

Yolk's on You for the ColecoVision

This is NOT a transcribed manual for the ColecoVision, but rather guesswork on it's gameplay.

It is put here temporarily as a substitution until the real ColecoVision manual is transcribed.

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Since this was a prototype, I don't know if real instructions were ever drawn up for it. But this is what I've figured out...

The object is to play a rooster and safely get all the eggs back into the hen house.

You simply push the eggs by moving into them.

To scare away enemies, you use the button, however if you hold the button down you will crush any of your eggs you run over.

The snake apparently can't be scared away, you must move eggs out of it's path.

After a while eggs will hatch (you see them start to crack) once a chick is born you must use the button to get them into the hen house.

Pushing to eggs into each other will cause them to break. Pushing an egg into an already broken egg (a yolk) will also cause it to break.

Holes will appear, pushing an egg into them will cause you to lose it.

If the fox digs thru it just scares your rooster for a little bit, and leaves (it doesn't appear to eat eggs or chicks inside the pen... But the fox will eat any hatched chicks that are along the fence as it walks down.

The Hawk has never done anything the times I've played this.

This guess work at gameplay was compiled by James Carter
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If you know more about the game, please send email.