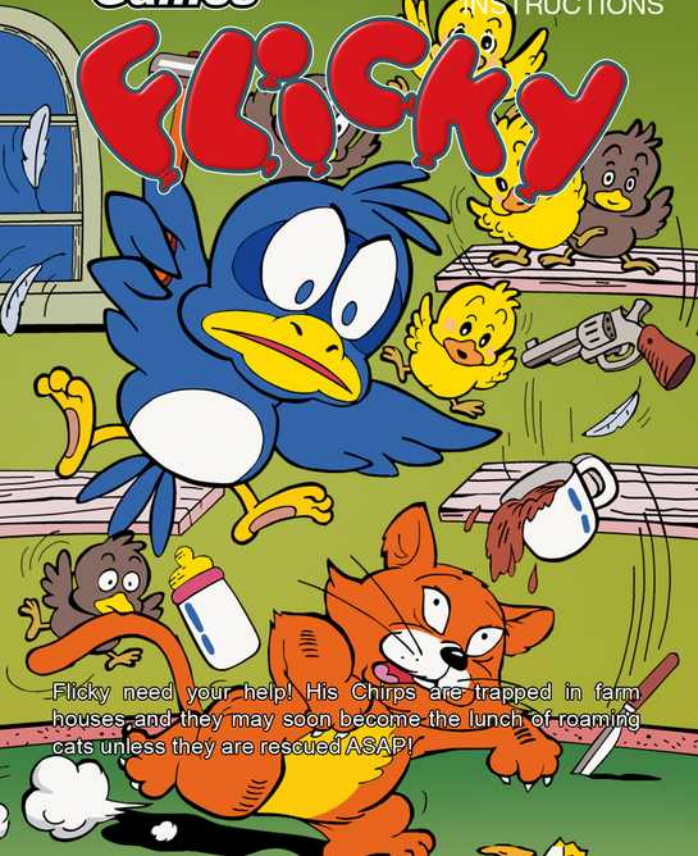


# Flicky



Flicky need your help! His Chirps are trapped in farm houses and they may soon become the lunch of roaming cats unless they are rescued ASAP!

Thank you for selecting the Flicky game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game..

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## GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

This game is for one player only, so plug a compatible hand controller into joystick port #1 or port #2. Any compatible controller should normally function with Flicky, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play.

Insert the Flicky game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing.

**Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.**

## USING THE CONTROLLER

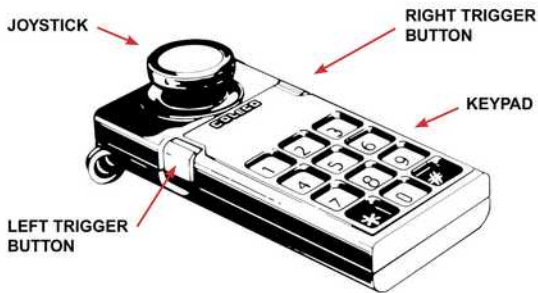
At the title screen, press either trigger button to start the game.

During the game, you can make Flicky move left or right by moving the joystick in either direction. Moving the joystick up or down has no effect in this game.

Press either trigger button to make Flicky jump. If you move the joystick left or right as Flicky jumps or falls, he will move through the air in the selected direction.

Controls are the same during the bonus round: Make Flicky move left and right with the joystick, and make him jump by pressing either trigger button.

Press the [\*] key on the keypad to pause the game at any time. Press [\*] again to resume play. This works on both controllers.



# HOW TO PLAY

Flicky must pick up all of the yellow and black Chirps which are hovering inside the house, and guide them to the exit point on the highest platform. Watch out for the roaming cats, as Flicky will lose a life if a cat catches him. You start the game with 3 lives, and if you lose them all, the game is over.



When Flicky touches a hovering Chirp, the Chirp will follow Flicky around, and Flicky can take several Chirps in tow this way. When a cat touches the chain of Chirps, the Chirps will panic and stop following Flicky, and you must maneuver Flicky around to catch the stray Chirps again.

When you touch the exit point on the highest platform, all the Chirps you have in tow will use the exit to escape from the house. The more Chirps you have in tow when you touch the exit point, the more points you score. Once all the Chirps have been rescued, Flicky will move on to the next house, with a new group of Chirps to rescue.

## HOW TO PLAY (continued)

Look for objects around the house which you can use against the cats, such as hammers, mugs, teapots and irons. When Flicky touches such an object, he will pick it up and carry it around. When Flicky jumps, he will throw the object forward like a projectile, and if the thrown object hits a cat, it will be stunned and disappear for a short time, before returning to torment Flicky again. Flicky can only carry one object at a time.

NOTE: Under certain conditions, a cat may turn into a heart after an object collides with it. Pick up the heart for bonus points!

## BONUS ROUNDS

During the third round and every fourth round afterwards, Flicky will partake in a bonus game in which he will carry a net and be tasked to catch yellow Chirps launched by the cats at the bottom of the screen. The more Chirps you catch with the net, the more bonus points you'll earn at the end of the bonus round.



## SCORING

The number of Chirps you have in tow when you reach the exit determines the points you earn for their rescue: The first Chirp is worth 100 points, the second is worth 200 points, the third is worth 300 points, the fourth is worth 400 points, the fifth is worth 500 points, the sixth is worth 1000 points, the seventh is worth 2000 points, and the eighth Chirp is worth 5000 points.

You score 200 points each time an object hits a cat.

Picking up a flashing heart icon left behind by a stunned cat is worth between 100 and 5000 points, depending on how fast you pick it up after it appears.

If you manage to rescue all the Chirps in under a minute, you will receive a time bonus as follows:

0 to 19 seconds	20,000 points
20 to 29 seconds	10,000 points
30 to 39 seconds	5,000 points
40 to 49 seconds	3,000 points
50 to 59 seconds	1,000 points

In the bonus round, you get 250 points for each Chirp you catch with your net. Catch all the Chirps in a bonus round and you will earn 10,000 bonus points.

You earn an extra life at 80,000 points, 160,000 points and 240,000 points.

## TIPS AND HINTS

The main difference between yellow and black Chirps lies in how they act when they break away from the tow line: Yellow Chirps will stay on the platform where they are, while black Chirps will jump around the house and be harder to catch again.

## TEAM PARTICIPANTS

- Mystery Man: Software port and beta-testing
- Joe Blenkle: Software beta-testing, info gathering for manual
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Dale Crum / Doc4: Manual layout (<http://doc4design.com>)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Tobie St-Aubin, Albert Yarusso  
and all AtariAge forum members.



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