

## Cyber Huhn Manual

### The beginning of a chicken story

It may be about a year ago when a guy called Marco asked about commercial games on CPC. Back that day I stated that there is no marked. But it turned out that he is not only in a high position in a commercial software company, he is also a CPC enthusiast. And his dream was always to release a game for the CPC. So we decided to do that with the CPC Version of the PC game Cyber Chicken.

Originally we planned to make a tape, a disc and a FutureOS version. Now since the game is in an advanced state already, but I lack time, I thought: "Why not participating in that ROM contest, so I have reason to speed up the game development".

And that's all about it; it's a great motivation to move on in the development process. But it only works if I make it public; else I wouldn't have pressure on me

### 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.

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 cheap 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 middle 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 high end version: Use the mouse on 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

Its 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.

## Main menu

- Select controls: Select between either the cursor keys, copy and enter or the Joystick with both fire buttons. You can use joystick 1 or 2.
- Select sound effects and songs: Select between sound effects, songs, both or none.
- Select colors: There are two color sets for the color monitor and two color sets for the green / monochrome monitors.
- Watch the TOP 12 fighters in the hall of fame (press Space to return to the main menu).
- Press SPACE to start defending the earth, or...
- Press ESC to leave and go back to reality.

## 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 at least alive. Every killed chicken will gain you 30 points. But be careful, time is running out. No need to waste time.

## 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, simple sound effects by TFM

And now ... enjoy