





The object of the game is to score as many points as possible by helping the Pigs patch their houses, thereby protecting them from Bigelow B. Wolf.

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in Joystick Controller/s (solo player uses left Joystick).
5. Set both difficulty switches to **b** to begin.
6. Select game with the game select switch.

**Game 1:** One player (controlling the Pig) vs. Computer Wolf.

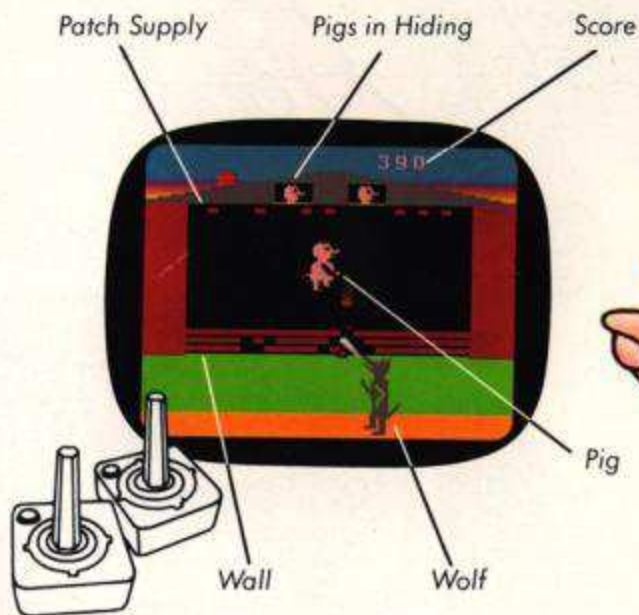
**Game 2:** Two players (taking turns controlling the Pig) vs. Computer Wolf.

**Game 3:** Two players (taking turns controlling the Pig and the Wolf).

7. **The Joystick Controller** is held with the red button in the upper left position. Move your Joystick to the left to move your Pig to the left, to the right to move your Pig right, and up and down to move your Pig up and down the screen. Press the red button to grab an object; release the button to drop it in place as a 'patch'.

Note to owners of Sears  
Tele-Games® Video Arcade™:  
Difficulty is called skill, and  
**a** is expert, **b** is novice.

8. **To start a new game** press game reset. Wait for the Pig to walk to the center of its house. Move the Joystick to bring out the Wolf and start the action.
9. **Difficulty Switches.** With the difficulty switches in the **a** position, your Pigs must walk down to the wall to drop an object in place. In the **b** position, they can drop objects in place from any point on the screen. When playing game 3, the Wolf will huff and puff a little slower if your difficulty switch is in the **a** position.
10. **Scoring.** Points are earned every time your Pig drops an object in place in the wall. Objects in the first row are worth 4 points each. Point values for each object increase by 4 with each new row (see "Row After Row" under "Special Features"). For example, in row 6, each object is worth 24 points. In row 7, each object is worth 28 points.





## SPECIAL FEATURES OF OINK!™

**Three Little Pigs, Three Little Houses.** Each Pig defends its own house. The first house is made of straw, so it's yellow. The second is made of sticks, so it's brown. The third house is made of bricks, so it is red. Each time you lose a Pig, you move to the next house and the next Pig.

**The Wolf Who Huffs and Puffs.** Whether your house is made of straw or sticks or bricks, the Wolf will try to blow it down to get to the Pig. He'll blow a little hole here, then a little hole there. And, if you don't keep up with the Wolf, he'll turn little holes into big holes. Then he'll chase after your Pig.

**Losing a Pig.** If your Pig is struck by the Wolf's breath, he will fall down to the bottom of the wall, losing precious time. And, if the hole is wide enough for the Pig to fit through, the Wolf's breath will take him right out onto the lawn. And then you've lost a Pig.

**Row After Row After Row.** Every time a row of objects is used up, a new row appears. With each new row, point values increase. But as they do, the Wolf gets tougher and tougher.

**If You Can't Beat Him, Join Him.** You and a friend can take turns helping the Wolf in his homewrecking crusade. In game number 3, each player will alternately have 3 turns helping the Wolf and 3 turns helping the Pigs. Points are scored only while you're helping the Pigs. At the end of the game, total scores are shown for both players.

## JOIN THE ACTIVISION. "OINKERS"

If you reach a score of 25,000 points or more in Game 1, you will be eligible to join the honorary Oinkers. Simply send us a picture of the TV screen showing your score, along with your name and address, and we'll send you the official "Oinkers" patch.



## HOW TO OINK!™ YOUR WAY INTO THE OINKERS CLUB

Tips from Mike Lorenzen, designer of Oink!™



*Mike Lorenzen joined the Activision design team in January 1982. He has an extensive background in video game design and we are pleased to introduce his first work on behalf of Activision.*

If you're helping the Pigs, it's really crucial that you're quick yet calm. You'll soon realize your pig doesn't need to run all around to get the job done. Just never let a gap get wide enough for a Pig to fit through. Any time a wide space forms, be sure to drop a few objects into it.

Keep your Pig at the overhead patch supply for quick access. You'll soon find out that he doesn't have to be directly under an object to take it, just in the general vicinity. That should save your Pig a few steps.

Try not to get into the habit of pressing the red button once to grab an object, and then once again to release it. It is much more efficient to HOLD the button down after you've pressed it to grab an object. Then, move the Pig into position, and release the button to drop the object into place.

If you'd rather help the Wolf, reverse your strategy. You'll want to blow open a gap as wide as possible. Notice that there are three layers of objects. If you've blown one object away, don't move. You're already in position to blow out the two remaining objects above it. And watch the Pig. If he's heading toward this newly created hole, blow him down too!

Whether you play the good guy or the bad guy, practice is the real key. But when you need a break, drop me a line. I'll look forward to hearing from you.

*Michael Lee Lorenzen*





If you have questions about Activision games or clubs, drop us a note or call the "Game Line" toll-free at (800) 227-9757/8 (in California call (415) 960-0410 ext. 5245). Ask to be put on our mailing list and we'll keep you posted on new Activision game cartridges as they become available.

# ACTIVISION®

Activision, Inc., Drawer No. 7287  
Mountain View, CA 94039

Atari® and Video Computer System™ are trademarks of ATARI, Inc.

Tele-Games® and Video Arcade™ are trademarks of Sears, Roebuck & Co.