

Super Alfred Chicken FAQ/Walkthrough

by bover_87

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Version: 0.4

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1. Legal/Copyright

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2. Version History

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Version 0.2 (11/7/2008)

-Walkthrough up through Stage 8

Version 0.4 (1/16/2008)

-Walkthrough through Stage 12.

-Added Version History.

3. Intro and Controls

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(to be completed)

Diamonds = 10 pts. each
Time left at end of stage = 30 pts. each second
Balloons = 3000 pts. each

4. Walkthrough

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4.1 Stage 1

In the first section, there's nothing to do, so simply go through the door to the right.

You'll come across a "field" of bumpers on the far right of the screen. Jump on them and press B as you land to jump up to the next platform. Up here, you'll find a mouse-like thing and some spikes above. Avoid the mouse and hit the switch to change it to "ON." Grab all of the diamonds (you can jump on the star platforms) and get to the one with a door, but don't go in just yet. Grab the balloon and go in the door.

In the next room, you have a mouse and a spikeball on a chain. Avoid them (naturally) and grab the diamonds. There's a gun on the ceiling a short distance to the right that shoots little lasers periodically; naturally, it's advisable to avoid this as well. Jump over the bomb (it'll blow up as soon as you land near it, and if you're too close...) and grab the balloon (press down on it). Once again, grab the diamonds and go through the door at the end.

In this section, go right once again and take the lower path. Dodge the mice down here (remember you can hold B to fall more slowly, take advantage of it) and hit the switch at the end of the passage. Go all the way back and bounce on the bumpers left of where you came in, and get on top of the now-tangible moon blocks, and go up, all the way up. Don't bother waiting for the platform here, just jump and hover all the way over to the next small platform. Hit the moon switch here (you'll see why in a minute) to turn it OFF and jump over the next gap to the far-right platform. Get the diamonds and, once again, don't get hit by the laser gun. Detach the giant balloon from its anvil (original, this game is >_>) to clear the stage.

4.2 Stage 2

Go left from the start and hop on the moving platform and grab the diamonds there, while avoiding the shots from the snail-thing below. After that, jump down and right and grab the diamond, then make your way past the two launcher snails (the big one doesn't shoot often, thankfully). Get the balloon and then jump up to the little crevice just above the main path. Take the little box-thing there (500 points!) and then...odd, you can shoot rocks, who'da thunk it? Anyway, shoot or avoid the snails and jump up on the bumpers. You can either shoot your way through the snails ahead or jump up to the giant balls and cross over on those. Either way, once you get to the left, jump on the giant balls (the pencils will kill you) and on the moving platform. Kill the snail, grab the diamonds and balloon, and get to the door. Do whatever with the snail and enter.

Now, grab the tomato can to the left, then make your way right again. Make your way right and grab the diamonds as you pass. Jump on the moving platform, but jump off before you reach the spaceship--they're not friendly aliens! Jump on the high platform, then across the moving platforms, dodging the UFO as before, and get to the "B" block. Get on the next platform, and watch out for the spaceship again. Jump off before it, but be careful here; you also have to dodge the debris of the UFO and the snail (you can kill it though). Get the diamond and the balloon, and go through the door.

In the next screen, take the diamond for yourself and dive (or just jump...bah, you're no fun) into the water. Shoot the UFO (you probably won't be able to dodge it), and continue. Shoot the fish, then shoot at the diamonds by the two spikeballs. Make your way down, grabbing the diamonds and avoiding the spikeballs as you go, until you get to the bottom. SHOOT the diamond (you can grab it too, but it's much easier to shoot at it instead) and go through the door.

In this next screen, shoot your way through the blocks (if you still have the tomato can's "circling ball" effect, you can just work your way through while shooting). Once you have all the diamonds, take the huge ballon and finish the level.

4.3 Stage 3

Make your way upwards with the help of the moving platforms, while snatching the diamonds and the balloon at the top. Make your way to the top of the rat-infested slope and you'll encounter a laser gun on the ceiling and a mouse on the floor. You can kill the mouse with a downward stab in the air (hold down in midair until you hit) if it makes things easier. Anyway, dodge the enemies and proceed right, collecting more diamonds. Take the lower fork (you can't go up) and continue right, jumping over the forks halfway through. Ignore the "elevators" for now and get the ballon and diamonds to the right, then go back and take the platforms up. Go up to the top and go left, and grab all of the diamonds here (don't jump down or you have to go back up again!) Go back to where the elevators are, avoid the mouse and go right, and dodge or destroy this little rodent as well. Take the tomato can and blast your way through the blue blocks, grabbing diamonds as you go. At the bottom, take the balloon, do whatever with the vermin, and make your way through the door.

In the next room, be VERY careful, as you must dodge a crusher ceiling. Make your way to the next low area, and wait there for the ceiling to drop. Once it's heading back up, continue right and grab as many diamonds as you can. Be sure not to get crushed; survival is far more important than diamonds. If you're really hardcore, you can go to the next low spot, wait for the ceiling to fall, then grab more diamonds. Anyway, continue right and QUICKLY blast your way through the blue blocks, then go down into the water. Grab the diamonds as you go down through the water. This part's a little challenging: you must get through the area while dodging forks and two fish who swim in straight lines back and forth. Don't worry too much about the diamonds, just make your way through the path. The next part is a little easier if you're patient, just wait for some room, then grab the diamond and proceed right and up and out of the water. Here, get close to the bomb, then IMMEDIATELY back away from it and get back down before it goes off. Now, it's time for more dodge-the-ceiling! But all you need to do now is get in the door without being crushed.

Now, take the diamonds above you and go down the ramp, past the rat. Rinse and repeat until you get to the bottom. Take the platform to the bottom and move right to the one going back up. Grab the diamond in the little cove to the right if you like, then ride the elevator. You can take the diamonds halfway up if you like, but either way, at the top, avoid the laser guns and go right to the platform moving back down. Take the balloon at the bottom and ride the platforms back up. Avoid the canon halfway up and continue upward. At the top, kill the mouse on the "face" blocks, then duck down above the spikeball (you heard me). Now, carry it over to the switch and drop it, making the star blocks become intangible. Continue left. Dodge the forks, grab the diamonds, and take the giant balloon to end the stage. Whew!

4.4 Bonus Game

Here, you will play a very simple game for either a 1-UP, a 2-UP, or a 3-UP. It's just the old "follow the pot" game; simply follow the thing that the 3-UP was under, and pick it when prompted to choose (it's not that easy, but this one's just about having quick eyes).

4.5 Stage 4

You'll need to be on the ball when this one starts, because a snail will be moving along trying to hit you with its shots, and he gets pretty close to you by the time you can move. So dodge it and jump up (grab the diamond on the ground if you like). Up above you there is an invisible spring block which will appear when when you touch it. Use it to spring up to another similar block near the moving platform at the top of the screen. Ride the moving platform to the end of the line, then jump to the platform a short distance away. A little further and you'll find something shooting out "WAP"'s. Pop the sphere for 100 free points, and continue right. There is a large set of breakable blocks to the far right which you will need to break through. If you want some extra diamonds (not worth it in my opinion, but be my guest), hit the switch and proceed up and left, eventually reaching the first area. Loop back around to the door and enter it for a nice stash of diamonds. Otherwise, head right, on top of the blocks (avoid the spike balls, obviously). Pop the balloon a little ways from here, and continue right. Avoid the spike balls here and keep going left until you reach a toy soldier. Get on top of it and jump up to the area with balls and rods (don't get any ideas). Jump up through the thing and, once you reach the top, go through the door to the next area.

In this next area, QUICKLY jump on the spring and spring up to the platform up and to the left (A saw will be hurrying you through this). When you see a can, jump on it, as it will protect you from the saw. Ride it up until you see another can, and jump to it (don't stay on it, it will fall away after a while). Ride it up until you reach another pop can, and ride that until you see some blocks you won't be able to pass through. As quickly as possible, pass as quickly as you can through the blocks (this is very difficult, as there are quite a few layers to go through and the saw is pretty fast). At the top of this block formation is another POP can, jump on it and ride it up (hopefully you didn't die by getting stuck in the blocks). Ride the next two cans to the top of the area and exit through the door (don't worry, the saw stops before the door, but be sure to jump for the last can early enough).

Now, go right, dodging the cannon as you go (bounce off of it by stabbing down on the top with DOWN in the air). Grab the radio, then get the last balloon to end the stage. Onward!

4.6 Stage 5

Head right and you'll see a door, but don't go in. Instead, stand on the edge of the platform with the door and jump as far left as possible, you'll hit a block. Jump on top of the block and then jump left while holding jump to fall slower. When you get to the left wall, hold down to stab and make a spring block appear. Now, stab into the spring block and as soon as you bounce hold jump to go higher. At the peak of your jump, hold DOWN to stab. If done correctly, this will reveal another spring block. Rinse and repeat this high-jumping until you reach a ledge at the top. Move right, and grab the 1-UP from the sphere, then go down through the gap, avoiding the spike ball, and head through the door.

Here, grab the radio on the ledge and then head right. Here you'll see "ALFRED YOU'RE MY HERO!" all spelled out in diamonds. In case you were wondering, this is big time diamonds--a full 226 diamonds! If I could ever have that many in real life, I'd be rich, let me tell you. :) But you'll have to settle for 2 free lives--not bad! At the far right, pop the balloon and get the jam stuff for the ability to shoot things and go through the door.

You're now back in the first room, so drop down to the right and go through the door at the bottom. Grab the balloon to your left, then work your way right, dealing with the enemies as you please. You'll come across an area with spikes in a pit with a spike ball moving up and down a short ways away. Jump over the spike ball and hover (using jump) to the platform to the right. Get this balloon and use the moving platforms to cross another spike pit. Either jump past the spacecraft or lure them to shoot up then pull back and let the explode. On the other side is a door, which you should use.

Here, avoid the spike balls and jump your way to the right (don't fall into the pits). Go through the far right door.

Here, head left and grab the green balloon, the destroy the large balloon to end the stage.

4.7 Stage 6

In the first area, work your way up, dispatching or dodging enemies and traps as you go. When you get to the part with the balls, watch out for the cannons on the side walls, they hurt. When you see a toy soldier, jump on its head, then hit the switch on the platform up and to the left. Now, make your way right, through the wall of blocks that is now able to be passed through. A little further is a balloon, grab it, and a spikeball, avoid it. Drop down and you'll encounter a bunch of breakable blocks. Break through them, then dispose of the snail at the bottom (watch out for it shooting when you're above it!) Use DOWN to toggle the face blocks so they smile, then use the BLAHs that the TVs spew to get to the top (watch out for things shooting out of nowhere). Ride them to the ball structures, and work your way up while avoiding the obstacles there. At the top is a door, go through (I don't advise trying to get all the diamonds).

Now, jump to the moving platform on top of the screen, and ride it to the next one, and so on (at the spaceship, lure it and then get back on the left side of the block to avoid its shards). Once you get to a part with no more moving platforms, get down to the ground and work your way past some minor obstacles to the door. Enter.

Here, go towards the bombs but immediately back off, and dodge their projectiles as need be. Make your way to the right (grab as many of the diamonds in the chasm as you have time for, there are springs at the bottom so you'll be fine), grab the giant flower balloon, and exit this stage! Now, prepare yourself for your first boss fight!

4.8 Stage 7

Here you will immediately be moved right, and the mechanical enemy will tell you you'll never get the eggs back. To beat it, get above it stab it repeatedly (you'll bounce when you hit, just stab again). After a while, he'll start shooting eggs, just dodge these. However, it's possible to combo it infinitely if your aim with the stab is good enough and you know how to time it (just follow it as it moves, stabbing as you go). When it dies, the level ends.

4.9 Stage 8

Here, you will see a chasm with two small outcrops near the top and a spike ball spinning above the entrance. Ignore the pit for now and go right, avoiding the spike ball as usual. You'll come across a switch, hit it. Be sure to get out of the way before the bomb goes off, however! Go right, and make sure to stab the set of balloons for 500 points. Then, go back to the clear blocks and make your way down through them. At the bottom, go all the way left, but first trigger the star switch, clearing a path to the left. Jump over the spikes and ignore the bouncers, and continue to the left. Climb the blocks and you'll find a nice block of diamonds! Go back to the bumper and take it this time. You find yourself back at the beginning. Go right now until you see some star blocks. Go through them, then avoid the bomb and go through the door. I don't advise going for the diamonds here, except for the nearest ones which you can obtain simply by pressing down while standing on the ledge.

In this new area, head right, then go down when you see a spigot spewing water. Ignore the door for now and go left and up. Assuming you followed the walkthrough above, you should be able to pass through the star blocks. Do so, and notice the bombs hanging above the bridge here. Go underneath them, then immediately back away and wait for them to blow to pass them. Get the lup and clock on the ledge above you, then make your way down through the blocks. Here, kill the mouse and, once again, avoid the bomb. Snag the diamonds as usual, then go left, past the mouse, and use the jumping thing to go up. Ignore the passageway heading right and instead just keep going up. When you see a spike ball, head right, then hit the star switch to trigger the star blocks if you fell through. Go all the way left, past the traps, then fall down past the faucet and back to the door. Use it.

Here, kill the mouse when it's in the open, then follow the linear path down and around (you won't be able to jump to the ledge on the left), hitting the switches you come across. Avoid the mouse (defeating it is

difficult because of the spikes), then go through the door.

You'll see the large balloon to the right, but you won't be able to get there because of the blocks in your way. So make your way down, past the launchers. You'll see a diamond switch (turn it off). Then, you'll see another faucet, up here is the star switch. At the very bottom, to the right, is the moon switch (it's possible to turn this off without even triggering the bomb). Make your way all the way back to where you started this part (use the springboard at the bottom to get back up to the faucet by the star switch, then work your way back up from there), and go right, grabbing the diamonds. Avoid the bomb and grab the balloon to end the level!

4.10 Stage 9

This level starts off in the fun house! But is it fun for the birds?

Anyway, make your way right. Use the bumper to get up to a higher platform. Here, avoid the spikes and go right. Now, dodge the laser gun and keep going right. Here, wait for the moving platform above you to get low enough to jump on, then ride it to the top. There's a hidden bumper on the left wall, trigger it. Bounce up and to the left, and go through the door you find.

Oh noes, a boss battle! Against...a phone? Just downstab the phone, and the flower will talk to you (trippy...), and then give you an assload of diamonds! Grab them all, then enter the door to go back to by the hidden bumper you found to get here.

Here, you can trigger the hidden bumper, and even go back to the previous room, but there's no reason to as the diamonds won't appear again. Instead, head, right. Glide over spikes (do them one set at a time if you don't like dieing), then make your way all the way right. Drop down here, ignoring the areas to the left, until you reach a spot that has concentric tracks. Just keep going down, and stay to the right. When you reach the first bomb, activate it, then bounce back up and stay there 'til it blows. Go all the way down to the bottom now, and for this bomb, clear all of the blocks except the ones nearest the bomb. Go as far left as you can here, which triggers it. It can't hit you because of the blocks! When it dies, then clear the blocks. Head left, and run away once you trigger the next bomb. Do the same for the next one, then grab the can to get shooting power. Yay! Repeat this process for all the bombs you encounter as you head left. Hit the switch at the end, jump on the bumper, grab the diamonds, then head back to the area with the twin set of tracks. This time, head left, then use the bumper to get up (watch out for the spike ball on the tracks). Now, make your way back to the beginning, and this time head left and up, on the elevator, to a raised platform. Hover over by the bomb to trgger it, then back off. Explode or dode the second one, then head through the door.

Now, your time is probably running low, so you'll want to hurry. Head left and hit the star switch, then go back to the right and hit the moon switch. Then, go all the way down and get the diamond switch. Work your way around back to the top-left corner and enter the door.

In this area, hit the switch, then go left and turn off the star switch. Drop down through the blocks, and grab the clock at the bottom for 100 extra ticks to finish the level. Go back up, then make your way right to the star blocks. Drop through them, all the way down until you can't

go further down. Go left, through the blocks, grabbing the diamonds, and enter the door.

Now, grab the switch to the right, then the one to the left. Continue left, and drop down, hugging the wall to avoid the spike ball. Drop down through the set of blocks here, then go right, jumping the pits as you go. When you see a bumper, ignore it for now and instead jump as high as you can at the wall, then immediately glide back to the platform you jumped from. If done correctly, you will trigger the bomb, and avoid its explosion (if you just bounce, it WILL kill you). Grab the power-up, then drop down through this pit. Head right. Ride the elevator, then get to the bumpers. Ride them up to the big balloon to end the level. Phew!

4.11 Stage 10

Jump to the star switch to turn it on, then get the diamonds. Go up to the top, then trigger the bomb. Quickly drop back down and wait for it to detonate, then go back and hit the diamond switch. Enter the door after you nab the balloons.

In this room, stay at the top, and hit the switches you see as you go right (including the one you start by). When you reach the wall, head down, through the blocks, until you reach a diamond switch. Hit it, then continue downward. Watch out for the spike at the bottom, and go left now. Go left until you reach a door. Enter it.

Go down to the bottom. Hit the diamond switch and move right. Get the balloons in the alcove, then head back down. You'll see a bomb here, trigger it and back away as usual, then continue. Disregard the moon switch, and instead continue all the way right. Go up a little and you'll reach a dead end with a star switch. Turn it off. Go back until you see a spring block, use it. Here, jump up to set the bomb, but glide back down so you don't bounce into its blast. Trigger the other ones here, then work your way to the right (going left just takes you back to the start of this section). See that door? Use it.

Run and jump towards the right, dodging the traps as you go. When you reach a bomb, ignore it and grab the present above to become temporarily invincible! Continue down to the bottom, then go left (don't forget the balloons)! Go all the way to the bottom, and turn off the star switch. Now, head through the first pipe you see. Dodge the spikes here, then use the bumpers to go up (eliminate the snails if you want). Head left when you can, grab the diamonds over here (two of the :) blocks have bumpers hidden in them), then go down and get the giant balloon to finish the stage!

4.12 Bonus Game

Time for another bonus game! It's just like the first. Go for that 3up!

4.13 Stage 11

Dodge all the traps and snake your way down. When the path splits, move to the right, then work your way to the top to find another little invincibility item. There were also balloons at the bottom, btw, so don't miss them either. Grab the second set of balloons and the diamonds at the bottom, then go back to the split. Now, head left, grabbing the

balloons when you reach them, then enter the door.

It's another ceiling of death! Move quickly to the right (grabbing the power-up is suicidal but worth it, since it gives you a 1-UP anyway, and you start near the end of the previous room if you got the balloons). Once you get to the low part, you're safe from the ceiling. Ignore the clock unless you're really pressed for time, but do grab the can on the ground here. Enter the door.

First, drop down to the left and you'll find a moon switch. Turn it off to get more balloons! Now, head left and use the moving platforms to get to yet another set of balloons! (Note that it's OK to miss the jump between the platforms, there are bumpers below to get on the second platform). Go down a bit, then left to find a star switch. Turn it off but DO NOT drop down here. Instead, go all the way right to find some blocks. Break through them, then ignore the door for now and go left. Go all the way left, through the star blocks, and you'll find, you guessed it, another balloon. Head all the way back to the door.

Another falling ceiling? Drop straight down and use the door!

This is another flower. Hit the phone and watering can, then get all the diamonds and leave.

Now, head right until you see a door. Go in.

Jump here and glide all the way right. Once you land, you should find more balloons. Go up and around to find another set (you can drop down to the left side on the far wall to get diamonds and a clock, but it's not really worth it). Ride the elevator all the way to the right wall, then stab the great balloon (hope you're not afraid of 'em, or this level will have been no fun at all) and clear the stage! That's the last balloon in this stage, I swear!

4.14 Stage 12

Drop down until you reach an intersection. Here, go right (some diamonds hide downwards, but don't bother, you'll probably die). Jump over the spike ball (glide to avoid landing on it), then head down. Hit the star switch, kill the mouse, then jump over and run away from the bomb. Avoid the spikes here, and pass the next bomb. Go up and around. You'll see a door here, but you can't reach it because of the blocks. Continue upwards until you reach a few alcoves. They house the other two switches you'll need to continue. Now, return to the door. Enter.

From here, get the balloons and head right. Get to the bottom and hit the star switch, then ride the platform to the top. Weave your way right through the spikes, then jump the pit to the next platform. Glide over the spikes here, then go up with the bumper and hit the moon switch. Return to where you started. Here, go left, and you'll see a spike ball under some face blocks with a switch. When the faces are happy, it follows you; when they're sad, it drops and stays put. So, to hit the switch, stand above it, make the faces happy (if they weren't already), then hit them to make them sad, hitting the switch. Then, drop down through the cleared blocks. Go left (going right will simply cause you to die) and glide down to a safe spot. Then, get to the door, and go in.

Here, you have yet another flower. Do like you did before, get the

diamonds, then leave.

Now, repeat what you did in this room to activate the switches (two paragraphs up). However, instead of dropping down after hitting the diamond switch, instead go back to where the moon switch was (directions are in the aforementioned paragraph). When you get to the alcove, instead of using the moon switch, instead continue right and down (past the moon switch alcove). Down here are some diamonds, a spike, and a bomb. You know what to do now. Use the door.

Oh God, a saw room! Quickly head left. When you get to the can, don't wait for it to rise, but instead jump to the branch above you and proceed upward. There's a balloon to the right, along with a moving platform. Ride the moving platform to the top after grabbing the balloon, then jump up. When it splits, go left and hit the star switch, then come back down to the split. You may need to wait a while for the elevator, but do so. When it comes down, jump on it and ride it up. At the top, head left, and grab the six diamonds in the air here. Drop down and quickly run left (you'll see a door, we'll get that in a minute). Avoid the traps here and work your way to the very top. Here, you'll find a bomb, a snail, and a moon switch. Deal with the bomb and snail, hit the switch, then go back down. Enter the door (there's a diamond switch down below, but as far as I can tell it does nothing).

Next, get the balloons and dodge the bomb. Drop down as the arrow of diamonds tells you, and work your way down and around. When you get past the two laser guns, drop down the pit here to find a diamond switch. Use it, then continue left and down. Pass through the diamond blocks, but watch out for the spacecraft! Once it's gone to the great beyond, drop down to find a bouncer. Use it to get to the top, where you'll find a balloon (take it), and a diamond switch (don't bother). Head all the way down from here, then right to find a star switch hiding in an alcove above. Continue right from here to find a moon switch, radio, clock, and present. Return to where the diamond blocks were to find that the moon blocks are now passable as well. From here, go back and drop down and to the right to find a cannon. Pass it and a faucet to find two laser guns. Avoid them as usual and continue to the right until you find another faucet and more springboards. Use them, but watch out for the traps above! A bomb and a cannon await you. Run past the bomb, grab the balloon, and end the level!

4.15 Stage 13

Hit the switch and proceed right, past the snail. Grab the balloon...

(to be continued...)