

# CHICKEN RUN

Dreamcast™



EIDOS  
INTERACTIVE



T-36811N

# **WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System**

## **CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

## **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

## **PROJECTION TELEVISION WARNING**

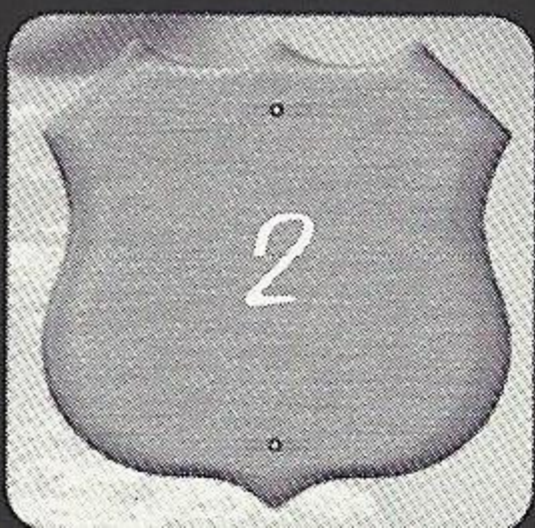
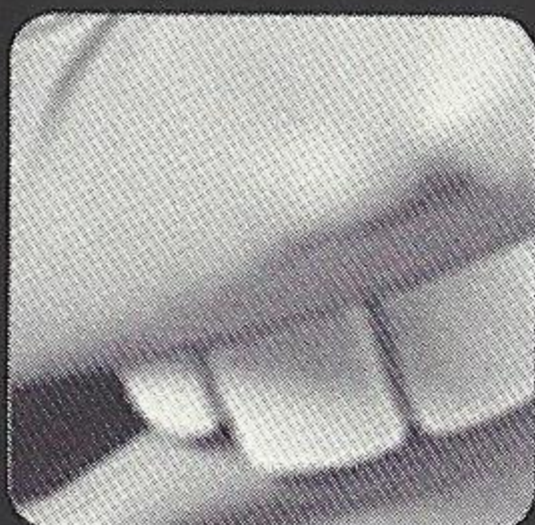
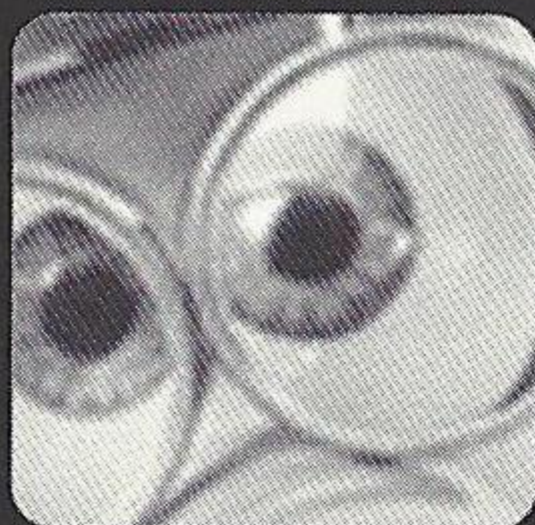
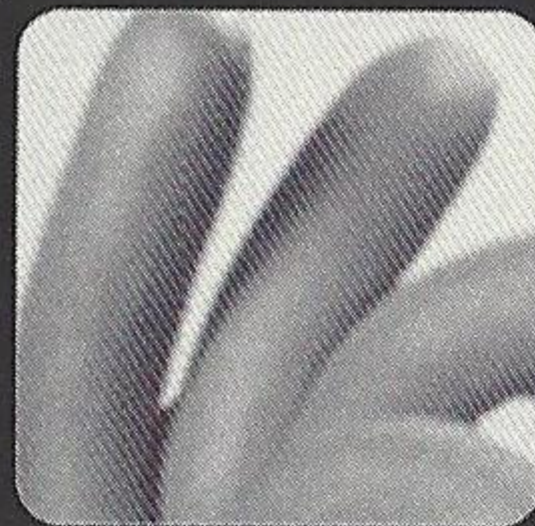
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# CONTENTS

Getting started	3
Starting a game	4
The Sega Dreamcast Controller	5
Controls summary	6
Introduction	7
Main menu	7
Starting to play Chicken Run™	11
The Chicken Run™ characters	21
Hints and tips	23
Credits	27
Eidos Interactive customer support	29
Eidos Interactive limited warranty	30



# GETTING STARTED

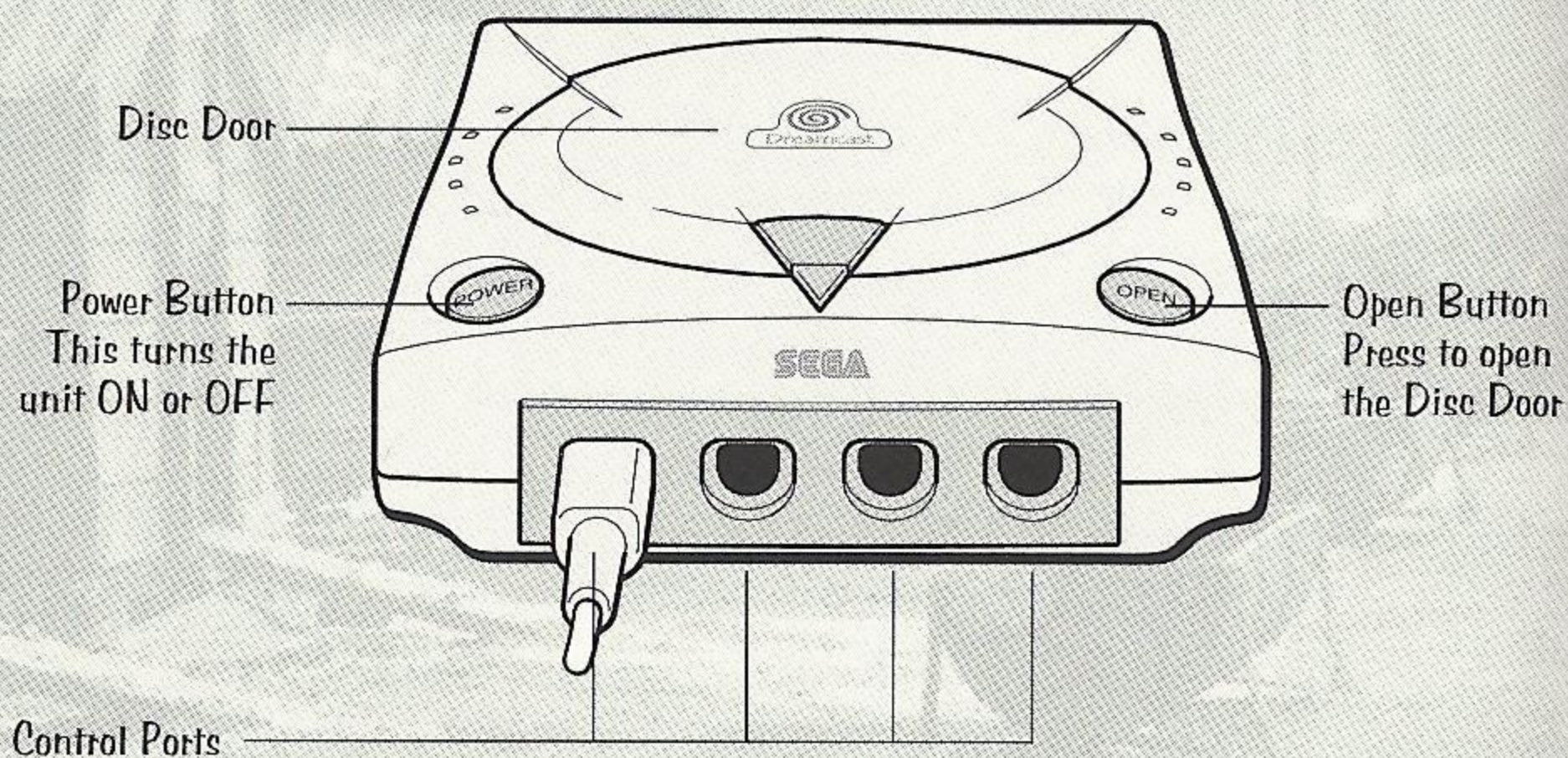
## SETTING UP

Set up your Dreamcast™ Console according to the instructions in the Sega Dreamcast Instructions Manual. Make sure the power is OFF before inserting or removing a Sega Dreamcast Specific Disc.

Chicken Run™ is a one-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

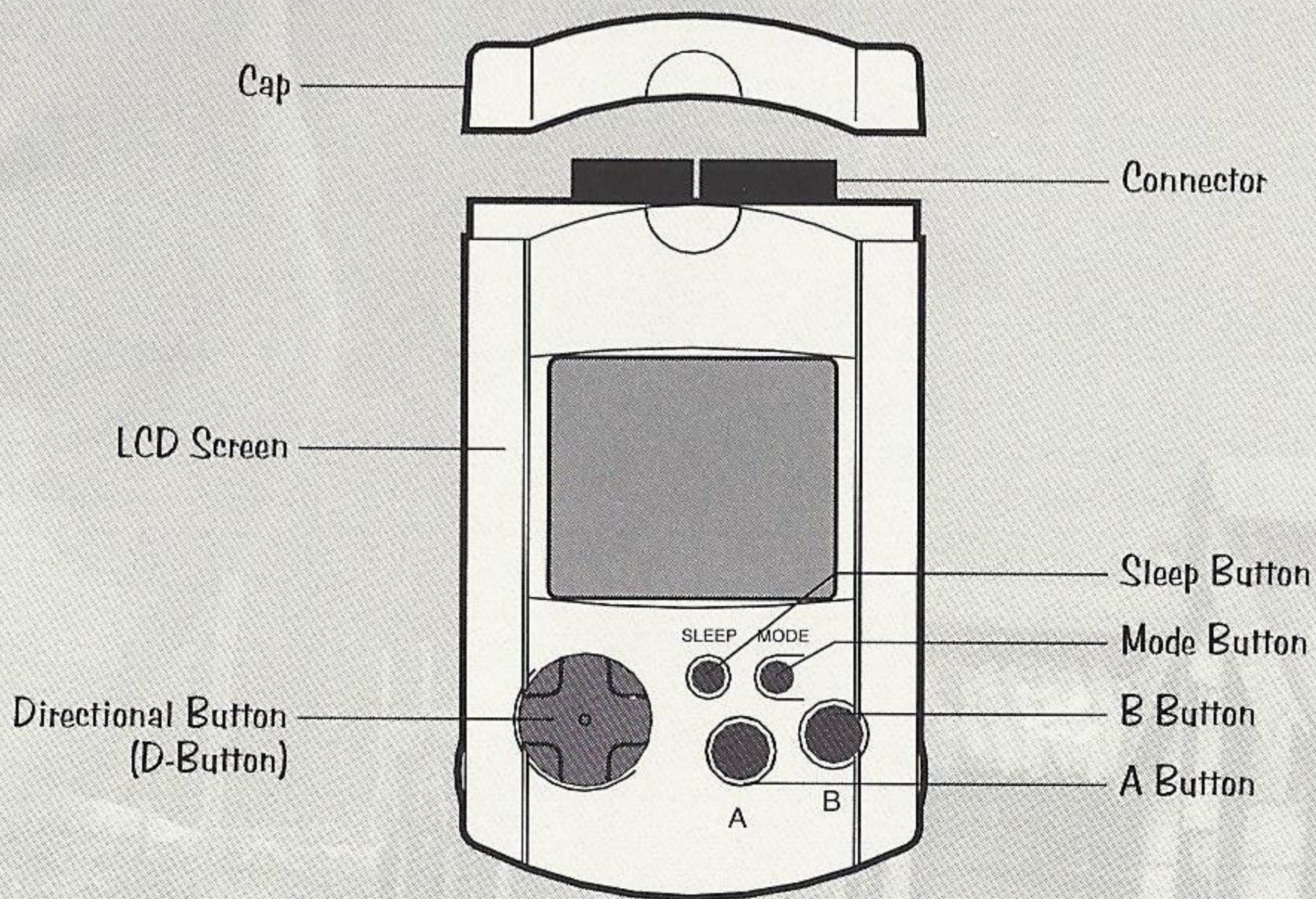
To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

## SEGA DREAMCAST HARDWARE UNIT



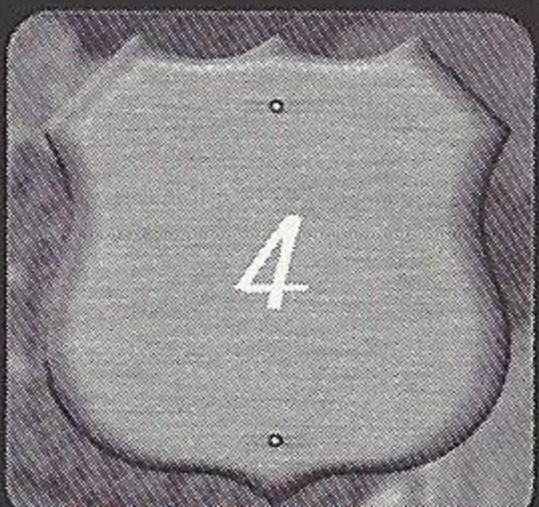
# SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

To save game settings and results insert a memory card into Expansion Socket 1 or Expansion Socket 2 of the Controller BEFORE starting play. Chicken Run requires 10 open memory blocks. While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



## STARTING A GAME

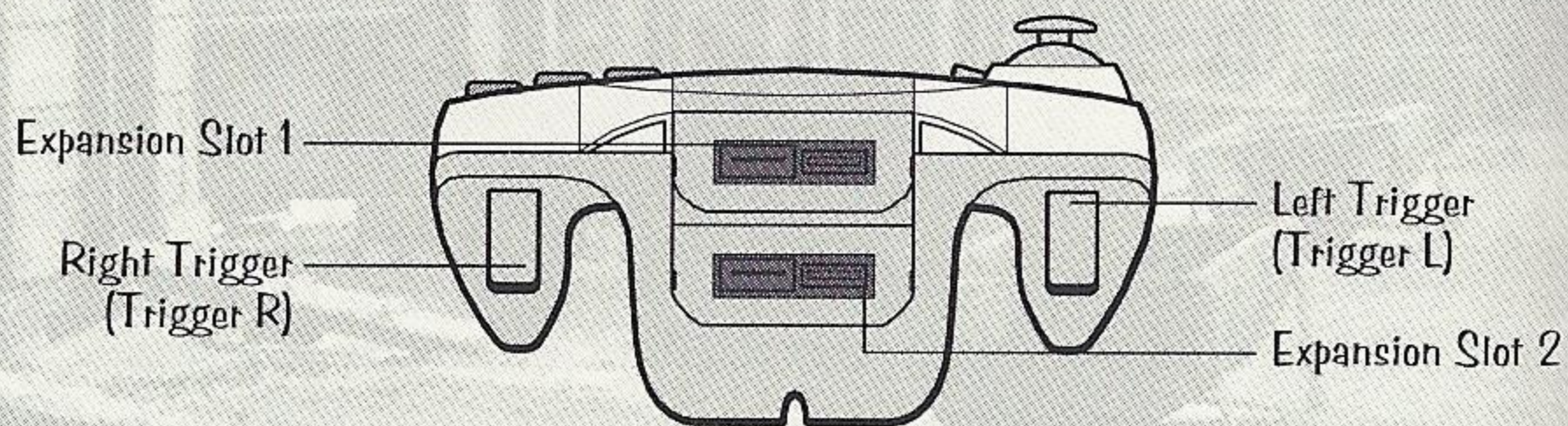
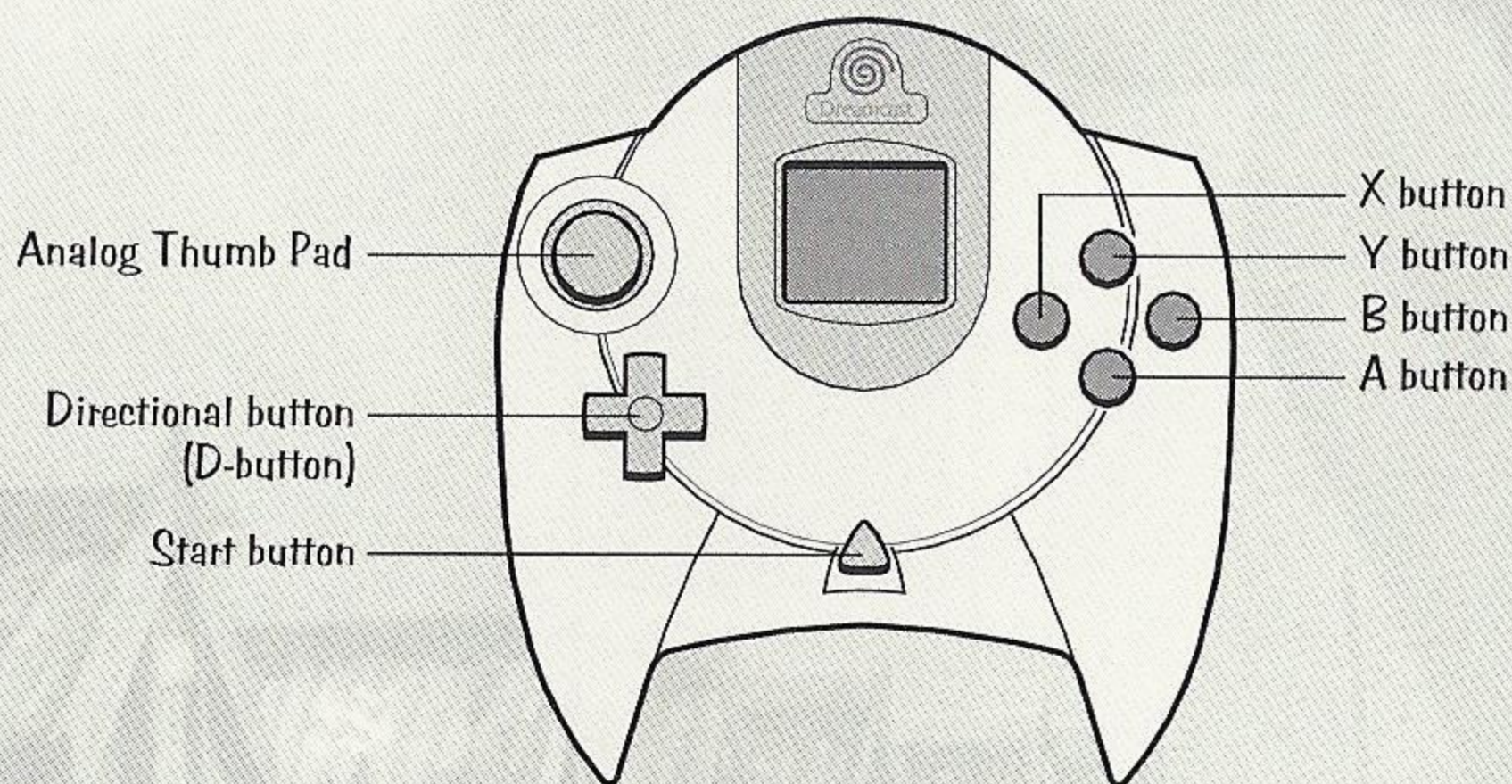
1. From the Title Screen, press the Start button to advance. This will take you to the door of Fowler's Hut, press the A button to enter the game.
2. To continue a saved game, highlight the LOAD GAME option in Fowler's Hut and press the A button. You will be shown a picture of your controller and memory card (or, if you have two memory cards inserted, both will be shown). Highlight the memory card you wish to load from and press the A button.



# SEGA DREAMCAST CONTROLLER

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.



# CONTROLS SUMMARY

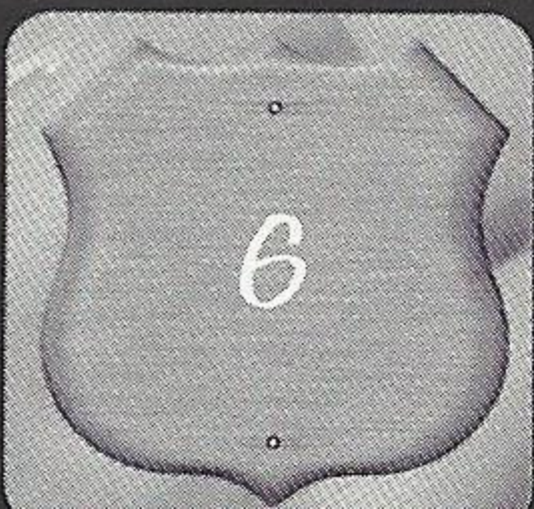
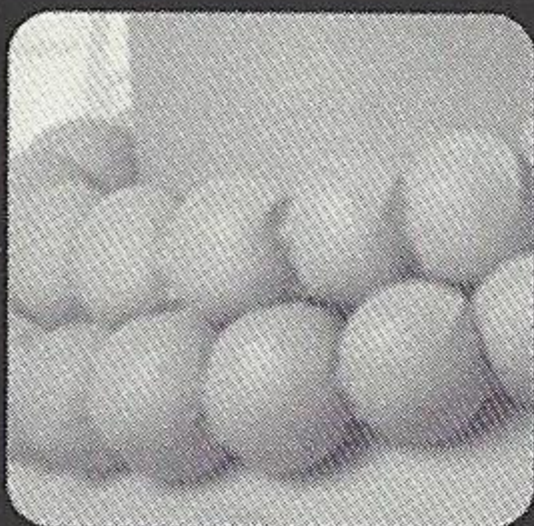
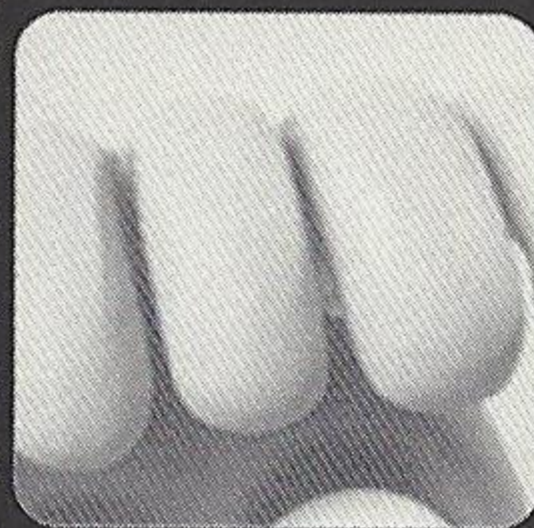
## GENERAL

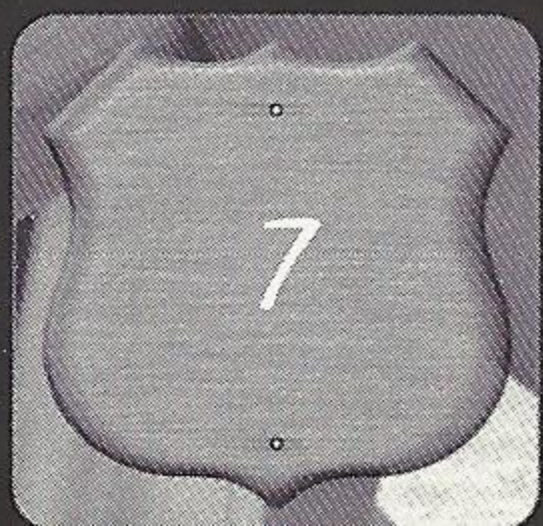
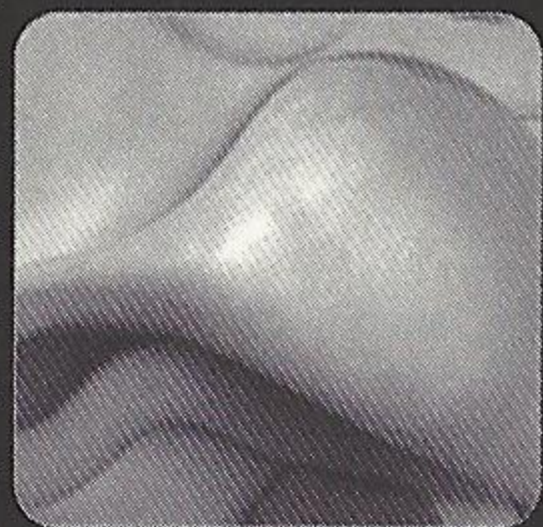
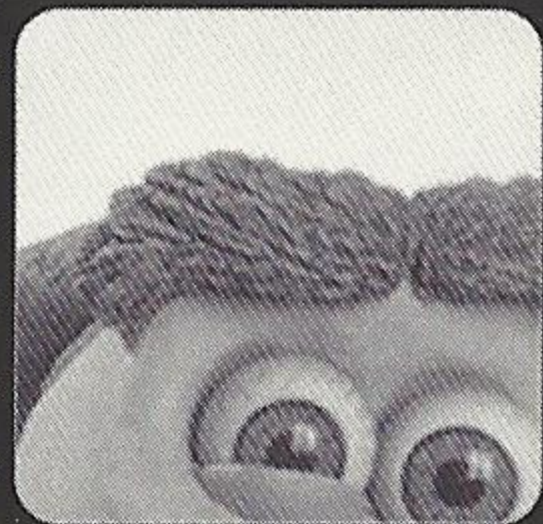
Start button	Pause Game
Analog Thumb Pad	Select menu item
A button	Accept menu selection
B button	Decline menu selection

## GAMEPLAY

Analog Thumb Pad	Move Character
X button	Action Button (pick up/use objects)
A button	Jump
A button (Double tap)	Double Jump
B button	Throw Object/Switch Rats
Right Trigger	Tiptoe
Y button	Open Inventory
Left Trigger (cycle through)	Inventory Items
Left and Right directional buttons	Rotate Camera Left and Right
Up directional button	On-screen Help buttons On/Off
Start button	Pause Game

Note: The controls illustrated on this page show the default game settings. Three further Controller configurations are available—these can be found by selecting the Controller Setup option in Fowler's Hut.





## INTRODUCTION

Ginger is a chicken with a mission. Living in Hut 17, behind the barbed wire fences and searchlights of the Tweedy Farm, she begins to fear for the lives of all her friends. In her heart of hearts she knows there's something better out there in the big wide world. Ginger is determined to lead the chickens in an escape to freedom (before it's too late). To do this she enlists the help of Rocky, a smooth-talking American rooster, and Nick and Fetcher, two rats who'll scrounge anything for a price (eggs!). Together they try many wild and wacky escape plans to flee the coop. This is *Chicken Run*<sup>™</sup>—the game based on the worldwide movie hit! This is your chance to help Ginger, Rocky, Mac and all the other chickens get away before they're turned into chicken pies.

## MAIN MENU

When the game begins you will see the Main Menu. This allows you to Start a New Game or Load a previously Saved Game.

## START GAME

### FOWLER'S HUT (GAME OPTIONS)

- Select Start Game and you will go to Fowler's Hut (Hut 1). Fowler's Hut contains all the Game Options available in *Chicken Run*<sup>™</sup>. If this is a new game, you will begin facing The Door (ready to go outside and begin the adventure).
- Now let's look at the Game Options available:  
Use the left or right directional buttons or Analog Thumb Pad to cycle through the Options, and then press the A button to select.  
If you want to cancel or leave a Game Options menu at any time, press the B button.



### Begin the Game/Return to Game (The Door)

The Door allows you to go straight into a new game of Chicken Run™, or to return to the game you are currently playing.

### Screen Adjust/TV Setting (The Mirror)

The Mirror lets you adjust your screen position. Move the screen using the Analog Thumb Pad. If your TV supports 60Hz, you will be able to change the display settings using the TV Setting option.

### Controller Setup (The Chest)

You can also change your Controller configuration (it will show the existing configuration with three alternatives).

### Sound (The Radio)

The Radio lets you adjust a number of sound options:

SFX Volume – set a level for sound effects

Speech Volume – the character speech volume

Music Volume – set the music level

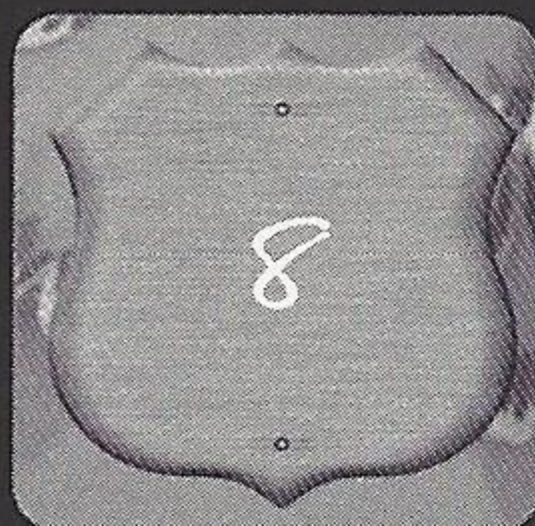
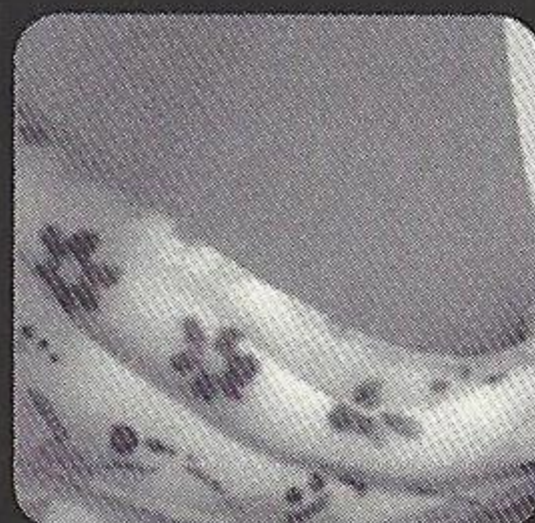
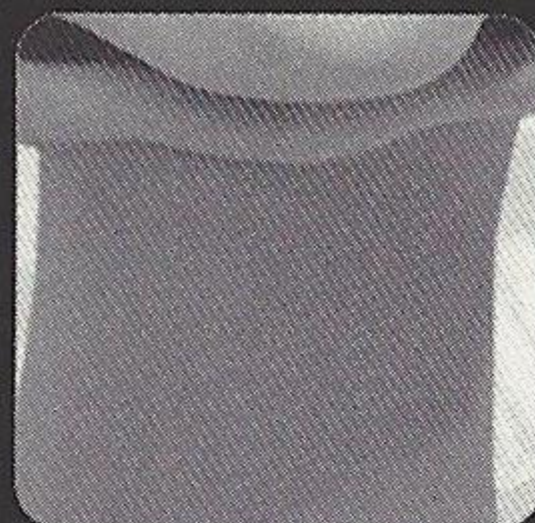
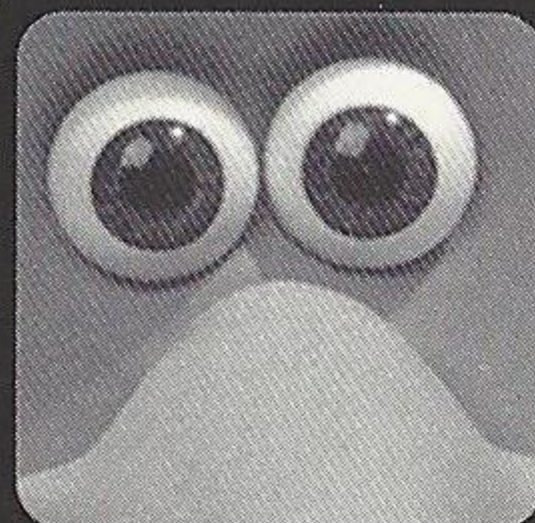
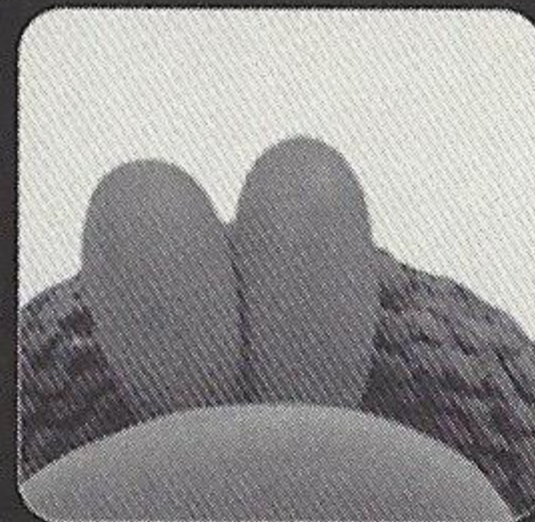
Stereo On/Off – turn stereo effect on/off

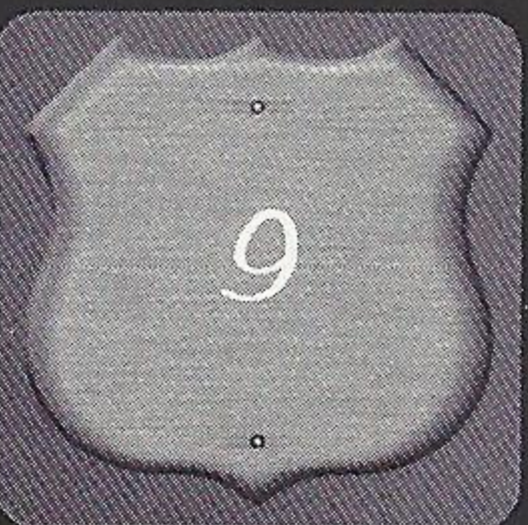
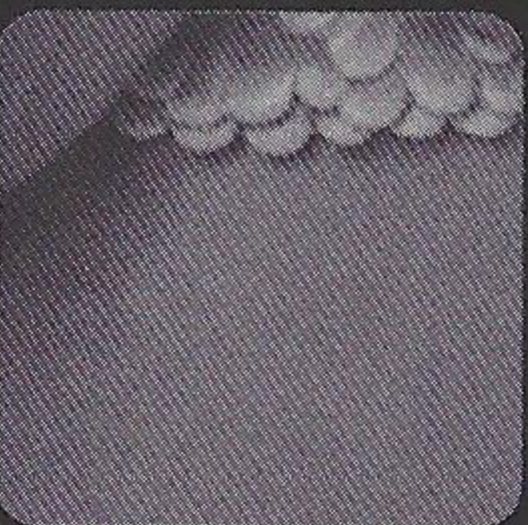
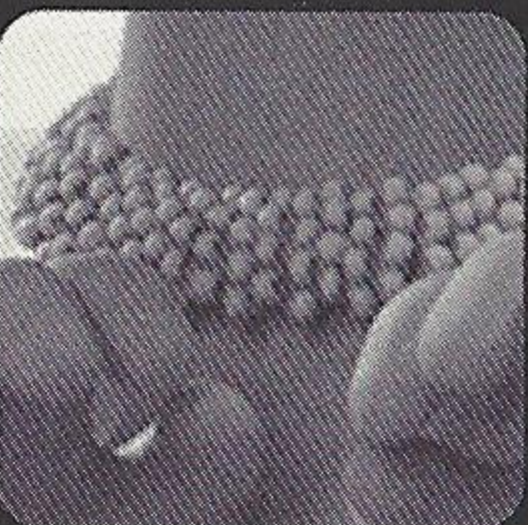
### Medals (The Display Board)

The Display Board allows you to view any medals awarded for your special efforts in sub-games throughout Chicken Run™ (for meritorious service to escaping chickens).

### Best Times (The Clock)

This is a log of the best time achieved by you in the game. Come here to see if you can get the best times ever for completing all three Acts of the game, the Boss Levels and your shortest Total Playing Time. You can compare these times with your friends.





### Load/Save Game (The Bed)

The Bed allows you to load a previously saved game or save the current game you are playing (you must have a memory card in Expansion Socket 1 or 2). Note that if ever you enter Hut 1 later, from the within the game, you'll be taken straight to this option.

### Level Select (The Bomb)

The Bomb allows you to select previously opened levels and sub-games (if they are available to you these are identified with a highlight). When you choose a level to play from this menu it will not play any part towards your success in the overall game.

### Credits (The Book)

The Book lets you see who's responsible for creating the Chicken Run™ game.

### View Pictures (The Gallery)

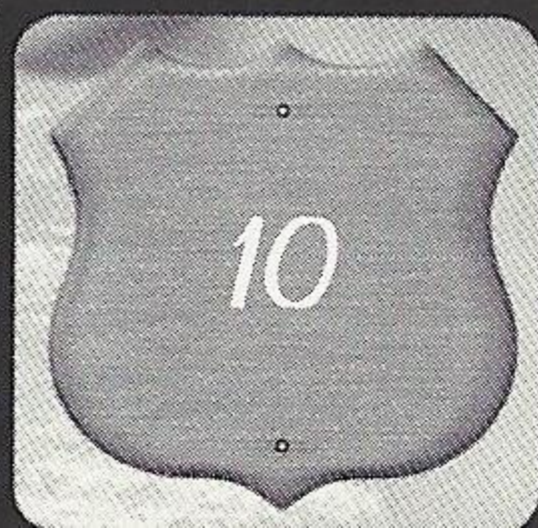
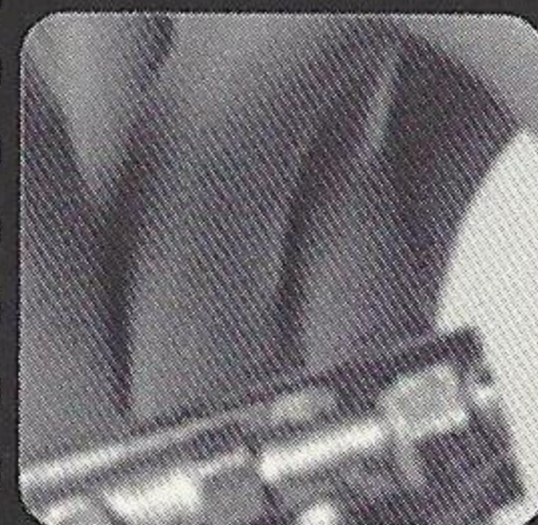
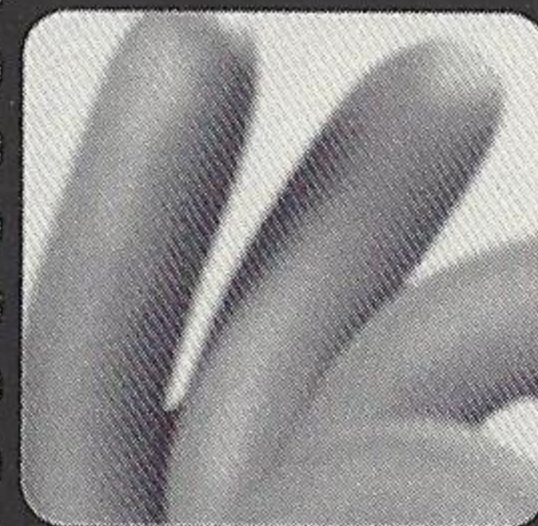
Hidden throughout the game are pictures from the Chicken Run™ movie. As you discover them you can return here to The Gallery to check out your collection. The number of pictures will increase as you work your way through the game.

### View Movies (The Projector)

The Projector lets you look at any movie clips or animations that you have seen so far during the game. Select a clip using the Analog Thumb Pad and press the A button to play. If you are just starting the game you will have very few movies to choose from. The number of movies you can watch will increase as you progress in the game.

## LOAD GAME

If you choose to load a game, your memory card will be examined for a saved game and the selected game loaded in. If you have two memory cards inserted you can choose which one you wish to load from. You will begin the saved game from Fowler's Hut.





## STARTING TO PLAY CHICKEN RUN™ (CHOCKS AWAY!)

The game (like the movie) begins on a dark and eerie night on the remote Tweedy egg farm. Mr Tweedy is patrolling around the coops and the guard dogs have been let loose.

We are taken inside Hut 17 where we meet Ginger (the chicken who's determined to get everyone out) as she explains to Mac (the practical and brainy chick) details of the First Escape Plan.

### WIDESCREEN MOVIE MODE

When characters talk to each other (or there are movie clips or animations) in the game the screen will always change to widescreen movie mode. You will hear the words and see the text as the characters chat. Remember that you cannot interact with the characters in widescreen movie mode but you can flip through the conversation by pressing the A button (pressing the Start button will skip through movie clips).

- Press the A button to continue the conversation (and take note of the clever plan Ginger has dreamt up).

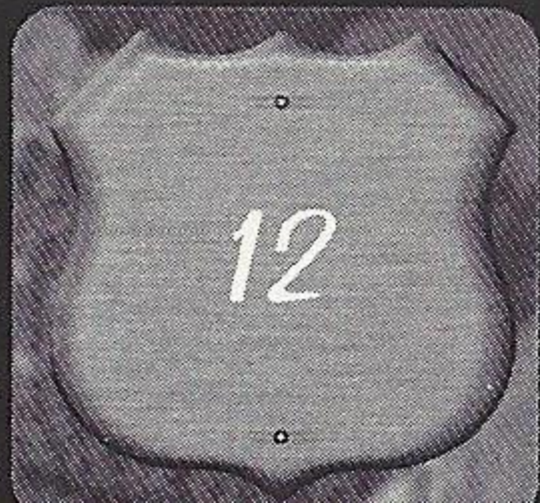
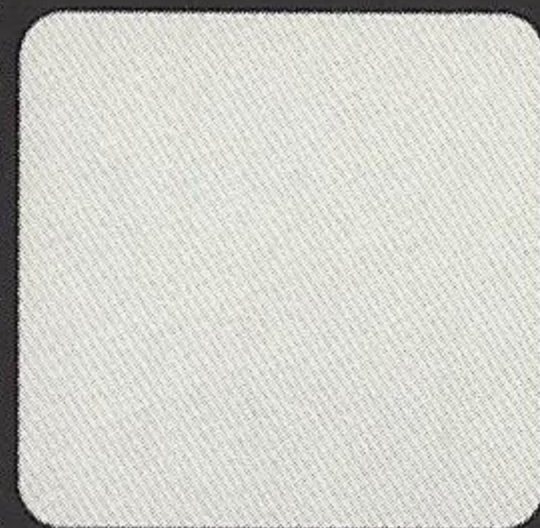
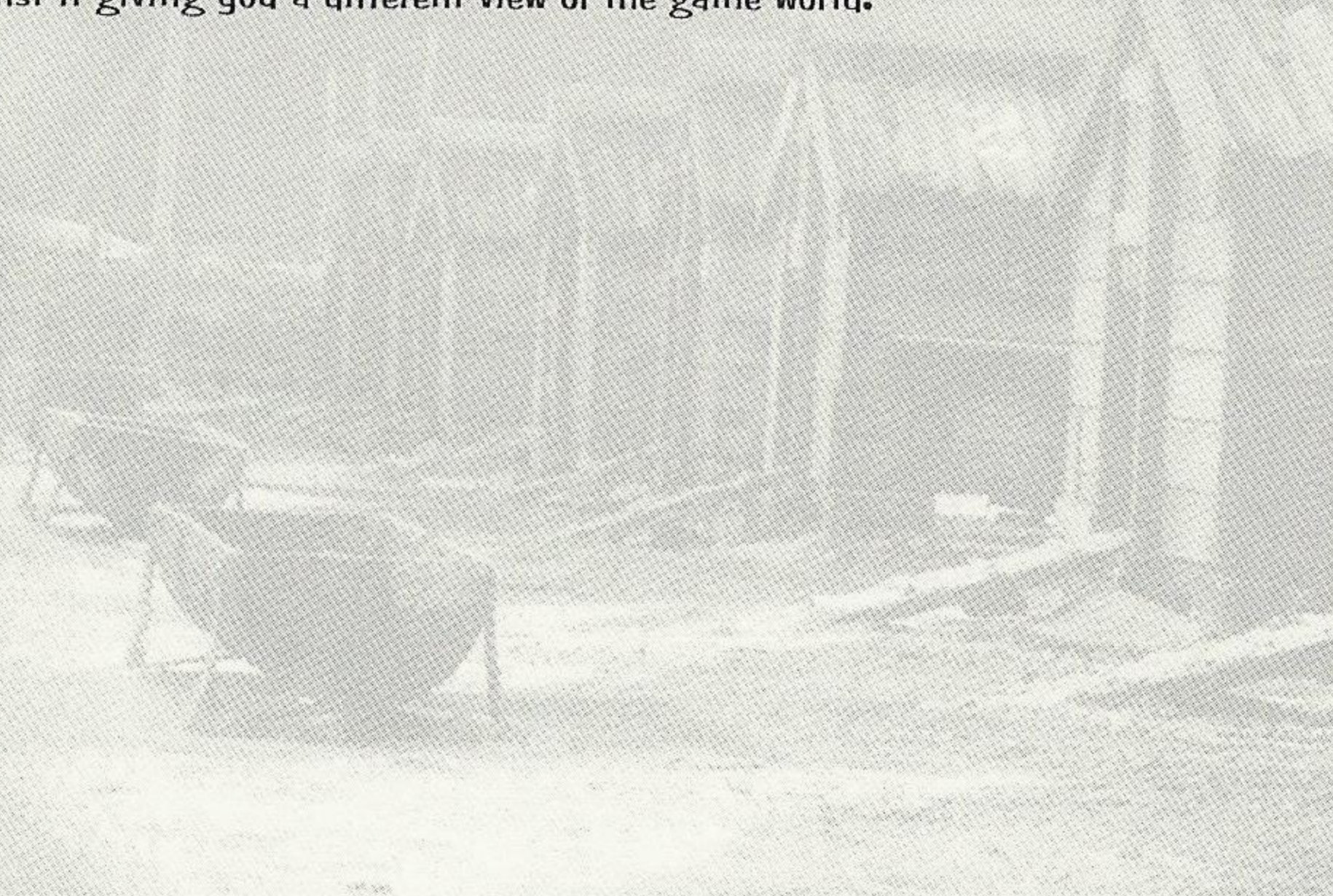
# CONTROLLING GINGER

When the First Escape Plan has been revealed the screen will change to full screen mode and you will enter the 3D chicken world. This is where you have complete control of the Chicken Run™ character (in this instance Ginger). Look at the Controls summary (page 6) for full details.

# CAMERA VIEWS

All camera views in the game will change depending on the action that is happening and will always show you the best or most appropriate action view. When outside the huts or buildings you can also rotate the camera around the character you are controlling using the left and right directional buttons. This is a good way of spotting any potential danger or just having a good look around.

In addition, when a character is close to a wall or fence he/she will press themselves against it giving you a different view of the game world.



## HELP BUTTONS

At the top left of your screen is an area reserved for help buttons. These will remind you of the main control buttons for each scene. You can turn these help buttons on/off by pressing the up directional button.

At first the help buttons will show basic commands:

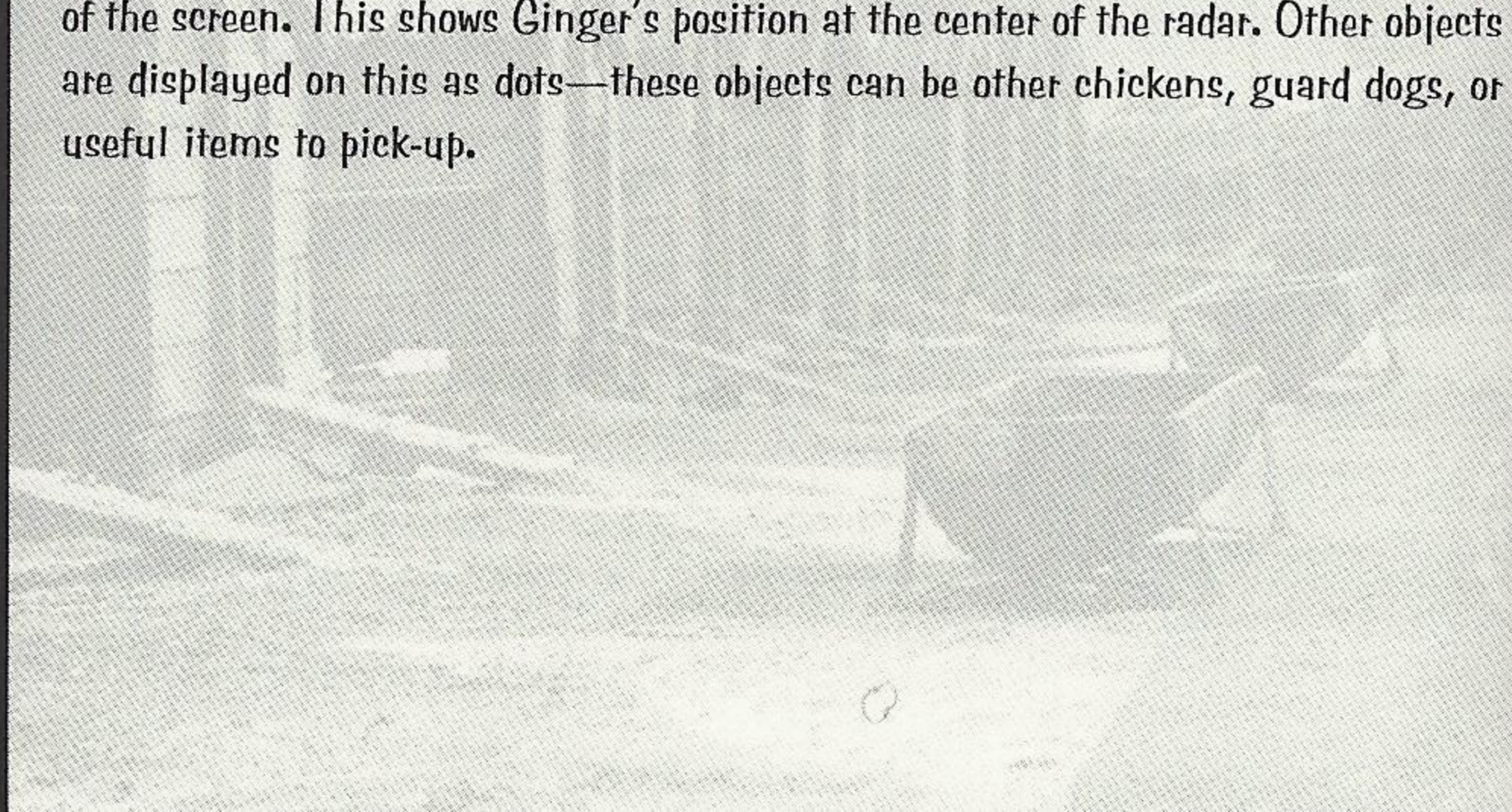
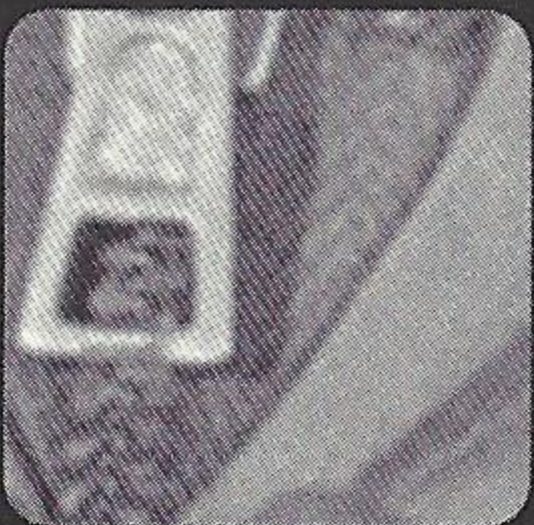
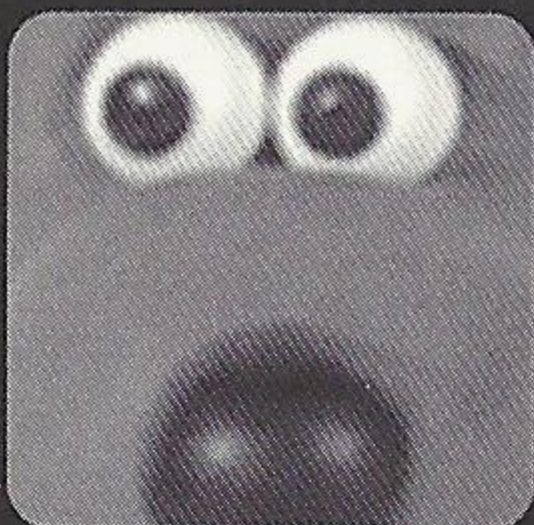
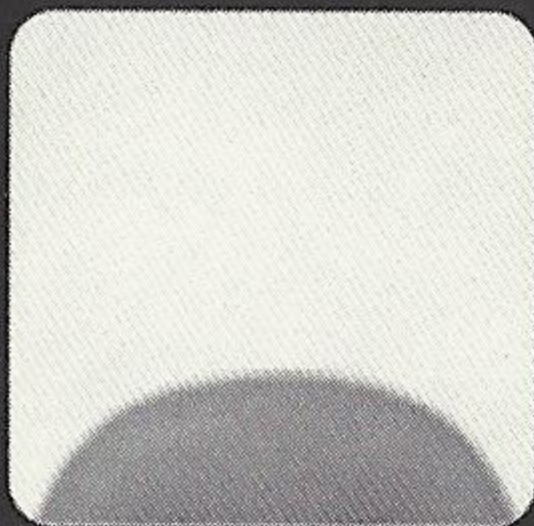
A button	make Ginger jump
X button	make Ginger perform an action (use or pick up something)
Y button	look at the Inventory (what Ginger is carrying)

Ginger should still be inside Hut 17. Let's make her jump!

- Press the A button and she will jump into the air. Notice that the help button summary on the top left changes to A Double Jump—this shows you what else you can do. If you hit the A button twice Ginger will jump even higher!

## THE RADAR SCREEN

Before leaving the safety of the hut, let's look at the radar display at the lower right of the screen. This shows Ginger's position at the center of the radar. Other objects are displayed on this as dots—these objects can be other chickens, guard dogs, or useful items to pick-up.



If you are near an item that can be picked-up a light at the top right of the radar screen will begin to flash and you will hear a "beep". This flashing and beeping will get faster the closer you are to the object.

Any enemies (such as dogs or Mr and Mrs Tweedy) will obviously be able to see Ginger and so their "area of vision" is also shown on the radar. You must try to avoid being caught in this "cone" of vision or Ginger will be caught (try hiding behind something)!

If a character has been spotted the radar screen will turn red and begin to flash.

## ITEMS HELD

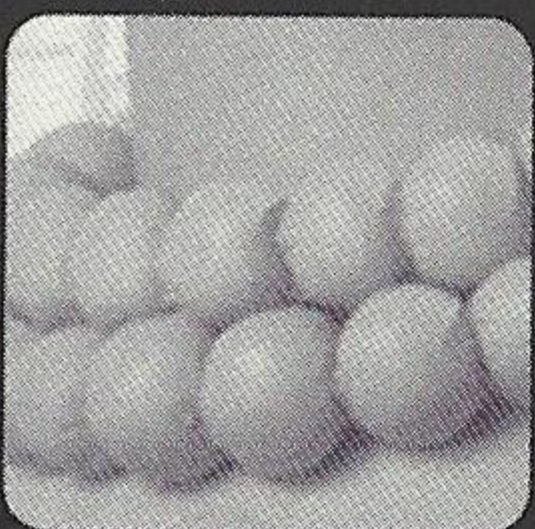
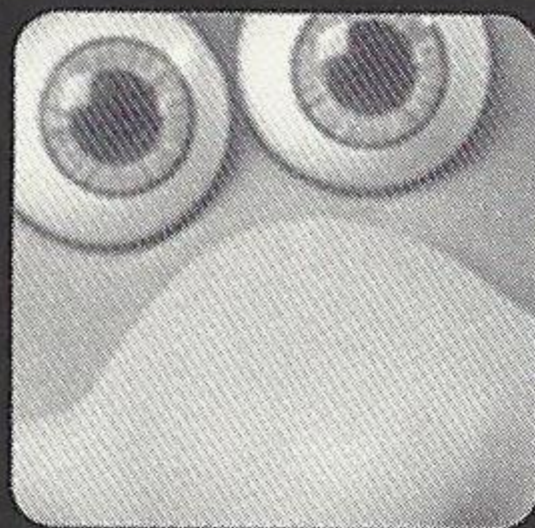
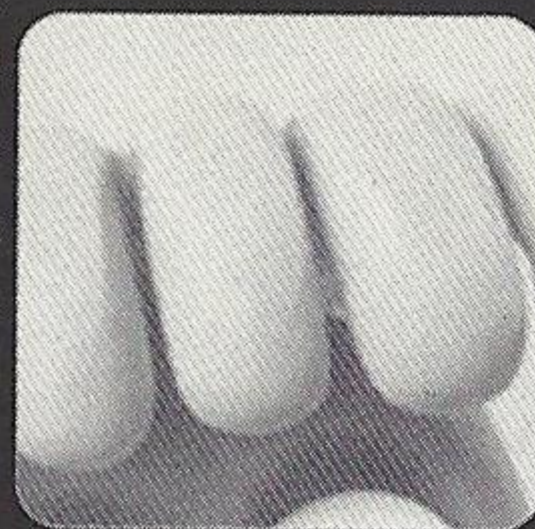
The lower left of the screen will show a small picture of an inventory item the character has been equipped with (ready to use it on something).

### BRUSSELS SPROUTS

This lower left area of the screen also shows the number of Brussels Sprouts your character is carrying (if any have been picked up). Brussels Sprouts can be used to distract Guard Dogs and the Tweedys—(stay out of sight and throw one for the dogs to chase).

Press the B button to throw a sprout.

Now let's get on with the adventure!



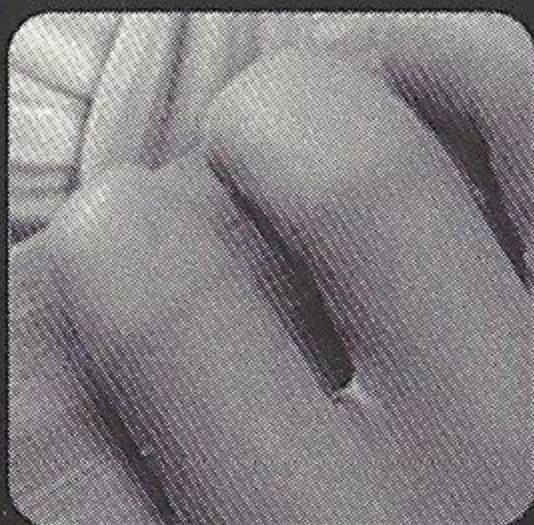
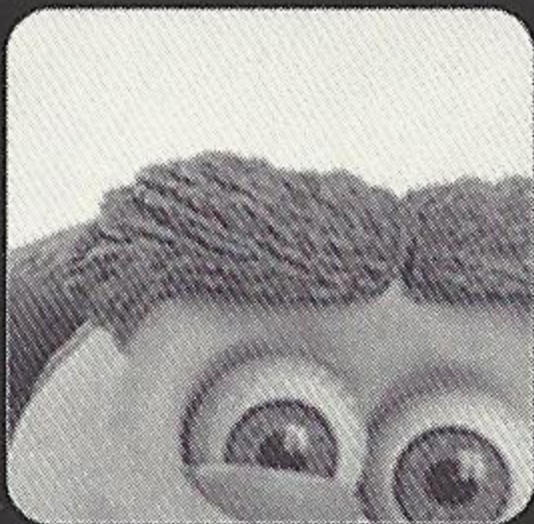
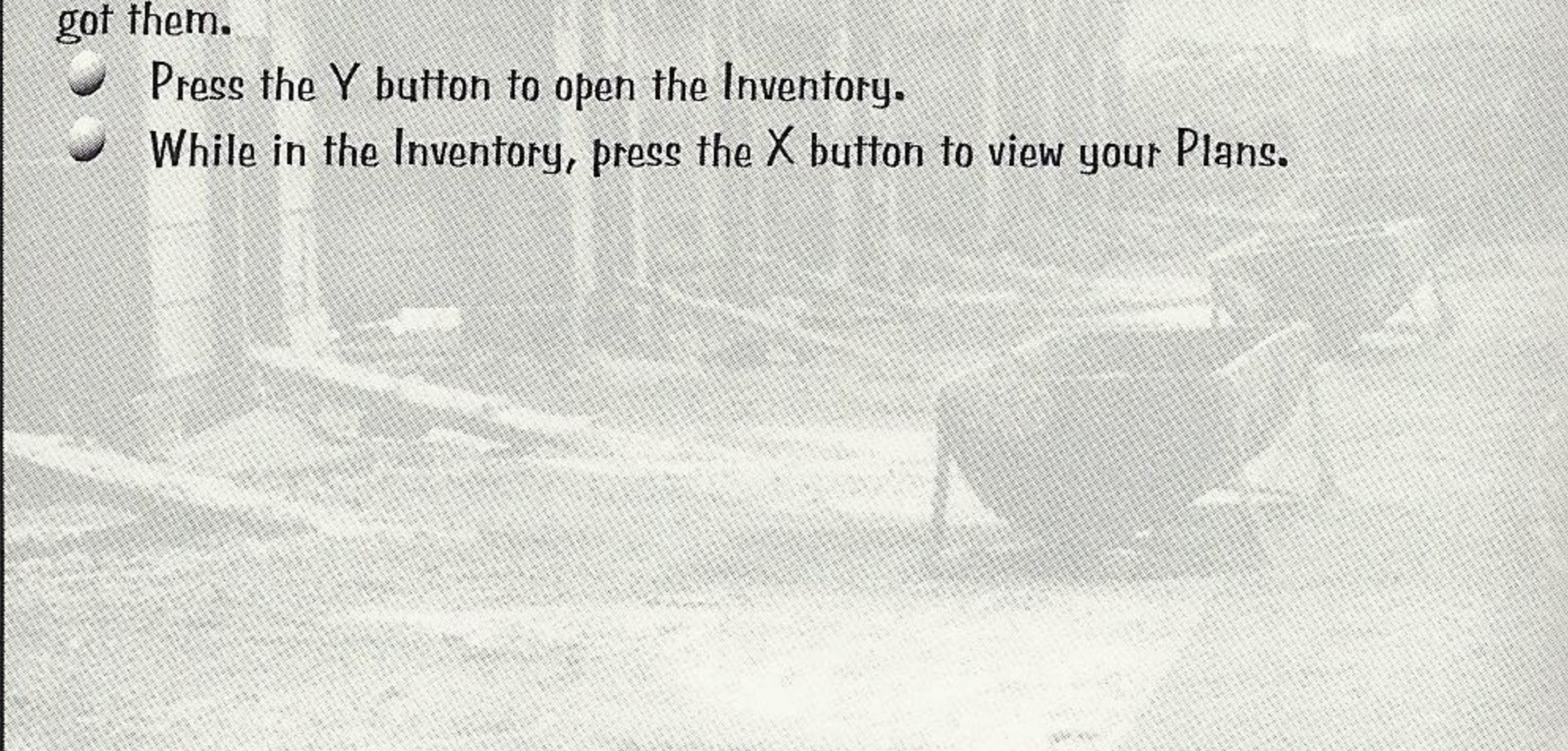
## OUTSIDE THE HUT

- Using the Analog Thumb Pad make Ginger walk to the end of the chicken hut and make sure she is standing facing the door.
- Make her go through the door (the screen will darken and then when it brightens you will see her standing outside, on the ramp in the chicken farm at night).
- Move Ginger quickly off the coop ramp and make her hide to the side of the hut (or she'll be seen by the dogs). If you put her close enough to the wall she will press herself flat against it.
- Look at the radar and you will eventually see the "blip" of a dog walking around the enclosure. Notice the cone of vision for the dog—if this dog sees Ginger in this cone she will be attacked. Be careful and always keep an eye on the radar!

If you've got this far you'll know that Ginger's first task is to find the Broken Shears and the Butter Knife so that Mac can make the Wire Cutters.

First, let's check the Plans in the Inventory. This is always a good idea so that you don't forget what items you want and where you have to take items once you've got them.

- Press the Y button to open the Inventory.
- While in the Inventory, press the X button to view your Plans.





**win**  
**cash,**  
**free**  
**games,**  
**t-shirts,**  
**hats,**  
**watches,**  
**strategy**  
**guides,**  
**and other cool**  
**loot!**

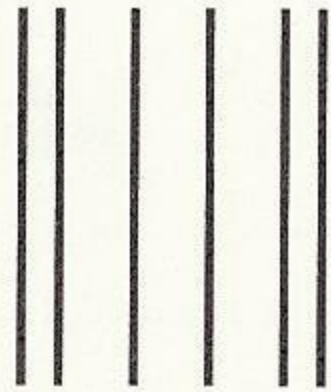
**BUSINESS**

FIRST-CLASS MAIL PER

POSTAGE W

EIDOS I  
651 BRA  
SAN FR

16



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**SS REPLY MAIL**

PERMIT NO. 26245 SAN FRANCISCO, CA

**WILL BE PAID BY ADDRESSEE**

**INTERACTIVE  
ANNAN ST  
SAN FRANCISCO CA 94107-9261**

15



You will see that the Broken Shears and the Butter Knife are both drawn on the sheet of paper. Each item has a small box next to it. When you first collect an item, a red line will appear in the box relating to it—when you have taken the item to the correct Hut, the box will become crossed in red. On the Plan you will also see a note of where to take the items so that they can be made into Wire Cutters (in this case: to Mac in Hut 17).

## EXPLORING THE FARM

The chicken coop area of the Tweedy farm is split into four sections separated by wooden fences. Each area has a gate so you can cross from one section to another and each section contains four huts. The rest of the farm surrounds the chicken coop areas and includes the Tweedy house, garden, egg room and various other buildings.

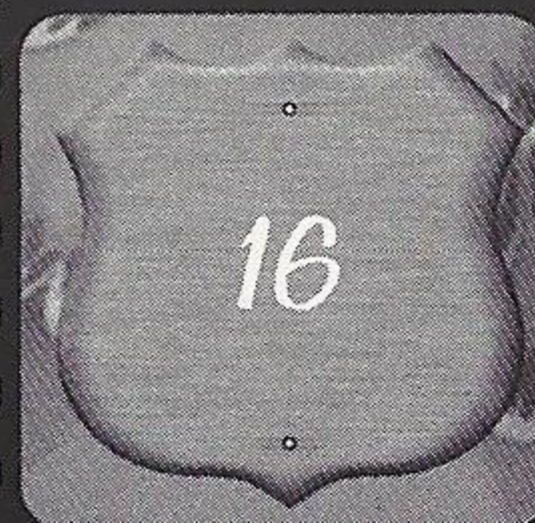
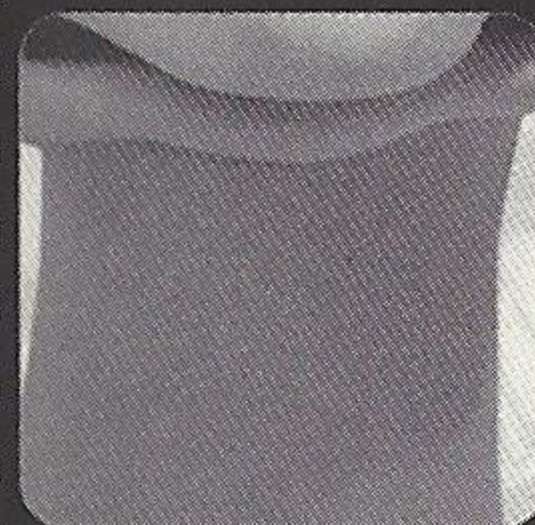
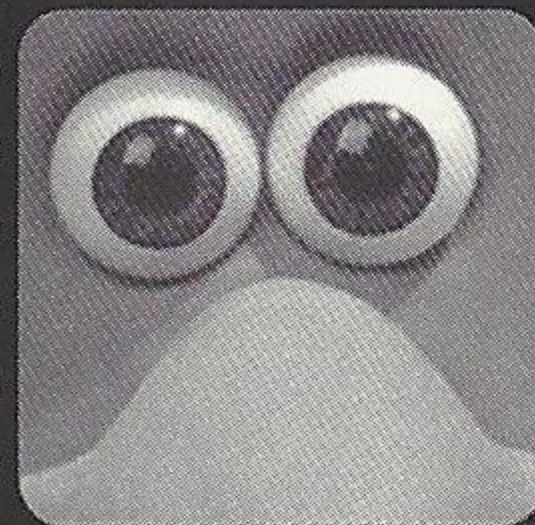
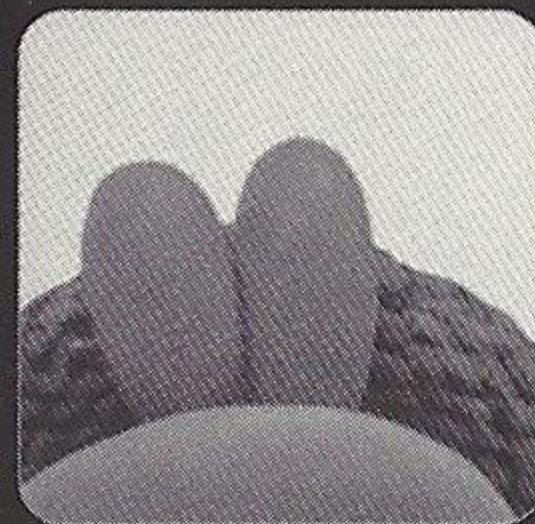
### PAUSING THE GAME

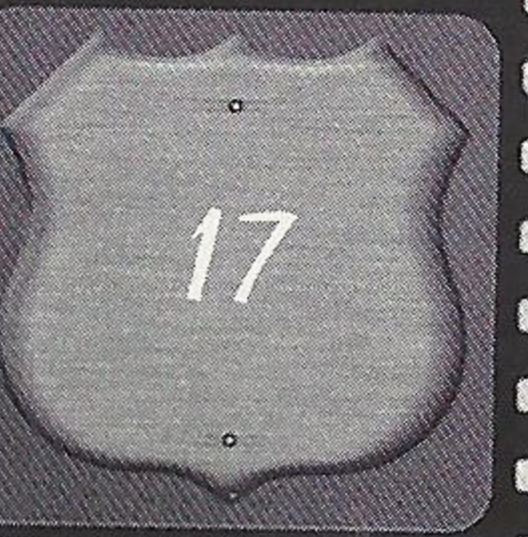
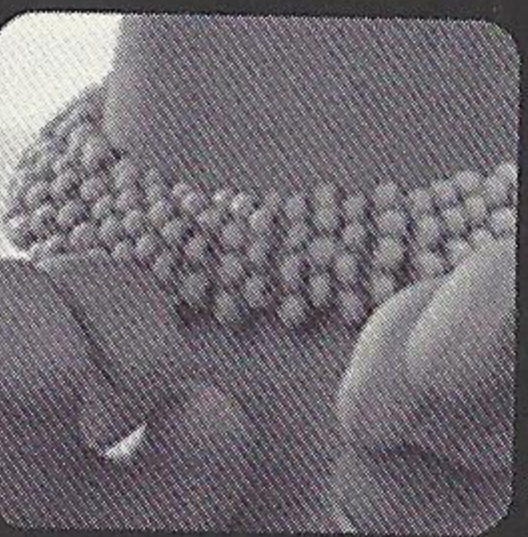
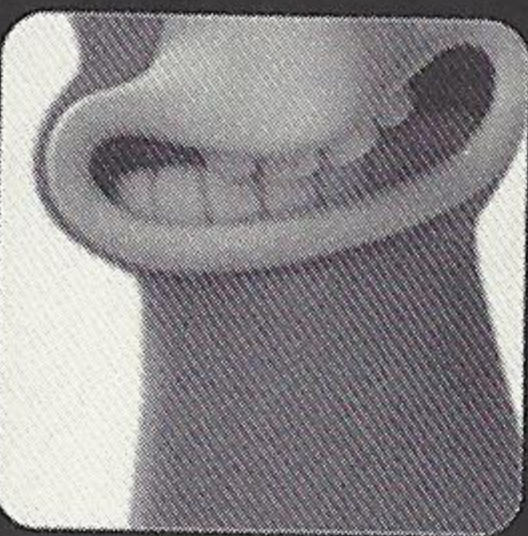
If you want to call a halt to the frenetic action (or if the tension is getting too much for you) you can always pause the game by pressing the the Start button. All action will stop and a pause menu will appear giving options to Return to Game, Quit Game, change the SFX, Speech or Music Volume.

- Select Resume the Game to get back to the action.

### MR AND MRS TWEEDY

Mr and Mrs Tweedy are always lurking about the farmyard, the coop and in and out of the farm buildings. Be very careful that they do not spot Ginger.





## THE GUARD DOGS

Dogs will patrol between the huts in the coop, so if they see Ginger they will chase her.

## FLOODLIGHTS

As Ginger creeps around the compound at night time you will notice that certain areas are brightly lit and there are searchlights criss-crossing the open ground. When Ginger enters a pool of light the radar at the bottom right of the screen will begin to flash red—you've been spotted! You will hear the dog's bark get louder the closer it is, and it will become more manic if Ginger stays in the light. She must get to a hiding place or she will be caught.

## BEING HEARD

Remember that guard dogs and the Tweedys will notice Ginger not only by sight but also by sound. Walking on gravel or other noisy surfaces will make enough noise to alert anyone who is near.

- Press the R Trigger to tiptoe. This creates a lot less noise when you're moving around the farm.

## PICKING UP ITEMS

If you see some Brussels Sprouts walk Ginger up to them and press the X button to pick them up. These can be useful when thrown to distract an enemy (press the B button). The number of sprouts the character has is shown on the screen.

- Now, help Ginger work her way around the huts (avoiding the dogs) until you find the Broken Shears.
- Stand her close to the Shears and press the X button. Ginger will pick up the Broken Shears and put them into her Inventory

# THE INVENTORY

The Inventory can be opened at any time during play by pressing the Y button. Here you can see the items Ginger is currently carrying (shown in the six spaces to the left of the screen).

- If there is more than one item use the Analog Thumb Pad to select the one you want.

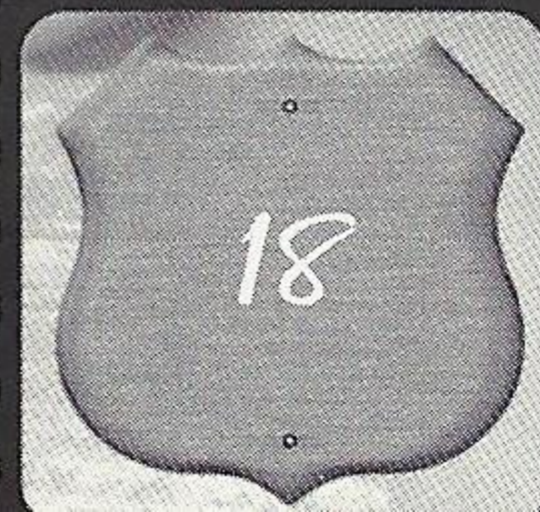
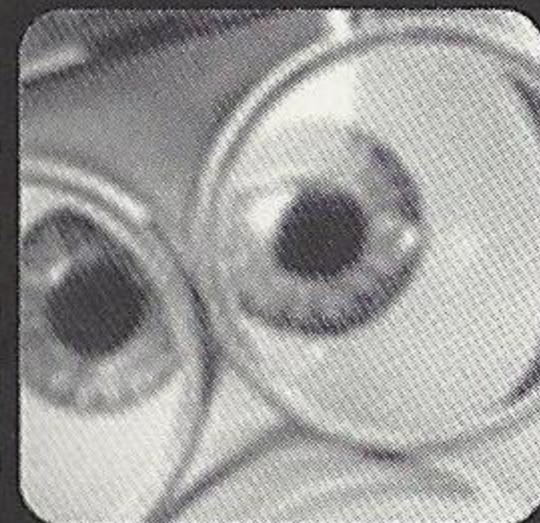
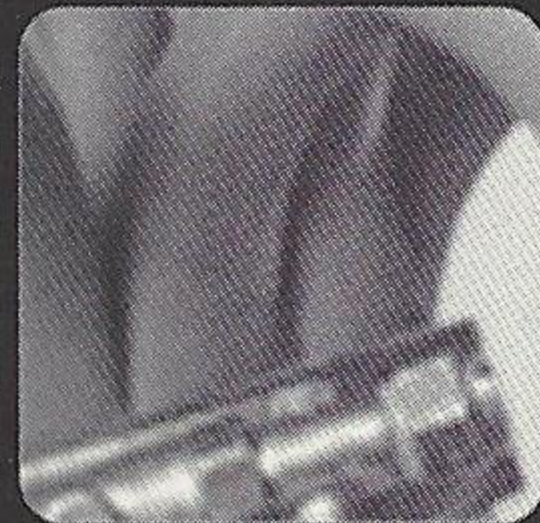
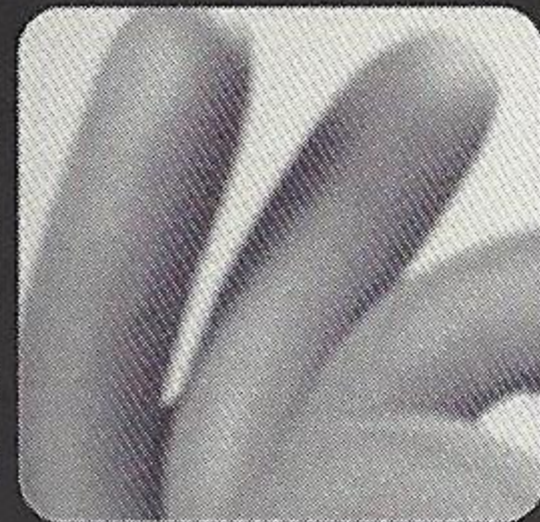
## THE MAP

When the game begins, Ginger does not know the complete layout of the Tweedy Farm. To help Ginger in her escape plans she will find torn up sections of a hand drawn map as she investigates new parts of the farm. Pick up these pieces of map (stand close to the fragment and press the X button) and put them in the Inventory where the pieces will be reassembled. As the game progresses you will need to refer to the map more and more for important information about the location of buildings.

- Press the Y button to open your Inventory and press it again to check which sections of map you have found (eventually showing a map of the entire farm and all of the chicken coops).

## THE PLANS

- Pressing the X button in the Inventory screen allows you to check the latest plans, drawings and objectives. All delivered objects will be crossed off on the plans.



## EGGS

Once the Egg-Laying Game has been played, the Inventory will also show how many eggs Ginger is carrying (this is useful later in the game).

- During Act 1 you can practice your egg-catching skills in Hut 2. Later in the game, however, you must make sure that Ginger has no other items in her Inventory before playing the Egg-Laying Game—otherwise she will not be able carry the ones she has caught.

## USING AN ITEM

To use an item you must equip Ginger with it first. Select the Inventory Screen (press the Y button), highlight the item using the Analog Thumb Pad and press the A button. Ginger will have that item to hand ready to use it. Now walk to where you want to use it and press X (the Action button). If nothing happens you are in the wrong place for this item to be used or are trying to use the wrong item!

To take an escape plan item to where it is needed (such as a Work Hut or to Ginger's friend Mac), go to the correct hut and it will be automatically taken. If no one knows what to do with the escape plan item you have, you've gone to the wrong hut.

## GETTING CAUGHT

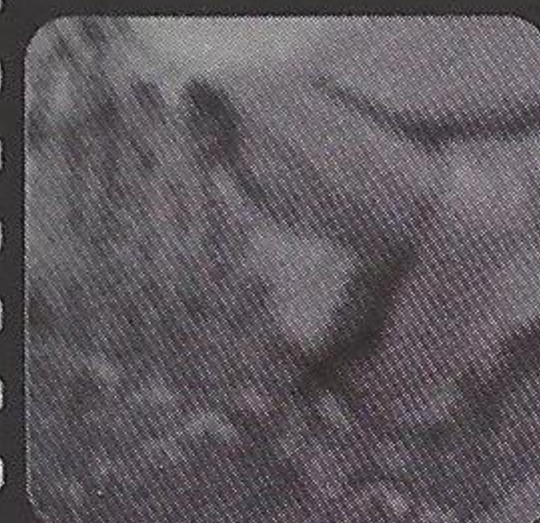
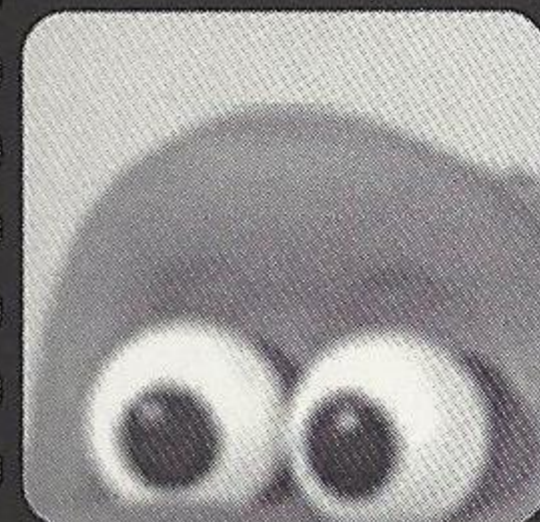
If the dogs (or the Tweedys) capture Ginger, Rocky, etc, one item from your Inventory (usually the last thing you picked up) will be taken back to where it was originally found. You've no option but to find it again. But this time, be more careful!



# SAVING THE GAME

You'll be wise to save your game as often as you can (in case something goes wrong). You can save your game at any time by going to Fowler's Hut (Number 1) and selecting the Bed (the Save/Load option), this should be the default screen when you enter the Hut during a game. Remember that you cannot save a game unless you have inserted a memory card in in Expansion Sockets 1 or 2 (if you have two memory cards present, you can choose which one you wish to save to).

- Remember—you will need 10 blocks free on the memory card to make a Chicken Run™ game save.
- Games can also be saved at the end of Acts and Boss Levels. A screen will pop up allowing you to save and continue the game.

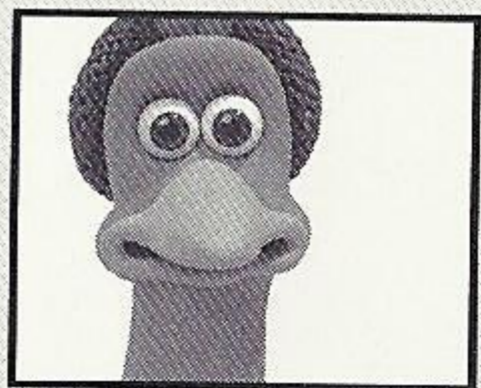


# ● THE CHICKEN RUN™ CHARACTERS ●

## THE ONES YOU CONTROL

Chicken Run™ lets you control several different characters from the movie, each with their own particular set of skills.

### GINGER



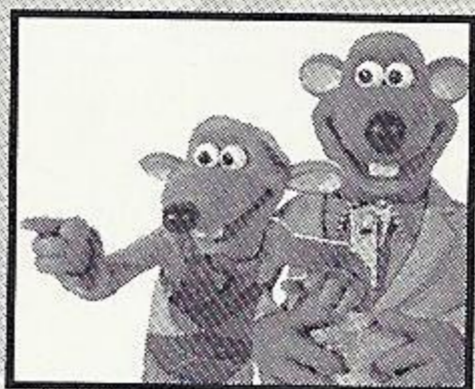
Ginger is the chicken with the plan. She's a feisty, young and idealistic hen whose one goal in life is to help everyone escape from the Tweedys' farm for a better life beyond the green and distant hills. She pursues this goal with true grit and determination.

### ROCKY



Rocky is a sweet-talking American rooster who gets by in life on his good looks and charm. Fun to be with and the life and soul of the party, he's the kind of guy everyone wants to have around. Everyone likes him (but Ginger still has her doubts).

### NICK AND FETCHER

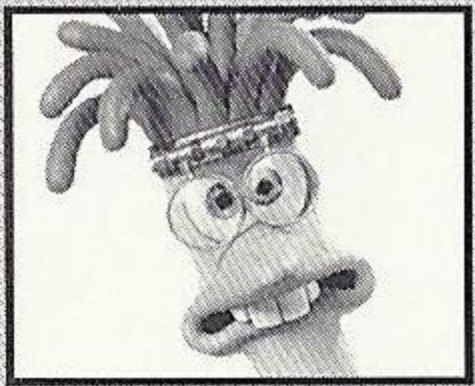


As in any locked-up compound some items are very difficult to come by and certain shady characters make a living by getting hold of what's needed. Nick and Fetcher are two cockney rats who would sell anything to anybody as long as there was a profit in it. Nick is the leader, the tough negotiator; Fetcher is his not over-bright helper. They are sharp and streetwise with the skills of pick-pockets and street vendors. This fast-talking double-act provides a valuable service for the hens (of course, for a price). They're cunning, crafty and good at slipping in and out of the well-guarded compound unnoticed.



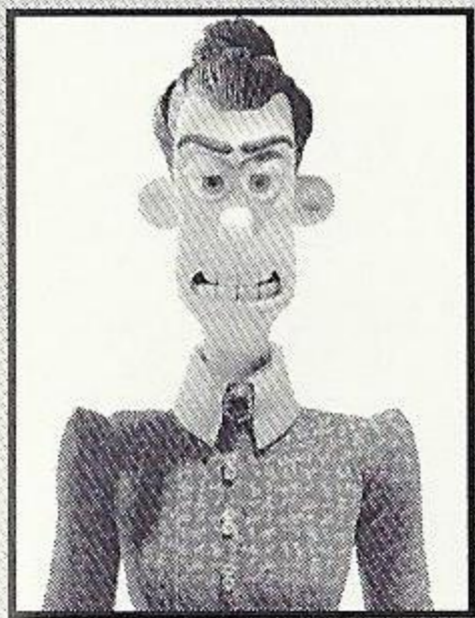
# OTHER GAME CHARACTERS

## MAC



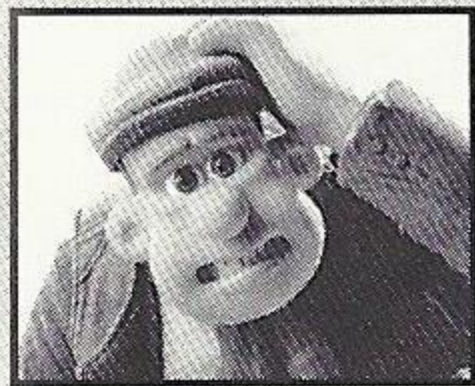
Mac is the engineering brains of the outfit, the math genius who works out the practicalities for all of Ginger's wild plans. Totally trustworthy, she is always absorbed in her world of numbers and calculations. Mac is Ginger's right hand hen in any escape plan.

## MRS TWEEDY

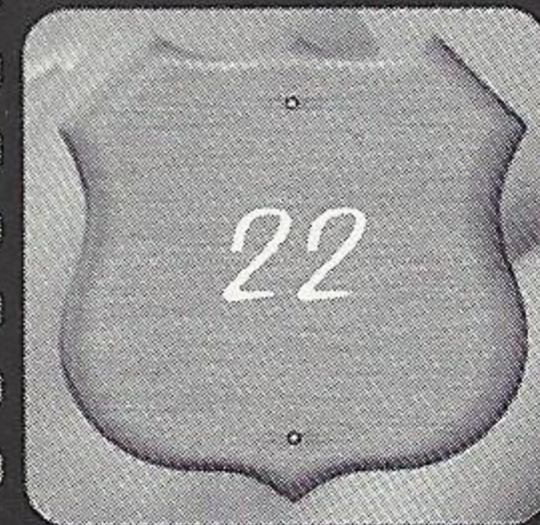
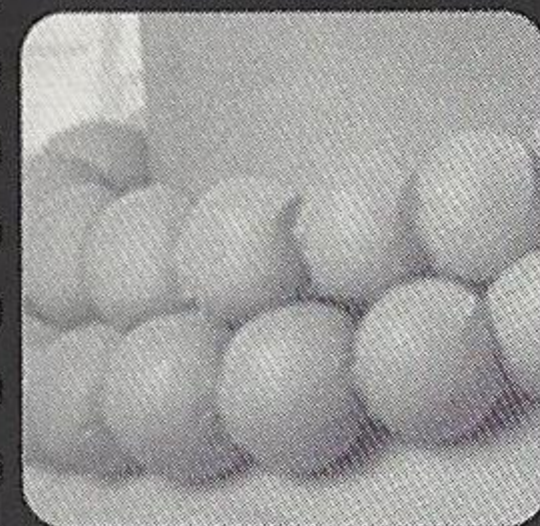
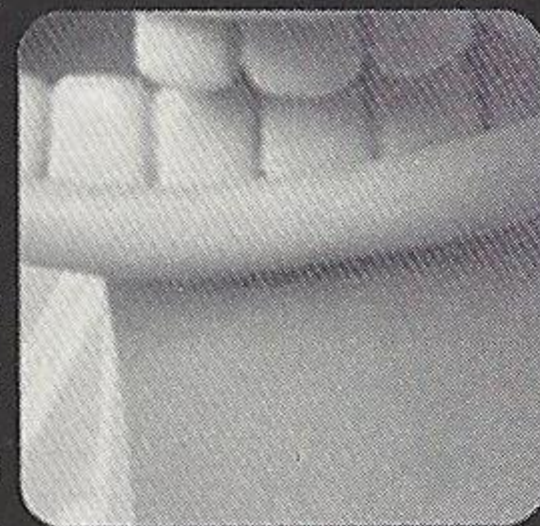
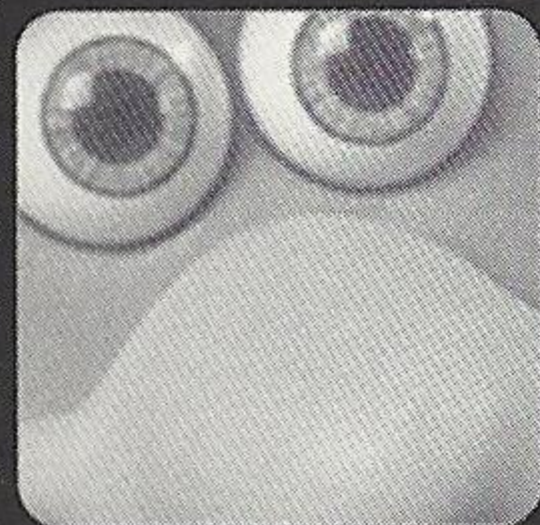
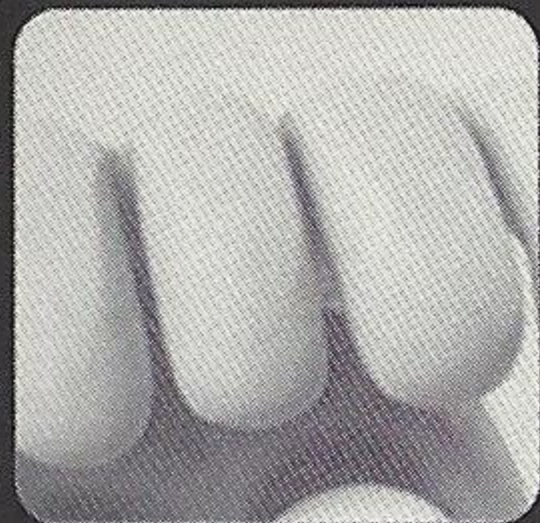


Tweedy's Farm may have been in Mr Tweedy's family for generations but it's Mrs Tweedy who calls the shots these days. She is a cold and humorless woman who longs to take the egg farm out of the "dark ages" into full-scale, automated chicken pie production, that will make her (and perhaps Mr Tweedy) extremely rich. Strangely enough she hates everything about chickens and thinks them extremely stupid and incapable of thinking for themselves!

## MR TWEEDY



Hen-pecked and oafish, Mr Tweedy is a simple man. Somewhat slow, he is convinced that the chickens are "up to something". But his domineering wife convinces him that these silly notions are all in his head.



22

## HINTS AND TIPS

Everybody needs a helping wing. This section gives you a brief guide to the Chicken Run™ game. It will give you hints and tips but will not show you how to succeed in the game.

Chicken Run™ is divided up into three Acts:

### THE FIRST ACT

#### THE MRS TWEEDY DISGUISE PLAN

First, Ginger must find all the right items in the chicken coop in order to help Mac make a set of Wire Cutters that will allow her to break into the Tweedy farmyard. Second, Ginger must find different items scattered around the farmyard that will help her friends make a convincing "Mrs Tweedy" disguise.

#### THE DOG CHASE

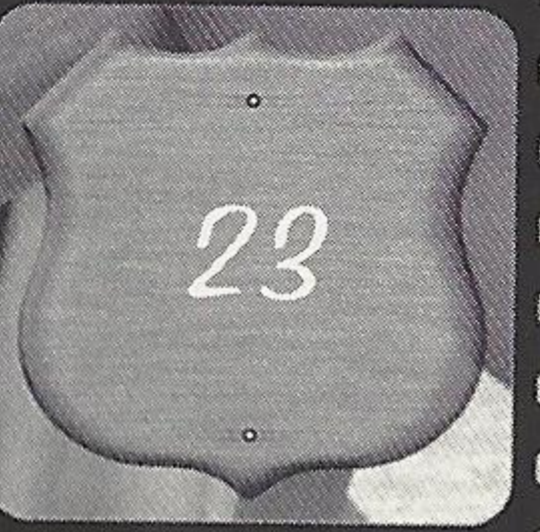
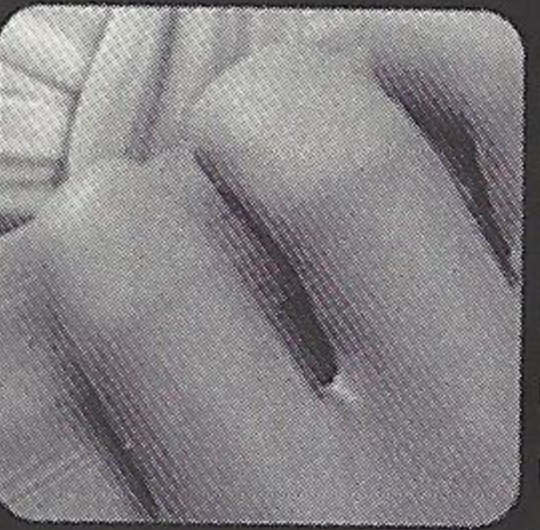
When the disguise is complete, the chickens, dressed as Mrs Tweedy, try to escape from the chasing Guard Dog and free other chicken from their coops.

- Press the X and B buttons quickly to keep your balance.
- Use the Analog Thumb Pad to control your characters direction.
- Set other chickens free by passing in front of their coop doors.

#### THE EGG-LAYING GAME

In the First Act Ginger can go into Hut 2 to play the Egg-Laying Game. However, in this part of the game it's only for practice, and doesn't have to be done to complete the Act. Get familiar with the game however because having a large quantity of eggs will prove very useful in the later stages of The Great Escape.

Feed the chickens until they lay an egg (Bunty lays two at a time!) then catch the eggs in your basket before they smash on the floor.



- Use the Analog Thumb Pad to cycle left and right through the different chicken collection chutes.
- Tap the B button to feed a chicken until the chicken is full. Then wait for her to lay an egg and for it to roll down the pipe.
- Feed the chickens as fast as you can—they eat an awful lot!
- As soon as the chicken you're feeding starts to lay an egg, start feeding another as it takes a while for the eggs to roll down the chutes, but make sure you go back before the egg smashes (yuck)!
- When the egg is near the bottom, hold down A to catch it in your basket!

## THE SECOND ACT

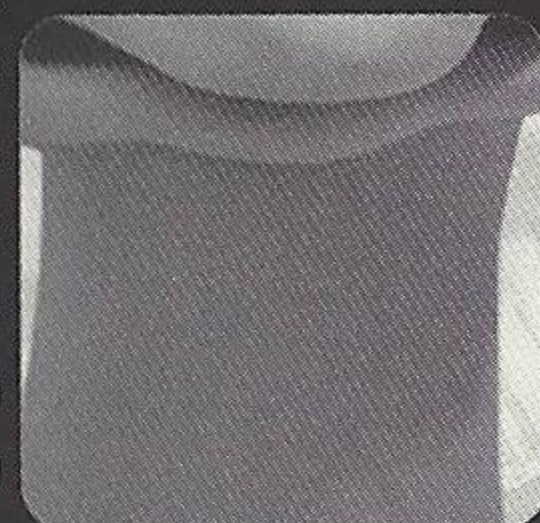
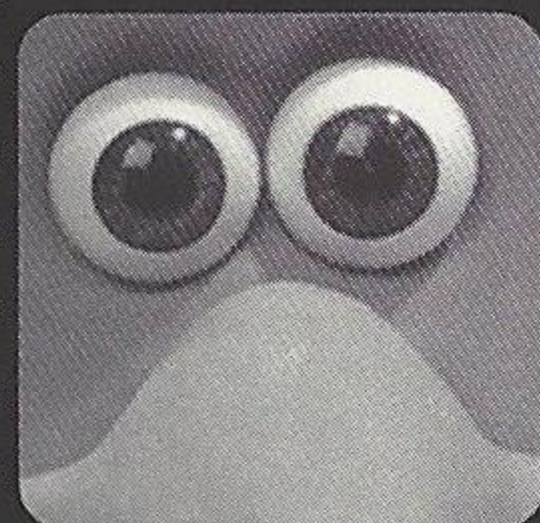
This Act has three sections, each with a crazy escape plan. Ginger (helped by Rocky), must find the equipment needed to build a Catapult, a Seesaw, and Fireworks launcher to hurl the chickens over the fence! Once all the bits and pieces for one escape plan have been found and taken to the right hut, Ginger will be able to attempt the escape, and try to free as many chickens as possible in three sub-games.

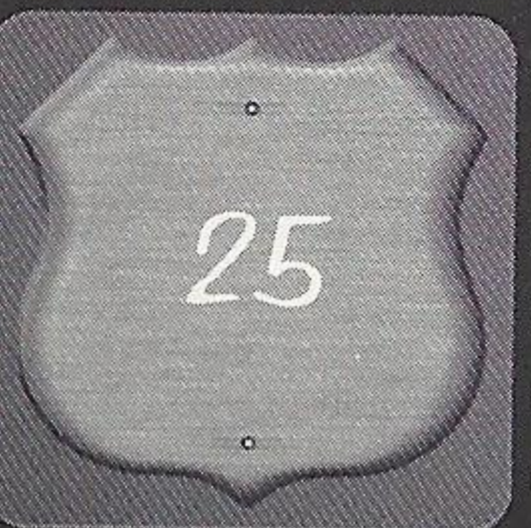
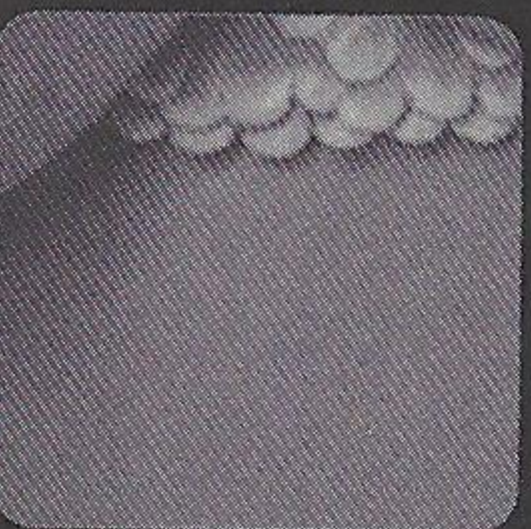
### THE SEESAW

Using the Seesaw, launch the hens onto the mattress so they can bounce to freedom. Unfortunately the chickens that are holding the bouncy mattress are a bit unsteady on their legs so your aim will have to be eggs-tremely good. Use the Analog Thumb Pad to control direction and power and press A to launch!

### THE CATAPULT

Use the Catapult to lob the chickens over the compound fence. There's a pond on the other side of the fence so you'll have to get them to land on the small objects floating in the water. Use the Analog Thumb Pad to control direction and power and press the A button to launch!





### THE FIREWORK FLIGHT

The chickens have been strapped to fireworks! Fire them through gaps that are being blown open and shut by the wind! Use the Analog Thumb Pad to control direction and trajectory, then press the A button to launch!

## THE THIRD (AND FINAL) ACT

There are three parts to this Final Act, which all combine to form the grand finale escape plan!

Ginger must explore the entire farm collecting all the items needed for all three sections to construct the "crate"—a huge flying machine—the Wings, the Engine, and the Main Workings.

To get every item from around the farm, Ginger will need to enlist the help of Nick and Fetcher (the two crafty rats) who will get anything, so long as they've been paid with eggs! (Ginger can get eggs from the laying hens in the Egg-Laying Game). Once all the items for a section have been collected, Ginger can then attempt to make that section of the "crate" using the items collected. Once all the sections have been constructed, it's time for all the chickens to attempt The Great Escape!

### THE MAIN WORKINGS

You have to build the body of the "crate" but using the tools is a very noisy business. Fortunately Mr Tweedy is also working on repairing the Pie Machine with his tools and if you use the same tool as him (at the same time) he won't hear you. You can see what Mr Tweedy is doing through the Binoculars. Use the Analog Thumb Pad to cycle left and right through the worker chickens that are using the different tools. Then tap out the pattern set by Mr Tweedy using the X, A and B buttons to use the tool.

## THE ENGINE

You need to get the engine running. Keep it well-oiled and pedal the bike as fast as you can. However, Rocky is having a bath and you must keep blowing bubbles for him or he'll stop you from working. Use the Analog Thumb Pad to cycle left and right through the stations. Each station uses different buttons!

- To blow bubbles for Rocky tap A and B quickly to keep him happy.
- To keep the bike turning tap X and B as fast as you can.
- To keep the oiler in operation, use the X and Y buttons.

Hint—keep the oiler working hard and the chicken at the bike station cycling as fast as she can. Only blow bubbles for Rocky when he starts complaining. Time is short in this mini-game and you **MUST** get that engine running!

## THE WINGS

Wings will have to be made using poles, fabric and lots of stitching!

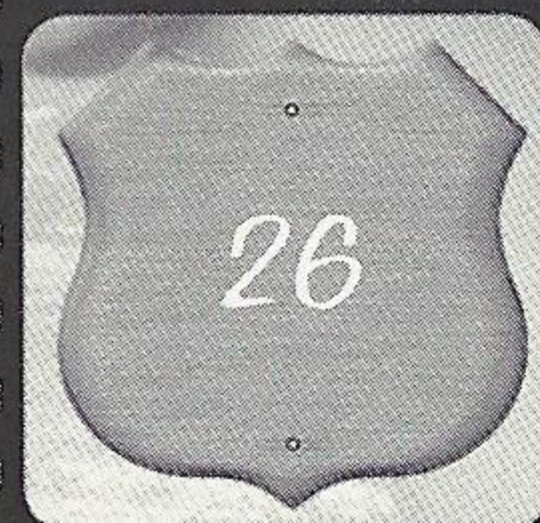
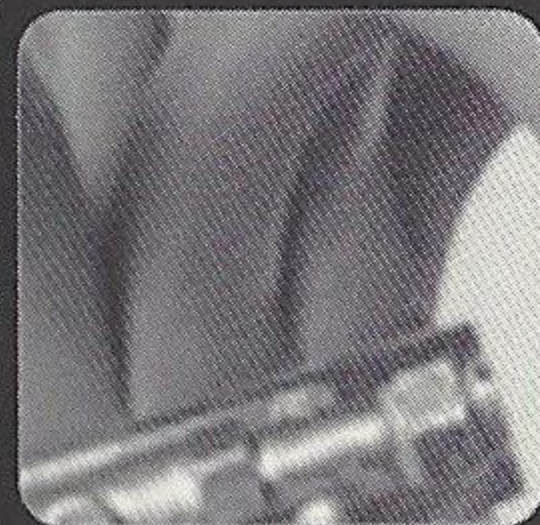
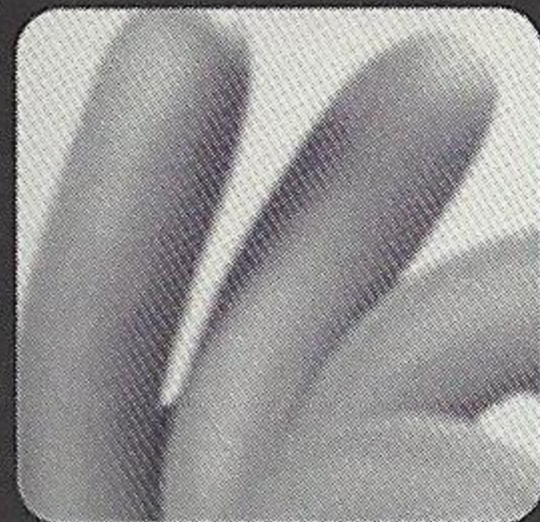
Sadly the chickens are very scared, so you'll have to encourage them by tapping the correct buttons. When they've made the appropriate item you have to go to that work station to catch the item or it will hit the floor and smash! Use the Analog Thumb Pad to cycle left and right through the different stations. Each work station is controlled by different buttons!

- To make the poles, tap Y and X quickly.
- To make the cloth, tap Y and A.
- To make the stitching, tap B and A.

Hit the buttons as fast as you can because you have lots to do in a very short space of time.

## THE EGG-LAYING GAME

Having a large number of eggs is very useful for you to succeed in The Great Escape. In this Act you will need to collect as many as you can to encourage Nick and Fetcher to help you get the items you require. For full details see earlier in this manual.



# CREDITS

## Designed and developed by

Blitz Games

## Founded by

The Oliver Twins

## Project Manager

Darren Wood

## Team Leaders

Dave Flynn

David Manuel

## Lead Programmer

Fred Williams

## Programmers

Tom Drummond

David Harries

Barry Paterson

Chris Wilson

## Tools Programming

James Steele

Chris Wilson

## Game Designers, 3D

## Modelers, & Editors

Mark Beynon

Tony Cartwright

Dave Flynn

Tim King

Jonathan Walsh

Dave Whitehead

## Texture Artist

Richard Jones

## Character Animators

Neil Pettitt

Nick Adams

Tony Cartwright

David Manuel

## Lighting

Mark Beynon

Dave Flynn

Simon Hayes

Tim King

Nadine Mathias

Jonathan Walsh

Dave Whitehead

## Concept & Additional

## Texture Art

Simon Hayes

## Additional Modeling

Chris Southall

## Additional Programmers

Ian Bird

Steve Bond

Scott Lamb

Andy Sidwell

John Whigham

## Compression Technology

Richard Hackett

## Music and Sound effects

Rob Lord

## THANKS TO:

### Aardman Animations:

Clare Thalmann

James Hinton

Tracey Small

Loyd Price

### Universal Studios:

Iain Wakefield

Juliet Payne

David Wilson-Nunn

### Dreamworks:

Darin Grimes

### Pathe:

Steve O'Pray

## THANKS ALSO TO:

Nigel Davies

Susie Thorburn

Roland Smythe

Alison Parker

Caroline Hart

Jackie Pinnock

Jacqui Lyons

Guy Herbert

The Emporium Of Lard

A Certain High Energy

Drink ...and all at Blitz Games!

1287 chicken pies were eaten by the team during the development of this game!

# EIDOS INTERACTIVE

## Producers

Clayton Palma

Mike McHale

## Executive Producer

James Poole

## Public Relations

Lars Bakken

Greg Rizzer

## Marketing

Dave DePaulis

Sean Amann

Brandon Suyeoka

## Lead Tester

Dan Franklin

## Testers

Rob Swain

Ralph Ortiz

Nick Wilson

Fernando Robles

## Voice Talents

Ginger

Rocky

Mac

Fowler

Babs

Bunty

Nick

Fetcher

Mr Tweedy

Mrs Tweedy

Generic Chicken Annie Hulley

## Manual Written by

The Write Stuff

## Manual design & layout

A Creative Experience

Tracy Wiles

Marc Silk &

Justin Fetcher

Lynn Ferguson

Benjamin Whitrow

Annie Hulley

Tracy Wiles

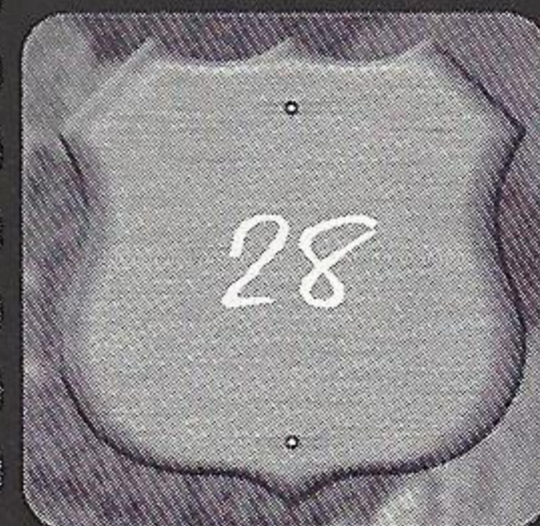
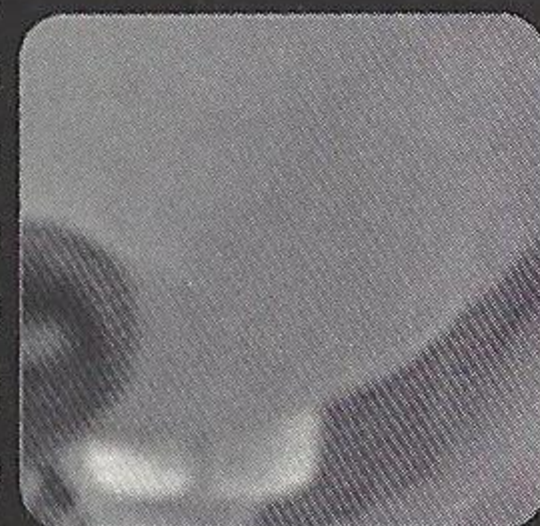
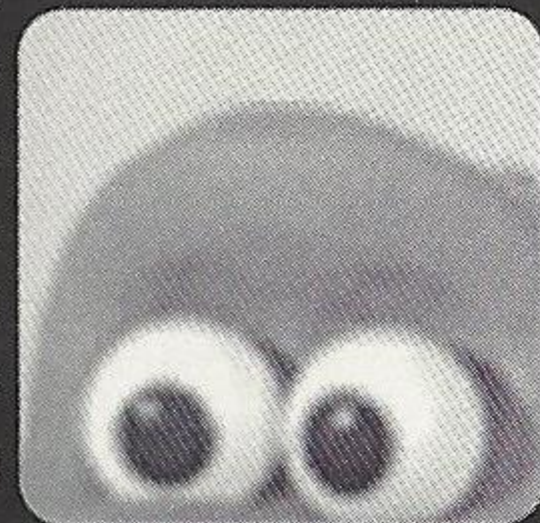
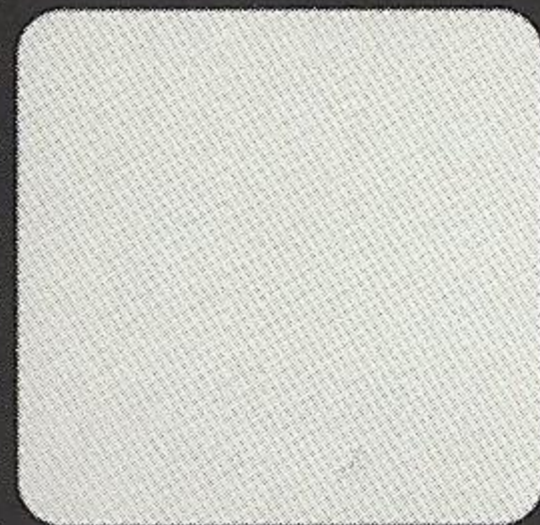
Marc Silk

Justin Fetcher

Tony Haygarth

Miranda Richardson

Annie Hulley



Images TM & © 2000 DreamWorks LLC, Aardman Chicken Run™ Limited and Pathe Image. Published Under License by Eidos Interactive Limited.



# EIDOS INTERACTIVE CUSTOMER SUPPORT

If you require technical assistance, call the Technical Support helpline on:  
415-547-1244—U.S. CUSTOMER SUPPORT  
900-77EIDOS—U.S. HINT LINE  
900-643-4367—CANADIAN HINT LINE

or visit our website at:

[www.eidos.com](http://www.eidos.com)

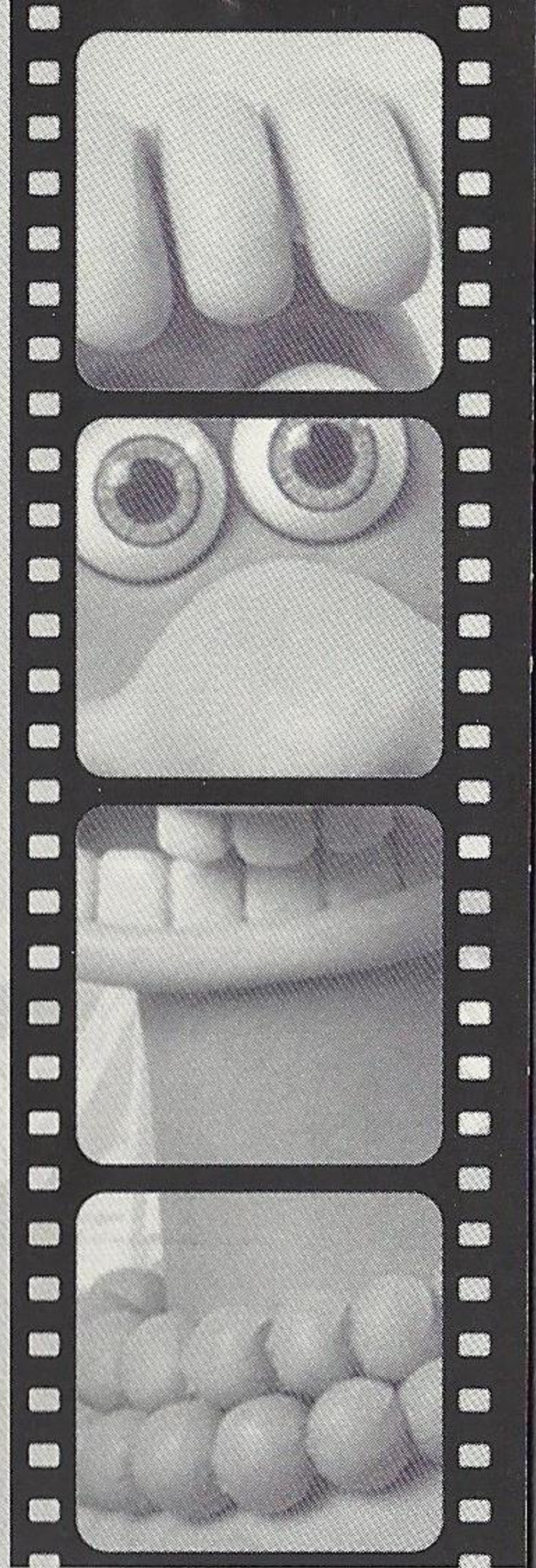
All telephone charges incurred by you in connection with this facility will be met by you. Eidos Interactive shall pay postage costs in returning to you any program which is returned to Eidos Interactive by you under this agreement but shall not be responsible for postage costs incurred by you in returning the program to Eidos Interactive.



# EIDOS INTERACTIVE LIMITED WARRANTY

Eidos Interactive Ltd reserves the right to make changes and improvements to this product at any time and without notice. Eidos Interactive Ltd warrants to the original purchaser of this product that the physical medium on which the software program in this product is recorded will under normal use and conditions be free from material defects in materials and workmanship for a period of ninety (90) days from the date of purchase. The entire liability of Eidos Interactive Ltd under the limited warranty set out above will be at its sole option either to repair or to replace free of charge the product provided you return it in its original condition to the point of purchase with a copy of your receipt.

THIS LIMITED WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS. SUBJECT TO THE LIMITED WARRANTY ABOVE, THIS PRODUCT IS PROVIDED "AS IS" AND WITHOUT WARRANTY OF ANY KIND. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, EIDOS INTERACTIVE LTD FURTHER DISCLAIMS ALL WARRANTIES (INCLUDING, WITHOUT LIMITATION, THOSE IMPLIED BY LAW, STATUTE, CUSTOM OR OTHERWISE) RELATING TO MERCHANTABILITY, SATISFACTORY QUALITY, AND/OR FITNESS FOR A PARTICULAR PURPOSE IN RESPECT OF THE PRODUCT.



## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc, P.O. Box 7639, San Francisco, CA 94120.

**SEGA**<sup>®</sup>

**EIDOS**  
INTERACTIVE



**DREAMWORKS**<sup>TM</sup>

**Aardman**

**PATHE!**

EIDOS Interactive, Inc. • 651 Brannan Street • San Francisco, CA • 94107  
Chicken Run TM & © 2000 DreamWorks LLC, Aardman Chicken Run Limited and Pathé Image. Published under license  
by Eidos Interactive Limited. Designed, developed and licensed by Blitz Games Ltd.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either  
registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA.  
WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America  
(except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems.  
Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486;  
4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries);  
Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.  
Sega of America Dreamcast, Inc, P.O. Box 7639, San Francisco, CA 94120.

**SEGA**<sup>®</sup>