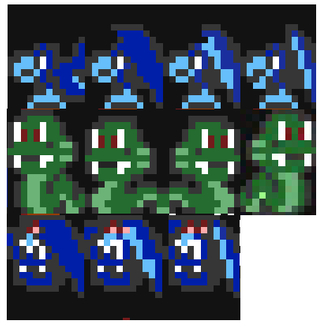
DESIGN NOTES

WELCOME TO THE WORLD OF PORK KING! IT MAY LOOK LIKE JUST A TRIBUTE TO FORGOTTEN ARCADE CLASSIC TUTANKHAM, BUT BEYOND THE ORIGINAL ARCADE LEVELS LURK MANY MORE DEVIOUS CHALLENGES IN THE REMIX MODE! PRESS ON ADVENTURER; PIGGY BANKS NEEDS YOUR HELP!

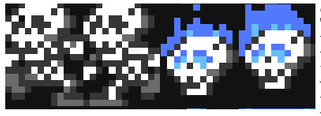
PIGGY BANKS - OUR HERO.
MOVES IN 4 DIRECTIONS; UP/DOWN/LEFT/RIGHT.
CAN ONLY FIRE IN 2 DIRECTIONS; LEFT/RIGHT
BUTTON 1 FIRES LEFT
BUTTON 2 FIREST RIGHT
BOTH 1 AND 2 TOGETHER USES SCREEN BOMB THAT DESTROYS ALL BADDIES ON SCREEN EXCEPT BOSSES (COUNTS AS ONE BOSS DAMAGE.)



SNAKES, BIRDS AND BATS: THE MOST BASIC OF BADDIES. THEY CAN MOVE IN ALL FOUR DIRECTIONS, AND WILL CHASE PIGGY AROUND THE TOMBS.

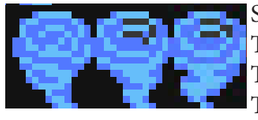
THE DARK PRIESTESS: THIS NAUGHTY NUMBER MOVES SLOWLY AROUND THE TOMBS AND SPAWNS ENDLESS SKELETON WARRIORS. DESTROY HER IN 3 HITS AND SHE WILL STAY OFF THE SCREEN FOR 15 SECONDS!

SWINIES: THE MIGHTY MUMMY MINIONS OF THE PORK KING'S MUMMY MOVE IN FOUR DIRECTIONS AND ARE SPAWNED BY THE PORK KING'S MUMMY'S VASES. THEY TAKE 3 HITS TO DESTROY!



SKELETON WARRIORS: SUMMONED BY THE DARK PRIESTESS, THEY ONLY TAKE ONE HIT, BUT THEN BEWARE HIS SKULL THAT WILL COME BACK TO LIFE 3 SECONDS LATER AND PATROL THE TOMBS AND EXPLODE IN A + PATTERN!!!

SICK TWIST: BEWARE THESE FOUL WINDS! IF THEY TOUCH PIGGY HIS AIM WILL CHANGE FROM HORIZONTAL FIRE TO VERTICAL FIRE! HE WILL ONLY BE ABLE TO SHOOT UP AND DOWN UNTIL HE CONTACTS THE BLUE SICK TWIST!
INVULNERABLE TO FIRE!!!!



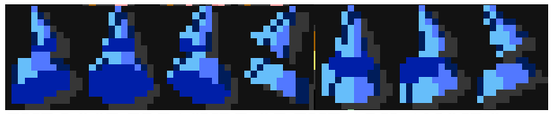
SICK TWIST BLUE: CONTACT THIS SICK TWIST TO RESET YOUR FIRING TO HORIZONTAL AIM AFTER CONTACTING THE WHITE SICK TWIST.

INVULNERABLE TO FIRE!!!!

SICK TWIST RED: AVOID THIS WINDY PEST! IF PIGGY TOUCHES THIS WHIRLWIND HIS CONTROLS WILL BE RANDOMLY MESSED UP FOR 5 SECONDS!

INVULNERABLE TO FIRE!!!!

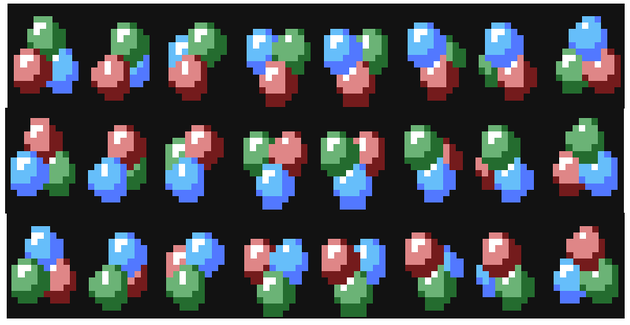
THE MINI-SPHYNX: BUT HIS FRIENDS CALL HIM SPHYNXIE. THIS LITTLE STATUE IS INVULNERABLE TO FIRE, BUT IF A SPHYNXIE IS SHOT WITHOUT A WALL BEHIND HIS BACK HE WILL TURN AND FIRE THE OTHER WAY. HE MAY ONLY HAVE 1 ONSCREEN PROJECTILE AT A TIME, SO THE CLOSER HE IS TO A WALL THE FASTER HE SHOOTS! SOME SPHYNXIES ONLY TURN IF PIGGY SHOOTS IT; OTHERS... HMMM...

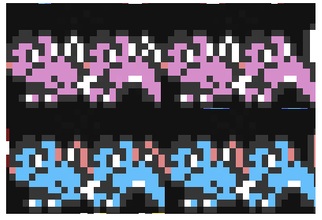


THE LOST TREASURE OF THE ARK-ANOIDS 1: THIS LITTLE BIT OF TROUBLE CAN'T BE KILLED BY FIRE, BUT COLLECTED FOR POINTS IF PIGGY RUNS INTO IT. IF PIGGY SHOOTS IT, HIS FIRE WILL BOUNCE BACK ON PIGGY!

THE LOST TREASURE OF THE ARK-ANOIDS 2: THIS STRANGE TREASURE CAN BE COLLECTED IF PIGGY CONTACTS IT DIRECTLY, BUT IF PIGGY SHOOTS AT IT, IT WILL REDIRECT HIS SHOT UP AND DOWN. HMM. HOW CAN THAT BE USEFUL?

THE LOST TREASURE OF THE ARK-ANOIDS 3: THE THIRD MYSTERIOUS TREASURE IN THIS SERIES CAN BE COLLECTED BY CONTACT, BUT PIGGY'S GUN FIRE WILL BE BLOCKED BY THIS FLOATING PACK OF GUM BALLS.

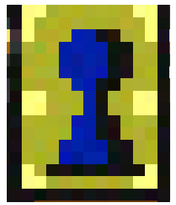




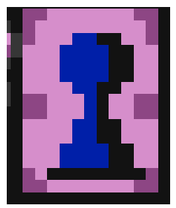
PIP SQUEEK AND PINK SQUEEK ARE BOTH TWICE AS FAST AS NORMAL BADDIES AND TAKE TWO HITS EACH TO KILL. KILLING CERTAIN ONES MAY LEAD TO SPECIAL REWARDS!

GOLD KEY - USED TO OPEN GOLD KEY HOLES. PIGGY HAS THE NUMBER CARRIED IN HIS HUD AT THE TOP OF THE SCREEN.

MAGIC KEY - USED TO OPEN THE PURPLE KEY HOLES.

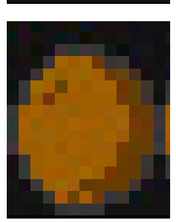


GOLD KEY HOLE



PURPLE KEY HOLE

PURPLE DIAMOND 1000 PTS FOUND IN TREASURE SPACES AND RANDOM ENEMY DROPS



BOULDERS CAN BE PUSHED TO ACTIVATE BUTTONS

VASES SPAWN BADDIES DURING REMIX MUMMY BOSS

PURPLE RING 5000 PTS FOUND IN TREASURE SPACES AND RANDOM ENEMY DROPS

RED RING 10,000 PTS FOUND IN TREASURE SPACES AND RANDOM ENEMY DROPS

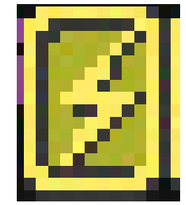
BLUE RING 15,000 PTS FOUND IN TREASURE SPACES AND RANDOM ENEMY DROPS

GREEN DIAMOND 4000 PTS FOUND IN TREASURE SPACES AND RANDOM ENEMY DROPS

RED DIAMOND 3000 PTS FOUND IN TREASURE SPACES AND RANDOM ENEMY DROPS

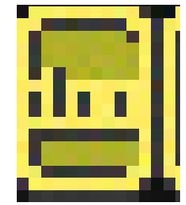
BLUE DIAMOND 5000 PTS FOUND IN TREASURE SPACES AND RANDOM ENEMY DROPS

YELLOW DIAMOND 2000 PTS FOUND IN TREASURE SPACES AND RANDOM ENEMY DROPS

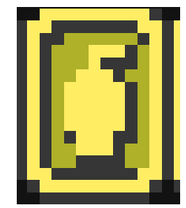


LIGHTNING CLEARS THE SCREEN IMMEDIATELY. FOUND IN RARE ENEMY DROPS

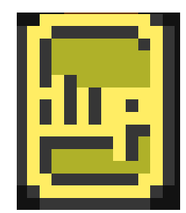
CURSE MESSES UP PIGGY'S CONTROLS FOR 5 SECONDS FOUND IN RARE ENEMY DROPS WILL DISSAPPEAR FROM SCREEN AFTER 5 SECONDS



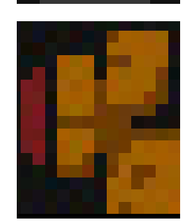
100,000 POINTS FOUND IN TREASURE ROOMS AND RARE ENEMY DROPS



SCREEN BOMB FOUND IN TREASURE ROOMS AND RARE ENEMY DROPS ADDS TO PIGGY'S NUKE TOTAL ON THE HUD



EXTRA LIFE FOUND IN TREASURE ROOMS AND RARE ENEMY DROPS



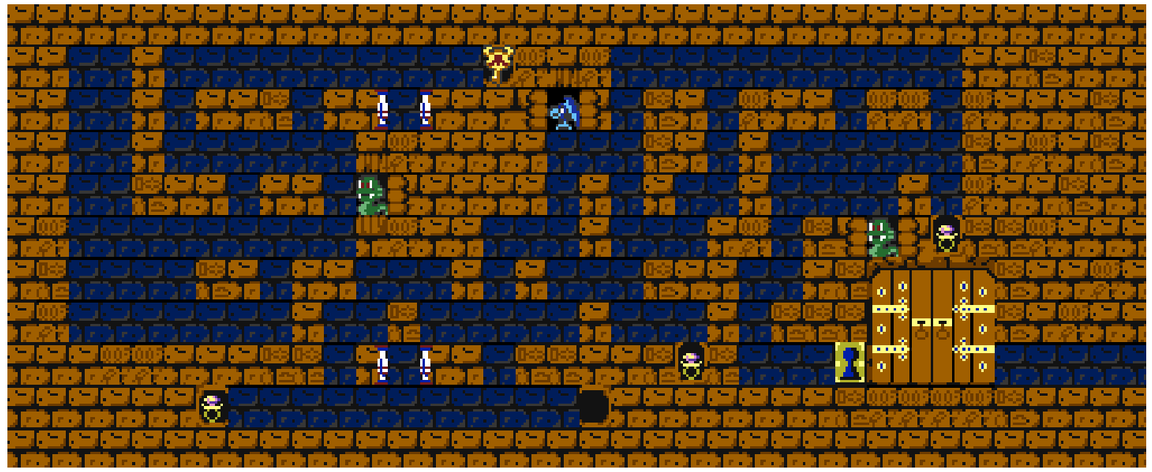
BUTTONS NEED TO BE COVERED BY BOULDERS MAY SPAWN KEYS OR TREASURE!

PIGGY COIN 100 PONTS RANDOM ENEMY DROPS

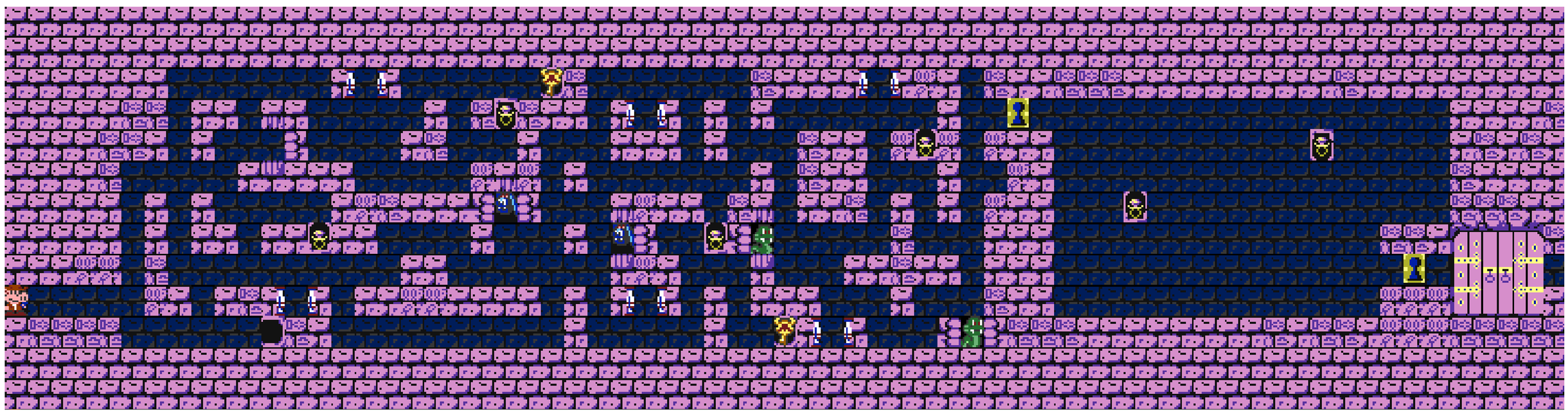
BIG PIGGY COIN 500 POINTS RANDOM ENEMY DROPS

ARCADE LEVELS

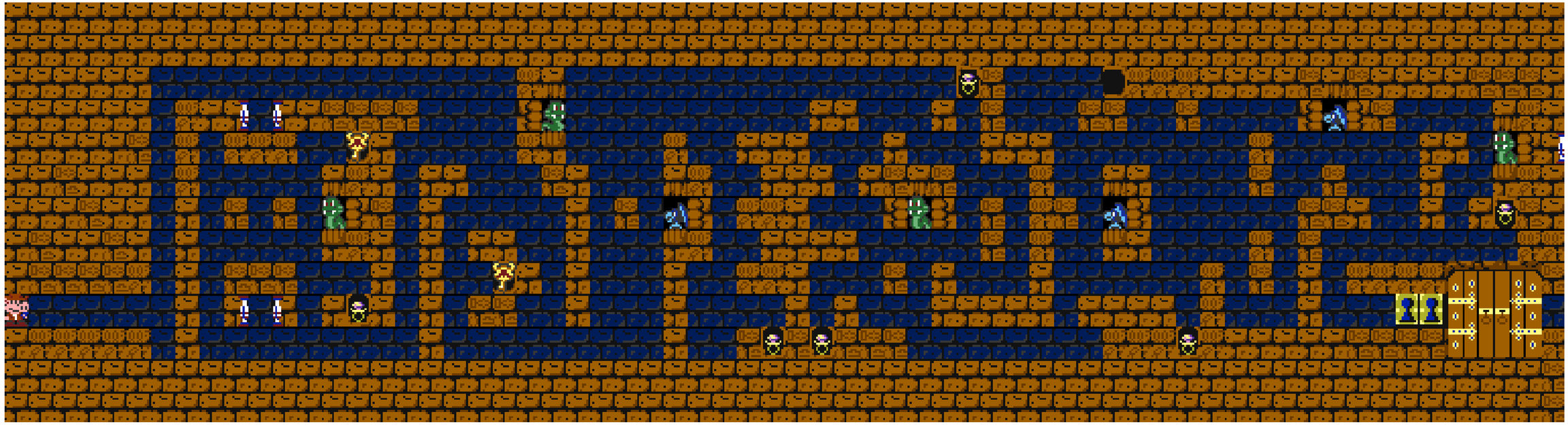
LEVEL 1



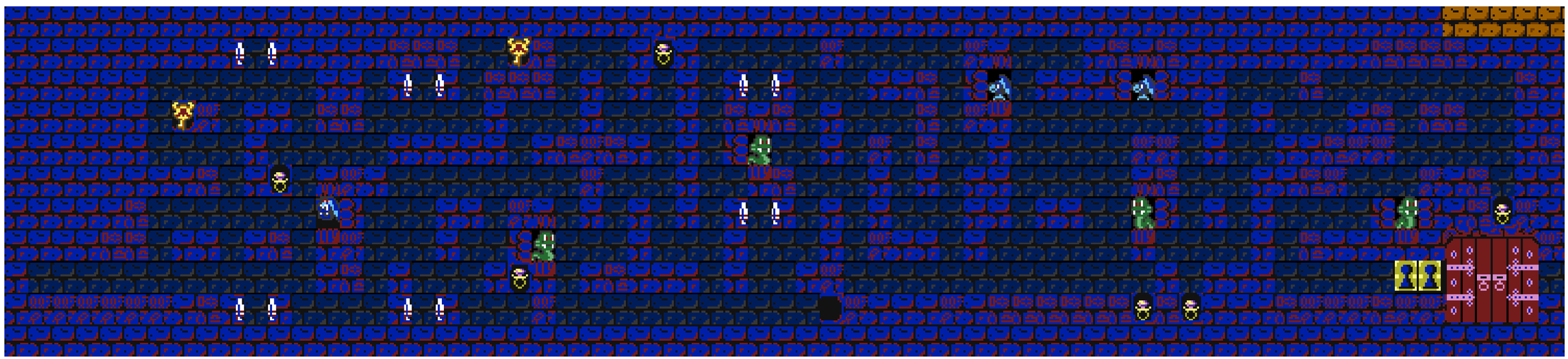
LEVEL 2



LEVEL 3

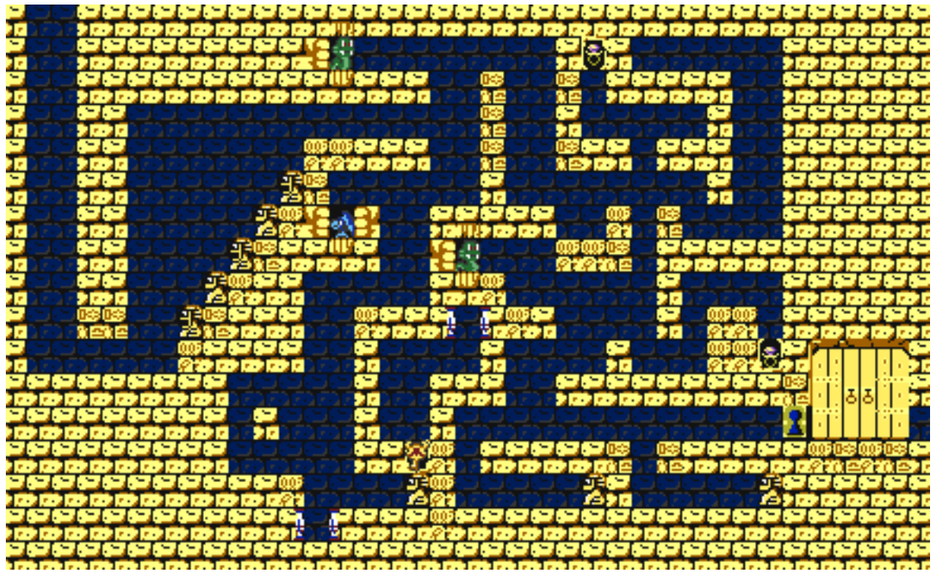


LEVEL 4



REMIX 1-1

WHO'S A CUTE LITTLE SPHYNXIE? PLAYERS MEET THE FIRST REMIX ADDITION MINI-SPHYNX! SPHYNXES ON THIS LEVEL WILL NOT TURN WHEN SHOT BECAUSE THEIR BACKS ARE ALL TO A WALL.

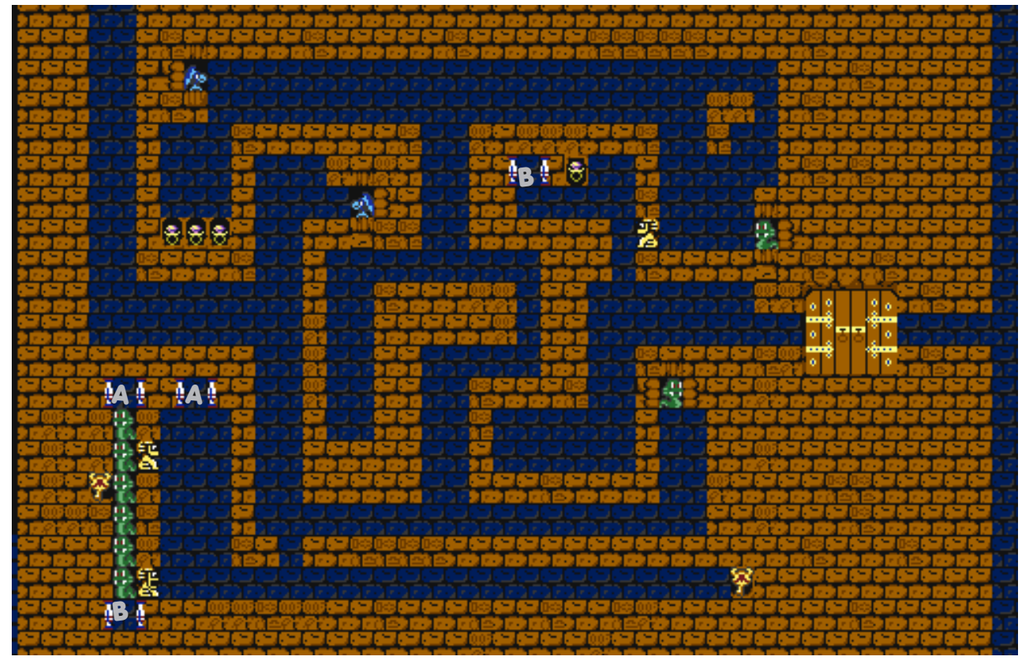


REMIX 1-2

OUR SECOND ENCOUNTER WITH MINI-SPHYNX TEASES THE FIRST PUZZLE ELEMENT OF OUR STATUESQUE LITTLE FRIEND. PLAYERS MUST USE HIM TO WIPE OUT A ROOM OF SNAKES BLOCKING THE EXIT.

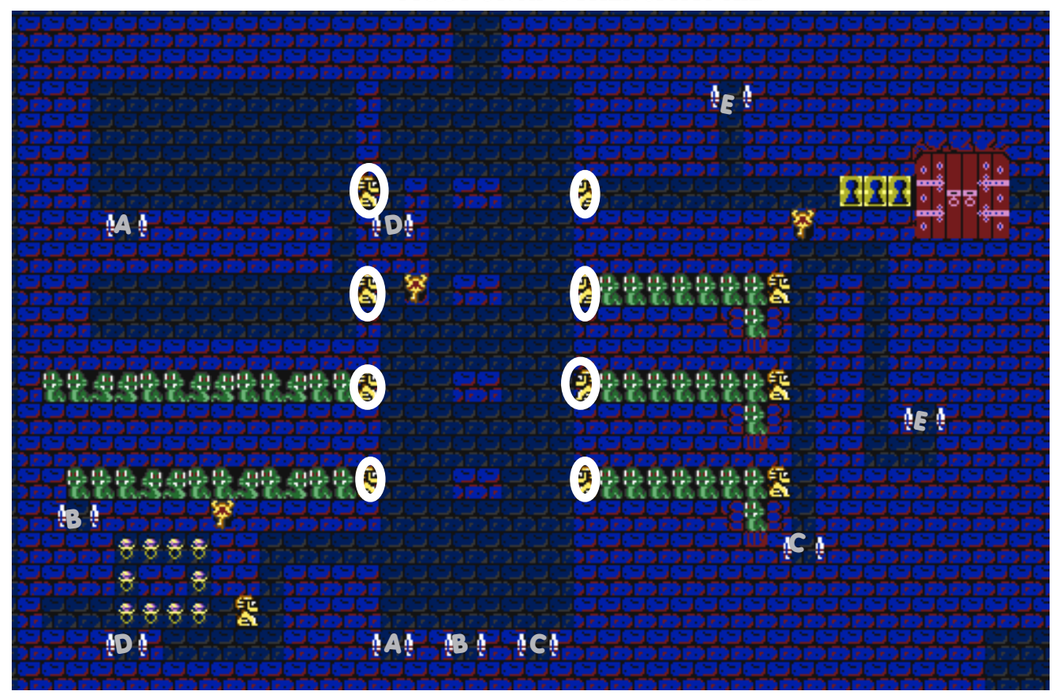
REMIX 1-3

MINI-SPHYNX MUST BE USED AT THE RIGHT TIMES TO ENABLE SAFE PASSAGE TO A TELEPORTER AND THE ROOM KEY.

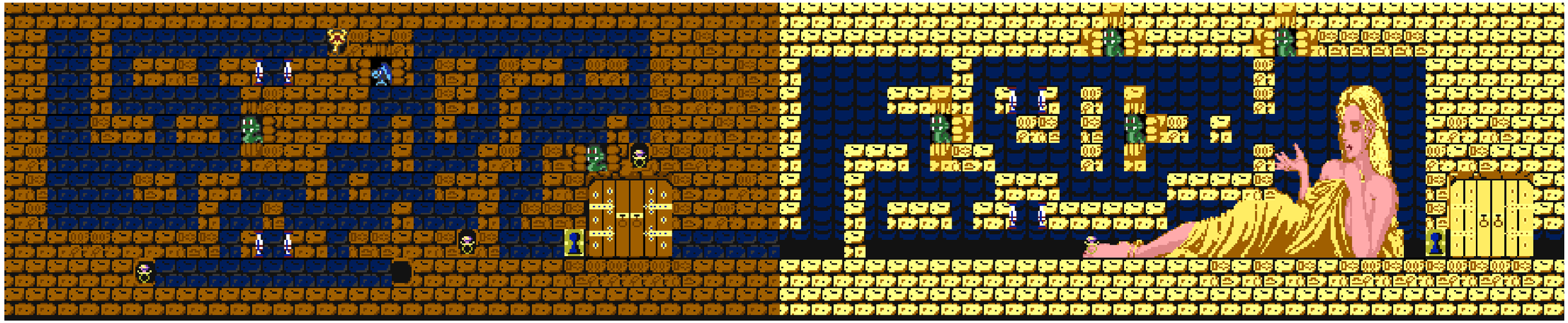


REMIX 1-4

THE SPHYNXIES CIRCLED BELOW WILL ONLY TURN WHEN PIGGY SHOOTS THEM. THE OTHER WILL TURN WHEN SHOT BY PIGGY OR ANOTHER SPHYNXIE.



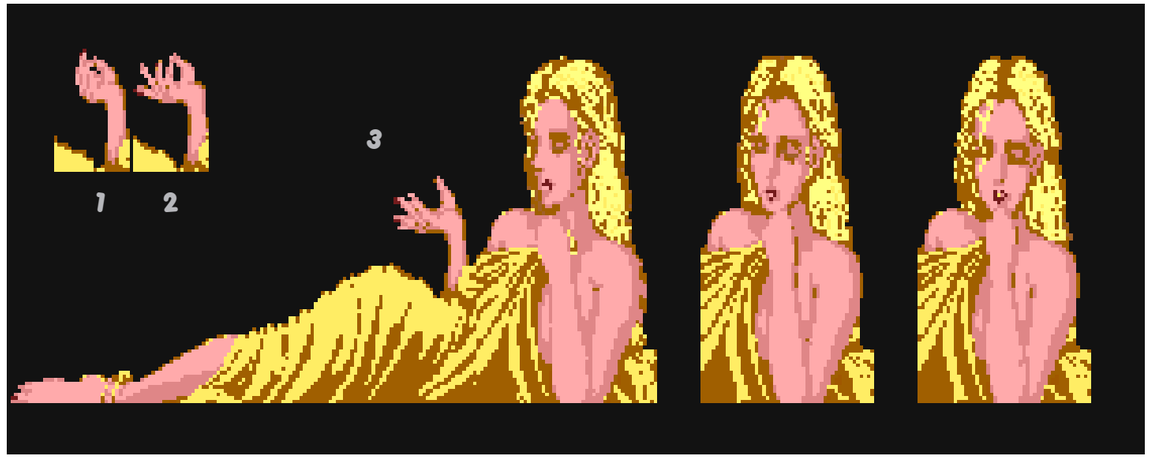
REMIX 1 BOSS



HERE WE GO! OUR FIRST BOSS ENCOUNTER! TUT'S MISTRESS IS HUGE, BUT WELL DEFENDED. TO GET HER TO GIVE UP THE KEY, THE PLAYER MUST SHOOT HER IN THE FACE 25 TIMES! OF COURSE BADDIES WILL SPAWN FAST AND CONSTANT IN THIS MAZE SO PIGGY WILL HAVE TO KEEP MOVING. HER FACE WILL TURN AS IN THE KEY TO THE RIGHT TO SHOW SHE HAS BEEN HIT 15 TIMES. AFTER HIT 25 HER HAND WILL ANIMATE FROM FRAME 1 TO 3 AND A KEY WILL APPEAR IN HER HAND.

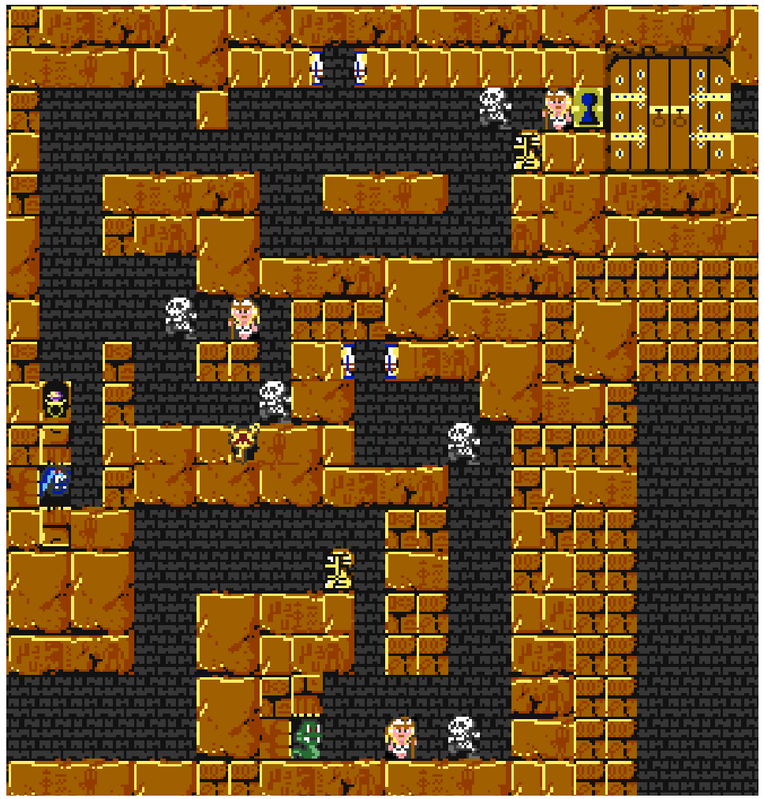
NOTE: HER BODY TILES ARE SOLID AND BEHAVE AS A WALL.

NOTE 2: HER HAND MAY RUN THE ANIMATIONS TO SPAWN BADDIES IN HER DEFENSE JUST LIKE A SPAWN POINT.



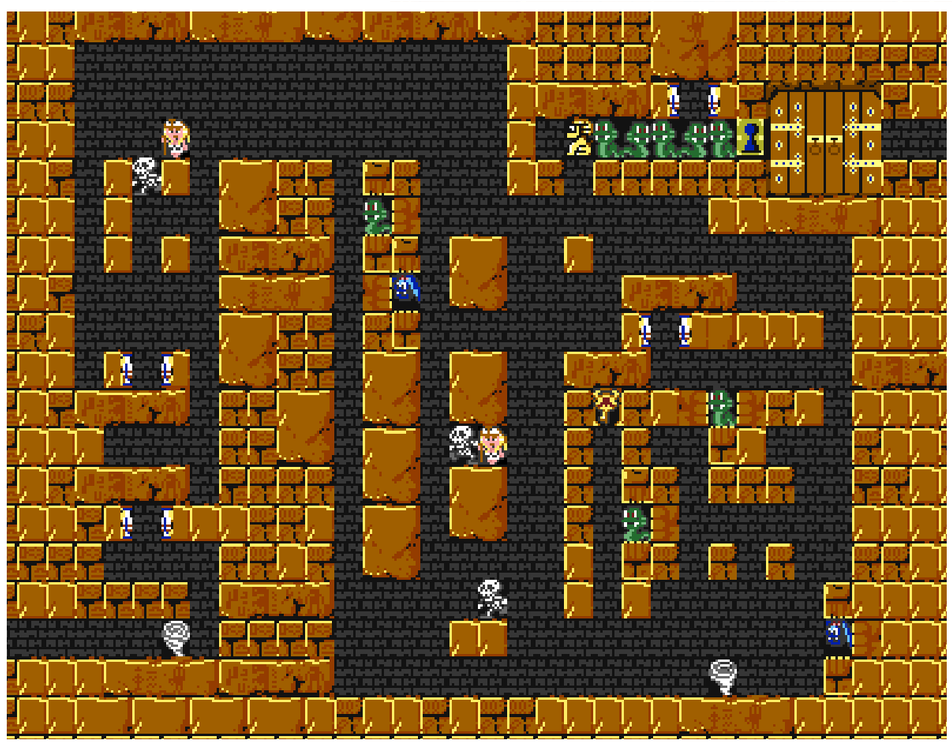
REMIX 2-1

WORLD 2 KICKS OFF BY INTRODUCING THE DARK PRIESTESS AND HER SKELETON CREW. REGULAR BADDIES STILL SPAWN FROM SPAWN POINTS.



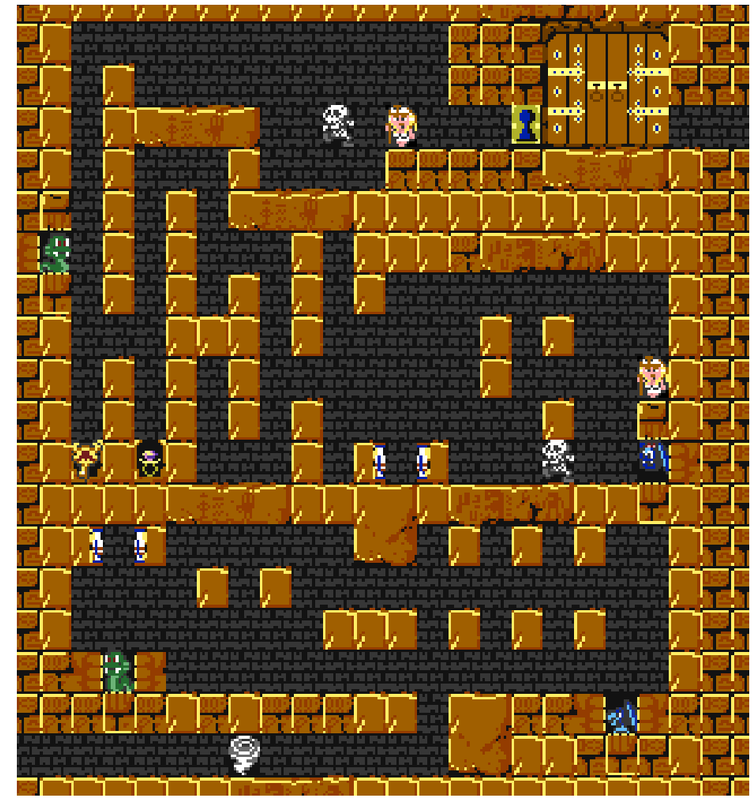
REMIX 2-2

2-2 INTRODUCES THE BLUE/WHITE SICK TWIST FIRING MECHANIC. WHEN TO SHOOT UP/DOWN AND WHEN TO SHOOT LEFT/RIGHT. HMMM. NOTICE THE WALL-LESS SPHYNXIE.



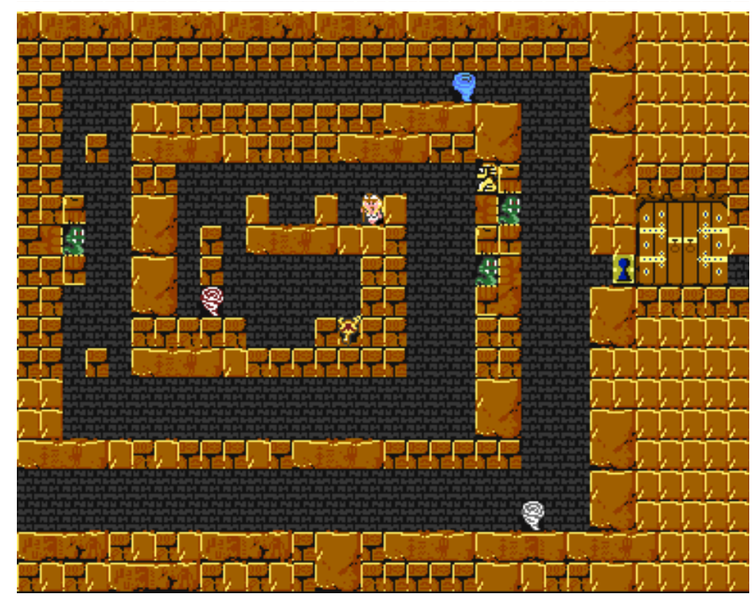
REMIX 2-3

THE GAME GOES VERTICAL WITH MORE SICK TWIST SHENANIGANS. NOW WATCH OUT FOR THE RED TWIST!

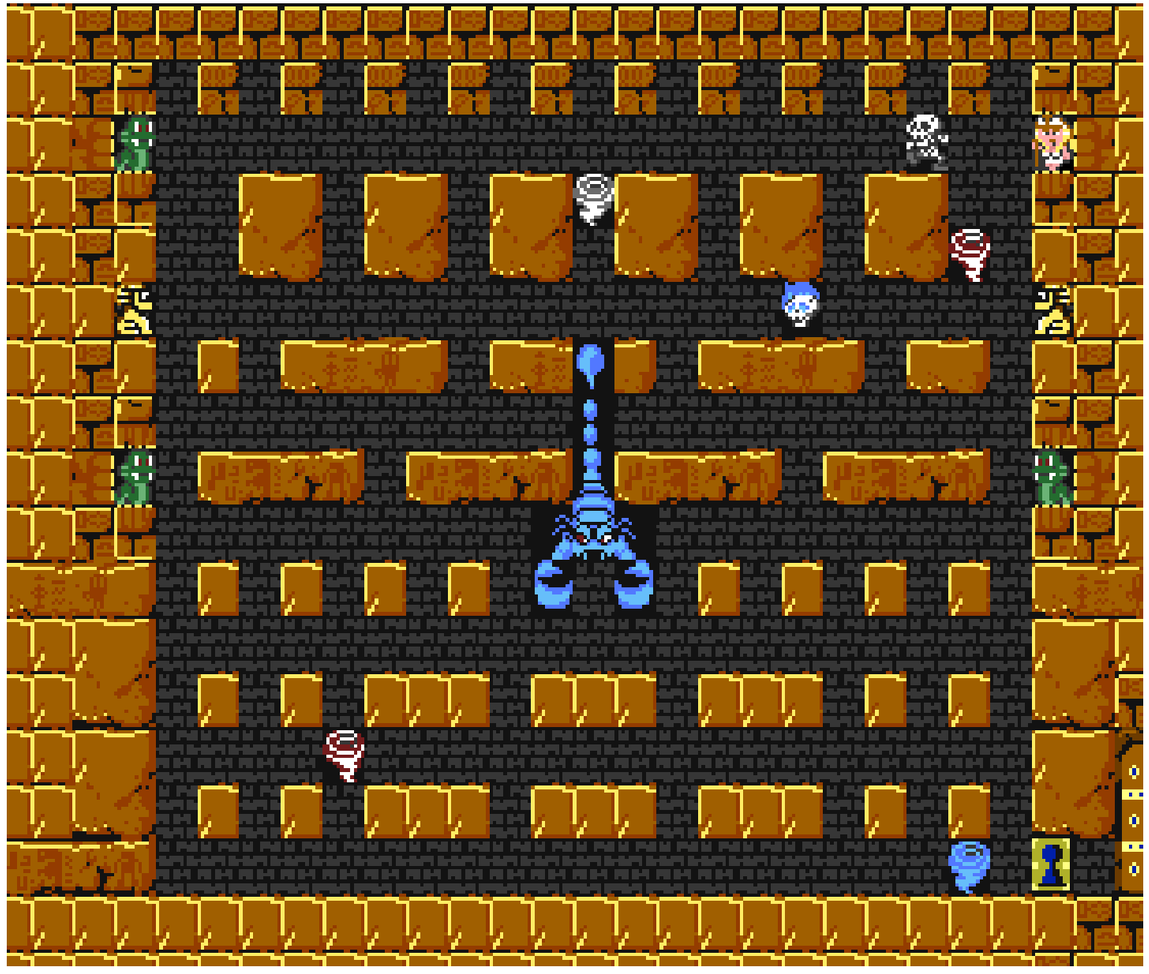


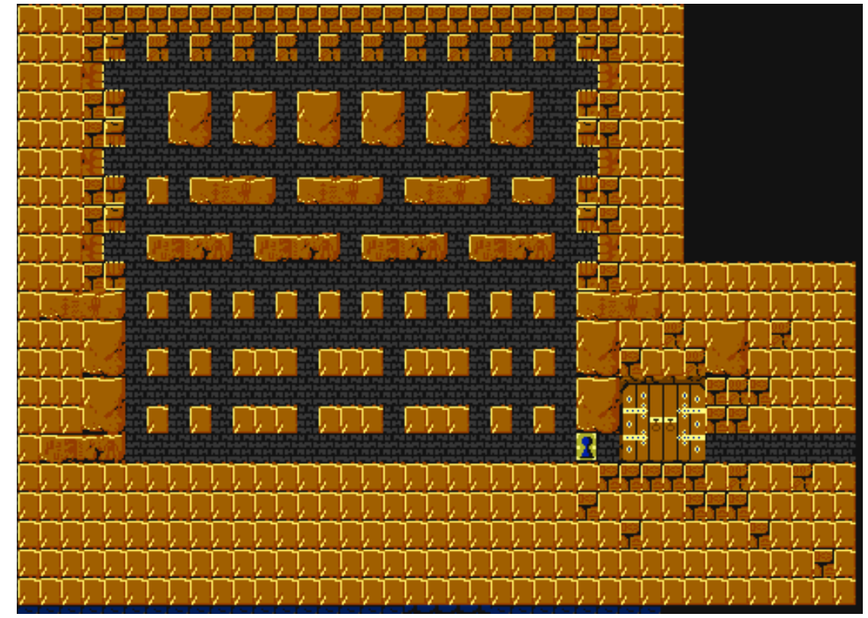
REMIX 2-4

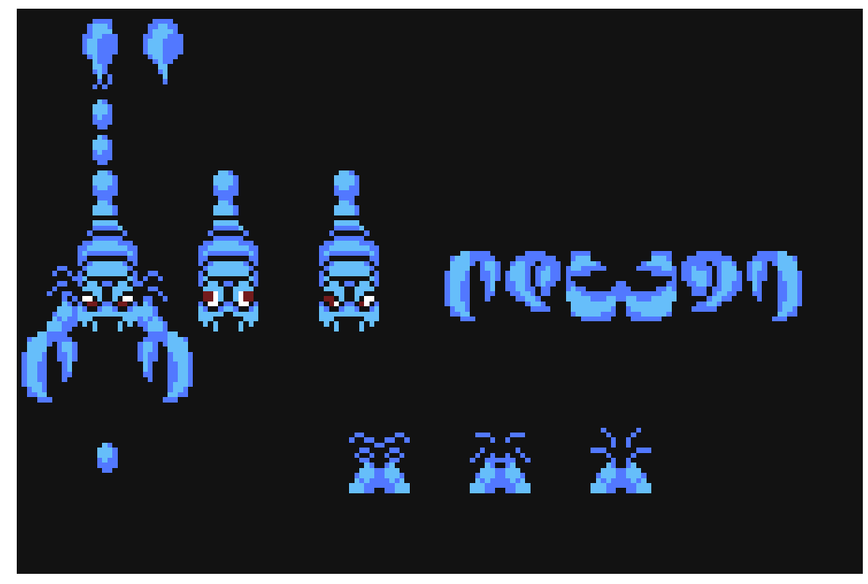
ONE MORE TIME AROUND THE BLOCK.



REMIX 2 BOSS



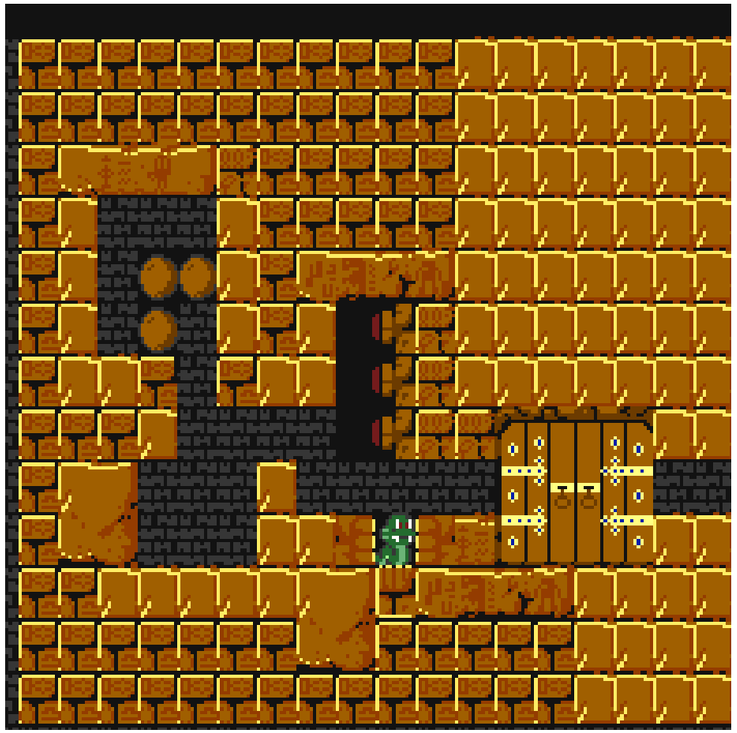




PRESENTING THE SCORPION KING. IF PIGGY WANTS TO GET PAST THIS, HE BETTER KNOW HIS ROLE AND SHUT HIS MOUTH. :) THE SCORPION KING IS ARMORED ON ALL SIDES EXCEPT HIS FACE, SO PIGGY MUST SHOOT HIM FROM BELOW, BUT WITH THOSE CLAWS IN THE WAY IT LOOKS LIKE PIGGY WILL HAVE TO RUN INTO A SICK TWIST TO SHOOT VERTICALLY. BEWARE THE RED TWISTS AND BE CAREFUL OF LETTING TOO MANY REGULAR BADDIES SPAWN IN THE ARENA. THE DARK PRIESTESS IS SPAWNING HER EXPLOSIVE SKELETON WARRIORS IN THE ARENA AS WELL! WATCH OUT PIGGY... STUFF JUST GOT REAL.
PLAYERS MUST AVOID THE SCORPIONS TAIL WHICH IS MADE OF BLUE BALL JOINTS THAT ANIMATE INDEPENDANTLY (TO KEEP THE ARTIST FROM LOSING HIS MIND.) IF HE STRIKES THE GROUND A FOUR WAY EXPLOSION WILL DETONATE FROM THE TAIL POINT. THE SCORPION KING TAKE 25 HITS TO THE FACE. ONCE DEFEATED A KEY WILL APPEAR FROM WHERE HE DIED.

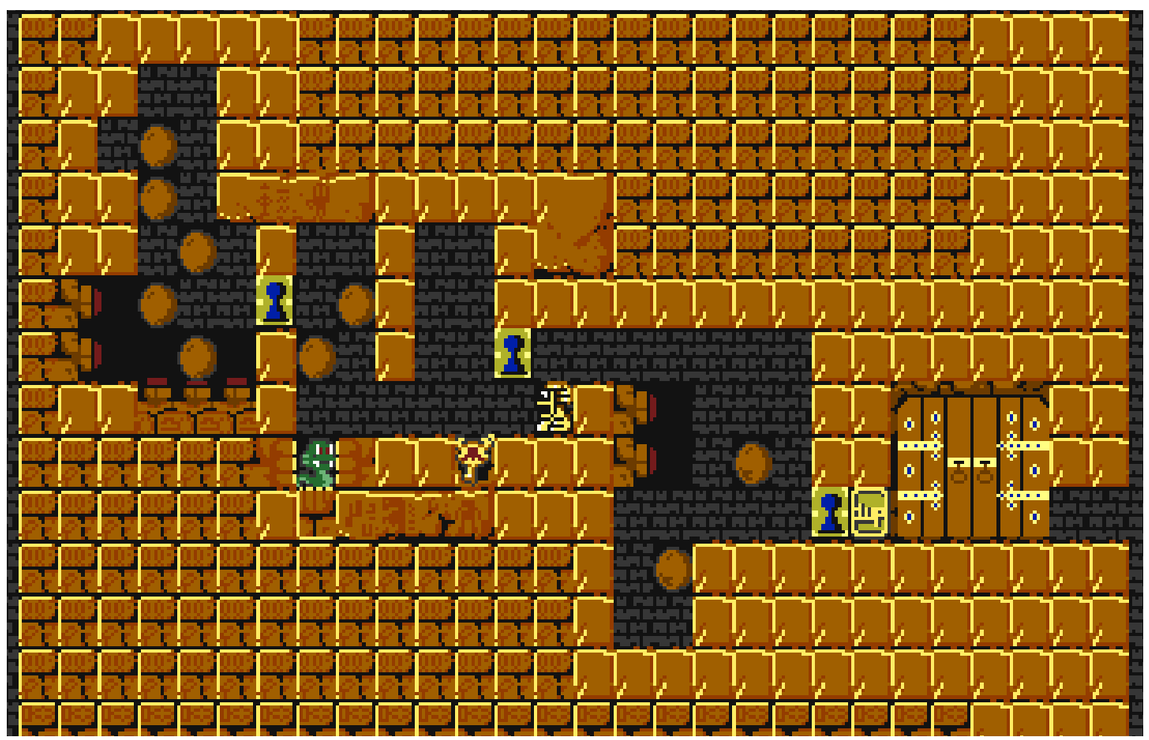
REMIX 3-1

MANY GAMERS KNOW PUZZLE GAMES LIKE SOKABAN AND BOXXLE, BUT TRY BEING SMART WHILE ATTACKED BY BADDIES LIKE PIG TUT'S SNAKES. PUSH THE BOULDERS ONTO THE RED SWITCHES TO MAKE THE KEY APPEAR!!!



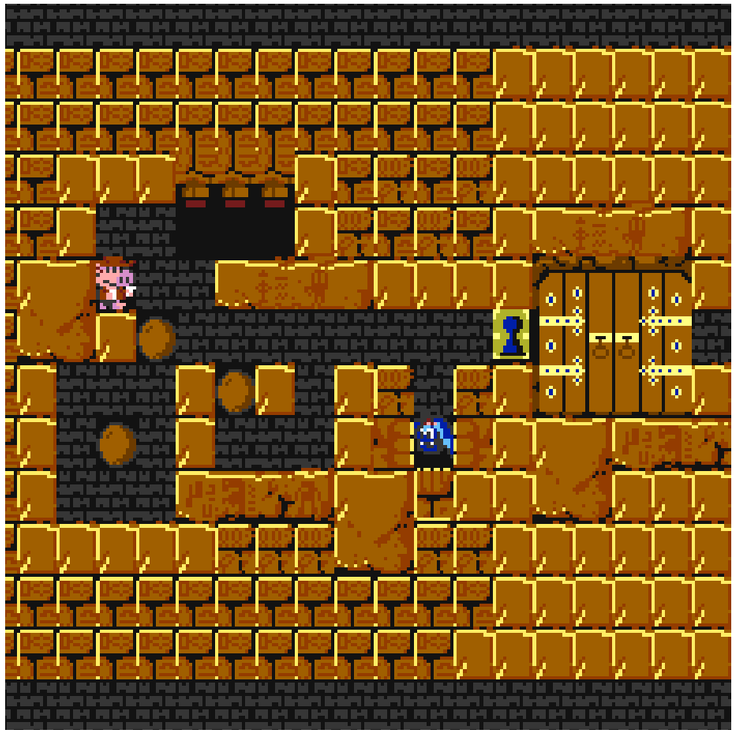
REMIX 3-2

THIS TIME WE SEE A SECONDARY USE FOR THE BOULDERS. USE THEM TO FILL A BADDIE SPAWN POINT AND BLOCK MINI SPHYNX TO SAFELY OBTAIN THE SECOND KEY!



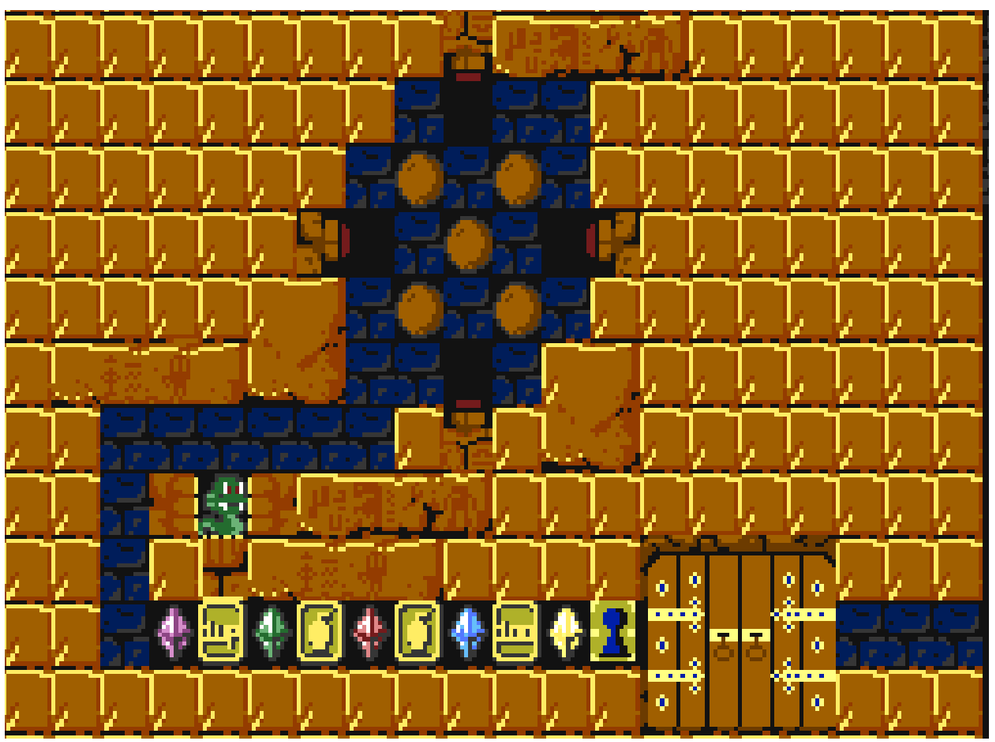
REMIX 3-3

BATS DON'T CARE IF YOU ARE TRYING TO THINK!

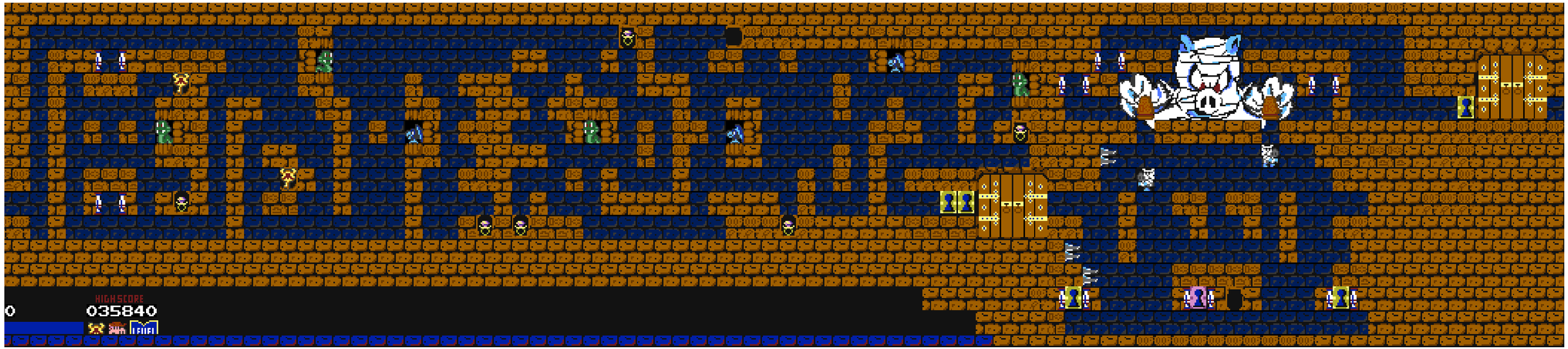


REMIX 3-4

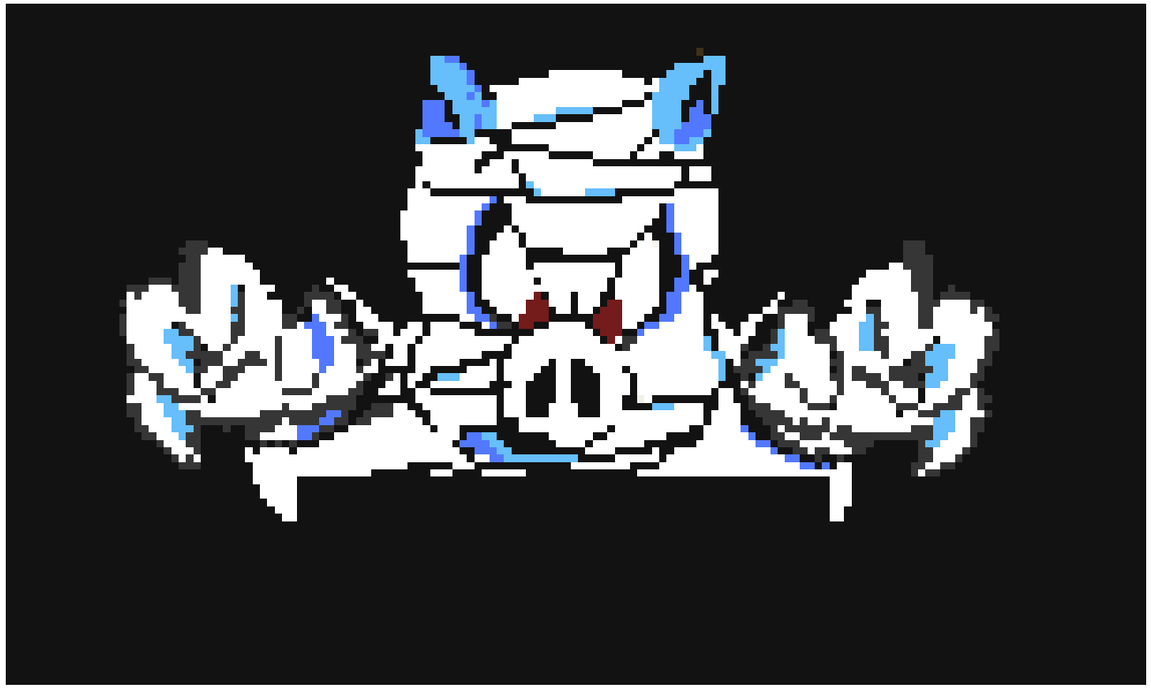
4 BUTTONS BUT 5 BOULDERS? THE MIDDLE BOULDER IS ALREADY ON A RED BUTTON. HUH. FREE LIVES AND BOMBS? WONDER WHAT IS COMING...



REMIX 3 BOSS



BEWARE THE CURSE OF PIG TUT'S MUMMY! TO DEFEAT THE MUMMY, PLAYERS MUST FIRST OBTAIN REGULAR KEYS TO ACCESS THE LEFT AND RIGHT TELEPORTER. THIS ALLOWS PIGGY TO SHOOT THE MUMMY'S VASES. ONCE BOTH VASES HAVE BEEN HIT FIVE TIMES THEY WILL TURN PURPLE AND BEGIN TO RANDOMLY SPAWN A PURPLE KEY INSTEAD OF JUST SWINIE MINIONS. THE PLAYER MAY THEN ACCESS THE MIDDLE TELEPORTER TO SHOOT THE MUMMY IN THE HEAD 5 TIMES TO FINISH HIM OFF. HE WILL FLICKER AND DISAPPEAR ALLOWING THE PLAYER TO PROCEED TO THE DOOR. HE WILL LEAVE THE FINAL YELLOW KEY. ALL MUMMY TILES SHOULD BEHAVE AS DEADLY WALL TILES TO PREVENT PLAYERS FROM PASSING THROUGH HIM WITHOUT DEFEATING HIM FIRST. THE WALL DAGGERS WILL SHOOT FROM THEIR WALL SPOTS 1 SECOND AFTER PIGGY WALKS IN FRONT OF THEM AND RESPAWN 5 SECONDS LATER. SWINIES TAKE THREE HITS TO DESTROY AND SPAWN RANDOMLY FROM THE MUMMY'S VASES.

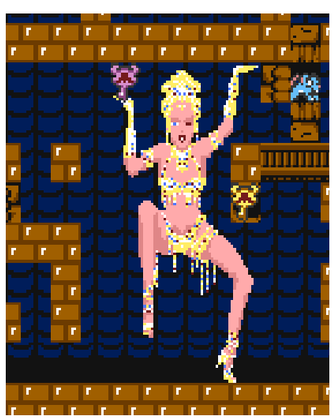


REMIX 4-1

REMIX WORLD 4 INTRODUCES PIP SQUEEK AND PINK SQUEEK. THESE TINY TROUBLE MAKERS MOVE FASTER THAN REGULAR BADDIES AND TAKE 2 HITS TO KILL! PURPLE KEY CHALLENGES ARE OPTIONAL IN REMIX 4, BUT SINCE COMPLETING THEM WILL SPAWN A PURPLE KEY THAT HOLDS UNTOLD POINTS AND POWER UPS, DO YOU REALLY WANT TO SKIP IT?

REMIX 4-2

HELP A LADY OUT WILL YA? RID THE SLAVE GIRL OF HER MOUSE PROBLEM AND MAYBE SHE'LL REWARD YOU WITH THE PURPLE KEY! SHOOT HER IN THE LEG 15 TIMES TO GET HER TO LIFT HER LEG SO YOU CAN SHOOT THE PINK SQUEEK BETWEEN HER LEGS. AFTER THAT A PURPLE KEY WILL APPEAR IN HER HAND.



REMIX 4-3

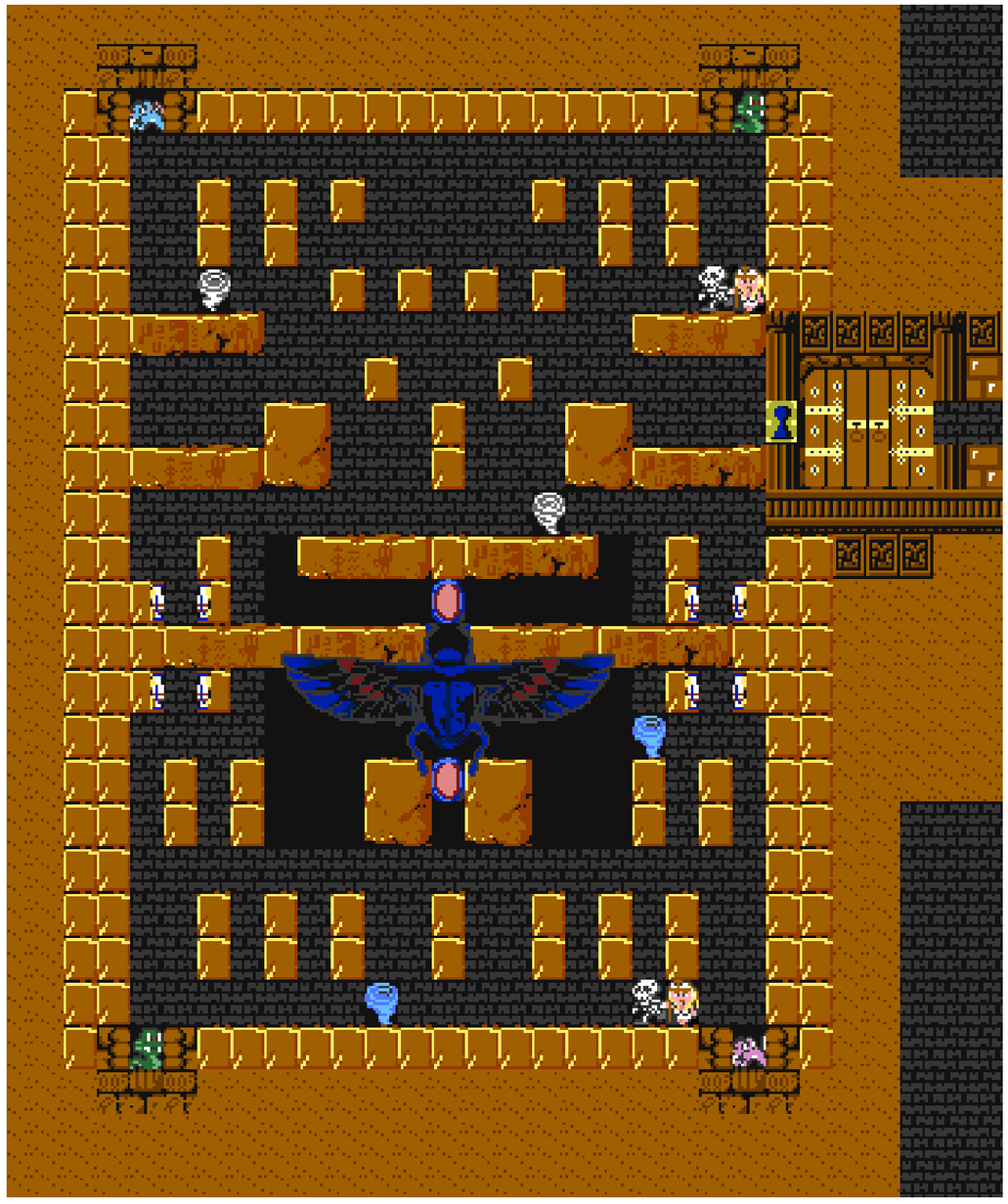
TIGHT CORNERS AND FAST PIP SQUEEKS!

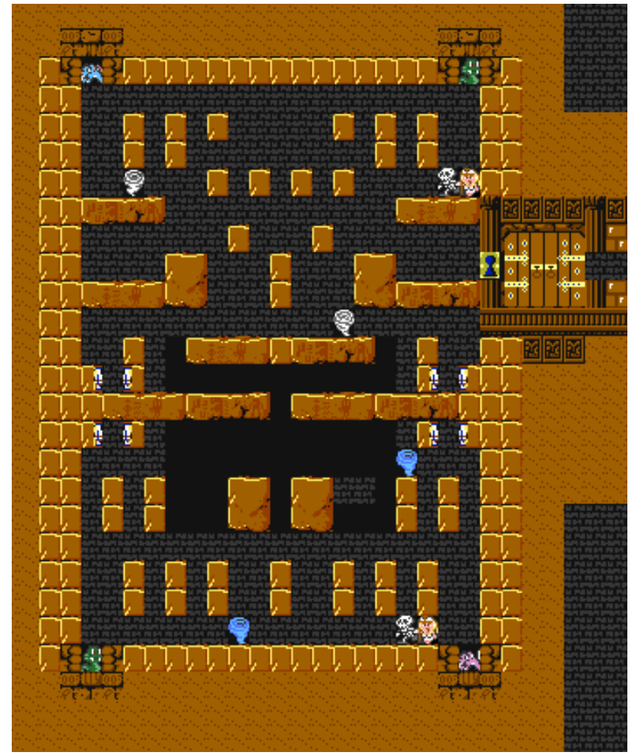
REMIX 4-4

CHOICES! IF THE PLAYER KILLS THE PINK SQUEEK BETWEEN THE SLAVE GIRL'S LEGS HE WILL GET A PURPLE KEY, BUT THERE ARE THREE PURPLE KEY HOLES! DECISIONS, DECISIONS!

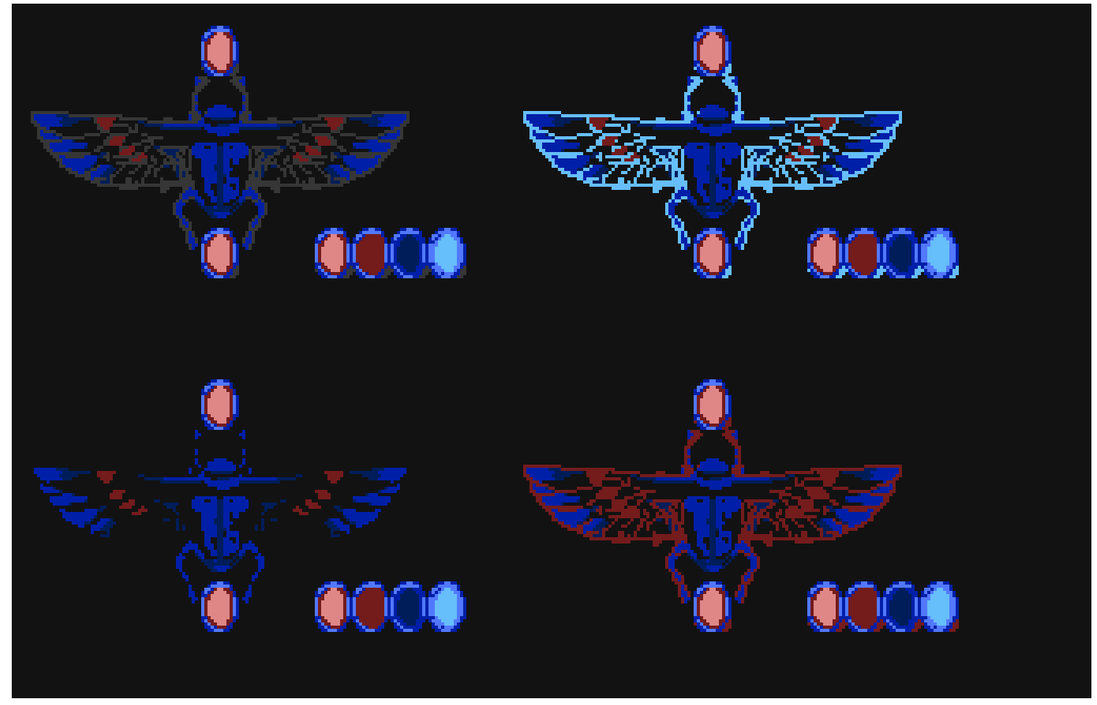
REMIX 4 BOSS

THE CURSED SCARAB MIGHT HAVE THE PLAYER CURSING. TO DEFEAT THIS BOSS, THE PLAYER MUST DESTROY BOTH EMERALDS THE SCARAB HOLDS. THE PROBLEM IS ONE CAN ONLY BE SHOT HORIZONTALLY AND THE OTHER ONLY VERTICALLY. BOTH EMERALDS TAKE 25 SHOTS AND CAN ONLY BE HIT WHEN FLASHING RED. WHEN IT IS BLUE IT MAY NOT BE DAMAGED. THE EXPOSED EMERALD WILL SWITCH AFTER 5 HITS AND THE PLAYER MUST TELEPORT AND GO AFTER THE OTHER SIDE. NOTICE THE PLACEMENT OF BLUE AND GREY SICK TWISTS.





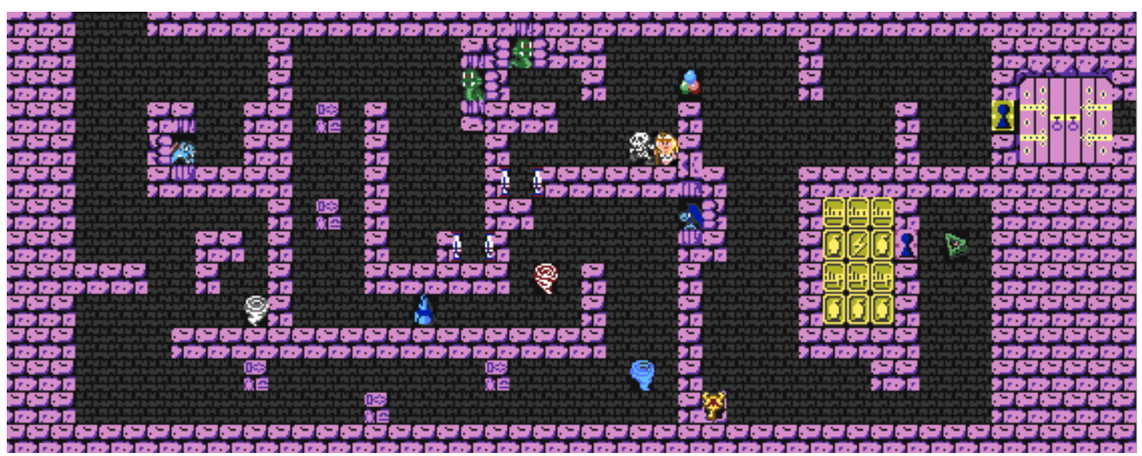
THE SCARAB WILL FLASH WHEN HIT. NOTICE THE COLOR CHANGE OF THE OUTLINE BELOW TO SIGNIFY A HIT. YOU MAY SUBSTITUTE THIS FOR WHATEVER PROGRAMER TRICKS YOU'D LIKE TO SHOW DAMAGE. ONCE DEFEATED HE WILL DISAPPEAR TO REVEAL THE ROOM KEY. THEN THE PLAYER MAY PASS THROUGH THE MIDDLE OF THE ROOM WITHOUT TELPORTING.



REMIX 5-1

REMIX WORLD 5 BRINGS BACK ZONE 1'S BOSS AND INTRODUCES THE LOST TREASURE OF THE ARK-ANOIDS. SOLVE THE PUZZLE (OPTIONAL) TO GET THE PURPLE KEY.

REMIX 5-2

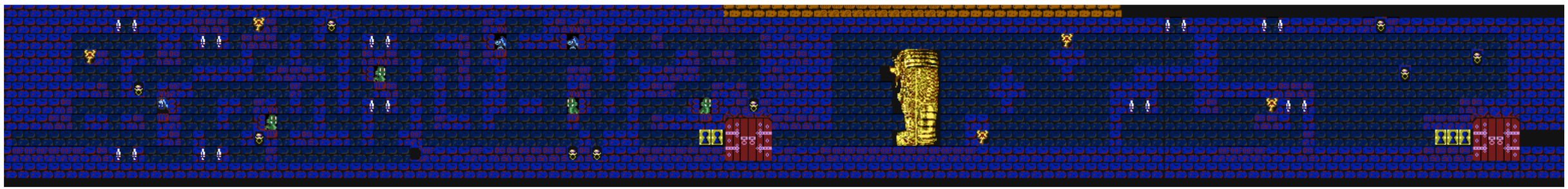


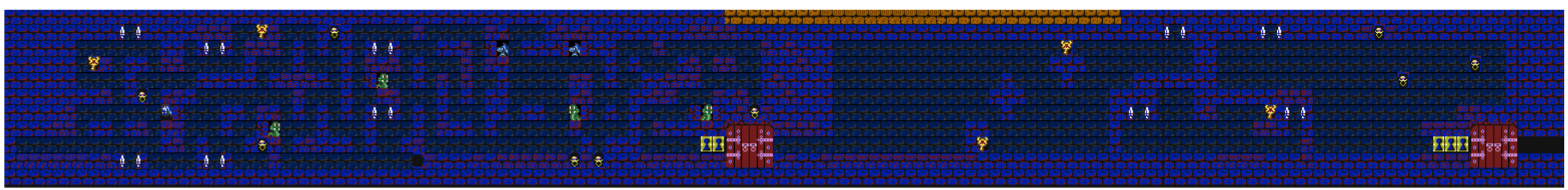
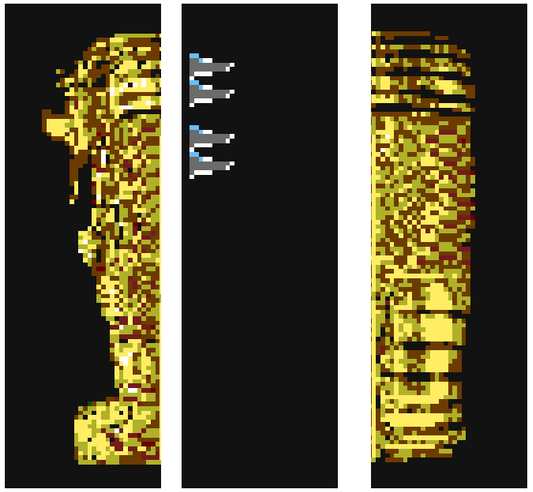
TO OBTAIN THE PURPLE KEY IN THIS AREA, THE PLAYER MUST OBTAIN 1 OF EACH TYPE OF THE LOST TREASURES OF THE ARK-ANOID.

REMIX 5-3

THE LOST TREASURES ARE IN THIS LEVEL AS WELL. WILL PIGGY TRACK THEM ALL DOWN TO PICK UP THE LAST TREASURE TROVE OF POWER UPS BEFORE FACING PIGGY TUT?

REMIX 5-4





PIGGY TUT'S SARCAPHAGUS WILL RISE FROM THE GROUND AFTER THE PLAYER CLEARS THE FIRST DOOR AND SPLIT IN HALF SURROUNDING THE PLAYER ON BOTH SIDES AND FIRE DAGGERS AT THE PLAYER. THE FLYING BOSS CAN NOT BE DEFEATED. PIGGY MUST DODGE AND GET THE KEYS TO ESCAPE ALL THE WHILE DODGING THE BLADES! BLADES CAN BE DESTROYED WITH TWO SHOTS, BUT DODGING IS PROBABLY A BETTER BET SINCE THEY'LL BE COMING FROM BOTH SIDES.
ON TO THE FINAL BOSS....