

CRAZY CHICKY JUNIOR



Mommy used to protect the hen house from the evil foxes, now it's Juniors turn!

GAME DESCRIPTION

Now, as everyone knows, the one thing a Chicky does best is lay eggs! It's what Mommy did and now it is what you do. But things are not the same as they were back in the day. The hen house has expanded, the Funky Foxes are smarter and their tricks are eviler!

HOW TO PLAY

Guide Junior through the hen houses to lay eggs using the control stick to point in the direction you want to go. There is a trick to going around corners quick that you will need to master!

To start the game press Fire at the title screen. When you get Game Over press fire to start again.

While you are on the title screen see if you can find the special Easter Egg that lets you select what level to start on!

To advance from hen house to hen house you need to fill the maze with eggs. While doing this you need to avoid the Funky Foxes. If one of them touches you, you will dissolve!

If the Funky Foxes get too close try to eat one of the special power ups. This will scare them away. While they are scared you can steal their funkiness and turn them into ghosts that will run back to the fox cage.

While you are laying your eggs a bonus item may appear below the fox cage. Eat this as fast as possible because not only will you gain points, but while it is there the Funky Foxes can steal your eggs! You will have to lay more to replace them!

POINTS

Eggs.....	5	Bonus.....	50
First Ghost.....	25	Second Ghost....	50
Third Ghost.....	75	Fourth Ghost.....	100

SCORE

Your score is shown at the top left of the maze, the high score is shown at the top right. This high score will remain there until you reset or turn off your system.

There are 3 bonus items per maze. Once you have eaten them no more will appear till you get to the next maze, unless you die, then you will get 3 new bonus items.

LEVELS

Each time you complete a maze you move up a level. Your progress is shown at the bottom right of the maze. Every 8 mazes things change to increase the difficulty. After 32 mazes you start over at the lowest difficulty.

MAZES

There are 8 different mazes around each of the hen houses that you will need to guide Junior through. Each maze will require a strategy if you want to complete it! Each maze also has its own fruits and vegetables that Junior can eat!

The Carrot House



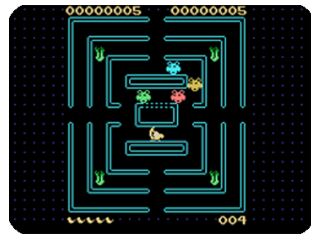
The Corn House



The Strawberry House



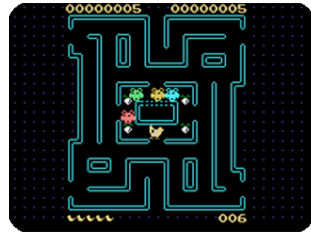
The Celery House



The Blueberry House



The Onion House



The Radish House



The Grape House



THE FUNKY FOXES

No two people are the same and neither are the Funky Foxes.

Fred

Fred is the leader of the Funky Foxes. As the leader, Fred is always on the hunt and will chase Junior.



Bob

Bob is Fred's sidekick and hopes to someday lead the Funky Foxes. Bob does not hunt as well as Fred but he is dangerous!



Frank

Frank likes to hang out with the Funky Foxes hoping to grab a few eggs. He is not that good of a hunter but you still need to fear him.



Maurice

Maurice is the youngest of the Funky Foxes and, to put it bluntly, sucks at hunting. This doesn't mean he can't hurt Junior because he can.



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