

Ch.#	Name/Description	Search	Description
(01)	Version History	VERSIONS	Descriptions of updates to the FAQ.
(02)	Introduction	INTROD	The introduction to this FAQ.
(03)	Game Basics	BASICS	Basic information about Conker's BFD.
3a	Story	STOR	The story behind the game.
3b	Controls	CTRL	How to control Conker.
3c	Moves	MOVE	Conker's techniques and skills.
3d	Items/Weapons	ITEM	The items/weapons found in the game.
3e	Enemy List	ENEM	A list of the enemies in Conker's BFD.
3f	Character List	CHARAC	A list of characters in Conker's BFD.
(04)	I. Hungover	CHAPTER1	The game's training level.
4a	Scaredy Birdy	CHPT1P01	Curing Conker's hangover.
4b	Pan Handled	CHPT1P02	Getting the frying pan.
4c	Gargoyle	CHPT1P03	Getting rid of the gargoyle.
(05)	II. Windy (Pt. 1)	CHPT2PT1	The first part of chapter two.
5a	Mrs Bee	CHPT2P01	Returning the beehive.
(06)	III. Barn Boys	CHAPTER3	The third chapter of the game.
6a	Marvin	CHPT3P01	Feeding marvin the mouse cheese.
6b	Mad Pitchfork	CHPT3P02	Meeting Franky the pitchfork.
6c	Sunny Days	CHPT3P03	Making bees tickle a sunflower.
6d	Barry + Co	CHPT3P04	Rescuing Franky.
6e	Buff You	CHPT3P05	Attacking the haystack.
6f	Haybot Wars	CHPT3P06	Defeating the robot.
6g	Frying Tonight	CHPT3P07	Getting out of the robot area.
6h	Slam Dunk	CHPT3P08	Opening a gate in the area.
(07)	II. Windy (Pt. 2)	CHPT2PT2	The second part of chapter two.
7a	Poo Cabin	CHPT2P02	Heading through poo cabin.
7b	Pruned	CHPT2P03	Pouring prune juice into a trough.
7c	Yee Haa!	CHPT2P04	Killing the cows.
7d	Sewage Sucks	CHPT2P05	Swimming through the pile of poo.
7e	Great Balls of Poo	CHPT2P06	Putting your poo balls to work.
(08)	IV. Bats Tower	CHAPTER4	The fourth chapter of the game.
8a	Mrs. Catfish	CHPT4P01	Meeting the catfish.
8b	Barry's Mate	CHPT4P02	Heading up Bats Tower.
8c	Cogs' Revenge	CHPT4P03	Finding the missing cogs.
8d	The Combination	CHPT4P04	Opening the safe.
8e	Blast Doors	CHPT4P05	Doing a pinwheel challenge.
8f	Clang's Lair	CHPT4P06	Swimming through an underwater tunnel.
8g	Pisstastic	CHPT4P07	Defeating the flames.
8h	Brass Monkey	CHPT4P08	Defeating the boiler.
8i	Bullfish's Revenge	CHPT4P09	Swimming back to the start.

(09)	V. Sloprano	CHAPTER5	The fifth chapter of the game.	
+-----+-----+-----+-----+-----+				
9a	Corn Off the Cob	CHPT5P01	Feeding the Great Mighty Poo corn.	
9b	Sweet Melody	CHPT5P02	Defeating the Great Mighty Poo.	
9c	U-Bend Blues	CHPT5P03	Swimming past the spinning blades.	
9d	The Bluff	CHPT5P04	Getting past the two guards.	
+-----+-----+-----+-----+-----+				
(10)	VI. Uga Buga	CHAPTER6	The sixth chapter of the game.	
+-----+-----+-----+-----+-----+				
10a	Drunken Gits	CHPT6P01	Getting into the dino-idol room.	
10b	Sacrifice	CHPT6P02	Sacrificing a dino to the idol.	
10c	Phlegm	CHPT6P03	Going through the dinosaur idol.	
10d	Worship	CHPT6P04	Getting rid of the rock guys.	
10e	Rock Solid	CHPT6P05	Breaking Berri out of her cage.	
10f	Bomb Run	CHPT6P06	Taking a bomb through the idol.	
10g	Mugged	CHPT6P07	Getting your money back from cavemen.	
10h	Raptor Food	CHPT6P08	Eating cavemen with a raptor.	
10i	Buga the Knut	CHPT6P09	Defeating Buga the Knut.	
+-----+-----+-----+-----+-----+				
(11)	II. Windy (Pt. 3)	CHAPTER2	The third part of chapter three.	
+-----+-----+-----+-----+-----+				
11a	Wasps' Revenge	CHPT2P07	Returning the hive again.	
11b	Mr. Barrel	CHPT2P08	Riding Mr. Barrel down the hill.	
+-----+-----+-----+-----+-----+				
(12)	VII. Spooky	CHAPTER7	The seventh chapter of the game.	
+-----+-----+-----+-----+-----+				
12a	Mr Death	CHPT7P01	Getting a shotgun and killing zombies.	
12b	Count Batula	CHPT7P02	Dropping mice in Batula's grinder.	
12c	Zombies	CHPT7P03	Getting out of Count Batula's mansion.	
12d	Mr. Barrel	CHPT7P04	Riding Mr. Barrel out of the house.	
+-----+-----+-----+-----+-----+				
(13)	VIII. It's War	CHAPTER8	The eight chapter of the game.	
+-----+-----+-----+-----+-----+				
13a	It's War	CHPT8P01	Meeting the general.	
13b	Power's Off	CHPT8P02	Restoring the area's power.	
13c	TNT	CHPT8P03	Blowing up the giant jet.	
13d	The Assault	CHPT8P04	Heading through the beach.	
13e	Sole Survivor	CHPT8P05	Getting two guns from a dead soldier.	
13f	Casualty Dept.	CHPT8P06	Heading through a big building.	
13g	Saving Private Rodent	CHPT8P07	Saving Rodent, a soldier.	
13h	Chemical Warfare	CHPT8P08	Going through the area with Rodent.	
13i	The Tower	CHPT8P09	Destroying the tower's supports.	
13j	Little Girl	CHPT8P10	Destroying submarines firing missiles.	
13k	The Experiment	CHPT8P11	Killing the Little Girl's robot.	
13l	Countdown	CHPT8P12	Heading through lasers and the beach.	
13m	Peace at Last!	CHPT8P13	Leaving the war chapter.	
+-----+-----+-----+-----+-----+				
(14)	IX. Heist	CHAPTER9	The ninth chapter of the game.	
+-----+-----+-----+-----+-----+				
14a	The Windmill's Dead	CHPT9P01	Going in the remains of the windmill.	
14b	Enter the Vertex	CHPT9P02	Matrixing your way through the bank.	
14c	The Vault	CHPT9P03	Defeating the final boss.	
14d	End Cutscene	CHPT9P04	The ending of Conker's Bad Fur Day.	
+-----+-----+-----+-----+-----+				
(15)	Appendicies	APPEND	The last chapters of the guide.	
+-----+-----+-----+-----+-----+				
15a	Tail Locations	TAIL	Where the 1-up tails area.	
15b	Cheat Codes	CHEATS	The cheat codes of the game.	
15c	Legal Disclaimer	LEGALD	The legal notice of this FAQ.	
15d	Contact Information	CONTACTI	READ THIS BEFORE CONTACTING!	

Control Stick

~~Move~~

The control stick is used to maneuver Conker anywhere within 360 degrees. This allows you to move and head to different areas. Holding the control stick lightly will cause Conker to tip-toe. Push it further and he will walk. Hold it all the way and Donkey will run. Running is the most efficient way to explore the worlds, so you should always do so. However, when moving across narrow bridges, tip-toeing is safer and more advisable.

Underwater, the control stick allows you to move as well. However, it is much more difficult to swim to precise locations or to objects underwater. Pushing the control stick up causes Conker to go down while holding it down causes him to go up.

A Button

~~Jump~~

Like in pretty much all N64 adventure games, the A button is used to jump. Press A and Conker will jump, allowing you to reach higher ledges. You'll need to use this pretty much all the time throughout the game.

B Button

~~Attack/Dive~~

After entering the room with the key in the first chapter, Conker will remember how to use his frying pan. Press B and he'll swing it. You'll stop moving for a second, so you can't swipe the pan while running. The frying pan is used to temporarily stun strange objects like corn or cheese. They're pretty fast, so you have to be close before pressing B. You can then move into it to grab hold of it and take it to other places.

While on the water (after swallowing the confidence pills in Windy part 2), press B to submerge. Conker's face will appear on the screen and his expression will become worse and worse as you stay under longer and longer. A little bit after his face becomes blue you'll start losing your health, so you'll want to be extremely careful. Sometimes you'll find bubble pockets to restore your air. To swim around underwater, move the control stick while holding B.

The last use of the B button is to activate context zones and context buttons. Throughout the game, you'll find pads with the letter B on them. A lightbulb will appear above Conker's head if you stand on it (sometimes this happens just anywhere, without the pad). Press B and something will happen that allows you to complete the task at hand. If a lightbulb doesn't appear when you stand on a pad, it means you have to complete some other task before using the pad.

Z Button

~~Crouch~~

~~A+A~~

Conker will remember this move at the top of the waterfall in the training area. Press A to jump, then press and hold A again to make Conker spin his tail. You can now cross rather large gaps as the tailspin will make Conker float for a while. After a bit, his tail will slow down and stop. Be careful, because if you fail to cross the gap before Conker stops spinning his tail, you'll fall straight down and possibly die.

While the most important use of the tailspin is to cross gaps, you can also use it to break falls. Hold A just before landing from a fall and you'll float safely down. If you time it incorrectly, you'll get hurt anyway.

~~~~~  
Crawl  
~~~~~

~~Z+Joystick~~

This move makes Conker look like a baby, which he is sometimes. Hold Z to crouch down, then start moving the control stick. Conker will start crawling around like a little baby. Since he moves EXTREMELY slowly while crawling, you can use this move to get across very narrow ledges. If you have difficulty controlling Conker on ledges, the crawl may make it a bit easier.

+=====+
| 3d Items/Weapons ITEM |
+=====+

=====
Collectible Items
=====

~~~~~  
Anitgravity Chocolate  
~~~~~

After leaving the training area and entering the Windy chapter for the first time, you'll start seeing pieces of chocolate all over the place. Pick them up to restore your life bar (you only get six pieces throughout the whole game). If an enemy hits you, you'll lose one or more pieces of chocolate. After losing them all, you'll die. Pieces of chocolate can be found all over the place, so stocking up isn't hard.

A short while after picking up a piece of chocolate, the piece will respawn, so you can always head back and refill your health with ease.

~~~~~  
Cash  
~~~~~

Throughout the game, you'll encounter packs of bills with eyes. Walk near one and Conker's eyes will turn into dollar signs. Conker will grab and pocket the bills and say something funny. You'll need money to pay some of the characters in the game for their services. Fortunately for you, Conker whistles his money back to him, so you'll never really lose any bills.

You can find cash in alcoves and on roofs as well as in many other places. If you press the start button, you can view how much money you have. The cash wads

usually come in packs of 100. However, one pack is only worth 10 dollars.

=====
Pads, Switches, and Misc.
=====

~~~~~  
Context Buttons/Zones  
~~~~~

After meeting Mr. Birdy, you can activate context zones and context buttons. Throughout the game, you'll find pads with the letter B on them. A lightbulb will appear above Conker's head if you stand on it (sometimes this happens just anywhere, without the pad). Press B and something will happen that allows you to complete the task at hand. If a lightbulb doesn't appear when you stand on a pad, it means you have to complete some other task before using the pad.

=====
Weapons
=====

~~~~~  
Frying Pan  
~~~~~

Found in: Room with key in training area

After entering the room with the key in the first chapter, Conker will remember how to use his frying pan. Press B and he'll swing it. You'll stop moving for a second, so you can't swipe the pan while running. The frying pan is used to temporarily stun strange objects like corn or cheese. They're pretty fast, so you have to be close before pressing B. You can then move into it to grab hold of it and take it to other places.

~~~~~  
Slingshot  
~~~~~

Found in: Several locations

You'll have to pay Birdy ten dollars for this (though Conker whistles it back). Press B while on the context button to take them out and shoot the nearby beetles. To shoot, press Z. Use the control stick to aim. You have an unlimited amount of shots.

~~~~~  
Anvil  
~~~~~

Found in: Various locations

Sometimes, usually when Conker jumps off of a seemingly dangerous plank or ledge, a lightbulb will appear. Press B to turn into an anvil and crash downward. This can sometimes hurt enemies, smash open ledges, or activate switches.

~~~~~  
Flamethrower  
~~~~~

Found in: Top of Franky's barn/inside Bats Tower

This is your weapon that you'll use against Barry and the other bats in certain areas. Press B when the lightbulb appears just after you hear a squeak and Conker will torch the bat with a flamethrower.

~~~~~  
Knives  
~~~~~

Found in: Area above Franky's barn/under the barn after killing the Haybot

While in the correct context zones in the barn areas, press B to take out some knives. You have an unlimited supply. Press Z to throw them, allowing you to cut ropes and cords. Use the control stick to aim.

~~~~~  
Toilet Paper  
~~~~~

Found in: Great Mighty Poo battle

In the Great Mighty Poo battle, stand on the context buttons not covered with poo and press B to take out a roll of toilet paper. When the Great Mighty Poo opens his mouth to sing, press B to throw the roll into his mouth and cause damage. If you want to put the toilet paper away, press Z.

~~~~~  
Shotgun  
~~~~~

Found in: Beginning of Spooky chapter

When you meet Gregg trying to kill the catfish in the Spooky chapter, he'll give you a shotgun to deal with the zombies up ahead. Press B to take it out, hold R to go into aiming mode, and press Z to shoot. You can't hurt yourself, so it's all good. Press A to reload. While in aiming mode, hold Z to use a laser-targetting feature. If you want to put the gun away, press B.

~~~~~  
Crossbow  
~~~~~

Found in: Count Batula's mansion

After killing Count Batula, press B while standing on context buttons in a couple places in the mansion to take out a bow, letting you kill bats. Press Z to fire, hold Z to use the laser targetting, and press B to put the bow away.

~~~~~  
Dual Shotguns  
~~~~~

Found in: Beach in It's War! chapter

At the end of the beach in the It's War! chapter, Conker will loot two shotguns off of a dead soldier's body. Press B to take out the guns and Z to shoot. You can hold R to aim and hold Z to use a laser-target. Press B to put the guns away. The shotguns will let you kill the Tediz throughout the chapter.

Worms will pop out of nowhere on the path leading up to the windmill in Windy and the path leading to Count Batula's house. If you run quickly, you can easily run into them and get hurt, so move slowly and highjump over them when they pop out of the ground.

~~~~~  
Megablox/Crates  
~~~~~

Difficulty : **

Large metal blocks guard the path to the cheese farm in the Barn Boys chapter. Wait for them to jump, then rush under them before they land to avoid getting hurt. You'll find a crate variation of these at the start of the It's War! chapter.

~~~~~  
Barry and Buddies  
~~~~~

Difficulty : ***

Along very narrow ledges at the top of the Barn Boys barn and the path leading up the inside of Bats Tower, you'll encounter Barry the bat and his bat friends. When you reach the context zone, press B after you hear a squeak to torch the bats and kill them. Larger bats are also found guarding keys in Count Batula's house after killing the count.

~~~~~  
Bullfish  
~~~~~

Difficulty : **

In the Bats Tower chapter, you'll find a bullfish at the end of the river. If you get too close, he'll bite you. After he gets loose later on, you'll have to swim through the river before he bites you.

~~~~~  
Imp  
~~~~~

Difficulty : **

Imps are found in various locations, mostly in Bats Tower and Windy. They look like green dudes in metallic armor. You can't kill them with your frying pan or anything, so just avoid them (sometimes you can kill them with a special weapon or item).

~~~~~  
Clang  
~~~~~

Difficulty : ****

Clangs, which are eyeballs swimming around in Clang's lair, an area in Bats Tower, will try to bite you. You can point your flashlight helmet at them to blind them for a VERY short time, so swim past them quickly.

~~~~~  
Fire Imps  
~~~~~

Difficulty : **

Fire Imps are found at the end of the safe in the Bats Tower chapter. To kill them, drink beer from the keg and press B to start pissing on them. They'll run to run under you and burn you, so you'll have to be careful. If you want to extend your piss stream, hold Z. Use the control stick to turn around and aim. After a while, Conker will get a hangover, so you'll need to get some alka-seltzer from the medicine cabinet.

~~~~~  
Uga Buga  
~~~~~

Difficulty : *

Uga Bugas are the cavemen patrolling the Uga Buga chapter of the game. There's no way to kill them, so just avoid them (it's easy as they're quite slow).

~~~~~  
Raptor  
~~~~~

Difficulty : *****

Raptors patrol the building at the start of the Uga Buga chapter. You can only avoid them. You'll also be attacked by one (though you'll have to hypnotize it to eat the cavemen) in an arena at the end of the chapter. Press B to headbutt. Walk into a caveman to grab him by the mouth, then press Z to swallow.

~~~~~  
Zombie  
~~~~~

Difficulty : ****

Zombies are found in the Spooky chapter (in the graveyard and in Count Batula's house after destroying the said count). They'll try to run towards you and attack you. The only way to kill them is to use the shotgun Gregg gives you to shoot them in the head. If you shoot them anywhere else, they'll merely bounce back.

~~~~~  
Villagers  
~~~~~

Difficulty : ***

Villagers are mice patrolling Count Batula's house. You have to, as a bat, pick them up (hold B to fly) and press Z to drop bat poo on them. This will stun them for a while and allow you to pick them up. You can then fly to the room where Count Batula is hanging and drop them in the grinder, allowing Batula to feed on their blood. Once he's had too much, he'll fall off his cord and be grinded himself.

~~~~~  
Tediz  
~~~~~


and beer (Birdy will go to bed after drinking both). Head back outside the farm patch using the exit Birdy opens for you and press B on the pad. Conker takes out an alka-seltzer, which cures his hangover. He'll realize that these give him just what he needs in that moment in time. Understand now? It's sensitive to the context of what you need. Clever. Conker tells you you can skip cut-scenes, assuming you've already seen them, by pressing L.

You can now run at normal speed and press A to jump at a normal height. Run over to the water and swim to the ledge at the top of the waterfall. You can't get hurt at all in the training area, so don't worry if you fall off the ledge. Conker will remember that you can hold Z and press A to do a highjump and press A while in the air to do a tailspin, letting you hover to cross gaps and break falls. Be warned, Conker can't tailspin forever, so you can fall. Okay, tailspin to the log nearby. Head up the path and tailspin across a few more gaps. At the top, you'll reach a bridge. Ignore it for now and highjump to pull the key near the bridge, opening a door. Head back across the gaps and go into the door once you find it.

```
+~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~+
| 4b                                     Pan Handled                               CHPT1P02 |
+~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~+
```

Chase the key around in this room until the door closes, at which point Conker will remember that you can press B to swipe a frying pan. You'll stop for a second when you do so, so you'll need to be near your target. Run up to the key and smash it with the pan to stun it, then pick it up and take it towards the door to open it up. Head back outside the door. Tailspin across the gaps until you reach the top of the path, then head to the bridge, where you'll meet a gargoyle.

```
+~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~+
| 4c                                     Gargoyle                                 CHPT1P03 |
+~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~+
```

The gargoyle will explain that he's been sitting on a piece of gothic architecture for 200 hundred years and only just got comfy on the bridge, so he's not moving to let you cross. Conker will remark that it's a bit early in the day to be talking about gothic architecture, so the gargoyle says if he comes a bit closer, they can discuss things of another nature. Approach the gargoyle and press B to whack it with your frying pad. The gargoyle will laugh at the fact that you actually tried a frying pan, but this causes him to lose his balance and fall off the bridge to the bottom of the waterfall. He dies, but a huge boulder falls and blocks the opening at the end of the bridge.

Highjump onto the top of the rock, then tailspin to the wooden ledge on your right. Use the context button to take out a dynamite with plunger. Conker will use it to blow up the rocks, so tailspin back and head into the passage.

```
=====
|                                     ~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~+
|         (05)                        |  II. Windy (Pt. 1)  |          CHPT2PT1          |
|                                     ~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~+
|                                     =====
```

```
+~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~+
| 5a                                     Mrs Bee                                 CHPT2P01 |
+~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~+
```

NOTE: This is the first area where Conker will be able to collect health.

However, you won't be able to get extra lives until you die. This FAQ assumes you have already died or killed yourself, allowing you to collect squirrel's tails.

After entering the chapter, a cut-scene will show that a professor in a floating chair goes to the Panther King's throne room. The king shows that the professor must fix his three-legged table. The professor says he will do what he can, but will require a bit of time. The king tells the professor not to take too long and threatens him with duct tape. In the professor's lab, he swears about the king and looks for something that might help. He knocks a bunch of antigravity chocolate out the window.

The chocolate will land in front directly in front of Conker. Head down the path and collect the chocolate to boost your health up to the maximum of six. At the bottom of the path you'll find a sign with two directions, naught and nice. Behind the sign is a squirrel tail. Follow the nice path to the right and you'll meet Mrs. Bee. She's crying because a group of wasps stole the beehive. Conker agrees to get it for her and asks where it is. Mrs. Bee merely tells him to follow the signs. Head backward and take the naughty path this time. Go up the slope to where you'll find some yellow goop surrounding the grass. You'll walk slowly on this. Head up the path until you reach an area with a beehive. Grab it and three wasps will come out to try and attack you. Rush down the path (don't stop moving baby, don't stop moving, wiggle, wiggle or you'll get hurt and the wasps will most likely steal the hive back) and avoid the sticky crap. Continue down the path until you reach Mrs. Bee again. Conker will throw the hive to her and she'll fly into it. From the hive, she will shoot the three wasps and kill them.

Mrs. Bee thanks "Mr. Squirrel" (get used to this, as Conker doesn't tell anyone his name) for his efforts and comments that none of it would have happened if it weren't for her good-for-nothing husband, who, not suprisingly, ran off with another woman. As a reward for your good services to the bee community, Mrs. Bee presents Conker with...a big fat wad of CASH (\$100).

After you have your money, head over to the sign again. Follow the naughty path until you reach the place where you find the hive. Tailspin across the river below to where you'll find a gray metallic B button pad. The beetles on the ledges up the slope are angered by your presence, but decide to wait for you. Stand on the pad and Birdy will appear. He'll tell you you need a manual to use this particular B button pad. However, it'll cost you ten dollars. Birdy will hand you the manual after Conker forks over ten bucks. As Birdy leaves, the bills run back to Conker. Now press B and Conker will start reading the manual. Manuals will tell you how to use more complex zones. If you want to use the zone again but need the manual, press L and B. To skip it, just press B. Use the control stick to aim your slingshot and press B to fire. Now shoot all the beetles on the ledges on the slope ahead. After shooting one, it will fly up. Shoot it again to kill it before it hurts you. Once they're all gone, a door at the top of the slope opens. Head up the slope and Conker will discover a fork in the path. Take the right path.

| ~~~~~~
| (06) | III. Barn Boys | CHAPTER3 |
~~~~~~











balls past them. At the top of the slope, Conker will put a stick of TNT into the poo ball and push it onto the large beetle below. The beetle swallows the poo ball by accident, causing him to explode. Another poo ball appears outside the cabin.

Head down Poo Mountain until you reach the bottom. Go to the other side of the cabin and start pushing the next poo ball. This time, go up the slope on the same side of the cabin as the poo ball. You'll have to turn around to see it. Push it up, rushing past the dung beetles when they go in their alcoves. Push the poo ball into the hole at the top and it will roll down inside the mountain and crash through a bunch of planks boarding up an entrance at the bottom. Highjump on top of the mountain, then quickly jump again to reach the top, where you'll find a wad of CASH (\$700).

Take the path down Poo Mountain again to find your next poo ball. Push it past the slope you just went up, following the river around the bottom of the mountain. Push it off the edge of the poo river and it will land on the head of an armored imp standing on a ledge by a lake. Jump into the lake and head to your right, avoiding the imps swimming around. You'll find the poo balled imp, so stand on the switch by him and press B to turn into anvil. Conker will hit the switch and cause the a drain in the water to open, killing the two imps in the water. Now head to the back of the lake and you'll find the entrance to the next chapter.

```
=====
|                                     ~~~~~~                                     |
|          (08)                       |   IV. Bats Tower   |   CHAPTER4   |
|                                     ~~~~~~                                     |
-----
```

```
+~~~~~+
| 8a                                     Mrs Catfish                                     CHPT4P01 |
+~~~~~+
```

You appear in an area with a long river. Conker meets a group of catfish who ask Conker to help them with the nasty bullfish who's stolen their fortune. The catfish ask Conker to get rid of him, but he only agrees when offered ten percent of the money. The safe with the money has a combination that the catfish will enter once it's safe. Head forward, following the river. Swim down until you reach the end, where you'll find the bullfish in a small area. Press B to dive under, then swim into the hole next to the dogfish.

```
+~~~~~+
| 8b                                     Barry's Mate                                     CHPT4P02 |
+~~~~~+
```

Swim through the path until you reach a place where you can surface. Head onto the ground and you'll be a huge circular tower. Go to the right side of the room and talk to the cog on the wall. He tells you to either find his missing cogs or *** off, but Conker turns him around to reveal his nice, gay side. The gay side asks Conker to find the mean side's "friends" or else his life will be a misery. An elevator thing lowers nearby. Head over to it and ride it up to a ledge going around the room, where you'll find Barry and the other bats again. Head along the ledge, then cross the narrow plank. When you hear the squeak, press B while the lightbulb is above your head to torch the bat. At the end, go along a ledge and jump to the rope. Climb up to another plank. Keep going up the tower, killing the bats as you head along the planks. The planks after the first one are much narrower. When you reach a half plank at the top, climb the rope that got you there and at the top, you should see another rope near it. Jump to that rope, then climb up and tailspin to the top of the tower. Tailspin across the

ledges on top of the tower to your right. Avoid the imps as you go until you find a wad of CASH (\$800).

Make your way back to the wooden ledge sticking off the tower, then jump to the rope and tailspin to the top platform. Go along the half plank and face the tower wall. You should see a switch above a cobweb. Tailspin to the switch, which Conker will pull. A gate will open in the water that you were in when you entered and you'll fall in the cobweb. Tailspin to a platform below, then make your way down the tower. Once you reach the bottom, head to the water and swim down. Just under the floor is the gate you opened.

```
+=====+
| 8c                    Cogs' Revenge                    CHPT4P03 |
+=====+
```

Swim through the pipe, avoiding the imps as you go. Once you surface, you'll be in a tiny circular room. Going around it is a red cog. Try to run right into it, then slam it with your frying pan before it gets away. Pick it up and swim back through the pipe, avoiding the imps. Head to the floor, then go to the right side of the room and place the red lady COG (1) next to the evil cog. Swim back through the pipe with the imps to the room where you got the cog. This time, turn around and head through the pathway above the imp tunnel to find a larger room. Smack the green or blue cog with your pan (these ones are a bit harder), then go back and swim through the imp pipe. Head over to the mean cog and place the COG (2) by him. Head back through the imp pipe one more time. Go into the larger room with the two cogs and smack the other cog, then take it back through the imp tunnel. Head over to the mean cog and place the COG (3) near him.

Now head to the center of the room and you'll find a big circle. Run around it to make it start spinning, like with the prune juice thing. Mr. Big Cog and all the other cogs will start spinning. After a while, the rope tying the dogfish will contract, trapping him to a very small area. The wheel inside begins to spin so fast that Conker can't control it anymore. He jumps and the mean cog falls off the wall. The lady cogs beat him up and put him on Mr. Big Cog as punishment. The mean cog turns around and the nice one tells Conker that the problem outside has been taken care of. The red cog thanks you and heads off to the Caribbean with her friends after kissing Conker. Jump into the water nearby and swim to the exit.

```
+=====+
| 8d                    The Combination                    CHPT4P04 |
+=====+
```

Head along the river, swimming past the waterfalls and the dogfish. Once you reach the catfish, Conker will ask for the combination. However, the catfish insist on opening it themselves. Swim through the river again to the bullfish as the catfish follow you from behind. A few imps are now in the river, so you'll have to be careful. Once you reach the safe, the catfish will switch the WRONG to RIGHT, which is the combination...Head into the safe now that it's open.

```
+=====+
| 8e                    Blast Doors                    CHPT4P05 |
+=====+
```

Conker will wake up the money, who declares that Conker isn't his boss. The money hops into the water below to swim with the fish. A door closes over the water and a B button pad comes out, so use it to take out your slingshot. Face the end of the room, where you'll see a pinwheel. The object is to shoot the letters of the word OPEN in order. If you mess up, one of the imps will attack you, but you can shoot them with your slingshot to knock them back. While the

letter you're aiming for is covered up, shoot around the wheel so you can figure out where to aim, then shoot once the letter is open. After spelling out open, the trapdoor will open, so hop into the water. Use the B button pad to take out a flashlight helmet, then swim into the tunnel below.

```
+=====+
| 8f                Clang's Lair                CHPT4P06 |
+=====+
```

This can be pretty frustrating, as you can easily lose your oxygen while trying to navigate the confusing passages. You'll find Clangs, which are giant eyeballs, throughout the level. You can use the flashlight helmet to blind them for a very short time, so you can quickly rush past them. At the start, swim down a tiny bit and you should see an alcove. There's a bubble pocket here for you to refill your oxygen. Swim directly downward and blind the Clang, then go past it. You'll find a few more air pockets as you head down. At the very bottom, use the air pocket and look around for two green light tunnels. Swim through the top one and blind the Clang, then surface at the top of this room. Use the context pad to replace the batteries for your helmet.

Swim to the left side of the room to find two blue light tunnels. Head through the top one and surface in the next room. On your left you should see a switch. Pull it to open a nearby tunnel. Swim down and look for a green tunnel. Swim through it, avoiding the Clang. Surface at the top of the room and use the B button pad to replace your batteries again. Now hop into the water and swim to the northwest part of the room to find two yellow light tunnels. Swim through the top one, blind the Clang, then swim upward through the long shaft. Along the way, blind the Clang and use the air pockets to refill your oxygen. At the top, you'll finally reach land. There's a huge pit here, so drop into it.

```
+=====+
| 8g                Pisstastic                CHPT4P07 |
+=====+
```

Head forward and you'll be shown a cut-scene of two fire imps who are smoking. Conker drops down and the fire imps decide to try and burn him as he looks kinda flaaammable. After the scene, you should see a B button pad where the flame guys were. Use it to drink beer from the keg, making Conker drunk. Now head forward into the open area and press B to start pissing. Hold Z to extend your piss stream. Try to pee as much as you can on the fire imps. When one jumps over you, quickly pee on him before he creeps up on you and burns you. Eventually, Conker will stop and get a hangover. Head to the left side of the room and look for a B button pad near the back. Use it to take out some alka-seltzer and cure your hangover. Get drunk again and continue peeing on the fire imps. Once there are only two of them left, they'll hop into a boiler to start the real boss fight. The boiler will grow giant brass balls.

```
+=====+
| 8h                Brass Monkey                CHPT4P08 |
+=====+
```

```
~~~~~
 Boss - Boiler
~~~~~
```

Difficulty : 2/10

This is quite easy, as you can see. Head to one of the corners of the room and you'll find a switch above the corner. Near the pipe thing that the switch is above you'll see a grate. Wait until the boiler comes over and stands on the









































- BOVRILLBULLETHOLE - 50 Lives
- WELDERSBENCH - Unlocks all chapters
- PRINCEALBERT - Unlocks Barn Boys chapter
- CLAMPIRATE - Unlocks Bats Tower chapter
- ANCHOVYBAY - Unlocks Soprano Chapter
- MONKEYSCHIN - Unlocks Uga Buga Chapter
- SPANIELSEARS - Unlocks Spooky Chapter
- BEELEZEBUBSBUM - Unlocks Its War! Chapter
- CHOCOLATESTARFISH - Unlocks Heist chapter

```

+=====+
| 15c                Legal Disclaimer                LEGALD |
+=====+

```

This FAQ may not appear in any way, shape, or form on any site but gamefaqs.com without express, written permission from me, the author. Understand that this document is protected by copyright, and to publically display it without permission is a violation of copyright. However, IF I DO give you permission to use this document on your site, you are welcome to do so. But please, DO NOT use it UNTIL (read: UNTIL) I give you permission.

All trademarks and related indicia belong to their respective owners and holders, NOT me!

Copyright 2007 Ethan Alwaise

```

+=====+
| 15d                Contact Information                CONTACTI |
+=====+

```

PLEASE read this before attempting to contact me.

The only way you can contact me is to email me at zoophoria@gmail.com. Please include "Harry Potter Chamber of Secrets FAQ" in the title so I'm aware that it's not junk.

You are allowed to email me about... suggestions for the FAQ. If I messed up, which I probably have done several times, feel free to correct it, and I'll fix the mistake and credit you. You can also praise my FAQ, or hate on my FAQ. I appreciate praise and ignore hate mail. The last thing you can email me about is permission to use the FAQ. Sure, you may use my FAQ IF AND ONLY IF I GIVE YOU PERMISSION!

You MAY NOT email me about... spam. Please! I do NOT need spam! It's the absolute worst thing you can email me. Also don't email me with spelling/grammar corrections, which I can find on my own. That's pretty much it.

```

+=====+
| 15e                Credits                CREDIT |
+=====+

```

wikipedia - The wikipedia website had the name I used for the final boss.

bananagirl - I got the story from her FAQ as I lost my instruction manual. Her FAQ also informed me of the use of the down C button.

Dallas - His FAQ was helpful for the weapons section, Clang's Lair, and a few strategies in different sections.

Nemesis/Pyro Vesten - Their guide made me realize the haybot trick.

coldryon/HoOteYhOo/Starky27 - They contributed the cheats I put in.

This document is copyright KrocTheDoc and hosted by VGM with permission.