

Conker's Bad Fur Day FAQ/Walkthrough

by SquidGirl

Updated to v3.0 on Mar 10, 2001

Notice #1:

This guide, like the game it is written for, is not intended for anyone under the age of 17. Bah, who am I kidding? Regardless, unless you're into potty humor and stuff, stay away from the game and this guide. Just a friendly warning.

Notice #2:

If you want to use this on your site, just wait until I have more stuff on it. I really don't have much here yet. I'll announce when it's ready to be viewed everywhere, but for now, I think 2 or 3 is the max for this.

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F O R T H E N I N T E N D O 6 4 E N T E R T A I N M E N T S Y S T E M

What's new? Lotsa stuff:

- A lot more of the walkthrough!

Current Mood: Cheerful. Send me something. I'm happy!

Guide Info:

FAQ/Walkthrough for Conker's Bad Fur Day for the Nintendo 64™

Version 3.0

Written by SquidGirl

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- <http://www.gamespot.com>

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(I) = Incomplete

(N) = New

1. Introduction

Hiya, and welcome to my Conker's BFD guide. This is the third of what I hope will be many guides written by me, and it's gonna be updated infrequently as I still have to finish my other two. I should probably do that instead of this...but...*shrug*. And to quote the Paper Mario guide...

Since I'm writing this during my first trip through the game, I give you no promise as to the completeness of it. But once I play through the game a few more times, I'm pretty sure I'll have found everything. But until then, deal with my incompleteness.

2. Mini-Review

This is based on my first impression of the game. Nothing much yet. I'll fix it when I finish the game. I suppose.

Graphics: 10/10 - The graphics on the N64 don't get much better than this, if they get better at all.

Sound: 10/10 - Cool new songs, and kickass sound effects. Dolby surround rocks the house.

Story: 10/10 - Drunk squirrels? Rare wins a 10 on this one.

Gameplay: 9/10 - It's almost the same as DK64 and Banjo-Kazooie...except the multiplayer mode is cooler, and you can pee on people.

Rent/Buy? Buy. Unless potty humor ain't your bag. But if it isn't, why are you even looking here?

3. Game Basics

o Story

Manual Version

Note: This version comes from the official instruction booklet.

Conker had mentally left the conversation. His mind wandered to thoughts of his girlfriend Berri and why he 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 call Berri to let her know I'll be late." He stood unsteadily, then just before staggering off, decided that maybe the toilet was a more pressing 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 overhead the nearest one say.

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

Conker toyed with the idea of vomiting on the both of them but decided that perhaps it wasn't such a good idea with their boyfriends sitting opposite. For some reason, they were dressed in combat fatigues and engaged in a most 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 any sense of decency and honor, that is."

"I think you just hit the nail on the head," Conker replied as he attempted to stand once more. "I'm definitely going now. Good-bye!"

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...

My version

Note: This version comes from my twisted little mind.

Conker went out with a few friends and got piss-drunk. That's about it. So far, anyway.

o Characters

Conker:

"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."

A feisty small red squirrel with some snazzy shoes, Conker is your main character hereabouts. He likes to pee on things. I wanna write my name in the snow...

Berri:

"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!"

Conker's grey squirrel girlfriend reminds me of Jessica Rabbit from Roger Rabbit. Anyone else? No? Oh well. She exercises a lot. She wears pink. 'Nuff said for now.

Birdy:

"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 Beardy, err... Birdy!"

Birdy's a great guy. He has a nice sign that says "Feck Off Birds" and he likes to drink. Can't beat it, eh?

The Fabled Panther King:

"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 Kula--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 happen, but it makes for a good story to scare naughty little squirrels."

I love scary stories, don't you? And anything that mentions milk...well, I'm gonna have nightmares for the rest of my life now.

The Beast of Poo Mountain:

"This 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 quite contentedly, and the next, a few ripples on the surface of the sewage were the only indication that he had been there at all."

Ditto the above, except replace milk with poo.

The Evil Tediz:

"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-lik eyes kept falling out. But now it appears the Tediz are back, only this time much stronger and in greater numbers."

Eek! Killer teddy bears! Run for your life!

The Grim Reaper (A.K.A. Gregg):

Gregg's a squeaky li'l guy. He'll tell you about Tails and stuff. There's really not much to say about him, so just laugh at him.

o Getting Started

Right. I shouldn't have to do this, but there are probably a few people out there that haven't a clue what they're doing. So here goes.

The first thing you'll need to do is set up your TV. That shouldn't be too hard, right? Riiiiiiight. So set up your TV according to your instruction manual, take the fork out of your electrical socket (if there isn't one in there, don't worry--that's perfectly alright), and plug it in.

Now, set up your Nintendo 64, if you haven't already. Use the instruction manual included with your system to do this. It's basically just plugging things into the hole with the same shape and/or color. When that's done, take the cartridge out of it's box. You can handle that, I think. When you've done that, insert said cartridge, open side down and picture side forward, into the Nintendo 64 cartridge slot. Yeah, that's the thing that's covered by grey flaps.

Now, make sure your controller is plugged in, and your Rumble Pak, or cheap third party Rumble Pak wannabe, is popped into the back, with whatever batteries it requires. When your controller is ready, set it down somewhere, or hold it. Either way, make sure the Control Stick (it's the round thing on a stick in the middle that moves when you push on it) isn't tilted at all. If your controller is 6 years old, like mine, and has taken a heavy beating from Diddy Kong Racing or other such games, like mine, you might have to hold it in place, as such controllers have a tendency to lean independently.

When that's taken care of, slowly reach over, and push the Power button

(that's the one on the left) on your Nintendo 64 into the "on" position. Now, you're ready to play.

When the Title Screen shows up (it says "Conker's Bad Fur Day" on it in big letters, and it has a snazzy cool image, and it tells you to press Start. It's not hard to identify), after you've watched the little intro thing, or maybe if you press Start during it, press the Start button. That would be the little round red button in the middle of your controller (above the Control Stick). Before you can actually play, you'll need to make a file to save your game in, so let's move on to the basics of that.

Choose one of the three files available, and press the A button (it's blue). Voila. Now you're playing. Congratulations.

o Basics

Saved Game Slots:

"Each of the tavern's three exits represents a Game Save Slot. Simply select the slot you want to use, then go through that door to get started. Your game will be automatically saved to that slot as you play."

Nobody says it better than Rare, but I'll give it a shot. Basically, what they're saying is, start a new game with one of the available slots, remember which one it was, then you can continue at the spot next time you want to play.

Options:

"You can also set various game options from inside the Cock and Plucker.

Sound: "Choose Mono (indicated by a single speaker), Stereo (two speakers) or Dolby Surround Sound (five speakers)."

I so *heart* Dolby Surround. Use Mono if you have a mono TV, Stereo if you have a stereo TV, and Dolby if you have it. Simple as that. Actually, I'm not really sure. I made that up about loving it. I use stereo. Anyone out there know anything about Dolby? 'Cause I don't.

Cheats: "Input a code, then wait to see if it's accepted by the friendly neighborhood Fire Imp. He won't mince words and is easily offended, so please, mind the language!"

They're right, y'know. Be nice to the nice guy. Maybe I'll share some codes with you. ^_^ I have to find them first, though.

Chapters: "Replay your favorite areas. You must have already completed an area in one of the save slots before you can access it here, but once you have, replaying it here won't affect your saved game."

Once you do something, you can redo it over and over again in the chapters section. Which means you don't have to start new games every time you wanna replay a level. Cooooool.

o Controls

L Button.....Skip cut scene

R Button.....Look Around
Start Button.....Bring up Pause Menu
D-Pad.....No funtion
Control Stick.....Move/Crawl
C-Left.....Rotate Camera
C-Right.....Rotiate Camera
C-Up.....Change Camera Zoom
C-Down.....Realign Camera
B Button.....Attack
A Button.....Jump
Z Button.....Crouch/Crawl

- Skip cut scene only works after you've viewed a scene once.
- Look Around to see your surroundings.
- The Pause Menu lets you quit if you want to
- No function does nothing. Strange, eh?
- Moving involves running, walking, or tiptoeing, dependend upon the pressure placed on the Control Stick
- Rotate Camera pretty much moves the camera back and forth.
- Change Camera Zoom moves the camera closer or farther away from Conker
- Realign Camera puts the camera behind Conker's head. Hold it to keep it there.
- Attack uses Conker's frying pan or whatever.
- Jumping heights vary with combinations of buttons and stuff. Crouch first to do a high jump.
- Crouching prepares for a high jump, crawling (Z and Control stick) is a way to creep along silently and stuff.

4. Walkthrough

The game opens on Conker, sitting on a throne. A Clockwork Orange comes to mind...at least it did for CyricZ. Having never had anything to do with A Clockwork Orange, I'll just take his word for it and hope he's honest.

Hungover

Your tutorial area... Why does Rare put these in every game? I dunno about you, but I prefer the Super Mario approach to it, in which you have all your moves at the beginning... Ah well.

Scaredy Birdy

When you gain control of Conker, the first thing you'll want to do is take a trip around the fence and into the enclosure. So, stumble on over to the other side of the fence and into the enclosure. There, you'll meet Birdy. After talking to him, stand on the circular thing with a B on it and he'll talk to you again. Press B. Think you can handle that? Yea.

That doesn't do diddlysquat, so head back out (he opens a shortcut for you... Aw, how sweet. ^_^) and try that on the Context Zone (to quote the manual, "A.K.A. B Button Pads") out there to get rid of that hangover.

Pan Handled

When that's all done and over with, swim across the river and onto the green island-like thingy right before the waterfall. Don't worry about falling off. If you do, there's a tunnel at the end that takes you right back up to the top.

Anyway, get to that island. Once you're there, move around a bit, and Conker will remember a few moves. The Helicopter Tail Thingy and the High Jump. Whee.

Well, that was fun. Now take your fuzzy tail up that ramp-type thing or whatever (use the Helicopter Tail Thingy to cross the gaps), and when you get to the top, you'll find a bigass gargoyle sitting in the middle of the bridge that leads to your path home. Well, that could present a problem. Especially if you get to close.

So back off a bit, and look to the right. See that switch thing? Jump to it. You might have to do a high jump. Conker will grab it and pull it. A door will open down below. Jump back down the ramp-type thing, and go into that open door.

The door slams and locks behind you, so run around a little bit, and Conker will suddenly remember that he was a frying pan warrior. Um...I suppose it's better than a cupcake... Anyway, chase after that key, and whack it to knock it out. Walk over it to pick it up, and head over to the door to get out.

Gargoyle

I don't know why Conker couldn't just remember the frying pan when he had to whack the gargoyle, but I guess he's just gotta deal with certain things first. Anyway, as you've probably guessed, you've gotta walk up to the gargoyle and smack him upside the head with your pan.

After a nice big splash, it's bye-bye gargoyle, hello bigass boulder. Grr. Well, the boulder's a bit easier to get rid of than the gargoyle, so just do a High Jump/Helicopter Tail Thing onto it, and a Helicopter Tail Thingy over to the right onto the platform.

The obvious solution here is to hit the B Button, as it's a B Button Pad. Use the obvious solution. It's usually the best one, in cases such as this. Boom. Path cleared. Go on in.

Cutscene! The table has a problem. And Anti-Gravity Chocolate doesn't help here.

Windy

Windy introduces you to life, death, and the birds and the bees. Well, the bees, at least. Whee.

Mrs. Bee

Go down the path, collecting chocolate. When you've got a full life bar (careful--don't fall!), take a right at the sign (Nice), and you'll run into a weeping queen bee. Conker will talk to her, and she'll tell him about her

problem. Those damn dirty wasps took her hive. Alright, easily remedied.

Go back to the sign and take the path to Nasty. Go up the hill, avoiding the barbed wire fence (you don't even need to go anywhere near it) and the honey or whatever on the other side of the path from the aforementioned fence.

At the top of the hill, you'll find the Wasps' nest. You're not here to fight them, or explore the nest, so just grab the hive (it's that thing that looks like a hive sitting in front of the nest) and beat it.

Run down the hill, around the honey patch, and down the path to Nice. Stay on the path. Do not fall in the water. Do not crash into the wall. Wasps hurt.

If you do lose it, go back up to the hill and into the center, ignoring the circling wasps. Then take off with the hive again.

When you reach the queen bee, Conker will chuck the hive back onto its stand, showing remarkable aim, and the queen will go inside and break out the machine guns, decimate the wasps, and reward Conker. Eat lead, mother buzzers.

You'll see a few dung beetles conversing amongst themselves, then it's up the hill for you. Stand on the Context Zone, and Birdy will show up. Context Zone. Ten dolla. Urry up and buyee! Birdy will sell you a manual for \$10, then hop off. The money will escape and return to Conker, so you just got a free manual. Sweet.

Now, time to shoot down these dung beetles. Using whatever knowledge of physics you might have, aim that slingshot for all you're worth. It takes two shots to knock out a dung beetle, and after the first hit, the beetle's out for blood, and it's a moving target. Just fire off another shot right away, and it won't have time to move out of line.

When you've taken out all four of 'em, head on up to the top of the hill. Fork in the road. Whee. The left path smells a bit pooey. Take the right path.

Check out the weasel's calculations in the cutscene, then it's on to Barn Boys for you.

Barn Boys

Marvin
=====

Head on in, and cross the river. Check out the right side of the level to find a few hunks of metal and a gaseous mouse. Stand in front of the mouse when he burps to watch Conker vomit. Ooooo. Stand in front of the big metal things to talk to them. Demanding fella, ain't he?

Now go the other way. Take the upper path, and you'll find s'more big metal things. Wait until they're facing you, then run right up against them (while they're on the ground) and press forward on your control stick, so that you're running forward as soon as they jump. Yay...no Conker pancakes for us!

When you've successfully evaded the second metal thingy, you'll see a herd of cheese. You can jump in and knock a few out with your frying pan, but you can't jump while carrying anything, so stand in front of the metal thing

that's sitting outside the pen before going in. It's Burt, of course. And he'll open the gate for you.

See those blocks behind the enclosure? The nice little layers of stone and stuff? Hop onto the smallest one, and from there onto the one beside it. Do a high jump and hover over the shorter one. A lightbulb will show up. Hit B. Look around. Get that tail. Ooooooh. 10 Tails.

So go on into the pen and stalk your mighty prey, kick its ass with your frying pan, and tote it back to the mouse. Make sure you don't get hit by a metal block (they squash the cheese), and when you reach the mouse, Conker will throw the cheese to him. Lather. Rinse. Repeat. Twice.

When you've given the mouse 3 hunks of cheese, he'll explode. Ew. But at least you solved Jack's problem...

Mad Pitchfork

Hop up onto Jack's back, and from there onto the 'fat-ass bitch.' Do a High Jump onto the pipe on the wall of the barn, then another one onto the other pipe, and do a Helicoptery Tail Thing onto the roof. Run up the roof and jump onto the thingy on top of it. Hit the switch. A door will open up. Run across and grab that cash. If you took the pooey path earlier, Conker will take out his watch and note that it's 10 o' clock. But that doesn't matter now.

Jump off the barn, aiming for the wooden platform that you can see if you stand near the edge and look around. Go down the wooden ramp to the left (if you're facing away from the barn), around the pathway, and through the open door.

As Conker steps in, all the bouncing haystacks will turn around and look at him. After a quick little conversation, you'll get to see another one between a paint pot, a paint brush, and a pitchfork. Then it's back to controlling Conker.

Head over to the right side of the barn and up the stairs. Walk over to Franky and friends, and you'll be treated to a conversation that reminds me very strongly of my neighbors...

Run over to the bouncing haystacks, and when Franky attacks, stand behind one of them. This will cause him to spear the haystack instead, sending hay everywhere and keeping Conker in one piece. The eyeballs from the hay will end up on the ground. You can squish them, or you can just leave them there. If you do (leave them there, that is), they'll watch you.

When all the haystacks have been demolished, Franky will go back to his buddies, who will diss his ass-kicking, and cause him to commit suicide. Or at least attempt it. But he has no neck, so I guess that won't really work.

Go back to the entrance, which is still locked, and pull the lever on the wall across from it. The King Bee will fall out, and the door will mysteriously lose its bar. Go back outside.

Sunny Days

When you step out, the King Bee will try to bum some cash offa Conker. Conker won't give a rat's ass until he mentions the 'big-breasted babe.' Then it's off to help him pollinate her...

Head on over to the flower (cross the platform and go down the ramp along the wall), and talk to her. Then get your big, long, hairy tail back up to the wooden platform by the barn.

When you get there, you'll be swarmed by a mob of bees. 'Cept they're pacifists. All they do is tickle people. Hm...

Go back the the sunflower with bees in tow. They'll start tickling her. But they're not enough. You'll have to find the other 4 swarms.

Go to the entrance of the level and jump around a bit. When you get that swarm, go back to the cheese enclosure area and hop around the blocks. There's a swarm along the back wall. Now head over to Jack and his bitch and hop up onto the roof. Get the swarm there, then climb onto the roof beside it, do a high jump to reach the peak, and climb up the ladder. Make your way around the edge of the pool (don't fall in--if you do, you'll lose your bees) and grab the swarm there, then head back down. Actually, you can get these in whatever order you choose, but this one takes you around the level in what I think of as the easiest and fastest way.

Take your swarms back to the sunflower, and enjoy the show. When that's over, take her up on the offer of a bounce and hop on her...uh...stigmas. You'll need a High Jump to get there. Just before you hit 'em, press A, and squirrel boy will be bounced higher, leaving you free to do a Helicopter Tail Thing into that alcove, netting you some easy cash.

Barry + Co

Go back to the wooden platform by the barn and wait for the bouncing crate to stop. High Jump onto it, and from there onto the platform that the King Bee fell from. Go into the barn.

After the bats notice you, you'll have to make your way across the beams, avoiding attacking bats. You can do the Helicopter Tail Thing, or you can walk. It's more fun to walk, but it's easier to hover. Your call.

If you walk, a lightbulb will show up. When the bat squeaks, hit B, and Conker will whip out a flamethrower and torch the sucka.

If you fall, you'll have to go through the entire thing again. Of course, you could always take the fun AND easy way out and crisp the bats, then jump. Or you could just throw knives at 'em...

Anyway, when you've successfully navigated the bat-ridden rafters, you'll end up on a Context Zone. Hit B to whip out some throwing knives. If you didn't turn them into crispy fritters, you can use the bats for target practice, but your main goal here is to shoot down Franky, so aim for the rope above his head. If you can call it that...

Buff You

When you've got 'im down, it's time to get down yourself. Jump off. After a short conversation, hop on board the farm utensil for some good ol' fashioned pitchfork ridin'. Redneck sport. ;)

Bounce on over to the big haystack guy and try to charge him. If he smacks you, get the chocolate outta the corners before remounting your steed. When

you've charged him twice, he'll whip out an evil-looking eye. Eek.
Terminator! Get him again, and he'll crash through the floor, bringing you
down with him.

Haybot Wars

After a quick chat with Franky, Conker will duck to avoid a Suzie 9mm. Since
he hurt his leg from the fall, Conker will be a bit slow on the ground, so
hop on board your old buddy Franky.

Haybot attacks with his Suzie 9mm missiles and his iron fists. Run over to
the edge of the room and hide behind one of the big pipes, and metal boy will
shoot it with a Suzie, causing water to squirt out. This ends the missile
shooting for a bit, so hop out and stand in the water stream to lure ol'
Sparky over to it.

When he's hit with the water, Haybot will start sparking and spinning. Bounce
over to him. See that button that says "Do Not Push" on his back? When you're
close to it, the lightbulb will show up. Press B. Zap. There goes his arm.
Now he throws you to attack. Yowch.

Do that with the other 2 pipes, and he'll blow the other arm (now he steps on
you), then boom. He's gone.

With Haybot out of the way, Franky's lying in pieces, although Conker's leg
seems to be better...

Frying Tonight

Now you have more important matters to take care of, such as getting the hell
outta there before the water reaches those sparking wires and electrocutes
our cute little protagonist. So strap on your water wings.

Swim your way over to the pipe with Exit signs on either side of it and climb
the ladder. At the top, there's a Context Zone, and when you hit B, Conker
will whip out his knives again.

Conker will have to use the knives to cut down the hanging wires. There are
three here. The first two are easy to see; the third is partially submerged
and harder to see. Hit them (aim for the part where they're attached to the
pipe) before the next pipe starts spurting water, or Conker will be
electrocuted. A lot.

When those three are gone, swim across the room and climb up the ladder. High
Jump onto the platform and you'll have 3 more wires to take out, one each on
your left and right, and another one in the center of the room. When those
are gone, another pipe will burst and you'll be carried by the rising water
to the top of the room.

Swim across the room and jump onto the platform, and leave. Once out, you'll
end up in a room with a little rodent guy with a stone tablet. Stand on his
tablet, and he'll launch you up into the rafters. Use your Helicopter Tail
Thing to fly over to the alcove, snatch the money, and High Jump out the
window.

Slam Dunk

Head to the right and climb the ladder. Avoiding the wasps, make your way to the top.

When you reach a wasp, stop and wait for it to pass a ladder, then scurry up while it finishes its pass and turns around.

At the top, you'll find a diving board-type thing and a few pieces of chocolate. Jump towards the chocolate in mid-air, and the lightbulb will show up. Hit B.

Conker will turn into an anvil and crash down into the bottom of the bucket, opening a grating. Whee. Climb out.

Make your way down to the ground, and go into the water. Swim towards the sunflower, and you'll see the open grating. Go in, and you can grab a Tail and some cash. Sweeeeeet.

Now head back out to Windy, and wait for me to update.

5. Special Moves

Context Zones (A.K.A. B Button Pads): "When Conker steps onto a pad embossed with a large B, a lightbulb will appear over his head, accompanied by a ting! sound. That means that Conker is in a Context Zone, and all you have to do is press the B Button. What happens next will depend on what's going on at that particular point in the game. Be careful, though, because the lightbulb could appear at any moment--not just when Conker's on a B Button Pad!"

Well, that's basically it. Some pads are more useful than others. More on these when I find a few more.

Climbing: "You can make Conker climb ropes and ladders simply by having him jump onto them, then using the Control Stick to make him clamber up and down. Press the A Button to let him release his grip and jump off at any time."

It's pretty easy to do this. Just move the control stick up and down.

Swimming: "When Conker enters a deep enough pool of water, you can make him swim along the surface by using the Control Stick. And once you've collected the Confidence Pill, you can press the B Button to make Conker dive. If you hold down the B Button, Conker will kick his feet and maintain a steady speed. Use the Control Stick to steer him along."

It's like any other swimming you might've done in Rare games. Move the control stick. Your character moves. Oooo. But there's not much to say on the subject, so this is all you get.

"When Conker is underwater, keep an eye on the picture of his face that will appear in the corner of the screen. When his eyes start to bulge and look ready to pop, it's time to come up for air."

No comment on that, as I haven't done any diving yet.

The Helicopter Tail Thing: "When he jumps, Conker can spin his big, hairy tail to create lift and slow his descent. To make him perform this move, press the A Button to jump, then press it again and hold it down. Use the

Control Stick during this time to manuever our hero around. Chicks really dig this move, but don't forget that a squirrel's tail is only so strong. Conker won't be able to keep up this move forever, so watch out for those high cliffs."

I've done this a bit, but not considerably so. It reminds me of Tails from Sonic and Tails, if you know who he is (and you should! Shame on you if you don't!). Anyway, this is a great move. It's rather useful for crossing long gaps. And I love the name. ^_^

Bouncin' Pitchforks: "Franky the Pitchfork will do most of the work, but it's up to Conker to guide him while hanging on for dear life."

- Control Stick: Move Franky around in any direction.
- A Button: Force Franky to jump.
- B Button: Send Franky into his two pronged attack.

Whee...sproingy sproing sproing. It's kinda fun, in a weird twisted sort of way...

Jet Board: "Once on the board, it's up to you to stay there, avoiding pillars, jumping crevasses and ducking Brontosaurus legs."

- Control Stick Left/Right: Steer the jet board
- Control Stick Up: Engage the the jet board's afterburner, increasing Conker's speed.
- Control Stick Down: Slam on the brakes.
- A Button: Make Conker stamp his foot on the back of the board, causing it to jump.
- B Button: Make Conker take a quick swipe with his trusty frying pan.

It's like a jet-ski or something. Lava surfing is fun...

Raptor Riding - The Tank will be covered in a future update. Please check back later.

6. Side-Quests

I don't even know if there's anything for this category yet, let alone writing it...pssssh.

7. Mini-Games and Fun Stuff

Later.

8. Multiplayer Games

Well, all I can say about this is that I suck at the one I played. But I probably just need practice.

9/10/11/12. Maps/Codes/Secrets/FAQs

Err...Here. Have a few codes. Enter these into the code thing on the options screen:

wellytop: Allows you to play as Conker in Deathmatch and Race (Multiplayer)

spunkjockey: Use a chainsaw or samurai sword in multiplayer game.

eastereggusrus: Play as "The One" (Matrix Conker)

13. Coming Soon

- = Objective
- o = Percentage chance of that getting done (don't ask where I get these :P)
- x = Done

Mar. 10th, 2001

- More walkthrough stuff
 - o 80%

- Add codes
 - o 13%

Mar. 9th, 2001:

- x • More walkthrough stuff
 - o 90%

- A few more sections
 - o 7%

- A few more codes
 - o 12%

Mar. 6th, 2001:

My projected content for the next update:

- x • A better start on the walkthrough
 - o 90%

- Finish the first few sections
 - o 37%

- x • Add a bit more on the characters.
 - o 2%

I think that's about it. So basically, in short paragraph form and all that, for the next update, I'll probably give you a bit of a walkthrough, maybe a few things from the first sections or so, and a bit more info on the characters.

14. Copyright and Contact Information

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- You want to ask a question that IS NOT FOUND IN THE GUIDE.
- You want to praise the author and/or offer tokens of high monetary value. I have an Amazon wishlist, if you're interested...
- You want to flame the author for absolutely no reason other than the sick pleasure it gives you. So far, only one person has taken me up on this offer. Where are the rest of you? I know you want to...
- You found something that the author missed and you want to tell her about it. This only works if it's in a part of the game covered by the guide.
- You want to worship the author and build a shrine for her. (Hey, why not? I might as well let people do this, since they seem to want to anyway...What, you want to use me for a human sacrifice? AAAAAahhh!)
- You want to make a suggestion that you feel will help make the author, the world, and/or this guide a better person, place, and/or thing. I probably won't take it, though...I don't think the same way the rest of you do.
- Your pants are on fire and you want to borrow a fire extinguisher.

- You're a really cool person who knows how to spell and speak relatively decent English (or Russian or Spanish) and you want to be my friend.
- You speak perfect English and perfect any-other-language and want to translate this sucka for me. Perfection isn't really a requirement, merely a preference. As long as you're fluent, I'm cool with it.

DO NOT Contact the author if:

- You want to use this on your website. For now, I'm keeping this on a few sites. When it gets bigger, I'll spread it around a bit. But for now, just a few.
- You want to help the author with the guide. Yes, I appreciate the thought, but unless I missed something major, like a boss battle or something, I really don't need (or want) your assistance. It's annoying to open your inbox and find 15 emails from people wanting to help and 5 more with people who have already assumed their help is wanted and have therefore sent poorly spaced and atrociously spelled partial walkthroughs for parts of the game that are either covered already or I haven't reached yet. When I'm ready to accept help from the rest of you, I'll ask.
- She has a headache. Stupid emails (and even moderately intelligent ones) make headaches worse, which leads to mean emails and flaming. Don't do it. It's a big, big, no no. And remember, the mood is posted up there, so you might want to check it before emailing me. I generally keep the same mood for a few days, unless something extreme happens, but if it does, chances are, I won't be checking my email, anyway.
- You have nothing intelligent to say. "I finished the game before you. Nyah." is not intelligent, and I'll have to delete it. Sorry.

-----If you have reason to contact me for anything other than those circumstances stated on the allowed list, your email will be read, laughed at, and deleted. Or maybe just deleted. The same actions will be taken if you ask a question that is answered within the guide. And don't be surprised if I don't reply to you immediately. I get lots of email every day, and I try to answer all of it, but things sometimes get out of hand.

If you contact me with something from the no-no list, I'll probably reply and call you a dirty name that you won't want to repeat to the younguns (Lord of the Flies!), then be generally surly and mean to you until I forget about your entire existence. Then I'll just treat you like everyone else, until you make me mad again.

15. Credits/Thanks

Author:

SquidGirl (becky@chronosquid.com)

Quotes (in Game Basics/Special Moves sections):

Official Conker's Bad Fur Day Instruction Booklet

Inspiration:

A whole lotta things

Thanks to:

A whole lotta people, including (but not limited to)...

- Scott Zdankiewicz
- Jason Leisure
- Thanos Necrosis

16. Update History

* = Current Version

March 6, 2001 (v1.0): Added beginning of walkthrough and lots of little sections.

March 9, 2001 (v2.0): Walkthrough, typos, and codes. Whee!

*March 10, 2001 (v3.0): Walkthrough

Thank you!

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