



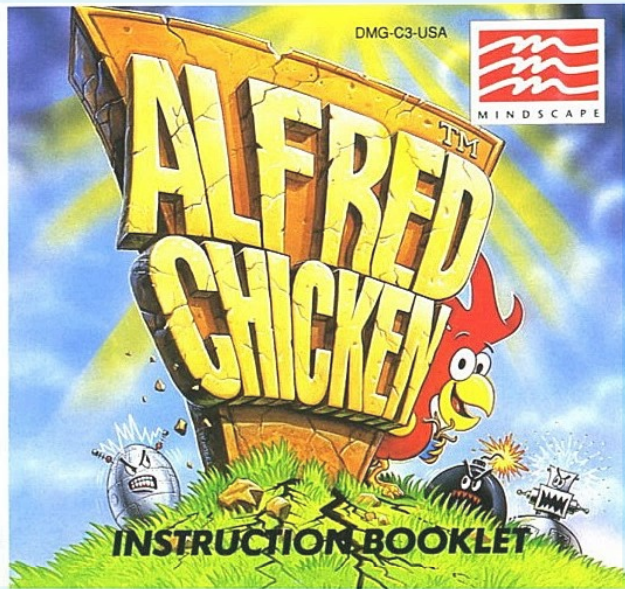
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Nintendo

GAME BOY[®]

DMG-C3-USA



Warning:

Please read the enclosed consumer information and precautions booklet carefully before using your Nintendo® hardware system or game pak.

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SEAL OF QUALITY

**Mr. Peckles says, "Read this booklet, so you can give
Alfred all the help he needs!"**

**Alfred sends this message from Wild World,
"Thanks for helping me battle the evil
MEKA-CHICKENS!"**

MR. PECKLES' TABLE OF CONTENTS

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THE MEKA-CHICKEN THREAT

**WE, THE MEKA-CHICKENS,
HAVE EGGNAPPED BILLY
AND HIS BROTHERS TO
USE IN OUR EVIL CLONING
EXPERIMENTS !!**

P.S. WE HAVE FLOELLA TOO.



GAME CONTROLS

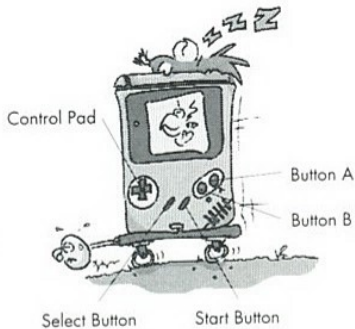
Control Pad

- ◀ Move Alfred left.
- ▶ Move Alfred right.
- ▲ Enter a door.
- ▼ Peck when standing.
Dive bomb when falling.

Note: Dive bombing destroys the monsters, but be careful, some monsters can defend against it!

Swimming

When Alfred is in the water he swims like a duck. Press ▲ ▼ ◀ and ▶ to help Alfred swim up, down, left, and right.



Start Button

At the title screen, press **Start** to begin the adventure!

During the game, press **Start** to pause and unpaue.

Select Button

From the title screen, press **Select** to go to the *Options* screen.

B Button

Bombs: If Alfred has the pot of Jam, press **B** to fire a bomb.

Bullets: Press **B** to fire a large bullet when Alfred battles a Meka-Chicken.

A Button

Jumping: Press **A** to make Alfred jump when standing—the longer you hold the button down the higher he jumps!

Spring: Press **A** to give Alfred extra lift when he bounces off a spring.

Falling: Press **A** to slow Alfred's fall.



STARTING THE GAME

To play. Make sure your Game Boy is turned **off**. Put the *Alfred Chicken* cartridge in the Game Boy and turn **on** the power. "Nintendo®" appears, then the title screen.

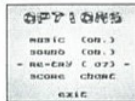
Title Screen. Press **Start** to begin the game. Press **Select** to see the *Options* screen.

Options Screen

Press Control Pad arrows to point to options. Press **A** or **B** to select an option. If you select RE-TRY, **A** adds a life and **B** subtracts a life.

Score Chart

The Score Chart shows the highest score for each level and for the entire game.



LEVEL	SCORE
01	000010
02	000000
03	000000
04	010700
05	010000
06	000000
07	000000
08	000000
09	000000
10	000000
11	000000
TOTAL	000000

TO COMPLETE THE MISSION

Balloons

Alfred must peck all balloons on each level. The last balloon floats Alfred to Mr. Peckles' Space Lab, where he gets points and extra lives based on bonuses.



Diamonds

A girl's best friend, diamonds are Floella's favorite. There are 60 diamonds on each level. Mr. Peckles awards points for each, or an extra life for all 60 of them.



Doorways

Doors connect the rooms on each



level. Some lead to secret rooms, so try them all!

Buttons

Buttons turn certain blocks on or off, and help get to other parts of the level.



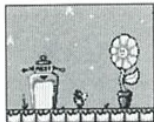
Bonuses

Collect bonuses on each level. Mr. Peckles awards one extra life for every hundred collected. Look out for these:



Mr. Peckles Space Lab

This is where Mr. Peckles rewards Alfred for his bravery.



On/Off Blocks

Alfred affects some things in the game by pecking these blocks.



Springs

Alfred can spring to high or hard to reach places. When



Alfred jumps on a spring it bounces him into the air. Press **A** to make him bounce higher.

Ice

Alfred can either peck or dive bomb through ice. (Diving is faster!)



Mr. Personality

Alfred pecks the On/Off block to turn on the TV and talk to Mr. Personality. Alfred can then ride the BLAH platforms.

BLAH

BLAH



HELPFUL OBJECTS



Watering can

There is one on each of the worlds. Some are very well hidden, so look hard. Mr. Peckles awards an extra life for every can Alfred finds.



Can O Worms

Collect this to give Alfred a worm that spins around him, destroying monsters and breaking through ice blocks.



Egg cup

Gives one extra life.



Present

This makes Alfred invincible for a little while.



Pop can

Alfred can use this as a platform. Pop cans resist the Terrasawus for a little while.



Log

Use this to slow down the Terrasawus.

THE FOX



Clock

Gives 150 extra time units.

BONUS GAME & GAME SCREEN

Bonus Game

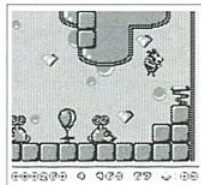
After completing a level or defeating a Meka-Chicken, Alfred floats up to Mr. Peckles' Space Lab. On his way, Alfred sees lots of floating presents. He gets 50 points for each present collected. If all the presents are collected then Mr. Peckles will award one extra life.



Game Screen

Important information appears at the bottom of the game screen.

1. Score.
2. Number of balloons left to collect.
3. Bonus time remaining.
4. Number of diamonds remaining.
5. Number of Alfreds remaining.



1 2 3 4 5

THE ENEMIES

Here are some of the enemies Alfred meets. Watch out! There are many more waiting to foil Alfred's mission.

Mino - The whale

An engine propelled monster found under water. If Alfred touches Mino, he meets a watery end!



Alice Ladybird

When Alfred dive bombs Alice, she spins upside down. While Alice spins, Alfred can dive bomb (he bounces) or peck her (Alice bounces).



Mag-Mine

Peck the On/Off block to activate and deactivate the Mag-Mine. When active, it is attracted to Alfred. Alfred should only touch the Mag-Mine in a dive bomb, which bounces him into the air. Alfred can use this to reach normally impossible places.



Byron Snail

He looks harmless enough, but Alfred better not touch him!



Jack in a Bomb

Jack fires bombs out of his mouth. When shot he hides in his box. Alfred can then stand on his box ready to spring into the air when Jack pops up again.



Wall of Doom

The wall of doom comes down from the ceiling to trap and crush Alfred. To reverse the direction of the wall, peck the On/Off block.



The Control Mine

The Control Mine is guided by the direction of the arrow on the Control Block. The mine is the only thing that can break through the Grim Blocker.



Grim Blocker

The Grim Blocker is normally found blocking Alfred's path.



The Control Block

Peck the Control Block, to change it into an arrow. Peck it again to move the arrow in a clockwise or counterclockwise direction (depends on the side where Alfred stands).



The Terrasawus

The Terrasawus buzzes its way up through the level. If it touches Alfred then it's GOOD BYE!



THE EVIL MEKA-CHICKENS

They designed and built all the obstacles to stop Alfred from rescuing Billy and his brothers. Alfred must defeat all the Meka-Chickens before he can make the rescue.

When Alfred meets a Meka-Chicken, he flies in his Meka-Buster Ship,

which fires large bullets. To help fly the Meka-Buster use the Control Pad to aim and **B** to fire.



p.s. They only have one weak point. Find it and blast away.

MR. PECKLES HINTS & TIPS

Mr. Peckles Secret Room

On each level, if you look hard enough, you will find a door to a secret room. When in there, if you pick up the telephone, Mr. Peckles will give you a pot of jam.

Pot of Jam

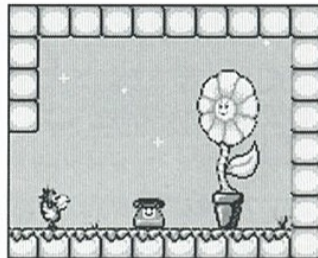
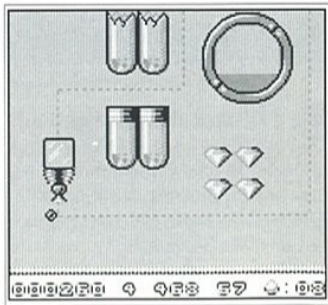
This special jam pot lets Alfred fire bombs at monsters. Also use the bombs to find secret blocks, collect bonuses, shoot directional indicators, and activate On/Off blocks.



Moving Platforms

Some platforms follow paths around

the map. These appear as dotted lines.



Secret

This game has loads of secret and hidden parts – things that can be triggered by shooting them, invisible springs that appear when landed on, walls that can be walked through, and lots more.



You have read the book – now play the game!

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Address all correspondence to: Mindscape Inc., 60 Leveroni Court, Novato, CA 94949, or call:

USA (415) 883-5157
UK (0) 444 246-333
Australia (02) 899-2277

TECHNICAL SUPPORT

For technical support in the USA:

Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court, Novato, CA 94949
Telephone: (415) 883-5157
Fax: (415) 883-0367

For technical support in Europe:

Mindscape International
Priority House, Charles Avenue
Maltings Park, Burgess Hill
West Sussex, RH15 9PQ
England, United Kingdom
Telephone: (0) 444 246-333 Fax: (0) 444 248-996

For technical support in Australia and New Zealand:

Mindscape International
5/6 Gladstone Road, Castle Hill,
New South Wales, Australia 2154
Telephone: (02) 899-2277 Fax: (02) 899-2348