

Conker's Bad Fur Day FAQ/Walkthrough 4.00

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Conker's Bad Fur Day - Walkthrough

Version 4.00

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I. Introduction

My first public walkthrough just happens to be for one of the coolest games. I've written over walkthroughs privately for quite a few N64 games, so I thought I'd give it a shot for everyone else to see my work. This is by far one of the best games to come out for the N64. It has everything that a gamer could ask for in a game. Great story-line, movie spoofs, awesome replay value, great graphics, toilet humor, and of course foul language. RARE really outdid themselves with this game. Believe me this game is so much more appealing then the original Conker's Twelve Tails idea. Great job RARE. Anyways everyone enjoy the walkthrough, I hope it helps. If you would like to request over material in the guide, then feel free to email me, or if you would just like to comment on it. I'm open to all emails. Here it is Outlaw's Conker's Bad Fur Day Walkthrough.

II. Legal Crap

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prohibited.

III. Walkthrough

1 - "Hungover"

1.1 - Scaredy Birdy

Run around the fence until you reach the scarecrow, Birdy. Talk to him and he will teach you about the Context Sensitive Pads (B-Button). Press B once to try out the technique. Then walk over to the pad where you started and press B again. Your hangover will magically disappear with the help of some Alka-Selzer. Next, swim to the island just before the waterfall. Conker will have a flashback (common in this game), and he will remember how to perform some moves (Z - crouch, A - jump, A again - tailspin helicopter). Using your new moves, start to jump your way up the platforms, until you get to a giant switch in the wall. Pull it, and it will open the closed door that you passed below. Then, talk to the gargoyle, however do not fight him yet. Instead go in the newly-opened door.

1.2 - Pan Handled

Find the key that's running around in the room. Capture it by smacking it with the frying pan, and then pick it up. Carry it back to the door you entered in to unlock it. You have now learned your primary attack for the game. Exit the room and go back to the gargoyle's perch.

1.3 - Gargoyle

Hit the gargoyle with your frying pan, this will in turn send him over the edge. However, a giant boulder now blocks your path. Jump on it, and then tailspin to the right perch. Press B on the pad, which will detonate the boulder and allow you access to the next area.

2 - "Windy"

2.1 - Mrs. Bee

Upon entering this new area run to the right, and find the crying bee. Mrs. Bee will tell you of the wasps who stole her beehive, and she will request that you retrieve it. Go back to the Naughty/Nice Sign and go the "Naughty" way. Continue to the huge beehive where you will find the small hive being guarded by three wasps. Grab the hive, and then run your ass off to get back to Mrs. Bee. Make sure to keep moving and to avoid walking through the honey that will slow you down. If you get hit you will have to start from the beginning again. Once you return the hive, Mrs. Bee will kick ass by shooting down the wasps with the beehive turned turret gun, and she'll give you \$100. (Kick Ass!) Go across the bridge towards the Context Sensitive Pad and Birdy. Pay him \$10 to get the Instruction Manual, which you will refer to learn new moves. Here you learn how to use the slingshots. Use your new move to shoot

the red beetles on the mountain. After killing them all a door will open at the top of the mountain. Scale the mountain and then go into this door. At this point it is recommended you do as much of Chapter 3 as possible, in order to earn more money to proceed further in the game. Once you have at least \$200

return to the top of the mountain, and go the way that "smells a bit poohy."

2.2 - Poo Cabin

Enter the house near the entrance of this area, and talk to the dung beetle behind the desk. He will ask you to get the basement filled with crap and he will then give you poo balls. (Oh boy!) Jump on the trapdoor and press the B button. You will fall into a hallway followed by a large well with lots of ropes in it. Climb the ropes and make it to the exit at the top of the well.

Exit the room to enter the pasture.

2.3 - Pruned!

Upon entering the pasture make your way left to the ramp next to the shed. Climb your way to the top of the shed and then walk out to the metal faucet.

Stand on the flat plate and run the direction the arrow points, and after a few turns prune juice will fall from the faucet and fill up the trough below.

Go back to the pasture where the bull is grazing.

2.4 - Yee Haaw!

Stand in front of the bullseye that came out of the wall, until the bull charges you. Jump before he hits you, and he will push the lever back into the wall, in turn opening a door and releasing a cow into the pasture. Another bullseye will open. Have the bull charge into it and he will get his horns stuck.

Get close to him and press B to initiate the bullride. While riding the bull charge into the female cow and she will get annoyed and go drink from the trough, causing

her to get the "screaming shits." After you are done watching her rendering shitting,

charge her again with the bull, which will kill the cow, and activate another

bullseye. Repeat the above for the remaining two bullseyes. Each time you will have

to hit the cow an additional time to get her to drink the prune juice.

2.5 - Sewage Sucks

Go back into the door you entered from, and you will notice the well is now filled

with nasty shit water. Find your way to the Context Sensitive Pad and press B.

Here you will get the Confidence Pills which allow you to swim underwater.
After

learning this move, swim back to where the trapdoor dropped you. You will find \$100

yelling at you to pick it up. Do so, and then go back into the well and swim into the black hole below.

2.6 - Great Balls of Poo

Now go outside of the Poo Cabin, and you will be greeted by the dung beetle from

the cabin. He will give you access to all the poo balls you want (Aren't You Lucky?).

First you should take the poo ball and roll it behind the cabin and up the ramp. Take

care to dodge the beetles on the way up. You will reach the end of the ramp and you

will drop the poo ball into the giant beetles mouth (with a stick of TNT, of course).

Then the beetle will blow up. Go back to the Poo Cabin and pick up another poo ball.

This time go up the ramp right in front of you. Again, dodge the beetles and get to

the end of the ramp and push the ball into the black cave entrance. It will fall through

the crap mound and bust open the door on the bottom. This will lead to Chapter 5.

*For more money superjump to the top of the poo mountain. Finally take one last poo

ball and roll it to the right of the ramp in front of you and drop it onto the

Spike Mine. Jump down to that ledge and press the switch, which will create a whirlpool.

Carefully swim to the door on the opposite side of the pool which leads to Chapter 3.

2.7 - Wasps' Revenge

Once again the wasps have taken Mrs. Bee's beloved hive. This time you will have to

venture deeper into the large hive on top of the hill. Go inside the hive, and

follow the spiral path to the center of the hive. Jump inside Mrs. Bee's hive and

lock and load for your turretfest. Your job is too shoot down all of the bees. This

is rather easy, all you have to do is watch your radar. Blue means you have time to

attack, red means the bee is attacking. Once you have fought off enough bees the

original three will start chasing you again. Again, you must run the hive back to

Mrs. Bee. Just use the same strategy as before and you will make it. There is a plus

if you get hit you can pick up the hive again. After you have fought off the wasps

and returned the hive, Mrs. Bee will give you your \$400. (Hellz Yeah) *For more

money go back to the bee hive and enter the door above where you went to

fight the
bees.*

2.8 - Mr. Barrel

First, make sure that you have \$2110 or you are wasting your time. Once you have the money, goto the windmill. Make sure that you don't get killed by the worms who surface from the ground. They can kill you very fast and easily. Once at the windmill talk to Mr. Barrel, and he will offer you a ride. Accept his offer, and use the control stick to roll down the mountain and kill the worms. If you make it to the bottom you will fall off the barrel and it will fly off and smash open a new area behind the river for you to explore Chapter 7.

3 - "Barn Boys"

3.1 - Marvin

Upon entering this area run straight ahead and then to the right of the barn in front of you. Locate a very foul mouse causing trouble between the metal crate, Jack and his girlfriend. Jack requests of you that you help get this mouse out of his way, he offers the assistance of his fellow metal crate Burt. Make your way back to the front of the barn, and this time follow the left path where crates are jumping up and down along this path. Talk to Burt who is sitting next to a cage that is keeping some cheese trapped. He will lower the gate for you. Hit a piece of cheese with your frying pan attack, and then carry it back to Marvin. You will need to feed him three pieces of cheese. Once you have done this Marvin will explode and Jack and his girlfriend will be happy again. Jack will give you a piece of information that something very interesting is inside the barn. Jump on top of Jack and then his girlfriend, and again to the metal pipe coming out of the barn. make your way to the roof of the barn and find the stash of cash there. *For more lives goto the cage holding the cheese, and jump around on the platforms behind them. Upon jumping on one of the platforms a light bulb will appear. Press the B button and Conker will turn into an anvil and smash the platform revealing a ten tail power up. Hellz yeah!*

3.2 - Mad Pitchfork

Again go to the roof of the barn and press the large button next to where you found

the stash of cash. This button will unlock the front door to the barn.
Carefully
get down from the roof, and make your way inside. In the barn there are a bunch of
haystacks jumping around, a pitchfork, a bucket of paint, and a paintbrush. After
the pitchfork, paint, and paintbrush, are done arguing the pitchfork will pick a
fight with you. In order to win you need to lead Franky (the pitchfork) over to
the hopping haystacks. When he attacks you, jump behind a haystack and he will
destroy it. After he has destroyed a few stacks he will proclaim that he is no
longer good at butt-kicking, and instead of killing you he decides to hang himself. When he goes to do this he finds that he can't because he has no neck. Now
he is stuck and can't get down. Once Conker has control again, pull the lever that
is at the entrance of the barn next to the haystacks. This will release Mr. Bee,
and he will fall to right outside the barn's main door. Go talk to Mr. Bee now.

3.3 - Sunny Days

When you talk to Mr. Bee he'll tell you that he would like to "pollinate" the
Sunflower. (Of course, in this game we all know what that really means.)
Anyway, make your way to the Sunflower who is found to the right of the main
entrance in this area. She will tell you that she is ticklish, so your next
job
is to find a way to tickle her. Oddly enough when going back to Mr. Bee you
run upon "pacifist" bees who would rather tickle someone than sting them.
Have
the bees follow you back to the Sunflower and she will be tickled by them.
You
must find a total of five swarms of bees in order to get Mr. Bee to be
able to

pollinate her. Their locations are as follows:

- 1) Next to wooden crate, close to Mr. Bee (obviously)
- 2) Near the entrance to this area, close to the front of the barn.
- 3) Near the platforms behind all the cheese running around.
- 4) Near the button that unlocked the barn door, on top of the barn roof.
- 5) Near the large bucket that lies high up in the sky. Get to the roof, then high jump onto the next roof, and then you can climb the rest of the way.

After all of the tickle bees have worked their magic, Mr. Bee will pollinate the
Sunflower. During this sequence all we see is Conker's face and all the
101
expressions he makes, very comical. After Mr. Bee has pollinated the Sunflower,
she will ask you if you care for a bounce. Conker obliges and he bounces on her
... "stigmas." In order to reach the wad of money you must bounce three times in
a row, and then tailspin your way to the cave that the money is sitting

in.

3.4 - Barry + Co

Go back to where you found the wooden crate bouncing around on the platform.

Jump on him when he is close to the door that leads to the attic barn.

Once

insides you will have to fight off a few bats. Slowly make your way across the narrow beams and when you hear a bat squeak press the B button and

Conker

will pull out his flamethower, and turn the bats into crispy critters.

Continue along the beams, killing the bats as you go. Once you have reached

the end of the beams you will be able to equip some knives and chuck them at

Franky. Aim the knives for the rope he is attached to, and he will be cut free.

3.5 - Buff You

Meet up with Franky on the ground and he talk to you and thank you. He will

also offer you a ride. Accept his ride and make your way back to the barn door,

where you will now find the gigantic haystack. You must stab him with Franky's

fork, while dodge his attacks. Press the B button to jab at the haystack.

The

first time you do so and hit him he will catch fire for a minute. The second

time you hit him he will partially burn off the hay, which will reveal his "Terminator" eye. The third, and final, time that you stab him he will completely burn off and knock a hole in the ground which all three of you will

fall through.

3.6 - Haybot Wars

In the basement when Conker gets up, he has hurt his leg during the fall. Meet

up with Franky (you are more mobile with him). The Haybot's first attack is

with his large "Suzie 9MM" missiles. If you are on foot they will miss you,

but if you are on Franky you have to do a little more creative dodging.

While

on Franky, run behind one of the three pipes and the missile will break the pipe.

This will cause water to spill out in front of the pipe and into the middle of

the area. Lead the Haybot into this puddle of water, and he will be electrocuted

from the wires dangling from above. While he is electrocuted he will begin to

spin around in a circle. Run up to him and jump on the big red button that says

"Do Not Push!" When you jump for the button the lightbulb will appear, so press

the B button. This will slam you into the button and blow one of the

Haybot's

arms off. Repeat this procedure two more times. The final time that you push the

button the Haybot will complete blow up into a pile of slag.

3.7 - Frying Tonight

You thought you were home free?!?! Don't count on it. Once the robot has been

destroyed the water level in this area will begin to fill up. Your job is to

stay above the water line and to avoid the electric wires that dangle dangerously

close to the water. Make your way to the ladder behind the column with the "Exit"

arrows pointing at it. Climb the ladder and press B on the Context Sensitive Pad,

you will be taking into knife mode again. Aim your knives at the dangling wires

that are found on all sides of you. Once, you have knocked them off you are free

to swim up to the next platform and do the same thing there. After, all of the

wires have been disposed of, swim your way to the large opening across from the

second platform.

3.8 - Slam Dunk

Well you're only out of danger for a moment, so don't get all stoked yet. You

should on top of the barn for this part. Make your way to the top of this structure. Go slow, keep your balance, and dodge the patrolling wasps that are

going back and forth. Once you reach the top of the structure make your way out

to the diving board, and jump to the piece of chocolate that is floating in the

air. At this point you will get a lightbulb over your head, immediately press the

B button to once again turn Conker into the anvil. He will plummet down onto a switch

in the bucket, which will open the grating down in the small stream. Make your way

down to this newly opened point, and inside this cave you will find a tail and

more money.

4 - "Bats Tower"

4.1 - Mrs. Catfish

As soon as you enter this area, you will be greeted by a school of female catfish

(of course they need your help!) They need you to do something about the bullfish

that is guarding their safe at the end of the stream. In the pool where the

bullfish is, look for an opening in the lower part of the pool, and swim into it.

4.2 - Barry's Mate

Swim through the water-filled tunnel and emerge on the surface about the closed off grating. Get out of the water and make your way up the small ramp and talk to the cog. More than likely you will be talking to the rude cog who tells you to get his cogs back. After that nice conversation you will get another one from the cogs alter-ego who is a perfect gentleman. Before you go and get back the cogs you should climb the tower. Start by finding the elevator platform close to the cog wall. Walk around to the small beam that spans the diameter of the tower. Watch out for bats waiting to attack you from the rafter. While on the beam wait for a bat squeak then press the B button and unleash your flamethrower. Continue your way across the beams and up the ropes, frying bats as your progress. When you make it to the top of the tower, jump onto the stone platforms where the Spike Mines are. Work your way around the perimeter of the castle until you reach the wad of cash. Return to the section of the castle just below you. Grab the lever that is adjacent to you, and pull it. This will open the grating at the very bottom of the tower, submerged in the water. The quickest way to get down safely is to get back up on the wall where the money was, and just jump off the tower (towards the outside), and you will land safely in the pond outside where the bullfish is. Swim back into the doorway to go back into the tower.

4.3 - Cogs' Revenge

Go into the underwater tunnel that is now up, behind where the grating was. Avoid the two Spike Mines and then swim up in through the opening. The first cog is running around this circular section. The second and third cog are running around in the circular hallway in far back of the hallway. You must bring each of them back to the rude cog one at a time. Smack each with the frying pan, and carry them back. Once all three cogs have been put on their dowels, jump on the large stone platform in the middle of the tower. Run the direction that the arrow points, and after a few turns the cogs will activate, and the bullfish chain will be pulled into the closest that it can be. Now the catfish won't be afraid to come close to their safe.

4.4 - The Combination

Go back to the place where the catfish are. After they know the threat is removed

they will ask you to lead them to the safe, where they will enter the combination

to the safe. After they unlock and open the safe, they want you to go retrieve

their money.

4.5 - Blast Doors

That pesky wad of cash doesn't seem to want to give itself up, so he jumps into

the blast doors, and seals them. You have to unlock the doors and follow him.

Jump onto the context sensitive pad and shot the letters in front of you, so

you spell out "OPEN" that's it simple as that. Watch for the Spike Mines, they

will attack whenever you hit a wrong letter or if you miss three consecutive

times. Once you spell out the code, the blast doors will open. Jump down into

the water, you will throw on a helmet with a flashlight and put in a battery.

4.6 - Clang's Lair

The key here is to work your way through the tunnels while avoiding the Clang's.

Start by diving down and steering into the side coves whenever you need to avoid

an enemy or get some more air. Once through this pipe follow the Clang into the

flashing green pipe he goes into. This pipe leads to another vertical pipe. Go

up and get some air. Dive down again and this time follow the Clang into the

flashing blue pipe, go up and get some more air in the next tunnel. Grab the lever

in this area. Go back to the main pipe, and then swim through the flashing yellow

pipe. You will come into the large vertical exit pipe, identical to the pipe you

entered this area from. Swim up through the pipe, going to the sides coves whenever you need air or to dodge the Clang. Finally surface in this new

area, and

jump down into the hole in the floor.

4.7 - Pisstastic

Get ready for nothing but the best drunken pissing fun! That's right it's time to

load up on the beer and work your magic! Go over to the keg and press B. After a

heaping helping of some beer Conker is feeling pretty good, not to mention tipsy.

Stumble yourself over towards the Fire Imps, and take aim. Simply press

the B

button to start firing. If you press Z you get a further shooting stream and more

pressure. The point is to extinguish eight Fire Imps. If you don't succeed the

first time, then walk the hungover Conker to the first aid kit and sober up. Then

head back once again for some more beer. Keep trying until all the imps except the

two are dead. They will jump into the boiler and fire it up. (Conker's a lightweight folks!)

4.8 - Brass Monkey's

The two Fire Imps from the movie have comdered the boiler, and turned it into a

walking deathtrap. With the push of the big red button the boiler seems to have

grown two brass balls (Don't Ask Don't Tell). In order to successfully win you must

lure the boiler over to one of the four corners. While it is there, you must leap up

and yank the lever above you, which let's loose a stream of poo water into the boiler.

The boiler will be momentarily paralyzed. While it is, run up to it and press the B

button. Conker will whip out two extremely painful looking bricks and..... you guessed

it.. smash those brass balls. (That's gotta hurt!) You must repeat this for each of

the four corners. After the fourth beating the brass balls will fall off and the boiler

will be no more. Roll one of the brass balls on to the switch opposite the first aid kit

(next to the sealed door). The door will open revealing a long hallway with a Spike

Mine in it. Take the over brass ball, and roll it into this hallway. A cutscene will

show it crushing the Spike Mine and continuing through the wall. Go through the hole in

the wall to get your reward, \$10.

4.9 - Bullfish's Revenge

Now the catfish want their money back and the 10% they talked about is only a measily

dollar. Oh Boy! That deal doesn't cut it with Conker, so he tells them he's taking it

all. Meanwhile the bullfish is slowly ripping away his chains. Now it's time to run

away, and I mean fast. A good way to get through the water fast is to jump out and

tailspin as much as you can. As the bullfish follows you, jump over the catfish that

are scattered in the water. That will buy you some time. Keep doing this until you

make it back to the wooden dock. Then a cutscene very Jaws-esque will take over. The

bullfish is now smashed into the wall. Hop up on him and then to a

platform and there

is \$300 waiting there for you. Now that's a reward.

5 - "Sloprano"

5.1 - Corn off the Cob

Enter Poo Mountain which you should have open back in "Chapter 2: Great Balls of Poo".

Upon entering the mountain look for the sweet corn. When you approach the corn the

Great Mighty Poo will command that you feed him sweet corn. Feed him the first sweet

corn, by hitting the corn with the frying pan, pick it up, and then throw it into the

central poo pit. Continue around the central pit and find more sweet corn pieces.

Throw them all into the middle as well.

5.2 - Sweet Melody

After you throw the last piece of sweet corn the giant monster emerges from the central

pit to show himself. This is probably one of the most fun (and most disgusting!) boss

fight in the entire game. The monster will sing a little and then he will start throwing

poo balls at you. Once he starts his attack you should find the nearest Context Sensitive

Pad and press B. You will bust out with the very suitable weapon of toilet paper. You can

use the toilet paper to destroy the incoming poo balls, and once he begins opening his

mouth throw the toilet paper into it. After he swallows a few rolls of toilet paper he

will sing a high note which will crack the glass that guards the flusher. Continue to

attack him with the toilet paper, until he let's out another high note that shatters

the glass. Head over to the flusher, collect the money, and pull the flusher. He will be

flushed down the hole he is in, and be gone once and for all.

5.3 - U-Bend Blues

Jump down the hole where the Great Mighty Poo was flushed, go through the door that is on

the platform just above the black hole. You will come into a circular room with a pool of

water in the middle, that leads down into a large tunnel with sharp blades. (Believe me

they are sharp) Your goal here is to make it through the three blades without getting cut

into itty-bitty squirrel pieces. The easiest way to get past this section is to float over

the air bubbles, and when a blade goes by you, the swim past it, and repeat this for the

last two blades. Then surface in the next section of tunnel. Climb the rope in the center

of the next tunnel, and jump off on the platform with the blades spinning

on it. Dodge the blades as you make your way over to the other rope. Climb this rope and you will come out of the pipe, and you will find a huge lava pit and a few bridges.

----- 5.4 - The Bluff -----

Cross the bridge and talk to the two weasles who are guarding the other bridge. One of the weasles accuses Conker of being a squirrel. Conker busts out his mad game and convinces the guard that he is actually a squirrel. He gives the two a bribe of \$1000 and he is allowed to pass. This leads you to Chapter 6.

----- 6 - "Uga Buga" -----

6.1 - Drunken Gits -----

After passing the two guards you will come into a cavern with a large building in the middle with raptors running around patrolling it's levels. Run past the first two raptors on the lower level and make your way to the back of the building. Go into the door, which will take you to the next upper level. Again dodge the raptors, and then go into the door that takes you to the top level. Pick up the wad of cash.

Hop on to the statue in the middle and the lightbulb will appear. Press B and you will be turned in to the anvil. Repeat this two more times and the statue will fall

through the building into a large underground cavern where the rest of this chapter resides. Once you fall, hit the statue one more time with the anvil attack. This will

break open a wall allowing you to walk back and forth between the two sides of the

wall. Walk down to the Rock Solid nightclub, and roll the rock lying near the entrance

of the club. Roll it back towards the statue and push it through the cave that you

opened. It will automatically begin to roll down the slope. It will run into a few

Uga's and then break through a wall, revealing a large cavern behind it.

6.2 - Sacrifice -----

Go into this newly-opened cavern, and go down the right walkway, follow the right path, and walk through the door. This leads you into an area with a very large egg

in it. Make your way to the egg. Stand on the monk's tablet and he will throw you

on top of the egg. Press the B button, and Conker will sit on the egg to hatch it.

What do you know a baby raptor... how cute! Guide the raptor around the path

towards the Uga's. When the raptor is in range he will eat the Uga's,

continue

along this path until you come to a door. Go through it, and you will appear on the

left side of the gigantic statue room again. Lead the raptor towards the front of

this statue, allowing him to eat as many Uga's as you can. Go stand on the Context

Sensitive pad and press the B button to activate the slingshot. Shoot the button

with the arrow on it, which will raise the altar platform. Now guide the raptor on

to this platform. Go back to the Context Sensitive pad and press B. This time shoot

the button with the star on it. This will cause the altar to drop, crushing the

raptor, and appeasing the gods. Also the dragon statue will now be open.

6.3 - Phlegm

Go stand on the monk's tablet, and he will launch you on top of the dragon statue.

Go over the statue's head and make your way to its back, where you will find a wad

of cash. Return to the statue's head and stop at its nostrils. Avoid the gas that

comes out of them and jump down into them. Press the B button when you get the

lightbulb and Conker will sprinkle some pepper into the nostril. Once both nostrils

have some pepper in them, the snot keeping you from entering the dragon's mouth

will now be gone. Enter the dragon's mouth. In this area dodge the swinging snot and

make your way to the exit. You should come out on a ledge that is high above a lava

pit. You will find the dead Uga King. Instead of sobbing about it, steal his hat,

and the other Uga's will mistake you for one of their own.

6.4 - Worship

Once you return to the entrance of the dragon statue all the surrounding Uga Buga's

get down on their knees and bow down to you. Your first official duty that you

require of them is to take control of the rock situation near the Rock Solid

nightclub. After all of the rocks have been taken care of, make your way to the

bouncer. Oddly enough this guy doesn't want a fight, so he will let you in if you can

tell him the password. Thankfully one of the Uga's already knows it!

6.5 - Rock Solid

Inside the club, make your way across the dancefloor. Take care to avoid running

into any of the dancers. Find the rock that isn't moving on the opposite side of

the club. Roll it back up the incline towards the entrance. Then place it

on the
switch to open the door below Berri. This is where the fun comes in. Go
back to
where you found the first rock. Notice the keg? Well Conker does. Take
him there
and help yourself to a big gulp of beer. Once Conker is feeling it, take
him
back to the dancefloor and find the rock dancing in the middle of the
floor. Aim
your urine stream at him. Once you hit him he will roll up, now you must
steer
him into the door that opened under Berri. Follow through the door. In
the next
room, push the rock down the path, past the two dancers, and roll it too
the
switch. This will open the other two doors on the dancefloor. Again go
get some
beer to restock your ammo. This time shoot the other two male dancers
that are
close to the newly-opened doors. One of them will crash down on top of
Berri's
cage causing it to break open, and her to run off. Grab the money that
was in
her cage and head towards the entrance of the club. The bouncer will stop
you
and take you to see The Boss.

6.6 - Bomb Run

The Boss will request a little errand from you. He would like you to blow
up a
certain location. He points out the path by flashing pictures on the
screen.
He wants you to take the bomb to where you found the Uga King. So take
the bomb,
run down the path leading to the dragon cavern, enter the dragon's mouth.
Go
through the inside of the dragon, and finally come out on the ledge with
the
Uga King then run the bomb to the end of the ledge where Conker will
throw it in.
Once it explodes the lava will raise up to Conker's level. You must now
exit
without falling victim to the lava. Simply leap from island to island
until you
reach the exit.

6.7 - Mugged

Conker's money will be stolen once again by a gang of punks on some
hoverboards.
After the cutscene, enter the door on your right, and you will come out
right
behind the left over hoverboard. Hope on it, and the race begins. Your
goal here
is to knock all the other riders off their boards and to retrieve your
money.
After a few laps around the course you will catch up with the boarders.
When you
are close enough you can use your frying pan attack to knock them off and

get

back some of your money. Repeat this for the other two boarders. Be careful on the last one because the course changes slightly. After you have knocked off all the boarders jump off the ramp at the end of the course. You will have all your money back. Onward on the board.

6.8 - Raptor Food

The cutscene takes you into an arena you will jump off your board. You must now fight for the entertainment of the Uga population. Walk over to one of the Uga's in the arena with you. You will talk to them about what is going on, then the fun begins with the raptor being released into the arena. When you get control run to the Context Sensitive Pad and wait for the raptor to get close.

Now

press B and the raptor will be hypnotized. Hop on his back and ride him. Steer towards the Uga in the arena. After you kill them all Buga will send in more men. Take care of them as well. More guys will be sent in again. After this wave Buga himself will pick a fight with you and your trusty raptor.

6.9 - Buga the Knut

This can be a tough fight if you don't have the right timing. The key to getting an attack on Buga is all about timing. When he raises his bone to hit you wait until he is about to swing, and then bite him in the front. He will be stunned.

Now run behind him and bite his ass. A lovely gash will appear. Repeat this a few times, then Buga's pants will be dropped for all to see what he really has been

hiding. After his embarrassment he will run off and crash through a wall. Go into the hole and you will come out next to Jugga. She will talk to you, and place you

on the ledge high above where you were standing. Walk through the door and you will be on the ledge that was above where you first entered Chapter 6.

Across the

cave is wad of cash pick it up. Return to the central area in the game. You should have enough to talk to Mr. Barrel.

7 - "Spooky"

7.1 - Mr. Death

As you enter this area of the game, the wall behind you closes keeping you from going back. So press on through the area, and swim across to Gregg, the

Grim

Reaper is. He'll of course complain about something that pisses him off. After talking to Gregg, get back in the water and make your way into another doorway this leads to a switch that opens the front grate to the cemetery. Head back to Gregg, and he will give you the shotgun. Use it to shoot 12 zombies in the cemetery. The only way they can be killed by a direct shot to the head. Once you have killed the zombies Gregg will appear at the next set of doors, and open them for you. Go through the door and make your way to the castle, avoiding the skeleton worms.

7.2 - Count Batula

After the cutscene Batula will have transformed you into a bat. Your mission is to fly throughout the castle and/or garden and find seven villagers and bring them to Batula. The villagers can be found in the Library, in the Front Hall, and also in the Garden outside. In order to bring them to Batula you will have to crap on them and then fly down and pick them up. As you begin to bring them to Batula and drop them in the grinder he will begin to get heavier and heavier. Once he has feasted on the seven villagers he will fall into the grinder, and the house will fill with the undead zombies.

7.3 - Zombies

In this section you are to find the three keys which open the front door. There is a particular order in which to get the keys. The first key that you want to get is hiding on a wooden plank above the Dining Room. You can get to this part of the Dining Room by going back into the Grinder Room. As you walk into the Dining Room attic a zombie from left and right will attack you. Proceed forward to the Context Sensitive Pad. You will have to shoot down three bats in front of you with the slingshot. Once they are dead, carefully make your way to the far end of the room, and grab the key. Now you must return the key to the front door. This is easiest if you can dispose the enemies in your path before you have the key in your hands. If you drop the key you must return and pick it up again where you first got it. Once you get the key back to the door and walkway will allow you another way to get to the Garden. Go there now. The second key is

hiding in

the center of the Garden maze. There are two zombies standing close to the key and

then a few more are patrolling the maze itself. Grab the key and then take it back

to the front door as well. Once this key has been turned a ladder raises in the

Grinder Room. Make your way there to find the final key. Before you get off the

ladder turn to your right and jump to the platform extending from the wall. Jump to

the next platform as well and pull the lever. This activates an elevator allowing

you to get down with the key. Now goto the left of the ladder and jump across the

gap to get the key, then take the elevator down. Finally take this last key to the

front door to unlock and open it. Now it's time to escape.

7.4 - Mr. Barrel

Find Mr. Barrel hiding behind a column next to the front door. He will offer you a

ride. Accept it and roll your way out the front door. Now you have to steer with

the control stick down the winding path to get to the front gate. Once you have

made it there your task is to get on the barrel and drop into the water with it.

Ride the log up the incline in the area where you met Mr. Death and then exit

through the cave. If you notice you go back to where you started the game and you

recieve \$100. Make your way back to the door where the gargoyle used to be.

8 - "It's War"

8.1 - It's War

As you approach the door to the main area in the game you get a long cutscene

telling you to join the Army. After the movie make your way towards the giant

honeycomb. Jump over the barbed wire on the way and enter the now open doorway.

(Welcome to the war!)

8.2 - Power's Off

Once you enter the naval base a friendly is shot down in his plane, and he

crashes into the water blocking ships from leaving. The General gives you your first mission: to clear the way for the ships. In order to do this you

need to accomplish two objectives: 1) Get the power back online and 2) place

TNT charges under each win. Jump into the water and find the electric eel.

Now you must lure him under the three power coils that are connected to

the
central pillar in the water. Once all three power coils are charged the
eel
gets fried. Get out of the water and got the ramp next to the entrance to
the naval base.

8.3 - TNT

Once up the ramp next to the entrance, make your way towards the
bathroom.

After the cutscene help up the guy with his TNT barrel. You need to take
one

barrel to each side of the plane. Before you push the guy down the ramp
make

sure you have a metal crate in his way or else he will fall off the edge
of

the platform and roll into the water. Once he has made it down the ramp
turn

left and guide him and the TNT through the jumping boxes that are around
you.

This really isn't that hard so just go slow and time your movements
right.

Once you are past them all push him towards the plane and he will stop at
the

edge of the platform next to the plane. Now for the otherside. Take
another

TNT barrel to the right this time. On this side of the level there are
mines

hidden beneath the dirt. If you get close they will appear and if you get
closer still they will detonate. Guide him through these mines and get

him to

the other side of the plane. The order of the mines is: two on left, two
on

right, one on left, one on right, one on left, and finally one on right.

Carefully make your way through this minefield. Once the TNT barrel and
the guy

have taken his seat proceed to the center of the map where the pier is.

Stand

on the Context Sensitive Pad and pull out the slingshot. Aim your shots
to hit

the TNT barrel. If successful you will blow up the plane so that ships
can now

pass. (Good Job Soldier!)

8.4 - The Assault

After getting smacked in the head, Conker wakes up to find himself in a
boat

with a few other soldiers. Just as Conker asks what is going on, the
invasion

scene from Saving Private Ryan get's reinacted RARE style. This scene is
done

so perfectly. Once Conker has control again, make your way up the beach,
ducking

behind the metal jacks when you are fired upon. When ready make your to
the next

jack and wait for your next run. Keep following your teammates and the
metal

jacks that cover the beach. After passing the last jack dive into the
dugout

where a fellow soldier is hiding. Once you have talked to the other soldier you take his cigar and UZI's. Shoot the lock off the door. (Into the darkness you go)

8.5 - Sole Survivor

Here begins your quest against the entire Tedi Army. Right off in this first room you are surprised by four Tediz. This is easiest if you stand your ground and just use First-Person Mode to take out the Tediz. After these guys are taken out the large red doors will open in front of you. This next corridor is filled with Tediz. I'm not going to sit here and tell you every strategy to get through here. All I will say is to be cautious. Go slow and look around every corner before you run into it.

8.6 - Casualties Dept.

The medical doctor Tediz wage war on you with their torture tools. Use the same technique you did fighting off the original Tediz in the first room. There are a total of eight doctors which you must fight off. After they are all dead, run over and free the soldier strapped into the electric chair. It does not matter which switch you pull, either one will electricute him. Pull the second switch after the first, which will open the door. Once you go through the door you will be facing a Tedi armed with a huge turret gun. The trick to this is hide until he is reloading and then run to the rope which is hanging behind him. Get onto the ledge at the top of the rop and follow the boxes around until you have a lightbulb above you. Press the B button and you will equip a rocket launcher. Shoot the Tedi away from his turret and take his place. Now you have the classic arcade shooter. Take aim with the turret and shoot the waves of Tediz. Once all of the Tediz have been disposed of the door on the right will open. Take it.

8.7 - Saving Private Rodent

The next area you walk into is a firing range where Private Rodent is about to get capped by three Tediz. Thankfully he has bullet-proof armor that will keep him safe. You must eliminate all the Tediz in the room and free Private Rodent. After he is free you two must make your way down the canyon to the front

gate.

Along the way you will encounter bombs from the sky and also spider mines.

Simply dodge the shadow the bomb makes. However, whenever a spider mine appears

jump behind Rodent and wait for the spider mine to blow up. Continue this until

you reach the point where Rodent goes and stands by the two large doors in

front of you. Now jump into the life raft in the water and press the B button.

You will equip the rocket launcher. You must shoot of the four locks on the door,

while avoid the Tediz parachuters and their gunfire. After all the locks are

broken, run into the open doorway.

8.8 - Chemical Warfare

Start by jumping into the tank, and shoot the wall the is directly in front of

you. Now go into this open section of wall. Go down the ladder and jump across

the radioactive acid pit. Once you do a spider mine will raise and start to

charge towards you. To avoid the mine, jump back to the other side of the acid

pit. Once it is safe progress a little. Repeat this technique for the three

acid pits that you must cross. After all three are safe, pull down the lever

This will trigger the acid to raise up and will also open the large doors next

to the tank, outside. Run out of this tunnel before you get trappede with the

acid. Exit the room and go back outside.

8.9 - The Tower

Once again jump into the tank, and drive towards the tower in the open doors.

In this area you must destroy the tower that is in the center of this area.

The first thing to remember in this area is to NOT be spotted by the tower's

spotlights. When you are clear, exit the tank, and jump across the gap that

is between you and the first drawbridge. When you land on the other side a

few Tediz will emerge and try and attack you. Dispose of them, and go back

to the drawbridge. Climb the bridge and at the top press the B button.

You

will turn into the anvil again, and smash the bridge down. Hop back in the

tank and drive your way over to the second bridge. On your way there aim the tank turret at the post that is propping the tower up. Repeat this

for

each of the drawbridges: jump over the gap, drop the bridge, and kill the Tediz, and destroy the posts holding up the tower. Once the four posts

have been destroyed the tower will collapse and create a large hole in the mountain that you can jump through. Go through the hole.

8.10 - Little Girl

You will land on a large metal platform surrounded by water. In the middle of this platform is a little girl. You can talk to the girl if you want, or you can just go for your mission at hand. Go to one of the three metal pillars in the area. Walk out on to the ledge and press the B button on the ledge. You will equip the rocket launcher. Your job is too shoot the submarines in the water, and also the missiles that they shoot into the air. After you have destroy them all at one pillar, go to the second. Do the same thing here, and again at the third one. You must destroy three at the first pillar, four at the second, and seven at the last one.

8.11 - The Experiment

After you had destroyed the subs, go talk to the little girl. In no time you will learn that the little girl is not a girl at all. In fact it is some sort of demon possessed puppet (a la Chucky). A giant Tedi will reveal that it is actual the puppeteer. When the fight starts jump into the tank with Rodent. The strategy for this boss is as follows:

- 1-Destroy each weapon on his sides with the tank turret.
- 2-Shoot the puppet off the Tediz arm.
- 3-When he goes to pick it up. Shoot a missile into his back.

You should repeat this until you have hit the bear three times. After the third time, two spider mines will blow up your tank, the Tedi will be destroyed, and the girl puppet will push a self destruct button. In 4:30 time the Tedi Fortress will blow up, sky-high.

8.12 - Countdown

Jump into the hole in front of you, you will be in the hallway that you first entered from the storage room. Now there are more laser mines this time, then when you entered. There are six sets of laser mines that you must pass through to get back into the storage room. Here are the strategies that I used:

- 1-Go on to the far left wall and tailspin through the lasers.
- 2-Crawl through the middle of the lasers.
- 3-Line it up so you can just jump between two of the vertical mines.
- 4-Jump over the box, and then tailspin the rest of the way.
- 5-Jump on the box and then crawl through the lasers.
- 6-Go on the far left wall, and you can tailspin through the lasers.
- 7-Crawl under the lasers.

Be sure to watch out for Tediz during this whole sequence. When you make it back to the storage room lasers will block the exit door. Now you must fight off yet another set of Tediz. Use the same strategy as when you first entered the storage room. Using first-person take out the Tediz. Once the Tediz are gone the lasers will be deactivated. Exit the room. Now you have to make it back to the boat. I think this is the hardest part in the game, but my roomie happened to BS his way through it in one try. As you start your way back

to
the boats rocket launcher toting Tediz will be all over the beach. Be
cautious
and use every second you have to take out the Tediz. When you turn the
corner
the first Tedi will be there; shoot him before he gets in range. Go to
the
edge of the razor wire, and turn to your right. In the corner is another
Tedi.
Turn around towards the wire and strafe around the wire, and look down
the
beach. Shoot the Tedi in the distance before he does you. Turn to your
right
and shoot the Tedi hiding behind the metal jack. Now run down the hill
and
hid behind the last metal jack. Three more Tediz will appear. You can
shoot
them one by one, and then run for the boat. Congratulations you kick ass
if
you beat this the "non-sis" way.

8.13 - Peace At Last

Well against all odds you made it soldier. The General is proud of you.
Look up
in the sky: it's a bird, it's a plane, no it's Rodent!

9 - "Heist"

9.1 - The Windmill's Dead

Make your way towards the windmill entrance. There will be no worms or
other
enemies so don't worry about getting hurt. After the cutscene, drop down
into
the hole, and walk through the cave. You will come out on the opposite
side of
the canyon and impassable bridge. Walk to the front of the building to
meet The
Boss and Berri are waiting for you. The Boss has one more errand for you
to run,
he wants you to rob the Feral Reserve Bank. You agree only on the
condition that
you get a costume as cool as Berri's. Get ready for theft at it's best -
Matrix
style.

9.2 - Enter the Vertex

Well there isn't a lot to say about this level, except for the fact that
it rocks.
The intro cutscene is awesome, and once you have control you progress
through the
lobby. Take cover behind the stone columns. When the guards run out into
the open
press the Context Sensitive button, and you will leap into action in the
style
made famous in The Matrix. All you have to control is the crosshairs and
firing,
everything else is taken care of. After you dispose of the guards the

laser grid

will change to the next section. Continue until you reach the elevator on the far side of the lobby.

9.3 - The Vault

Start by collect a few stacks of money. After a couple, it will cut away and will come back with all the money retrieved. Then the final showdown begins. After a long cutscene you will once again have control. Start by pulling the large airlock switch located close to the throne. Once you have pulled the lever everything in the room will be pulled out into space except you and the alien. Run into the room with the yellow space suite and equip it. Now you get to fight alien to robot. The key here is to avoid and then get in your combo punch. The alien has to main attacks. First, he likes to do a tailspin that knocks Conker down. You can easily avoid this by using the robots jetpack to move out of the way (B button). Secondly, the alien likes to headbutt Conker. Just wait for the alien to backup and before he charges and hits you move out of the way. Now take the offense. Hit the alien for times with your robot, this will knock the alien down to the floor. Grab his tail and begin to spin the alien by rotating the control stick. Once the alien is spinning fast, time it so that you can release and throw him into the airlock. The alien will catch the door and jump back into the room. Repeat two more times to get the alien to finally miss the door and fly out into space. You're done! Congrats.

9.4 - End Credits

Kick back, relax, and join Conker in a drink.
