

 XBOX

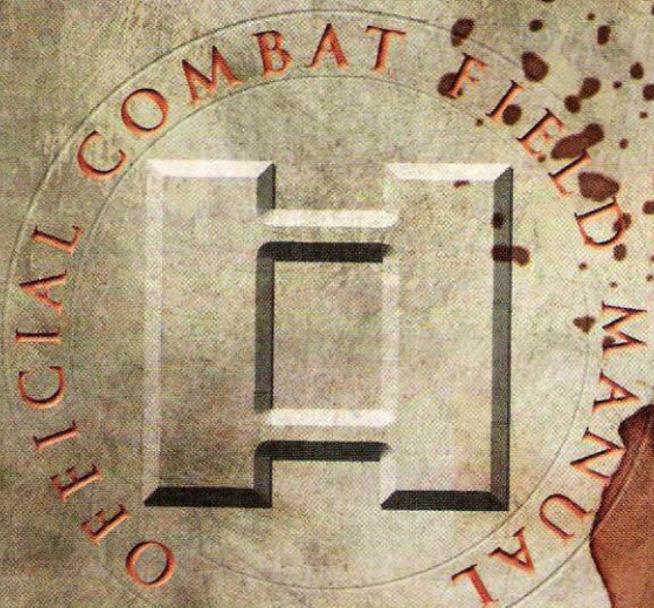
LIVE

ONLINE ENABLED

Conker™

LIVE & RELOADED

OFFICIAL COMBAT FIELD MANUAL



<http://www.replacementdocs.com>



SAFETY INFORMATION



ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.



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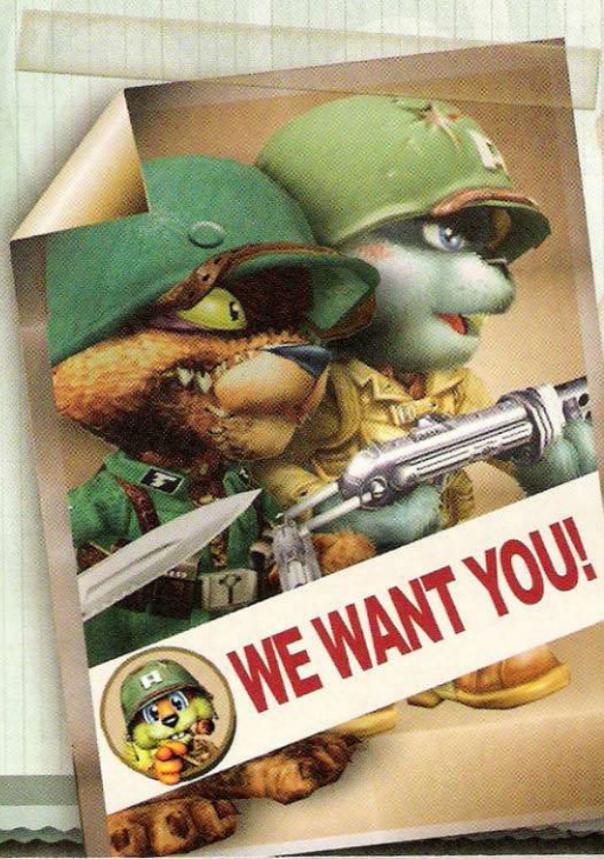


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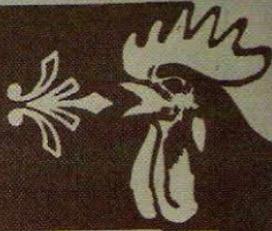
DEBRIEFING

TROOP MOVEMENTS

IN THE FIELD



The Cock and Plucker



OLD BOYS' REUNION

Squirrel and Tediz war vets alike are invited to an evening of potentially traumatic nostalgia at The Cock and Plucker. Our world-famous watering hole offers a wide range of familiar comforts, such as the stench of collapsed bowels and frequent, violent fights to the death—aha, not really! What we mean is good old-fashioned beer, food cooked to Colonel Plucker's traditional recipes, and helpful bar staff always ready with a smile and perhaps a comradely punch in the face.

★ ★ ★

Making Your Way Around

Many of the Cock and Plucker's back rooms have been reserved for other special functions, so use the following guide to avoid a terrible faux pas and reach the correct destination on your first attempt.

★ ★ ★

Save slots for the single-player adventure *Conker's Bad Fur Day*®. Those containing save data present an image of the area reached, along with game time and a summary of lives, energy and cash. Mmmm... cash.

★ ★ ★

Game 1 / Game 2 / Game 3

★ ★ ★

★ ★ ★

Chapters

Want to revisit a fond *Bad Fur Day* memory without slogging through the whole game to get to it? Pick your favourite and replay it instantly through the Chapters option, up to the furthest point reached in any of the save slots.

★ ★ ★

No need to bother with these unless you're deeply bored and want to kill some time toggling the Vibration and Invert Aim functions on/off.

★ ★ ★

Options

★ ★ ★

★ ★ ★

Live & Co.

Ready to bear arms in the name of your chosen cause? Go through this doorway and down to the cellar to reach the time machine, your ticket to the battlefield and the full multiplayer experience, including Dumbots, System Link and Xbox Live™ play. This standard issue Field Manual tells you all you need to know!

★ ★ ★

The Cock and Plucker—no plucking competition!



DEBRIEFING



On your feet, soldier. This is a war manual, intended to offer a crash course in the fine arts of strategy, marksmanship and running people over in tanks. If you've had extensive combat training, some of this may be old news to you. Considering the mortality rate around here, though, you're probably a rookie, and if you don't want to die a rookie then you'll pay very close attention, do you hear?

Anyway. It's hell out there. Tediz killing Squirrels, Squirrels killing Tediz—it's madness. But it pays the bills, so deal with it. And every single scummy private has a role to play: whether you're a big, witless Demolisher, a wily little Sneeker or anything in between, trust me when I say that you *will* be called up for action, so don't go thinking you can just lurk in the background. Deadlocks need breaking. Strongholds need storming. It's hell out there. I think I already mentioned that.

So what do you need to do? Well, I'll tell you. You need to master your weapons, hone your skills, and get some hands-on time with state-of-the-art military technology, because you'll need everything you've got to survive, let alone succeed, in today's field of battle. Or rather, *not* today's field of battle. Things have taken a strange turn since some genius on one side or another found a way to travel to combat zones of the past and future, and as you can imagine, this little development is playing merry hell with the way in which we fight the war.

Basically, 'volunteers' on both sides are being sought to go back and confront opposition forces head-on at key points in the Old War, then charge forward in time to join their brave colleagues already engaged in the Future War. I have to say, personally, it's not something I'm too happy about. We never had any of this absurd time-travel malarkey in my day. All we had to do was run out into a field, stab someone in the eye, he'd fall over, Bob's your uncle.

Nevertheless, the art of soldiering remains a noble one, and at the end of the day—whether that day is today, happened years ago or is still an undefined possibility in the roiling flux of time—it's what we're here for.

Pick up your weapons, recruit. We're moving out.

BOOT CAMP

DEBRIEFING

TROOP MOVEMENTS

IN THE FIELD



GAME CONTROLS

RIGHT TRIGGER

LEFT TRIGGER

LEFT THUMBSTICK

BACK

START

X, Y, B, A
BUTTONS

RIGHT
THUMBSTICK

WHITE
BUTTON

BLACK
BUTTON

CONTROL SETTINGS

Default settings shown. Other presets can be chosen from multiplayer Profile Options menu. Y Axis can be toggled via in-game Pause menu.



L Left Trigger

Change mode of current weapon*

R Right Trigger

Fire/use/deploy current weapon/item

L Left Thumbstick

Move around the field; click to jump

R Right Thumbstick

Rotate camera; click for head-cam mode (if applicable)

START Button

Pause menu

BACK Button

Xbox Live sign in

Y Button

Change weapon/item*

B Button

Toggle standing/crouching/prone position (as applicable to class); cancel menu selection

X Button

Select character's special ability*

A Button

Reload weapon; activate terminal; confirm menu selection

Black Button

Vote to remove player (Xbox Live only)

White Button

Toggle radio mode (Xbox Live only)

* TAP TO SCROLL THROUGH LIST; HOLD DOWN TO SELECT MANUALLY

BOOT CAMP

THE FIELD

TROOP MOVEMENTS

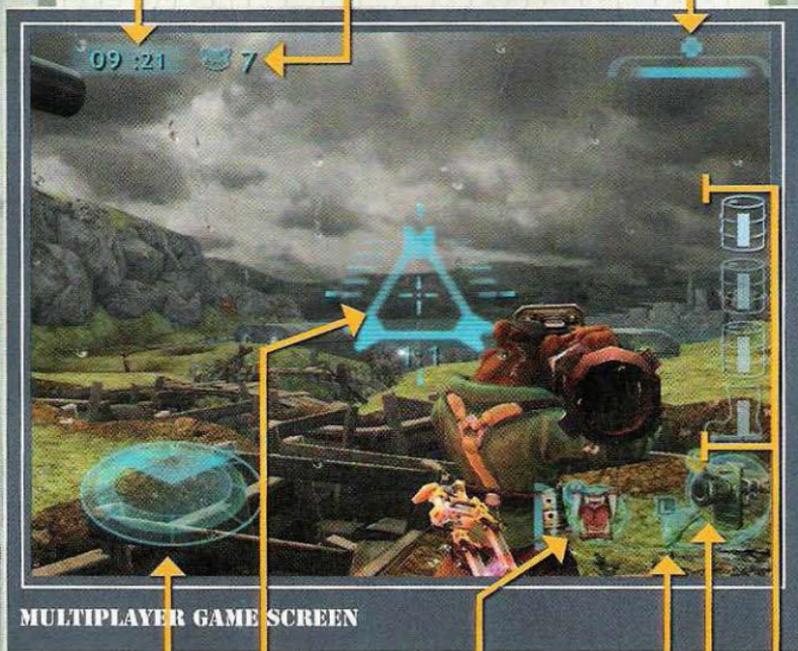
THE FIELD



IN THE FIELD

GAME TIME
REMAININGLIVES (IF
APPLICABLE)

HEALTH



MULTIPLAYER GAME SCREEN

RADAR

RETICLE/
AMMO COUNTSPECIAL
ABILITYAMMO
TYPEWEAPON
TYPEOBJECTIVE
STATUS**Additional Comms**

These icons may also appear during play, depending on game type:



These represent the ongoing state of victory conditions, such as captured flags/plans. The green icon displays the SHC total, red the Tediz count.



The SHC General and sinister Tediz leader may appear at certain points to inform you of key objectives, accomplishments or failures on either side.



BOOT CAMP



Look lively, rookie. There are some things that all combatants need to know, preferably before they get thrown headfirst into a war zone—so face front, chin up and let's get started.

Factions

The Squirrels—aka the SHC, or Squirrel High Command—see themselves as the good guys. Which is fine, except when they're being sappy and melodramatic to the point where people just want to shoot them in the head (something that may well end up happening). Needless to say, the Tediz tend to look down on them from a great height.

The Tediz themselves are cold, take-no-prisoners sorts and generally have a pretty bad rep. Some even call them the forces of Evil. But you know what? It doesn't matter. You're a soldier, not a philosopher. Tediz take bullets and go down just like anyone else, so just concentrate on that whether you're one of 'em or staring one of 'em in the eye.



Missions

Your ultimate aim is twofold: to gain an advantage over the enemy for your chosen side, while performing well enough on an individual basis to ensure your own advancement through the ranks. Progress towards each of these outcomes is made by taking part in campaigns. You will arrive at each battlefield with a specific set of victory conditions (VCs) to meet, and from that point on, you should do everything in your power to see that these are fulfilled if you wish to achieve great things for both yourself and your commanding officers.

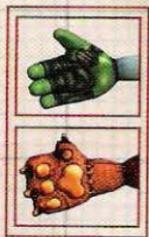
Bearing Arms

Each and every one of you will go into battle armed with an appropriate primary weapon and stock of grenades, some classes also being granted specialist utilities. Ammunition for most weapons is unlimited, but that's not going to help any idiot who forgets to reload with **A** after a firefight—so don't.

Secondary weapons can be added to your arsenal (along with new ammo types, items and special abilities, in some cases) by collecting a yellow upgrade token on the battlefield. Each of these tokens is hotly contested, however, and once claimed will not reappear until the lucky trooper carrying it has been hunted down and shot.

Tap **Y** to scroll through your list of weapons, or hold it down to bring up the full list and choose the one you want (release **Y** to select). Similarly, **L** changes the function of your chosen weapon, so for instance Thermophiles would use it to hop between the Sinurator's Napalm and Acid modes in addition to switching grenade types.

You'll move faster with no weapon drawn—select the Open Hand option—but soldiers who voluntarily disarm themselves without being very sure of their course of action are soldiers we won't be crying over when it all goes pear-shaped. Also, note that a captured flag or an armload of Special Ordnance temporarily replaces the Open Hand option.



Abilities

In addition to your offensive arsenal, you'll also have at least one special ability to call upon. All troops are given a Spray Can for tagging enemy turf, but other abilities are class-dependent, such as Cloak and Self Heal. To display and choose from your own abilities, hold down **X**. Many of these are timed (see bar next to icon)—press **X** again to cancel the ability before the time expires. The bar will refill slowly after use.

Health

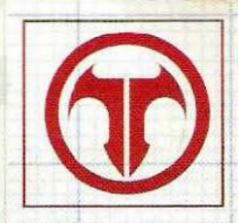
Your health bar goes down as you take damage. These things happen. It should not escape your notice that not all classes have access to restorative items or abilities, so those without may find themselves relying on more medically qualified comrades when times get rough. The moral of the story? Don't make too many enemies. Or, equally valid, don't get shot.

Respawning

Take enough hits, and your health will reach zero. When that happens, you die. Simple as that. Luckily for you, our tried-and-tested respawning technology has been successfully transplanted into both Old and Future War campaigns, so it'll take more than one humiliating demise to put you out of action for good. Simply choose your respawn point (assuming the battlezone has more than one) to rejoin the fray.

Changing Class

Find yourself stuck in a situation that requires a specific skill, or just got your mind set on a change of strategy? It is possible to switch classes in the heat of battle via the Pause menu, although this does mean returning to a respawn point. Fortunately we're not required to let you change factions in mid-campaign too, as that'd just be madness (although the higher-ups almost insisted on it at one point, something about "making more allowances for career experimentation"—it's political correctness gone haywire, I tell you).



*Okay, that should be enough basic information for now.
Anything else you need? You'll pick it up soon enough.
And if you don't, you won't be in a position
where you need to worry about it.*



CLASS WARFARE

**GRUNT**

PRIMARY WEAPON

Sturm 21

UPGRADE WEAPON

Hogster

DEFAULT ABILITIES

Self Heal
Spray Can

SPECIAL CONTROLS

Click **R** for head-cam mode (with weapon out); press **B** to toggle standing/crouching position

The all-rounder, the jack of all trades, the basic, reliable combat unit. Grunts have no particular speciality or imposing physical characteristic, but they compensate for it in other ways—with guts, access to powerful firearms and the valuable Self Heal ability (which naturally makes them a lot harder to kill if given time to use it).

SNEEKER

PRIMARY WEAPON

Sabre

UPGRADE WEAPON

Dagger

DEFAULT ABILITIES

Cloak
Feign Death
Spray Can

SPECIAL CONTROLS

Press **X** to cancel Cloak/
Feign Death/Disguise ability

Never trust a Sneeker! Forget their relatively weak long-range capability—Sneekers are devastating up close and all too good at *getting* up close in the first place, especially when using Cloak. Their ability to Feign Death (and, with the help of an upgrade, Disguise themselves) also provides some nasty opportunities for surprise attacks.

DEMOLISHER

PRIMARY WEAPON

Bazooka

UPGRADE WEAPON

Strayfur

DEFAULT ABILITIES

Berserk
Spray Can

SPECIAL CONTROLS

Click **R** for head-cam mode (with weapon out); pull **R** to attack while Berserk; press **X** to cancel Berserk mode

A simple class with simple pleasures. Generally speaking, Demolishers want nothing more out of life than to smash stuff up, which is why they get the Bazooka. Not enough for you? They can also enter a Berserk state which allows for faster movement *and* an extra ground punch attack, though mercifully it wears off in time.

LONG RANGER**PRIMARY WEAPON**

Widowmaker

UPGRADE WEAPON

Krotch 45

DEFAULT ABILITIES

Infravision

Spray Can

SPECIAL CONTROLS

Click **L** and **R** to control zoom in sniper mode; press **B** to toggle standing/crouching/prone position

The antithesis of the Sneekers, Long Rangers are a class renowned for their long-distance effectiveness in the field of battle. Combined with Infravision, a means of scanning the whole battlefield for enemy positions, this makes them a serious menace at any distance—at least until you can get up really close and blow their heads off.

SKY JOCKEY**PRIMARY WEAPON**

DP 500

UPGRADE WEAPON

N/A

DEFAULT ABILITIES

Spray Can

SPECIAL CONTROLS

Click **R** for head-cam mode (with weapon out)

A class of extremes. Essentially unremarkable on the ground and initially lacking in any kind of specialist ability beyond their pilot training, the Sky Jockeys really come into their own when given access to a Stæd or Mule 52, as no other class can handle either of these airborne vehicles. Widespread carnage frequently ensues.

THERMOPHILE**PRIMARY WEAPON**

Sinurator

UPGRADE WEAPON

Fauster

DEFAULT ABILITIES

Self Heal

Spray Can

SPECIAL CONTROLS

None

The class of choice for the mentally unstable in the ranks. The 'eccentric' Thermophiles love to go nutjob ape-crazy and torch everything in sight with the old Sinurator, and while they may seem relatively weak, they also have the capacity to restore both their own and other soldiers' energy... when they're thinking straight, that is.



GETTING TOOLED UP



PRIMARY WEAPONS

**BAZOOKA**

Specialist heavy weapon available only to the Demolisher. Standard missiles fire directly ahead, the Fire & Forget type automatically locks onto air targets, while the Guided missile upgrade uses an on-board camera for maximum accuracy.

**WIDOWMAKER**

Tailor-made for the Long Ranger, this elite sniper rifle offers standard 7.62mm tips or hardcore DU (depleted uranium) tips for taking out vehicles and heavy artillery. It has two zoom modes, with a third upgrade, and can be used while standing, crouching or prone.

**STURM 21**

A triple-barrelled bundle of fun supplied to the Grunt class. The Sturm 21 generally fires in bursts of three but can be switched to autofire when you need to discharge its 50-round capacity as quickly as possible. It can also fire vehicle-destroying Dum-Dum rounds.

**SINURATOR**

The Thermophile's fearful weapon of choice, which can fire either Napalm (for use on enemy troops) or Acid (to destroy vehicles), sending out a funnel of flame or a vicious acidic stream respectively. Both modes tend to get the job done.

**SABRE**

Sneakers tend to favour a charming close-combat approach, so they carry the Sabre. It can be used in either attack or defence posture; defence offers some protection from enemy strikes, and also serves to charge up a more powerful blow.

**DP 500**

Cutting-edge firearm and standard weapon of the Sky Jockey. Its light weight means that two can be fired simultaneously, and with 20 shots per round and built-in Standard (one-shot) and Burst (three-shot) modes, it's a dangerously versatile piece of kit.



FUTURE WAR



OLD WAR

SECONDARY WEAPONS AND UTILITIES

UPGRADES



Most classes receive an extra weapon when they upgrade. The Demolisher gets the heavy-duty Strayfur, the Sneeker a set of Daggers for throwing and stabbing, the Grunt a Hogster grenade launcher, the Long Ranger a pair of Krotch 45 pistols and the Thermophile an experimental Fauster laser device. In addition to this, upgrading can also bestow new abilities, extra grenade types and greater access to Special Ordnance and Mobile Units. Just watch for enemies (or ruthless allies) seeking your upgrade token for themselves.

GRENADES



All soldiers are stocked up with grenades before battle. They come in several juicy varieties—Napalm, Smoke and Magnova are just a few—although no class has access to all types. Unlike ammunition for your other weapons, you do not have an unlimited supply of grenades, but they can be replenished by checking in at Special Ordnance terminals.

ARC WELD



Both the Sky Jockey and Demolisher are skilled in welding this piece of equipment, which can be used to repair damaged and inoperable terminals and Mobile Units. Not suitable for use on people (we've tried).

HACKING DEVICE



Not actually a weapon but a useful gadget carried by those of the Sneeker class. Invaluable for gaining access to a secured area or for changing the ownership of a terminal to confound your enemies.

MEDGUN



'Friendly fire' from a Medgun (or use of a similar ability) is the only way to restore energy to those classes not equipped with the Self Heal ability. Note that it is not an offensive weapon, so don't get caught short by the enemy while using it.

SNOOPA



Remote-control camera employed by Sneekers to scope out the area ahead. Highly useful in stealth situations but not to be relied on so heavily in full-scale firefights, as using it leaves you temporarily vulnerable.



FUTURE WAR



OLD WAR

SPECIAL ORDNANCE

You'll see two different types of terminals on the battlefield, unless you've had half your face blown off or something. One is for the delivery of Special Ordnance, the other for Mobile Units. If you can access them (red terminals are for the use of Tediz, green for Squirrels), press **A** and you'll be given choices based on the capabilities of your class. Upgrades may also improve your level of clearance.

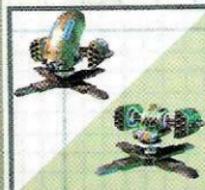
The following hardware is only available from Special Ordnance terminals and must be manually lifted, carried and dropped into place when received.



MINES



A stack of three landmines to be placed wherever you like. Decide where you want them quickly before the enemy turns up and catches you off-guard with an armful, but don't trip over, for Pete's sake.



SKYGUARD



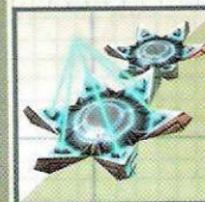
An effective bit of anti-air kit, which automatically monitors the skies when placed and activated. Locate it well out in the open for maximum effect, and unsuspecting enemy fly-bys will prove very costly.



EARTHGUARD



An automatic weapon along the same lines as the Skyguard, but dedicated to ground rather than air defence. And if you hadn't already worked that out for yourself, you'll probably blow your own head off trying to use it.



GATEMAKER



The only item on the list not used for direct offence, this state-of-the-art device creates a pair of portals allowing instantaneous transportation from one point to another. Obviously, both gates must be set up before the system will function. (We're just trying to avoid making extra work for the cleaners.)



FUTURE WAR



OLD WAR

MOBILE UNITS

Each class is trained in the use of only one or two vehicles; the last thing we want is Demolishers trying to pilot Steeds and Mules and wiping out half of their own army. However, some vehicles do allow unqualified classes to hitch a lift. Standard procedure is to access Mobile Units through the relevant terminals, but should you find one in the field, blue symbols mean you can ride it, while red symbols mean you can't. All vehicles use **A** to enter/exit and **R** to fire.



TOAD MK. II



Basic war zone transportation and the only vehicle widely available to those of a Grunt or Thermophile persuasion. Use **L** to steer and move and **R** to control the gun turret.



R-HOG



Built for speed and manoeuvrability rather than direct aggression, this is the default transport for Sneekers and Long Rangers. Again, use **L** to steer and move (click for a temporary speed boost).



TANKUS



Allows for no-nonsense heavy warfare in the hands of a Demolisher. While slow and unwieldy, its appalling destructive power can't be denied. **L** steers and moves; **R** swivels the gun turret.



STEED



Airborne vehicle available only to the Sky Jockey. In the air, use **L** to move (click for boost), **R** to steer and **L** to switch weapons. Press **A** to land (where appropriate); in an emergency, press and hold **B** to eject, then **A** to deploy the parachute.



MULE 52



The Sky Jockey's other exclusive ride, and a spacious troop carrier; gunner positions are open to other classes. Again, **L** moves and **R** steers (**L** offers a bomb view), while landing, eject and parachute controls are identical to the Steed's.



FUTURE WAR



OLD WAR



A CALL TO ARMS: THE MULTIPLAYER MODES



Conker™: Live & Reloaded ultimately offers three ways in which you can engage the enemy: over Xbox Live (full-scale online warfare), using System Link (slightly smaller-scale, played over a network) or against Dumbots (local battles on a single Xbox[®] console). Your choice will depend on your circumstances and whether or not your basic soldier's wage stretches to an Xbox Live subscription.

Profiles

The first decision you need to make before accessing any of the multiplayer modes is which Profile you want to assume. You can either create a new one or choose from those you've previously established (note: seek psychiatric aid if your list of personalities gets too long).

By selecting Profile Options you can rename or delete a Profile, change its avatar image, rename the Dumbots associated with it, or choose your controller setting from a range of presets.

As you overthrow whole regiments and wade through the bodies of your fallen foes, your chosen Profile will gradually accumulate CP, eventually leading to an advancement in rank. Achieving victory conditions and successful kills are the obvious contributing factors to CP, but other methods— and point multipliers—are also there for the finding.

Note, however, that such accomplishments only earn you CP during Xbox Live battles. The results of System Link and Dumbot clashes have no lasting effect on your Profile, so don't expect to make a meteoric ascent through the ranks simply by wiping the floor with your rubbish workmates or putting the Dumbots on a useless skill level and shredding them in their thousands.

XBOX LIVE

Take Conker: Live & Reloaded Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, send and receive invitations to play games, view stats on your performance to date and either join an existing *Conker: Live & Reloaded* campaign or host your own.

Connecting

Before you can use Xbox *Live*, you must connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect.

Battle Career

Select Battle Career from the Xbox *Live* menu to visit the Player Stats screen (a monitor of your personal progress and achievements) or view High Scores across the entire bloodthirsty Xbox *Live* community.

Friends

View, manage and communicate with your list of combat zone contacts, and send them invitations to join the fun in all manner of bullet-riddled hell-holes.

Messages

Here's where you go to receive notes from across the community. Good for seeking consolation when you've unceremoniously popped your clogs.

Appear Offline

Activate this and make your online presence detectable only to those involved in the current match. Your Profile effectively becomes invisible (i.e. appears offline) to others.

Play Live

When you're finally ready to challenge enemies the world over, there are various ways of finding a suitable battleground. Feel free to kick off a skirmish of your very own by Creating a match, or you can use the Quick Match and OptiMatch™ facilities to locate a power struggle already in progress.

Quick Match

The easiest and least time-consuming way to join an online battle. Don't worry, trooper—we understand what it's like when the *need* takes you. Quick Match simply looks for matches in progress and drops you into the first open game slot it finds. There you go, instant stress-free action to calm those itchy trigger fingers. Breathe out. It's okay now.

OptiMatch

If you don't have the time or inclination to Create a match, but you do want something more specific than the basic Quick Match search, turn to OptiMatch. This allows you to tweak a range of specifics (Arena, Min/Max Players, etc.) before searching, so that all matches with available slots are filtered down to the ones closest to your requirements. Then all you have to do is choose one of the tempting melées on offer.

Should you find nothing to suit your tastes, you can either refine your search settings or Create your own match based on the original criteria. Or you could just find something else to do, as real soldiers don't care how and when they fight, just as long as there's some kind of fightin' going on.

Create Match

If you're the sort of trooper who likes to play by your own rules, here's how to set up a skirmish rather than jumping into one that's already running at full tilt under settings determined by someone else.

Press **X** at the Level Select menu to see the match criteria that can be configured to your liking. Number of Lives and Timer are self-explanatory; use **L** and **R** to adjust the count. Swap After VC allows teams to exchange positions and objectives after a victory condition is met, though this only applies to matches where teams have separate VCs (in flag-based battles where objectives are identical, it becomes Flag Reset On VC). The number of Max Players (up to 16) and Reserved Slots (for invites to Friends) can also be fixed here, Team Deathmatch can be activated to eliminate victory conditions from play, and the Mission Brief cutscene can be viewed if you've forgotten what you're meant to be doing.

To go even deeper into the tweaking process, select Advanced Configure. Upgrades, radar and terminals can all be turned on/off here, and individual classes can be banned from play. The Even Teams option allocates players evenly to ensure (relative) fairness between sides, while Class Limit activates predetermined class restrictions for optimum level balance; for example, no more than two Demolishers and three Sneekers in play. (Note: Dumbot Configure replaces Advanced Configure when setting up battles on a single Xbox console.)

Private Match

More or less identical to a Created match, but on a strictly invitation-only basis. A Private Match will not show up in the search results of anyone failing to meet that criterion.

SYSTEM LINK

With System Link play, you can connect two Xbox consoles that are physically linked with an Xbox System Link Cable or more when using an Ethernet hub and standard Ethernet cables. For more information, see your Xbox instruction manual.

Join Game

Not interested in setting up a battle of your own? Just itching for an immediate frontline fix? Take this option to run a quick search for System Link games already in progress, and take your pick from the summary of active conflicts. If there's nothing suitable, you can always press **X** to Create a match after all.

Create

Choose to run a match yourself and it's your job to nominate the battlefield and tackle the configuration setup. The Create option takes you to a list of available levels; highlight one that takes your fancy and, if you're happy with the default settings, just press **A** to dive straight in.

If you're the type who likes nothing better than to fiddle with the settings, you should probably be behind a desk filing paperwork rather than out in the field where you could get your fancy shoes dirty. Nevertheless, we still cater for your sort. Press **X** while on the Level Select menu to jump into configuration heaven for nerdy bookworm types (see the Create Match description under Xbox Live).

DUMBOTS

The most straightforward and immediate multiplayer mode—a single Xbox console used as a battleground for either one or two budding soldiers, battling head to head or side by side amidst a bunch of screaming mad, guts-or-glory AI troopers.

Solo

No friends? Shame, but no excuse to mope about when you could be polishing your combat skills. Take the opportunity to try out some strategies on handy damage-absorbent Dumbot opponents instead.

Co-Op

Join forces with a second human combatant against the rampaging enemy horde. Split-screen fragging fun and a valuable lesson in teamwork, or so the army shrink says.

Versus

That second human combatant we talked about getting on your nerves yet? Resolve your differences here the old-fashioned way: with extreme violence. As with Co-Op, Player 1 determines all settings (although Versus allocates Player 2 to the opposing team), so the bone-breaking may well commence before the match has officially begun.

Chapter X

The 'grand prix' of game modes. Chapter X comprises all campaign levels played in succession, with victory conditions fully in place. As such, the only configuration option you have in this mode is the toughness of the Dumbot soldiers (applies to teammates and opponents alike).

Match Configuration

In Solo, Co-Op and Versus modes, press **X** at the Level Select menu to configure settings (see the Create Match section under Xbox Live). You can also choose Dumbot Configure to tweak the AI troopers' stats as described below.

Mission Aware: If Mission Aware status is active, completion of the chosen level's victory conditions will end the match and offer CP multipliers that could turn the tides of war (remember that many factors influence CP, so going in and simply blasting everything that moves does not guarantee a win).

Randomly Generate/Team Generator: Not bothered who you're fighting with or against? Easy—go for Randomly Generate. If you want more of a say in the selection process, choose Team Generator. Use **L** and **R** to flip between teams, then press **A** to add a soldier of your choice. Pressing **X** cancels the last addition to a team, while selecting Clear erases both line-ups completely.

Dumbot No.: Use this to decide the number of AI soldiers jumping into the fray, up to a maximum of 15.

Toughness: Don't make the mistake that so many have made in the past—not all Dumbots live up to their name. So it's just as well that you can set their skill level manually, depending on what you think you can handle.

That's all the training you need, rookie. Now get your helmet on, and move out. Hopefully you've learned enough to stay out of the morgue for at least a couple of hours.



To whoever finds this:

Hi there. Name's Conker. I'm not sure why you're reading this or where you found it, but seeing as you're sticking your nose in anyway, I might as well give you the full skinny.

Y'see, there was this one time when I woke up with a hangover. Not so unusual, you might think, and you'd be right—but this was different. The last thing I remembered was knocking back slammers at the bar, calling Berri to tell her I'd be late and talking smack to some mouth-breathing soldier boys. I don't think I got roughed up, but I blacked out anyway. And when I opened my eyes again, things were a little... screwy.

To cut a long story short, I had a heck of a time getting back home, and I tangled with some real fruitcakes along the way. This is a kind of diary scrapbook thing of that freakiest of days, the one I call... my Bad Fur Day.

Folks and Weirdoes I Met

And boy, did I meet some characters that day. Here are just a few of 'em.



Heh—that's me. Lumped myself in with the weirdoes, modest as ever. So what's to tell? Well, my parents always told me not to drink, swear or urinate in public—and I've always said one out of three isn't so bad, y'know?



Good old Berri. She was always there for me, despite the 'domestic difficulties' we were having when this whole thing started. I... I'm sorry, I just... do you mind if we move on?

Now here's a real weirdo. A bit smelly with all kinds of disturbing habits, but he did seem to know a lot of stuff, which helped when I wasn't really in a state to work things out for myself.



Not someone you want to bump into every day. He wasn't so bad, though. Bit of a potty mouth on him and some temper issues, but I can't say he was unfair. Or particularly scary, either.



I heard this guy was over 300 years old and had been around since the Milk Wars. Yeah, right. As I didn't get on too well with the furry freak, I don't think I'll give him the benefit of the doubt.



Yeah, they weren't much fun. As it turned out, the soldier boys back at the bar weren't kidding—the Tediz really had invaded Squirrel country and guess who ended up right in the middle of it all...



AND MORE

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Points of Interest

Sightseeing!



Cash: Yeah baby! Small icons on Pause screen show all cash in the area (faded out if not collected).



Chocolate: Restores energy. Floats just above the ground. Dunno why, but it's still tasty.



Tails: Extra lives. Weird, I know. Get that Death guy to explain it.



↑ **Conker's Single Player** ↓

GAMESCREEN

AND MORE

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Gettin' Around

Basic Movement

L Head-cam
(**R** to look around)

R Use weapon;
crouch (**L** to crawl around)

L
Run, walk or tiptoe
(depending on
pressure)

B Equip weapon;
use Context Zone

A Jump
(with **R** for
high jump)

Pause menu

R Rotate camera
(click to zoom)

Conker's Top Action Tips

Swimming

In deep water, use **L** to swim on the surface or dive by pressing **B**. Underwater, **L** is still used for swimming, while **R** changes direction and **A** and **B** allow you to sink and surface respectively. Surfacing is important. Y'know, for air and stuff.

Helicopter Tail Thing

The girls love it! Press and hold **A** during a jump (preferably a high jump, using **R** and **A** for maximum distance) to pull off this high-class stunt.

Self-defence

Be ready for trouble. If you can get your paws on, say, a baseball bat, great! Press **B** to whip it out, putting you in a fixed forward-facing mode. Use **L** to move, **R** to change direction and **R** to take a wild swing (which can be extended into a combo with timed, repeated strikes). Press **B** to put it away when you're finished. 'Course, the bat's redundant when you're using a Context Zone or a scene-specific set of controls.

AND MORE

SPECIAL OCCASIONS

Context Zones

You'll find these everywhere, and they're your best bet for branching out your abilities. When you see the light bulb and hear Birdy's favourite Ting! noise, press **B** (you might also need **L** to pull out the manual for later, more advanced Context Zones). What happens next depends on the circumstances.

Speaking of circumstances, here are some weird ones that I managed to get myself into, along with a few handy control tips for each. After all, if it happened to me, it could happen to anyone. Right?



Bouncin' Pitchforks

It might sound bizarre, but if you wind up hitching a ride on a pitchfork, concentrate on steering while the 'fork does all the prongwork.

L: Move around

A: Jump

B: Prong attack



Raptor Riding

Need a lift from a dinosaur? No problem. When you're firmly in the saddle, these should help bend the beastie to your will.

L: Move dino

A: Jump

B: Bite/headbutt



Jet Boards

Do people really ride these things for fun? Anyway, when on the board, it's up to you to stay there. And look out for obstacles. There are always obstacles.

L: Left/Right: Steer board

L: Up/Down: Engage afterburner/brakes

A: Jump

B: Attack



Shotgun/Machine Gun

Whether you're fighting Tediz or zombies, your main weapon handles much the same. A couple of very important things to bear in mind here: manual reloading and headshots.

- L**: Left/Right: Sidestep left/right
- L**: Up/Down: Advance/retreat
- R**: Change direction
- A**: Jump
- B**: Take out/put away weapon
- X**: Reload
- R**: Fire



Vampire Bat

Being a bat definitely has its problems. It's difficult to digest chocolate, for a start, and those stake-throwing lynch mobs are just no fun at all.

- L**: Left/Right: Bank left/right; crawl
- L**: Up/Down: Fly forward/back; crawl
- R**: Move camera
- A**: Decrease height
- B**: Take off; increase height
- L**: Anus-cam
- R**: Let's just call it the 'Fire' button



Tank

A stinker to control, but sometimes the only thing that can get you out of a nasty situation in one piece. Also has a very big turret. Heh.

- L**: Left/Right: Rotate tank
- L**: Up/Down: Move forward/reverse
- R**: Move gun turret; click for aiming mode
- A**: Enter/exit tank
- R**: Fire

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ONE CHART

End Note

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Well, that was my humble holiday scrapbook. This is Gonker, signing out. Hope it told you everything you wanted to know, you nosey little -

AND MORE

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REFUND 50





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CREDITS

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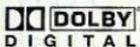
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Includes "The Funeral March of Queen Mary" by Henry Purcell.

Voice over by Soundelux Design Music Group



SURVIVAL BASICS



L Left Trigger

Change mode of current weapon*

R Right Trigger

Fire/use/deploy current weapon/item

L Left Thumbstick

Move around the field; click to jump

R Right Thumbstick

Rotate camera; click for head-cam mode (if applicable)

START Button

Pause menu

BACK Button

Xbox Live sign in

Y Button

Change weapon/item*

B Button

Toggle standing/crouching/prone position (as applicable to class); cancel menu selection

X Button

Select character's special ability*

A Button

Reload weapon; activate terminal; confirm menu selection

* Tap to scroll through list; hold down to select manually

CONTROL SETTINGS

Default settings shown. Other presets can be chosen from multiplayer Profile Options menu. Y Axis can be toggled via in-game Pause menu.



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