

1. Intro and Disclaimer

Hello and welcome to my FAQ on Conker's Bad Fur Day's Multi mode! (I sound typically sickeningly overenthusiastic there, don't I?) As one of the last Nintendo 64 games, this was sort of foreshadowed by the upcoming release of the Gamecube, which, in my opinion will NEVER EVER be as good as the Nintendo 64. This game is downright funny, with it's...er..."mature" antics and parodies, and it's also fun. Although the main game may not keep you busy for a while, the Multi mode may be just the thing to take care of your woefully short attention span. This FAQ's goal is to cover the Multi mode as best as I can, providing all the things you can find in the Table of Contents up there, if you scroll up a bit. Now on to the disclaimer...

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So you're still here, then? I take you agreed to the preceding terms, then. With that in mind, it's time to boogie over to the legal stuff, and then after that, the rest of this FAQ, in which I shall impart my knowledge of the game's Multi mode.

Wait...no...it's the revision stuff first. THEN it's the legal stuff. My mistake. ;)

2. Revision Information and Stuff

Version 0.1-- Finished 10/5/02 (5551 words, 24525 characters, 13 pages)
-Added everything.

3. Legal Miscellany

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I'm giving myself permission to post this on any of my personal sites. Also, you might wanna check out <http://www.pagerealm.com/igmidi>, which is the collection of all the MIDIs I've ever sequenced, including several from this game, Conker's Bad Fur Day. But that doesn't mean you can go there and steal them. No. If you wanna put them on your own site, or in a game, ask me first. You'll do that, no?

4. Your Mode Choices and Setup Options...and Weaponry, Too

OK. Now that you're through with the revision and legal sections, I've served up another section, which is part of the meat and/or potatoes of this FAQ. This section details all the different options you can set for each different mode, like game length, number of lives, etc. Here are your options, sorted by game type.

All: A.I. (in order of easiest to hardest): Inbred, Crap, Normal, Bastard, and Einstein

Beach - Time Limit: Unlimited, 3-10 minutes; Score: 1-40 points (the number of Frenchies you have to kill to win as the Tediz, and then number of times you must escape to win when playing as the Frenchies); maximum of 2 Tediz, minimum of 1; maximum of 8 Frenchies, minimum of 1

Raptor - Time Limit: Unlimited, 3-10 minutes; Radar: On or Off; Score: 1-40 points (number of eggs you have to drop in the frying pan as an Uga or the number of Ugas you have to kill when you play as a raptor); Lives: 1-5, Infinite ("Infinite" only if you have a time limit); maximum of 2 raptors, minimum of 1; maximum of 8 Ugas, minimum of 1

Heist - Time Limit: Unlimited, 3-10 minutes; Score (Bags): 1-5; Radar: On or Off; max of 2 people per team

Deathmatch: Time Limit: Unlimited, 3-10 minutes; Radar: On or Off; Score (Kills): 1-10, Unlimited; Radar: On or Off

War - Total War and Colors - Time Limit: Unlimited, 3-10; Radar: On or Off; Score: 1-40; Lives: 1-5, Infinite; maximum of 8 per side, minimum of 1

Tank - Score (Kills): 1-10, Unlimited; Lives: 1-5 Infinite; Turret Control by a 2nd Player (Turret Icon): On or Off; Radar: On or Off

Race - Lives: 1-5, Infinite; Laps: 1-5

Weapons:

Beach - Chain Gun, Bazooka, Sniper Rifle

Raptor - Bombs, Bone Bat, Crossbow, Throwing Knives

Heist - Random Weapons, Baseball Bat

Deathmatch - Random Weapons in each level

War: Total War - Flamethrower, Assault Rifle, Submachine Guns, Magnum, Throwing Knives, Katana, Bazooka, Sniper Rifle, Grenades, Chainsaw

War: Colors - Sniper Rifle, Chain Gun, Grenades, Magnum, Submachine Guns, Bazooka, Katana, Throwing Knives, Chainsaw

Tank - Power Turret, Booster, Shield

Race - Booster, Rockets

5. Beach

Now I could repeat a (very old) joke involving the word "beach," but I'll save that for a later revision. This is the first Multi reference to World Wars I and II. (I'll explain more of this later.) Here you have the usual choice of playing as the bad guys (Tediz) and the good guys (the Frenchies). Now it's obvious that playing as the Tediz gives you an advantage, considering that you have weapons when the Frenchies don't (but in the future using a Gameshark may even out the odds, but don't get your hopes up). As the Frenchies, you have to work your way up the beach, over the land in front of you ("majestic green hills, shining gravel paths, and silver bridges studded with stones" isn't quite the correct picture here) and into either of the large openings at the base of either side of the base. You've got 90 seconds to get there from the time you assume control over one of the Frenchies. As the Tediz, your goal is to stop the Frenchies, preferably by killing them. It's not very nice, I know, but it's what you have to do.

If you're playing with the computer (as the Tediz), the computer player will immediately hop on the machine gun in front of you. If you're playing with a human player (only 2 people can be on the Tediz side), then one of you should use the machine gun emplacement and the other person should grab the Sniper Rifle (go into the opening on your right behind you - you get it automatically) or go into the opening behind you and to the left to get the Bazooka (you automatically get the gun). In the Sniper Rifle tower, when you stand at the very edge of it, you have a view of the beach, the bridge (you can actually see over part of the walls on it), the plunger, and a good bit of the ground below. If you go to the Bazooka tower (my preference most of the time), you have a view of part of a...canyon, I'd call it, the bridge

(but you can't see over the walls on it), the plunger, the far exit from the bridge, the place where you come out of the exit from the bridge, and part of the right side of the beach. (It's nearly impossible to hit your target if they're on the beach, but I've done it about...twice, I'd say.) The only thing you have to worry about as a way of being attacked by the Frenchies is that plunger I've mentioned - if one of them hops on it, you and your teammate blow up. The best way to guard it is with the Bazooka, I've found. With the Bazooka, if you stand at the very edge of the tower and go into aiming mode, if you line the middle lines of the crosshairs up with the farthest part (top) of the bridge, whenever you fire, anyone crossing that part of the bridge will be hit, possibly killed.

If, on the flip side, you happen to be playing as the Frenchies, you have to dodge gunfire instead of being able to take advantage of it. Note that the more Frenchies you have with as your teammates, the less likely you are to be hit (although this is questionable). Note that there's sometimes a little glitch. You know how sometimes the computer players will duck when the Tediz are firing. Well, on my cart, it seems that if you go to the left from the start, hop in the ditch, and then hop out and go near the rock, any Frenchies that go over there and crouch won't stop crouching. It's annoying, but it may just be my cart. (It may also be the fact that I was getting impatient with them, but I doubt that.) Anyway, you have 3 different choices when you want to reach your goal.

After you take control of a character...

-Go to the left, around the small hill with the plunger atop it, and follow it around. Once you've gone around it, if you keep going forwards under the bridge, you'll fall into a pit, but if you go the right, you can hop down onto the "main path," the "canyon" I mentioned earlier. (It's actually a gulch, it seems, and that's what it will be called from here on out.) You'd better start hopping around as you go forwards, because unless your foe is shooting at someone else or reloading, you'll find that you have more holes in your head than nature (or, rather, Rare) intended. A couple of good headshots may even blow your head off or apart. This is the medium-difficulty route.

-Go straight and over the bridge. You have 2 choices here: go to the left, into the gulch, and follow the path. Take this if you have a death wish, because the only way you aren't going to be killed is by a sheer stroke of luck, luck with jumping as you move forwards, or hilarious inaccuracy/poor skill of the person with the machine gun. Instead of this path, you can take the other one, which entails going up the hill on the right (from when you first had two choices) and running across this open ground. Try and keep the lone bridge support in between you and the gunner, or you're cooked. Once you reach the end, you can hop down to the end of the gulch and take either exit. These are the hardest routes.

-Hop in the ditch under the first bridge and follow it to the right. Go under the rock arch and up this hill, being sure to move behind the walls for cover, should the need arise. The Tediz (Is "Tedi" the singular?) will probably be shooting at you from the right tower with the Bazooka, so be ready to jump out of the way or hide behind the walls. Now you'll be at the end of the bridge, so run behind one of the walls on the bridge. From here, run to the next wall when the coast is clear. Now you have 2 options: you can keep running forwards to the opening in the wall that takes you 1 level lower, or try and activate the plunger. Should you want to activate the plunger, hop on that little narrow neck of land to the left of the bridge (look before you leap). Follow it to the end and jump on the plunger, being wary of the enemy. Once you hit it, they explode. From here, you'd jump

down to the ground and run to the tunnels. Now if you chose to keep going forwards and into the hole in the wall, you'll appear directly below it, at the top of a ramp. Take the ramp down, being careful not to fall in the pit, and go into the tunnels to finish your goal. This is the easiest route.

6. Raptor

These raptors and Ugas (the cavemen) are hungry, and sticking your finger in their mouths and pressing on their tongues isn't going to satisfy them. No. No, "Yuuuum...yummmmm...*burp*. Euh! Euh!" for you. Instead, there's a different approach to that. As a raptor, you must go out hunting and bring back as many Ugas as you can to the nest (or devour them on the spot: your choice) to feed the young raptor (who, I must say, has a mouth bigger than his body). If you have an Uga in your mouth (grab one by hitting B when you're standing still near one), you can hit Z to swallow it or carry it back to the nest, which you should then hop in to feed the little guy. Once you're in the nest and you stand next to the baby raptor, the Uga is automatically thrown on one side of the nest, and then you get to watch the baby raptor dine elegantly (or not). Note that you can headbutt your quarry by hitting Z while running at it. This will knock it in the air, so you can then grab it in your jaws. Notice the effect of dripping blood after you've grabbed an Uga and that the effect still stays there after you swallow it or bring it back home.

Should you be playing as the Ugas, your goal is to steal the raptors' eggs and bring them back to your...erm...home and chuck them in the frying pan. How easy or hard this will be depends on how many teammates you have and how many of them are helping you out. The eggs can be found at the raptors' nest. Just run into one and start running. You may have to attack and maybe kill the raptors before you try to steal their eggs (you seem to get points for this).

7. Heist

If I wanted to, I could go off on a bunch of jokes here, but I won't. No. Instead, I'll use these one-word "sentences" instead. Yes. Anyway, the level design is simple yet effective. Each section of it is identical, so the only thing you can blame any mistakes on is blatant incompetence. You have the main area, which is "not very well guarded," and you have the four quadrants, with the colors red, blue, yellow, and green, one for each side. In the main area, you have...*insert choir effect here*...the bag. Run into it to grab it and then run back to your quadrant (the game calls it "door"). Run all the way to the door at the end to score, keeping in mind the fact that there will be either 3 or 6 other players trying to stop (read: kill) you, thus preventing you from scoring. Sound easy? I think not. To win, you have to score the most (duh). You can also win if none of your opponents score, which is easier than winning outright. If you see that someone else has the bag (indicated by the dollar sign in their counter flashing), immediately drop all that you're doing and charge off to their base (unless it's your own teammate). When you reach the part of it where you'll have to go under a bridge, run up the ramp to the left (or right - whichever is nearest), and run onto the bridge. Pull out your weapon (so long as it isn't the baseball bat) and take aim at the player fleeing to their door, if they haven't scored already. The Bazooka works wickedly well here.

8. Deathmatch

The name says it all here. It's a fight to the death. That's it. No fairplay. Once down, that's the end of you. And I'm going to stop changing the tense and abbreviation of quotes from The Call of the Wild. You have 5 arena choices here: the Total War (covered later) arena, the Temple (where you played Raptor), the Vault (where you played Heist), the Colors arena (covered later), and the Bunker, which is a new arena. I'll give you a bit of rundown here:

Total War - It has 2 bases here. In the central area is a raised area of land that has weapons on it, and acts as a bridge between the two bases. A sewer system runs beneath it, and can be accessed by a large hole in each of the bases. Each base also has a sniper tower, and you can actually see inside part of the opposite base from one angle.

Temple - This is where you played Raptor, as was noted. The eggs are gone, so there aren't any objectives here. There are ledges above the entrances to the temple, and can be accessed by holes in the walls in the back of the caves where you'd find the eggs and frying pan. Use them to your advantage.

Vault - Anything that applies in Heist applies here, except for the fact that there isn't a bag. You can use the ledge running around the edge of the main area as a vantage point and lob grenades and bombs over the edge, or pick off your opponents.

Colors - 2 bases here, on opposite ends of the level. This should look similar to the level in Beach. Actually, it's nearly identical to the level in Beach, except the plunger's gone, as well as a couple other minor modifications, which are so slight they aren't even noticeable (and frankly, I don't even remember what they are now, even though I have a bunch of stuff written down). Feel free to use either chain gun, although be aware that I've seen ducks in less vulnerable positions.

Bunker - Now here's an interesting one. There's a nice little "trap" room, which has a switch on a ledge above it that will allow you to trigger the lightning bolts to shock your foes. In halls that have "caution" stripes on the floor, you can step on the panels with a picture of a flame on them to trigger a firewall. (These firewalls, however, won't lag you in online gaming.) There's also a chain gun in one of the hallways, but you'll be pretty vulnerable. (This hallway is similar to one in one of the "It's War!" sections.) A very interesting section is the bathroom. Just head through the doors to enter a special zone (context-sensitive, I'd say). Whenever you hit the B button, you unzip and...start...peeing. Yes, you read that right. Peeing. Urinating, taking a leak, I don't care, but that's what you're doing. Use the Control Stick to adjust your aim (you can rotate, but you can't move) and hold Z to make your urine stream shoot farther. Very tasteful. NOT.

9. War

A. Total War

More WWI references. Isn't it obvious that the gas canister is the poison gas used in WWI, as well as the fact that you have to have gas masks to survive? No? Then read my history book, which is...erm...I'm trying to remember...I think it was "Across the Centuries," but I think that's wrong. (I know it's written by Burt Beers and is published by Prentice Hall, though.) Anyway, the goal here (aside from killing your enemies) is to take the enemies' canister and then take it into the sewers. Of course, it's in the enemy's base, and you can get there easily by going into the large hole

in your base and heading into the sewers. Go to the other end to show up in the enemy's base. Run up the ramps to the next level and grab the big green canister. Now hurry back into the sewers and to the raised platform in the ground you charged over in the sewers. As you near it (about 80 feet away from the room), you automatically send a radio transmission, indicating that anyone who doesn't have a gas mask and is not in that room better get a gas mask. Once you've gotten to the platform and dropped the canister in there, DO NOT LEAVE THE ROOM! An alarm will sound and a timer will show up, indicating that in 5 seconds the gas from the canister will be released in the air, killing anyone who doesn't have a gas mask on (which is only available during the 5-second countdown) or anyone who isn't in that room with you. (On higher difficulties, your opponent will usually show up with your canister as you're running back to the insertion point.) Simple enough, but it's made tricky by the fact that your computer teammates are usually too stupid to grab a gas mask. You'll have the most success if you play with a human, because they'll know to grab a gas mask (and you might not have to tell you). If you feel the need, you can head up into one of the sniper towers and pick off anyone running at your base. Also, after each of your characters dies a certain time, that character is out of the game, and you control a different one.

B. Colors

Simple idea here. You run to the enemy's base, through the base's tunnel, up the ramp in there, up the ramp behind the chain gun (which has probably turned to aim at you), up into the LEFT tower (the Bazooka one), run along this ledge, grab the flag, and then run back to your base and put the flag in the insertion point. Simple? No. It's a bit hard, especially if you play as the Squirrels, because they don't go after the Tediz' flag. At all. Period. The Tediz, on the other hand, will go after the Squirrels' flag, which means they have the advantage. (This is actually true, because Rare said that "anyone who plays as the Squirrels has a severe problem," or something along those lines.) As I said, this is almost a clone of the beach level, except for the fact that there's a base where the beach was. This means that sometimes the cover on the bridges won't work. Both sniper towers (and Bazooka towers) have good vantage points of the other base, and a skilled sniper can cause lots of mayhem. Personally, no one's ever lasted longer than 20 seconds in the chain gun, because I headshot them almost immediately, and the other snipers don't last, either. This brings me to another point: the computer's idiocy. No matter what the difficulty, one of the snipers will stand behind the chain gun, and when they shoot, anyone in the chain gun seat will get killed. I've also found that sometimes, when you jump down from the ledge with the katana on it (with the katana armed), you may not die. Try it. It's odd.

10. Tank

A variant of Total War. You're in control of a Class-22 tank (I detect a parody of "Catch-22" here), and you try and grab the canister to take it back to your base. Simple? Yes. Drive out of your base to the main area (straight ahead), grab the canister on the bridge, and then head back to your base. Once you enter the base, the 5-second countdown starts (which, in reality, is 10 seconds) before anyone outside their base is killed, because there aren't any gas masks. Of course, the computer is usually smart enough to head back to their base when you get the canister. You can find power-ups on the ledges above the main area, and you can reach these by driving up the hills on one side of them. And yes, that does say "4Play" on the back of the tank...figure it out if you don't know what that ("foreplay") means.

11. Race

The easiest mode, but then again, I like racing games. In this one, you ride your hoverboard around the track for anywhere from 1 to 5 times, with hopes of coming in first. The difference between Race A and Race B is that Race B takes a slightly different course. Hit B to swing your...I think it's an umbrella, Up on the Control Stick to accelerate, and A to jump. Simple? Yes. Hit Z to use any of the 2 power-ups that you may find on the track. Don't run into anything at a high speed unless you want to blow up.

12. Cutscene Transcription

A. Beach

a. Frenchies and the Sergeant

Opening -

Sarge: "This is the last push. You're on your own from now on. We got you this far. You've gotta get up that beach. And you'll be free and dry."

Frenchie: "Ah! Ha! No..no...you mean home and dry. If you please."

Sarge: "Oh yeah! Good point boy. Well made. Anyway! Get your asses up that beach. There'll be a truck waitin' for yers, and then you'll be able to have that chateau du plonk and that funny-shaped bread to your heart's content. Oh yeh! Just one more thing. I wouldn't hang around for too long up on that beach. 'Cos those Tediz have got a new and secret weapon. We ain't quite sure what it is. But, well if you hang around, you're probably gonna find out. Move it out."

b. The Tediz

Opening -

Tediz: "You must not let the refugees past. You should use the big machine gun. Try to stop the civilians from getting to their precious Paris. You have two more options. The Bazooka and the Sniper Rifle. Remember, protect the base."

B. Raptor

a. Ugas

Opening -

Uga 1: "I'm really hungry! I'd really like some nice eggs."

Uga 3: "Yeah, they're delicious!"

Uga 1: "Why don't we steal some eggs from the nest? Then we could run with them...back to safety...and fry them in the pan. Oh! But watch out for the big mother dino. If she catches up, she'll eat us whole. Right...let's go to work."

After you win -

Uga 1: "I'm stuffed. That was very tasty."

The camera pans along, watching each Uga fart, until one does more than that.

Uga 2: "Ha, ha! Look, Fred's crapped himself."

b. Raptors

Opening -

Raptor: "I think the chick's hungry. We'll have to bring back food. But protect the eggs!"

After you win -

The camera zooms in a little bit on the baby and it lets out a nice 'ol burp.

Raptor: "I think he enjoyed that!"

C. Heist

Opening -

Don Weaso: "OK, wise guys, here's the score. Rule number one. My way, or he's a dead mother **** way. Take your pick. There ain't no more rules. Right. We are robbing the Feral Reserve Bank at 0830 hours, Eastern Standard Time. Here's the joint. You'll notice it's not very well guarded. Take four of the doors, one each. Here are your names. Mr. Red...Mr. Blue...Mr. Yellow...Mr. Green...Once inside, it's every man for himself. Get a weapon, get the money, preferably both, and then get your asses out of there, OK. Let's go to work."

(Shouldn't it be "My way, or he's a dead mother ***** way"? Just something to think about, although I've noticed that some of the game's censors aren't totally accurate.)

If you win or prevent the other teams from scoring -

Don Weaso: "You are my new number one. C'mon, tough guy, the drinks are on me."

If, on the other hand you lose -

Don Weaso: "You know, some people have been asking me, where's Frankie? Where's Chicho? Where's Ali? Where's Paulie? I can say, I think they gone for a swim. Well, if you're waiting for 'em, I wouldn't hold your breath, which is ironic, because I expect that's what they're doing right now. Right. Where's the next job."

D. War

a. Total War: Squirrels

Opening -

Sarge: "OK, guys. Atten...tion! Right. Find a weapon. Get yourself either defending this base, attacking the other base, or get enemy canister. Take enemy canister to sewer area where you will find a place to insert the canister. Thereby, you want to make sure you find yourself either a gas mask, or that central area, because you don't want to be outside. No, sir. Any questions, boys? No! Well, good luck. Atten...tion! Great guys, every

one of 'em."

If you win -

Sarge: "You did a fine job, soldiers. But do not forget about your brothers in arms that did not return today. They were fine men."

b. Total War: Tediz

Opening -

Tediz: "Find yourselves a weapon. Then kill the enemy. Retrieve the canister here, and insert below. Show no mercy!"

If you win -

Tediz: "Once again the above-average bears are victorious! We should be in Paris by the summer. Supreme victory."

c. Colors: Squirrels

Opening -

Sarge: "OK, listen up! Intelligence has reported, that in order to achieve supreme victory against the evil Tediz bastards, we have got to demoralize them. They suggest that we steal their colors from here, and take it back, running like a bat outta hell, to here! Whoever goes for the flag, better make sure you have some cover. OK, snipers, that goes for you guys too! Right. Fall out! And good luck!"

If you win -

Sarge: "Look at this scum. Get these monsters outta my sight. I don't wanna see their faces again. It looks like Paris will be ours again before the end of the summer. Good show."

d. Colors: Tediz

Opening -

Tediz: "Listen up! We need to steal the enemy flag from here and insert it here. Shoot the evil squirrel on sight. Fall out! And good luck."

E. Tank

Opening -

Sarge: "OK, boy, here's your mission. You gotta get in that tank. Make sure that any other of the enemy in sight are immediately evaporated. Retrieve the chemical weapon from the central silo area. Return, avoiding any enemy activity, to your own base. Upon entering, automate the chemical warfare attack, thereby eliminating the enemy. Oh! One more thing. Various pickups align the area. Use them to your advantage. If you don't, the enemy will. Move it out. Good luck, soldier."

If you win -

Sarge: "Well done, soldier. You have sustained limited collateral damage. Therefore you have achieved cost efficiency. The government likes you for that. You also killed a few of those bastards. Well done, sonny. Fall

out!"

F. Miscellaneous

Coming in Version 0.2.

13. Cheats

Also coming in Version 0.2.

14. Gameshark Stuff

Version 0.2. I'm pooped for now. A bit tired and sore, at that, too. Had to keep running up and down the stairs to do the transcriptions.

15. Contact Intro/Outro

Well, that's all for now. As you can see, a few things are going to be new in Version 0.2, so if you have any Gameshark or Action Replay codes (ORIGINAL CODES ONLY!) or corrections, feel free to send them off to me at IcyGuy900@aol.com. And no fanboy-isms.

16. Major L33t Props, D00d

Rare - For being the brilliant gaming gods that they are.

Nintendo - For giving Rare a console to release their games.

Microsoft - For giving Rare a new place for their games, since Nintendo's dumped Rare. Evil.

CJayC - For making GameFAQs.

The webmasters of their respective sites - For making them.

And I'd like to give a big thanks to...

CAFFIENE!!!!

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