



It's late...You've got to get your brood home in time to watch "Fowl Play". The only problem...There's six lanes of freeway between you and home. And every day it seems to get worse....

CHICKEN! is a one or two player game of skill. It pits each player against six lanes of highway with ever increasing traffic density. The object, of course, is to get your chickens across the road.

1 PLAYER GAME

You can use either Game Handle 1 or 2. Handle number 1 plays the left side chickens. Try to get all four of your chickens across the road. Points will be awarded for each successful crossing. If you get all four across, you will be given a 50 point bonus. When you are done with all four chickens (one way or another) the game will move on to the next day. If any of your chickens didn't make it, you will no longer gain the bonus points, and the next day will show only as many chickens as you have left. When all of your chickens have gone "splat", you can restart the game by pulling the trigger on Handle number 1. Good luck.

2 PLAYER GAME

This way of playing is similar to the 1 player way, with the following exceptions. Game Handles 1 and 2 are both used. Whoever finishes his chickens first, one way or the other, causes the game to end that day and move on to the next. Also, the first player to get all 4 of his chickens across on any day will get the 50 point bonus. If one player kills off all his own chickens, and the other player has no points, the game will end. You can start over by pulling the trigger on Handle number 1. Good luck to you both. And may the best chickenherd win!

ASTROCADE BASIC

The Astrocade Basic format is on side 'A' of the cassette. To load the program, type in :INPUT, or :RUN, and GO. Then start the recorder with the level set at about 9 on a scale of 10. The recording is in two parts, taking a grand total of about 30 seconds, and will start automatically.

BALLY BASIC

The Bally Basic version (300 Baud) is on the other side of the cassette. This version is identical to the 2000 Baud version on the first side, but requires the original 300 Baud cassette interface to load.

To load this version, type in :RUN, and GO. Your recorder should be set at about 4-1/2. The program will be seen loading in at the top of the screen.

When this part is done, it will put up the opening screen while loading the rest of the program. All in all, it takes about 50 seconds to load.

MACHINE LANGUAGE MANAGER

The MLM can be used with either version of CHICKEN!. Since CHICKEN! was created using the MLM, all that is necessary is to load CHICKEN! using either one of the Basics as outlined above. Once it is loaded and running, take out the Basic cartridge, put in the MLM, and hit the RESET button. You can now use the MLM to fool around within the CHICKEN! program as much as you want. To restart the program, type in 4A28 CALL. A copy of the listing is strongly recommended. Have fun!



The
Bit Fiddlers T.M.
Computer Products
For Work and Play

(714) 565-1610

P.O. Box 11023-San Diego-California-92111

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