

CYBER-CHICKEN

ENGLISH

THE GAME

The army of dedicated chicken hunters succeeded! Our planet is free of the terrible chicken plague... or at least, it was. Now a new danger looms on the horizon and this time, it comes from the infinite depths of space... They're back! Cyber-chicken from outer space are threatening our planet. Alert! Cyber-chicken alarm! Everyone at battle stations! Take up arms and prevent the Earth from turning into one big chicken shack! You're the last line of defense operational. You control the last impulse cannon that cyber chickens did not destroy, the fate of humanity now rests on your shoulders!

HOW TO PLAY

At main screen, use the following keys (press spacebar to play):

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| 1 | | Choose your level. |
| 2 | | Canon near or far from chickens. |
| 3 | | Show hi-score table. Press the "S" key to save your scores and press the "L" key to load them. |
| 4 | | Enter the option menu. |

Option menu ("ESC" key to exit):

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| 1 | | Play using a joystick or a mouse (mouse on joystick port or using a SYMBIFACE II interface) |
| 2 | | Play with tunes or SFX (both with CTC-AY interface). |
| 3 | | Choose between 2 screen palettes for color monitor and two other for monochrome monitor. |
| 4 | | Display or not the cannon on game screen. |
| 5 | | Bullets in the centre of the cross or in sight zone only (try this option to clearly understand what it is talking about) |

If you have 128 KB of memory, you will enjoy a perfectly smooth scrolling at 50 frames per second, 4 additional levels and 9 tunes.

The levels:

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| Level 1 | First Wave |
| Level 2 | Chaos Storm |
| Level 3 | Chickens Revenge |
| Level 4 | Speed Run |
| Level 5 | Text Runner (128 KB only) |
| Level 6 | Gun Range (128 KB only) |
| Level 7 | Kamikaze (128 KB only) |
| Level 8 | Terra Apocalypse (128 KB only) |

WHILE PLAYING

Aim and try to destroy all cyber-chickens in the allowed time. Use the cursor keys, your joystick or your mouse to aim. Shoot with the "COPY" key, fire button 1 or the left mouse button. Change weapon with the "RETURN" key, the fire button 2 or the right mouse button. Press "P" to hold the game and press "ESC" to leave.

Blue energy shots offer rapid fire rate but require more precision than the yellow energy shots, more powerful but with a slower rate of fire. After a 21 shots blue energy burst, you must let your cannon cool down for a while.

In the first level, if you manage to destroy all the cyber-chickens, each remaining second will earn you 100 points. From the second level, cyber-chickens can shoot you. Your energy shield protects you from some impacts but your turret is then destabilized and you finally die if you are touched too many times.

Cyber-chickens arrive from the left of the playing area and you also die if too many make it across your line of defense, leaving the playing area by the right as they can then destroy Earth. Each cyber-chicken killed earn you 30 points. Do not touch the moving astronauts not to lose points. Each astronaut killed cost you 100 points.