



Chicken Fighters is a game where you raise a virtual chicken in an Adventure / Role Playing Game way. It is similar to Pokemon. Catch them, buy them weapons, gain experience, use spells and items, upgrade their stats, select a special trainer, and enter tournaments to win. This game is also multiplayer with one other person over TCP/IP. (Games: *Chicken Fighters 2000*, *Chicken Fighters 2k2*, *Chicken Fighters 2k12*).

Version 1.00 was created in apple basic in 1999 by a good friend of mine as a school project. Although t

### Chicken Fighters 2k12 (In Development)

Chicken Fighters 2009 is going to be possibly the most addictive game o

### The Areas.

Unlike CF2002, there will be multiple towns. Each town will be in a little area where you can go hunting f

To find chickens it depends on the area of the map you are in. You will just know when you find a chicken. You will also

### Chickens.

Unlike any of the Chicken Fighter games, this time you can evolve your chicken through

You can also play against a chicken friend online with you or use arcade mode for a chicken type. You

Like CF2002, you will have trainers, the same ones, and they will add to the gameplay. There will also be

Chickens can gain levels through experience in fighting, up to level 50. Each level has points in each of

Power and Defense are used to determine if you will be able to get a hit on a chicken. Speed determines how

Behavior determines whether your chicken will listen to you (if you tell it to attack will it or will it just

There will be two modes of play, normal, and hard. There are no differences between the two modes, if you

Each chicken belongs to an element, fire, earth, wind, water. Each element

Fire: Powerful against Earth, Weak against water

Water: Powerful against fire, weak against Air.

Air: Powerful against water, weak against Earth.

Earth: Powerful against Air, weak against fire.

## Trainers

I've decided just to keep chickens the same trainers. Each fighting has the abilities they possess, meaning they at

Snack: Using snacks in battle increases health an extra 20%

Training: The requirement to gain levels is lowered by 10% so chickens level up faster.

Protect: Chickens gain +1 extra defense per level.

Might: Chickens gain +1 extra power per level.

Gamble: Chickens gain +1 extra luck per level.

Haste: Chickens gain +1 extra speed per level.

Command: Behavior

Nature: Chickens gain +10% defense against all spells (ie, abilities that attack in battle like hurricane)

Bribe: You get a 10% discount on all items/weapons.

Tonic: Chickens gain +1 health per level

Skill: Chickens gain +1 skill point per level

### **Weapons/Items.**

Claws: Increases attack damage

Armor/Helmets: Increases armor rating

Medals/Amulets/Rings: Increases a skill or something special (these are won through special battles).

Seed: Heals 3hp

Prozac: Raises behavior by 10 during battle

Berry: Heals 3 spell points

Cheese: Heals 10 spell points

Tonic: Heals 35hp

### **Multiplayer.**

Ok, multiplayer will probably be the same. This time you will be able to play with your own chickens thou

## Chicken Fighters 2002

Every year chicken trainers all over the world plan for the Chicken Fighting Tournaments. Because they

### Features

- \*Choose from 7 chicken fighters: This will be your trainer throughout the game to raise your chicken. De
- \*7 stages to enter: Each stage must be unlocked first and gets harder as you go.
- \*6 types of chickens to find: Each type has different stats and special abilities. Find and keep the types y
- \*Buy snacks, and weapon/armor upgrades with the cash earned.
- \*5 save/load slots! Each game can have up to 3 chickens.
- \*Cool midi music and sound effects.
- \*Six random areas to catch chickens in: Each area has different types of chickens, some are also harder
- \*Level up your chicken: Each chicken can gain levels from gaining experience, making them stronger
- \*3 Modes of play!: Story mode allows you to raise then train a chicken, and beat the game. Arcade mod