CHICKEN RUN

Publisher: Eidos Interactive
Developer: Blitz Games
Format: PlayStation, Dreamcast & PC
Release Date: November 2000
ELSPA Rating: tbc

Eidos Interactive has secured the world-wide rights to publish PlayStation, Dreamcast and PC versions of a game based on *Chicken Run™*, the new animated feature film from Aardman, Dreamworks and Pathé. Aardman are the creators of Wallace & Gromit and have received Oscar nominations for seven different films, winning three times for *Creature Comforts* and the Wallace and Gromit shorts *The Wrong Trousers* and *A Close Shave*. Dreamworks and Pathé are distributing the film. The game is being licensed from and developed by Blitz Games of Leamington Spa, England.

In keeping with the film's story, the game is set on a 1950s Yorkshire chicken farm and follows a group of loveable chickens as they try to break out of their confinement. Trapped behind barbed wire, fearing for their very lives, the player must help Ginger and her fellow flock to make a break for freedom whilst avoiding the evil Mrs. Tweedy and her oafish husband who want to turn them into chicken pies. When an American rooster named Rocky lands in the farm, Ginger sees her chance - these chickens won't cross the road; they'll fly the coop. Together they prove that chickens are anything but, as they engage in a daring and spectacular escape.

Set in a 3D world that reflects the film's style, design and atmosphere, the game is exploration based with an emphasis on stealth. You must sneak your way around the farm attempting to gather objects necessary to your escape plan. Throughout the game you will be given the opportunity to control different characters that star in the film - Ginger, Rocky, Nick & Fetcher.

Blitz Games Managing Director Philip Oliver says, "The film has been an outstanding success and we aim to produce a game with similar appeal that will compliment this superb film."

Aardman's Peter Lord and Nick Park, creators and co-directors of *Chicken Run™*, say: "We are very excited to see our characters developed for these platforms, it's another step forward for chickens and for the studio."

Features:

The game follows the film's plot closely and recreates its humour and style.

Large detailed 3D environments to explore, based on locations from the film.

Involving gameplay, featuring stealth, puzzle solving, object collection and action chase sequences.

The player has the ability to control different characters throughout the game dependent on the task in hand – Ginger, Rocky and Nick & Fetcher.

Totally non-linear gameplay, objectives can be completed in any order. The completion of these objectives culminates in a boss level.

Several unique sub-games, e.g. using catapults, fireworks and seesaws to enable chickens to escape.

The ability to interact with the environment, objects and with other chickens.

The plot is conveyed using clips from the film as well as in-game engine cut-scenes.