

Porky Pig's Haunted Holiday FAQ/Walkthrough

by Valkskorn

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|Porky Pig's Haunted Holiday |
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1. Introduction #01

Hello, I'm Valk (Valkskorn) also known to some as TFU. I have this game and I noticed it didn't have a guide for it, since I enjoy the game so much I thought that I should make a walkthrough.

I hope that the guide can help you with any and all of your questions.

Please bear with me, this is a rather simple platformer, which means a lot of the instructions are repetitive and consist of "jump here, go here, jump back drop down, platform, door, ledge, roof" etc. >_> But that's just how it is.

2. Copyright #02

This guide may not be placed on any other site besides GameFags, Neoseeker, or Supercheats. Any other public or private online usage is against copyright.

Sure, you can print it or save it to your computer. I don't mind, but don't try to sell it for money or pass it off as your own.

Also, if you're from a site other than the three listed above and would like to place this guide on your site, send me a message and I'll see what I think.

No matter what, CheatCC.com may never use my guide!

3. Contact Info #03

If you've got a question, information, or anything else that concerns this guide and would like to contact me about it then just e-mail me at the above listed address and I'll answer you. I can't assure you that it will be in a fast period of time, but it will happen.

DO NOT hand out my e-mail to anybody else!

Also important, I don't know everything in this game. I've done my best to find all the secret compartments, and point out every item, while picking the best route to optimize item gains. However, there are a few extra lives and such that I have not pointed out, because I've not been able to gain access to them. If you find something not listed, and have a way to it please send me an e-mail and just mention the subject.

4. Porky Pig's Haunted Holiday Intro #04

Porky Pig's Haunted Holiday is a sidescrolling adventure game for the SNES. It was released in 1995 by Acclaim, published by Sunsoft, and developed by Phoenix Interactive Entertainment.

During the credits the following message is shown.

"This game is dedicated to the memory of Charles Lawrence. 1965-1993"

Porky falls asleep while looking through a travel brochure and has a terrible nightmare. In it he visits a multitude of different places.

For example, he visits haunted woods, travels through mine shafts, swims in Atlantis and braves a crazy castle.

At the end of every level there is a boss to beat, some of these seem to be original creatures for the game. But considering this is a Porky Pig game bosses are bound to be of Looney Tunes origin. Like Yosemite Sam, and Tweety.

There are three difficulties to play through. There is no system for saving the game at all, and no way to access a level without playing through the game until you reach it. Everything must be done in one playthrough.

5. Controls #05

Porky Pig's Haunted Holiday only makes use of the D-Pad, B, A, Y, and X. So no L or R buttons will be used in the game. Useful is the ability to change what the four action buttons do by accessing controls in the options menu.

By default:

B: Jump
Y: Throw
A: Throw
X: View

However you can change any of these buttons by pressing them while on the

control screen to use any other action. You can set A to jump if you want to or make it so that Y is view and X is throw.

The D-Pad can move Porky left and right, Up-D can be used to enter doors while Down-D makes Porky crouch.

Jump: The obvious, when pressed it will cause Porky to jump upwards.

Throw: During the course of the game there will be bowls of fruit that can be collected by walking over them. If Porky picks up one of these then he can press the Y or A buttons to lob fruit at his enemies.

View: When holding X, the buttons on the D-Pad will not move Porky, instead they will allow you to move the camera a certain length out on any of the four sides to see what is there.

6. The Game #06

The following is a walkthrough for Porky Pig's Haunted Holiday. This particular walkthrough was done for playing the game on "Normal" mode.

From the main screen you will see two selections. "Start" or "Options". If you select "Start" the game will begin. If you choose "Options" you'll be taken to a screen where you can set the skill level, map the controls, and listen to Sound Effects and Music Tests.

6.01 The Haunted Woods

We start out in front of Porky's house. Note the screen, in the upper-left corner is a picture of his head with a 5 next to it, these are Porky's lives. If you lose all of your lives then it's game over, below those are four hearts which represent Porky's health. If he loses all of his health by being hit by hazards or enemies he will die, Porky will also die if he falls in a hole.

To the right of the lives is a little cupcake with the number 0 next to it. This represents how many cupcakes Porky has collected. 100 will award a life. And finally in the upper-right corner of the screen is a 0. This is your score so far in the game. Now that I've explained that, we can begin.

One important thing to remember is that the game can be played in different weather conditions. Sometimes in the haunted woods it's winter with snowmen and snow all around the place, other times there's just normal weather with birds.

Proceed past the signpost and enter the woods. Keep walking until you see a large ball attached to a tree by a chain. Avoid it by waiting until it swings up or jumping over it and you will see a small bat flying. Observe the bat's flight path and wait until you can jump onto the bat and kill it.

After the bat is a pit with a log floating in the middle of it. Above the log is a cupcake, jump to the log (grabbing the cupcake) and quickly jump off onto the other side, the log will fall into the pit after you touch it. There is another ball swinging from the tree, this time it's over a group of spikes. The spikes will obviously harm Porky if he lands on them, if you stay there you will notice a weird leprechaun walking around on the other side of the spikes. Wait until he moves away and the ball swings up so that you can jump past the spikes. Jump on the leprechaun before he has the chance to shoot you and he'll turn into two smaller leprechauns, simply jump on the two of them.

Next is a row of spikes on the ground and three logs above it which are under a tree branch carrying a cupcake. Jump to the first log and then if you try to jump to the next highest you will probably end up on the highest log instead. So quickly jump to the cupcake and then down to the next tree branch and one more cupcake. There is a bat hovering up and down between you and a higher branch holding a slice of cake, wait until the bat is between the two branches and use it to bounce you up to the cake.

Now you can see another leprechaun on your right who is throwing magical shoes down at the ground. From your current vantage point it is a simple task to jump over and kill him, then walk into the end of the screen to advance to the next section. (At this point I'll mention that I will not be mentioning my score as a track to follow because some enemies can respawn and my score would become confusing. However I will mention the number of cupcakes I have which is 3)

From the start continue forwards and jump down the hole, be careful because of a splitting leprechaun. Once you kill him grab the two cupcakes along that path and go left to the edge. Use the bat to jump over the pit and get two more cupcakes, and then jump from the upper of the two ledges to get back across. Continue now to the right end and you will see a chain swinging back and forth across a pit. Jump to grab onto it and then jump off on the other side, do the same thing for the next pit and you'll be on a platform with three cupcakes. Get the cupcakes and use the bat to jump up onto the ground that's above you, jump onto the cauldron (be careful to avoid the burning embers and head left past another cauldron for a heart if you need it.

Walk up the large slope to the right and continue to the rightmost tree that has a low branch Porky can reach. Jump back and forth eventually getting past the bat and up to the top left branch. Now there's a platform to follow that has a spinning ball on it, wait for the ball to go down before walking across. Grab another cupcake and jump down to the left, past the swinging chain for another one. Then wait until a chain on the left side swings close enough to grab, swing across for a cupcake and jump up to your right for two more. Return to the previous branch and jump across using the bat for yet another cupcake.

Now jump across the trunk of the tree to the next log, use the bat flying up and down to jump up to the left for some hearts. And then drop down underneath that log to get another cupcake, and then up to the right for a slice of cake. Now drop down off the tree and you're back at the beginning, continue right through the hole and back to the bat that you used to jump onto the main land. Jump on the bat but this time instead of jumping back onto the main ground go across the gap and onto another platform. Swing from the chains until you reach a large red X on the ground, when you land on it Porky will plant a flag with a "P" on it. This is a check"P"oint (Okay bad joke) and if you die you'll appear back at that point.

Jump on the little ledge to the right of the checkpoint and Daffy will appear and scare the bacon out of Poor Porky. He'll jump up and land on a high branch, leap to the cake slice above you and to your left, but don't fall off or you'll have to backtrack to get back to the branch you leapt from. After jumping back jump off to the right and you will see a bowl of fruit on the ground. Pick it up and it appears at the bottom-left corner of the screen, you can throw it to kill enemies.

Jump across the pit, kill the leprechaun and grab the cupcake before falling in

it. Walk down the slope and use the bat to grab another heart, then continue right across the pit. Avoid the pair of shoes that will suddenly drop down at you, be careful to avoid the embers being thrown up from below, and ride the log up to another checkpoint. There are two more cupcakes to the left and a bat flying around, try to use the bat to jump up to a little ledge on your right. Press Up to enter the door, inside is a spider web.

The web is divided into layers, each layer has a weak point where Porky will fall through. Problem is that if he jumps too high to avoid the spiders he'll end up back on a previous layer, this is where the fruit comes in handy. Walk to the right all the way up to drop through, notice how the web looks there, it's kind of dark.

Walk to the left, past the spider and before dropping down get the extra life that's in the form of what looks to be ice cream. Throw some fruit at the spiders and walk to the right, drop down to the next part. Now walk to the left, drop down and drop off the final layer on the right. Kill the leprechaun, grab the hearts and exit by walking out to the left.

Claim the checkpoint again, and walk back to the left where the bat is, leap past him down to another ledge where Daffy will scare Porky. You'll land on a cauldron and get a cupcake, jump to the right for another cupcake and kill a leprechaun. Then once again to the right for another cupcake and kill the leprechaun there. Continue to the right and climb up the ladder, past the leprechaun and the shoes.

Climb all the way up for two more cupcakes, then to the right for two more cupcakes. Kill the leprechauns on the ground and walk down the slope on the left. Grab the flashing cupcake and follow the trail to the right, after the last one you'll notice that a potion appeared in the shaft to the right.

Backtrack to the left and drop down to where the cauldron is walking, jump low OVER it so that you don't get bounced up to the platform above. When you reach the shaft jump into the potion and Porky will start floating up, you'll get some extra lives and cupcakes and then be put in a secret area. Get all the hearts and cupcakes there and walk out to the right. (At this point I had 41 cupcakes)

You'll end up on the trunk of a large tree, just follow the path. Jump from log to log, be careful not to jump into any bats that are flying above you. Keep going until you see the first cupcake, grab it and proceed over the bat. Ahead is what can only be described as a floating two headed bird, what more could you expect from a Looney Tunes game? Jump onto it and drop down to the platform on the right to get a cupcake and a slice of cake. Drop off the edge to get back on the path, start climbing up again and this time jump to the ramp.

The ramps can be tricky at first, make sure you land on the flat part and then jump up to the right, Porky will start to slide down, immediately jump again and keep jumping until you're on flat ground once more. Drop down the hole here to grab some more cupcakes, climb back up once you're done. Jump back and forth across the platforms for a few more cupcakes, then up another ramp, be careful here because the only safe spot to land is the single log at the end.

From here you can jump down to the left for a cupcake, and then

jump down to your left to make your way back up the path. Once you reach the top of the ramp, this time jump up the logs to the section with the bat. Jump over it and proceed to MORE ramps! Yay, these are particularly annoying because they're so short, lucky for you they are conveniently placed so if you jump too far, (or slide off) you won't fall too far.

After passing the set of ramps, you have the option of making some very dangerous leaps to the left past a bat for a slice of cake, attempt at your own peril. Regardless, make your way up to the right past the next bat. Get the cupcake, and start up the ramp to your right. Jump up the platforms and double back to the left, now you can drop down to get the cupcakes on the ramp that drops you just a bit lower.

(NOTE: BE CAREFUL SLIDING DOWN THE RAMP, YOU MAY FALL DOWN THE HOLE IF THE BIRD HAS NOT RESPAWNED YET, YOU MAY WANT TO HOLD LEFT OR SKIP THE RAMP).

Once you've made your decision about those cupcakes, continue to the final part of this area. Grab the single cupcake to the left and jump up to the hole on the right for a heart and a slice of cake. Now press up to go through to the next section with a total of 52 cupcakes (if you chose to collect them all)

What a relief, we're finally done with that annoying tree, back to swinging and leprechauns. (NOTE: THE EDGE OF THE LOG YOU START ON WILL FALL) Walk to the right and make sure not to stand on the edge, or else you'll fall to your death, it would suck to start off the area with a death. Quickly run and jump to the middle log (or bounce off the bat) and get to the ledge across the pit. Ride the log up to the next platform, and leap to the chain so you can swing across the hole, climb up the ladders and be careful not to get hit by the ball. Notice that as it swings around, it slowly goes up and down.

If you move to the left after climbing up you will be out of range and can wait to make your move. Try to wait for the ball to move up, and then run and jump to the floating log, from there jump to the chain (so as to avoid the spikes) and swing across to the next log. The end of this log will fall off if you stand on it, grab onto the chain and prepare to unleash Porky's wild side. From the first chain, swing to the second one, and then swing across to a third chain, and finally off of that chain to land on safe ground.

Thankfully this log does not have any brittle falling parts, jump to the floating log and then across to the ledge above the cupcake. As you land it drops you onto the log beneath it. Observe the swinging ball to your right, and leap onto the ledge once it's far enough up. Jump across the trunk to hit the checkpoint.

Jump to the chain, swing across and make your way to the spider web. There are four cupcakes along this strand, walk down it and be careful not to press down lest you slide too far and fall off. Grab the cake at the end and continue across the trunk to the next platform. More falling platforms, it's a good thing Porky's not scared of heights... Oh wait, how insensitive.

Be quick and jump up them, grabbing anything on your way, just be quick until you're on the top log. Jump across the next three small logs, then down past the trunk to the next log. Watch out for the cauldron, get to the next log and get a hold of the chain. Leap off the chain and land on the vertically moving log hovering above the spikes.

From the moving log, jump to the second log, and drop off to the safe spot above the swinging ball. Drop off and move slightly to the left so you don't get hit, but beware as you can fall off the ledge if you move too far to the left. Jump past the ball and onto the bottom level, underneath the white arrow pointing upwards. Take note of the sideways moving log to your right. Get on it when you can, make sure not to get hit by the bat, and grab the potion.

Now for a somewhat tricky part, once you get the potion you'll begin to float upwards towards some nasty looking spikes. Hold down to stop Porky's ascension. Float up back and forth past the spiked ceilings, grabbing hearts if you need. At the top you'll find the telltale arrows leading to the next area. You'll likely have 57 cupcakes as you go through.

YAY! MORE TREES! Even better, this time you'll be falling. Well, you might have fallen a lot during the first tree segment, but this time the goal is to fall. I personally hate this segment, as it's nigh impossible to get all the cupcakes unless you know what to expect.

One way to make it easier is to jump opposite the direction you're sliding so that you don't get too much speed, and you can make sure to get what you can. Slide down the first ramp, jump from the end, grab the flashing cupcake, and continue down the ramps, jumping once you get to the end of each one. Remember you can jump back up them to get any cupcakes you miss. Finally you'll get to a solid ledge.

See the cupcake to your right? If you drop down, you can't jump back up the ramp because of the size of the hole. Make sure you get it as you jump onto the next ramp. Same thing as before, only now you're going to the left. Also as before you'll soon reach a solid ledge. Same thing, different direction.

The first ramp you drop to is especially short, if you're not careful you'll slide off, try not to. Leap to the next ramp which ends with another safe ledge that you can rest on. A glowing cupcake awaits Porky, taunting him with the promise of filling his restless stomach. Leap to it, and slide down even more. How exciting! At the end of this ramp is a group of extra lives and a hole that leads to the next part. Assuming you managed to get every cupcake, you'll have reached 100, giving Porky an extra life. Which leaves you with a single cupcake in reserve. It's a good thing Porky had all of those, he'll need them to survive the next part.

GHOSTS? You're immediately thrown into the middle of a boss fight. On the right side of the screen are five ghost icons, these represent the lives that the ghost has left. On either side of the area are three logs that Porky can jump onto. Don't worry, the ghost can't hit you while he's floating around.

Wait until the ghost stops, then jump on top of the logs. He'll take off his hat and summon a wave of lesser ghostlies, unfortunately for him he's exposed his head. Take your chance and jump onto it before he puts his hat back on. If you are already standing on the logs when he summons ghosts, they will pop up from beneath you and likely do some damage before you hit him.

Continue this until the ghost is dead.. Er, more dead?
Regardless, the threat is over and he's reduced to a set of angry red eyes.

ONWARDS! This is Porky Pig's voyage, to boldly go where no pig has gone before! (Likely with good reason, any normal pig would be fried before they could have even left their front yards. But not our hero, oh no.)

6.02 Dry Gulch Town

Dry Gulch Town, this was always one of my favorite levels, it seemed quite refreshing after the insanity that Haunted Woods consisted of. You start out at the entrance to the town, hear a haunting little melody, and see some birds. Walk to the middle of the screen, and press up to enter.

From the start, walk to the right past the boarded up store and jump onto the barrel. Avoid the tiny horn man patrolling the ground, and move a bit to the right so that a tumbleweed starts to come bouncing along. Jump back onto the barrel and use the weed as a platform to jump on top of the store back on your left. Jump up to the top of the building and grab the three cupcakes, careful not to jump into the prisoner walking around on the roof.

Get to the right side of the roof, and make a jump onto the floating platform quickly jump to the next platforms before they drop out from under you. Then land on the roof of the next building with another horn nosed man, and a cupcake. Now use the bird flying on the right to make a bounce, grabbing the fruit bowl, and landing on the next building. Grab both cupcakes and the heart. Then return to the ground, there was nothing of value on the ground that you skipped past, so there's no need to backtrack.

As you move to the right, make sure you don't stop on the train tracks. Wait for the train to move past, and then run past. Use the tumbleweeds to jump over the spiky grass. Move to the right to plant a checkpoint, and then bounce off the weeds to get on top of the building. Grab three more cupcakes, and use the bird to bridge the gap to the next lower building.

Wait for the prisoner to move to the right, grab the cake and bounce off of him to reach the platform the large barrel is sitting on. From here, if you've used all of your fruit already you can make a jump off of the left bird to grab some more. Otherwise jump off of the right bird to land on the next roof. Get the heart if you need it, and make another set of bouncing jumps off the birds.

It takes a lot of energy to make such daring jumps, especially for a pudgy pig but luckily there are two more cupcakes and a slice of cake waiting on the roof that Porky can get. Drop off the building and return to the ground, cross the next set of train tracks and proceed past the barrels. Jump onto the low hut and then to the half-building. Get the heart and cupcake on top, and walk to the right to finish off this section with 19 cupcakes.

Grab the piece of cake where you come out, drop off the side, and walk back to the left, to another section. There are seven cupcakes in here, and an extra life at the end. Just make your way up the platforms, there are numerous hearts in case you get hurt by the falling balls. Once you're done, walk to either edge and drop down to the beginning, go out the right side to return to the next area.

Jump past the first sets of spikes, then wait for a tumbleweed to show up so you can jump over the double set. At the end of building, before the tracks

is a barrel you can use to jump back to your left and land on the building. Jump on the Leprechauns or just avoid them, grab both cupcakes, and then go up to the next level. You will have to use the blue jumping dogs to get to the higher sections. Grab whatever cupcakes or hearts you see, and try to land on the dogs when they are at the peak of their jumps. Don't jump upwards into the pair of leprechaun shoes, lure them to the side and get the cake and fruit.

Drop down a few levels, and use the birds to bounce across a rather large gap. You may not make it at first, try to land on the first bird when it's as far away as you can manage. If you don't, you can just jump to the building from another set of barrels on the ground. Get the cupcakes and the heart, and make a jump from the right edge of the top platform to make it onto the next low building. Wait until the floating platform on your right drops down enough, and jump onto it.

The next platforms will fall once you get to them, so quickly jump to each one, get the extra life at the end, and land on the tall building with an arrow pointing down. Drop to the boarded up section on the immediate lower ledge and press up to enter. Ignore the cupcake past the tracks, and wait until the first moving platform comes down. Jump to the falling platform, then to the moving one and grab the flashing cupcake. Follow the cupcake trail up and around, then jump back to the right for the final flashing treat.

Now is a VERY tricky part, a tumbleweed will come. Jump onto it and keep left held down as it carries you across the spiky grass, getting a bunch of extra lives. Hold down over the right well to enter, grab the five cupcakes as you fall, and exit to the right where the arrow is. Then drop down the left well for another five cupcakes. Once you exit, you'll be standing at another set of wells. Drop down the right for your third set of cupcakes. Next, drop down the left, you may have to hold left at first after dropping to grab the first flashing cupcake. Move back and forth while falling to get them all, then exit. Drop down both of these wells again, I'm not sure if cupcakes respawn there. Or if you're put into another instance of the wells. After you've checked, jump to the left, onto the spiky grass. You'll lose a heart, but you can bounce to the wells you were just at. Enter the left one again, but make sure to hold down right as you enter. You'll slide into a special exit.

Be careful of the shoes that will fall on you when you come out. Drop down the left well for more cupcakes, and you'll be let out in another odd part. Use the tumbleweed, or bounce off the bird and lose a bit of health bouncing on the spikes to get to the far left side. Ride the platform up and grab the extra life. Then jump across the falling platforms and the birds, grab a few floating hearts, and land on the build with an arrow. Walk to the right to continue on.

You're finally back to where you first went in. Drop down and grab the items below, you will have to drop down further to see another cupcake. Now go back and use the birds to bounce across to your right. Many bouncing birds later, and you're on the side of a building. Drop down and go back to your left so you can enter the well. Follow the stream of cupcakes back and forth, grab the life at the bottom, and exit the well. Now go back to the right, and walk off the screen to finish that area with 91 cupcakes (assuming you were actually able to get all of the well cupcakes).

Now you're inside some sort of bizarre hotel/lodge. Press up to go through the door marked with a 1. You'll come out of door 2. Go into door 3 on your right, you'll come out of 8. Walk past 7 and enter 6, come out of 13 and get three cupcakes, slices of cake, and an extra life. Go back through 13, and you'll find

that 8 is locked. So you have to enter 7. Come out of 10, go left and enter 9 to come out of 12. Walk up the stairs to your left and skip 15. Go in 14 to come out of 11, grab the treats and go back through. Now you can enter door 15 and come out of 23. Jump over the moose's projectiles and go into 22. Come out 17 and walk up the stairs to the right. Jump back onto the floor to the left and go in 19, come out 18 and walk up the next set of stairs. Jump onto the next floor and go into the first door, marked 20. Come out of 16, get the heart and cupcakes, then return through. Proceed to the right, past the jumping dogs and go through door 21. Grab the cake above 5, the door you just came from. Walk to the left and go through 4, marked with a fancy green EXIT sign.

Well fancy that, it's Yosemite Sam. And from the looks of the barrel behind him he got a hold of some ACME Enlarging Juice!

Prepare for a boss fight. As with the last boss fight, take note of the bullet symbols on the right side. These represent Sam's hit points.

There are two simple phases to this fight. First Sam will jump up and shoot both pistols down, they will then ricochet throughout the room on a set path. Avoid them, and immediately jump onto the little lever to knock the skillet into the air. Sam will shoot it and his bullets will be sent flying at the roof above him.

Once you do this five times, a 16 TON anvil falls from the roof and smashes Yosemite to the floor. If you've collected all the cupcakes, your counter will have once more filled up and you'll have 1 left over.

That's it for Dry Gulch Town, I hope Porky can swim because he's taking a trip to the Lost City of Atlantis. It's a shame he forgot his water-proof camera.

6.03 Atlantis

Welcome to ATLANTIS! Atlantis welcomes careful divers. Walk to the right of the starting screen to enter the level. You're on a... Raft, but it's snowing? The raft will start to sail down the river. Soon birds will start to swoop down at you. Eventually you'll see a heart floating in the air, and a palm tree with a cupcake. Pirahnas will jump out of the water, leap off of their heads to grab the cupcake, and return to the (relative) safety of the raft. Continue down the river a short way and you'll come to some more trees. Leap off the fish again and collect the cupcakes, jump from the first tree, to the next. Continue past to the third tree, grabbing cupcakes on your way. As before, return to the raft and continue on your way. There are some more hearts in the air, and then a tree with a few extra lives. Upon returning to the raft you sail a bit farther and come to a sudden stop. Uh-oh, looks like the raft sprung a leak.

Your visit to Atlantis begins with a gear-free dive. As you reach the sea floor you'll notice what seems to be an elephant. If you jump on it's back a bubble will come out. You can ride these bubbles like little elevators, you'll be doing that soon. First proceed past the elephant and jump over the weird plant. Grab the slice of cake, and head back. You'll have noticed that underwater Porky's jumps have more hang time. Now jump onto the elephant, and get on the bubble. On your way up, avoid the yellow fish when they inflate. Once you get to the ship, jump onto the beam and run down and jump over the plant.

Jump from the small rise onto the pipe, and then onto the lower ledge of the metal structure. Be careful to avoid the jellyfish, they drop down for you as you get near. Walk to the left end of the ledge for a heart, and then up the rope to the right. Drop off to return to the wooden ship, this time on the other side of the mast(?). Use the barrel to get onto the higher ledge, and jump down where the jellyfish drops. Walk into the broken part of the ship to your left. Grab the heart and the cupcake, then return to the section of the tunnel that's underneath the large pipe. Jump up to enter a special area.

There are two elephant creatures in this room, ride the left one's bubble up for three extra lives, and the right one's bubble for three hearts. Ride up off the screen to return to the ship, on top of the pipe you were just in. Jump off to the right again, and be wary of another jellyfish near the edge of that part of the deck. Jump OVER the gap, and head up the broken beam. Grab the cupcake and return to the gap. We're gonna take the longer route, after all; the game isn't very long as it is, why take the easy fast way through?

Upon landing on the large metal pipe, head left to plant a checkpoint and a cupcake, then drop down the right side. Walk to the left, you'll have to duck underneath the yellow fish if they inflate as they pass over you. Continue left, up makeshift stairs and past another fish. Drop down and get the heart on the far side if you want, but afterwards go back right under a fish until you reach a ladder. Jump off or climb down, and continue right past two more jellyfish. Jump up onto the pipe stairs and keep going right. Drop through some ledges and finish going right until you reach a second ladder.

Jump on the lowest fish, and sneak past the second to grab a cupcake before climbing up. Avoid the stars that the plant shoots at you, make a bubble, and ride it up and back out of the pipe maze. Notice the arrow pointing right? Yeah, you want to go right. Kill the fish so you have time to drop off the ledge, grab the first cupcake and fall to the right, then back to the left, and so forth to grab a few cupcakes. At the bottom, head off the screen past the arrow to enter the next part, with 17 cupcakes.

Now you're truly in the ruins of Atlantis. Grab the two cupcakes where you are, and head left. I've always found the music for this part to be strangely fitting, I don't really LIKE it as much as the other songs, but it reflects the level. Jump over the spikes, past the fish, and get the cupcakes. Trick the jellyfish into dropping, and jump past. When the tunnel opens into a room with pillars, get onto the first one, and then leap to the next three, each with a cupcake. Drop off and head to the shaft on your left. All you have to do is jump up each jutting section. Once at the top, ignore the right passage. We're taking the long way again. Trigger another bubble, and ride it up the left shaft.

Once you're at the top, drop down off the ledge. An important thing about these platforms is that you can drop down through them by holding down and pressing jump. Drop through the platforms until you're at the bottom. Grab the extra life and three hearts. Then go right, as you walk up the slope a jellyfish will drop. Climb up and jump back across, continuing back up to the top of the chamber. There's a small platform jutting out of the wall, use it as a step to jump up to the next level and head back to the right. Be careful jumping across the gap, there's a jellyfish that will drop on you. Grab the cupcake and use another outcrop to continue your ascent. Head back to the left a final time, and jump up to the highest platform with the pillar with the duck statue on it. A jellyfish is out of sight above the pillar, sneak past and avoid the plant by

going under it. Just wait for the fish to shrink, and jump on it. As long as it isn't blown up, there's no danger.

From the checkpoint, jump down to the flashing cupcake on the pillar with the duck statue. Then jump down to the right once more for another cupcake, on the pillar with the pig statue, which has started to flash. From there, drop off to the middle pillar. Keep going left, past the next pillar, and to the one on the far left, with another pig statue. Grab the cupcake there, ignore the left exit and head to the right to find the elephant thing. Ride the bubble up, but don't jump into the spiked ceiling. Grab the cupcake on your way, and jump across to the ledge with the spikes for a heart. Jump off the left side, and go past a fish. Jump over the hole, and you'll be on a ramp with two jellyfish. Now, if you want to you can skip this next part, it's entirely optional and will require a fair bit of backtracking once you're done, but you can get a bunch of cupcakes, extra lives, and hearts. Plus, it won't be as hard to get back the second time around, will it?

Drop into the right hole that you jumped over, make sure to fall straight down to grab five cupcakes. Head right, and wait for the jellyfish to drop so you can either jump on it, or run under as it goes back up. Make a bubble and ride it up to the pillar with the duck statue. Drop off the right, don't fall into the wall or you'll land in spikes. Walk down the chute for another five cupcakes, and jump off to grab the sixth floating in air. Once you land, get the cupcakes above and below the columns. Walk back to the right, and ride a bubble up to another pillar with another duck statue. What's the deal with Atlantis and ducks? Drop off to the right, and ride another bubble up into the roof. Yes, normally this would hurt you, but there's a secret to be found.

YAY SECRETS! Run up the ramp for three cupcakes, there are another two and some hearts on the ledge above start. Jump across the hole for three extra lives and another pair of cupcakes. Then drop down for the last three, and another set of hearts, now exit. You're dropped into the same room you entered from, head left and you'll find yourself at the start of the ruins. I said you'd have to backtrack, but it was worth it. Make your way back through the level until you reach the ramp with the two jellyfish where you fell through the hole.

Okay, that was a fun detour eh? Now that you're back, edge up to the first jelly to make it drop, jump on, then repeat for the second. Now fall down the left hole, but aim right to land and grab that lone cupcake. Walk off and land in another pillar room. Nothing interesting here, leap across and up to the platform with an arrow pointing down. Walk towards it to advance areas.

More water? Porky can certainly hold his breath. Go right, see the two bubble elephant things? Get ready for "fun", I hated this part as a kid. You have to jump onto the lower one, which will trigger the top one to spawn a bubble as well. Then quickly jump up to the top one to make another bubble. Climb on, and jump to the left bubble. This is what you'll be doing, jumping back and forth from bubble to bubble, DON'T fall off. A good thing to remember is as SOON as you're past an obstruction, jump back onto the other bubble. First you'll pass a few ledges which jut out into the passage. Then the area will open up, with star shooting plants on the side. Stay on the right bubble and ignore the plants. Now the ceilings have spikes to prevent you jumping too late, but they aren't very important. When you see the ledges with cupcakes, jump off and grab them, plant the checkpoint, and drop to the ledge immediately underneath the checkpoint. Walk through the wall on your left, jump, and drop into a room with three cupcakes and a heart. Walk to the point the arrow is pointing down at, it drops you to another room with two cupcakes and an arrow. Drop through to find

three extra lives and two jellyfish. Deal with the jellies however you like, continue falling, the last room has another heart, two cupcakes, a plant, and a fish. Drop through to land at the beginning of this area.

Repeat the bubble climbing you did earlier, past the star plants, back to the ledges that had cupcakes. This time jump back onto the bubbles as they pass the spike blocks. Stay on the left bubble at first, ride past the plant on the right. When you get to more cupcake ledges, grab them, and jump back onto the bubbles. Continue floating up, ignore the cake slices if you feel you won't be able to grab them in time. The rest of the cupcakes are placed directly in your path, so you'll grab them as you jump back and forth. Once you reach the end there are five extra lives, grab what you can and float up, out of the murky depths.

HE ESCAPED! Porky survived the ruins of Atlantis, he may be a bit soggy, but at least he's still alive. But he's not safe yet, it's time for a boss fight. Same deal as the other bosses, hit points are the icons on the right side.

You start out floating on what appears to be one of two beach balls. A jet of water will erupt under the ball you're on, when you're in the air, jump across to the second ball. It too will shoot up, and a shark jumps out of the water. Leap off the ball and hit him on the head to make him submerge himself. Now when the balls fly up, three crabs will jump out of the water to attack, so quickly jump over. This will happen twice, then he will come out and expose himself for another attack. There doesn't seem to be a set pattern, just jump across to the other ball whenever the one you're standing on gets shot up.

Seems like he's done for, and you've finished Atlantis with 79 cupcakes if you didn't skip the optional parts, and got everything along the way. This level was always my least favorite, mainly because it wasn't as linear as the others. That may be a good thing, but it made it harder to write for, I had to make sense of it and map a linear path.

It's time to go underground, has this pig absolutely no sense of danger?

6.04 The Abandoned Mines

(NOTE: THIS LEVEL HAS A FEW SECRET ROOMS HIDDEN IN WALLS YOU CAN GO THROUGH. IF YOU ARE ACTUALLY PLAYING THIS AND FIND ONE I HAVEN'T MENTIONED, PLEASE SEND ME AN E-MAIL!)

Well this isn't too bad, it's only a stormy night outside some abandoned mine shafts. Sounds like a fun place to spend the night. Walk past the signpost, and enter the level. The music for this level is very dramatic sounding, my peeve concerning the mines is that it's very easy to miss things and not be able to go back. That, and the ridiculous enemies. As you start, take note of the huge ball right above your head, hold down to slide down the ramp, and run like hell to avoid being crushed. You'll soon zone into the first real section.

See that goo creature with eyes? The entire level is full of them, they jump back and forth, up and down, and generally cause a lot of pain and annoyance. I may have been exaggerating when I called Atlantis non-linear, it's nothing compared to this level. I do not believe it's possible to explore everything in one play through. The chains work like a ladder, climb down and jump off to the right. There's an old friend we haven't seen since the Haunted Woods. Ye old ball on a chain on a pole! Jump past it and the spikes. Grab onto the chain and swing across. The goo will drop as you approach, leap over it and grab the next

three cupcakes. As you come to a lantern hanging in the passage, move slowly. A huge ball will drop from above it and attempt to make bacon out of Porky. Kill the blue thing with creepy red eyes, and jump down the shaft. Wait until the goo balls get to the side before dropping. Once you land, head right past some more goo. Wait until they move up before jump over the spikes. Get the heart and go back, this time heading left. Drop down the hole, and walk down the chute. Be careful not to press down or you'll begin to slide.

Once you zone in to the new area, continue down the chute, then drop around the bend and head left down another ramp. Drop off and follow the arrow, there's nothing up left, only another route you could have gotten here from. This time when you come to a drop with another arrow, ignore it and walk up to the right. Go past the goo, and climb up the chains, jump off at the top to the left, and get the cupcake and cake. A boulder will try to crush you, jump back down the shaft and head back to the arrow, this time follow it. At the next arrow, head in the opposite direction, up the shaft. There are two possible paths. Path A leads to 12 cupcakes. Path B leads to 4 slices of cake. You decide, I feel A is better because cake only gives points, while cupcakes are being used as a counter for extra life, and to check that you've collected everything right.

PATH A: Head up the ramp to the left, avoid the boulder, go past the goo, and then off the screen to the left. When you start in the next chute, hold down to slide to the left, and hold left once you land. The boulder will fall right past you, and you can take your time collecting the rest of the cupcakes. Get them as you run down each ramp. Then walk to the right, climb up the chain, and exit this screen. Drop down the shaft to your right, and run to the right. Keep running until you go through the wall, take that you nasty boulder!

PATH B: Follow the arrow down to the right, once you reach another arrow head up to the right, away from it. Sneak under the ball and chain, and climb up the chain ladder. Wait for the goo to move across before quickly climbing up. Jump off to the right and head to the next screen. Kill the blue beast and grab the four cake slices, then backtrack past the goo, ladder, ball and chain, and to the arrow. This time follow it, notice you can't jump back up to the left. This is why you had to choose one of two paths. Follow the chute down and to the next screen. Once there, hold down to slide away, a boulder comes after you. Once you hit ground hold right to go through an invisible wall.

Alright, now you're at the same place regardless of which path you chose. For the sake of cupcake counting I'm going to assume you chose A and got 12 more cupcakes. Jump over the pair of spikes, and run under the goo when it flies up. Repeat with the next couple spike patches and goo balls. Walk to the chain ladder; in case you hadn't noticed yet, those wooden pegs in the ground signify that there's a big boulder waiting to come out and attack. Walk to the right to trigger it, run back, and climb up the ladder to avoid it. We're going to do another completely optional part now that will involve a lot of danger for the sake of a single extra life and a nifty little secret room.

Climb up the chains, under the chained ball, and up another set of chains. Avoid the falling rock, and enter a single chamber with a swinging chain. Put the chain to use and swing across to enter the next area. Wait until the balls are swinging away from you, and when they loop around to the back side of the screen, run past. You can go under or over the third one. Wait for the four goo balls to drop and then rise, run underneath, and get to the shaft with the moving platforms. Wait for the platforms to come out of the ground, ride them up, and jump to the horizontally gliding one. Wait until the next set come out

of the wall on your left. Ride them up and jump to the lower ledge going in and out of the right wall. Jump back and forth between them as each recedes. Then leap to the platforms that come out of the wall right above you, take them up, and jump to the tunnel on your left. Avoid the platforms that try to push you up into the ball. Ride the next platform up and grab onto the chain. Climb up past the goo, jump to the left, kill the blue thing and keep going.

Two pegs and an extra life are waiting, but you know what the pegs mean. Run to the left, grab the life, and keep going until you're flush with the wall. The boulder will come down at the point where you were just a second ago. Now return to the right, back the way you came. You may want to climb back down instead of dropping as the goo might fly into you. Go back past the ball, and stop at the top of the next shaft. Drop off the side, and keep holding left to fall into a secret hole in the wall. Go left to enter a room. Grab the heart and cake, then exit and fall the remaining way down the shaft. Repeat the same process with the goo, the balls, and the spike floor room with the chain. Go left, and climb down the next chain. Don't drop to the ground, there are spikes there. Jump back to the alcove on your left, go past the ball, and down the final ladder. We're back where we started, and ready to continue.

By now the boulder you tripped earlier has respawned, activate it and climb up the ladder, then go back down and go right. Jump over the spikes, avoid the beast, and jump down the hole. Start going left, if you try to jump over the goo you'll probably get hurt, just wait and go under. Once you're past the ball you have to cross the spikes. Just jump across and don't let the platforms drop you into them. Go under the next to balls, and to the end of the tunnel. Wait for the bat to swoop down and jump on him, then leap off. Start going to the right, walk to the edge of the first boulder to make it drop. Walk PAST the second one, and don't stop underneath. Cross the spike pit, and edge the third boulder. Walk off the right side of the screen to get to the next part.

Edge the first stone, walk to the end, and start to climb up the chain ladder. Jump off to the left into the first chute, grab both cupcakes and hold down to slide out away from the boulder. When you hit the ground hold left until the boulder chasing you goes away. Head back to the right and continue climbing up. This time go further, and jump into the chute on the right. Grab the goods and slide down away from the boulder. This time you don't have to drop all the way down into the tunnel, instead you can land on the first chute on the left and wait as the boulder drops through the middle of the shaft. Finish climbing and go past the arrow under the ladder. Grab the cake and keep walking to the left, the rock will drop and crush the ground where you were a moment before. Go back to the right arrow, and climb up. When you're above the first two goo but beneath the third, jump off the ladder into the right wall. Enter the room.

There are a ton of goo balls in this room. Drop off to the right, grab the cupcakes and climb up the chain as far as you can while staying underneath the first ball. As soon as they cross over you start to climb. To avoid getting hurt you have to jump before you're at the top, so that you're above the goo when it crosses back. Get the heart at the top, then make a leap for the extra life, and land back onto the starting ledge. Return to the previous room.

You'll notice your cupcake counter has gone over 100 again, it now displays 3. Climb to the top of the shaft, and head away from the arrow. Jump over the pit and walk up the slope. Grab the cupcake and run back down, jump onto the short chains and climb up to avoid the rolling stone. Drop down and keep going left. Drop through the hole, and hold down to slide. Keep down held to slide away from the boulder. Once you hit the ground move to the right and avoid the rock. Grab the slice of cake, cupcake, and extra life, then jump down the left hole. Now retrace your steps up to the arrow whose direction you ignored earlier. This time follow it, slide down the ramp, and climb up the chains. Go to the

tunnel on the left, when you touch the slice of cake start running back and grab onto the chain to escape from the boulder, then head back for the extra life it was guarding. Double back and finish climbing up, prepare for a fight.

Oh hey it's Tweety! This shouldn't be very difficult. Wait... What happened to her??? Dr. Tweety and Ms. Hyde?

This is quite possibly the easiest boss fight. At the beginning Tweety will go down into the barrel. She'll pop up from below, when she does you'll leap from one of the two side ledges, and conk her on the head. At one point in the fight a drop of some kind of liquid flies up, avoid it and wait for her to surface again. Once you hit her enough, she returns to normal.

Well, with Tweety back to normal, it looks like you're done here. It's time to get some fresh air, and I mean really fresh. Get ready to freeze as Porky enters the Alps with 16 cupcakes.

6.05 The Alps

Hey, this seems rather refreshing, almost relaxi- OH MY GOD WHAT IS THAT? O_O Don't worry, the giant foot can't hurt you. As usual, walk to the right and start the level. Pirahnas will jump out of the holes in the ice. Avoid them and don't fall in. Jump across the first two holes, and meet the most disturbing enemy in the entire game. It's what appears to be a large ice creature coming up from beneath the ground. It's got red and yellow eyes, a huge set of teeth, and a nose. Creepy.. Wait for it to go down, and run across. Jump onto the ledge, and from there to the next one, landing on the snowman. The next section is very simple. Jump over the ice holes, avoid the snowballs, and look ahead to see where the icicle beasts emerge. Grab whatever hearts and cupcakes you see. This isn't very exciting is it? Same three dangers, keep going to the end and get the extra life, then follow the arrow to the next area.

Ah, this seems more interesting. Seems rather dangerous though, why ride on top when he could just stay inside the cabin? Soon enough birds start to swoop down and attack Porky. I have to wonder what those birds are doing in this harsh weather. Beware the smaller clouds that shoot lightning bolts down at you. Pfft, this isn't as exciting as it seemed. Avoid the lightning, the birds, and grab more hearts and what-not. Once you see an extra life in the air, you're almost done. Soon you'll load into the next area. This is where the real fun begins. The Alps? Forget them, we're going into a little place I like to call Abstract World.

It's not snowing anymore! Or at least... Not snow. But there seem to be green and purple fish skeletons raining down from the sky. This entire sequence seems to be adapted from a nightmare. There's a cauldron from the Haunted Woods. If you continue to the right you'll see a bouncing dog from Dry Gulch Town. Sure is abstract isn't it? The background props make it even more confusing. Keep going right, cauldron bounce to the dice, and back over onto the columns. Grab the cupcakes, jump onto the broken pillars, grab the slice of cake, and leap to the floating door. The door is on the left, past the creepy bird. As you touch the door you're teleported to a new world. A world of eyeballs, floating meat, and cupcakes. Jump around on the meat pieces to collect cupcakes and some

slices of cake. Then drop onto the eyeballs, jump across for some more cupcakes and another door, jump into it and you'll be thrown back out to the beginning of the abstract area.

Go right again, this time skip past the dice. Are they, hanging eggs to dry on a clothesline? Walk to the edge of the pit, and jump onto the egg platform. A horse pops its head out and scares the fat out'a Porky. The carrots in this level are dropping platforms. Jump to the left and then make another jump to land on the die. Jump up the next two carrots, and then up to the last die. Drop down or jump back to the first die you landed on. This time jump right over the abyss. Grab the cupcake and keep going right. Whatever took a bite out of that watermelon, well. We don't want to hang around and meet up with it. Climb up the dice towers, get the cupcakes, and ride the floating carrot up to the column with a checkpoint.

You can jump from the very right edge to make it onto the next column. From there, get onto the floating carrot and get the trio of sweets above. Jump into the door outline on the right. Use the eyeballs as platforms, get the cupcakes and jump into the red door. It returns you to the top of the column. Now jump left onto the dice. Make your jumps, and get the extra life at the end. You can use the birds to bounce back, or drop down and go back the normal way. This time go right past the columns, to the next scare point. You'll get flung up to the top of another column with two cupcakes. Jump to the lower broke one for a cupcake, then onto the carrot and the next set for a slice of cake and three more. Position yourself above the door, and hold down and jump to enter the door. weave back and forth to grab the cupcakes, it will probably take you a few tries. If you need to, once you exit go back up and drop in again. Now keep going right to the edge of another chasm. Jump up and into the door. Get the cake slices, and exit through the right door, you'll come out on the other side of the chasm. Walk to the right side and enter the next area.

Okay, from the start of this zone, jump over the little hole. Then onto the die and the column, then the other die. Go up past the first bird, and jump to the moving carrot. Grab both cupcakes on its path, and jump to the red die above. Jump to the dice on the left for some cake and a heart. Drop to the ground, and past the next cauldron is another red die, and a broken column to the right with a cupcake. From there jump to the ledge on your right with some more cupcakes and a cauldron. Drop down for another three cupcakes near the jumping dog, then backtrack up to the moving carrot. Ride it to the die on the right. Jump to the carrot, then to a ledge beneath some extra lives and stuff. Ignore them, jump to the far ledge with some cupcakes, then to the carrot path. Follow the path, jump from carrot to carrot, and then use the floating carrot beside the column ledges to reach the platform above you with three more cupcakes. Now return to the left, following the carrot path on your left. Continue over the carrots and dice until you get to the higher ledge we ignored earlier. Get the cupcake, heart, and extra lives, then head back to the right. The carrots are back, so follow them until you reach the column ledges. Drop off onto the cauldron on the ground, then walk off the screen.

Dice everywhere! This is a cool section. Jump onto the egg to be thrown up past all of the dice. You'll land on a high platform with a heart, jump from there down to the left for an extra life. Jump down to the next ledge, and then down once more until you're on the same level as the cauldron. Bounce off it to grab the heart in the alcove on your right, then go back to the egg. This time jump to the right, onto the dice pillar, then to the cake platform. You can't enter the floating door, so drop to the next section for another heart. Beware, the

cauldrons can toss embers up to the ledges above them. Drop off onto the lower level, and move to the left side. Kill the cauldron, and extend your view downwards. See the flame creatures jumping out of the holes? Stay in the safe spots. Once you're at the edge you can drop off, and jump back across for the extra life. Head back across the holes, and then past the ones on your right.

Jump onto the egg and you'll end up going through a floating door. You'll come out in the same area, next to some carrots and dice. There's a door beneath you that will drop you to your immediate left, through the door we couldn't enter earlier. Instead, cross the platforms to your right, and jump to the higher of two carrots, then to the top of a dice column. Jump past the hole with the door you got thrown at earlier. Jump onto the carrot and let it drop you, you'll land on a moving carrot. Ride it down to the red die, then make your way across the abyss. Drop down to the egg, and get scared up to the doors above. Now for a very bizarre sequence of rooms. You can hold left when being tossed up to land in the left door, but just humor me and enjoy the rooms. You're not going for a speed run.

Land in the middle door, and cross the meat in the next room. You'll land in the third alcove, jump into the door and you'll come out falling through the sky. You'll land in another door, and be let out into the middle section again. This time when you enter the room is different, jump down to the door, and come out in the first alcove. Enter the door, finally some more cupcakes. Cross the eyeballs and come out in the same section. Re-enter the room, grab the two floating cupcakes, but don't enter the new door. Drop down and enter the one on the far right again. You're dropped into the far right cubby, you know the drill. Stick to the right, where the cupcakes are. If you land in either of the first two doors, you'll be forced to redo this entire sequence from the start. Once you grab all five cupcakes and enter the door beneath the last one, you're let out on the other side of the abyss.

Stay on the dice ledge, and go past the cauldron and the jumping fireballs. Get on the moving carrot to grab both hearts, and then follow the carrot path over another abyss. Once you're on the next dice structure, head right past the hole. Use the egg to jump up high, and head up to the right for four slices of cake. Drop onto the cauldron when it moves beneath the hole. You'll probably get hurt crossing this section as the cauldron beneath is constantly sending up embers. Repeat the back and forth process until you reach the actual ground. Now walk off the screen and don't let go of the controls.

We could have taken a shortcut to skip this part, but that would mean skipping all kinds of bonuses. You land on a carrot which starts moving immediately. Ride it to the red die with a cupcake, jump over to grab the cupcake and land on the carrot after it has passed under. Start crouching as the carrot drops down. Make sure you're at the right edge of the carrot, and jump up for an extra life. Upon landing immediately crouch again. When you pass under the heart, stand up and run to the right, then crouch. Jump up for the cupcake when you reach it, and crouch back down. Just follow the path, jump over single dice and crouch under others. At the end of the path, you'll cross over into the snowy alps again. It's time for a boss fight!

It's the Yeti! At first he's admiring his reflection, but his mirror must have froze over or something, because now he's angry.

First he'll shake back and forth, then jump and come crashing onto the ground.

Snowballs will fall from the ceiling, if you walk all the way to the left side of the screen they won't hit you. Next he'll crouch down and toss a snowball at you, while he's hunched over you can jump on his head. He'll take out his mirror again, and repeat the entire process.

After you're done, the Yeti falls asleep. Good job, you've cleared the alps. If you've followed my directions you'll have 39 cupcakes. It's time to get in from the cold, a castle sounds nice and cozy, doesn't it?

6.06 The Castle

This looks like something straight out of an old monster movie. Moonlit castle in the middle of the night, electric blasts from the tower window, and to top it off it's in black and white! Well, the neon sign doesn't exactly fit. But that isn't important, so press up to go in. You start in the garden, take note of the hedge sculpture in the background, I tot I taw a puddy tat! I DID! I DID TEE A PUDDY TAT! Okay, get a move on already! Start going right, avoid the fountain dwelling pirahna, and get the cupcakes. Go past some more pools, and get the cake slices above. Pirahnas must love cake, or they recognize that cake attracts little pigs. Swing across the chain suspended by the eery statue, and follow the path. Fireballs will jump out of the holes, other than that it's fairly straightforward. Swing across the next hole, and enter the castle.

More cameos, Daffy Duck statues adorn the halls of this fancy place. Swing over the spike balls strewn about the floor. After jumping over some more spikes little airplanes will start to fly towards you, they progressively drop down as they get closer. Duck under them or jump on, and proceed past the next swinging ball. Jump up the ledges and onto the incoming plane squadron. Once past them you can plant a checkpoint. Approach the helm, wait until it shoots a fireball and then run past before it makes another. Leap over the next helm, and through the opening. Two planes show up, drop down and duck under them. Wait for the blue beast to walk away, then go under the spiked ceiling, and swing over the spike pit. Whoever owns this castle really likes spikes doesn't he? Pass the next set of planes, over the spikes, and past the swinging ball to finish this floor. Ride the wood elevator up, get the cake slice, and head back to the left to enter the second floor.

Look ahead of the spike balls and wait for the swinging ball to swing counter-clockwise. Jump over and past when it's going behind the pole. Jump over or under the next two balls, and over the helm. Swing over the boxing kangaroo (which by the way is entirely out of place in a castle such as this), and drop into the safe spots between spike balls. A helm will shoot fire at you, you can duck underneath them and wait to jump over. If you land on the kangaroo it will split into two smaller ones, just like the leprechauns from way back when. Use the patrolling kangaroo to bounce up onto the second level, or go under and ride the wood elevator up and backtrack for some cupcakes. Then return left and cross the wood boards. Drop off of the green ledge with the helm, jump up the stairs, and drop off again. Jump past all the kangaroos and spikes.

Jump back and forth up the platforms. Past the two helms at the top is another checkpoint. Now start to make your way back to the right, swing across the pit and take out the kangaroos. Wait until the moving wood reaches you, and use the falling platform to jump onto it. Ride to the right and jump to safety past the spikes. Now for a very dangerous section. Not only are there kangaroos, but also airplanes. So you can't simply jump over or duck under either. To make it

even better, there are fireballs, and spikes! When you see the dark hole things that open to the lower level, for the love of your preferred deity, do NOT fall through. Jump across, and be ready because after the first couple sections fireballs will start to fly at you. Jump over the helm, walk through and up the elevator to the next floor.

Enough weird medieval stuff, you're in the pool now! But there are still some fireballs. Wait for the fire to be launched, and for the piranhas to drop back. Then jump across, the life preservers will fall when you step on them. Can't you read? No monsters allowed in the pool! Jump over the robot and the next water pool. Swing across the larger pool, over the fireballs, and jump up the steps. Swing to the preservers, and jump over the piranhas. The obstacles don't change at all for the rest of this floor. Run to the end, take the platform up, get a slice of cake, and move on.

Hooray for stable platforms! Jump across the preservers, and past the fireball. I don't know what's in those ACME crates, but I hope they're not flammable. I wonder if the castle's owner knows he has piranhas in his pools. But I digress, jump over them and up the steps to hit a checkpoint. Careful jumping over the second set of fireball machines, the robot on the right will shoot as he runs towards you. Grab the heart on top of the crates, and jump on the robot as he comes near, you can't afford to be shot at. When you get to the hole, drop down and get the hearts on the right. Ride the preserver back up and exit to the right. Continue up and across to the next level. We've reached the end Porky old pal! Prepare to meet your maker, maker of monsters that is!

As you're thrown into this fight a robot runs around next to you. Jump over it and walk through the door on your left. Well, this explains it. Who else but Daffy would create a robot, and rule a castle filled with statues of himself?

Daffy's controlling the robot, wait for it to come up and attack you, then jump on Daffy's head. The robot is stunned and becomes vulnerable, jump on the robot to deal damage. Then jump back onto Daffy's head when he snaps out of his daze. You can effectively stay on Daffy's head the entire time, just bouncing. He won't hurt you, and you can wait for the robot to make its way to you.

Once you finish it with 50 cupcakes, Porky wakes up, then falls back asleep this time to nice peaceful dreams. Until a ton of glowing eyes pop up in the night, looks like Porky saw them too! Maybe he should just pull an all-nighter.

Let's give a round of applause to the wonderful cast, shall we?

STARRING:

Porky Pig as Porky Pig.

Daffy Duck as Daffy 'The Count' Duck.

Spooky Sid as The Ghost.

Yosemite Sam as The Sheriff.

Willie 'Great' White as Sharky.

Tweety as Jekyll.

Monster Max as The Yeti.

The Chaos Machine (Supplied by ACME Robotics)

"Plus a full supporting cast of Looney Tunes characters"

Well, "THAT'S ALL FOLKS!"

(NOTE: I've never played this game for score, and many of the enemies respawn so it's possible to just grind up as much as you want. But after finishing my normal difficulty run, I had 122800 points.)

7. Versions List #07

Version 1.0 March 21th 2008: Wrote the frame for the guide, started work on the Haunted Woods level.

Version 1.1 January 29th, 2010: Remembered I started this, felt like writing something and checked that this game still has no guide. Added versions list and finished up the Haunted Woods. Plan on working more over the weekend and submitting the work in progress on monday.

Version 1.1 January 30th, 2010: I had plans to do quite a bit today, alas life intervened. Had to deal with a computer virus and I also watched District 9. Maybe tomorrow I'll have some time.

Version 1.2 January 31st, 2010: Did Dry Gulch Town in it's entirety. Started Atlantis, finished the river raft, ship expedition, and started the ruins.

Version 1.3 February 1st, 2010: Finished up Atlantis. Had some trouble figuring out a linear path for some nonlinear parts, but it's done. Did the Abandoned Mines, and about half of the Alps.

Version 1.4 February 2nd, 2010: Finished the Alps. Finished The Castle. Finished the guide for the most part. I'm considering going back through on other difficulties to get some pictures, and to test what the changes in difficulty are, so I can include them in another section. This yet to be made section would be 6.00.

8. Credits #08

Myself for making this guide.

CJayC for creating this site, and SAllen for running it.

All of the developers and companies involved in making and producing this game.

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