

Conker's Bad Fur Day FAQ/Walkthrough

0.6

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Updated on Mar 16, 2001

Conker's Bad Fur Day Walkthrough

Nintendo 64

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03/16/01

Version 0.6

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Version 0.1: Up through part of Windy.

Version 0.2: Up through part of Sloprano and some codes.

Version 0.3: Up through the Rock Club and more codes.

Version 0.4: Up through the end of Spooky and more codes.

Version 0.5: Up through the end of the game.

Version 0.6: Added locations of the cash and tails.

Table of Contents

Story

Characters

Conker

Berri

Birdy

Walkthrough

Cash Locations

Tail Locations

Codes

Story

Conker had mentally left the conversation. His mind wandered to thoughts of his girlfriend Berri and why she 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 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 overheard the nearest one say.

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

Conker toyed with the idea of vomiting on the both of them but decided that perhaps it wasn't 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...

Characters

Conker

The hero of this here game, and someone who you should model your life after. He's got a hot woman, consumes lots of alcohol, grabs all of the cash he can get his grubby little paws on, and whizzes in public. How can you not love this guy? Oh, and for all of you little kiddies that played Conker for GBC, this ain't the little guy you love and remember (thank the lord!)

Berri

Conker's girlfriend and one sexy gal (well, for a video game squirrel thingy, she's kinda hot.) Berri is always upset that Conker is going out without her to get drunk. Can you blame her?

Birdy

When Conker wakes up from his little hangover, Birdy is the first pers.....er, scarecrow that Conker meets. Birdy gives you information on switches throughout the game. Birdy loves to drink like Conker, and for a good laugh, bash him in the head with your frying pan for some censored fun.

Items

Chocolate Piece: Refills one/sixth of Conker's life bar.

Squirrel Tail: Gives Conker one more chance to play the game.

Walkthrough

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Hangover
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Start by walking around the fence and talking to Birdy. He introduces you to the Context Sensitive buttons. Stand on it and press B. A beer will appear in your hand and Birdy will drink it. Then Birdy will open the gate so you can get to another Context Sensitive button. Before you go to it, press B two more times on this button. The first time a canister of helium appears in your hand, and then another beer. Use them to get a couple humorous scenes from Birdy and then move on to the next button. Stand on the next button and press B. A glass of liquid appears and Conker drinks it, curing his hangover. Conker tells you that if you want to skip these cutscenes, just press the L button on top of the controller. But you must have watched the scene at least once before. Now jump into the water and swim over to the grassy island straight ahead. You can see a log but its too far to jump across. Hold Z and then jump to do a super jump. At the height of your jump press A to use the Helicopter Tail and float across to the log. If you miss, you'll fall down the waterfall. At the bottom you'll hear some money screaming for help. You can't get it yet, so just go into the cave to get back to the beginning of the level to try again. When you get across, cross the bridge and you will see a door. You can't go through yet, so continue on and Helicopter Tail across two more gaps. At the end of the second one you'll see a large lever. Super jump and grab the handle. Pull it down and it opens the door. Head back to the door and enter. A key is in the room running around. Try to catch it and you will be unable to. Conker then remembers that he has a frying pan on him. You now get your weapon, the frying pan. Use the frying pan to hit the key twice and then pick it up. Use the key to reopen the door and then go all the way back to where the switch was. Walk out onto the bridge and talk to the gargoyle. He will refuse to move and then ask you to come closer. When you do he picks you up and throws you to the bottom of the waterfall. Go back to Birdy and have some fun by hitting him in the head with the frying pan and watch as he cusses you out. Climb back up to the Gargoyle and smack him in the head with the frying pan. When he stands up to attack you he will fall off the bridge. The door out of this level is almost in your grasp....almost being the key word. A large rock will fall in front of the door. Super jump on top of it, then run and Helicopter Tail to the wooden platform with the Context Sensitive button on it. Use it to blow the rock up and then Helicopter Tail back and exit the level.

Now a cutscene appears with the Panther King asking the Professor to help him fix his table. This scene is really humorous and involves that wonderful beeping noise.

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Windy
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At the start of this level, collect the chocolate to fill your health meter and then jump down to talk to the Queen Bee. She asks you to get

the bees hive back from the wasps. Before you do so, grab the Squirrel's Tail from the Nasty/Nice sign. Now go the way that says nasty and climb up the hill. At the top you'll see the beehive. Grab it and three wasps will fly out of the wasp's nest. Haul butt down the hill, but only walk on the pathway. If you step off when it curves around, you'll slow down and the wasps will get you. Get it all the way back to the Queen and she will jump in the hive and use a gun turret to blow the wasps away. To reward you for saving her hive, the Queen will give you a bunch of cash. Now head back across the bridge and pay Birdy to give you the Instruction Manual. The manual will teach you how to use the Catapult. Use the catapult to shoot the dung beetles off to the side. After you shoot them all, a door will open, and you will be given the chance to take two paths. Take the left one and you will come to a house that says be back at 10 on it. Now go to the left and enter the door. You will see the Panther King's castle. Try jumping across the bridge and when you reach the single board, it will fall out from under you. Find the rope and climb it. Now go back to the other door and enter.

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Barn Boys
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Go to the right when you start and you will see a gas passing mouse harassing a couple of blocks. The bottom block will ask you to go find his friend and to tell him that Jack sent you. Go back to the start of the level and head to the left. Sneak past the two jumping blocks and take a left. You'll see a little block standing next to a bunch of fenced in cheese. Talk to him and he'll open the gate. Whack a piece of cheese with your frying pan and run back to the mouse with it. He will ask for more. Run back and do this two more times, and then the mouse will explode. The top block will jump down and the bottom block will tell you that there is a surprise on top of the barn for you. Jump on top of the blocks and then onto the gutters on the side of the barn. Climb onto the top of the door and walk out to the end of the top of it to get some cash. Use the button before you get down to open the barn door. Get back down to the ground and enter the barn door. When you get inside, you'll see a bunch of haystacks and the door will close behind you. A paintbrush, can of paint, and Franky the Pitchfork will watch you as you come in. The paint supplies tell Franky that it's his turn to kick some @\$\$\$. Walk over to them and Franky attacks you. Run back to the haystacks and stand in front of them. Jump when Franky gets ready to do his attack and he'll kill the haystacks. Kill them all and Franky will go back to the paint supplies and they will tell him to hang himself. Franky does, but he has no neck, so it proves useless. Now go back towards the entrance and look for the lever on the wall. Jump up and grab it to free the King Bee and the little tickle bees. Exit the barn and you'll see the Robot Haystack be freed. Now talk to the King Bee and he will ask you to help him "pollinate" the well endowed flower. Run and talk to the sunflower and she won't be of any help. Now you must find the five sets of tickle bees and take them to her.

- 1) By the bouncing wooden crate.
 - 2) At the entrance to the level.
 - 3) On the cliffs by where the cheese was.
 - 4) By the button that opens the barn door.
 - 5) On top of the big water vat. To get to it, get where the barn door button is, super jump on top of the hay roof. Run to the left part of the roof and super jump on top of the middle of the roof. Go to the ladder and climb it to reach the vat.
- Now that you've gotten all five to her, the King Bee will "pollinate"

her while Conker gives you some priceless faces. After he is done, the flower will ask you if you'd like to go for a bounce. Hop on her *ahem* and bounce on them successfully twice in a row to fly into the hole in the wall above her to get some cash. Now go to where the bouncing wooden crate is and wait for it to stop outside the high door. Jump on top of the crate and super jump into the door. Helicopter Tail across the platforms to make it easier, and at the end. Get on the Context Sensitive pad and press B. Use the throwing knives to throw at the rope that is hanging Franky. Aim just right to knock him back down. Now go back and exit the barn. Enter the bottom door and run to Franky. After another short cutscene, jump on Franky and use him to attack the Robot Haystack.

Franky Controls

Control Stick: Move Franky around

A Button: Makes Franky jump

B Button: Makes Franky attack

Wait until the Haystack stops and then attack him from behind. Watch out for his fists and follow him around. Three hits should do it. After that, the Haystack will jump up and down and the three of you will fall down a hole. Get ready for a funny Terminator spoof. Run around the perimeter of the room and stand behind the poles. Wait until you see the bot electrocute itself and then run up to it. Jump up to the red button and press B to damage it. Do this three times to defeat it. Now after a small cutscene with Franky, quickly climb one of the ladders behind the poles. Once you get to the top, go to the Context Sensitive pad and use it to throw knives at the electric wires. Knock three down and then swim to another ladder. Climb up and use the next Context Sensitive pad. Knock down three more wires and the water will rise again. Swim to the exit. When you get out, you'll see a guy reading a tablet. Jump on the tablet and he will throw you in the air. You can now reach some cash. Now exit through the window behind the cash and climb the ladder. Watch out for the bee at the top and climb another ladder. The bee on this ladder flies around two parts of it. Avoid him and climb up to the diving board. Jump into the chocolate and a light will appear above your head. Press B and Conker will turn into an anvil and hit a Context Sensitive pad in the vat. A door will now open. Enter it either by the sunflower, or by the barn door. Inside you'll find some cash and a Tail.

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Windy
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Go back to the house and enter. Talk to the dung beetle inside and he will ask you to make the cows in the door on the floor make poo. Enter the door and then climb up the ropes in the center of the room. Look for the door at the top and enter it. When you come out you'll see a bull running around an island in the middle of a lot of prune juice. Run past the bull and to the building on the other side. Dodge the poo and jump up all of the platforms until you get to the top of the faucet. Run clockwise on top of the faucet until it pours prune juice into a hole. Now a target will appear. Stand in front of the target and trick the bull into running into it. Now a female cow will come out and another target will come up. Trick the bull into running into the target and jump on his back. Now run towards the cow and use B to charge at her. She'll get upset and go to drink the juice. When she gets some, she'll run to the grate in the middle of the island and take a dump. Now ram her again to make her explode. Now you'll fall off of

the bull and another target will appear. Repeat the way to get the cow to take a dump two more times and then the bull will stand on the grate and fall through. Jump in after him. When you land, get the Tail from the wall and go to the next room. Look for the Context Sensitive platform to your right and jump on it. Press B and you'll get some Confidence Pills. Now you can dive. Dive into the poo and swim to the hole all of the way at the bottom. You will now reappear at the beetles house. Exit and talk to the dung beetle outside and he will give you a ball of poo. Push the poo up the mountain by taking the left path. Push it up as far as you can until you see the big dung beetle. Conker will put a stick of dynamite in it and blow the beetle up. Now go back down and get another ball of poo. This time push it up the path in front of the house. Avoid the dung beetles and push it into the cave at the top of the mountain. The ball of poo will travel down the mountain and bust open the closed entrance at the bottom. Now go and grab the poo ball one more time. Push it to the right of the mountain and past that sign that says "No Poo Balls." Push it over and it will land on an imp. Jump down and then jump on top of the button sticking out of the ground. Push B and all of the enemies in the water will be drained. Now swim to the door.

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Bat Tower
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Talk to the Catfish at the beginning and they will ask you to get rid of the Dogfish for them. Jump into the water and swim behind the waterfall to get a Tail. Now follow the water until you see the Dogfish. Look down and you will see a door on the bottom of the water. Dive and swim into it. When you get into the room, swim straight ahead and come up. Jump out of the water and talk to the little cog. After you fix his personality a little, he will ask you to find his friends for him. Jump on the lift that comes down and you will be spotted by some bats. Follow the wooden planks until you reach the narrow part going across the floor. When the light appears, use B to blast the bats with a flamethrower, but watch out because they will then divebomb you. At the end, climb a rope to the next level. Repeat this until you reach the top of the tower. Follow the last plank to the end and jump to the switch. It opens a door at the bottom. Now climb back up to the top and jump to the outside of the tower. Follow the outside around while jumping over the imps. To the far right you will find some cash. Now work your way back down to where the cogs are. Jump into the water and dive. Swim into the door and dodge the imps. Emerge at the end and you'll see a cog running around. Whack it and then swim back to the main cogs with it. Put it back on and then swim back. Jump to the area above the waterfall and you'll find two cogs running around. Do the same with them. Now jump on the wheel in the center of the room and run clockwise until a cutscene appears and the dogfish's chain shortens. Now exit back to the surface and find the catfish. Take them to the safe and they'll open it for you. Enter and the cash inside will dive into the water. Get on the Context Sensitive pad and use your slingshot to shoot at the letters on the wheel. Shoot OPEN to open the gates below you. Jump down onto another Context Sensitive pad to get a Spotlight Hat. Now dive into the water. Swim down and try to avoid the eye in your way. Swim past it and then look for the hole in the wall with the air pipe. Refill your air and continue on. Swim to the floor and refill your air again. Now swim into the hole surrounded by green lights and emerge at the end. Jump on the Context Sensitive pad and get new batteries for your hat. Now jump back in the water and dive into the blue lights. Emerge at the end and jump onto a switch. Pull it and

dive again into the green lights. Get some air on the other side and then dive into the yellow lights. When you get to the end of the yellow lights, swim straight up and watch out for the eye. Look for holes in the wall to refill your air on the way up. Emerge at the top and jump out of the water. Jump into the whole and a cutscene starts involving a couple Fire Imps. After the cutscene, run to the Context Sensitive pad behind you. When you use it, it fills up Conker with beer. Now that he's drunk, walk out to where the Fire Imps are. Press B and use Z to spray the Imp's with whizz. If you run out, wobble to the Context Sensitive pad to the left of the boiler and use it to sober up. Now get drunk and try again. Once you get down to two Imps, they jump into the boiler. Now you have to fight a boiler boss with balls of steel. Go to the corners of the room and wait until the boss runs towards you and jumps onto a grate. Now super jump up and grab a handle. Pull down and beer pours on the boiler. When is stumbles to the middle of the room, run under it so the light sign appears. Press B and Conker bashes the boilers manhood with a couple of bricks. Four good hits should do it and neuter the boiler. Now push one of the balls into a curved tile on one side of the room to open the exit. Push the other ball into the door to take out the Green Imp. Run down the exit and grab the cash.

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Sloprano
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A dung beetle will meet you at the entrance and tell you how his friends disappeared in the cave. Go straight ahead and you will see a piece of sweet corn. A deep voice will say that he wants the sweet corn. Whack the corn and watch out for the fist that comes out of the hole. Walk up to the ledge over the poo and throw it in. Now go back and jump over the pit behind the hole and Helicopter Tail across. Whack two pieces of corn on the other side and throw them in the pit. Now move ahead and then to the right. Whack and throw three pieces of corn in the pit. Now the Beast of Poo Mountain will appear and sing for you. Now dodge his poo balls until he starts to sing. Now stand on one of the Context Sensitive pads and some toilet paper will appear in your hands. Throw it into his mouth when its open and he will sing for you again. When he's done, he will deactivate the pad by covering it in poo. Now run back to where the two pieces of corn where and use the next pad when he sings again. You must throw two in this time before he starts to sing again. When he sings this time, he'll crack the window where the cash was at the top of the mountain. Now run back to the first Context Sensitive pad and wait until he sings to use it. Throw three rolls in his mouth this time and he'll completely crack the glass open. Now run back up to where the glass was while dodging his poo balls. Run in, grab the cash, and jump up and grab the handle. Pull it down to flush the Beast. Now go back to the hole where the Beast was and climb down the platforms. Enter the door at the end.

A cutscene will play in which Berri gets vicimized by a rock guy.

When you enter the level, get the Tail off of the wall. Now dive into the pool of water in the middle and swim towards the spinning blades. If one touches you, you die instantly. Good thing that Tail reappears every time you die. Swim past all of them and then emerge at the end. Get out of the water and run to the end of the platform. Don't fall or you'll get chopped up. Jump to the rope and climb. The land around you has blades on the ground, so look around for the ladder before you jump. Time your jump just right and Helicopter Tail over to the

ladder. Climb to the top, super jump to your left, and cross the bridge. On the other side, a cutscene starts where a weasel tries to make you pay the toll. Conker gives him \$1000 and then the weasel notices that he's a squirrel. After convincing the weasel that he's an elephant, Conker gets his money back and continues on.

Uga Buga

Run straight ahead and follow the dinosaur. Enter the door on the other side and watch out for more dinosaurs when you come out the door. Run to the right and enter another door. When you come out on the top of the building, grab the cash. Now super jump up the tiger's head until you reach the top and see the light bulb. Now press B and Conker will turn into an anvil and fall on the head. Do this two more times and Conker will fall into the underground and smash an Uga. Jump on top of the head again until the light appears and press B again to open a door underneath it. Now run to the Stone Club and grab the boulder to the left of the bouncer. Try to push it around the stone guys while trying not to get smashed by them. Push it through the door and down the hill with the two Ugas to move on to the next area. Now go straight ahead to the area where the Ugas are worshipping the statue. Now look for a door towards the back and go into the next room. Dodge the Ugas and watch for the guy with the tablet to your right. Jump on his tablet and when he throws you in the air, land on the egg. Press B to sit on it. After a while, the egg hatches and you get your very own baby raptor. It'll follow you around and eat the Ugas. Follow the path all the way down to get back to the room with the Ugas worshipping. Take the baby raptor over to them and let him have a snack. Now use the Context Sensitive pad and shoot at the arrow block on the wall to your left with your slingshot. The platform behind you should rise. Now get the baby to follow you onto it. Quickly run off and use the Context Sensitive pad again. Now shoot the sun block to your right. Now the platform above the baby raptor will fall and squash the poor baby =(. After this, the dino head will open its mouth, stick out its tongue, and one of the guys with the tablets will walk out. Jump on his tablet and let him throw you onto the dino head. Grab the cash and Tail on top of it's head. Now go down to it's nostrils and wait for the green smoke to come out. Now quickly jump in when its gone and press B to pour some pepper in. Repeat with the other nostril and the dino head will blow its snot everywhere. Jump down onto the tongue and enter it's mouth. Avoid the swinging mucus and run past it. Take the left path and then when you reach another fork, left again. Enter the door and you'll find the Uga chief laying unconscious. Conker will steal his costume. Reenter the dino head and take the left path. Use your Helicopter Tail to fly over the pits and exit the head. Outside, the Ugas will start to worship Conker. Conker then convinces them to help him defeat the rock guys by the Rock Club. Go back and attack the rock guys to give the Ugas a chance to smash them. After you defeat all four of them, talk to the bouncer at the club. The Ugas give you the password and you can get inside. Step on the switch to see that they have Berri in a cage. The switch opens a door and you must find something to keep on it. Run down to the dance floor and behind the bar you'll find a boulder. Push it up the ramp and onto the switch. Now Helicopter Tail back down to the bar and stand under the tap. Press B to fill up on the beer. Wobble your way to the door that opened and look for the big rock guy near it. Whizz on him and use a steady stream to push him into the door. After he goes in, turn around and walk up to the wall behind you. You'll see a first aid sign on the wall. Walk up the ramp to the right of it and

use it to sober up. Now enter the door after the rock guy. Push the boulder that the rock guy turned into. Watch out for the two rock girls so they don't push you off the wall. Time it just right so you can push it while they are in the holes in the wall. At the end, push the boulder up and onto a switch. Now the center door will close and the left and right doors will open. Now get drunk again and do the same thing with the other two rock guys. Push them through the doors and they will shatter. Get both of them through and Berri's cage will open and she will run away, not recognizing our hero. Climb up to where Berri was to get some cash. Now try to leave the club and the bouncer will stop you for stealing the money. He demands that you meet the boss. Conker agrees and it's off to meet the Weasel Boss. Berri happens to be with them and doesn't recognize Conker again. After a cutscene, the Boss will ask you to take a bomb to the big dinosaur head. Run all of the way back to the dino head and run up the tongue. Take all lefts like before to get to where you found the chief and then go all of the way to the end of the platform. Conker throws the bomb and the lava level rises. Jump across the floating platforms to get to the door.

When Conker walks out the other side, he is attacked by some punk Ugas. They have stolen Conker's money and then moon him. When one of the Ugas falls in the lava, you must take his Jet Board and follow in pursuit of the others. After the cutscene, walk straight ahead to the door. When you enter, you'll be right in front of the board. Walk onto it and hang on.

Jet Board Controls

Control Stick Left and Right: Move the board

Control Stick Up: Moves the board faster

Control Stick Down: Puts on the brakes

A Button: Makes Conker jump

B Button: Attack with Frying Pan

You'll see some cash behind bars right above you. You can't get it until you defeat the Ugas. Use your boosters nonstop to catch up to the Ugas. Only slow down if you're going to slam into a wall or into the brontosaurus. Whack the first two with your frying pan, and then the path to the right opens up. Follow the third one this way and whack him the same way. Now keep following the path until you get to the ramp leading to the cash. Jump at the end to get it. Now you'll come crashing into an arena. The Uga King will see you and call for Fangy to be released. Run up to the Ugas closest to the door and Fangy will come out and eat one. Haul \$\$\$ for the Context Sensitive pad in the middle of the arena. Use it and Conker will hypnotize Fangy and you can get on his back.

Fangy Controls

Control Stick: Move around

A Button: Makes Fangy jump

B Button: Makes Fangy bite; if an Uga is in your mouth, press it again to eat him; if running press to headbutt

Z Button: Headbutt

Run around on Fangy and eat all of the Ugas. You can also run and headbutt them in the lava. After you eat the first wave, the head Uga will send out the infantry. You will need to be more careful with these guys because they will jump you and knock you off Fangy. If you get knocked off, run back to the Context Sensitive pad and hypnotize him again. Headbutt the whole group and eat one. Pick them off one by one making sure not to get surrounded. After dealing with these goons, yet

another wave comes out, but this time, they have spears. Run around and dodge the spears, eating the Ugas as usual. Next, you'll have a combination of the two waves. Keep eating them until the head Uga jumps down to fight you. He'll try to hit you with his bone and try to knock you off of Fangy by stomping on the ground. Run up to the Head Uga and wait for him to raise his bone above his head. Now quickly bite him in the crotch. The Head Uga will bend over. Now's your chance to run to the other side and bite him in the bum. Repeat this two more times and then the Head Uga's secret will be revealed: he is very "small." (haha) After the Head Uga runs through the wall, look around the arena for the entrance to where Jugga is. Jump to the platform on the lava, and then super jump to the entrance. After a cutscene with Jugga, some cash will run away. Follow the path to the right and exit the underground. Grab the cash outside and then look for the sign that says "Poo" on it. Jump down and Helicoptery Tail your way back to the starting area before the blades. Grab the Tail again and exit. In the next room, jump into the pit to appear in the Dung Beetles house.

Windy

Now that you're out of the mountain, exit the Beetles house. Head back to the Queen Bee to find out that the hive has been stolen again. The Queen will ask for your help in getting it back. Our crafty hero manages to get the Queen to pay quadruple the amount of cash that he got before. Run back to the Wasp's Hive and enter it. Follow the path all the way to the hive and jump in. Now you'll enter a first person mode where you have to shoot the wasps with the hives turrets. Just keep moving around and shooting the wasps before they get to attack you. Not much strategy here, just keep shooting and moving. After a while, the Queen comes in the hive and tells you to run back with the hive. After you jump out and grab the hive, the three wasps from earlier chase after you. (I thought these guys got blown up????) Run down the path and out of the hive. Now run back down the path the same way you did the first time and the Queen will shoot the wasps when you reach her. Now pick up your four wads of cash. Head back to the Wasp's Nest and super jump into the hole to the left of the entrance. Enter and then Helicoptery Tail to the hole to the left of you again. Enter and you'll find some cash. Now, head back to the Dung Beetle's Cabin and jump in the water. Dive and swim until you hear the money scream. Now head up and look for the opening above you to get the cash. Exit and head back to Windy again. Climb the mountain with the worms that try to bite you. Fly over them and talk to Mr. Barrel at the top again. Now that you have enough money, Mr. Barrel will let you ride him down the mountain. Jump on him and hold Left all the way down so you won't fall off. You'll crush all of the worms and then at the end, Mr. Barrel will open the closed passage in the water and Conker will get knocked out. When you awake, it will be nighttime. Head for the passage.

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Spooky
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Follow the path and get into the water at the end. You'll see Gregg swiping at the Catfish with his scythe. Walk up to him and he'll start complaining about the fish. Follow the path behind him down to the door. It's locked so you can't go here yet. Look down at the wall and you'll see a door. Jump into the water and swim to the door. Enter and you'll see a lever ahead of you. Jump and pull it down to open the

door. When you fall, you'll be back at the beginning again. Run back to Gregg and he'll give you a shotgun.

Shotgun Controls

B Button: Take out/Put away Shotgun
C Left and C Right: Strafes with the Shotgun
C Up and C Down: Makes Conker move forward and back
R Button: Enter aiming mode
Z Button: Fire gun

Now it's time to head into the graveyard. Go into the door and walk on the path until the zombies come out. They are very quick so you won't have a good chance on the ground. Jump onto a tombstone and use your laser sight to shoot the zombies in the head. After you kill them, move on and repeat this method when more appear. Now do it again a third time until you kill all twelve. Gregg then will appear next to the door at the end. Talk to him and he'll congratulate you and open the door to the next area. Here you must run uphill and avoid the Bone Worms. When one appears, just Helicopter Tail over it. Watch out towards the top because two will appear in a row. At the top of the path is a mansion. When you enter the mansion, you'll be greeted by the Count. After a short cutscene, the villagers will attack the mansion and the Count will bite your neck. Conker then will turn into a bat and the Count will ask him to bring the villagers to the room they are in to drain their blood.

Batula Controls

Control Stick Left and Right: Move left or right in air or on ground
Control Stick Up: Makes the bat dive
Control Stick Down: Makes the bat climb
A Button: Makes the bat move backwards in air, and take off on the ground
B Button: Makes the bat move forwards in air, and take off on the ground
Z Button: Makes the bat drop guano

Fly around the castle and look for villagers. When one is close by, your radar will flash and the villager will flash red. Now drop guano on their head to knock them down. Quickly pick them up and try to dodge the other villagers spears. Take the villager to the grinder and fly over it to drop them in. Do this six more times and the Count will fall into the grinder himself. Conker turns back into a squirrel, but there is some bad news: the zombies have overrun the castle. You must find three keys to escape. I'll start this part from the entrance to the mansion. Quickly pull out your shotgun and kill the zombie to your left. Run up the stairs and go left. Enter the door and go left again. You'll come out on top of the library. Go down almost to the bottom of the rafters and walk to the edge of the pathway. Try and use your gun from the higher level to shoot the three zombies. Now Helicopter Tail your way to the center bookshelf and use the Context Sensitive pad. Use the crossbow to shoot the four bats in the corners of the room. Climb down to the floor and look for the door with the skulls on it. Go through it and quickly shoot the zombie to the left. Walk further up and shoot the zombie to the left. Now go back to the library. Climb up and enter the room with the broken walkway. Quickly kill the two zombies and walk over to the Context Sensitive pad in the center of the room. Use the crossbow to kill the bats. Slowly walk across the rafters and get the key on the other side. Walk back across and then go to the library floor. Walk through the skull door and then run back to the main room avoiding the zombie there. Take the key to the door and

that's number one. Take the path to the right in the main room and shoot the four zombies in the hallway. Continue into the dining room and jump on the table. Shoot all of the zombies and then enter the garden through a door in the back of the room. Deal with any zombies and run for the hedges. Jump on top of the hedges and shoot all of the zombies from safety. Grab the key from behind the statue and run back to the door. Two down, one to go. Run up the stairs and take the door to the right. Look for the ladder that appeared after you inserted the first key and jump over to it. Climb to the top and jump to the platform with the Chocolate. Refill your life and then look to the left wall from where you are standing. You should see the end of a bone switch. Helicopter Tail over to it and pull it. A door should open here and on the floor to the right of the stairs. Head back downstairs and shoot the zombies to the right of the stairs. Enter the door that appeared on the side and grab the key. Haul butt past the zombies when you exit and insert the final key into the door. Success!! When you go to leave, Conker remembers the Bone Worms on the path. How to get past them you ask? Mr. Barrel of course. Jump on Mr. Barrel and head on down the path. There are some sharp turns so be careful. When you reach the bottom you'll reenter the graveyard. Go through it and back into the dock. Fall into the water while still on the barrel and head upstream. Go through the door at the top of the current and you'll get the cash that was in Hangover that you couldn't get before. Now leave Hangover and reenter Windy. Before you reenter, you're treated to a cutscene of the Sergeant trying to recruit people for the war. When it's over, walk up the pathway that leads to the Wasps Nest and jump over the barbed wire that is halfway up on the left. Enter the door behind it and Conker will enter the war zone.

=====
It's War
=====

As soon as you enter, an enemy submarine will shoot a plane out of the sky. When it crashes, the Sergeant will confront you about taking on a mission. After he finishes talking, go forward and take a right at the dock. Look for the ladder that goes down to the beach and go down it. The Sergeant will return and inform you that they need electricity. There is an electric eel in the water and some rings that you must go through. Dive into the water and avoid the eel. Get him to follow you and swim through the three rings attached to the chains. After you swim through all three, the eel will get knocked out and a Context Sensitive pad will appear on a platform. Now get out of the water and climb back to higher ground. Head back to the entrance and you'll see a ramp to the right of the door. In front of the entrance you'll see a metal box. Push it until it is in front of the ramp and then climb the ramp. Knock on the men's room door at the top and a little guy with TNT tied to his back comes out. Push him down the path and then push him to the left. If a box drops on your, he'll explode so watch out. Follow the boxes that are heading away from you and time yourself when going under the falling crates. When you reach the end, the little guy will sit down. Run back to the start and walk down the dock to the Context Sensitive pad at the end of it. Use the slingshot to fire at the TNT. When he lights, he'll explode and blow up part of the plane. Now go back and get another TNT Guy. This time push him to the right. Watch out for the Spider Mines. They will appear in this order. Bottom, bottom, top, top, bottom, top, bottom, top. When you reach the end, repeat the procedure from before and blow him up. Now the plane will be destroyed. Walk down the stairs to the boat. The Sarge will trick you into looking away and then punch you in the back, knocking you out. When you awaken, you'll

be on a boat with a bunch of soldiers. Once you reach the shore, you'll be the only survivor of the massacre. Run around the fences while avoiding the gunfire. Once you reach the back, talk to the squirrel there and he'll tell you that Tediz are responsible for this. After he gets shot, press B to pull out your cigar and guns.

Machine Guns Controls

A Button: Manual Reload

B Button: Put away or pull out guns

C Left and C Right: Makes your guns strafe

C Up and C Down: Makes Conker move forward and backward

R Button: Enter aiming mode

Z Button: Fire guns

Shoot the lock off the door and enter. Inside, Conker will see Tediz hiding behind the crates. Walk up a little bit and try to stay near the crate. Start firing the second they come out and get them before they get you. Watch out for the one on top of the pile of crates to the left. Shoot them all and the door in the back opens with laser security. Crawl under the lasers and get the Chocolate on the other side. Follow the path and watch out for the Tediz hiding behind the boxes to the left. There is one behind the first box, two behind the second, and one around the corner to the right. Now get close to the lasers and shoot the Tedi that jumps onto the boxes. Put away your guns and Helicopter Tail in the air. Wait until your low enough under the top laser and fly through the middle of them. Quickly pull out your guns and shoot the Tediz behind the box. Walk up slowly while keeping an eye on the hatch on the ceiling. When you get close enough, two Tediz will fall through it. Shoot them and then walk up towards the lasers. Shoot the Tedi that jumps on the box and then the two that fall through the hatch. Head around the corner and shoot the two Tediz that fall through the hatch and the one hiding behind the box. Run for the elevator and a cutscene will start with a bunch of those Spider Mines running after Conker. After barely escaping in the elevator, the next level starts. Fly over the first two lasers and quickly pull your guns out. Shoot the two Tediz; one hiding behind the box, and the other falls from a hatch. Fly over the next laser and then shoot the two Tediz hiding around the corner. Watch for the flamethrower on the left side. After he fires, quickly run by. Shoot the Tediz by the box and continue past two more flamethrowers. Shoot the four Tediz that come around the corner and you'll see a bunch of lasers. Shoot the Tedi that falls out of the hatch by the lasers and then sneak through. Fire at the Tediz by the box and go around the corner. You'll see another Flamethrower to the right. Wait until it fires and fly over the lasers. Watch out for the flamethrowers on the other side. Head to the end of the hall and pull your guns out so you can shoot the mob of Tediz that come around the corner. On the other side, shoot the Tedi that comes out of the hatch, and another that comes out of a hatch close to the lasers. Fly over the low lasers and walk under the high one to reach the exit. You'll enter what seems to be a hospital with evil Tediz as doctors. Pull out your guns and use your scope to shoot them from a distance. Run to the far right corner of the room and you'll find a squirrel in an electric chair. He'll ask for your help getting out and ask you to pull one of the switches. Conker doesn't know which one it is, but pull either one, they do the same thing. After the poor guy gets shocked, pull the other switch to open the door. Inside the next room is a Tedi armed with a turret gun. Hide behind a bunch of boxes until he finishes a clip and then run for the next one. When you get to the last set, wait until he finishes firing and run for the pipe on the right wall and hide behind it. After he's done shooting, quickly climb the rope and hide behind

the pipe again. After this clip, run to the Context Sensitive pad and pull out a bazooka. Quickly shoot the Tedi before he can shoot you. Climb back down and jump into the turret.

Turret Controls

Control Stick Left and Right: Move crosshairs
A Button: Get in or out of turret
B Button: Reload gun
C Up and C Down Buttons: Zoom in or out
Z Button: Fire turret

There are two rooms that Tediz come out of. First they come out of the right one. Shoot all of them and then they come out of the left one. Shoot all of them and then you get a combo with them coming out of both rooms. After you kill them all, a door will open. Enter the room and you'll see a blueprint and a Spider Mine construction line. Exit through the door and you'll find a line up of Tediz getting ready to execute a squirrel. They'll fail thanks to the squirrels armor. Quickly fire at the Tediz and take them out. Watch out though because one of them throws bombs. After you save him, the squirrel, who happens to be named Rodent, will offer to be your shield. Head to the pathway to the right and watch out for the bombs. After some bombs, a Spider Mine will charge you. They come after the first, third, and fifth mines. You then will come to an area with a large lock on a door and bullets coming from everywhere. Rodent will go ahead as you unlock the door. Jump into the water and find the Context Sensitive pad. Use it to pull out your bazooka and shoot the four lights surrounding the lock to make it fall off. Enter the door and you'll find a Class 22 Tank waiting for you.

Tank Controls

Control Stick Left and Right: Rotate tank left and right
Control Stick Up and Down: Move the tank forward and backward
A Button: Get out of the tank
C Left and C Right: Move the turret left and right
C Up and C Down: Move the turret up and down
R Button: Enter aiming mode
Z Button: Fire

Jump in the tank with Rodent and look for the door with the chemical symbol on it. Fire a missile to open the door. Jump out of the tank and go in. Fall down to the lower level and fly over the chemical pool. Quickly jump back over to avoid the Spider Mine. Do the same with the next two pools and you'll find a switch at the end. Flip it and the chemicals will start to rise. The only thing to do here is to haul butt out of here. Don't fly over the chemicals, just jump. Back outside reenter the tank and go through the newly opened door. In this area there is a turret slowly moving in circles. You must shoot the base of it to take it out. To get close enough, you must anvil drop the bridges so you can drive across. Move up to the first one and watch the turret until it is away from you. Quickly jump out, fly over to the other side, climb the bridge and press B when the light bulb appears. Quickly jump in your tank and run over the Tediz. When you get to the next bridge, repeat what you did before. Knock all three bridges down, and squash all of the Tediz. Now go around the entire path and shoot out all of the yellow and black tower supports to make the turret fall. Go to the end of the path and get out of the tank. Cross the tree and jump down the hole. At the bottom, go straight ahead to find a little girl trapped. Talk to her and you'll find about the submarines surrounding you and their ballistic missiles. (This girl sure knows a lot for a kid!) Conker ever the greedy fellow he is hopes to get some cash out of

this mess. Run around to the three Context Sensitive pads on the edges of the ground. Look for one that has a sub near it. Use the bazooka on the pads to shoot the subs. If one shoots a missile while you are on the pad, quickly move and go back. The first one will only have waves of one sub, but the other two pads will have waves of two subs. After you destroy them all, head back to the little girl. When you approach, the tank will fall down to your area. After a spoof of the Exorcist, it turns out that the "little girl" is the hand of a giant robot Tedi. Run for the tank and watch out for his sawblade attack. One hit and you're goners. Jump in the tank and haul butt for the closest shelter. Now the Tedi will pull out his mini-guns. You can see the boss through the shelter while you are in it, so aim your barrel and level it with the guns. When he stops to reload, quickly pop out and fire a shot. You must knock both guns off this way. Start with the right gun and then the left one. Now aim and knock the girl off the Tedi's arm. When the Tedi turns its back to you, fire a missile into the hatch on its back to open it, and then fire again to injure it. Now for its second attack, the Tedi will use a Magneto Laser. It attacks nonstop but is very slow. Do the same as before, quickly move out of the shelter and fire a missile. Knock both guns off and then aim and shoot the little girl off again. Once more, fire a missile into the hatch on the Tedi's back. Now the Tedi will pull out missile launchers. Each arm fires four missiles. After a barrage of missiles, blow one of the launchers off. After both ones are gone, shoot the girl off and fire a missile into the bosses back to win. Now that little brat will hit a self destruct button. You get 4 minutes and 30 seconds to get the heck out of here. Run and jump in the whole that appears. You'll need to run past lasers and battle Tediz to get out of here. For the first lasers, crawl under the first two and jump over the last one. Now crawl under the diagonal ones. For the second set, fly between the first and second ones. Jump on the box and fall between the third set. Fly through the middle ones and get your guns ready for the two Tediz around the corner. For the fourth set, crawl between them on the box. Shoot the Tedi around the corner. This set of lasers is tricky to get past without getting shot. Jump on the box and crawl diagonally to the left falling under the lasers. Just crawl under the last set. When you head for the exit, blue lasers will appear in the doorway. Turn around and you'll be attacked by Tediz. Try to pull out your guns and you'll get a Bazooka instead. Kill all of the Tediz to escape. Now you'll be out on the beach. Head around the fence and shoot the Tedi to your right. Now walk up close to the wall and wait for the next Tedi to come from behind the wall and shoot him. Quickly move your scopeto the left and shoot another Tedi. When you run past the next part of the fence, quickly shoot the Tedi straight behind the barrier and jump behind the barrier. Use your scope to shoot the Tedi down the beach from under the barrier. Quickly run down to the next barrier and three Tediz will pop up. Use your scope to shoot the one to the right from safety and wait until the other two blow the barrier up and kill themselves. Now run for the boat and enjoy the cutscene. After the cutscene is over, run up the stairs and head back to Windy.

Once you're back at Windy, you'll find that the landscape has been trashed. Head for the mountain path up to the windmill. You'll find that Rodent survived the explosion and that the windmill has disappeared. After the cutscene, climb down the passage where the windmill was. Enter the door and run to the area with the bridge to once again find yourself doing business with the Weasel Mob Boss. Since your job with the Cavemen put him out of business, he needs you and Berri to break into the Feral Reserve Bank for him. After Conker gets his cool new threads, head to the entrance to the bank. After the

cutscene, follow Berri to the next room. Nowhere comes the cool Matrix spoof that everyone loves. Once the weasels come out, stand behind a post and a light bulb will appear. Press B and Conker will float through the air in slow motion and your bullets will have some cool effects. Shoot the weasels quickly and another wave will come. Go through all of the weasels until you get all the way to the door. Enter to go to the next area. Conker and Berri come to the vault room with an advanced laser security system. Berri will use a device to shut the lasers down and open the vault. Enter the vault and head all of the way inside. Inside the vault is Conker's dream come true: lots and lots of cash. Whack three of them with your frying pan and pocket them and the computer will take care of the rest. Conker's finally a millionaire, WOOHOO!!!! Berri hates to stop the celebrating, but the Panther King is lowering into the vault. It turns out that the Weasel was on the Panther King's payroll. The Panther King will order the Weasel to take care of Berri and he will shoot her. Now the Professor comes out and the real fun starts. It seems that an alien egg is inside the Panther King and it is hatching. Heinrich the Alien will pop out and the Professor will rant. Once the cutscene is over, run to the switch below where the Panther King is and pull it. An airlock will open and pull everything out but you and the alien. A door will also open with battle armor inside. Jump in and the final battle begins.

Battle Suit Controls

Control Stick: Move around

A: Use Boosters

B: Punch

Z: Block

Run up to the alien and fly over his tail attack. Quickly hit him with a barrage of punches until he falls. Run around to his tail and grab him. Move the stick in a circle pattern slowly and swing the alien around. Throw him at the door and he'll be pulled out. After jumping back in run at him again. Do the same as before flying over him. Wait until he jumps across the room, then fly over his tail attack again. Punch him until he falls and throw him out the door again. Once more he'll jump in. You'll have to be good this time. Dodge his tail attack and wait till he jumps. Jump his attack a couple more times and drop him with punches. Now throw him out the last time and enjoy the final cutscene. Congratulations. The Bad Fur Day is over and Conker is King!

Cash Locations

Windy

Save the beehive from the wasps	\$100
In a secret room after the passage in the Dung Beetle's house floods	\$100
Save the beehive a second time	\$400
In a wasp nest hole	\$100

Barn Boys

On top of the barn	\$100
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Bounce to the hole above the flower \$100
Bounce on the tablet after the robot \$100
In the tunnel near the barn \$100
Anvil drop into the water tank \$100

Bat Tower

After getting the money for the \$10
Catfish

In the hole above the Dogfish after
it crashes into the wall \$300

Sloprano

Next to the flush handle \$100

Uga Buga

On top of the castle \$100

On top of the Dino head \$100

Inside Berri's cage in the Rock Club \$100

End of the Jet Board race \$100

After the scene with Jugga \$100

Spooky

Exit by going upstream at the end \$100

Tail Locations

Windy

1) Hanging on the Nasty/Nice sign

Barn Boys

1) Jump on the first box and float to the one hanging from the side of
the barn

2) In the cheese area, fly as high as you can over the lowest area of
the cliffs until you see a light bulb and anvil smash it to find a ten
life tail

3) Inside of the water tank

Bat Tower

1) Inside of a waterfall

Sloprano

1) Before you jump in the water with the spinning blades, it's on the wall

Uga Buga

1) Near the Dino's neck

Cheats

Multiplayer Cheats

BEEFCURTAINS: Unlocks Villagers and Zombies in Multiplayer.

BILLYMILLROUNDABOUT: Unlocks Gregg in Multiplayer.

BOVRILBULLETHOLE: ????

CHINDITVICTORY: Unlocks Weasels in Multiplayer.

DUTCHOVENS: Lets you use frying pans in Multiplayer.

EASTEREGGSRUS: Unlocks Neo Conker in Multiplayer.

EATBOX: Unlocks Cavemen in Multiplayer.

RUSTYSHERIFFSBADGE: Unlocks the Sergeant and Tediz Leader in Multiplayer.

SPUNKJOCKEY: Allows you to chop someone's head off in single multiplayer games.

WELLYTOP: Unlocks Conker in Multiplayer.

Chapters Cheats

PRINCEALBERT: Unlocks "Barn Boys" in Chapter Mode.

CLAMPIRATE: Unlocks "Bat Tower" in Chapter Mode.

ANCHOVYBAY: Unlocks "Sloprano" in Chapter Mode.

MONKEYSCHIN: Unlocks "Uga Buga" in Chapter Mode.

SPANIELSPEARS: Unlocks "Spooky" in Chapter Mode.

BEELZEBUBSBUM: Unlocks "It's War" in Chapter Mode.

CHOCOLATESTARFISH: Unlocks "Heist" in Chapter mode.

WELDERSBENCH: Unlocks all Chapters and Scenes.

Regular Cheats

DRACULASTEABAGS: 50 Lives

EASY: Easy Mode

XFYHIJERPWAL IELWZS: Debug Mode

VERYEASY: Very Easy Mode

Thanks list:

Nintendo and Rare for making this great game.

Gamefaqs for hosting my walkthroughs.

Conker Himself, ParasYTE, and XAnimal for the codes they posted at
Rarnet.com.

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