Progress over to the next pillar. This time, you'll need to deal with three guards at once. If you screw up and get shot while gliding through the air, you might get your head blown off while getting back up and die. Get rid of two sets of three while they're regrouping. Conker will use Neo's classic bullet dodge move to avoid the guard's shots, then spin on his figner. Berri will throw a knife at him.

Go forward to the next pillar and take cover behind it. The guards' bullets will blast away the pillar, so you'll have to be careful. When they regroup, press B and blast them all away. Get rid of the next set and Conker will jump into the air in slow motion, then kick the guard.

Quickly head forward to the next pillar. There are four guards this time, meaning there's quite a good chance you'll get killed if you screw up. Get rid of the first set (you'll need some fast aiming this time), then kill the second once they regroup. Berri will slow motion kick the guards into the lasers, getting rid of them. Head forward and to the elevator, which Berri and Conker will take to the second floor.

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| 14c                      The Vault                      CHPT9P03 |
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There's a huge complex pattern of lasers, but Berri just turns them all off, opening the door ahead. Go forward and through the tunnel to reach the vault, where Conker will be awed by the huge amount of money. You'll need to smack these with your frying pan to get them.

After collecting three packs of CASH (\$1,000,000), Conker is a millionaire. As he celebrates, Berri notices that the Panther King is sitting on a ledge above. The king is happy that he's finally found a red squirrel, which Conker realizes is him. Conker doesn't recognize him at first, but soon realizes that the fabled Panther King in the stories his mum used to tell him is real. Don Weaso comes to the king's side and is given his bounty, revealing that the whole thing was a setup. Berri thinks that she can intimidate the king, but instead, Don Weaso shoots her in the chest. Berri dies choking in Conker's arms. The king begins to feel a bit sick. The professor comes to his side and then goes to Conker, saying he's going to take him. The king's problem is getting worse. He suddenly can't breathe, and the professor says the incubation period is almost complete. The latest addition to his plans takes shape since Conker got rid of the Tediz as a Xenomorph pops out of the king's chest, killing him. The professor is awed by the Xenomorph's beauty and decides to go into space, as he is fed up by the outdated castle and lack of technology. He commands the alien to attack Conker.

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                          Final Boss - Xenomorph
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Go over to your right where the Panther King was sitting. On the wall of the ledge he was sitting on is a switch. Jump to pull it, opening up an air duct that sucks the air into space. The Panther King's body is sucked into space and a door opens to reveal a space suit. Go to the side of the room and hop into the space suit. The professor will be sucked into space followed by Berri. Head up to the Xenomorph and it will spin its tail around (it can also bite you). To avoid the tailspin, hold A to hover for a while. You can hold Z to block, which lets you avoid getting hurt by the bite. Hop over a tailspin, then press B a bunch of times to punch him until you uppercut him, stunning him. Fly over to the Bowser, I mean the Xenomorph's tail, which Conker will grab him by. Start spinning him around (move the joystick in slow circles or it won't work) until he stops scratching the floor. When the time is right, press B to throw him into the air duct. He comes back out, though, so the battle isn't over.

This time, the Xenomorph is faster and also can dodge your punches. There's no chocolate in the room, so you'll need to conserve energy. The Xenomorph also can jump over you or backup, so beware. Go near it and dodge two tailspins. Right after the second spin, punch it until it's stunned. Glide over it and grab it's tail, then spin it. Once it stops scratching the ground, throw it into the air duct. It comes back once more, so the battle presses on.

This time, the Xenomorph jumps over you a lot and is quite good at dodging your punches, so things get quite difficult. I recommend getting close to it. If it spins its tail, jump, but hope that it bites. If it bites, hold Z and block it, which stuns it for a second. Punch it until he's stunned, then glide over him and pick up the tail. Throw the Xenomorph into the air duct for the third time.

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| 14d                        End Cutscene                          CHPT9P04 |
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It looks like it was over, but the Xenomorph leaps out of the air. Just as he is about to kill Conker, he freezes in midair. Conker jumps out of the spacesuit and realizes the game has locked up. He calls out to the developers, who start IMing him. Conker agrees to keep the lockup a secret if they help him out a bit. First, they transport him to a blank white background and give him a bunch of weapons. Conker chooses a double-barreled gun and a sword. The developers take Conker back to the throne room, where Conker unfreezes the game and uses the sword to decapitate the Xenomorph. Franky the pitchfork and the Panther King's guards enter the throne room. The guards decided to make Conker king, but Conker doesn't really want to be king. He realizes he forgot to ask the developers to bring Berri back to life, but they are gone now. Characters from the game come back to visit Conker, including Marvin the mouse, the paint pot and brush, Rodent, and the red lady cog. The characters cheer "Long live the king!" So... there he is. King. King of all the land. He guesses you know the characters surrounding him now, because he certainly does. Conker may be king, and has all the money in the world, plus the land, but he doesn't really want it. All he wants is to go home with Berri and have a bottle of beer. It's true... the grass is always greener. You don't really know what you've got until it's gone. The credits roll.

In the Cock and Plucker Bar Conker was in during the opening sequence of the game, Conker orders scotch, single malt, speyside, no ice. The bar tender notices Conker doesn't look too good, but he doesn't want to talk about it. He goes outside a bit drunk and sees it isn't looking too good out.

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|             (15)                |    Appendicies    |           APPEND           |
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II. Windy  
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1. Behind the NAUGHTY/NICE sign at the bottom of the slope at the start.
2. Inside poo cabin, go to the rope that you use to jump to the top beam. From the top beam, instead of heading into the alcove, go to the other end of the beam, where you'll find a tail.

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III. Barn Boys  
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1. In the cheese farm where you find the cheese for Marvin, head along the huge cheese ledges around the farm. Highjump off one of them towards the left side and a lightbulb will appear. Press B to turn into an avil, destroying the cheese and revealing a tail.
2. After feeding Marvin the mouse enough cheese to kill him, jump onto the fatass bitch that falls off the block. Jump onto the pipe and tailspin to the barn ledge to the left. Keep heading around the sides of the building, jumping gaps, until you find a tail.
3. In the cave in the "moat" around the barn that is unlocked after defeating Haybot with cash in it, there is a tail.

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IV. Bats Tower  
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1. Along the river to the bullfish, there are waterfalls on the left wall. Behind the first one you'll find a tail.

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V. Sloprano  
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- After going into the air that the Great Mighty Poo is flushed into, you'll find a pool of water. Around the pool is a tail.

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VI. Uga Buga  
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1. On the back of the dinosaur idol. After sacrificing the baby dinosaur, you can use the monk that comes out of the idol's mouth to get on top of it.
2. After completing the chapter and getting to Uga Buga's girlfriend, head into the opening behind her. You'll have to cross a bridge leading to a long path. You would normally go right to leave the chapter, but instead, highjump on top of the entrance, then tailspin to the left. Keep heading around the left until you find the tail, which is worth five tails.

- BOVRILLBULLETHOLE - 50 Lives
- WELDERSBENCH - Unlocks all chapters
- PRINCEALBERT - Unlocks Barn Boys chapter
- CLAMPIRATE - Unlocks Bats Tower chapter
- ANCHOVYBAY - Unlocks Sloprano Chapter
- MONKEYSCHIN - Unlocks Uga Buga Chapter
- SPANIELSEARS - Unlocks Spooky Chapter
- BEELEZEBUBSBUM - Unlocks Its War! Chapter
- CHOCOLATESTARFISH - Unlocks Heist chapter

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| 15c                Legal Disclaimer                LEGALD |
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| 15d                Contact Information                CONTACTI |
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PLEASE read this before attempting to contact me.

The only way you can contact me is to email me at zoophoria@gmail.com. Please include "Harry Potter Chamber of Secrets FAQ" in the title so I'm aware that it's not junk.

You are allowed to email me about... suggestions for the FAQ. If I messed up, which I probably have done several times, feel free to correct it, and I'll fix the mistake and credit you. You can also praise my FAQ, or hate on my FAQ. I appreciate praise and ignore hate mail. The last thing you can email me about is permission to use the FAQ. Sure, you may use my FAQ IF AND ONLY IF I GIVE YOU PERMISSION!

You MAY NOT email me about... spam. Please! I do NOT need spam! It's the absolute worst thing you can email me. Also don't email me with spelling/grammar corrections, which I can find on my own. That's pretty much it.

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| 15e                Credits                CREDIT |
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wikipedia - The wikipedia website had the name I used for the final boss.

bananagirl - I got the story from her FAQ as I lost my instruction manual. Her FAQ also informed me of the use of the down C button.

Dallas - His FAQ was helpful for the weapons section, Clang's Lair, and a few strategies in different sections.

Nemesis/Pyro Vesten - Their guide made me realize the haybot trick.

coldryon/HoOteYhOo/Starky27 - They contributed the cheats I put in.

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