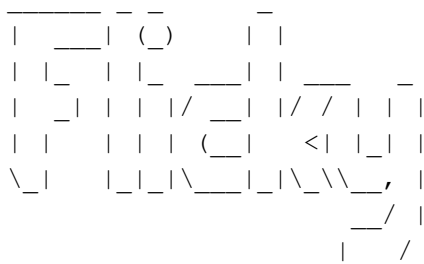


# Flicky FAQ

by Beautiful Affair

Updated to v0.3 on Feb 10, 2004



\*\*\*\*\*

Flicky  
General FAQ  
Genesis  
Version: 0.3  
Last Updated: 28 October 2003  
By Ryan "HeRO RyO" Harrison  
E-Mail: [superrvano64\(at\)yahoo\(dot\)co\(dot\)uk](mailto:superrvano64@yahoo.co.uk)

\*\*\*\*\*

[Table] of [Contents]

-----

1. Introduction
2. FAQ Revision History
3. Cast
4. Overview
5. Controls
6. Level Strategies
7. Secrets
8. Contact Info
9. Credits
10. Copyright Info

\*\*\*\*\*

=====  
== 1. Introduction ==  
=====

Flicky is considered one of the best Mega Drive/Genesis games to have ever been released by Sega, in the old days of 1991. You play as Flicky, a blue bird in an apartment, and you must save the yellow chicks known as Chirps, from Tiger the cat and Iggy the lizard. You have to lead them to the exit of each room, but it gets more difficult as you progress! This game is marvellous and fun, and you should be kept interested in it for a while to see how far you can progress! Also, this guide was designed for the Genesis version of Flicky, but it is also compatible with the unlockable Flicky game in Sonic Mega Collection. You may also recognise Flicky from Sonic 3D, as the birds whom Sonic had to rescue.

\*\*\*\*\*

=====  
== 2. FAQ Revision History ==

=====  
October 28, 2003 Version 0.3  
-----

The first version (0.3) of this guide is released. As of now, only a third of the Level Solutions are here (up to Level 12), however just about everything else is done. I will add more level solutions soon enough in the future.

October 27, 2003  
-----

The FAQ is born. I wanted to make a quick FAQ to get me back on the road, so I chose a simple game but still fun, and I found that in Flicky while I was playing it on Sonic Mega Collection. A great choice, since it is my first Arcade-style FAQ since Popeye.

\*\*\*\*\*

=====  
== 3. Cast ==  
=====

### Flicky

-----

The main character of the game. He is a short blue tweety bird whom you will control through 36 different levels. His basic commands are running and jumping, that's about it. He is protector of the Chirps and prey of Tiger and Iggy.

### Chirp

-----

These little yellow chicks have been scattered in many places in the apartments and have to be guided back to the exit by Flicky. Tiger and Iggy want to eat them, though, so the objective is to catch them, rack them in a line and walk to the exit.

### Tiger

-----

I tought I taw a putty-tat! I did! I did taw a putty tat! Tiger is the menacing ginger cat and your main bad guy of the game. He'll appear out of a hole in the wall and start running around in pursuit of Chirps. He can make jumps onto platforms one level higher than the one he is on, and cross gaps onto other platforms.

### Iggy

-----

Iggy is the green salamander lizard. He's the other bad guy. What he does is quickly crawl around, but can stick to ceilings and walk up walls. He doesn't appear until later on in the game, but he's a pain to get away from.

\*\*\*\*\*

=====  
== 4. Overview ==  
=====

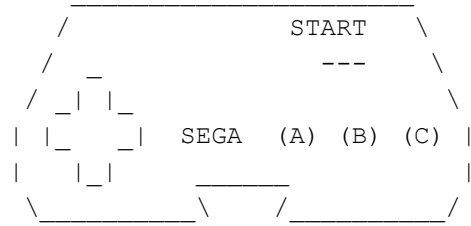
What you must do in Flicky is very simple; gather all the Chirps that are scattered on the screen and take them to the exit. You have to touch a Chirp, and when you hear a 'tweet' sound, it means that the Chirp has joined the line. However, if Tiger or Iggy touch the line of Chirps, they will be broken off and you will have to get them again. You have to guide the Chirps to the exit door;

the more Chirps you take into the exit at one time, the higher the score you will accumulate. Also, the quicker you finish the level, the more bonus points you will receive.

Bonus Rounds give you the chance to rack up some extra points. Below you, you'll see two seesaws being moved up and down by Tigers. Four Chirps will walk onto each seesaw and be propelled into the air at one time and you must catch them using the net Flicky is holding as they fall. You have to catch 20 Chirps in total. You play a Bonus Round for every 2 or 3 or so levels you beat.

\*\*\*\*\*

```
=====
== 5. Controls ==
=====
```



D-Pad: Left and Right move Flicky about.

A Button/B Button/C Button: Jump.

Start: Begin game from Title screen, pause game or resume when paused.

\*\*\*\*\*

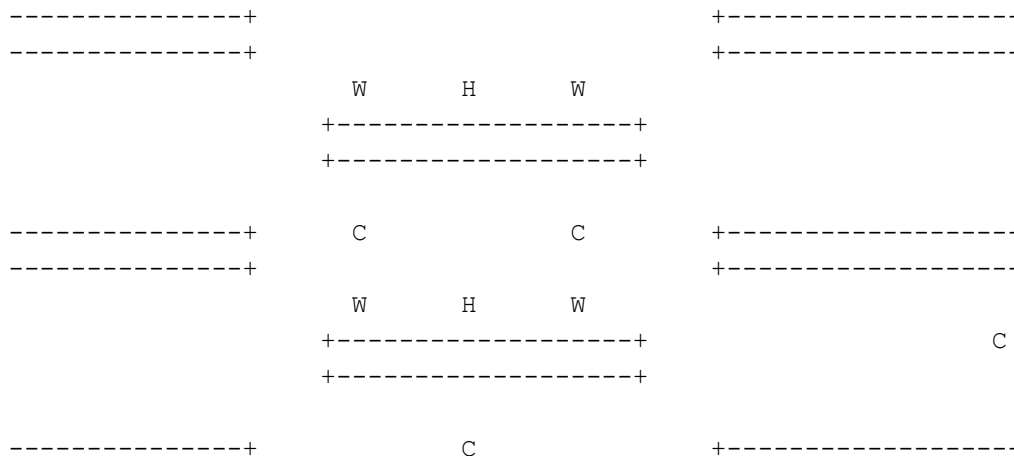
```
=====
== 6. Level Strategies ==
=====
```

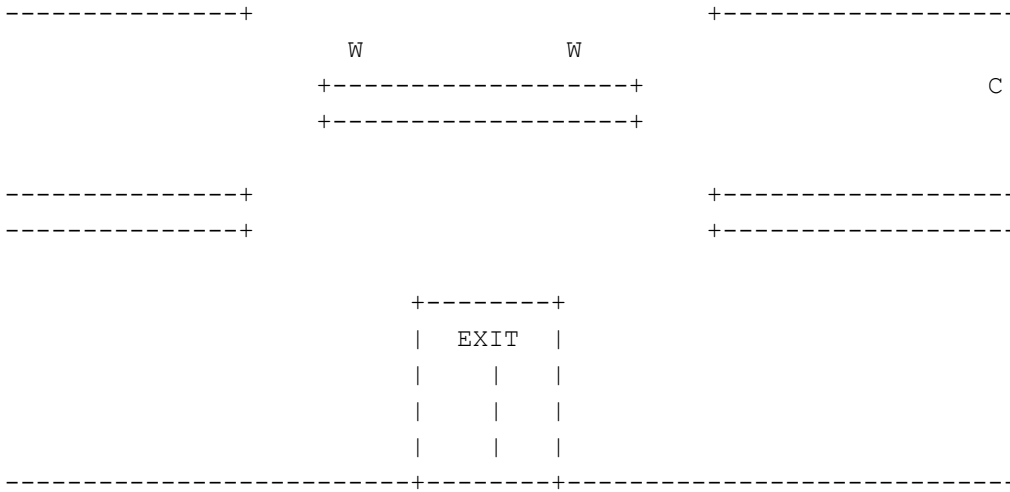
```
=====
Level Layout Key
=====
```

W = Weapon  
C = Chirp  
H = Hole

Level 1

-----



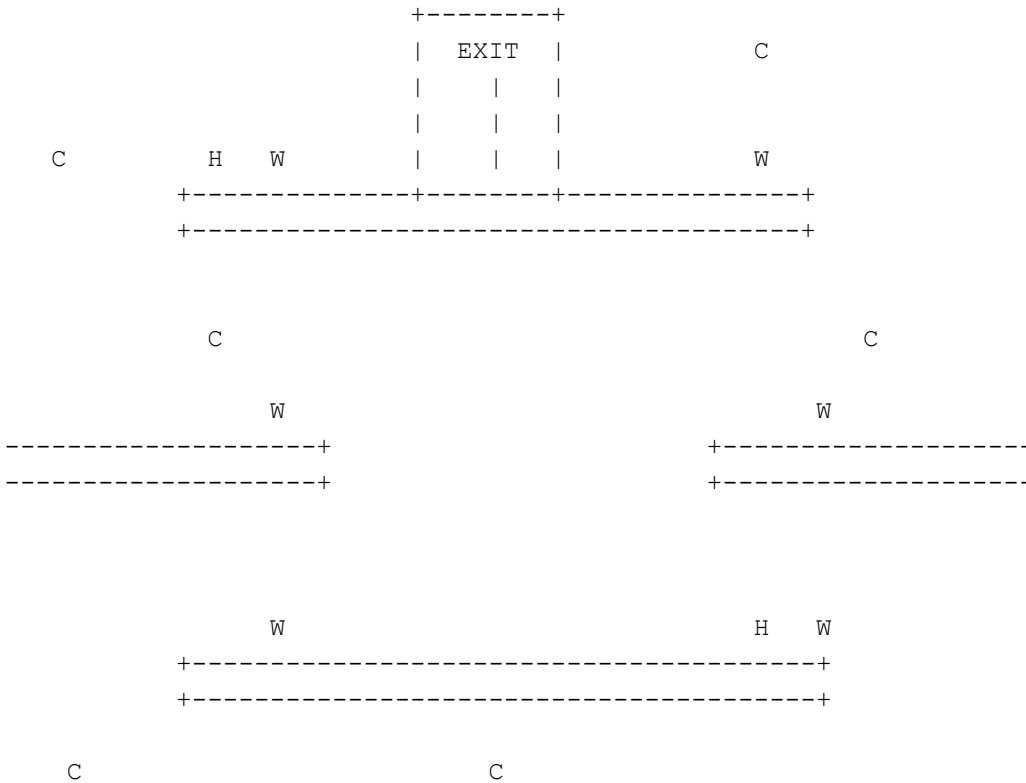


Difficulty: 1/10

It all depends on how quick you are. If you run without stopping and making quick jump you can outrun Tiger and reach the exit within 10 seconds.

Level 2

-----



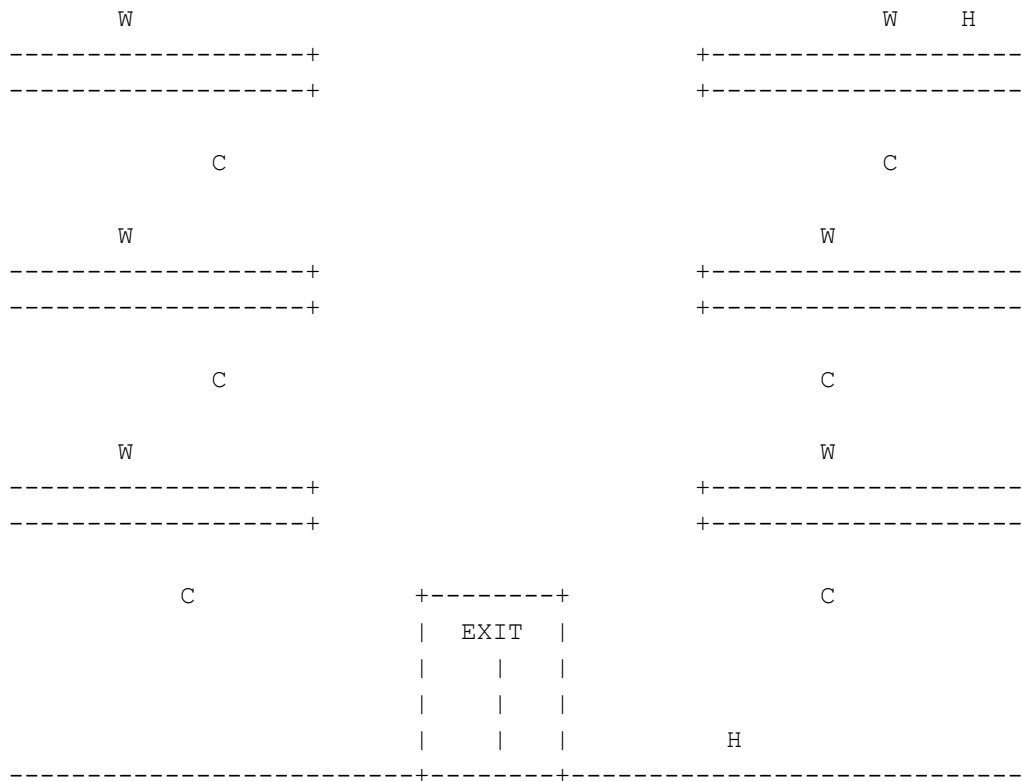
Difficulty: 2/10

This will take longer only because you have to drop to the bottom of the room to pick up the remaining Chirps. Be on guard for Tiger, although he can't make many surprise attacks. Still, not too hard and a good warm-up level.

Level 3

-----



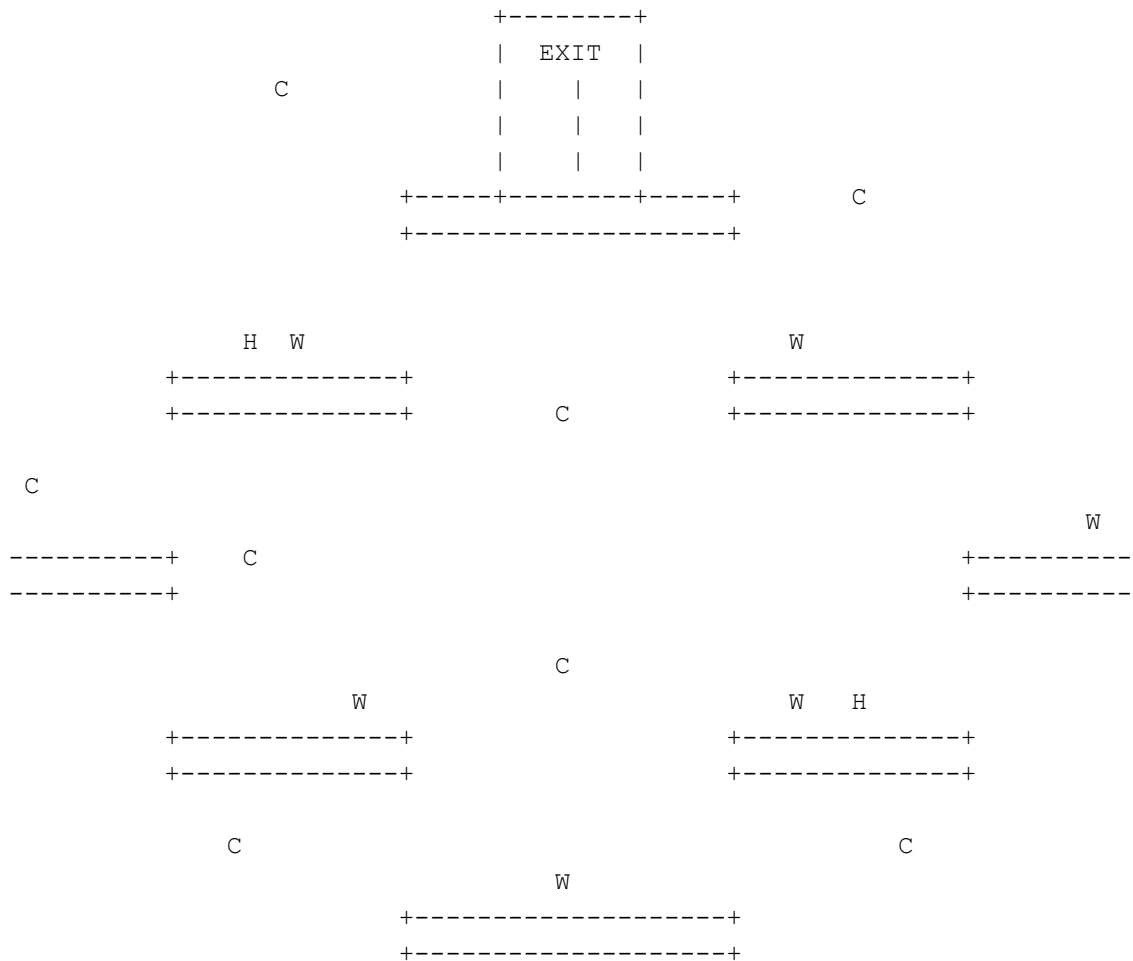


Difficulty: 4/10

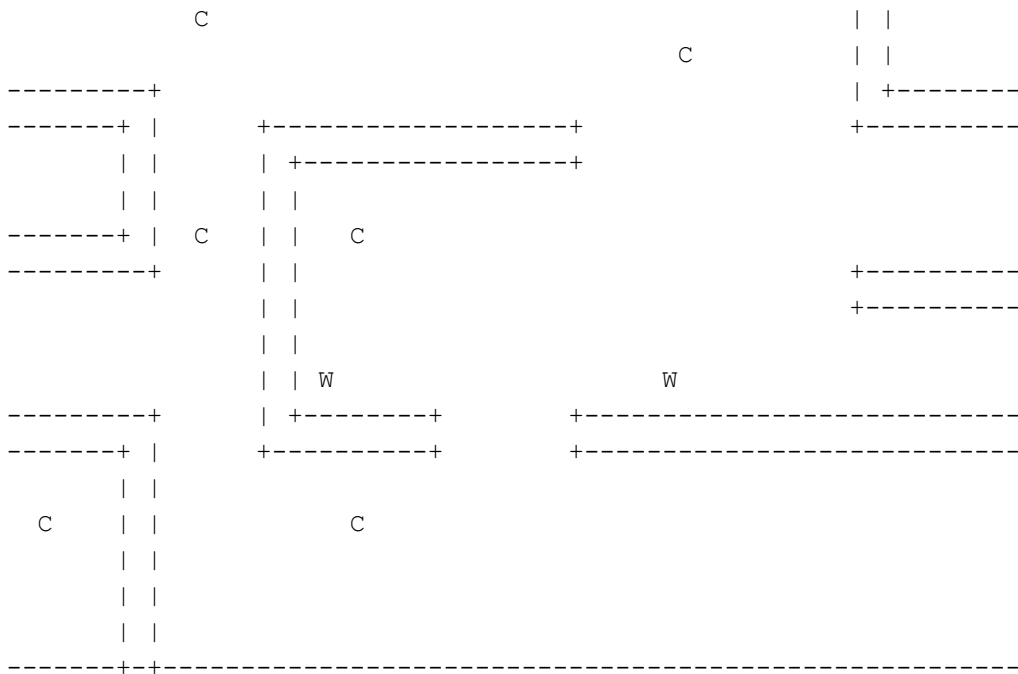
You can get sandwiched by Tiger if you are not careful. I suggest working from the top and moving down. There are plenty of weapons to knock Tiger out with, or jump over him if possible.

Level 4

-----



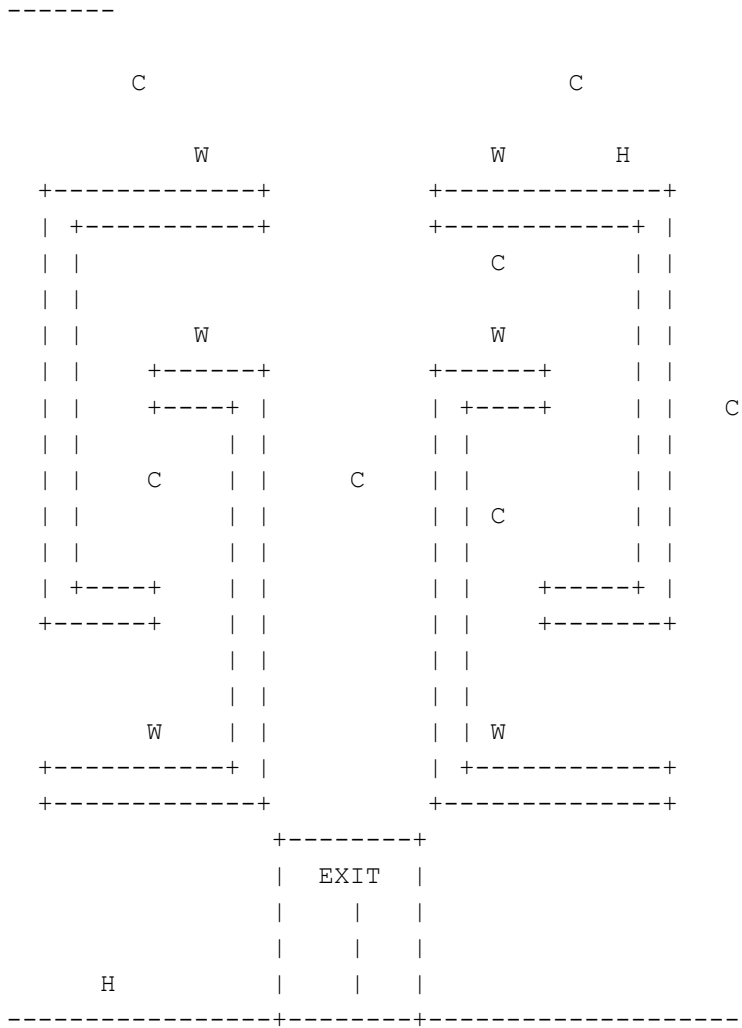




Difficulty: 7/10

Many dead ends can be a big factor here. Move quickly and make no hesitations, and be sure not to get cornered by Tiger. While you collect the Chirps, remember to use the weapons!

Level 7



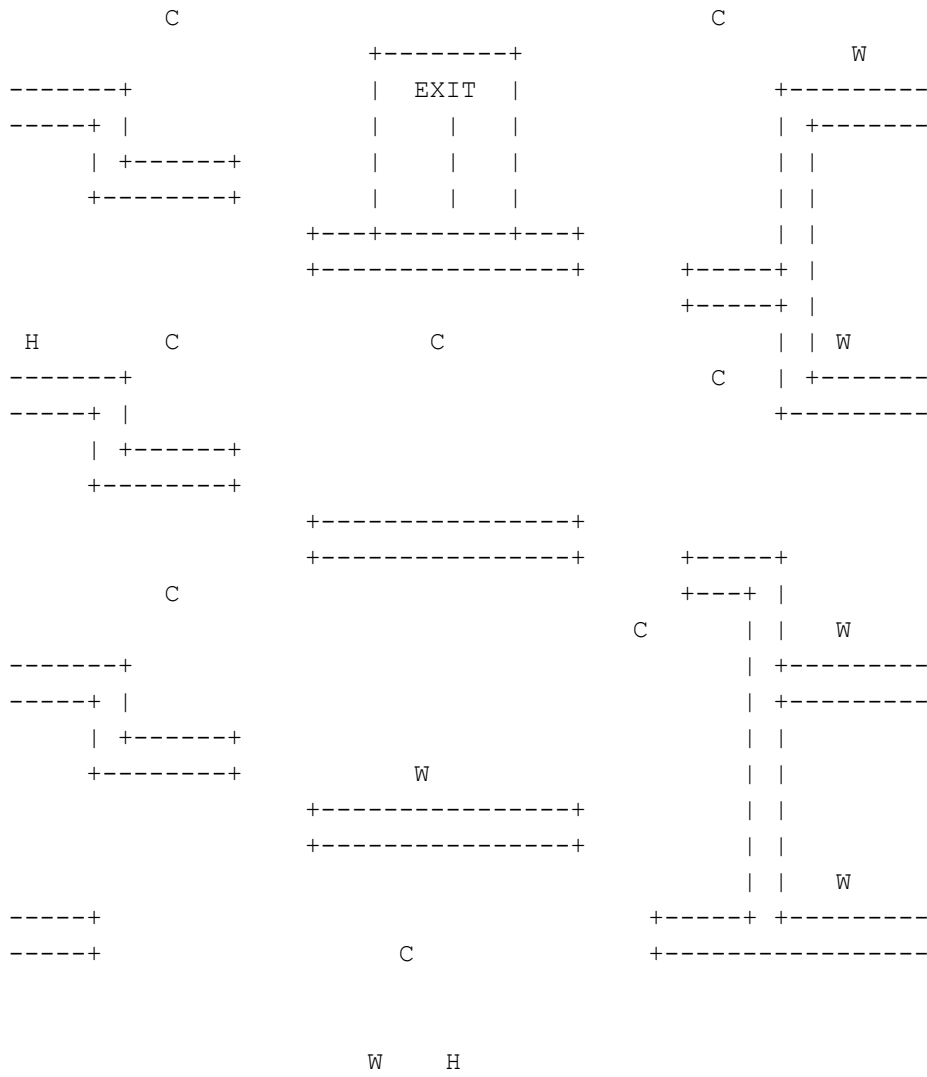
Difficulty: 6/10

What I tend to do is work upwards and drop into the exit, which tends to keep

from Tiger easily. He tends to bounce around in the intersecting walls though, watch out for this.

Level 8

-----

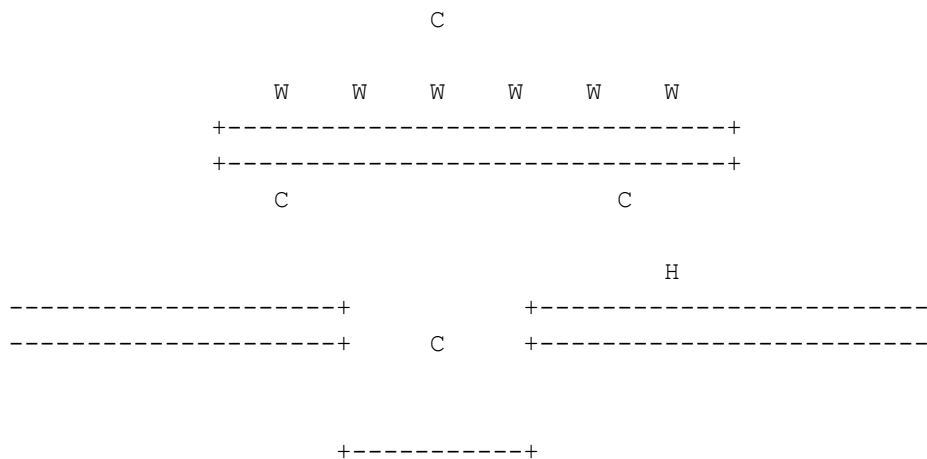


Difficulty: 7/10

With Tigers making lots of jumps around the place, this will be quite a task. Stay moving at all times possible, but keep an eye out, don't get cornered and you should be just fine. Also look out for Iggy!

Level 9

-----





```

C          +-----+          C
          +-----+
          +-----+
          +-----+
          |  EXIT  |
          |   |   |
          |   |   |
          |   |   |
          +-----+
          +-----+

```

H

---

Difficulty: 5/10

With all the weapons at the top, you'd better get up there quickly. The main guy to look out for here is Iggy, although Tiger is no exception. Just move quickly and use weapons whenever necessary.

Level 10

---

```

C          C
          W
          +-----+
          | +-----+ |
-----+  +-----+ |           | |   C
-----+  +-----+           | | W H   +-----
                              | +-----+ +-----
                              +-----+

```

```

C          C
          +-----+          +-----+
          +-----+ |          C | +-----+
          | |
          | |
          | | W
+-----+  | +-----+          +-----+ |          +-----+
+-----+  +-----+          +-----+  +-----+

          +-----+
          |  EXIT  |
          |   |   |
          |   |   |
          |   |   |
          W   |   |   W   C
          +-----+
          +-----+

```

H

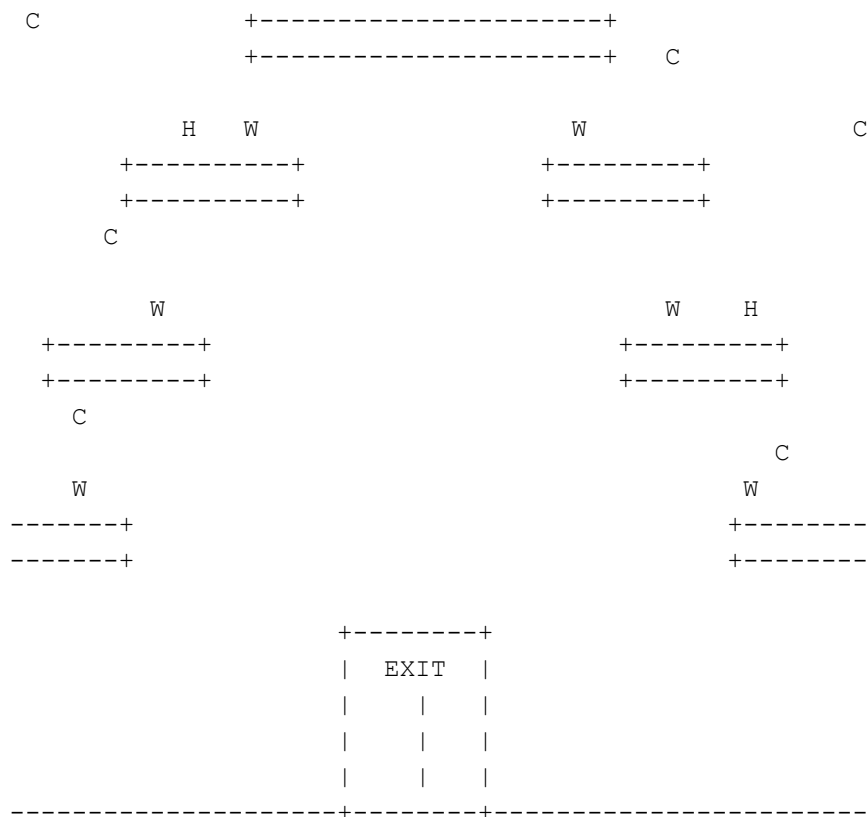
---

Difficulty: 6/10

Since many of these platforms are packed closely together it is difficult to make escapes from Tiger and Iggy. Try to use weapons as often as possible, and if you prefer, take little groups of Chirps back repeatedly to reduce Tiger cutting the line.

Level 11

-----

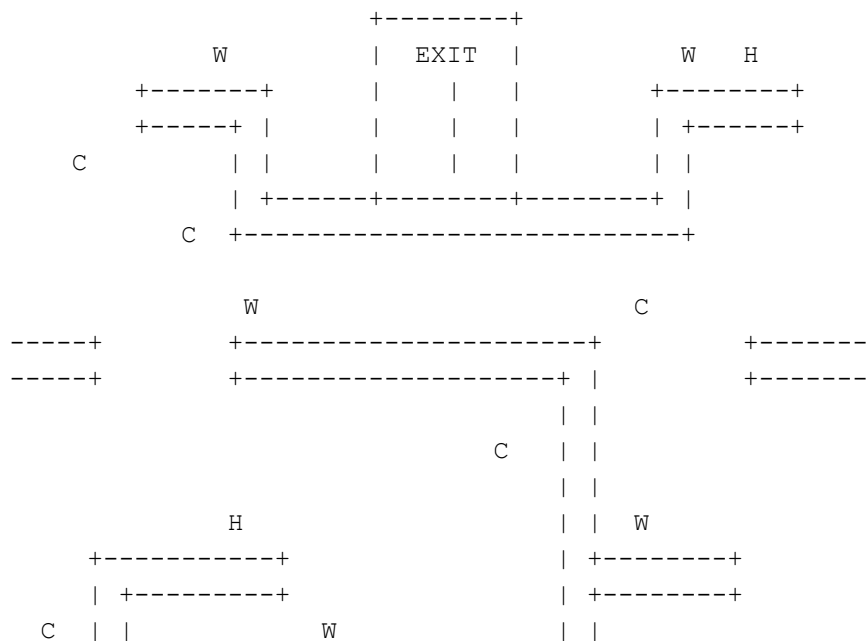


Difficulty: 4/10

Climb up one side of steps, getting the Chirps while doing so, go down the other set of steps, then make a jump for the two Chirps in the middle of the room and making for the exit. Easy.

Level 12

-----



```
      | | C      +-----+ | C
      W | |      +-----+
-----+ |
-----+          C
```

-----  
Difficulty: 8/10

A very tough level, you can get cornered very easily. Try to stay in the higher regions of the area, and be careful when approaching Tiger in the intersecting platforms. Keep an eye out for Iggy, too.

\*\*\*More to come, stay tuned!\*\*\*

\*\*\*\*\*

=====  
== 7. Secrets ==  
=====

#### Bikini Picture

-----

Complete the first 10 levels in under 20 seconds each and score perfect scores in the Bonus Rounds, and you should have over 240,000 points. In the lower-left hand side of the screen you will see a picture of a girl in a bikini.

#### Level Select

-----

Hold Up + A + C + Start altogether after beginning a new game. When the screen for Level 1 appears, release all the buttons, and you can choose which level you would like to play.

\*\*\*\*\*

=====  
== 8. Contact Info ==  
=====

E-Mail: [superryano64\(at\)yahoo\(dot\)co\(dot\)uk](mailto:superryano64@yahoo.co.uk)

-----

Replace (at) with '@' and (dot) with '.'. You may send me questions about the game but please make the subject clear, such as "FAQ Question". Also, if the question you wish to ask is already answered within the guide. You may also send suggestions or improvements. You can also contact me personally through this address if you want. What I DO NOT wish to receive includes: spam, junk mails, questions that are already answered within the content of this guide (in which case I shall not reply) and pointless E-Mails. Anything in that range will either be ignored, or I shall just block all E-Mails from that address.

MSN Messenger: [cornflake101\(at\)hotmail\(dot\)com](mailto:cornflake101@hotmail.com)

-----

Replace (at) with '@' and (dot) with '.'. First things first, DO NOT SEND E-MAILS TO THIS ADDRESS! It is for MSN only. If you send any game-related questions to this address, they will be ignored and deleted. My hotmail account gets lots of spam, and I cannot be bothered reading through it all, so now it is only for MSN. I only wish to talk and maybe receive files. However, please send nothing through the IM system that includes: Spam, Viruses, Porn etc. If you do, it can and in most cases will conclude in permanent blocking. If you

want to MSN me, I would like to talk and nothing else.

AIM Messenger: rharrison0987

-----  
My buddy list is generally always open but I am rarely online with this one, but the same rules apply as MSN. Don't send me rubbish, I only want to talk with this messenger and nothing else, unless you would like to send files.

That is all, thank you.

\*\*\*\*\*

=====  
== 9. Credits ==  
=====

- The code page for this game, where I got the codes from.
- GameFAQs, IGN and any other gaming sites for hosting my guides.
- The people of the FCB for being good friends and for support.
- Sega for making this cool game.
- Ryan "CeLIcA" Kavanagh for being my FAQ tutor.

\*\*\*\*\*

=====  
== 10. Copyright Info ==  
=====

Copyright (c)2003 Ryan Harrison.  
This may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

The following websites are permitted to host this FAQ:

- GameFAQs - [www.gamefaqs.com](http://www.gamefaqs.com)
- IGN FAQs - [faqs.ign.com](http://faqs.ign.com)
- CGN FAQs - [www.cgnfaqs.tk](http://www.cgnfaqs.tk)
- Games Mad - [www.gamesmad.tk](http://www.gamesmad.tk)
- Cheats.De - [www.cheats.de](http://www.cheats.de)
- My personal web page - [www.angelfire.com/hero/ryo](http://www.angelfire.com/hero/ryo)

\*\*\*\*\*  
End of File.....Copyright (c)2003 Ryan Harrison