



address will most likely be ignored, as I don't check that account

My AIM name is dcmagus

Be warned that I'm only on the net twice a week, don't expect replies from me which are ten minutes after you've sent the mail. Here's some guidelines about sending me mail:

1. Make sure you put the title of the game you're asking about in the subject. I've made a fair few FAQs, and it's a bit hard to work things out sometimes.
2. If it's an FAQ, make sure that it's not already in the guide!!! If it is, I'll do my best to ignore it.

If it's not in there, make sure that the details you provide are, well, DETAILED, and not sketchy. Examples are "Hi need to know how to get past this part, i'm in a room and stuck", I need to know where you are, etc.

3. Ask nicely. So far, most people have, but if your mail goes along the lines of "Hi, need code for B2, reply within the next hour otherwise I'll bomb you" will not get you anywhere.

That's it. Sorry for being a pain, but it had to be said.

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#### Version History

- v0.5-Required Events on Event List
- v0.6-Copyright Notice changed, events up to 9.10 listed.
- v1.0-Finished!
- v1.01-Copyright Notice changed.
- v1.02-Copyright Notice changed.
- v1.03-Seems like a waste of time, but I like ASCII art headings =)
- v1.04-Copyright Notice changed.
- v1.05-Copyright Notice changed.
- v1.06-Copyright Notice changed.
- v1.07-Copyright Notice changed.
- v1.08-Same thing.
- v1.1 -Got a new email addy!
- v1.11-Name change!

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- 2) Event List
- 3) Acknowledgements

-----

#### 1) Introduction

-----

Pigs. People with weird hair. A RPG set in a platformer's world. Hey, it worked, and worked it did. A great game, though some may say the graphics are childish, it's a great game...for anyone!!!

-----

## 2)Objective List

---

MUST DO:

---

### 1.1 Grandpa's Bracelet

---

To finish this, you must defeat all of the eight pigs and finish the game.

---

### 1.2 Clear The Fog

---

Clear the fog blocking access to the Forest, using the tornado found in the letterbox at the start.

---

### 1.3 The 100 Year Old Man

---

Get to the 100 Year Old Man's place.

---

### 1.4 Inside the Kokka Eggs

---

Open all of the four eggs (they're coloured red, blue and white), jump on the chicks, then take them to the 100 Year Old Man.

---

### 1.5 Tale Of The Evil Pigs

---

It's really just a story.

---

### 1.6 Beginners Dwarf

---

Jump on all the dwarfs in the forest, and one in the Elder's place to learn Dwarf language.

---

### 1.7 Save the Dwarves

---

Seven Dwarves...sound familiar? Two are under the spores on the cactuses (cacti?) near the Dwarf Village, two under the spores in the Watch Tower, one under the spore at Wobbly Wharf, and two in the spores at the start of the 100 Year Old Forest.

---

### 1.8 A Lost Child

---

In the Watch Tower, find the L-shaped platform. It's annoying. Head to the left of it and find the child.

---

### 1.9 Dwarf Elder

---

Rescue everyone and then you may speak to the old fart.

---

### 1.10 Evil Pig Bag

-----  
After you speak to the Dwarf Elder, you will receive this.  
-----

### 2.1 The Greatest Smile -----

Find a "laughing" mushroom, swallow it and laugh at the Dwarf who is guarding the way to Phoenix Mountain.  
-----

### 2.2 The Greatest Pout -----

Same as 2.1, but eat a "crying" mushroom.  
-----

### 2.3 To Phoenix Mountain... -----

Get past the Dwarf.  
-----

### 2.4 Where's the Baby Mouse? -----

Read the board in Baccus Billage, then enter the bar on the left hand side. Talk to the mouse, then talk to the mouse in the Town Hall.  
-----

### 2.5 Road to Baccus Lake -----

Save the baby mouse, then go to the bridge in Baccus, and the mouse will take you to a lake.  
-----

### 2.6 A Drink For Grown Ups -----

Put the pipe that you found on the dock into the machine on your right. Then turn it on, and speak with the mouse at the Town Hall.  
-----

### 2.7 The 1000 Year Old Man? -----

Find him in the Haunted Mansion (enter the really big door).  
-----

### 2.8 Painting Of A Big Key? -----

Find all five fragments of the key in the Haunted Mansion. Search the room with a moving platform, the room with the smiling door, the room with a blue chest, and a gap in the middle, the room with a fountain and the room with a chest and some water.  
-----

### 2.9 A Large Keyhole -----

After doing 2.8, either open the door in the Haunted Mansion or Phoenix Mountain.  
-----

### 2.10 A Small Keyhole -----

Get a key off the mice at the Haunted Mansion, and use it on the small keyhole.

-----  
3.1 Break The Magic Egg!  
-----

Break every egg in the Haunted Mansion, then break the glowing egg.

-----  
3.2 The Mouse Pig Bag  
-----

It's in the Haunted Mansion, inside a chest.

-----  
3.3 The Haunted Pig Bag  
-----

Inside the large key room in the Haunted Mansion.

-----  
3.4 A Precious Treasure Chest?  
-----

Talk to the man outside the Lava Caves, once you've rescued the 1000 Year Old Man.

-----  
3.5 A Stormy Pig Bag  
-----

Inside the large key room, in Pheonix Mountain.

-----  
3.6 Pheonix Mountain  
-----

Defeat the Pig at the Charity Square.

-----  
3.7 The Fire Pig Bag  
-----

In the chest, next to the mouse at the start of the Lava Caves.

-----  
3.8 Smile!  
-----

Go up to a smiling door, and open it by laughing (eat a "laughing" mushroom).

-----  
3.9 Lava Caves  
-----

Defeat the Pig at the Haunted Mansion to save the caves.

-----  
3.10 Haunted Mansion  
-----

Defeat the Pig at the Lava Caves to save the mansion.

-----  
4.1 The Phoenix's Favourite  
-----

Collect five Bunk Flowers from the Lava Caves.

#### 4.2 Master of the Skies

-----  
Give/feed the Bunk Flowers to the Pheonix.  
-----

#### 4.3 Find Charles

-----  
Find Charles, who's a monkey. He's located at the far right of the Masakari Jungle. You must jump into the water to meet him.  
-----

#### 4.4 A Refreshing Drink

-----  
Find the bananas, go to the Clock Tower, give the miner his hat, and then the miner will make you some banana juice. Yuk.  
-----

#### 4.5 I Can't Swim

-----  
Give Charles the monkey his banana juice and he'll teach you the art of swimming.  
-----

#### 4.6 We Need a Bomb

-----  
Speak to the man at the left of the Lumber Factory, then find the bomb on top of one of the tall trees in the Jungle.  
-----

#### 4.7 Break the Rusty Door

-----  
Use the Bomb to blow the door up.  
-----

#### 4.8 We Need Power

-----  
Go inside the Rusty Door and use the switch.  
-----

#### 4.9 The Civilisation Machine

-----  
I think you just have to finish the "We Need Power" event.  
-----

#### 4.10 Baccus Village

-----  
Smack that Evil Pig in Masakari Jungle, and the spell on Baccus Village will be lifted.  
-----

#### 5.1 The Jungle Pig Bag

-----  
It's in a red chest on the Old Tree Hill.  
-----

#### 5.2 The Deep Jungle Pig

-----  
Defeat the Evil Pig in the Familiar Mansion.  
-----

### 5.3 What's Under the Forest?

-----  
Make sure you've done event 4.8, then take a ride in the elevator in the Watch Tower, and you'll pop up in the Underground Maze.

### 5.4 The 10000 Year Old Man

-----  
Get to the Trick Village via the Ol' Pond, and find him in his hut.

### 5.5 The Mermaid's Necklace

-----  
Find the necklace to the right of the 10000 Year Old Man's hut, then give it to the mermaid in the Haunted Mansion.

### 5.6 What Underwater?

-----  
When you give the mermaid her necklace back, she'll teach you how to dive.

### 5.7 10 Math Beads

-----  
Find these in the maze underneath the Trick Village.

### 5.8 The Underwater Pig Bag

-----  
In a chest in the water around Trick Village.

### 5.9 Trick Village

-----  
Smash the Evil Pig at the Clock Tower.

### 5.10 The Thief's Door

-----  
Get the Thief Wire from the 10000 year old man, and pick the lock on the Thief Door, located in the Underground Maze.

### 6.1 Unbreakable Wire

-----  
Speak with the digger in the Fortune Telling Room in the Underground Mazer, then speak with the guy in the Haunted Mansion, in the Fountain Room.

### 6.2 Source of Evil Magic

-----  
The Million Year Old Man will tell you a story.

### 6.3 Dig Like A Mole

-----  
Speak with the digger to the left of the Thief's Door, then return

when he's finished.

-----  
6.4 The 100 Flower Forest  
-----

Defeat the Evil Pig in the Underground Maze.

-----  
6.5 Million Year Old Wish  
-----

Defeat the first seven Evil Pigs.

-----  
6.6 8th Evil Pig Bag  
-----

Once the 7th Pig is gone, you'll receive this from the Million Year Old Man.

-----  
6.7 Seven Friends  
-----

Find these six people to take to the Strange Room:

One at Baccus Village

    Lumber Factory

        Dwarf Village

        Haunted Mansion

        Y Crossing

        Iron Castle

Then go to the Strange Room, and Baron will complete the seven. Now, you enter the last battle.

-----  
6.8 A Real Evil-Pig  
-----

Finish the game!!!

-----  
Optional Events

-----  
7.1 \*CANNOT FIND A MISSION FOR THIS EVENT\*  
-----

7.2 \*CANNOT FIND A MISSION FOR THIS EVENT\*  
-----

7.3 \*CANNOT FIND A MISSION FOR THIS EVENT\*  
-----

7.4 \*CANNOT FIND A MISSION FOR THIS EVENT\*  
-----

7.5 Take Me Home!  
-----

At the beginning of the game, find the frog in the purple grass and take him to the Ol' Pond.

-----  
7.6 A Hungry Monkey  
-----

Get the bananas from the Ol' Pond, then give them to Charles the monkey, who'll be in the tree near the start of the game.



-----  
7.7 Motocross Course  
-----

Enter the Go Cart hut in the Village of All Beginnings and head over to the wall on the right.

-----  
7.8 Who Are You?  
-----

In the hut near the Ol' Pond, speak to the eyes to meet Yan. Talk with him again above the rope ladder.

-----  
7.9 The AP Box  
-----

Once you have enough AP, you can collect these.

-----  
7.10 I Need A Tear Bottle  
-----

Talk to the guy next to the cage with the Bonsugee in it at the the Lumber Factory, then beat the Yellow Bonsugee in the Mushroom Forest.

-----  
8.1 Where'd The Lights Go?  
-----

Drop down into the dungeon which is to the left of the Dwarf Elder, get the torch from the dwarf in Dwarf Village (next to the pit of fire), then drop back down into the dungeon.

-----  
8.2 Stop The Fight  
-----

Talk to the woman that's trying to find the Elder, go into the dungeon, grab the shattered vase, and give it to the quarrelling dwarves. (If only they could learn to be civilized, like humans. Sorry, like humans without Congress)

-----  
8.3 The Great Escape  
-----

Do 8.2, then find the dozing prisoner in the dungeon.

-----  
8.4 Look and See?!  
-----

Get the telescope at the top of the Watch Tower, place it on the stand below and take a look at the pigs' hideout.

-----  
8.5 Ready, Set, Go!  
-----

Fall into the dungeon, follw the prisoner out and he'll challenge you to a race to Watch Tower. Get there first, it's really easy.

-----  
8.6 Monster Hunt  
-----

Defeat the Bonsugees by throwing them at each other!

-----  
8.7 Mysterious Mushroom  
-----

This is in one of the blue chests up high in Mushroom Forest.  
-----

8.8 Leaf Slider  
-----

Talk to the dwarf all the way on the left in Charity Square, and start bawling.  
-----

8.9 Red + Blue = ?  
-----

Get the blue powder from the Leaf Slider, use it on a red flower to make it blue, and then throw the blue flower at a red flower to make a special mushroom!  
-----

8.10 A Safe Mushroom  
-----

Open up the AP box in the Mushroom Forest.  
-----

9.1 Treasures of the Mansion?  
-----

After you learn about this from the dwarf in Dwarf Village, hitch a ride to the Familiar Mansion.  
-----

9.2 A Familiar Looking Mansion?  
-----

After you head to the Familiar Mansion, leave and head to the Village of All Beginnings.  
-----

9.3 Charles' Pants  
-----

Inside the Lava Caves, the mouse has them. Why, I don't and do not want to know. Take them back to Charles on Pheonix Mountain.  
-----

9.4 The Red Fortune Teller  
-----

Read the board in Baccus Village, three times, then go inside the hut next door.  
-----

9.5 The Broken Fountain  
-----

Stand in the fountain in Charity Square, and use your tear jar.  
-----

9.6 Can't Stop Crying  
-----

Go to the mouse/man in the top left of Baccus Village a healing mushroom.  
-----

9.7 Death Fruit Juice

-----  
Speak with the mouse that's sitting at the bar in Baccus, then smash/  
jump on the death fruits in Mushroom Forest, and return to the bar.  
-----

#### 9.8 Flower Seeds

-----

Get the seeds from the chest in Watch Tower, then give them to the  
young dwarf.  
-----

#### 9.9 Plant A Flower Garden

-----

Give the dwarf the seeds, complete 6.4 and return.  
-----

#### 9.10 Where Did I Come From?

-----

Go into the door below the Lava Caves.  
-----

#### 10.1 Healing Herbs for Baron

-----

At the top of the second screen in Pheonix Mountain, grab the herbs.  
-----

#### 10.2 Cry Baby

-----

Find a crying mushroom, go to the crying door and cry to enter.  
-----

#### 10.3 Red Hidden Powers

-----

After getting 10 exp on the bar, find the red crystal at the Haunted  
Mansion, inside the chimney.  
-----

#### 10.4 Hide and Go Seek

-----

Find Yan's hiding places, they are:

Butterfly Cage, Charity Square  
Smiling Door, Pheonix Mountain  
Straw Room (it looks like it's made of straw), Haunted Mansion  
Left of the HUGE tree, Masakari Jungle  
Hidden Village  
-----

#### 10.5 I'm So Hungry

-----

Go to the Hidden Village, and give the Hungry Guy a lunchbox.  
-----

#### 10.6 When The Wind Dies

-----

Go into the grey door at the top of Pheonix Mountain, that's once  
you've whooped the Red Pig's butt and the wind has settled.  
-----

#### 10.7 Leaf Butterflies

-----  
Collect 29 leaf butterflies, and hand them over to the dwarf in  
Charity Square. Leaf butterflies can be found in the 100 Flower Forest.  
-----

10.8 Food For Fuel?  
-----

Collect the wine at the Town Hall in Baccus Village, and give it to  
the inventor at Lumber Factory.  
-----

10.9 Mermaid's Singing Rock  
-----

After the Motocross Course, find the mermaid.  
-----

10.10 I Want A Bronze Medal  
-----

Finish third in the Motocross course.  
-----

11.1 I Want A Silver Medal  
-----

Finish second in the Motocross course.  
-----

11.2 What's a Funga?  
-----

Get the Funga Drum (in a chest in the Masakari Jungle), and give it  
to the guy on Pheonix Mountain.  
-----

11.3 The Cute Witch  
-----

In the Village of All Beginnings, enter the first brown door to meet  
Mizuno.  
-----

11.4 Let's Ride the Raft!  
-----

Get the raft from the Lumber Factory, then go to the old tree, at the  
first pump rock, use the raft.  
-----

11.5 What is This?  
-----

Break the wooden base at the Watch Tower, and then use the elevator.  
-----

11.6 Tree of Knowledge Knows:  
-----

Complete 13.2 and 13.5, then ask the tree about five golden items.  
-----

11.7 Delicious Knowledge Fruit  
-----

Go the Old Tree Hill and get the fruit, and give it to the healer in  
Dwarf Village.  
-----

### 11.8 Seaweed For Your Health

-----  
Go to the Familiar Mansion, get the seaweed and give it to the healer in Dwarf Village.  
-----

### 11.9 Man's Best Friend

-----  
Complete 11.8.  
-----

### 11.10 Baron's Strength

-----  
After 11.9, leave Dwarf Village, and come back later to get Baron.  
-----

### 12.1 Tears From a Flower

-----  
Find the yellow flower in the Mushroom Forest, then use the Rise and Shine Powder, equip the tear jar and catch some tears.  
-----

### 12.2 What The Witch Lost...

-----  
Retrieve Mizuno's:

Dirty Mirror (Watch Tower, push the rock to the left of it)  
Three Crystal Balls( Wobbly Wharf, Watch Tower, Leaf Slider)  
-----

### 12.3 Lost and Found

-----  
Find Mizuno's third crystal ball.  
-----

### 12.4 A Magic Mirror?

-----  
Complete 12.2  
-----

### 12.5 Let's Make Candy!

-----  
Get Mizuno's ingredients, which are:

Biting Plant Flower (Village of All Beginnings)  
Silver Powder (the prisoner in 8.5)  
Kokka Claw (Guy in Baccus Village, 14.5)  
Needlegator Teeth (Underground Maze)  
Butamushi Thorn (Underground Maze)  
-----

### 12.6 The Famous Digger

-----  
Speak with the digger on Pheonix Mountain, and return when he's done.  
-----

### 12.7 Power Up for Tools !?

-----  
Collect the Grapplejack after 12.2.  
-----

-----  
12.8 Take Two of These  
-----

When Mizuno's sneezing, give her the cold medicine.

-----  
12.9 Underground Treasure  
-----

Finish 6.3, then find this in the Underground Maze (a chest in the uppermost hallway).

-----  
12.10 Some Cheese Please  
-----

Grab 10 pieces of cheese, and give them to the mouse in Baccus Village.

-----  
13.1 Blue Hidden Powers  
-----

Go to the bottom of Trick Village with 10 EXP points on the third bar, and grab the Blue Crystal.

-----  
13.2 5 Golden Items  
-----

Find these items:

Golden Leaf Butterfly (10.7)

Golden Candy (12.5)

Golden Fruit (12.10)

Golden Flower (9.9)

Gold Medal (14.3)

-----  
13.3 Mighty Fish Food  
-----

If you are in a large area of water, use the fish food to summon a fish, that raises one of your EXP bars to full when you touch it.

-----  
13.4 The Blue Fortune Teller  
-----

In the hut past the Thief's Door, speak with the Fortune Teller.

-----  
13.5 Pump Rocks  
-----

Jump on every single Pump Rock in the game.

-----  
13.6 Green Hidden Powers  
-----

With 10 EXP on the second bar, go to the Green Crystal, next to the Pheonix's Nest.

-----  
13.7 Something's Cookin?  
-----

Fill a bucket with water drops from the Watch Tower, put out the fire

in the 100 Year Old Forest, then return the yam to the ma'am in Dwarf Village.

-----  
13.8 Biting Plant Flower  
-----

At the start of the game, there'll be a Kokka bird, a pig and a blue apple on top of three pumpkins. Push the apple into the plant below, and collect the flower.

-----  
13.9 Take Out  
-----

Give Yan his lunchbox.

-----  
13.10 The Troubled Thief  
-----

Speak with him in the Lava Caves, and grab the item near the Hidden Village exit for him.

-----  
14.1 What the Thief Forgot  
-----

Go to the chimney in the Haunted Mansion, speak with him, and return to his spot in the Lava Caves to get his stuff, and give it back to him.

-----  
14.2 The Boss' Treasure  
-----

Find the Thief Boss in the keyhole door in the Haunted Mansion, then go into the door next to him (finish 3.10 first).

-----  
14.3 I Want a Gold Medal  
-----

Beat the Motocross course records.

-----  
14.4 Where the Barrel Rolls  
-----

Beat the spikes off the barrel in Wobbly Wharf, then push it into the water. Jump in, leave, return later and jump in again.

-----  
14.5 Peach Flower Gas  
-----

In the Village of All Beginnings, get a pig underneath the Peach Flower (a pink butt thing), and then jump onto the flower to change the pig into a baby! Give it to the crying fellow in Baccus Village.

-----  
14.6 Flower Tower  
-----

After 9.5, collect enough AP and head into the tower.

-----  
3) Acknowledgements  
-----

Chris-My brother, for buying the game.

Ken-Hello!

Whoopee Camp-For a real fun game.

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