

Bird Week FAQ/Strategy Guide

by EntropicLobo

Updated to v1.01 on Mar 29, 2006

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|                                     Bird Week                               |  
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Version 1.01 (02/24/2006)
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Version History:

-3/27/2006, added lup as a host.
1.01: Submission added - (02/24/2006)
1.0: Basic Guide Complete - (07/27/2005)

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|                                     B1: Intro                               |  
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I enjoy wildlife quite a bit, I guess it goes with the territory. Living on Cape Breton, I've seen a good deal of the wildlife featured in this game. Especially foxes. You can catch the odd glimpse of them but they're gone in no time flat. Others are more audacious though, approaching my mother while she is gardening for instance. So yeah, wildlife is nothing new for me and countless other people around the world. But did you know that most forest interplay

revolves around blue birds?

Yes. Woodpeckers and black birds, flying squirrels and foxes. They all want a piece of some plump, juicy blue bird. Or at least that seems to be the case in Bird Week. While you try to feed your baby pigs... er birds, animals will be relentless in their quest to make your life miserable. But the game's overall a happy game. The music is pleasant and the animals are cute. I couldn't help but love it.

| B2: Basics |

Bird Week is a game of bird parenthood. Guide your bird as she collects butterflies to feed young birds. After enough butterflies, they will mature and leave the nest. If you take too long, they will die.

- *Guide your bird with the control pad. You can fly in any direction.
- *Guide your beak to touch a butterfly and catch it.
- *Bring the butterfly to a baby that is flapping its wings and has its mug open.
- *Watch out for every other animal except moles and snails, snails stop time and moles summon them.
- *See the mushroom? Fly down to it to pick it up.
- *Press the A button to drop the mushroom and defeat enemies temporarily.
- *Extra life at 30000 points.

The "Study Game" is just the first round of the game. When you beat it it's game over.

Please note that the stage wraps horizontally. If you go left from your nest and keep going left, you will eventually wind up back at your nest, and the same applies for keeping right.

| B3: Rounds |

ROUND ONE

There is only a large black bird and some occassional ground enemies here. Fly our feathery hero around and catch butterflies. Bring it back your nest and feed the two birds until they fly away.

There's moles and snails towards the bottom of the screen.

ROUND TWO

Cherry blossoms are in bloom I guess. There's moles on occassion at the bottom of the screen, the usual black bird, and a new enemy: the fox. Well, I'm calling it a fox because what else looks like that and tries to jump up and eat birds? Certainly not mice. Anyways, try to stick to butterflies that are higher up. If you must go down, make sure you're a good distance ahead of the fox. And don't underestimate them, they can take some serious leaps. Feed the two baby birds and get to the next stage.

ROUND THREE

Autumn. And more trees than usual? Yes! There is a stand of trees in this area, which accomodate the new enemy: flying squirrel. The flier jumps between trees after a short time of moving up and down. Stay below the squirrel when you're

looking for butterflies and please remember that they can't touch you in your nest, so hide out there until you get a space to get out again. Lead the squirrel away from your nest when you have a butterfly.

BONUS ROUND

Fly around but don't fall in the sea. Catch fish for bonus points. At last, our bird gets to eat after she had to feed so many!

ROUND FOUR

There's a new enemy: woodpeckers. They fly around and land on trees to peck. Generally, they aren't too hard to avoid, just stay either very high or very low when they're flying. Feed your two chicks and progress.

ROUND FIVE

Pretty nasty with a woodpecker and a fox. But hey, at least the flowers are pretty! Okay, so the woodpecker isn't a huge threat. The fox is no different from the last one either. Just stay down and ahead of them and you'll be fine.

ROUND SIX

Black birds have babies too... the baby black bird is fast and random. Keep low to avoid him or use the mushroom if need be. There's also a flying squirrel. He shouldn't be too much trouble. Snails really help here.

BONUS ROUND

Apples fall from the tree, catch them for bonus points.

ROUND SEVEN

Baby black bird and a woodpecker. Again, snails would do well.

ROUND EIGHT

Snails are very, very useful here. Foxes, woodpeckers, and the young black bird all assail our doting parent. Keep ahead of the fox and get those snails if you can manage it.

ROUND NINE

Oh dear, Flying Squirrels, Foxes, and young black birds... stay down to the ground for the most part and keep ahead of the foes.

BONUS ROUND

Fish eating again.

ROUND TEN

There's a new enemy - Bees, but they aren't very hard to avoid. Keep an eye out for the woodpecker and young black birds too.

ROUND ELEVEN

Bee, black bird youth, a fox, and woodpecker. Go for the snails if possible.

ROUND TWELVE

Bee, youth black bird, fox, flying squirrel. Never gets an easier eh?

BONUS ROUND

The apples!

ROUND THIRTEEN

Only a blackbird, but three birds to feed. The game has started over from here, and well you know how to handle things now. Everything needs to be done faster, because something is always hungry. You'll learn to love snails.

-AdamL alerted me to the pseudo-ending of this game. You will get a little scene after Round 36, though the game will let you continue.

| B4: Animals |

Bees: fly horizontals in a somewhat erratic flight. Easy to avoid.

Black birds: They fly around the screen, large and mean they appear in every round. You can pick up the flowers/mushrooms that spawn when you hit them with a mushroom for extra points.

Black bird young: Fly rapidly around the screen and take sudden dives. Fairly deadly enemy though easily avoided if you can keep a distance from it. I have found the floor of the stage is the safest place from them.

Butterfly: Catch in your beak and feed to the chicks.

Fish: Eat them in the bonus stage for bonus points.

Flying Squirrel: They leap between trees, and will kill you if they hit you. They will pursue you - if you are in the nest they will jump back and forth over it. Wait for them to finish a jump before you attempt an escape. It's best to stay below these enemies.

Fox: They leap across the ground snapping at you. They take the odd large jump. It is best to stay a distance ahead of them. It is possible to fly under them, but it is not recommended.

Moles: Peek in and out of the ground. They are the "switch" that causes snails to come.

Snails: Stop time when you touch them.

Woodpecker: Peck on trees and fly around, you will lose a life if you touch them. You can generally avoid their flight by staying high or low. They will take off from the tree they are on in the direction facing their back. So keep that in mind when you are leaving your nest.

| B5: Closing |

As usual I thank the hosts for letting you see it, and Toshiba Emi for providing the simple, yet endearing game.

-AdamL for his ending submission. Sorry this took so horribly long to update Adam, I just kept forgetting...

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