

Fur Fighters FAQ

by Phantom Recon

Updated on Mar 28, 2003

This walkthrough was originally written for Fur Fighters on the DC, but the walkthrough is still applicable to the PC version of the game.

FUR FIGHTERS

DREAMCAST

Full Faq!

By, PHANTOM RECON

Update History

March 9, 2003

Updates: Token List Added (Courtesy GLu)

Table Of Contents

- (1)- Game Info
 - (2)- Character Bios
 - (3)- Stage/Map Info
 - (4)- Weapon/Attack Guide
 - (5)- Item Guide
 - (6)- Mini-Games Info
 - (7)- Unlockables & Gameshark Codes
 - (8)- Token List
 - (9)- Legal Stuff
-

- (1) Game Info

Pretty straight and forward.

Game Play

The Fur Fighters are an elite fighting force of stuffed animals on a mission to rescue their families from the evil General Viggo. The Fur Fighters must battle their way through Viggo's legions of Stupid Bears and solve diabolical puzzles to save their babies, rescue their mutated kin in six outrageous boss levels and snatch the planet from Viggo's clutches.

Info

Platform: Dreamcast

Players: 1-4

N.A. Release Date: 7/14/2000
Genre: Action/First-Person-Shooter
Developer: Bizarre Creations

Features

- A new genre of gameplay, cute action platformer with serious weapons. No Butt-Stomp attack here, real bullets make the fluff fly!
- Use all six of the Fur Fighters independently to defeat Viggo and his evil forces.
- Over 40 levels from New Quack City to Space Station Meer.
- Four player Fluffmatch delivers intense head-to-head action.
- Liberal use of cinematic cut scenes tell an epic tale in a humorous manner.
- Over 20 weapons at the disposal of our fluffy heroes.

(2) CHARACTER BIOS

The Fur Fighters are each very unique. What makes them different is their special abilities.
Each Fur Fighter can use his/her ability during the game to gain an advantage over their opponent. It adds a really neat and fun twist to the game.

Name: Ruffus

Species: Dog
Age: 12 Years
Height: 5'6" (1.7 Metres)
Blood Group: 'A'
Special Skill: Burrowing (through soft ground)

Info:

The oldest of the Furballs, this tough hound has dependability stamped all over him. Raised in the brutal inner city kennels of Glasgow, he joined the army to escape the slums as much as fight. He was a natural soldier, and has won many medals, but shunned all offers of promotion. He leads the Furballs as the most experienced fighter, steeling himself for one last battle to help save his family.

Name: Tweak

Species: Dragon
Age: 0.002 years
Height: 7'2" (2.2 Metres)
Blood Group: 'A'
Special Skill: Gliding (Long distances)

Info:

Tweak is less than a day old. The last of his mother's eggs to hatch, he only spent a few precious minutes with her and his siblings before General Viggo stole them away. Although he is the largest and slowest of his brothers and sisters, he knows he must fight to get them back. Clumsy and nervous, he finds his new world scary and fascinating, but is helped by his instinctive knowledge of firearms, and the other Furballs looking out for him.

Name: Juliette

Species: Cat
Age: 5 Years
Height: 5'2" (1.6 Metres)
Blood Group: 'AB'
Special Skill: Climbing

Info:

Beautiful and athletic, Juliette is also a supreme warrior. She can be temperamental stubborn and selfish, with an annoying tendency not to listen to others. When she becomes frustrated, she is often tempted to go it alone, but with persuasion, she decided to stick with the team.

Name: Rico

Species: Rockhopper Penguin
Age: 5 Years
Height: 5'9" (1.8 Metres)
Blood Group: 'O'
Special Skill: Swimming

Info:

Raised among the huge penguin communities of southern Argentina, this idealistic bird always craved more than his mundane life of fishing and dodging orcas. He set forth in search of his dream, and stumbled upon the Furballs, who have helped him to hone his talents. Rico is somewhat overconfident, and prone to daydreaming. He isn't quite the hero he thinks he is, but is quick to show that in the water, there's no-one more skilled.

Name: Chang

Species: Firefox (Red panda)
Age: 7 Years
Height: 4'3" (1.3 Metres)
Blood Group: 'B'
Special Skill: Contortionist (squeezes through holes)

Info:

Chang was born into a rich family in rural China, and raised in the bright lights of the countries' southern boom cities. When the wars started, he horrified his kin by choosing to become a common foot soldier. His encyclopaedic knowledge of science and strategy, combined with his natural agility and cunning, make him one of the Fur Fighters' best warriors.

Name: Bungalow

Species: Kangaroo
Age: 7 Years
Height: 6'6" (2.0 Metres)
Blood Group: 'A'
Special Skill: Long jump

Info:

Bungalow is a fully-grown male Kangaroo, who is best friend Roofus the hound. This massive antipodean, although well-endowed with strength, does not match this in the brains department. He is happiest when taking orders from others - usually Roofus or his domineering wife!

(3) STAGE/MAP INFO

Here's a little background info on some of the levels you'll encounter in both Single and Multi player.

Name: New Quack City

Info:

A sprawling metropolis where General Viggo is organizing the theft of the Roquefort Diamonds, the largest pair of diamond earrings on the planet. With these he can ensure that Viggo Industries have enough money to complete his plan for world domination. The Fur Fighters must stop him, and rescue all the babies hidden within such locals as the World Quack Center, the world's tallest twin tower blocks, Lower East Quack, a downtown area, and finally in the Quackenheim Museum, home of the Roquefort diamonds.

Name: Beaver Power

Info:

Viggo Industries needs an obscene amount of power to run, so the General decides to purchase the local Dam from the beavers. The Fur Fighter babies are put to work around the site, and it's up to the Fur Fighters to rescue them from Viggo's grasp. Your quest takes you through Compound Factions, a storage area, through God Machine Valley, where huge machines are at work, and to the Beaver Dam itself.

Name: Space

Info:

General Viggo, distraught after another defeat from the Fur Fighters has a cunning plan to defeat Roofus once and for all: He will purchase the space program from Cape Canardo, go into space, and drop an anvil on Roofus' head. As usual, the plan fails as the anvil misses, but a trail of babies are left behind that need rescuing from the clutches of Viggo's troops. However, some babies were left on the Russian Space Station Meer, so your mission involves assembling a shuttle, making your way to the launch site, and then rescuing all from the space station, before returning to the planet with a bang.

Name: Dinos

Info:

A lost world of Dinosaurs is discovered, and they have evolved into a technologically advanced species. The General must learn more about this new technology so he can incorporate it into his evil plan for world domination. A new world awaits the Fur Fighters, where the scale of things is so large, that all three areas are set in one house, upstairs, downstairs and the basement.

Name: Angkhor

Info:

General Viggo is desperate, his army is virtually depleted, so yet another cunning plan is devised. He will use the impending eclipse to open a portal to where the bad bears go, and summon an army of the undead. To do this he must sacrifice a young pup, therefore the Fur Fighters must go after it. This theme takes you through the Jungle of Despair, the Temple of Gloom and finally to the bad place itself where each character must face their own personal hell.

Name: Viggo A Go Go

Info:

The Fur Fighter Families have been rescued, but Viggo is not finished yet and launches one final assault. The Fur Fighters must battle against Viggo's Navy and Air Force before the final confrontation on Viggo's secret island base. Here Viggo's finest henchmen will attempt to stop you reaching the General before the final showdown.

(4) WEAPON/ATTACK GUIDE

Some pretty neat toys are found in this game. Some with the brutality of Unreal Tournament games, others more realistic. For some reason, the weapons remind me of those found in the Southpark FPS on the N64. Each Fur Fighter also has a melee attack (ala Halo), which does not use ammo up. It is only used in close range.

Melee Attack Guide

Character/Melee Attack

Roofus: Headbutt
Juliette: Scratch
Bungalow: Punch
Rico: Peck
Chang: Tail Attack
Tweek: Breathes Fire

Weapon Info

The Pistol

The Pistol is your starting weapon. It's pretty weak, manages to take out weaker enemies, but don't try to do too much with it. It also has a low rate of fire.

The Sub Machine Gun

Being a machine gun, it's rapid fire! More powerful than the pistol, a skilled player can hold their ground with it. Leaves more to be desired...

The Heavy Machine Gun

HERE WE GO! This baby is a monster! It packs a higher rate of fire than the Sub Machine Gun, and it's a powerful gun too. You'll have no problem fluffing your enemies with this baby. But it does have a downside. Because it shoots so fast, you often waste a lot of ammo. Having a clip size of only 300 doesn't help either.

Shotgun

Yup, there's a shotgun too. It's great for up close combat, packs a whallop. Don't try using it as a sniper rifle though, this baby can't do much from a distance.

Auto-Shotgun

Basically a better shotgun. Hold more shells (100), and has a higher rate of fire.

Bomb Launcher

Fancy wording for a grenade launcher. Shoots at an ark. Great for taking out clusters of enemies. Lots of splash damage though. You better watch yourself when firing.

Cluster Bomb Launcher

Shoots 3 bombs at once. Improvement over the bomb launcher, more splash damage though. Holds up to 50 bombs.

Rocket Launcher

Shoots an explosive rocket. Takes out foes with no trouble at all. Very powerful.

Homing Launcher

Makes the rocket launcher useless. It locks onto enemies and blows em' up. Great weapon,

my personal favourite. Holds 20 rockets.

Plasma Gun

Basically a machine gun, with plasma balls instead of bullets. Very effective.

Plasma Beam

This baby locks onto a target, and shoots a plasma beam right at them! Very strong, but runs out of juice quickly.

Neutron Gun

Holy cow! This is a colossal gun. Massive explosions, instant killing! High splash damage, but only 5 shots. Good weapon.

Ice Ray

You guessed it. This thing freezes your opponents. Pretty neat. Once they're frozen, you can melee or shoot them and they will die. Good combo weapon.

Flame Gun

Great weapon. It shoots balls of fire, that on contact fry your opponent. I like watching animals turn into ashes. ^_^ Hold 50 flame balls.

(5) ITEM GUIDE

A few neat items to aid you on your quest.

Bug Shield

3 little bugs fly around you, and absorb all damage until they each die. This item can get annoying, as it makes your enemy quite hard to kill.

Meercat Aid

Neat! 4 Meercats, armed with machine guns, fire at whatever you are firing at. This makes killing a breeze! Has a time limit.

Bear Mask

Hm...this put's a bear mask on your character. You can now sneak through bear infested areas unnoticed. Has a time limit to it though, and don't shoot a bear while wearing it.

(6) MINI-GAMES GUIDE

Whenever you beat a boss, you unlock a mini-game. Here's a guide, courtesy GAMEWINNERS. The second part is what you get for beating each mini-game.

Boss	Mini-Game
Claude	Balloon Lift
Esmerelda	Bear Attack
Gwynth	Block Puzzle
Juanita	Snake Classic
Viggo	Bomber Bear
Winnie and Mai	Super Snake

Mini-Game	Goal	Bonus
Balloon Lift	10,000 points	Small character
Bear Attack	10,000 points	Alternate voices
Block Puzzle	Less than 60 seconds	Rotational camera
Bomber Bear	30,000 points	Big head mode
Snake Classic	5,000 points	Rocket camera
Super Snake	10,000 points	Fish-eye lens

(7) UNLOCKABLES & GAMESHARK CODES

Courtesy, GAMEWINNERS & GAMEFAQS & INTERAC.

Thin mode:

Complete the Maze in Temple of Gloom to get very thin characters.

High scores:

Collect all 100 tokens in any level. Re-enter the level and collect the large stopwatch, then race to the finish. If you are quick enough, you will be allowed to make an entry on the high score screen.

Fight as Walter:

Successfully complete the Bear Attack mini-game to unlock Walter.

Hidden artwork:

Place the game disc in a PC compatible CD-ROM drive to find graphics of the game's stages and characters in the "omake" directory that can be used as desktop wallpaper.

Ammo Boost

To get an Ammo Boost (New weapons you get will be fully stocked with Ammo), Revisit the boss, Claude.

Auto Aim

To Unlock Auto-Aim, re-visit the boss, Gwyneth.

Dead and Alive

On the subway to New Quack City touch the end of the open door it will close and it will say 'You Fluffed It.' Don't touch anything. You will then arrive in New Quack City with 0 health and you can't change characters.

Health to 100%

To get health to 100%, revisit the boss, Juanita.

Invincibility

To get invincibility, revisit the boss, Viggo.

Gameshark Codes

One Cheat Unlocks All D3D843E40001FFFF

Inf. Rocket Ammo - Dino Upstairs 8E1BA7050000270F

Inf. Freeze Ammo - Dino Upstairs A5037B940000270F

Inf. Plasma Ammo - Dino Upstairs DB10A9DA0000270F

Inf. Neutron Ammo - Dino Upstairs DB28A9DA0000270F

Inf. Pistol Ammo - Rumpus Room D698B6440000270F

Inf. Shotgun Ammo - Rumpus Room 1E5C230A0000270F

Inf. Bomb Ammo - Rumpus Room 1E64230A0000270F

Inf. Rocket Ammo - Rumpus Room 46A22A520000270F

Inf. Freeze Ammo - Rumpus Room 6A8B5EDA0000270F

Inf. Plasma Ammo - Rumpus Room 96B03F6C0000270F

Inf. Neutron Ammo - Rumpus Room 7085E6990000270F

Inf. Pistol Ammo - Dinotoplis 411A3DB00000270F

Inf. Shotgun Ammo - Dinotoplis 76DDF17B0000270F

Inf. Bomb Ammo - Dinotoplis 76E5F17B0000270F

Inf. Rocket Ammo - Dinotoplis AF3B73E80000270F

Inf. Freeze Ammo - Dinotoplis CE8BC5810000270F

Inf. Plasma Ammo - Dinotoplis FFF1B4FF0000270F

Inf. Neutron Ammo - Dinotoplis FF09B4FF0000270F

Inf. Pistol Ammo - Dino Downstairs 61AB5CAB0000270F

Inf. Shotgun Ammo - Dino Downstairs 9D903D1D0000270F

Inf. Bomb Ammo - Dino Downstairs 9DA83D1D0000270F

Inf. Rocket Ammo - Dino Downstairs C213D0120000270F

Inf. Freeze Ammo - Dino Downstairs E3972F7E0000270F

Inf. Plasma Ammo - Dino Downstairs 233F54AF0000270F
Inf. Neutron Ammo - Dino Downstairs 1684217B0000270F
Inf. Pistol Ammo - Dino Upstairs 13B43C940000270F
Inf. Shotgun Ammo - Dino Upstairs 4B7235CC0000270F
Inf. Bomb Ammo - Dino Upstairs 53C75D520000270F
Inf. Pistol Ammo - SS Meer D938B17F0000270F
Inf. Shotgun Ammo - SS Meer 11FC24310000270F
Inf. Bomb Ammo - SS Meer 110424310000270F
Inf. Rocket Ammo - SS Meer 49C22D690000270F
Inf. Freeze Ammo - SS Meer 65EB59E10000270F
Inf. Plasma Ammo - SS Meer 99D038570000270F
Inf. Neutron Ammo - SS Meer 99E838570000270F
Inf. Pistol Ammo - Saving Claude 90582CE80000270F
Inf. Shotgun Ammo - Saving Claude CFE3C1E70000270F
Inf. Bomb Ammo - Saving Claude CFDBC1E70000270F
Inf. Rocket Ammo - Saving Claude FEA1B0990000270F
Inf. Freeze Ammo - Saving Claude 2EF7455A0000270F
Inf. Plasma Ammo - Saving Claude 58BF51480000270F
Inf. Neutron Ammo - Saving Claude 6C3B4D5E0000270F
Inf. Freeze Ammo - VAB Building 37E11AF00000270F
Inf. Plasma Ammo - VAB Building 6AC355F60000270F
Inf. Neutron Ammo - VAB Building 7145EDB50000270F
Inf. Pistol Ammo - VLF Facility A9036F970000270F
Inf. Shotgun Ammo - VLF Facility D710BDD90000270F
Inf. Bomb Ammo - VLF Facility D728BDD90000270F
Inf. Rocket Ammo - VAB Building 1E2C28260000270F
Inf. Rocket Ammo - VLF Facility 1FEC28970000270F
Inf. Freeze Ammo - VLF Facility 36211A410000270F
Inf. Plasma Ammo - VLF Facility 6B0355470000270F
Inf. Neutron Ammo - VLF Facility 6BFB55470000270F

Inf. Pistol Ammo - Saving Juanita DC18A49E0000270F
Inf. Shotgun Ammo - Saving Juanita 14DC31D00000270F
Inf. Bomb Ammo - Saving Juanita 14E431D00000270F
Inf. Rocket Ammo - Saving Juanita 4C2238880000270F
Inf. Freeze Ammo - Saving Juanita 600B4C000000270F
Inf. Plasma Ammo - Saving Juanita 9C302DB60000270F
Inf. Neutron Ammo - Saving Juanita 9CC82DB60000270F
Inf. Pistol Ammo - Cape Canardo C96BC7000000270F
Inf. Shotgun Ammo - Cape Canardo F811B67E0000270F
Inf. Bomb Ammo - Cape Canardo F829B67E0000270F
Inf. Rocket Ammo - Cape Canardo 37F904BF0000270F
Inf. Freeze Ammo - Cape Canardo 5E3757AF0000270F
Inf. Plasma Ammo - Cape Canardo 83EBADF80000270F
Inf. Neutron Ammo - Cape Canardo 96882A0F0000270F
Inf. Pistol Ammo - VAB Building A8C36F260000270F
Inf. Shotgun Ammo - VAB Building D6D0BD680000270F
Inf. Bomb Ammo - VAB Building D6E8BD680000270F
Inf. Pistol Ammo - Beaver Dam 4F3A351E0000270F
Inf. Shotgun Ammo - Beaver Dam 78FDF9D50000270F
Inf. Bomb Ammo - Beaver Dam 7805F9D50000270F
Inf. Rocket Ammo - Beaver Dam A1DB7B460000270F
Inf. Freeze Ammo - Beaver Dam C06BCD2F0000270F
Inf. Plasma Ammo - Beaver Dam F111BC510000270F
Inf. Neutron Ammo - Beaver Dam F129BC510000270F
Inf. Neutron Ammo - Beaver Power E5073C510000270F
Inf. Pistol Ammo - Compound Factions D4D8A9980000270F
Inf. Shotgun Ammo - Compound Factions 1C1C3CD60000270F
Inf. Bomb Ammo - Compound Factions 1C243CD60000270F
Inf. Rocket Ammo - Compound Factions 44E2358E0000270F
Inf. Freeze Ammo - Compound Factions 68CB41060000270F

Inf. Plasma Ammo - Compound Factions 94F020B00000270F

Inf. Neutron Ammo - Compound Factions AA937BD60000270F

Inf. Pistol Ammo - God Machine Valley 7035E4FC0000270F

Inf. Shotgun Ammo - God Machine Valley A9EB666F0000270F

Inf. Plasma Ammo - Beaver Power E53F3C510000270F

Inf. Bomb Ammo - God Machine Valley B9060D730000270F

Inf. Rocket Ammo - God Machine Valley E9AF2F6A0000270F

Inf. Freeze Ammo - God Machine Valley 1F54216F0000270F

Inf. Plasma Ammo - God Machine Valley 479228370000270F

Inf. Neutron Ammo - God Machine Valley 47AA28370000270F

Inf. Pistol Ammo - Saving Gwynth 9CF825670000270F

Inf. Shotgun Ammo - Saving Gwynth C343C8680000270F

Inf. Bomb Ammo - Saving Gwynth DC88AC4F0000270F

Inf. Rocket Ammo - Saving Gwynth 144C39010000270F

Inf. Freeze Ammo - Saving Gwynth 3D810BD70000270F

Inf. Plasma Ammo - Saving Gwynth 60A344D10000270F

Inf. Neutron Ammo - Saving Gwynth 609B44D10000270F

Inf. Pistol Ammo - Beaver Power 25F747800000270F

Inf. Shotgun Ammo - Beaver Power 53BF53920000270F

Inf. Bomb Ammo - Beaver Power 673B4F840000270F

Inf. Rocket Ammo - Beaver Power 9B002E320000270F

Inf. Freeze Ammo - Beaver Power B5961E480000270F

Infinite Shotgun Ammo - Quackenheim Museum 39C90C250000270F

Infinite Bomb Ammo - Quackenheim Museum 39F10C250000270F

Infinite Rocket Ammo - Quackenheim Museum 64D343230000270F

Infinite Freeze Ammo - Quackenheim Museum 8DE3A5620000270F

Infinite Plasma Ammo - Quackenheim Museum B67E12EF0000270F

Infinite Neutron Ammo - Quackenheim Museum C73BCF9A0000270F

Infinite Pistol Ammo - Quackenheim Museum F619BEE40000270F

Infinite Neutron Ammo - New Quack City B4A61A6A0000270F

Infinite Pistol Ammo - World Quack Center DC58A9EF0000270F
Infinite Shotgun Ammo - World Quack Center 149C3CA10000270F
Infinite Bomb Ammo - World Quack Center 14A43CA10000270F
Infinite Rocket Ammo - World Quack Center 4C6235F90000270F
Infinite Freeze Ammo - World Quack Center 604B41710000270F
Infinite Plasma Ammo - World Quack Center 9C7020C70000270F
Infinite Neutron Ammo - World Quack Center A2137BA10000270F
Infinite Pistol Ammo - Lower East Quack 2BD749B80000270F
Infinite Shotgun Ammo - Lower East Quack 5D9F5DAA0000270F
Infinite Plasma Ammo - New Quack City B49E1A6A0000270F
Inf. Bomb Ammo - Lower East Quack 5DA75DAA0000270F
Infinite Rocket Ammo - Lower East Quack 807BA7FD0000270F
Infinite Freeze Ammo - Lower East Quack AB637B6C0000270F
Infinite Plasma Ammo - Lower East Quack D570A9220000270F
Infinite Neutron Ammo - Lower East Quack EB2732690000270F
Infinite Pistol Ammo - Village F4F9B82E0000270F
Infinite Shotgun Ammo - Village 3B290AEF0000270F
Infinite Bomb Ammo - Village 3BD10AEF0000270F
Infinite Rocket Ammo - Village 66F345E90000270F
Infinite Freeze Ammo - Village 8FC3A3A80000270F
Infinite Plasma Ammo - Village B45E14250000270F
Infinite Neutron Ammo - Village B46614250000270F
Infinite Pistol Ammo - New Quack City E45738730000270F
Infinite Shotgun Ammo - New Quack City 24FF43A20000270F
Infinite Bomb Ammo - New Quack City 3B1104A00000270F
Infinite Rocket Ammo - New Quack City 66334BA60000270F
Infinite Freeze Ammo - New Quack City 8F03ADE70000270F

Just a simple breakdown of how many tokens can be found in each area. (Courtesy GLu)
Check out GLu's FAQ on tokens at www.gamefaqs.com!

Location	Listed / Possible
Fur Fighter Village	50 / 50
Undermill	100 / 100
New Quack City Hub	10 / 10
New Quack City Levels	300 / 300
Beaver Power Hub	10 / 10
Beaver Power Levels	300 / 300
Cape Canardo Hub	10 / 10
Cape Canardo Levels	300 / 300
Dinotopolis Hub	10 / 10
Dinotopolis Levels	300 / 300
City of Fear Hub	10 / 10
City of Fear Levels	300 / 300
Viggo A Gogo Hub	10 / 10
Viggo A Gogo Levels	300 / 300
Total	2010 / 2010

(9) LEGAL STUFF

Well thanks for reading my FULL FAQ on Fur Fighter for the Dreamcast. Feel free to use my FAQ in your site, but please don't edit it, and give credit to me for making it.

Thanks to INTERAC for the GS codes. GameWinners for the hints.
And to GAMEFAQS! w00t! For (hopefully) having my FAQ online. Hopefully this is enough for the bounty. I worked all night on thislol.

Peace Out!

March
2003

By, PHANTOM RECON

Contact: afedurko4@hotmail.com