

# Alfred Chicken FAQ/Walkthrough

by AdamL

Updated to v2.1 on Feb 1, 2004

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FAQ/Walkthrough

Version 2.1 completed on 1/16/04

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A Nintendo Entertainment System (NES) game by Mindscape, Inc. 1993.

The following is a Hint Guide/FAQ/Walkthrough for the 8-bit NES version of Alfred Chicken. Please note that the Game Boy and Super Nintendo (SNES) versions of this game are different.

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=I. REVISION HISTORY=

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1/16/04: v2.1

- Merged the Reader Contribution section into the Acknowledgements section.
- Worked the info on the Pot of Jam in Stage 4 into the Walkthrough.

1/8/04: v2.0

- Added info from reader submissions.
- Made some cosmetic changes.
- Changed the link to the manual.
- Added Game Genie Codes/HEX Codes section.

3/8/02: v1.6

- Added my current email address.
- Removed 2 of the sites that could host this FAQ.

11/28/00: v1.5

- Made lots of minor corrections
- Added Table of Contents
- Added Acknowledgements section
- Added Reader Contributions section
- Added an Unanswered Questions section
- Added 2 sites where this FAQ/Walkthrough can be posted
- Added a Controls section

1/21/00: v1.1

- Changed email address
- corrected grammar mistakes.

3/25/99: v1.0

- Released first version.

[NOTE: All of my revisions up to 1.0 are based roughly on about what percentage of the FAQ/Walkthrough I think is completed. When I finish all the sections and consider the FAQ/Walkthrough complete, that will be version 1.0. Any small updates after that will raise the version 0.1 points and any major update that really shakes things up will raise the version 1.0 points.]

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=II. INTRO=

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This is a silly game...yet it's surprisingly fun. The music is wacky, yet appropriate. The control is great once you get it down. Your main weapon is simply the ability to dive bomb onto your foes. You jump into the air and hold down on the control pad to do this. If you're lucky enough to find a spot where you can make a long Dive Bomb, Alfred turns into a rocket and mows right through blocks and stuff.

The only true weapon you can use in this game is obtained by finding the well-hidden Pot of Jam in each of the first 4 stages. Getting this item enables you to shoot bombs that can eliminate enemies and even make hidden blocks appear if you know where to shoot them.

The object of each stage is to collect all the Balloons. When you collect the last Balloon in a stage it carries you off to a bonus level or a boss confrontation.

In order to see the best ending of the game, you must collect a Watering Can in each of the first 4 stages, which are also pretty well-hidden.

This short hint guide will help you through the game and reveal most of the hidden areas in the game. I'll also provide info on how to defeat the bosses and make it through certain areas that require a little thinking. Unless you're a drooling idiot (like the person you are about to be introduced to), you shouldn't have too much of a problem with the game :)

If anybody discovers any hidden areas or items not mentioned in this guide, or can answer any of the questions in the section after the Walkthrough, let me know (alamont1@maine.rr.com).

This is another very underrated NES game (hell, there are over 700 NES games out there, so a few were bound to be overlooked) that should have gotten more attention than it did, so I'll consider it another of the NES community's little secrets that Next Generation gamers will miss out on.

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=III. STORY=
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The evil Meka Chickens want to take over the world...Alfred is the only one who can stop them. With help from Mr. Pekles (a potted plant), Alfred must make it through 5 stages of mayhem to foil the Meka Chickens and save the world.

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=IV. CONTROLS=
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#### START

- Press to begin your adventure
- Press to Pause and Unpause

#### UP

- Enter a door
- Swim upwards.

#### DOWN

- Peck when standing



games visually appealing, there was such a thing as gameplay. What the NES lacks in great sound and graphics, they more than make up for in gameplay.

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Q: But how can you sit here and play this. I have Street Fighter Alpha-Beta-Mega-Moo at home...wouldn't you rather play that?

A: Nope. Plus, there are probably 10 people writing FAQs for it now anyway. Know your role and do what you're here to do: play the game and ask questions!

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POT OF JAM #1

Q: Alright, this Dive Bombing thing is neat, but I want to shoot stuff. Where is the Pot of Jam in this level that lets me shoot bombs?

A: Alright champ, now you're talking. From the beginning of the level, move your way up via 2 springs until you get to a door, then enter it. In this room, move right until you get to the wall. Jump up at the wall and hold right to walk through it to a hidden door. Inside, answer the ringing phone and Mr. Pekles will give you the Pot of Jam, which lets you fire those bombs at the assorted freaks you'll encounter. Don't get carried away, as you can only fire one at a time. Happy now?

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WATERING CAN #1

Q: Cool, I probably wouldn't have found that without your help. Now where's the Watering Can? I need to collect all of them so I can get the good ending.

A: You're obviously not an experienced gamer, so I guess you'll need all the help you can get. After leaving Pekles' place, you are dumped back into the room before him. Go over to the right and step on the button with a purple star hanging over it...we'll call this the Star button. This will fill in the empty squares throughout the level with blocks so you can use them as stepping stones. Some levels will have other buttons like this, with moons or diamonds over them.

From the Star button, go over to the spring to your left, use it to get to the top of the level, and go all the way right to the door. Now climb the blocks up until you see a block with the Watering Can on it, right there in plain sight. Easy enough for ya, pal?

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Q: I guess so. Could you tell me if there are any 1-Ups anywhere.

A: Jeez, you're probably the kind of person who tries the Konami code on every game, eh?

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Q: Konami code??? What the heck is that?

A: Oh forget it. Well, at least you're not using a Game Genie like I did.

1-Ups can be had everywhere.

-On this level and the other levels, after you grab the last Balloon you'll be whisked off to a bonus stage where you float up the scrolling screen. If you collect all the Gift icons before reaching the top, you'll get a 1-Up.

-You'll get a 1-Up at the end of a stage if you found the Watering Can.

-If you collect all the Diamonds in a stage, you'll get a 1-Up.

-In some stages you'll see something that looks like a little chalice. It will be shaking like something is trying to get out from inside of it. If you grab it, a little chick (baby chicken, pervert!) will pop out awarding you with a 1-Up.

-Some stages have stars or other symbols that appear after bombing an enemy or are just out in the open. Collecting a certain amount of these (there is no counter to show how many you have) will get you a 1-Up.

-I'm sure there are other ways to get 1-Ups as well. I finished the game with 16 lives in reserve, though I was using an emulator and making full use of the save-state feature.

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Q: Hey, that's illegal!! I should report you!

A: I destroyed the ROM image you mouth-breather. Plus, I owned a copy of the game....dolt. Your father work for NOA or something?

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2. STAGE 2

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POT OF JAM #2

Q: Okay, I'm in Stage 2 now. Where's the Pot of Jam here?

A: I'm gonna have to show you everything I can see. You start this level standing on a letter "A" block. Dive Bomb the snail to your right and stand on the "C" block. You'll see 4 green stars over in the corner behind some blocks. Don't worry, the big yellow "A" block to your right is an illusion. Just jump over the pit of spikes and walk through the block to collect the stars. Now stand in the bottom right corner and jump up to reveal a hidden block with a door. Enter the door for the Jam.

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Q: That's cool, how'd you find something like that out?

A: A little trial and error, thank you. In games like this you gotta be willing to just experiment a lot and look for areas that seem a bit different from other areas. Being a veteran gamer such as myself I've learned to detect these things...kinda developed a sixth sense for them.

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## WATERING CAN #2

Q: Good for you, now where's the Stage 2 Watering Can?

A: Does your mother still wipe for you? From the starting point, climb up the blocks and enter the door near the toy soldier. You're in a room with 12 diamonds and a sleeping bomb. Get near the bomb to wake it up, then run for cover to avoid the exploding parts. Now stand on the green block to the left of the block the bomb was on. Jump straight up to reveal a hidden block with a spring on it. Work your way to the top of the screen, where there will be 3 doors to choose from. Go in Door C. You will be rewarded with 24 stars and the Watering Can.

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Q: Any 1-Ups here?

A: There is one of those shaking purple chalice thingies with a chick inside. You'll come across it in the latter part of the level. The word "Help" floats from it. Ride the moving platform over to it and touch it to release a baby chicken and earn a 1-Up.

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Q: Damn, near the end of the level there's a part where I have to go underwater and swim all the way around just to make it over to the other side. There are spiked balls and all kinds of bad stuff that keeps killing me. Is there an easier way?

A: Actually, yes, there is a shortcut through here.

Before you get to the water area, you'll get to a point where you'll see a green platform trapped between 2 star blocks. Enter the door below it. Now step on the purple Star button. This is the part you were talking about. Instead of swimming all the way down and back up the other side, do this. From the Star button, notice the barrier running down the middle of the screen. You can swim right through the first submerged "A" block, just be careful not to get hit by the spiked ball. See, I told you I'd get you through. Enter the door on the other side. You're back to where the platform was trapped, except it's moving freely now because you stepped on the Star button.

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Q: Cool, but now there's this annoying boss. Some chicken flying around in a hover-thingy. I'm also in a hover thingy...this is kind of like a shooter now. I didn't know the NES had games like this. How do you beat the guy?

A: The NES has all kinds of games where the action changes...Bayou Billy, The Guardian Legend, Ultimate Stuntman, Golgo 13, Legend of Prince Valiant...the list goes on.

Anyway, the boss will send 6 pods up at Alfred before coming after you. Stay to the left of the screen and shoot at them, being careful to avoid their fire when they explode.

Now the boss. He has an easy to follow pattern, even for you, moving up and down while following you across the screen. Dodge him while firing at his head. Once he's down to 3 units of energy, he spazzes out and speeds up considerably. He's easier to beat by fighting him at the top or bottom of the screen, as you have more time to dodge his attacks. Once defeated, he flies

off and his body armor explodes.

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3. STAGE 3

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POT OF JAM #3

Q: Pot of Jam, where is it??

A: Wow, you're getting into the game now, aren't you! From the starting point, jump up to the door at the top middle of the screen and enter it. You'll see 3 skull blocks on the screen. These blocks disintegrate from under you when you step on them. Jump over to the middle skull block and let it disappear from under you. Fall straight down onto the spikes! Trust me. This is actually a safe spot in the spikes where you land. Walk one space to the left to fall into the floor! To get to the door, walk right until you fall, then walk left until you are under the door one space to the right of it. Jump up and enter. Inside, Mr. Pekles will reward you with the Jam.

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WATERING CAN #3

Q: Watering Can?

A: Work your way up the stage until you see 2 long rows of gray blocks along the right side of the screen. Dive Bomb through the blocks and enter the door at the bottom. Now stand on the edge of the screen and press B to fire a bomb (if you got the Jam). It should hit an invisible block with a spring on it (2 spaces above the red arrow sign). Jump on the spring and jump straight up to make a door appear. You'll see the Watering Can on the ledge to the left of the door, so grab it.

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Q: How do I make it throught the rest of the level?

A: I knew you'd ask that. From where you got the Watering Can, do not enter the door to the right of it. Instead, drop all the way down to the bottom of the screen and enter the door. Work your way all the way to the right. Along the way you will have had to step on 3 different floor buttons before entering the door at the end. Make sure you jump on the 2 buttons at the end. The Star button should be down while the other one should be up. This will enable you to make it through the rest of the level. Next, jump up on the Star block and up to the door and enter. From here, you'll see another of the shaking chalices with a chick inside. You can actually jump up and out of the screen and walk over to where the chick is for the 1-UP and the acorns. The last Balloon you should need is down here. Grab it and you will float up to exit the stage.

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Q: Are there any websites that like to steal FAQs and alter them without the author's permission?

A: Funny you should ask :) [gamesdomain.com](http://gamesdomain.com) has stolen some of my



FAQS/Walkthroughs and have actually altered my disclaimer section to include their website in it! They can go to hell!

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4. STAGE 4

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Q: Neat, I'm on Stage 4...only one more to go after this! This stage looks a bit complicated. C'mon, hook me up!

A: Okay, listen closely. From the start of this level, jump on the lift over to the door on the right and enter.

In this room, your goal is to jump on the Moon switch in the middle of the screen. However, you can't get in there because 5 blocks are in the way. See that black spiked ball at the bottom right of the screen? You have to move it through the 5 blocks that are enclosing the Moon switch. Here's how you do that:

See that blue block to the left of you? Peck it once and it will display an arrow. Peck it again and the arrow will change direction. Whichever direction the arrow points to is the direction the spiked ball will move. Steer the spiked ball into the blocks in the middle of the screen, plowing through the 5 obstructing blocks, then out of the way so you can get in there and step on the Moon switch. Now exit through the door at the top.

POT OF JAM #4

Now you can climb up the platforms with the moons in them. Jump up and you will see a purple gift. Grabbing the gift makes you temporarily invisible. Quickly grab it, then dive all the way to the bottom of the screen where the spikes are and walk across the spikes to the left, under the green platform, then quickly jump up to the green platform. Jump up to the next green platform and you will see a Diamond above you. Jump straight up directly under it and you will uncover a secret door. Enter the door to grab the Pot of Jam (Big thanks to Missy H. and Erin Connor, who both found this Pot of Jam.

Q: Now what do I do?

A: Heh, work your way up. There's a spot where you bounce off a spring and fly up through a row of blocks. You'll then see a green lift stuck between two moon blocks. Ignore it for now and drop down the left side of the screen, diving through a bunch of blocks and enter the door.

From the start of this room, jump over to the right onto the higher of the 2 green platforms. Stand next to the chain and jump up into a hidden passage in the bricks. Walk up through the bricks to 3 1-Ups! Now go back down to where you started and ride the moving platform over to the right. Work your way up to a Balloon and a Moon switch. Grab the Balloon and jump on the switch. Go back down, ride the moving platform all the way left, then ride another one down. Work your way right until you get to an area with 2 black spiked balls surrounded by blocks. Peck the blue squares to move the left black ball into the space below the right black ball, causing it to fall on the Diamond switch. Now head to the left and enter the door on the Diamond block.

Go up, riding the lift, and grab the Balloon. Jump over the rat to the right of the Balloon and go up to the door.

Grab the Balloon and head right to an area where there is a Diamond switch and a Moon switch under a row of weird looking blocks. Pecking the blocks will activate the Mag-Mine, a creature who moves wherever Alfred moves. Do this, then stand on the block that is over the Diamond switch and peck again, causing Mag-Mine to deactivate and land on the switch. Activate Mag-Mine again, then have him land on the Moon switch. Notice that the Diamond switch will be raised and the Moon switch will be lowered. They need to be in these positions to make it through the rest of the level.

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Q: Why do I have to keep activating these switches?

A: Stop your whining. Pressing these switches will fill in those outlines in the rest of the level with blocks or will turn the blocks into empty outlines. Stepping on a Moon switch will make all the outlines with moons in them fill in with a block.

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Q: That's stupid, why is it so complicated?

A: Shut up and do what I tell you or you'll have to go back and mess with the switches again.

---

Q: Enough already...where do I go once I get done messing with the switches and that Mag-Mine thing?

A: Alright you mutant, head back to the left where the Diamond blocks were before you triggered the switch. Stand on the second blue block from the left and then Dive Bomb right through it! Now you're walking through the floor. Walk a few steps to the right until you fall again, this time to the bottom (be sure to avoid the spring). You can walk to the wall to the left of the spring and jump up through it to find a 1-Up or you can just proceed to the right.

Moving right, you have some tricky jumps off moving platforms. I suggest letting the platform sink a little before jumping to the next one, as you will get more distance. You'll have to do some floating here. Enter the door at the end.

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WATERING CAN #4

Q: But where is the Watering Can? I need it to see the good ending!

A: Patience, you little maggot. The Watering Can is in the room you just entered.

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Q: Sorry. I really need your help in the next room though...I don't know what the heck I need to do.

A: After getting the Watering Can, head back out the door. In this room,

notice that a Mag-Mine is at the bottom right of the screen. You'll need to make use of him in a minute.

First, jump up and grab the Balloon. Next, ride the green lift to the top of the screen and jump over to the weird blocks. Pecking them once will activate Mag-Mine at the bottom of the room. He'll try to come up after you, but you won't see him appear. That's because he's stuck. Stand on the left edge of the weird blocks, jump out a bit and quickly float back to the edge. Now Mag-Mine will appear.

You now want him to go over the Star button, so you'll have to jump out and back again to get him past another barrier. Now stand on the block above the Star button until Mag-Mine is right above the button and peck the blocks again to deactivate him, causing him to fall and depress the Star button. Now jump down to the bottom and enter the door above the Star block and continue through the rest of the level.

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Q: Now there's this Chicken boss again...how do I beat it???

A: This guy is just like the first boss, except he has a spiked ball orbiting him. Just avoid him and plug away when it's safe. Concentrate on avoiding him more than shooting at him. Once he has only 3 units of energy left, he speeds up.

I stayed near the bottom of the screen and got in a shot whenever I was a safe distance from him until he was done for.

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Q: Well, I guess I don't need your help anymore...let's see, one more level to go, I'll just.....hey, what're ya doin'?

A: Go back to your PS2 kid...the rest of this walkthrough is for people who enjoy NES games and deserve to see their quirky endings and such...

[Sam jumps on his skateboard and leaves, cursing me all the way out the door]

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5. STAGE 5

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Alright diehards, this advanced lesson is just for you who have the skills to make it this far.

If you've collected all 4 Watering Cans in the previous 4 stages, all you have to do is make it through this stage, collecting just 4 Balloons along the way, and fight the final boss to get the real ending.

When jumping over spikes, remember that Alfred can touch the sides of the spikes without being harmed...he just can't touch the top of them.

There are a lot of tricky jumps and spiked balls to avoid in this stage.

Jump on the first Star button you come to, located at the bottom right of the

screen and enter a door above.

Move along through the stage, through a watery area. You'll want to hit another Star button to the left of a Balloon to eliminate a wall of stars to your right.

Just to the right of where the wall was will be a "weird face" block with a Star button next to it. Peck the odd block once, wait about 15 seconds (avoiding the spiked ball), then peck it again. This will have caused a Mag-Mine further along the way (but out of sight) to move safely out of the way, so it won't be blocking your path. Don't worry about the Star button and continue to the right.

You'll enter a door to discover the Monster Masher on the ledge above you. There are 2 doors in this room...do not enter either of them as they will send you back in the level. Quickly run all the way to the right to the wall. The snail will fall off the ledge but you can jump up while he is falling if you hug the right wall.

You want to get to the last Balloon located on top of the Monster Masher. Grab it and you're off to the last Boss!

#### FINAL BOSS TACTICS

Finally, the last Meka Chicken. As with the previous 2 Meka Chickens, Alfred will have to fly around in his little armed spacecraft. Dodge 3 waves of pods before the Meka Chicken appears. He'll move, then stop. Try to stay away from him. He'll speed up after taking just a few hits.

After draining his life meter, the head disappears and his body chases after you. A black spiked ball also flies across the room, so avoid it while shooting at the green body. Be careful when you score a hit, as the body will shoot back in retaliation.

Destroy the body to reveal a chicken egg bonus. You'll fall from the sky, collecting bonus stars as a reward on your way down.

If you got all 4 Watering Cans, sit back and watch the good ending. Mr. Pekles and Floella Chicken will be there to greet you. You'll see that things aren't always what they seem to be. If you didn't get all the Cans, it lets you know you need more cans.

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=VI. UNANSWERED QUESTIONS=  
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Missy H. sent in the following questions:

Q: In stage 4 near the beginning if you jump to the right of the ledge with light bulbs above it and a soda pop on it there is an invisible spring do you know its purpose?

Q: Also in stage 4 after you go through the first door there are pipes and across the broken row of pipes is the little caged help dude. Do you know how to get over to him?

Reader Space Monkey claims that there is a warp zone, but after numerous attempts at finding it, I believe it is not in the NES version. Here is her explanation:

"As for Missy H's question about the invisible door in Level 1, Cheese, it is actually a warp room, to levels 2 - 5, which I only recently managed to open myself. The way to do it is to walk across the level to the right and after pecking balloon but before entering doorway, use Pot of Jam to reveal block on far right of screen. Jump on block, push up far right and pull across far left to eventually drop onto doorway on far left. Entering this, reveals springs and a radio. Ignore the radio, and just keep jumping up springs quickly, collecting chalice as you call it, and some cheeses, but do not get all because the rope following you will kill you. Once at top enter doorway to reveal four doorways to warp to four different levels."

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=VII. ACKNOWLEDGEMENTS=  
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Mindscape: They put out some pretty bad/hard games for the NES. Alfred Chicken is their diamond in the rough.

Nintendo: For releasing this on the NES, SNES and Gameboy. I've heard that the gameboy version and the SNES version are completely different from the NES version. Take a moment to email me if you have any comments on the different versions.

Missy H. and Erin Connor: They both found the location of the Pot of Jam in Stage 4.

The Manual: Helped out with the story and controls. Go here to check it out: [http://sardius.fefea.org/manuals/alfred\\_chicken.txt](http://sardius.fefea.org/manuals/alfred_chicken.txt)

Amanda Earle: For info on how to get the 1-UP Chick at the end of Stage 3.

Space Monkey: For the following information: "I have the game for the Amiga computer and there are many more levels than you have described, 11 in fact. As far as I can tell from your walkthrough, Level 1, Cheese, is the same as for my computer, as is Level 2, Baby and Level 3, Wood. However your level 4 is my level 5, Book. I take you do not know of Glass Level? Also your Level 5 seems to be my Level 11, Sci fi."

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=VIII. GAME GENIE CODES/HEX CODES=  
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Game Genie codes:

AASGITZA Start with 1 Life  
PASGITZA Start with 2 Lives  
EVKNKAPA Infinite Lives  
AVULEESZ Infinite Time  
OZXKXZOU + LAXKUZPI 3 Balloons needed to complete A Level  
OZXKXZOU + ZAXKUZPI 2 Balloons needed to complete A Level

OZXKXZOU + PAXKUZPI 1 Balloon needed to complete A Level  
NNXYKPZU 255 Points for each Present collected  
GVXYKPZL 108 Points for each Present collected  
PAKLTPTA Only need 1 Diamond for an Extra Life

HEX Address codes:

Using an emulator (FCE Ultra and NESTen preferred), you can figure out which address controls the value of the effect you are looking for. Below are values for certain desired effects and what to freeze the values at:

007A: Invincibility: Freeze at 54.  
01A8: Freeze Timer: Freeze at 1 (must unfreeze at end of level bonus part).  
00A8: Collect 1 Balloon to clear a Stage: Freeze at 1.  
01AA: All Diamonds are collected (they are still on screen though): Freeze at 0  
01AE: Infinite Lives: Freeze at any value over 1.

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=IX. DISCLAIMER=  
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This walkthrough is not endorsed by Mindscape, Nintendo of America or affiliates. The information contained within this document is provided without guarantee. All copyrights and trademarks are recognized.

This walkthrough may be reprinted, posted in newsgroups, or placed on web sites, as long as the proper credit is given to the author. Please do not alter it in any way. The most recent version of this walkthrough can be found at the following websites:

[www.gamefaqs.com](http://www.gamefaqs.com)  
[www.vgstrategies.about.com](http://www.vgstrategies.about.com)

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