

SUPER
SILVER

CHICKIN CHASE

COMMODORE 64



DEUTSCH

ITALIANO

ESPAÑOL

FRANÇAIS

NEDERLANDS

DANSK


FIREBIRD





CHICKIN CHASE

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THE GAME

*(As translated from the French by
C. A. Havelock.)*

The life of a cockerell, it is not always so very nice. He has to defend the chicken house against his insatiable enemies. And he must eat to keep up his strength so that he is able to honour the requests of Madame.

Never forget that a gallant visit can leave you powerless to fight the hedgehogs, rats, stoats, snakes and other terrible beasts that are so fond of the oeufs. You can replenish your energy from the grain store in the chicken house.

LOADING

1. Ensure that your tape recorder is connected according to your Commodore 64 Manual.
2. Place the tape in your tape recorder and rewind to the beginning.
3. Press SHIFT and RUN/STOP on your Commodore 64 simultaneously.
4. Press PLAY/LOAD on your tape recorder.

NOTE: Full loading instructions can be found in your Commodore 64 Manual.

PLAYING THE GAME

Chickin Chase can be played either with a joystick (connected to port 2 of your Commodore 64), or the following keys:-
: (colon)=UP

Z=LEFT

X=RIGHT

. (full stop)=DOWN

SPACE BAR=PECK

START= ← (arrow left)

Once loaded, the game will immediately go into DEMONSTRATION mode. Press FIRE on your joystick to start.

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SUPER SILVER CHICKEN CHASE

CBM 64

JOYSTICK/KEYBOARD

FAST LOADER



Zoot alors! You must defend your oeufs against all comers, Mon Ami. The cockerell he has to keep up his strength so he can fight off the many animals that are trying to eat his oeuf-spring. And the requests of Madame must be satisfied if you are not to receive a boeump on the head. Ooh-la-la! Sacre blue!

Screen pictures above may be from different machine versions of game

