CHICKIN CHASE

© JAWX 1985

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. Connect the EAR socket of your Spectrum to the EAR socket of your tape recorder.
- Place the tape in your recorder and rewind to the beginning.
- Type LOAD II and press ENTER on your Spectrum.
- 4. Press PLAY/LOAD on your tape recorder. NOTE: Full loading instructions can be found in your Spectrum Manual.

PLAYING THE GAME

Chickin Chase can be played by redefining the keys to your preferred layout. The standard key settings are as follows:-

7=UP 5=LEFT 8=RIGHT 6=DOWN 0=PECK

WARNING: Copyright subsists in all Firebird software, documentation and artwork. All rights reserved. No part of this software may be oppied, transmitted in any form or by any means. This software is sold on the condition that it shall not be hired out without the express permission of the publisher.

If this program is faulty and fails to load please return it to the address below and it will be replaced free of charge. This offer does not affect your statutory consumer rights.





Firebird Software, Wellington House, Upper St. Martins Lane, London WC2H 9DL.

Firebird and the Firebird logo are trademarks of British Telecommunications plc.