

Conker's Bad Fur Day Boss FAQ

by Dallas

Updated to v0.1 on Dec 9, 2003

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Conker's Bad Fur Day Boss FAQ (N64)
Version 0.1 - Last Revised on 03/18/2001
By Dallas (sdallas19@yahoo.com)

<http://www.gamefaqs.com> - <http://www.dallasmac.com>

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I. Introduction and Revision History

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Introduction

As in every game, Conker's Bad Fur Day features several boss battles throughout the single player game. However, it's kind of hard to determine what's a boss and what isn't because there is nothing that sets boss fights apart from normal enemy fights. Anyway, I've taken all the bosses in the game and typed up strategies on how to defeat them (including the final boss) so I created this guide. This guide doesn't explain anything but boss fights, so if you're looking for something else, check my main FAQ/Walkthrough at GameFAQs.com.

Revision History

v0.1 - 03/18/2001 - Initial release. All main boss strategies have been added along with the final boss strategy. If I missed any, please contact me as soon as possible so I can add them.

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II. Boss Strategies
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Below you will find strategies on beating each boss in the game. If I've missed a boss, or added a fight that isn't an actual boss fight, please let me know so I can rectify the problem. If you're looking for the final boss fight, I've put it into a separate section just below this one. Enjoy!

Chapter 3: Haybot
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Once you cut the noose of Franky the Pitchfork, drop down to the barn floor and meet up with him. After some arguing amongst the pot and brush, the pitchfork agrees to help you get rid of that huge monster haystack. Hop onto the pitchfork's back and go after the haystack. To jump, press A, to stab, press B. The only way you can possibly stab the haystack is if you attack it from behind or in the side. When you're facing it, it'll just punch you away. After two stabs, it'll reveal it's true form: a robot similar to the terminator. Stab it once more and you'll drop down into the basement area of the barn where you must continue the fight, only now it's tougher.

Circle around the room as the bot fires missiles at you, and jump when they come near so you don't get knocked off of the pitchfork. If you get smashed or crushed by the bot, you'll lose two pieces of your energy bar, and one piece for being hit by a missile. Hide behind one of the three pipes in the room to find extra chocolate pieces as well as to have a missile break it open, spewing water out. Hide behind the waterfall to lure the bot near it, which will electrocute him back into the center of the basement. Go up to him and jump when the red button on his back comes near you, then press B when the lightbulb appears to press it. This will cause damage to the bot. Repeat the following process two more times to defeat him.

Chapter 4: The Boiler
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After swimming through Clang's Lair and dropthrough the hole at the end, walk forward and you'll see a cut scene with two flaming guys who appear to be smoking. After that, you'll be left to play. Stand under the keg and press B to gulp down some of the alcohol, causing Conker to become wobbly. Then run over near the first aid kit to the left and press B to begin. Press Z to extend your stream, and aim it at the flame guys.

Make sure one of them doesn't run up underneath you, however, otherwise you'll lose a piece of chocolate. If you run out, use the first aid kit to get back to normal, then go drink some more and do it again. Once about eight or so of them are put out, they'll hop into this huge boiler and turn it on, revealing it's brass balls.

This fight won't be too tough. In fact, it's quite easy. Run to one of the corners of the room and wait for the boiler to run over to the drain on the ground. When he's standing on the drain, watch out for his flame breath and high jump to pull a switch, dumping poo all over him. Doing so makes him stumble back into the center of the room, where you must then run up and press B when the lightbulb appears to do some damage. Repeat this three more times until they eventually fall off, and the flame guys inside accidentally self-destruct the boiler.

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Chapter 5: Great Mighty Poo
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After dropping the corn kernels into the poo, the Great Mighty Poo will appear. This Mighty Poo isn't too friendly, as you can see, and has a pretty bad dental condition. His only real attack is throwing pieces of himself at you, which always seem to land right where you are. Use the only available Context Button on the ground to take out your toilet paper and toss it into his mouth when he starts to sing. Doing so will make him sing another verse to his song in a cut scene, then you're left to play once again (the Context Button will also be covered in poo and another one on the other side of the room will be open.)

Head over to the next Context Button and toss two toilet paper rolls into his mouth this time to start a cut scene with him telling you he's going to stick you into his behind once he defeats you. Run to the last Context Button and toss three toilet paper rolls into his mouth while avoiding his blobs of poo. This one will be more difficult, as he moves much faster. Once the three have been tossed into his mouth, he'll shatter the glass across the room. Run over there and snag the pile of cash, then jump and pull the flusher to flush that big Mighty Poo down the toilet, defeating him.

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Chapter 6: Buga the Knut
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After the race against the cavemen, you'll crash in an arena, where you'll eventually have to fight Buga. Buga isn't all that tough, but you might have some trouble with him. He has two main attacks: jumping and clubbing. When he jumps, he sends a shockwave with it, so jump when you see it coming, or you'll be knocked off the t-rex. Don't worry about re-hypnotizing him, as he's now befriended you.

A crash from the bone really hurts, so try not to get hit by it. After a jump, he'll raise his bone: this is the time you bite him in his "lower area." Doing

so will reveal his rear, which you must press B near (rhyme not intended) to bite. Doing so takes a huge chunk of flesh out of his behind. Repeat this two more times and Buga's secret will be revealed!

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Chapter 8: Tediz Experiment
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After destroying the submarines, go back and talk to the little girl in the center of the room. Rodent will drop in with the tank and warn Conker to stay away from the girl, which he does and the hatch she's sitting on will open, revealing a huge, giant Tediz experiment! To start off, run over to the tank while the experiment is giving chase - hop in. Hide in one of the small tunnels with the chocolate piece inside and position your turret at the experiment (you can see through the wall for the time being) while keeping the tank in the same position. It will then take out two "mini-guns" and start firing away.

Once it stops to reload, drive in or out and fire a missile (no time for aiming) and it should hit one of the guns, destroying it. Do the same for the other gun then drive out and the experiment will give chase. Drive out and quickly take aim at the "little girl" puppet on its hand and fire away to knock it off. The experiment will then go searching for it, exposing it's back, where you must fire another shot. Quickly roll back into your barricade and get ready for the next weapon - Magneto Lasers!

The lasers don't need reloading as the "mini-guns" did, so instead you'll have to make them aim at one side of the tunnel, then quickly roll out the other and fire away to break one off. Do the same for the other and repeat what you did last time (shoot the doll followed by the back) and roll back into your barricade for the last weapon - missiles! These won't be too hard to dodge, but you may get confused in the beginning. Watch one of the launchers and count the missiles that come out.

Once four have come out, quickly roll and and fire away (without aiming, of course) at the launcher to destroy it. Do the same to the other side, roll out, shoot the puppet off of the experiment's hand and fire one last shot into its back to destroy it.

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III. Final Boss Strategy
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Once you've finished most of Chapter 9 and make it into the vault, you'll find the final boss (Heinrich.) Run over to your right as quickly as possible and pull the switch to open the airlocks, which will suck out the two corpses. Run around the room until you find the spacesuit - hop in! You'll view another cut scene here with the professor being sucked out into space, killing him (well, at least something good came from this, so far anyway.) Heinrich can both chomp at you and swing his tail at you. Avoid both by jumping (A) and when it's safe to do so, run up and begin your punches using B.

Continue punching until you knock him down, then run over to the top of his tail (not the end) and you'll pick him up. Familiar? Yep, it's the same thing you did with Bowser in Super Mario 64! Only this time it's much easier. Anyway, rotate the control stick to spin him around and when he's no longer scratching on the floor, press B to let go when you're facing the airlock to toss him out. However, he hangs on and jumps back in. The second time will be

a bit tougher, as he now dodges your punches.

Once you have a good shot going, punch away and toss him out the airlock once again, but he still hangs on. The final time will be very tough. He dodges almost all of your punches and attacks more rapidly. Here's a tip: when he bites at you, duck (Z) and he'll miss, dazing him for a moment. This is when you can punch away. Swing him around and toss him out the airlock one more time to defeat him. Watch the end cutscene and enjoy!

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IV. Information
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Credits and Sources

Jeff "CJayC" Veasey - <http://www.gamefaqs.com>

For hosting this FAQ on his website.

AstroBlue

For making the ASCII art you see at the top of this guide and allowing me to use it. Thanks!

Contact Information

Have any comments, questions, suggestions, complaints, contributions, praise, constructive criticism, or anything else about this FAQ (or any of my others?) Please contact me via one of the following, and I'll get back to you as soon as I can. All questions asked that have already been answered in the guide will be ignored:

E-mail Address: sdallas19@yahoo.com

ICQ Number: 100893080

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