Power Piggs
of the Dark Age

INSTRUCTION BOOKLET

TITUS

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED COSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK

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GAME INSTRUCTIONS

C O N T R O L S

Y: The sword-swipe button.

B: The jump button.

A: The throw button, for when you have
                       a donut power-up.

START: This button pauses and unpauses the game.

LEFT: Moves you left.

RIGHT: Moves you right.

UP: Push up and hold for a moment
                       and you'll see more of what's above you.

DOWN: This button causes Bruno to crouch. If you push this
                       button and hold it, you'll see more of what's below you.

SELECT   START

X

A

Y

B
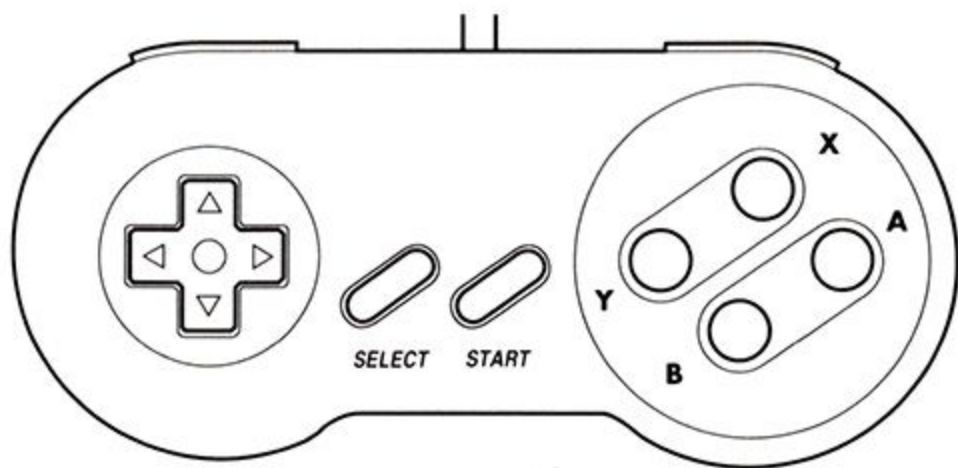
SPECIAL MOVES:

1) The Butt-Slam: The butt-slam is a special move used to smash open boxes. To do a butt-slam, jump up and then push the DOWN button while in the air. To open up a box, just do a butt-slam on top of the box.

2) The Spin-Jump: When you're floating in a blow-hole, push right or left, then hit the JUMP button just as you're about to exit the blow-hole. You will do a spin-jump, which will take you much further than if you exited a blow-hole normally. You'll need to do spin-jumps in order to make it through certain sections of the game.

OBJECTIVE: Move Bruno through the entire game and defeat the Wizzard of Wolff at the end.

STARTING THE GAME: Insert the cartridge into the Super NES machine and turn on the power. Then select START if you want to start a one-player game. Select OPTIONS if you want to play a 2-PLAYER game, alter the SOUND, or view the CREDITS. Select PASSCODE when you've earned a passcode in previous play and want to jump forward quickly to more advanced levels.

LIVES: Bruno starts the game with 4 lives. The number of lives remaining is indicated in the bottom left corner of the screen next to Bruno's face.

LIFE METER: Bruno starts each turn with six glazed donuts, which are represented in the top left corner of the screen. Each time he takes a hit, he loses half of a glazed donut. When all the donuts disappear from the meter, you lose a life. You can collect additional glazed donuts throughout the game, in order to replenish Bruno's life meter.

DONUT HOLES: When you collect 100 donut holes, you earn an extra life. The donut hole meter is in the bottom right of the screen.

DONUT POWER-UPS: You gain the ability to throw donuts at enemies when you collect a donut power-up. All donut power-ups are thrown by pushing the A button. The donut power-up meter is in the top center of the screen. You cannot hold more than one kind of donut power-up at a time, nor can you store up more than a dozen units of any particular donut power-up at a time.
• **Powdered Sugar Donut:** Flies in a straight line and delivers one hit on enemies.
• **Chocolate Donut:** Homes in on the closest enemy and delivers one hit.
• **Cruller:** Homes in on the closest enemy and delivers two hits.
• **Frosted Donut:** Eliminates every enemy it touches, and also will follow you for a while.
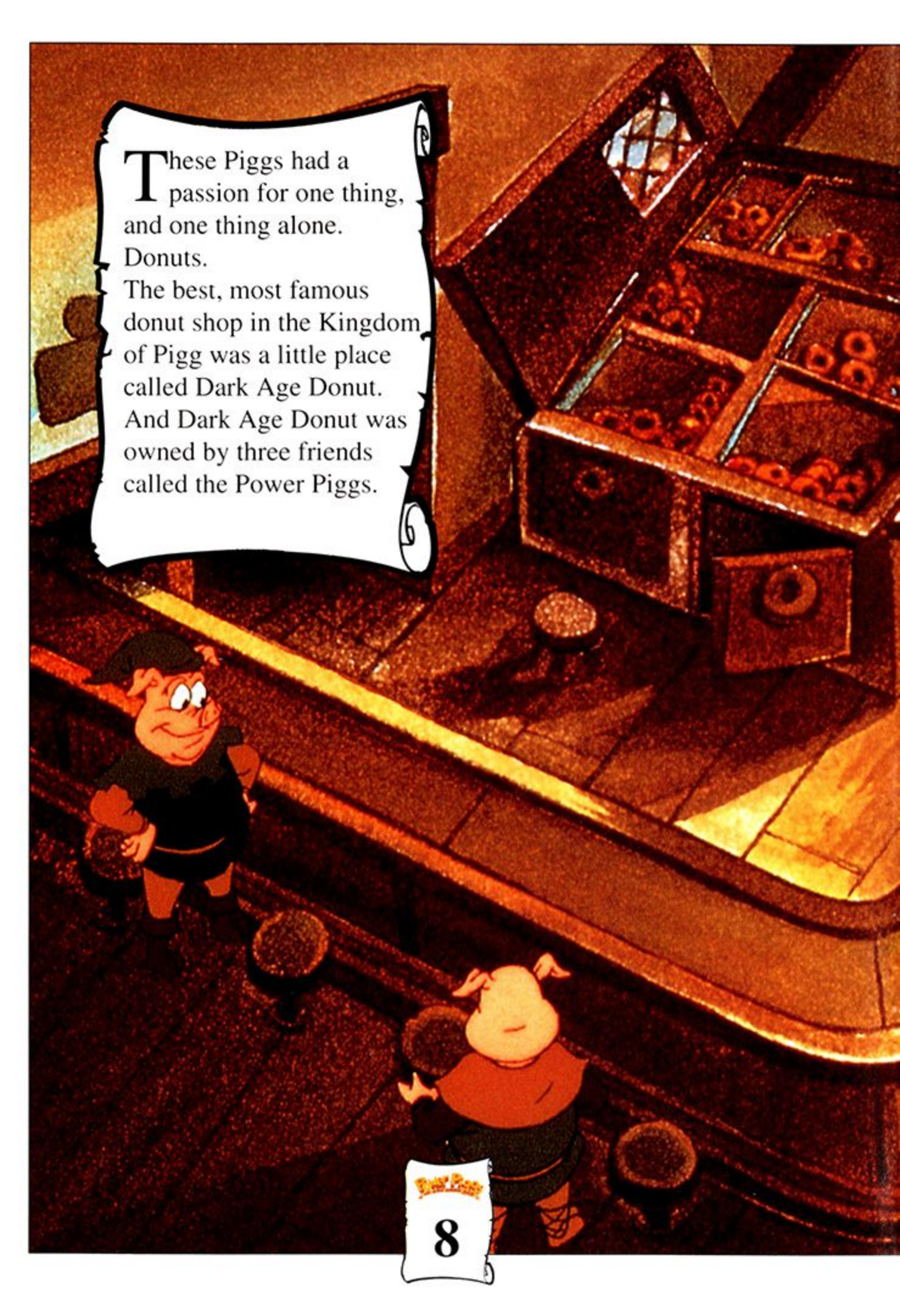
PLACEMARKER: When you touch the pulsating white starburst, it will turn into Gilbert's face. This indicates the place where you will return in the level after you've lost a life.
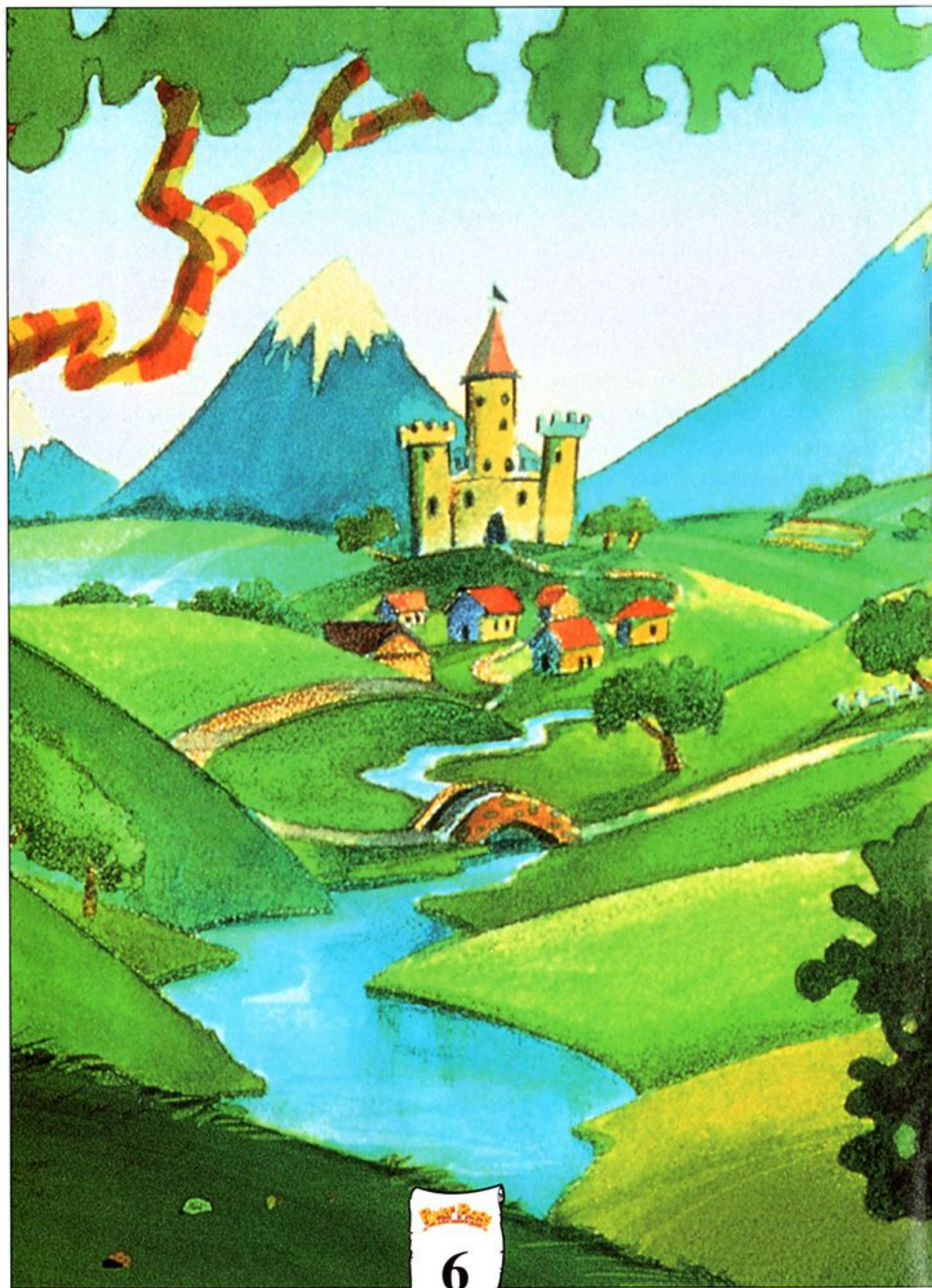
Once upon a time, in the darkest part of the Dark Age, there was a peaceful Kingdom filled with fat, happy Piggs.
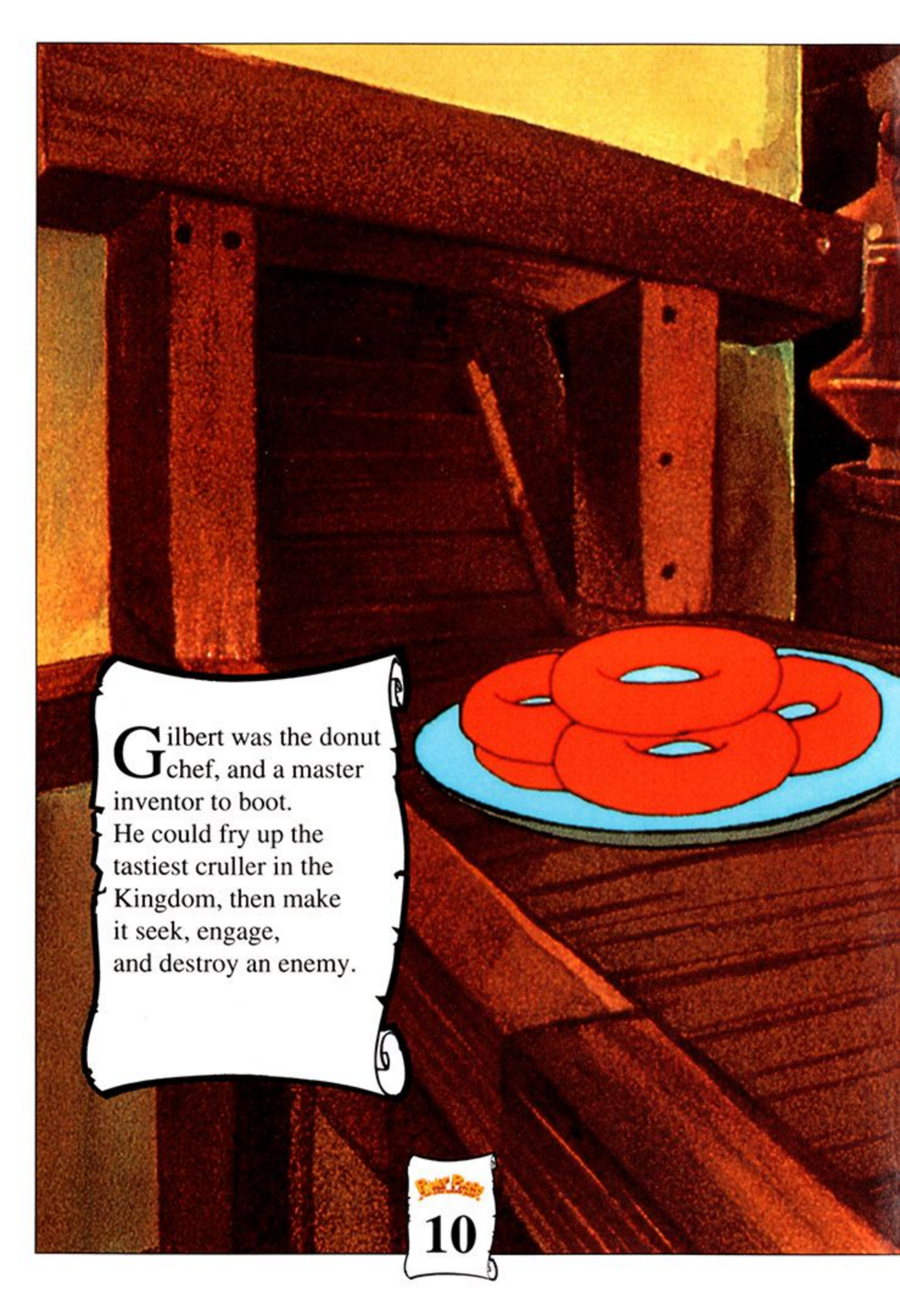
These Piggs had a passion for one thing, and one thing alone. Donuts.

The best, most famous donut shop in the Kingdom of Pigg was a little place called Dark Age Donut. And Dark Age Donut was owned by three friends called the Power Piggs.

Gilbert was the donut chef, and a master inventor to boot. He could fry up the tastiest cruller in the Kingdom, then make it seek, engage, and destroy an enemy.

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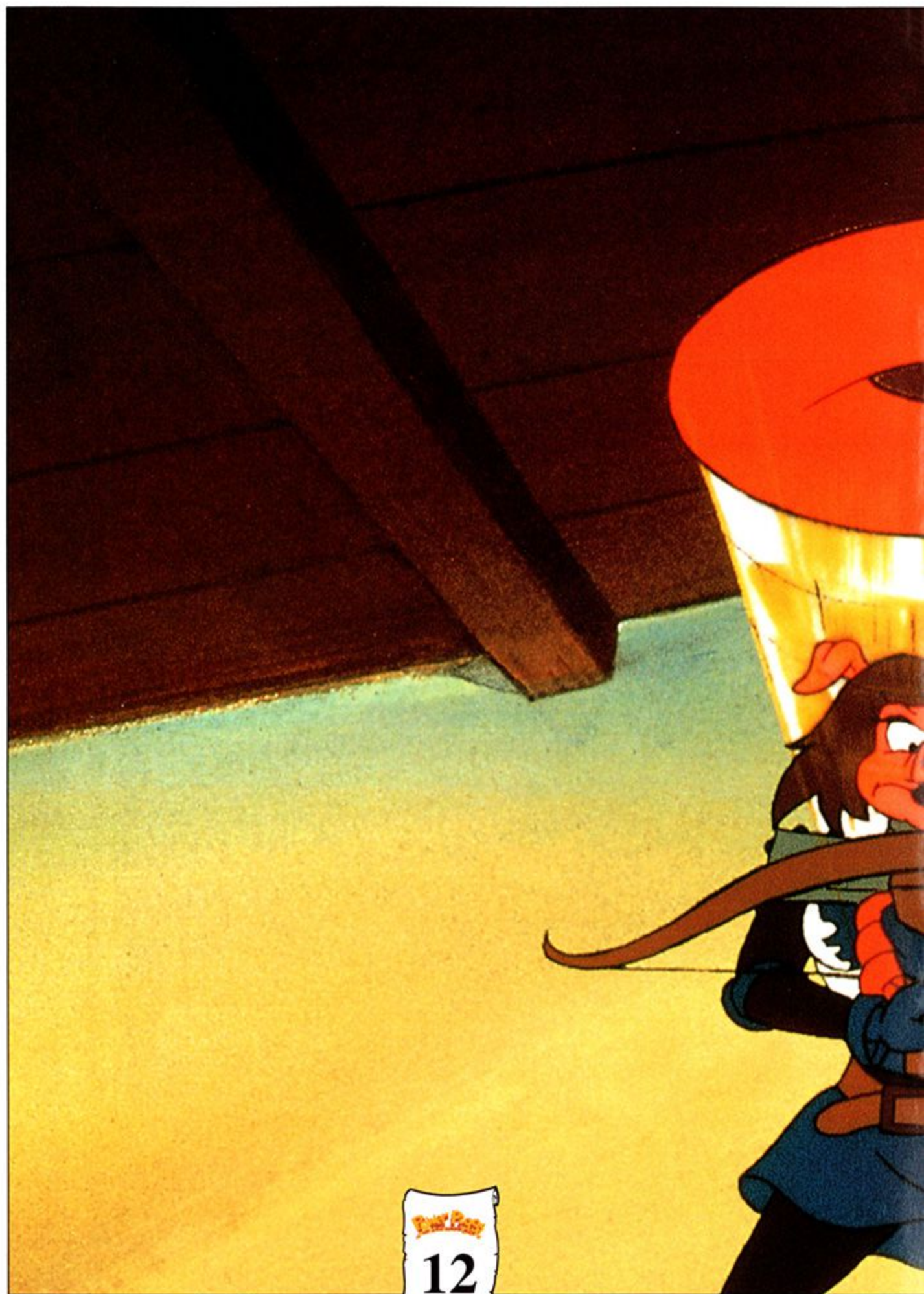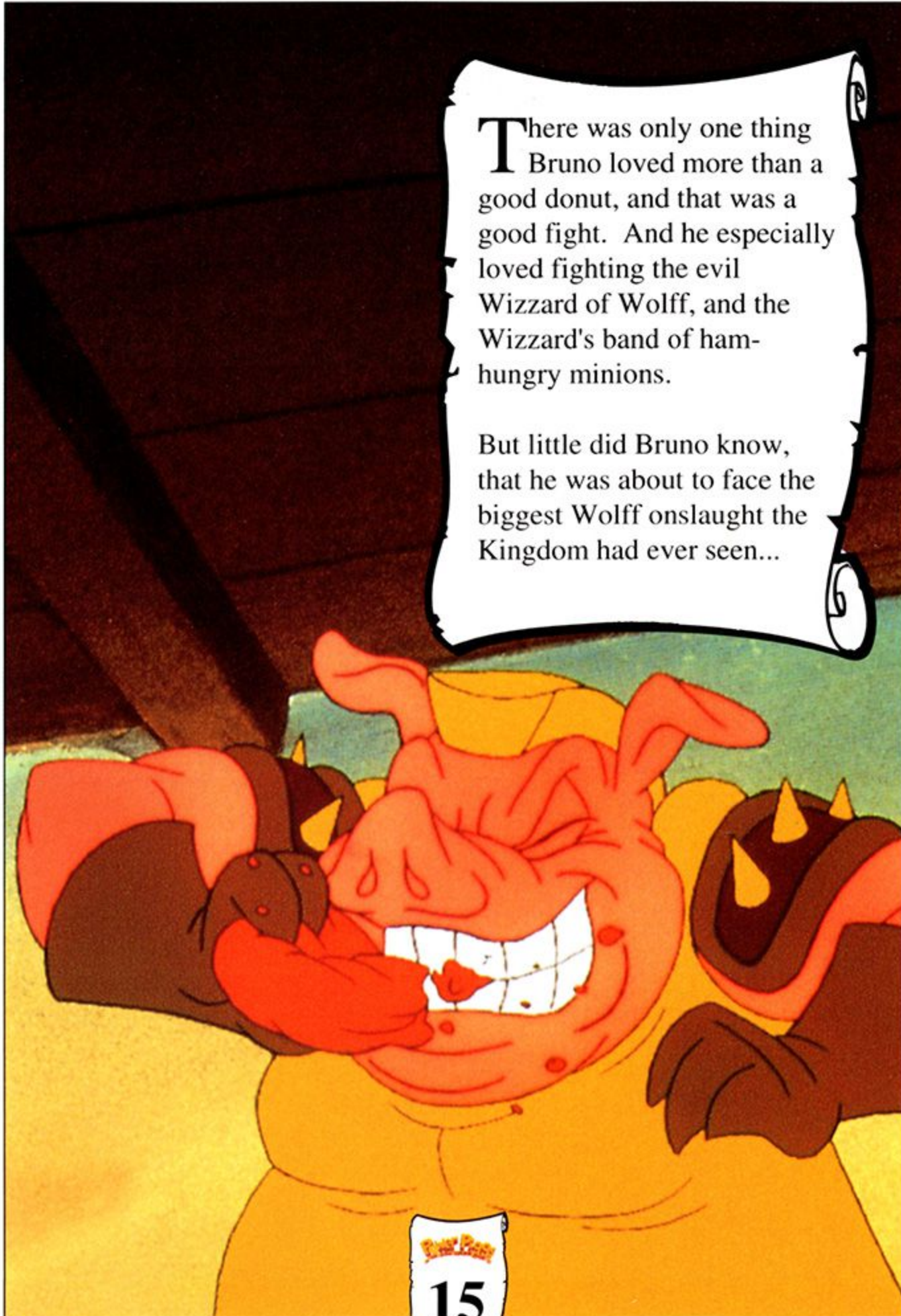
Lotta worked the register, and a donut crossbow, too.

But Bruno was the Bigg Pigg, the Hogg of Power, the undisputed leader of the Power Piggs, and official donut taster.

There was only one thing Bruno loved more than a good donut, and that was a good fight. And he especially loved fighting the evil Wizzard of Wolff, and the Wizzard's band of ham-hungry minions.

But little did Bruno know, that he was about to face the biggest Wolff onslaught the Kingdom had ever seen...
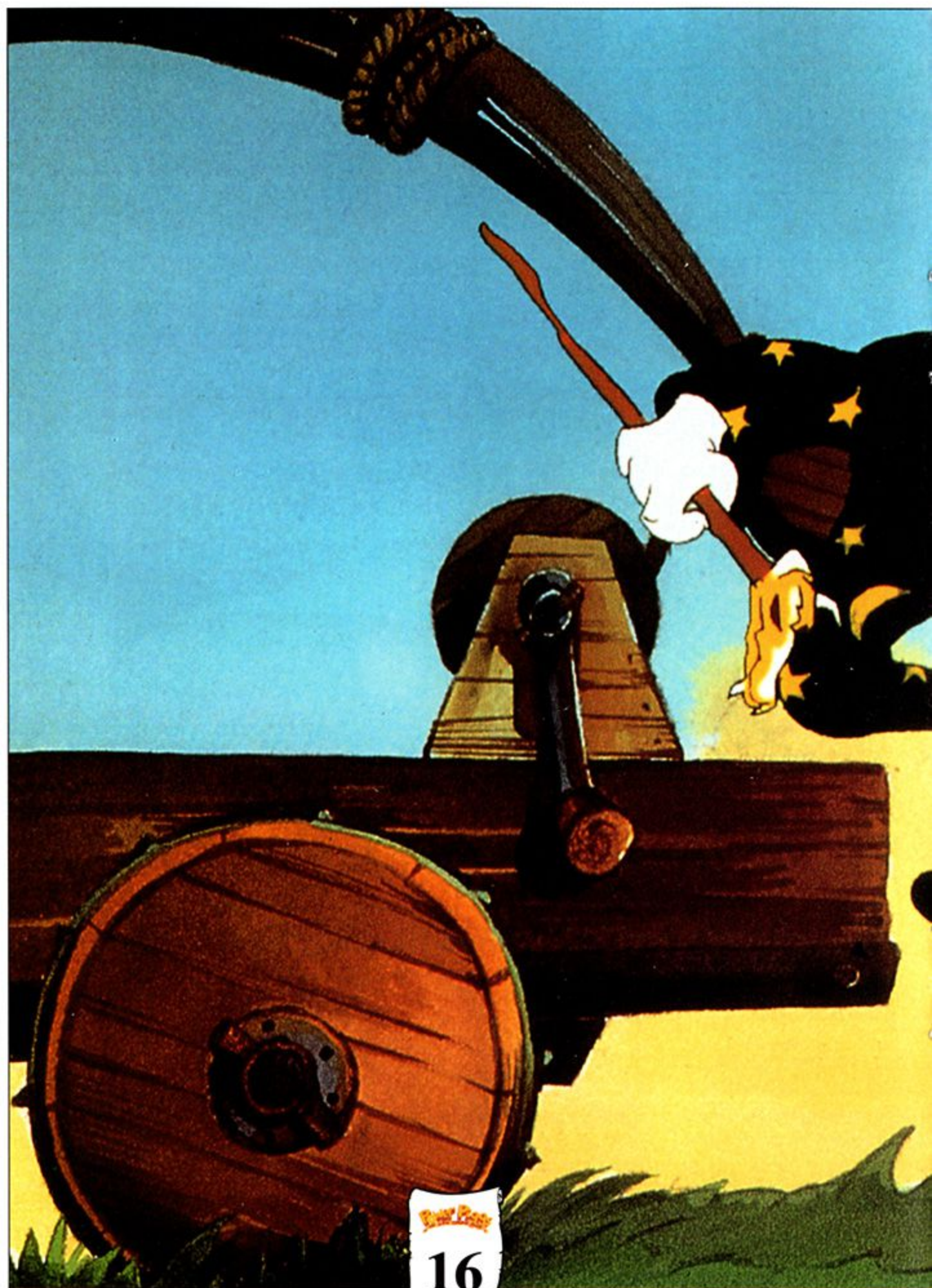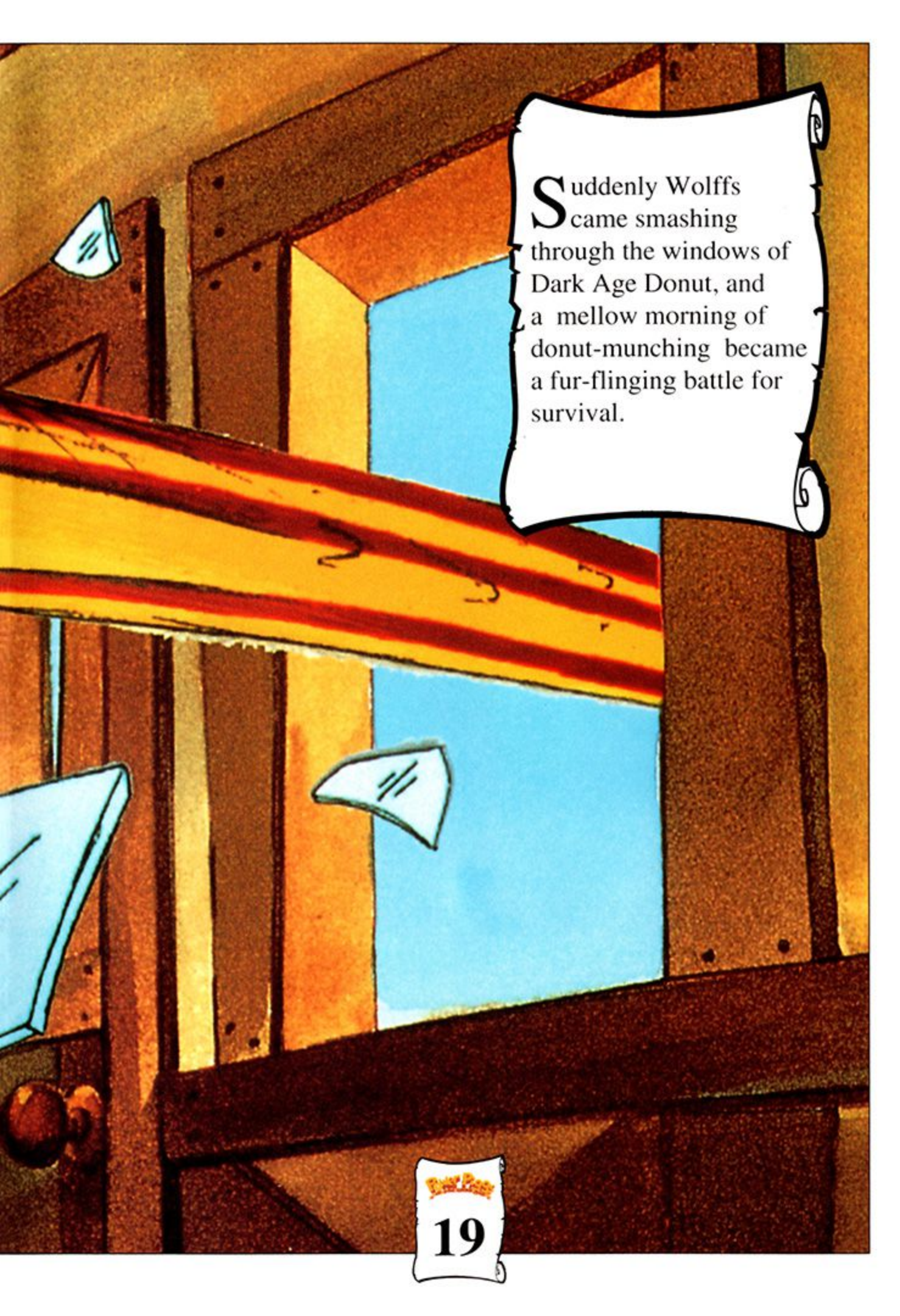
One morning, the Wizzard of Wolff gathered his forces on a hill above Dark Age Donut.

"Once I've pan-fried those Power Piggs," the Wizzard shouted, "The Kingdom will be mine! All mine! There'll be bacon tonight, my boys!"

With that, the Wizzard loaded the last Wolff warrior into his catapult, and launched his devious and deadly assault.

S uddenly Wolffs came smashing through the windows of Dark Age Donut, and a mellow morning of donut-munching became a fur-flinging battle for survival.

The jester cocked his deadly ninja arm, the swordsman lowered his sword...

...But Bruno was ready for them all.

Or so he hoped.

For even Bruno, the greatest hero in the history of the Kingdom, had to wonder if he'd met his match this time.

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The Wizzard urged
his forces on,
screaming,
"Go, my Wolffs, Go!
And don't stop 'till
you've got Bruno on
a roasting-spit!"

And so the battle began.

How it will end, nobody knows.
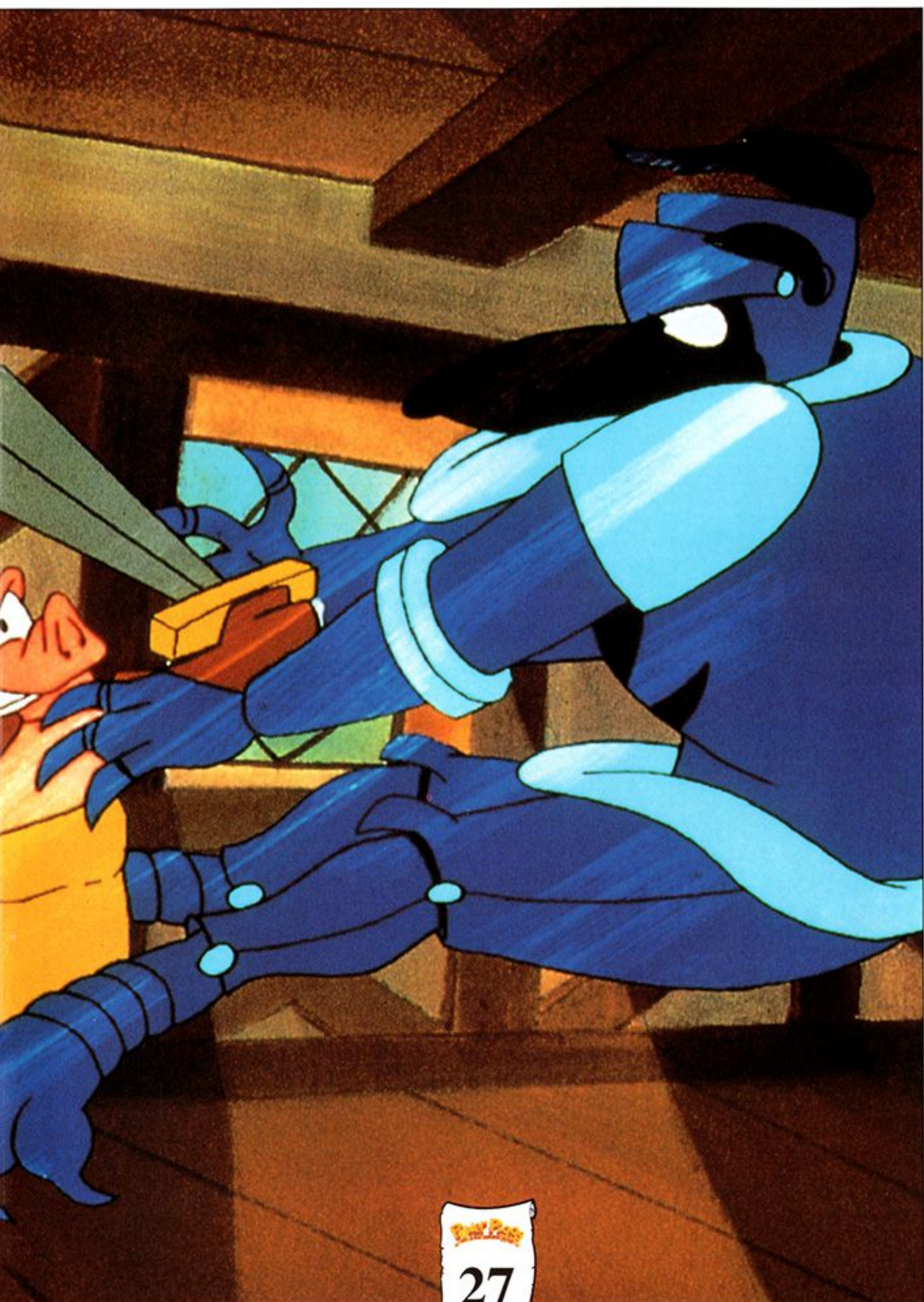
With your help the Power Piggs can be victorious. They can drive the Wizzard of Wolff from the Kingdom of Pigg forever...

...But if you fail, the Wizzard and his forces will be dining on roast pork tonight!

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