

Conductor hat in time

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Mafia look at a small child. The Mafia sees the loser. The conductor is an important character in Chapter 2: Battle of the Birds. He is the leader of the club and a sworn rival to DJ Grooves. Description Although implied to be an owl conductor, he does not look like one in appearance. The conductor has orange-yellow feathers and a large mouth with an array of fangs that give him an eerie look despite his low stature. He has no visible eyes, he wears a black conductor hat with a golden-yellow stripe and a black suit with a lavender tie and small yellow buttons. He also wears grey trousers and black shoes. Personality-wise, he is loud and competitive, and speaks with a strong Scottish accent. He has nothing to do with others, to the so that he doesn't care if all the actualsers blow up in the act of Train Rush. Despite his disregard for the safety of others, he loves his train, even calling it his child. Lore It revealed in a time-breaking mission that both the conductor and DJ Grooves dreamed of being directors ever since they were small. Their feud began when they both rented the same studio, and they have since been enemies. Boss Battle Oh ho hoooo, look what we got here! Wee spoiler! Below are spoilers for the hat in time. The conductor has several stages in his battle, with the first of them being the easiest. After recognizing Hat Kid, the conductor will jump on the side of the arena, stopping for a moment before jumping on the player. This attack damages the AOE within a short distance, making it a little harder to avoid. After the jump, the conductor will linger for a few seconds, giving the player a chance to attack him. If the player hits him or does not attack him in time, the conductor will jump back on stage before repeating the process. It can also jump off the stage on a gold disco ball that sends damage to shock waves when it hits the floor. As in another attack, he lingers on the ground for a moment after the attack. After 3-4 hits he will become furious and pull out a knife akin to being killed on the Owl Express. Suddenly the lights will dim until all that can be seen is clearly the blade of the knife. The knife will shoot at the player, does damage if he hits. The lights will come back and the conductor can be seen holding the knife. Again, he will linger, leaving him open to attack. After hitting or let stand there, he will jump back, pulling out another knife. This time, instead of blacking out the lights, he will just start jabbing the air and slowly approaching the player. This effectively creates a barrier in front of it, making it so you can only attack from behind. This section is not a complete Trivia Conductor was voiced by Xander Mobus, who previously worked as an announcer for Super Smash Bros 4 and Protagonist Persona 5. We don't know what kind of bird he's on. The conductor draws inspiration from Scrooge McDuck. His rantings look like a Scotsman Samurai Jack. Almost all of his vocabulary has the word Peck-Neck! Which is either an insult or a curse on birds. If DJ Grooves wins the award, the mysterious voice of the phone will treat the player as Lassie. In DLC Seal the Deal he is an uncle to 8 grandchildren. The film madeSkills with knifeCreativity Beat DJ Grooves in the annual Bird Movie Award.Use the clock to bring back the award he lost so he could top up the perfect record. Cheating The Murder Baby You Moon Penguins are just going to write some loud, noisy drive!! If I wanted a bunch of pecking necks to dance around while on bird seeds, HA! I would visit my grandchildren! The conductor conductor is the chief antagonist in a hat in time, serving as the chief antagonist of Chapter 2 of Battle of the Birds. If the player allows the conductor to win the annual Bird Movie Award. He is a vulgar and greedy filmmaker who leads the offs in a competition to win the annual Bird Movie Award. He is ready to cheat to maintain a perfect winning record against his rival, DJ Grooves. It was voiced by Xander Mobus. The appearance and personality of the supposed conductor of the Owl of Orange-Yellow Plumage. However, it bears almost no resemblance to any other an off-the-record, something like Hat Kid and Crow Agent Watch make a note. Most of its biological features are not visible, its tail of the anew is the only visible biological feature that we see. His face and eyes are not visible, and his most notable feature is his large jagged beak. He wears an outfit that looks like the conductors of wild Western days. He wears a white shirt with a pink tie under a black jacket, joined by gold buttons. He wears black business shoes and has a black conductor's hat. The conductor is quite a vulgar and vituperative personality. He constantly speaks and calls other peck neck, which is implied by DJ Grooves to be expletives on his planet. He's also pretty hot and aggressive when things don't go their way, first seen in his encounter with DJ Grooves, where he accuses DJ Grooves of copying when he realizes that they both use the same props that actually hat Kid's Time Pieces. The player's actions determine the exact level of the conductor's villainy. If he wins the annual Bird Movie Award, he will prove that he is a haughty and murderous perfectionist, ready to rewrite history so that he never loses, and even attempts to kill Hat Kid when she witnesses his scheme. If DJ Grooves win, the conductor instead proves himself a hero and runs to the defense of Hat Kid to save his life. Profile Von Conductor, when a young boy, always looked at the filmmakers who had one annual bird movie award. He and DJ Grooves eventually aspired to be a director and one day. One day the conductor bought a studio called Dead Bird Studio and got the keys to the studio. However, when he got to into the building, he found DJ Grooves there as well. It could be that he and DJ Grooves were once friends, but when the conductor found DJ Grooves in the studio, with the key as well, the conductor began a heated rivalry between them. Chapter 2: Battle of the Birds Act 1 Dead Bird Studio Conductor was first seen in the foyer of dead bird studio, having a confrontation with DJ Grooves about the annual Bird Movie Award. He insists DJ Grooves give up this year as he not only once in what the conductor considers an accident, but also because he tells DJ Grooves that he will only make another boring party movie in which DJ Grooves counters by saying the conductor will only make another boring western. DJ Grooves then demonstrates his new props, which he will use for movies. That's when the conductor does the same thing. Hat Kid realizes that these props are actually her time pieces. They look at each other before the conductor calls DJ Grooves dirty and accuses him of copying his new style, in which DJ Grooves in a passive-aggressive way denies this and accuses the conductor of copying his style by saying he took inspiration. They then go their separate ways of recording their films, although the conductor does lock DJ Grooves into the boarding door closed. Although he realizes that this can make Grooves and his penguins work harder. Then he goes to record his film. It is not again until the end of the law, where after Hat Kid legally becomes a bird, the conductor comes to see the first villainous act of DJ Grooves cheating in the competition, allowing Hat Kid to record in their films when it was a violation of the rules of the competition as soon as the birds can be actors. He angrily calls it on Hat Kid, but realizes as right, there was nothing he could do since Hat Kid had a bird's passport courtesy of DJ Grooves. The conductor then villainously decides to use Hat Kid in his films, as well as for his films, as well as violating the rules of the competition. This is the first time that both of them have shown that they do anything to win the contest, even if it means cheating Act 2 and Act 4 in Act 2 Murder on the Owl Express, the conductor appears at the end of the train where Hat Kid begins. He tells her to continue as they were about to start recording. Hat Kid goes to where a bunch of mysterious crows who call themselves an anch ask her a bunch of personal questions. Hat Kid is only forced to answer one, but any it does not respond will automatically filled the game. Eventually, she will get to the engine room, where the old phone will start ringing with a mysterious toon. When she answers, a frightening voice tells her that her uncle's sister has arrived on the train and go meet her, threatening that he will do something if she does not. Hat Kid goes back to the first train carriage where she discovers an owl has been killed, and her uncle's sister (represented by a cardboard cutout) was right behind the slain owl. The conductor comes in utterly shocked and disgusted, he wants to know who was but quickly shuts down the Crows, who call themselves Crow Agent Watch (CAW). They tell him that no one can outside the crime scene so they can find out who committed the crime and then remove them from the train at midnight. The conductor becomes very irritated. After they leave, he explains his anger at Hat Kid by the way he is not allowed to walk on his own train, and he urges them to possibly destroy the evidence as he suspects they did. Hat Kid then goes on to investigate, find evidence. At midnight, when the conductor asks CAW who did it, they respond by saying that they do not know in which it is up to Hat Kid to blame one of the six parties, including the conductor. Whoever she chooses doesn't affect the outcome, but the story is a little different. If the conductor is chosen, the conductor confesses himself, if Hat Kid admits that she did it, the conductor will explain how she did, as Hat Kid does not say otherwise. Either way, the conductor reveals it was all just part of his film and pays Hat Kid with Time Piece In Act 4, Train Rush, the conductor once again at the beginning, telling Hat Kid to go inside as the recording begins soon. The owl expresses his confusion about what is happening today. Hat Kid pulls the lever with her Hookshot, which opens the next room. The conductor then comes to the screen telling her that the level has started the self-destruct sequence for the train, and that Hat Kid is better off doing it early to front the train where she can disarm it. Hat Kid then rushes along the train that destroys itself. Hat Kid eventually does this where the conductor is relieved that she did it and explains that he doesn't care how crazy that idea was, how the footage would be new groundbreaking in the story of the action movie, he said anyway. He will then give Hat Kid another watch. This law shows his second act of villainy as he put him and his actors in danger just so he could make a good movie. Act 6 Award Ceremony If Hat Kid allows the conductor to win, he will become the chief antagonist while DJ Grooves redeems himself, a bit. Hat Kid will go down in what appears to be the final act with the conductor winning the award. He'll tell her he doesn't need her, and then he'll give her the last few hours. She will return to her ship with strange music, playing in front of a phone similar to the mileage found in the Murder on the Outer Express Ring with the same music. When she answers, she responds, a mysterious voice will tell her that the annual Bird Movie award has been rigged, that the winner has a watch, and knows her power to rewind time. Caller then warns Hat Kid that the winner will break it soon, he then tells her to go to the Dead Bird studio at night when no one was there. Caller is meant to be DJ Grooves as the last word said: Dear, which is what Grooves calls Hat Kid. Hat Kid then head to dead bird studio at night and do way to the elevator, which leads to Basement. There she would sometimes hear the voice of the conductors, but it was muted, so Hat Kid could not hear it clearly. Hat Kid eventually ends up at the bottom of the basement after learning that the conductor was about to break the clock, wanting to reclaim the award that DJ Grooves won at Fluke. The conductor completely exposes his character cheating and does everything to win awards. The conductor then fights The Hat Kid for the time of the piece. He attacks her, diving-bombing her, dropping things like lights and disco balls at her, sending shock waves that will hurt her. He also uses a knife to stab her directly, eventually using photos to hide the identity of himself, then he throws her with a knife. He's got a lot of other stupid attacks, but halfway he's starting to play dirty. He sits down and talks to her, asking her to please spare the watch for him, but Hat Kid refuses. He calls her greedy for not sharing her watch, despite his villainous motives for wanting to use Parts of Time in the first place. He then attaches the bomb from Act 4 to it. this creates a small problem, but DJ Grooves is able to defuse the bomb with giant scissors. He then sends the knife-wielding officers after it, they control just like the group in Act 5. Finally, Hat Kid beats the conductor and ensures the last hours from being used selfishly. If Hat Kid allows DJ Grooves to win, DJ Grooves and the conductor will swap places. The conductor will warn Hat Kid about DJ Grooves' plans, revealed as he calls her Lassie in a phone call. It will also help Hat Kid defuse a bomb that DJ Grooves stole and attached to Hat Kid. Chapter 5 End of Time In the final act of the game, the finale as DJ Grooves and conductor are outside Mustachioed Girl's Palace. The conductor is particularly upset by expressing his anger out loud at Hat Kid. He will then arrive at the Throne Room as Hat Kid finishes the first stage. He'll tell her to get lost and that no one wants her here. In the final stage, after two mafia chefs kill each other to give Hat Kid heart pons so she can beat the mustache girl, conductor and DJ Grooves follow suit to help Hat Kid. At the end of the game, after Hat Kid rewind time, she was about to return home, but her ship stopped because of her friends hanging on the ship begging her to stay, as she saved them all from greater evil, they may have also stopped their villainous actions by becoming a victim of The Girl's mustache. Hat Kid uses a broom to get them all to let go of their ship. She says goodbye to them and just before the blast off, crying a little like she was actually taking care of her friends, but knew she had to go home. Print Deal Conductor, Drinking Sinking Ship. The conductor makes an appearance in the print of the DLC deal, serving as the NPC in the first two acts, and a minor antagonist in the third act, bringing his grandchildren and some of the Express Owls with him on an Arctic cruise. In the Bon Voyage!'s first act, he is seen at the docking venue as he prepares to cruise. After the ship sets off, sitting in a bar, drinking The Sinking Ship on the rocks, which is considered some kind of alcohol, because of his behavior seems drunk in the second act of The Shape of the Ship. Finally, in the third act of Rock the Boat, he becomes increasingly involved in the story, becoming a kind of antagonist of the main threat of overturning the cruise, where he is impatient to blame on lifeboats, demanding that the walrus captain is left behind. This begins the time section where the player must get to the captain and save him before the conductor leaves two to perish. Gallery Add a photo to this gallery of trivia in Act 2, if Hat Kid finds no evidence, the game will automatically force The Hat Kid to leave the conductor as a killer. Killer. a hat in time conductor x reader. a hat in time conductor plush. a hat in time conductor grandchildren. a hat in time conductor boss. a hat in time conductor or dj grooves. a hat in time conductor x reader lemon. a hat in time conductor fanfiction. what kind of bird is the conductor from a hat in time

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