Cyber Chicken Manual

A chicken story

In the year 2002 at Christmas the Game 'Cyber Chicken' was released for the PC. This 3D game takes place in space and the aim is to shoot chicken in space. It was a lot of fun to play it, but of course you did need a PC.

And now this funny game found its way to the Amstrad CPC. Enjoy hunting Cyber Chicken on your CPC with features never seen before on this computer ☺

Features

➢ Single pixel precise scrolling in all directions
➢ More than 45 sprites on screen
➢ Up to 50 fps 3D graphics (128 KB version)
➢ Eight levels of fun (128 KB version)
➢ Options to adjust color, sound, GFX and game parameters
➢ Play with Keyboard, Joystick or Mouse

Now what's the game all about?

Let me try that… There is a lot of denial; and as we all know history is always written by the winner of a conflict. So let my try to stay neutrally. Now this is the story as we know…

In the year 2025 the people of the earth got sick of fast food, but forgot how do make proper meals. Finally most people had to eat chicken every day. It's healthy, not too fat and tasty too. This worked out well for a while, but in 2076 a big epidemic killed all the chicken and similar species on earth. Some say it was an experiment with some kind of a bioweapon, which went terribly wrong. Some say it was just in time. Suddenly there were no chickens left any longer and people went crazy. But soon – after cleaning up all the chicken zombies - some space pioneers brought some giant chicken from another planet to earth and cultivated them for food. For some reasons the cultivation of that new kind of chicken didn't work well on earth, they just didn't reproduce. However they tasted just fine. Then the space troops caught more and more chickens on their home world and brought them to earth on a regular base. Soon they became the new food standard on earth. Now all the earthlings were happy again, but the remaining chicken on their planet Eolomea really couldn't laugh about it that much.

Earthlings thought that chickens must me dumb according to their small brain mass. Well, humans haven't been that wrong since the first use of a nuclear weapon. In contrast, this giant chicken had been very smart and peaceful. Well, at least for a while…

The chickens of Eolomea were forced to fight their extinction; they put their heads in their space helmets quickly and started off to punish man for his sins…

This is the situation right now: The year is 2097. After breaking through the three defense circles of the solar system (Pluto, Jupiter and Mars) the remaining chicken soldiers are

heading directly towards earth. Few are left of them, only the best and they are really angry now. Every single one of them is capable to take revenge.

Elite chicken soldiers used their distance weapons (EMP beams) to knock out all electricity based technology on earth. No rotisserie is running any longer and no Transform cannon can shoot any longer.

But one single weapon is still working. On a long time ago abandoned space station an old fashioned Impulse cannon is still standing. Nobody cared about this artifact, which was not even good enough to go to a museum. Luckily this space station was build EMP proof. Later on such spooky pranks haven't been used any longer, since the evolution of weapons never stopped on planet earth. In this space station there is another artifact, it's a so called Amstrad. It doesn't tell much, but it can be linked to the Impulse cannon and – yes! – it still has the control software on an small expansion box. There is light at the end…

You are the last frontier to save planet earth! Shoot all the chicken out of space and save your sweet home, good old mother earth – or Gaia if you prefer. However, do it! If not, well, I hope you made your last will. And now … get some chicken and have a good meal ;-)

The Game play itself

You control a crosshair cursor over a screen using the Cursor keys and Copy or a Joystick. Alternatively you can use a Joystick compatible Mouse or the SYMBiFACE II mouse. Shoot as much chicken as you can get in a given time interval.

You can decide between two kinds of energy shots. The first kind can be fired relative rapidly, but you must hit very precisely. The second kind can be fired only in a slower pace, but they burn every chicken coming close to them.

Since this game takes place in a 3D room it depends on the distance to the chicken where the bullet will hit it - or not. Bigger chicken are closer and the energy ball will hit them very soon after firing. The opposite is obviously true for smaller chicken.

Now hurry up! Time is running, chicken are approaching from the left and try to continue to inner solar system at the right.

In some levels chicken fire back, if you get hit too often your turret will break down and you die.

If too much chicken make it to the right, they will destruct earth and the game is over.

Press "P" to pause the game, and a second time to resume.

Good luck! And may the fireball be with you!

Controls

There are three ways to control the game, which mainly depends on your funds…

- The basic version: You use the **Cursor keys, Copy** (Energy bullets) and **little Enter** (switch weapon) or the **Joystick and Fire 1 and 2**. This type of control is kind of slow in the beginning, but increases speed while being used. However, when stopped to be used all the kinetic energy is lost. It uses a low power energy source, but it sums up at the end.
- The advanced version: You are using a **Joystick compatible mouse with Fire 1 and 2**, it starts also slowly and increases speed, but it recycles kinetic energy. So it slows down with a delay. Ask Bryce for a mouse adapter.
- The exotic version: Use the **mouse of your SYMBiFACE II** and gain full control while moving you target cross proportional. Both ears of the mouse allow either to shoot an energy ball or to switch to the other weapon.

Weapons

It's left to you if you use the high frequency blue beam energy ball weapon or the low frequency yellow energy ball weapon. The blue balls come out more rapidly, but the yellow balls use a different kind of energy which influences a bigger part of the space surrounding it. You can switch between them by using Fire button 2 or the little Enter key.

But carful, after a maximum of 21 shot the weapon gets too hot and has to cool down for a while, when using the fast blue energy balls.

In some levels also the chicken can shoot at you. Your turret can take some hits, because it's protected by a force field © Future technologies inc. However, it will feel like an earthquake and your cannon may get dejustified. Try to omit too much hits of the other side, else you will have a hard time to find yourself back in the time and space continuum. Too much hits will kill you.

Main menu

1. Level: Select level 1-4 (64 KB version) or 1-8 (128 KB version).
2. Strikes: Select the distance until a projectile hits a chicken
   Note: If nigh is selected the bullets hit quite soon, else they will hit far away.
3. Display TOP 12 space warriors: in the hall of fame (press Space to return)
4. Miscellaneous: brings you to the Options menu (see below)
➢ Press SPACE to start defending the earth, or…
➢ Hold down CONTROL and press ESC: to leave the game and go back to reality.

Options menu

1 Aim/Shoot: Select between two input methods:
   a. Cursor keys, copy and enter or the Joystick with both fire buttons. You can use joystick 1 or 2
   b. Joystick compatible Mouse
   c. The PS/2 mouse of the SYMBiFACE II is supported in the FutureOS version
2 Sound & Song: Select sound effects and songs: Select between sound effects, songs, both or none.
   Note: If Effects **and** Song are selected during the game the Effects will be redirected to the two YMZ's of the CTC-AY sound card.
3 Color: There are two color sets for the color monitor and two color sets for the green / monochrome monitors
4 Cannon: Switch the two cannons on or off (visible of not visible)
5 X-Cross: Bullets can either direct to center of the target cross or pass the center more early. Hard to explain, take a look at it.
➢ Press SPACE to start defending the earth, or…
➢ Press ESC to go to the Main menu

Levels

- Level 1: First Wave
- Level 2: Chaos Storm
- Level 3: Chickens Revenge
- Level 4: Speed Run
- Level 5: Text Runner
- Level 6: Gun Range
- Level 7: Kamikaze
- Level 8: Terra Apocalypse

While the first level is quite easy and you will earn even bonus points for remaining second, the later levels will get harder and harder. You should master each one of them before you proceed to the next level.

The aim of the game

Try to shoot as much Cybernaut chicken as you can to save your good old planet earth. You may not earn good karma, but you keep your kind alive at least. Every killed chicken will gain you 30 points. But be careful, time is running out. If too much chicken escape at the right end of the game area, then earth will be destructed and the game is over. In Level 1 you get bonus points for remaining time after killing the last chicken (100 points for every second). No need to waste time. In Levels 2 and higher the chicken can fire back at you and too many hits will destruct your turret. In space you can die quick, so stay concentrated.

After the battle

Whenever you have finished defending the earth your success will be measured according to the TOP 12 list. Well, you could call it a kind of highscore list or just a place to meet old friends ☺

If you make it into the TOP 12 then you can enter your name and watch it onscreen. Else you just see the unchanged list. In every case you just have to press SPACE to continue to the main menu again.

To enter your name you can use the cursor keys and copy or the joystick. UP and DOWN select the character, LEFT and RIGHT select the column, COPY or FIRE do enter editing. Then press space to continue to the main menu. You cannot leave the game by pressing ESC as long as you watch the TOP 12 hall of fame for security reasons.

The making of

- The idea of this game is derived from the PC version of Marco Sowa
- All code by TFM of FutureSoft
- Chicken GFX by MacDeath and additional GFX by TFM
- Songs by Tom and Jerry, sound effects by TFM
- Title pictures by Devilmarkus and TFM

And now … enjoy ☺