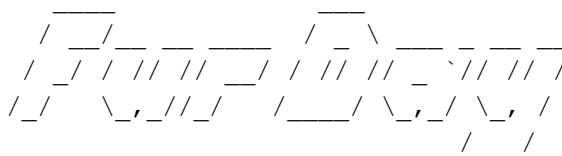
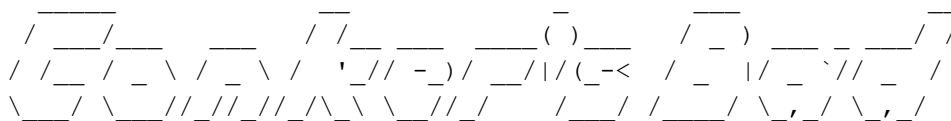


Conker's Bad Fur Day FAQ/Walkthrough

by Bonds Legacy

Updated to vFinal on Dec 16, 2001



(N i n t e n d o 6 4)

FAQ/Walkthrough
Conker's Bad Fur Day (N64)
Final Version - Updated: 02/17/02
Ryan Kavanagh (Bonds Legacy)
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05/02/01-Yes I know, lack of updates but it can't be helped :(
05/02/01-Added some FAQs
05/02/01-Did a little more work on Chapter 6, maybe I'll do more later...

05/03/01-Did some work on Chapter 6, finished "The Sacrifice" part
05/03/01-I was bored so I did some more work, it's looking good

05/05/01-Yay! It was posted *celebrates* *remembers there's still work to do on the FAQ*
05/05/01-I added some more cash locations

05/08/01-Chapter 6 is almost complete....
05/08/01-One more section to do on Chapter 6 (Uga Buga) !!!!

05/18/01-I wasn't able to use the computer for the past week or so, so I guess I'll resume work now...
05/18/01-Added a few FAQs
05/18/01-Finished Chapter 6 (Uga Buga) I guess I'll start Spooky tomorrow.

05/19/01-Change of plans, I'll work on "Heist" instead of Spooky since it is a pretty small chapter...
05/19/01-Finished off Heist
05/19/01-Added two strategies to the multiplayer section.
05/19/01-Added a Tails section and all of the tails I know of.
05/19/01-Finished off Windy Part III, I'll begin Spooky tomorrow
05/19/01-Version 0.7 is now announced.

05/20/01-Finished about half of Spooky, I may do the other half later today I just have to go play it for a little bit to refresh my memory
05/20/01-One more section to do on Spooky
05/20/01-I even got around to doing most of It's War! This FAQ will most likely be completed very shortly, yay!
05/20/01-Added 6 new strategies.
05/20/01-Finished It's War! I just don't like working on the Spooky chapter, but I guess I have no choice now...
05/20/01-Well the FAQ is now Complete, I guess I could add a few strategies, but I can't think of any but if I ever come up with a lot of them, I'll be sure to release a version 1.1

---Finish---

05/24/01-Well, the FAQ is complete, but I did some work on the ASCII art at the top of the FAQ
05/24/01-Added a few strategies
05/24/01-Fixed up the tails section. There were some tails that weren't even in the game! and others that needed a lot more description.

05/26/01-Added a new site to the "list" at the top.

05/27/01-Added some ASCII art at the bottom of the FAQ

10/08/01- Did a spell check of the document

12/16/01 - Completely revamped the format. It looks halfway decent now.

02/17/02 - Added a new tail location. Thank you to EVERYONE who pointed that out

Start-bring up the Pause menu

A-Button-Make Conker jump. Use the Z-button to crouch, then press the A button for a higher jump

B-Button-Use Conkers basic attack. This will usually be the frying pan but will change depending on the circumstances. Also activates Context zones

C-Left-Rotate the Camera

C-Right-Rotate the Camera

C-Up-Change the level of camera zoom . Repeatedly press the C-Up button to cycle through different levels of zoom

C-Down-Align the camera behind Conker's head. Hold down the C-Down button to keep the camera behind Conker while he moves

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| 2.2                Other Important Stuff                2.2 |
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Anti-Gravity Chocolate

This chocolate will aid you greatly in your quest. You'll find it just about everywhere. it's conker's version of health. If he ever gets low on it, you can pick up some chocolate to form a full chocolate bar in the upper left hand corner of the screen. If you don't collect it, then you'll surely get a game over.

Squirrel Tails

Like the anti-gravity chocolate, you'll find these spread around the game and they're just as important as chocolate. When you die, these act as your continues. You can find them only in select spots. They usually come in singles, but some special tails will give you 5 and even 10 tails at once!

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  _____/ \_____ / \
| 2.3                Menus                2.3 |
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The Cock and Plucker

This is the local pub. The name is referring to chickens and inside is where all of the menus are loacated...

Game 1

This will most likely be your main Game. It is a save file and used to store what I wonder....I think it saves your game! This is where you will enter the story mode

Game 2

Same as above only the 2nd save slot, you can use this as a second game or give it to a family member

Game 3

Same as above only the 3rd save slot

Options

This is where you can either change your stereo type or enter cheats. To see what cheats you can enter, look below in the "Secrets/Cheats" section.

Chapters

One of the most unique parts of this game. This option lets you replay any part of the game. Well, any parts of the game that you have previously beaten. There are cheats available to unlock the different parts of "Chapters" to find them, simply look in the "Cheats/Secrets" section.

Multi

Well, the name basically says it all, this is the multiplayer option. Choose from 8 different multiplayer modes and play with your friends. This is the best multiplayer I have seen in a while.

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3. Indexes

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3.1	Story	2.3
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A Good Night Leads to a Bad Day...

Conker had mentally left the conversation. His mind wandered to thoughts of his girlfriend Berri and why she had such a problem with him having fun without her. As he sat contemplating giving her a call, he moved uncomfortably in his chair. His bladder ache had now reached the point where it couldn't be ignored.

"Conker!" Came the cry from the group seated around the table, making Conker jump. "It's your turn"

"Okay, Okay. But first I've got to go call Berri to let her know I'll be late." He stood unsteady, then just before staggering off, decided that maybe the toilet was a more pressuring issue.

The evening wore on, and the beer kept flowing. One round became another, and then another, until Conker reached that awful moment of realization:

"Guys, guys. I think I've had too much." he paused for a moment, nearly retching then and there. "I gotta go..."

At the next table a couple of pretty little chipmunks sniggered and whispered something to each other as Conker tottered slightly, then nearly lost his balance completely.

"I don't think he can hold his drink," He overheard the nearest one say.

"No, indeed," Her sly-looking friend replied.

Conker toyed with the idea of vomiting on the both of them but perhaps it wasn't a good idea with their boyfriends sitting opposite. For some reason they were dressed in combat fatigues and engaged in a heated debate...

"The war! The evil teddy bears have overrun the grey squirrels' homeland! We signed up this morning, and you should do the same, Mr. Red Squirrel." At this point, several grey squirrels around the alehouse leveled accusing gazes at Conker. "If you have sense of decency and honor, that is."

On the way out, two of his old school chums grabbed him by the arm, shouting, "One more for the road, Conker?" and before he knew it...

"Slammers? Oh no, not slammers!" They were lined up in front of him--eight in total. Oh well, tomorrow was another day...

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| 3.2 Characters 2.3 |
_ / _____ _/

Conker (squirrel)-When he was young, Conker's parents always told him, "If you want to get anywhere in life, don't touch alcohol, don't be materialistic, and never, ever urinate in a public place." Conker's parents are--to say the least--a bit disappointed

Berri (chipmunk)-The first time Conker introduced Berri to his mates at the bar, everyone thought that they made an unlikely couple. Whereas Conker is short, impatient and cute, Berri is tall, impatient and cute. They all agreed: "It'll end in tears!"

Birdy (scarecrow)-He's usually drunk, but nevertheless, a wealth of knowledge is to be had from this slightly unsavory character. If you ever see a scarecrow looking unsteady on his post, it's probably Birdy, err... Birdy!

Panther King (Panther)-It is said that over three hundred years ago, the great Milk Wars raged between the Weasel King and the oldest known race of squirrels, the Kulas of Conk. The Panther King came to power when he betrayed the Kulas---Banishing them to the dark place---and chopped off the legs of the Weasel King. It is unknown whether or not any of this actually happened, but it makes for a good story to scare naughty little squirrels.

The Great Mighty Poo (Blob of poo)-A local horror story started several years ago when a dung beetle named Tezza mysteriously disappeared during a tea break. The story goes that one minute he was sipping away, and the next, a few ripples on the surface of the sewage were the only indication that he had been there at all.

Boiler (boiler)-what more can I say,he is a big boiler that has brass testicles. It's not pretty.

Buga the Knut (caveman)-Buga is, how shall i say this....self conscience about his "bone"

Haybot-A "bot" made out of hay on the outside, but on the inside, he is an evil cyborg bent on world domination!! well i dont know about that, but he resembles "The Terminator"

Tediz (evil teddy bears)-The first use of teddy bears as weapons of war seems to stem way back to the early years of the Milk Wars. They proved deeply ineffective, as their stuffing was flammable and their button like eyes kept falling out. But now it appears the Tediz are back, only this time much stronger and in greater numbers

/ \	_____	/ \
3.3	Items	2.3
_____/~~~~~_____/		

Anti-Gravity Chocolate

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4. Walkthrough

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4.1	Chapter 1: Hung Over	4.1
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Scaredy Birdy

When you first get to control Conker, he will have a hang over. To help him get over it, go to your right and through the fence. Here, you will see a scarecrow. If you walk up to him he will tell you about Context Sensitive Pads. Now that you know how to use them, go back to where you started and use the Context Pad. This will get you over your hangover so that you may continue.

Swim across the water to the little patch of ground. Here Conker will tell you about jumping and hovering with your tail. Hover across the water to the tree log protruding out. Then make your way across the bridge, past the door. Here, you will need to high jump, then hover to get to the other side. When you're there, cross another bridge, and jump across the gap. Now you should see a handle thing coming out of the wall, high jump up to it. and you will pull it down, it will open the door that you passed so go back and enter the door, it will close behind you.

Pan Handled

In this room, Conker will remember that he has a frying pan. You can use it by pressing B. There is a key running around in this room, so you will need to smack it with your new found frying pan. Once you do so, pick the key up and open the door.

Gargoyle

Now go back up to where you pulled the key thing down. Cross the bridge there. You will see a gargoyle and a cut-scene will begin. Once it is over smack him with your frying pan. He will then fall off the bridge, allowing you to go further. But when the gargoyle hits the ground, he causes a rock slide, and a huge boulder will fall in the path of your new exit. Climb on the boulder and hover to the platform to your right. There is a Context pad. Press B on it and Conker will pull out a TNT plunger and blow away the rock. Go through the new hole

| 4.2 Chapter 2: Windy Part 1 4.2 |
_____/~~~~~_____

Mrs. Bee

You will start off on top of a winding path, head down it, and to the right. A cut-scene will begin showing Mrs. Bee. It appears that her hive has been stolen and it's up to you to get it back. She offers a cash reward. To get back the hive, go the opposite direction from Mrs. Bee and follow the path. When you get to the top of the hill, you will see the hive, when you go over to it a couple of wasps will come out. Pick the hive up and go back to Mrs. Bee. All the while, trying to avoid the wasps from stinging you. If you stay on the path, you should be fine. When you get the hive back, Mrs. Bee will jump in it and use it as a machine gun turret to kill the wasps. She gives you your money now.

Now go across the bridge and along the path. You will run into a context pad and some rather unfriendly Dung beetles. When you walk on it, Birdy will pop up and tell you to give him \$10 for a manual. You give him the \$10, and as Birdy is walking away the money jumps out of his back pocket and back into yours. The manual that you have just received tells you how to use the "Catapult". A.K.A the Slingshot.

Catapult Controls

Z-Fire a pellet
B-Put it away

Turn and shoot the first Dung Beetle, he will fly up at you, hit him again

to kill him. Do the same for the remaining 3 beetles. Once all of them are dead, a door will open. Go up the path past where the dung beetles were and when you come to the fork in the path, go right.

Marvin

Walk straight and wade across the water. Turn right and go up the small hill, a block will begin to talk to you. He asks you to get rid of the mouse that is running around. Go back and this time, take the left path. Follow the path avoiding the jumping blocks. When you see another block, go over and talk to it. He will open the gate to a bunch of cheese. Smack one with your frying pan and carry it past the jumping blocks back to Marvin. Do this 2 more times to make Marvin blow up. The big block will jump off of the little one. Climb on top of them and tail spin over to the pipes. Now highjump and run along the roof to find some cash, and a switch, push the switch, it opens the barn door, then jump down and go inside...

Mad Pitchforks

When you walk in the barn, it shows a bunch of piles of hay and a paint can and brush fighting with Franky the pitchfork. Make your way over to where they are and the pitch fork will begin to follow you around trying to poke you. Get a hay thing in between you and Franky, so that when Franky attacks you, he kills the hay thing. Once all of them are defeated, Franky will go hang himself. Go to around where the door is and there is a switch in the corner, pull it to make the King bee fall out from the rafters. Then go outside, once you leave, it will show a huge hay thing jump down from the rafters. When you get outside, take a right to get into a cut scene with the bee...

Sunny Days

The bee will tell you the story of how his wife threw him out of the hive. Then he will tell you that he wants to "pollinate" a sunflower. Make your way past the bee, and follow the path around the area to where the sunflower is. After a short cut scene, she tells you to get your "tickly" tail away from her, this is your clue. Go back to where the bee is, and on the platform with the jumping wooden block are a bunch of bees, go near them and start a cut scene. Then go back to the sunflower and the bees will start to tickle her. This is the first of 5 bees. for the others:

- 1) At the beginning to the area, high jump and the bees will begin to follow you.
- 2) In the area where you got the cheese for Marvin.
- 3) On top of the barn where you got the cash and pushed the switch to open the barn
- 4) Once you are on top of the barn, jump on to the hay part and high jump and tail spin to get to a higher part of the barn, climb up the ladder here. It will take you to the top of a water filled bucket. Walk around the outside of it until you get to the bees

Now, with all of the "tickly bees" around here, the sunflower pulls away her leaves to reveal her "stigmas". The king bee will fly over and "pollinate" her. After he is done, the sunflower will ask you if you want

to bounce on her "stigmas". Jump up on them, you will not get high enough so you will have to jump on her a second time without touching the ground. Once you bounce the second time, press a when you hit them and you will bounce really high. When at the highest point, tail spin to the alcove with the money.

Barry + Co

Now that the sunflower is out of the way, make it back to the platform with the jumping wooden block. Wait till it stops and jump on top of it, then jump again to land on the platform. Go inside. Barry the bat will start talking to his friend making him aware of you. You will need to walk across the beam in front of you. When the lightbulb come on, press B to make Conker pull out a flame thrower and torch the bats. Keep going along the beams until you get to the context pad. You get throwing knives. They work just like the catapult. Throw a bunch of knives at the hanging Franky on the ceiling. This will cause the noose to be broken and Franky to fall. Jump down and Franky will thank you and insist on helping you.

Buff you

Hop on Franky.

A-jump

B-Attack

Run over to the huge hay thing and you will need to press B to attack either its back or its side. Once you have attacked him once, he will turn on fire revealing his true self, A TERMINATOR PARODY. Continue to attack him. It's not too difficult. After you hit him for a third time, he will jump around and break the floor causing you to fall down the crevice.

Haybot Wars

Now is the more difficult part of the battle. At first, he will begin firing missiles at you. Dodge them while running to a big pipe thing. Stand in front of one and wait for a missile to come near, then jump out of the way, the missile will crash into the pipe spilling out water. Now the haybot will follow you, stand behind the water that is pouring out of the pipe, when the haybot comes near, he will get fried by the water, backing up into the middle. He will begin spinning. he has a big red button on his back that says "Do Not Touch". So obviously you will jump up and press B to push it when it is facing you. Continue to do the same with the other 2 pipes in the room. He will explode causing Franky to go flying. On his landing, Franky broke in 2, Conker tapes him back together and Franky walks away, back to the barn. Gallons of water start to pour from the pipes...

Frying Tonight

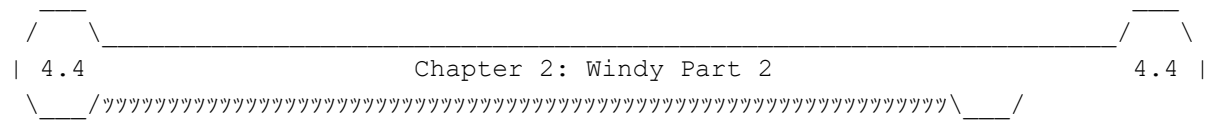
Well now that the place is being flooded, it is time to get out of there. There are electrical wires on the ceiling, so you don't want them to touch the water. Make your way behind the pipe that has "EXIT" signs on both sides. Climb up the ladder. There will be a context pad that gives you more throwing knives. Look to the left and throw a knife at the wire hanging here. Then turn more to your left and there will be one hanging down lower. Then turn more to your left, and kill the wire there. 3 wires in total here. Pretty simple, huh. Now jump in the water and swim to the other ladder that you can now reach. Climb up it and high jump to get to another

context pad. There are 3 more wires to kill, one is across the room and may take a few tries to get, the other 2 are on either side of you. Now that all the wires are gone, hop in the water and swim to the exit that you can now reach.

After going through the exit, you will see a stone flipping monk. Jump on the end of his stone and he will throw you up to the rafters where there is some cash waiting for you, Get the cash and exit through the door.

Slam Dunk

Once out of the barn, you will see a ladder, climb up it, avoiding the wasps flying back and forth trying to knock you off the ladder. Once you reach the top, you will see a "diving board" run up it to the end and jump towards the chocolate. Press B as soon as the lightbulb appears over your head. This will turn you into an anvil and cause you to fall into the now empty bucket (because it all drained out in the basement). You will hit a context pad at the bottom of the bucket and a gate will open. Climb out of the bucket and down the ladder back to the ground, go in the moat around the barn and follow it until you reach the gate, inside is a tail and some cash. Well now that this area is done, head back to Windy (overworld).



Poo Cabin

Now that you are back in Windy, Take a direct right to Poo land. You will know Conker is there when he pulls out a gas mask. Make your way over to the little cabin sitting in the middle. Go inside and a dung beetle will ask you to go get him some poo. It seems a bit strange, but if thats what he wants...

Walk over to the little square beside the desk and press B, Conker will turn into an anvil, opening the way to the next room. Once you get down, make your way to the end of the tunnel and jump on the rope and climb up it, hop to the next rope and climb to the top of this one. Now you should see to ropes all the way on the other side of the room. Jump and hover to the one on the right. Climb up this one, you will now need to jump and possibly hover to the beam that is just over your head. Once you get up there, walk across it to get a tail. Then go back and through the opening. Once in there, walk up the pathway into the light.

Pruned

When you come out of the tunnel, you will be in a grassy area with a bull in the center that doesn't like red squirrels. Go left and then high jump and hover to get on top of the entrance you just came in through. Once up, back up a little and run and jump and hover to the left to get on top of a piece of wood. Climb on top of roof of the entrance and hover over to the platform on your right. From here, follow the path avoiding falling poo balls. When you get up, you should see a big tap, jump to it and run in the direction of the arrow. This will unleash cranberry juice into a trough. A target will also appear.

Yee Haa!

You will need to stand in front of the target, and move when the bull comes

near you, doing so will make the bull run into the target, making a ramp come down from the wall. A cow will walk down the ramp and start chewing on grass. A new target will appear. Make the bull run into the new target. Doing so will make his head get stuck. Now jump on him to control him. Run towards the cow and press B. This will make the cow and and it will go take a drink of cranberry juice. It will run back to the grate in the middle and go "poo". When it is done, get back on the bull and run into it again, this will make the cow explode and a new target appear. Repeat the same as above for the next two cows.

Sewage Sucks

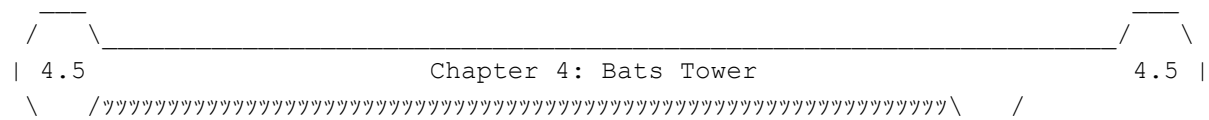
Now with the grate full of poo make your way back. Now the sewer is filled with poo, so you can swim along the surface. Find the context pad . it will give you confidence pills, and teach you how to swim. Make your way back to the beginning. In the last hallway, make sure to pick up the cash on the beam (need to swim to it). Then go up the hole. The dung beetle will be gone, step outside and he will have a poo ball ready for you.

Great Balls of Poo

Grab the poo ball and roll it behind poo cabin and up the path that leads up the mountain. Once you get as far as the ball can go, Conker will pull out a stick of TNT and push it over the edge into a giant dung beetles mouth. The dung beetle will explode and another poo ball will appear outside of poo cabin.

Make your way back down the mountain and get the new poo ball. This time roll it in front of poo cabin, up the path, to the very top of poo mountain. Once you are at the top, roll it into the opening, it will make the ball roll down the inside of the mountain and break open an entrance to Chapter 5 at the base of the mountain. But dont worry about it for now. A new poo ball will come out of poo cabin.

Now get the poo ball and roll it down poo river, at the end, you will see a sign that says "NO POO BALLS" so of course, roll a poo ball off of the cliff, it will land on a guard in the water below. Jump down and press the switch. This will pull the plug on the tub of water bring all of the guards and enemies to their death. With all of them gone, make your way to the other side, and go through the doorway.



Mrs. Catfish

As soon as you enter this area, a cut scene will begin with a catfish asking you to get her money back. Well of course she offers you some cash as a reward. Jump into the river and start swimming up it. Behind the first waterfall is a tail if you want to get it. When you reach the right area, you will know because it shows a big dogfish. Don't go to close to it and swim down the hole in the bottom of the river.

You will be in an underwater tunnel. Swim along it and go up. You will be in a room with a big wheel in the center. In the back right corner is a

cog. head over to it to get into a rather not nice cut scene. In the end, the cog wants you to bring all of his friends back. Now walk over to the piece of wood on the side of the room opposite to the entrance to be lifted up to a walkway.

Barry's Mate

Yes, yes, yes, it is the same bat from "Barn Boys" and they will still try to attack you as you walk along, so when the lightbulb appears press B to pull out your flame thrower and get rid of the bats. Now that your across the beam, jump onto the wooden walkway and run along it and jump to the rope at the end. Climb up and jump off. Now walk along the thinner beam, i suggest jumping and tail spinning across tot he other platform. Now run along the walkway again and jump to the rope. Continue this process until you reach the top. You will know because there won't be a platform to jump to on the other side, there will be a somewhat of a diving board, with a switch on the other side. Run and jump to it.

Well with the switch pressed, an underwater passage will open in the under water tunnel you used to get to Mr. cog. You will land on a spider's web, jump and tail spin to get back to the platform, go back up the way you did before. This time, when you get to the very top, instead of jumping off, climb the rope more. You will see another rope that you will need to jump to. Now from this one, jump to the top of the actual tower. You will need to jump up the stone thing, and run along it, tail spinning when you get to the edge to get to the otherside. Once you have gone all the way along the tower, you will run into some cash. get it and jump off the side of the tower. not into the middle though.

Cogs' Revenge

Well, you land in the water near the dogfish, so swim down into the hole again. This time, instead of surfacing, swim straight ahead into the now open underwater tunnel. Once you get to the end of the tunnel, surface, and you will be in a small room that has a door leading to a bigger, circular room. You will need to run around the hallway. When the cog's friends see you, they will run the other way so you must hit them with your frying pan. Once they are knocked out, pick them up and go back into the water and swim up tot he cog's room. Go over to where he is and the cog will be placed on the peg. Do the same for the remaining 2 cogs. Once you are done, run around on the big wheel thing in the middle clock-wise, this will make Mr. big cog turn and make the other cogs turn, making the dogfish's chain go to the very bottom so that he can't move. Mr. cog will go flying off his peg in his "friends" will run over, beat him up, and place him on Mr. big cog.

The Combination

Well, with the dog fish chained down, head out of Cats Tower and go back up the river to where Mrs. catfish is. She will not tell you the combination, so you must lead her to the safe so that she can open it. So swim back up the river to the dogfish and head to the left side of his little "place". Mrs. catfish will then open the safe for you, allowing you to enter.

Blast Doors

Once you enter the safe, the cash will jump into a pool of water, and a grate will appear over the pool, but so will a B pad. Step on the B pad and press B to pull out a catapult. Ahead of you is a turning wheel with a

hole in it. The hole turns around the wheel revealing letters, your objective is to spell out the word "OPEN". Once you do this, the grate below you will open, revealing another B pad, jump down onto it and press B to pull out a helmet with a light on it. Now jump into the water and swim down,

Clangs Lair

You will be in an underwater tunnel again, this time however you will have to swim down. While you are swimming down, make sure to duck into the alcoves in the side for air and to avoid the big metal fish that swims up and down. Swim to the very bottom and get air. Now swim through the tunnel that has flashing green lights around it. Once you are through, surface to the top for air. Now you will swim back down and this time go through the tunnel with the blue flashing lights. When you get out of this tunnel, surface to the top again and pull the switch on the wall. This will open another tunnel. Swim back through the green tunnel and surface to get more air, now go down and go through the newly opened yellow lighted tunnel. Swim up while going into the side alcoves, to get air and avoid the metal fish. Once you get to the top, jump out of the water and grab the cash.

Piss-tastic

Now, with the cash in hand, jump into the black hole in the ground, it will take you into a tunnel where you will run straight ahead. It will show a cut scene of a couple of fire imps playing around, then they run away. Once you get to control Conker again, turn around and walk over to the keg of beer. Press B while under it to get drunk. Now make your way out to the main room where the fire imps are running around. You will now have to urinate on the fir imps.

B-unzip pants

Z-Make the stream longer

B-Zip pants up

The fire imps will start running at you so unzip and get started. To totally extinguish the imps, make sure that you have a steady stream pointed at them until they turn black.

Brass Monkeys

After you kill about 10 fire imps, they will jump into the big boiler in the middle. The boiler will come alive, and guess what, he has brass balls!

He is fairly easy to beat, just lead him into 1 of the 4 corners, on top of the vent, then jump up on the platform and High jump to reach the switch, this dumps a bunch of "poo" on the boiler and makes him stumble back to the middle. Run underneath him and press B. This will make Conker smack the "balls" with bricks. Lure him into each of the other 3 corners and do the same. When he is defeated, his "balls" will come flying off and he will explode.

After his balls fly off, you will have to push one of them to the left on top of a little platform with the engrave of a circle. This will open the door with a ramp leading down. Now go back and get the other ball, roll this one through the doorway. The ball will break open a hole at the bottom of the ramp, so run down it and through the new doorway. You will appear near some cash so grab it and exit the safe.

Dogfish's Revenge

When you exit the safe, the catfish will be waiting for their money, but your not about to give it to them. The dogfish's rope starts to break, so the catfish back off. Once you get control of conker again, jump in the water and swim back up the river. The dogfish's rope will break and he will start coming after you, make sure you get the catfish's that are spread about between you and the dogfish, this way he attacks the catfish and slows him down. When you get tot he end, he will crash into the wall, so climb on top of him and high jump to reach the cash. Now, jump back down and go through the door, leading back to windy.

| 4.6 Chapter 5: Slopranos 4.6 |
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Getting to the mountain

Well now that you are back in windy, head back to pooland. Remember earlier when you opened up the door in the side of poo mountain, but i told you not to worry about it.....well now you have to worry about it. Go through that door to begin Chapter 5.

Corn off the Cob

When you enter the door, It will show a dung beetle trying to leave. He will tell you his story of what happened to his friends , then leave. Then continue along the poo path and a thunderous voice will tell you that he wants sweet corn. In front of you is a kernel of sweet coen, so smack it with a frying pan, pick it up and walk to the platform leading to the middle. Conker will throw the sweet corn in.

Now go back to the poo path

and continue up it, jumping over the large gap and tail spinning. You will come to 2 more sweet corn kernels. So do the same (smack them with the frying pan, and carry them to the walkway, leading to the middle). Be careful because on each spot that has sweet corn, a giant hand will pop up and try to smack you. Continue on down the path, and when you get to the 3 sweet corn, do the same as before. This time, a huge beast will rise from the poo.....

Sweet Melody

Now for the boss battle, and a sick one at that. You have to fight a huge monster made out of poo. You start the battle off next to a B pad, but don't worry about it, it isn't necessary at the moment. The GMP (Great Mighty Poo) will start throwing poo balls at you, run around avoiding them until he stops at starts singing. This is when you get on the B pad. it will give you a roll of toilet paper. Aim wisely and send it into the GMP's mouth. He will spit it up and throw a ball on top of your current B pad.

So now make your way back the way you came, when you reach the spot where you found 2 kernels, stop to find a B pad. Do the same as above, this time however, you will need to get 2 rolls in his mouth. Once this is done, he will partially crack a glass wall.

Make your way back to the very beginning now, jumping back over the huge gap. There is a B pad where you found the 1st kernel. This time you will need to get 3 rolls in his mouth, so when he stops singing, stand on the

B pad and aim it at a spot where the GMP will appear, when he does, throw the roll right away, other wise you won't do it in time, when you complete this part, he will totally break the glass wall.

U-Bend Blues

With the glass broken, head back up to the 2nd B pad, just past that is a walkway that leads away from the GMP. Follow it up to find some cash and a rope. Jump on the rope to flush the GMP. Once he is flushed, jump down into the middle hole and jump on the platforms until you get to the door, go through it.

It will now show a cut scene of Berri, a rock monster comes to her house, knocks her out, and drags her away. You will now be back in control of Conker, jump forward into the pool of water. Swim down to find one of the most difficult parts of the game : The underwater fans! You will need to swim through 3 fans. If 1 of them touches you, you are dead. Try to stop in front of one, wait till it passes and go!

The Bluff

Once you are past all 3 fans, you must swim up into the opening. From here, swim to the surface. There will be a tunnel at the surface, swim through it . You will come out on a long board with a rope at the end. jump onto the rope and climb to the top. Rotate the camera until you can see the other rope. Jump tot he new one and climb up.

You will climb up to the top of a tower. From here, head to your left being careful not to fall in. Walk across the narrow pathway and you will get into a cut scene with a guard asking you for \$1000 to pass. He will then ask you if your a squirrel, you will say your an elephant and he will let you pass. Once you are past, the money will come jumping back into your pocket. Continue on down the new path and go through the opening.

Well, you begin the new chapter looking at a large temple (pyramid) with raptors circling the perimeter of it. Make your way6 along th path and then turn left following the path around the pyramid jumping to avoid being bitten by the raptors, until you get to the other side. Go in the door way in the pyramid. This will take you to the 2nd level. Make your way to the other side of the pyramid again, avoiding the raptors along your way. Go into this new door, it will bring you to the very top. This is where a wad of cash will be waiting. Grab it and then jump on the head of the statue and press B 3 times to make the statue fall into the ground, and you with it.

| 4.7 | Chapter 6: Uga Buga | 4.7 |

Drunken Gits

You will be in a caveman infested area. Jump back onto the head of the statue and press B to open the door below you. This just makes an opening into the side of the base and doesn't really serve any purpose to you. Behind you should be an area with a bunch of sleeping rock monsters.

You will need to run to the back left corner of this area to find a movable rock. Roll it back to the big statue while avoiding the rock monsters that will come after you. Once you get it to the statue, roll it through the

opening that you made under it. Keep rolling the rock straight into the opening ahead. The rock will go down the path, killing one caveman, breaking a hole in the wall, and opening the way to the Unga Bungas

Sacrifice

Go to your left and follow the long twisting path down to the ground. You will see a HUGE dinosaur head on the wall, go to the left of it and go through the door. Follow this new path until you see an egg. Make your way over to it, beside it is a stone flipp'n monk. Jump on his stone to be thrown on top of the egg, press B to make Conker hatch the egg. After it is hatched, it will crush the monk and begin to follow you. Now, with a new friend, make your way back along the path, letting the baby dino eat the Unga Bungas along the way. Once you get to the end of the path, go through the door.

When you come out, you will need to make the dino come down the ramp to your right. Now bring it over to that platform that you raised a few minutes ago. Lead it up to the platform, then jump off the back, so that the dino stays up there. Now run back to the front and go back on the B pad. Shoot the switch on the other side to make the other platform come down and.....and....kill the baby dino! Who could do such a thing!? Well apparently the giant dino head likes it because he opens his mouth and "allows" you to enter.

Phlegm

Well, although the dino is letting you inside, his tongue is too slippery to climb so you will need to flip up on the dino's head by using the monk located in front of the giant head. Once you are up, keep running straight across his back to reach some cash, go to the VERY end to get a squirrel tail.

Now go back on top of the dino's head. There is green smoke coming out of his nostrils, You will need to wait for the smoke to clear, then jump in his nostril and press B, this will make Conker pull out a pepper shaker and dump it in the dino's nose! The dino will sneeze. Now go to the other side and do the same with the other nostril, he will sneeze again, causing the saliva on his tongue to disappear. Jump down from the head and go through his now accessible mouth...

Walk up the dino's tongue and walk past the hanging swinging thing, being sure not to touch it. Once inside, there will be a couple of "forks in the road" always head to the right. This is the safer way to get through the mouth. At the end of this "road" there will be an opening, walk through it and it will show Conker walk up to a sleeping caveman and take his hat.

Worship

Now, turn around and go back through the mouth, stick to the left now, and when you get out you will be greeted by a couple of unga bunga's that will "worship" you. Remember the rock monsters from the beginning of this chapter? Well it appears that the unga bunga don't like them, so bring the unga bungas up the ramp leading out of the main chamber and bring them to the rock monsters, the "bungas" will begin hitting the rock monsters with clubs. When all the monsters are dead, go to the bouncer in front of the entrance to the rock solid club. After a short speech, you will be allowed in.

Rock Solid

The Rock Solid is.....well i guess you can call it a disco club. After you walk in, turn to the left and go down the stairs. Then go to the left where you will see a few bikers standing against a counter. Go behind them to find a boulder. Push it up the stairs and to the front door, there is a switch there, roll the boulder onto the switch to open up a door on the far wall straight across from you.

Now go back to where the bikers are standing, near them as a keg. As before you must go unde it, press B and get drunk, therefore making you able to urinate. After getting "wasted" head back to the dance floor. Your goal is to pee on on of the male dancers so that he turns into a ball, you will then have to pee on him some more, push him into the door that the switch made. Be careful though, because if you take the "stream" off of the rock man, he will get up and come after you. The alka sheltzer is located right in the middle of the dance floor, you may have to walk around the stand a bit to find the ramp though.

Now that the first rock man is through the door, go through the door after him. You will appear right beside him, so go behind him and start pushing him along the cat walk to the right. Along the way, female dancers may step out of holes causing you to fall off, DON'T LET THAT HAPPEN. Just be careful and take your time. Once you get it to the end, there will be a switch, push the rock onto the switch to make the big door close and two on either side of it open.

Now for a trickier part, you will have to pee on the other two rock men and make them enter the two new doorways, one for each rock man. After you push the first in, it will crash down beside Berri's cage. After you push the second one in, it will BREAK berri's cage, she will jump down and run off, leaving some money behind....

In order to get it, jump up on the ledge to the left or right of the middle door, you should be able to see where berri's cage was so jump up to that ledge and grab the cash. Now that your work here is completed, head back outside. Well, that's what YOU want to do but the bouncer at the door will take you to see his boss.

Bomb Run

The weasel mob boss will start talking to you. He is not mad at you for taking his money, but he wants you to do a little "job" first. You must get rid of all of the Unga Bungas.

You will appear outside of the Rock Solid Club with a bomb in your hands. Walk straight ahead while avoiding the rock monsters who have come back from the dead. Make your way under the big statue and back into the chamber of the unga bungas. Walk down the left ramp and as soon as you are able to see a caveman on the ramp, jump off to your right. Once your on the ground, go walk up the giant dino's tounge again and go into his mouth.

This time you will have to go down the left path as you cannot jump with the bomb in your hands. Watch out for the dangling things. You will end up at the same exit as before, go through it and walk past the sleeping caveman up to the end of the walkway. Conker will throw the bomb into the lava causing the lava to rise, killing all the Unga Bungas. After that is over, jump across the rocks to get to a new opening.

Mugged

When you come out, a couple of bikers will smack you over the head and steal all of your cash! To get it back, you need to go through the doorway ahead. Then drop off, instead of landing in the lava, you will end up on the jetboard that one of the bikers left behind.

Jetboard Controls

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Analog stick:

Up-forward

Back-Slow down

Left-Turn left

Right-turn right

A Button-Jump

B Button-Swing frying pan

Now that you know how to use the jetboard, start racing after those bikers! Smack them with the frying pan to make them fall into the lava and get your cash back. Once you have hit all 3 of them, wait until you get to the ramp by where you started, go up it and jump. You should go into the cage, get the money, and continue on to a coliseum.

Raptor Food

You will appear in a large coliseum with lots of spectators. You will see two guards and a large wooden door on the other side of your "island" Run over there to make the wooden door fall down into a drawbridge and a raptor to come walking out and eat the guards. Now run back across the "island" jumping to avoid being bitten by the raptor. When you find the B pad, wait until the raptor is near it, then press B, causing Conker to hypnotise it and climb on it's back.

Dino Controls

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Analog Stick-Move the dino around the island

B Button-While running, lets you headbutt the cavemen. If you have a caveman in your mouth, stand still and press B to swallow it

A Button-Jump

The next part is a bit more difficult. Buga the Knut will get angry and get infantry to come after you. The first you will come across are cavemen with clubs. You will need to basically run over the cavemen one by one. As soon as you run over one, the dino will pick it up in his mouth, press B to swallow him. Continue until all the "clubbers" are dead.

Next, Buga will order the spear throwers at you, do the same as above to finish them off.

Next, he will order a mix of the two to get you, do the same once again to make Buga angry enough to come down and finish you himself...

Buga the Knut

He may look hard but Buga is actually one of the easiest bosses in the entire game! You will have to for the "meat and two vedge" which means, to run up to him, when he raises his club to hit you, press B to bite his...er ..."bone" but watch out because he also has a jump attack that sends shockwaves through the island. When you bite his "bone" he will drop his

pants, he will cover up the front, leaving the "behind" available to bite. Run behind him and take a chunk out of his "rear". Do this three times to defeat him, . see I told you he was easy.

Conker will notice a pair of "big babes" up near where Buga used to sit. Run over to the "diving board" where the infantry was coming out of. High jump and tail spin to reach the platform with the doorway, go through it to meet up with the "big babes"

After a short scene, Conker will be placed beside some cash, which runs away from him. Run through he doorway after it. You will appear on a high balcony above the room with the temple and the raptors. Run along the narrow path to find another door. Go through it to meet up with the cash, grab it and keep on going. Jump down the hole with the sign that says "Danger Poo" This is the room where the giant fans are. Climb out of the water and highjump to reach the doorway out of the room. You will now be back in the Great Mighty Poo's room, jump down the middle right in front of you to come out of the pipe in poo cabin. Walk outside.

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Wasps' Revenge

As soon as you walk outside, you will see a cut scene of Mrs. Bee's hive being stolen by the same wasps as before. Make your way out of Poo land and back to the beginning where Mrs. Bee is. She will tell you that her hive is stolen and that she wants you to get it for her again. This time, she will be paying you \$400 though! As before, go up the "naughty" path to get to the Wasp's Hive.

Instead of going into the hive, high jump to get to the hole on the left side of the hive, it will take you to a hole on the right side, now jump and tail spin to the hole in the middle. It will take you to an alcove in the side of the hive, where \$100 awaits you. Now go back and enter the hive ...

Walk up the spiral pathway to get to the hive, instead of carrying it, you will need to hop inside and fend off the attacking wasps. There is a radar to keep track of where the wasps are. Press Z to fire the machine guns. Don't let the wasps get too close to you or they will sting you.

After all of the Wasps are dead, hop out to carry the hive back to Mrs. Bee . The three wasps from the beginning will come out and try to sting you as you carry it back. Do the same as before, only this time, you will have to carry it down the spiral path inside the hive first. After you bring it back to Mrs. Bee, she will hop inside and blow the wasps to bits. After she pays you the \$400, head back to the B pad that you used to defeat the Dung beetles, Behind it is a path that leads up the spiral mountain in the center of "Windy"

Mr. Barrel

You will meet a barrel whose name is Mr. Barrel. If you have the right amount of money (which you should have if you've been following this FAQ) he will allow you to ride on top of him. Ride him down the spiral hill, it will get out of control and crash into the boarded up

doorway in the river by Mrs. Bee. It will break the wood down, allowing you to go through.

Mr. Death

The ride from Mr. Barrel will leave you unconscious. When you wake up, it'll be dark out. Head over to the doorway that Mr. Barrel made available (the one of Mrs. Bee's hive) and go through he opening.

A bunch of rocks will fall down behind you, so you can't exit through there. Follow the stream that you're in up until you get to a big semi-lake. On the other side is Gregg the Grim Reaper. You've probably met him already, so go over and talk to him. After a brief conversation, walk behind him and to the right, up the wooden walkway.

When you get to a large door, jump off to the right, into the water where there is a door waiting for you, go through it. When you come out the other side, there will be a handle in front of you, jump to reach it. It will open up the big door that you just passed. So drop down from the handle and go out of the room, back to the main stream, follow it up to the lake, and go have another conversation with Gregg...

He will give you a shotgun...

Shotgun Controls

- Z Button-Fire
B Button-Reload
R Button-Aiming mode
Hold Z-Targeting laser

He will also tell you about a bunch of undead people in the room behind the big door. After the conversation, press B to pull out your new weapon. Now make your way up the wooden path again, up to the big door. As your walking along the path in the graveyard, Zombies will start coming out of the ground and trying to eat you.

There are two ways to defeat the Zombies, but you MUST hit them in the head. You can stand in the path, shooting the Zombies as they come at you (the hard way) or you can jump onto a tomb stone (the easy way) and blow their heads off since they can't reach you from up there. After you kill 12 zombies, Gregg will appear at the door at the end of the path, put your gun away and run to him, before any more zombies come out for feeding time. He will give you a pat on the back for killing 12 souls, and give you access through the doorway into the next part of Spooky...

There will be a long twisting path up to the next area, walk very slowly, because worms pop out of the ground and try to attack you. Walk slow, and when one pops up, jump and tail spin over it. When you get to the end of the path, there will be a house there with an open door. Go through it to meet your next challenge.

Count Batula

The count is a vampire, whicjh you will find out at the end of the cut scene. The villagers are trying to break into the house to kill him. Your job is to bring the villagers to the grinder room, drop them int he grinder , and let the Count drink their blood. To help you out, the Count has turned YOU into a bat...

Bat Controls

Analog stick-Control the bat

Z-This drops bat poo down at the villagers to stun them

B-Hold this to fly forward

A-Hold to fly backwards

There are lots of viallagers spread around the house, pick them up and bring them to the grinder. Eventually, the rope that the Count is hanging from will break and he will fall into the grinder himself. Allowing you to return to squirrel form.

NOTE If you are having difficulty finding enough villagers, Dallas has been kind enough to make a map of the house, to get there, just return to the FAQ page for Conker's Bad Fur Day.

Zombies

Key #1

When you get back in control of Conker, pull out your shotgun and wait for the Zombie to come around the corner, kill him, then turn around. Walk arouynd the outside of the balcony until you reach a doorway on your right. Go through it and turn right again. Walk around this pathway until you can see a bunch of bookcases in the center, jump to one of them, the you may have to jump to another one, until you get to the one with the B pad. Step on it to get the cross bow.

Cross Bow Controls

Z-Fire an arrow

Hold Z-Targeting laser

Use the cross bow to kill the 4 bats in each corner of the room. After they are all dead, jump back to the walkway and go back upstairs, follow the balcony around the room, until you get to the point where you killed the zombie before. Go through the opening and turn left, and kill the zombie there. Now walk along th board leading to the B pad in the middle of the room. Use it to defeat the 3 bats ahead of you.

Now turn left and follow the boards going to the very back of the room, where you will find a key. Now head back, all the way back tot he room with the bookcases and the B pad. Now follow the path all the way around this room until you find a ramp that leads to the bottom. Turn to the left and run through the doorway, try to avoid any zombies that may be in the area. At the end of the hall, turn left, when your out in the foyer, turn right, you should be able to see a door. Run up to it to put the key into it. It will make a bridge rise in the garden.

Key #2

Now go to the right, through the hallway, killing the few zombies that are there. You should see a big table in the middle of the next room. Put away

your gun and run and jump on top of it. This makes it easier to kill the zombies that are all around this room, after they are all dead, continue along, going through the door that you haven't gone through, this will take you to the garden. Walk across the now raised bridge and pull your gun out. You should see a zombie far away from you, you can either kill him or ignore him and take your first left.

Shoot the zombie here, and go left, then turn to the right. Shoot the couple of zombies that are in the center and go around the stone structure to find another key. Pick it up and go back through the garden "maze, go back across the bridge and past the dining room, past the hallway and to the door, avoiding any zombies that may have reappeared. Put the key in the lock, this will make a ladder appear on the second floor of the grinder room.

Key #3

Now go up the stairs right in front of you and turn left at the top of the stairs. Now right, into the grinder room. Turn left and follow the walkway around the edge until you reach the ladder. Climb up it and jump off to the right. Follow this short platform until you get to the point that you have to high jump and tail spin to the next part. Do it to get to a platform that has a big switch on it.

Pull it to open two doorways. Now head back to the ladder and this time, to the platform on the left. You will have to jump to the top of the tap on the grinder machine. There is a little square platform for you to land on. Now high jump to get to the platform with the third and final key. Pick it up and continue along the platform until you get to the doorway that you opened up with the switch. Go through it to come out in the foyer of the mansion, turn to the right and go put the key in the slot.

Mr Barrel

Yes, it's the same Mr. Barrel that got you into this whole mess in the first place. He is sitting right near the door (inside the mansion) so go over and talk to him. He will offer you another ride, so take it. Carefully ride down the path from the house. It will kill the worms so you don't have to worry about them. Go through the graveyard and out through the big door. Turn to your right and follow the wooden path down to where Gregg is, go down the ramp to get in the water.

Now you have to use Mr. Barrel to go up the little hill of water to your right. Once up, go through the doorway. You will come out underneath the waterfall from Chapter 1 (Hung Over) with a wad of cash sitting in front of you. Grab it and swim past the fallen gargoyle. Continue to swim across the lake to get to the piece of land in the middle, then jump to the log sticking out, and follow the path up, across the bridge and back into Windy

It's War

Watch the cut scene, then go past the gargoyle in the water and back up to

the Hungover area. Jump from platform to platform until you reach the top and go through the opening to enter Windy again. Take the left (Naughty) path and jump over the wires when you come to them. Go through the now opened elevator doors and walk forward to view another cut scene of a plane being shot down. You'll then talk to the general about joining the army, the he tells you to turn the power back on.

Power's Off

Go straight ahead and jump into the water, there will be alot of electric eels, so be careful, you must swim underwater, make sure that the eel is following you, and swim through the rings, this will make the electricity back on. After three have been powered-up, the power will come back on. Hop out and go and go back tot he beginning, there is a ramp leading up to a bathroom, go knock on the door...

TNT

Press B in front of it to knock making a man with a barrel of TNT tied to his back to come out. After a short conversation, he will ask you to move him. So go back down the ramp and move the little metal cube in front of the ramp so that when the guy slides down, he won't go into the water. Now go back up to where he is and push him down the ramp, the cube will stop him from going into the water. Now push him off tot he left, past the jumping crates, until you get beside the plane, he will tell you that he will wait there.

So leave him and go back past the jumping crates to the beginning of the level. You will need to run straight up the middle, to where you will find a B pad, it will give you a sling shot that shoots fire pellets. Shoot one at the TNT barrel on the the guys back to make him blow half of the plane away. Now go back to the bathroom and knock, there will be another one waiting for you...

You will have to push this one down the ramp so that he stops at the cube just like the last one, now you will have to push this one to the right, but be careful even though it looks safe, it is full of spider mines that come out of the ground and try to blow you up. Try to weave through the mines until you get to the end, where he will want to sit, just like the other one. Now go back tot he beginning and go to the B pad, shoot this barrel to make the plane that's blocking the way blow up for good.

The general will congratulate you, then knock you unconscious and put you on a boat heading to war.... When you wake up, you'll be surrounded by other squirrels that are going to war. There will be a Saving Private Ryan parody and then your left on the beach to play..

The Assault

You'll be on a beach with the evil Tediz firing at you from their hidden turret guns, well they're not hidden, but they're not possible to get to either. Now run to the opening in the barb wire fence, keep following it around, if you somehow get lost, there are a few soldiers that lead the way . When you see an area with a bunch of chocolate, run to it!

Sole Survivor

You will meet up with a soldier who is expecting backup. He's disappointed that you're the only one who made it. He then gets killed by one of the turret guns, leaving his guns for you.

Machine Gun Controls

Z-Fire

B-Take out/Put away

A-Reload

R-Aiming mode

Shoot the lock off of the door in front of you and enter the Tediz headquarters...

The first room is full of hidden Tediz, if you take a few steps forward, they will come out of hiding to try to kill you, pick them all off from behind the crate in front of you to make the door to the next room open up.

In this hallway, there'll be Tediz behind almost all of the crates, so move slowly. Walk under the high points of the first two lasers you come to, kill the the Tediz and turn right to find more lasers. Jump through them and be ready to be encountered by more Tediz. For the rest of the hallway, be careful, walk slowly, and don't touch any of the lasers. Also, Tediz tend to drop out of vents in the ceiling very often so be ready for that too.

Doctor Tediz

When you enter the next room, two tediz doctors will see you, they will then go from "smart" to "Tediz" Just stand where you are, pull out your guns and kill all of the tediz that you can see. After you do that, run up the ramp to the left and climb on top of the crate, from here, you will be able to see and tediz in the room, so finish all of them off. Now go to your left at the back of the room, in the corner is a soldier strapped to an electric chair...

He asks for your help to get out of the chair, there are two switches beside him, you have to choose one of them, it doesn't matter which one you pull, it fries him, the other one opens the door. Don't worry though, he doesn't die. Now go through he door you opened to be confronted with the deadliest Tediz so far.

He has a turret gun, and he will not hesitate to fire at you, run to the right behind the crates until he stops to reload. This is when you hop over the crates and go behind the bigger stack of them, when he stops to reload again, run around the crates, beside him to your right is a rope, climb it and hide behind the pipe on top of the crates, when he reloads again, run along to the end of the stack of crates where you will find a B pad. Press it to get a bazooka, aim at the turret Tediz and press Z, surprise! no more Tediz. Now jump down and sit on the Turret gun.

You should be familiar with the turret gun from Mrs. bees "Deep insurgency" mission. Tediz will start poring out of the left and right doors, kill them all to open the door on the right. Go through it to see what your next task is...

Rodent

You will see a cut scene of a bunch of Tediz trying to kill a squirrel soldier, but not succeeding. kill all of the Tediz before they have a chance to shoot at you. When they are all dead, Rodent will pop his head

out of his suit and say hello, it appears that you guys know each other. Head to the right where there are many bombers and spider mines, when a bomber drops a bomb, jump to avoiding getting hit. When a spider mine comes at you, hide behind Rodent so that you don't get hurt, at the end of the path is a big door that Rodent tells you to shoot the lock off of.

Tail spin to the raft in the water where there is a B pad. Pull out the bazooka with it and shoot the lights surrounding the lock on the door. Don't worry about all of the Tediz around you, just shoot the lock off, when it opens, tail spin across the water and go through the door.

NOTE: If you die, you don't have to shoot the lock off again, you just have to make sure that Rodent follows you all the way to the end, and through he door.

Chemical Warfare

When you enter the next room, there will be a tank, Rodent explains what it is and how he's always wanted to see the inside of one, he runs over and jumps inside, you should do the same.

Tank Controls

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C-up/down-aim in and out

Z-fire tank missile

R-aiming mode

Aim the tank gun at the door way straight across from you. The door with the radio active symbol on it. Go through the blasted open doorway as just Conker (no tank). Drop into the hallway below, walk along the corridor until you reach a pit of acid Jump over it but then jump right back because a spider mine will come up, and since you moved back, it will fall into the acid and die. Now jump back to the other side, you will come across another pit of acid, do the same as before. There will be one more acid pit, you know what to do...you will come to a room with a toggle switch on the other side.

Pull the switch down. Acid will now start pouring into the room, so run back the way you came and high jump to get back to the little ledge, go outside. Go back in the tank and go through the now opened door on your right.

The Tower

You will have to get out of tank, but make sure that the tower turret can't see you. The tail spin across the gap, step on the raised bridge and press B. This will make Conker turn into a anvil, making the bridge come down. Hop back in the tank and roll across the bridge. Shoot the towers leg. Now continue to the right, jump out and do the same thing to the bridge. Shoot the leg and continue again to the right, shooting or running over any Tediz that get in your way. Do the same thing for the next two bridges, and the next two legs of the tower.

This will make the tower collapse. Get out of the tank and walk across the board to where the tower used to be, drop into the hole in the ground.

Little Girl

You will land on a little platform, go forward onto the big area, and make your way to the middle to meet a little girl who tells you about submarines

and missiles. Go to the right and go to the B pad. Use the bazooka to shoot at the submarine in the water. If it shoots a missile at you, you can A) Blow it up in midair, or B) put the bazooka away and back up onto the central platform. More will come, so keep shooting them until the music stops. Now go back to the central platform and continue to your right until you come across another B pad, do the same as before, only this time you'll have to defeat more subs. After that, go to the right one final time and defeat all of the subs there. That is the end of the subs, yay!

Now back to the central platform now, go back to where the little girl is to claim your "prize"

The Experiment

Rodent will drop from the hole in the ceiling, warning Conker to stay away from the little girl. Conker goes near the little girl and the hatch-like thing she is in opens up to reveal a huge Tediz experiment, or a freak, whatever name you prefer. Run over to Rodent's tank and get inside it.

Once inside, turn if you have to and fire a missile at each of the experiments "mini guns" protruding from his side. Keep blowing off the weapon that it conjures up. When he loses a weapon, fire a missile at the "little girl" puppet on his right hand, this will make him turn around, allowing you to hit the target on his back. Continue to shoot off his weapons, shoot the little girl, and shoot the thing on his back until he starts to follow you around.

He won't stop and give you a chance to hit him so you must use the C Buttons to move the tank gun around, while running away from it. When the turret is facing him, fire a shot. He will stop, exposing the little girl, you know what to do... The next thing that will happen is the experiment will die, causing the little girl to go flying. Walk over to where she is and she will set a self destruct on the entire island in 4 minutes and 30 seconds

Countdown

Hop into the hole in front of you to go to the underground passageway, the same one with all of the lasers and stuff. Take your time (you have plenty of it) and time your jumps. be ready for an ambush of Tediz in a few places. When you get to the end of the red lasers, you will be in a room with blue lasers covering the door, DO NOT TOUCH THEM. You will die instantly. Instead, hop on the nearby crate and pull out your bazooka and continue to kill all the Tediz in the room, the last one will go flying into the blue lasers causing them to turn off. Head through the new door.

This next part is one of the most difficult parts of the game, "Escape from the beach" Scared yet? Your goal is to run through the beach, back to the boat that you came to the island on. There are two ways that you can do this, they will be listed below.

1) This is the way that I prefer but it has a good mix of luck involved. Start by turning to the left and running straight. Now, turn right and go straight, there will be a Tediz with a bazooka on your right so start jumping around, left to right. to avoid the bazooka fires. Turn left, while still jumping around, now go on an angle to the back right of this new "area" be careful though, near the end, 3 Tediz will pop up.

2) I find this to be the harder way, but that's just me. Start as you would

above, go left, the another left, only this time, when you get to the pillar thing, bring out the bazooka that you have now. Go into aiming mode and kill the Tediz on your right that should appear in a few seconds. Now turn to the left, and kill the Tediz there. Then, turn more to your left and kill the other Tediz, turn to your right, kill the Tediz there. Now the hard part, As you get to the end, 3 Tediz will pop up, you stand a very small chance of taking all of them out. So I suggest to jump/tail spin past them.

Peace at Last!

Now that your back in the boat, sailing back to the overworld, the general has a nice little chat with you. Tediz Island blows up, but with Rodent still on it! But don't worry, he sails through the air, back to Windy...

| 4.11 | Chapter 9: Heist | 4.11 |

The Windmills End

Now that your back in Windy, make your way back up the spiral hill in the middle to get to the Windmill. A surprise awaits you, Rodent has crashed into the 'mill causing it to crumble to pieces, Rodent will come out, have a brief conversation with Conker, then leave. Follow the spiral path down into the windmill and go through the door.

You will appear in an area near Poo Land. The Feral Bank to be exact, walk up the steps to run into none other than the Weasel Mob Boss, the same one from the Uga Buga chapter. He will brief you on your mission. It also appears that Berri is there to help you out. He gives you a "Neo" type suit , and your on your way. Just walk up the rest of the steps and through the rotating doors...

Enter the Vertex

This is one of the levels that made me buy the game. It is a Matrix Parody. It starts off with Conker walking through the doors, he shoots a few guards , Berri comes in, shoots somebody, and the level is underway. Start by running to your right, behind the pillar. Wait until you can hear the weasels talking, then press B, to jump through the air in Matrix style (slow motion) While in midair, move the curser around, killing the weasels. You will land behind the pillar on the left side of the room. If you defeated both of the weasels in the first "jump" then a second "wave" of them is coming soon, so when you hear the voices, get "flying"

The first time, you must defeat two waves of two weasels, the second time, there are three weasels in each wave, it keeps increasing until you are at the elevator, go through the door to reach the second level of the Feral Bank. The next room is full of lasers, but don't worry because Berri turns them off. Head straight ahead, through the vault doors to find ALOT of cash ...

The Vault

In this room, cash is running around everywhere, hit them with your frying pan, then pick them up. After you collect three of them, it will skip getting the rest. Conker will become a millionaire. But the Panther King is in the same vault, waiting for Conker. After a tragic cut scene

(Which I will not spoil) You will be left to face an Alien, a parody from the "Alien" series. Start by turning slightly to your left and pushing the switch, this will make the air lock open and another door across the room open. Run over to the open door, avoiding being bitten by the Alien at all costs (You die from a single bite) Inside the doorway is a space suit, put it on, to be able to fight the alien one on one...

This is one of the hardest boss battles in the game. You will need to run up to him, and press B, keep pressing it until he is unconscious on the ground, now run around him, and grab his tail. Rotate the analog stick counter-clockwise (to the right) very slowly, this will make Conker swing him around. When the Alien is facing the open airlock, press B to throw him out. Uh oh, he clung onto the edge, so do it two more times to finish him off for good.

*NOTE: The Alien will get harder the second and third times, if he bites, press Z to block, this will stun him, giving you time to knock him out.

The End

The Alien will come back in the ship, but the game will "lock up" after a little conversation as well as a little help from the programmers, Conker defeats the Alien once and for all and becomes King Conker, taking over the Panther King's throne.

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/ \	Tail Locations	/ \
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Chapter 2 (Windy)

After first entering Windy (and after you've met Gregg) go down the twisted walkway. In front of you is a "Naughty/Nice" sign. Behind it is a tail

In Poo Cabin, when you are in the room with all of the ropes, get on top of the beam in the middle of the room and run to the back of it to find a tail

Chapter 3 (Barn Boys)

After you have emptied the water form the basket and jumped into it as the anvil, a gate will open in the moat around the barn. Swim into it to find a squirrel tail

Go tot he area with the cheese. Climb up ont he rocks towards the back of the arena. Start jumping around. When a lightbulb appears over your head,

then hit B. You will smash open the rock revealing a tail worth 10 lives!
Cool

Chapter 4 (Cats Tower)

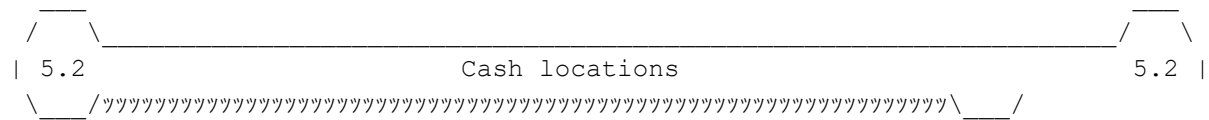
After you meet Mrs. Catfish, and she tells you to go do something about the dogfish. swim up the river, behind one of the waterfalls is a squirrel tail

Chapter 5 (Sloprano)

After you defeat the great Mighty Poo, jump down in the middle and go through the doorway. Jump down and look to the left for a tail for you to grab.

Chapter 6 (Uga Buga)

After the stone flipp'n monk comes out of the giant dino's mouth, use the stone to get on top of it's head. Run to the very back of his back. On the wall is yet another squirrel tail.



Chapter 1 (Hung Over)

\$100-Underneath the waterfall is a wad of cash. You won't be able to reach it until after you complete the "Spooky" chapter and use Mr. barrel to swim across the water on the opposite side

Chapter 2 (Windy)

\$100-The first cash you can get in this game, is to bring back Mrs. bee's hive. Follow the naughty path up the hill, grab the hive and bring it back to Mrs. bee, following the path the whole time

\$100-On top of poo mountain, when you get to the top, high jump to reach it

\$100-In poo cabin,once you go down the hole, and after you fill the place up with poo, you will be able to swim to the cash on a beam near the beginning

\$100-in the side of the wasp's hive, high jump to one of the holes in the front of it and follow them up until you reach the alcove in the side.

\$400-Bring Mrs. Bee her hive again. Yes, her hive has been stolen again. Bring it back to her to receive 4x last time's fee.

Chapter 3 (Barn Boys)

\$100-After getting rid of the mouse, climb on top of the barn to find a nice big wad of cash

\$100-After you escape from the "Haymenator" (AKA: The Hay Bot) jump on the stone flipp'n monks tablet to be tossed in there and to be able to reach the cash

\$100-After doing the above, go outside and climb the ladder, then run off the edge, press B when the lightbulb appears, and it will open a door in the moat around the barn. Go into the new passage way to get your cash

\$100-Collect the bees and bring them to the sunflower in order for the king bee to "pollinate" her. After he is done, bounce on her "stigmas" to reach the cash

Chapter 4 (Cats Tower)

\$100-Climb Bat's tower and hover across the top to get the cash but be careful not to fall off

\$300-After the dogfish smashes into the wall, jump on top of him to reach the cash

\$10-After you get the money from the vault head outside where the Catfishes will demand their money back. You find out it's only a measly \$10 and decide to keep the whole thing.

Chapter 5 (Sloprano)

\$100-After defeating the great mighty poo, look near the flush handle for a wad of cash

\$100-On the top of the "pyramid" near the entrance to Uga buga

Chapter 6 (Uga Buga)

\$100-On the back of the giant dino in the main Unga Bunga chamber

\$100-Inside berri's cage in the Rock Solid Club

\$100-Race the unga bungas to get your money back as well as find some new cash.

Chapter 7 (Spooky)

Well, I guess the cash that I mentioned in the 1st chapter can also be put under this one.

Chapter 8 (It's War!)

There is not one single wad of cash in this chapter, oh well maybe next time...

Chapter 9 (Heist)

\$1 000 000-Complete "Enter the Vertex" (AKA, "The Matrix Level")

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6. Multiplayer

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Beach

One of my favorite modes, beach has you as either a frenchie or an evil Tediz. If you are the tediz, then your goal is to stop the frenchies from getting to paris. If you are a frenchie, then your goal is to get past the Tediz and into the truck leaving for paris

Tediz-If you choose to be a Tediz, then you will appear in front of a turret gun, you can either use that or you can head up the ramp to the left to get a bazooka or the right ramp to get a sniper rifle. The frenchies will be running toward you, trying to get past and you must stop them at all costs. Make sure you don't fall out of the tower though.

Frenchies-If you choose the frenchies then you have a rough road ahead. You will start on a board walk, make your way off it and start heading north. Try to dodge the Tediz attacks as you make your way up the beach. Your one and only defence against the tediz is a single dynamite plunger hidden in the level.

Raptor

Well, i would have to say that this mode is my least favorite, I don't hate it but I don't like it either. It is basically dino Vs. caveman. If you are a raptor, kill the caveman and feed him to your baby. If your a caveman, you must steal the raptors eggs and bring them back to eat.

Raptor-If you choose raptor, then you've made the right choice, it is easier than the caveman. The idea is to find the caveman, eat him and bring his left overs back to your baby to eat.

Caveman-if you choose to be a caveman, then you must be pretty good. Because you must get inside the raptors base, steal an egg, and carry it all the way back to your base and put it in the frying pan.

Heist

Ahhhh, the memories. This is a great mode and should be given a second chance if you don't like it. It is great! The main goal is to get to the middle, get the bag of money and and bring it back to your "wall"

Weasels-Theses are all you can be in this mode. You will need to get to the center of the labyrinth, get the bag of money and carry it back to your starting point. But your friends have turned on you! it seems that they want to impress the "boss" by getting the money. So while you are bringing it back, you will need to avoid their oncoming attacks.

Deathmatch

Ahhh yes, the classic deathmatch, what would any multiplayer be without it?

well, you probably guessed that the idea is to kill everybody. There is a choice from a variety of characters and levels, well, I guess there isn't really anything more to say about it....There are many more characters in "Secrets/Cheats" section.

War

There 2 mini-,odes to war, Total war and Colours. In Total war, you must get the other teams gas canister and put it in the sewers, releasing a gas that annihilates the enemy, if it is colours, then it is a capture the flag

Total War- In this mode, you are either a squirrel or a tediz. Both are equal and have the same goal : get in the other base, kill and get their gas canister. You will then have to bring it down to the sewers to release a chemical gas that will wipe out all of the enemy. A gas mask is available in case you dont have time to get to the center.

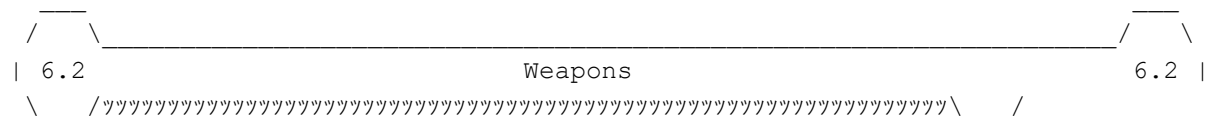
Colours-In this mode, you are once again, either the squirrel or the tediz. But this time, a new method has been constructed, you must sneak into the other base, get their flag (colour) and return it to your base to get a point. Basically capture the flag, wait it IS capture the flag!

Tank

In this mode, you are a tank on a mission, get the enemy's nuclear canister and bring it back to your own base. Easy? No! If you get hit my a tank missile on your way back, then you will blow up, losing the canister. This game can be won by achieving a set number of points

Race

That's right, Conkers even has a race mode! Not a great one I might add, but an ok one. You can choose your racer and either track A or B. They are both the same except one of them takes a different path. You can press B to swipe at other racers, hoping to knock them off the jet board.



Chainsaw

Yes, a chainsaw, it can be used to cut a person in half several different ways, depending on where you cut them. This weapon is great for just running into the enemies base and slicing up everybody.

- B-Take the saw out
- Z-Swing it
- B-Put it away
- R-aiming mode

Katana

An ancient Japanese fighting machine, this sword turns you into a mighty warrior, capable of jumping really high and cutting peoples heads off. Almost like a chansaw, but alot more maneuverable. This is a personal favorite of mine.

B-take it out
Z-swing it
B-put it away
R-aiming mode

Sniper rifle

What is a multi without a sniper rifle? It zooms in and you blow a head off, simple? Not really, you need to have precise aiming and control with the nintendo 64 controller, it takes alot of practise, but this is ONE weapon that's worth mastering.

B-take it out
C-up/down-Zoom in and out
Z-fire
B-put it away
R-aiming mode

Machine Guns

We all know what these are, they're twin machine guns! You can kill people from far away or just run up in their face and kill them. The downside, you can't jump at all.

B-take it out
Z-Fire
B-put it away
R-aiming mode

Baseball bat

Well, a unique weapon but a cool one just the same. Just like used in a baseball game, only these ones don't seem to want to break over peoples heads...

B-take it out
Z-swing it
B-put it away
R-aiming mode

Tommy Gun

Yes, just like in the old movies, a tommy gun! Not one of my favorites simply because, if you hold down Z, it starts aiming up. I guess this signifies the power of the gun. *TIP* To make the gun stay at ground level, tap Z instead of holding it.

B-take it out
Z-fire
B-put it away
R-aiming mode

Bazooka

Big gun that = blown up enemy. One hit can literally disassemble anybody. If it hits somewhere close to the target, it will still go sailing quite a

few feet into the air.

B-take it out
Z-shoot missile
B-put it away
R-aiming mode

Turret Gun

It sits on a stand and spins 360- shooting bullets, what more do you want? Well, a little more zoom would be nice. It has a small zoom, which is more than I can say for others...

B-manuel reload
Z-fire bullets
A-get off
C-up/down-zoom in and out
R-aiming mode

Throwing Knives

Who doesn't like throwing knives? Especially when you can run with them and throw them at people. Well maybe not in real life, but this is a video game ! My only complaint with these is the very small curser, it gets hard to hit targets after a while.

B-take the knives out
Z-Throw them
B-Put them away
R-aiming mode

Magnum

This small beauty can kill an enemy in one direct shot. Pretty nice, huh? No more aiming for heads, no more chasing, just ONE direct hit and it's all over!

B-take it out
Z-Shoot!
C-up/down-zoom in and out
R-aiming mode

Tank

Even though it's only used in one mode, it is still a weapon, well sort of any way. You shoot through the tank's main turret. It launches a missile capable of destroying, well, we'll keep it at a simple "LOT OF DAMAGE"

A-nitro booster if available
C-up/down-aim in and out
Z-fire tank missile
R-aiming mode

Shotgun

A gun that can kill anybody in usually one shot, this powerful thing will

certainly leave a mark in the wall. And a hole in the enemies chest. Too bad it reloads sooooo slow

Z Button-Fire
B Button-Reload
R Button-Aiming mode

Assault Rifle

Wow is all I can say, a good gun with rapid fire? The only downside is that it has a very slow reload time. But not SO bad that you can't use it, just try to duck for cover of something.

Z Button-Fire
B Button- Manuel Reload
R-Aiming mode

Grenade

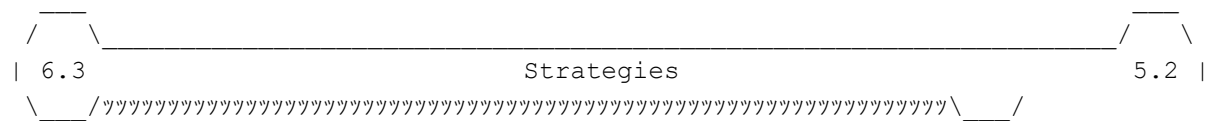
This little egg shaped thing can do a great amount of damage, just pull the pin and throw it and BOOM. Blow up anybody within the radius of the explosion.

C Down-Pull the pin and release the button to send the grenade longer

Flamethrower

This is one of my top 5 most hated guns in ALL games, but it's better in this game. It spews out a really long stream of fire to attack people with, and if it hits a Tediz, OUCH.

Z- Fire the stream of...fire
B-Take it out
B-Put it away



Beach
=====

Frenchies

Try to keep to the right side, follow the path up to the bridge that extends across the middle of the level, run across it until you reach the pathway that leads to the dynamite plunger, press it, then quickly run back, high jump back to the central pathway, and continue on to the left, when you come out, be careful of turret fire. Jump if you have to. Follow the ramp down and go through the doors to get away. Possible points: 0-3

One strategy that usually works for me is to just run straight up the middle . Jump from left to right, but keep moving forward. You will probably only

have to avoid the turret gun, which can be hard, but not impossible.

Possible points: 0-1

Tediz

The bazooka is the cheapest thing I can think of, just torture the frenchies as they try to run across the field or walkway in the middle, with practise, you can kill everybody in one shot. Possible points: 0-? (depending on how many frenchies are in that direct area)

Raptor

Cavemen

Try to keep as far away from the raptor as possible. and keep to the upper part of the temple.

Raptor

Use your radar all the time, and it helps to let the caveman come to you sometimes

Heist

=====

Get the money, and try to zig zag around instead of running in a straight line. If somebody comes up right behind you, do a circle around them and continue on your way.

Another way, if you're really good with the sniper rifle, go up to the sniper tower (place) and just shoot everybody when they come in to get the money. You only have 5 lives, so when everybody dies, you win. Just make sure nobody sneaks up behind you or your plan could backfire.

Deathmatch

I know it's cheap, but try to camp alot, get in a position where there is only one or two entrances to the room, get a good weapon and when somebody comes near, let them have it.

War

==

Total war

Grab the machine guns behind you and run up the ramp, all the way to the other teams base, pull out the guns, go into "1st person" view and go through the front doors, blowing heads off here and there.

Colors

A good way to stall for another player to get the flag is to sneak into the other teams base and get control of their turret. Most of them try to come after you, so it gives another player time to get the flag.

Tank

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I don't worry about the enemy right away, I just get to the middle and back as soon as possible. Of course, if the enemy has the canister, you have to go after them.

Race

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At the start of the race, try to keep as far to the right as possible, so as not to be hit by other players. After that, try to grab all the items you see, especially the nitro boosts.

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7. Last Words

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7.1	Cheats	7.1
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Single Player

- EASY - Makes the game easy somehow
- VERYEASY - Makes the game even easier
- DRACULASTEABAGS - 50 Lives in Story Mode
- SPUNKJOCKEY - Matrix Mode
- BOVRILBULLETHOLE - 50 lives in Chapters Mode

Chapters

- WELDERSBENCH - All Chapters and Scenes
- SPANIELSEARS - Spooky
- MONKEYSCHIN - Uga Buga
- ANCHOVYBAY - Sloprano
- CLAMPIRATE - Bats Tower
- PRINCEALBERT - Barn Boys
- CHOCOLATESTARFISH - "Heist"
- BEELEBUBSBUM - "It's War"

Multiplayer

- EASTEREGGSRUS - Neo Conker
- WELLYTOP - Conker

DUTCHOVENS - Makes the frying pan available in race mode

BILLYMILLROUNDABOUT - Gregg The Grim Reaper

EATBOX - Cavemen

CHINDITVICTORY - Weseal Henchmen

BEEFCURTAINS - Zombies and Villagers

RUSTYSHERIFFSBADGE - Tediz and Squirrel Leaders

7.2 Frequently Asked Questions 7.2

Q:What is "Conkers bad Fur Day"?

A:Conkers BFD is a game made by Rareware for Nintendo 64. It features an adult squirrel that gets into adult situations

Q:I heard that Conkers BFD is Rated M for Mature, is this true?

A:It most certainly is true. Conkers BFD has earned it's M rating because of the swearing and adult humor

Q:Is there alot of swearing in this game?

A:It has a fair amount, only "bleeps" out the f-word. But the swearing seems to fit in with the game.

Q:Why was Conker turned into this..this....THING

A:What thing? A great game? Maybe he grew up and stooped playing with go-karts...

Q:Does the game earn it's Mature rating?

A:Personally, I don't think it does, but that's my opinion.

Q:How can I get my copy of BFD?

A:Well if you are 17, you can walk in and buy it from a store, if you are not, the store may refuse to sell it to you. If your parents are ok with it, you could always ask them to get it for you

Q:I have a question, but it's not explained in this fantastic FAQ, What do I do?

A:Email me. I will email you back and probably include the information in a later version

Q:There are some sections in your FAQ that don't appear in the game, why?

A:Well, it might be that I couldn't remember the exact name for that part of the Chapter, so I named it myself, in the final version, I will change them to the actual "in-game" names.

Q:I emailed you, why didn't I get a reply?

A:Most likely I didn't even receive your e-mail, or I was busy and didn't have time to reply.

Q:I think I found a error with your FAQ, what do I do?

A:Email me. My address is located at the beginning of this FAQ

Q:How can I get my copy of BFD?

A:Well if you are 17, you can walk in and buy it from a store, if you are not, the store may refuse to sell it to you. If your parents are ok with it, you could always ask them to get it for you.

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| 7.3                               Credits/Thanks                               7.3 |
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Credit for this FAQ go to:

- CJayC (www.gamefaqs.com) For being kind enough to post this on his site
- Rare: For making such a great game
- Nintendo: For having the guts to publish this game.
- CyrizZ: He helped me learn to format, without him, this FAQ wouldn't be possible
- The Conker's Bad Fur Day board: With out them, I wouldn't have had the inspiration to complete this FAQ, Thanks guys!
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- Xanimal & Parasyte: for supplying the cheats
- Myself: for making this FAQ
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- Email Effects: For providing me with the ASCII artwork
- Everybody who sent an email about the 10-life tail in Barn Boys. I guess you guys really wanted the info in this FAQ, although I didn't really want to spend time putting it in...

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| 7.4                               Copyright Info                               7.4 |
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