

HYPER-HEN VIC-20

Outrun swooping chicken hawks, hungry coyotes, and the fiendish zompies. Your frantic chicken will run at high speed around the maze trying to avoid these predators and clear the board while accumulating points. If your chicken gets into a tight spot and can't find a way out, press the " fire " button on your joystick and " HYPER-HEN " to another spot (unknown by you until you fire the button) on the maze and keep on running. Once your chicken has travelled the entire maze and has opened all the coyote pens without getting caught you advance to the next level where the action is even faster and the predators more numerous and relentless in their pursuit of your hen. If the action becomes too intense and you need to stop for a moment and analyze the situation, just press the f1 button on your Commodore VIC-20 and you'll freeze the action. When you're ready to go on just hit the f3 key and continue.

JOYSTICK COMMANDS:

Left
Right
Up
Down
Fire Button

POINT VALUES:

Each New Maze Section: 1 point

Completed Maze Level: 100 X the Value of the Level Points

DETAILS

Hyper-Hen begins with the screen showing six coyotes trapped in pens which are situated on a maze grid. Also on the grid you'll see light egg-shapes which are chicken hawk eggs. The two-legged creature you see wandering aimlessly around the maze is not to be taken lightly. This fellow is the zompy. When the action begins you maneuver your hen around the grid, eating up sections of it and accumulating points. You'll soon find that you have to either run into a coyote pen or a chicken hawk egg to continue eating up sections of grid. If you choose the chicken hawk egg, the screen will flash wildly for a moment confirming that you have made contact with the egg and then you'll see a chicken hawk swoop down toward you from above. Move out of the way or be killed. If you opt to run into (or open) a coyote pen you run the risk of releasing a coyote which will put your hen into immediate danger. NOTE: At level 1, the easiest level of play, only one coyote of the six in pens may be released, so you might be able to run into and around as many as five coyote cages without releasing one, but you'll know that the last cage contains the coyote that's going to come after your chick-

ken with a vengeance. When you successfully reach level two (by gobbling up all the maze and coyote pens without being caught) the game will become faster, plus will introduce two zombies, and two voracious coyotes. This increase in predators will continue as you advance through levels three, four, five, and six.

Each column on the maze has two chicken hawk eggs. The first egg that your hen touches in each column will trigger the release of a chicken hawk in that corresponding column. The second egg touched in that column has no effect on play.

Each player has three chickens to run through and attempt to clear the maze with. If, at any time during play you feel that your chicken is hopelessly trapped, press your " fire " button and " hyper " to another part of the maze. Because you don't know where you are going to land in advance, you might happen to land on or near a predator.

STRATEGY

Any way that you find to clear the board and not get caught is best. Several different approaches have proved equally successful: You may want to (starting at the bottom left hand corner of the screen) dart straight up the furthestmost left hand vertical column hitting eggs and darting into side (horizontal) columns to avoid the falling chicken hawks until you reach the top of the maze and then work your way through the rest of the maze. Or, you may prefer the direct approach...that is, taking a chance on a coyote pen and risking releasing one of these starving canines. The important thing to know is that as soon as you release a coyote your chicken's freedom of movement is severely compromised. Keep this in mind if you decide to try braving the coyote pens right away. Most new players prefer to play dodge'em with the chicken hawks until they absolutely have to have a face-to-face meeting with a coyote. A couple of things to keep in mind: Don't forget the zombies. They may appear to be slow and prodding, but once you take them for granted they're bound to sneak up on you. Also, when you do release a coyote you're going to have to play with a great amount of caution and finesse. A good place for your hen to hide while a coyote races by is at the corner of one of the coyote pens. Here you are safe from both coyotes and chicken hawks as they can travel only through the middle of the pens.(the chicken hawks falling vertically and the coyotes racing horizontally). But...don't get too relaxed while you're hiding out in one of these coyote corners. Zombies can go anywhere and they never stop moving.

Remember, if things get really out of hand...you can always press the f1 button on the computer and freeze the action while you figure out your next move.

LOADING THE PROGRAM

Before using Hyper-Hen, make sure the cassette deck is properly connected and the Commodore VIC-20 is turned to the " ON " posi-

tion. Insert the program into the cassette deck and rewind. Stop the tape and type the word "LOAD" into the computer and press the Return key. The screen will then tell you to press PLAY on the cassette recorder/player which you must do immediately. After about 15 seconds the message FOUND HYPER-HEN will appear on the screen. The tape will take about two minutes to load and the "READY" message will appear on the screen. Type in the word "RUN" and then press the Return key. HYPER-HEN is recorded twice on the front side of the tape.

IF YOU DON'T OWN A JOYSTICK

You can still enjoy this arcade-style game. HYPER-HEN has been designed so that you have the option of playing through the keyboard of your VIC-20. NOTE: The action of the game will be slowed considerably (keypressing as opposed to joystick wielding can seem cumbersome, especially at first), but the game can be played without having to buy a joystick or additional peripherals.

KEYBOARD COMMANDS

Pause:	Press	"	f1	"
Resume Play:	Press	"	f3	"
Move Left:	Press	"	A	"
Move Right:	Press	"	D	"
Move Up:	Press	"	*	"
Move Down:	Press	"	+	"
HYPER-HEN:	Press	"	:	"

POINT VALUES:

Each New Maze Section: 1 point

Completed Maze Level: 100 x the value of the Level Points

DETAILS:

Hyper-Hen begins with the screen showing six coyotes trapped in pens which are situated on a maze grid. Also on the grid you'll see light egg-shapes which are chicken hawk eggs. The two-legged creature you see wandering aimlessly around the maze is not to be taken lightly. This fellow is the zomp. When the action begins you maneuver your hen around the grid, eating up sections of it and accumulating points. You'll soon find that you have to either run into a coyote pen or a chicken hawk egg, the screen will flash wildly for a moment. If you have made contact with the egg and then you'll see the hawk swoop down toward you from above. Move out of the way or be killed. If you opt to run into (or open) a coyote pen you run the risk of releasing a coyote which

COPYRIGHT 1982

ALL RIGHTS RESERVED

* Commodore VIC-20 is a trademark of Commodore Business Machines