

ENGLISH

CHICKEN RUN™



★ Aardman DREAMWORKS PATHE!

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● EPILEPSY WARNING ●

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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● GETTING STARTED ●

SYSTEM REQUIREMENTS

MINIMUM HARDWARE SPECIFICATION:

- P200 MMX
- 100% DirectX 7 compatible 4MB 3D graphics card
- 100MB of hard drive space
- 32MB RAM
- 4xCDROM drive
- 100% DirectX 7 compatible sound card
- Microsoft Windows® 95/98
- DirectX 7

Note: There is no software mode option for Chicken Run™.

The resolution has been set at 640x480 16bit colour to avoid any problems with scaling the custom fonts and overlays used in Chicken Run™.

INSTALLING CHICKEN RUN™

Simply insert the CD into your CD-ROM drive. After a few seconds, the launch panel will appear:

Note: In the event the Launch Panel does not appear when you insert the CD:

- Double-click on the My Computer icon, then double-click on the CD-ROM icon, and lastly double-click on the SETUP.EXE file to bring up the launch panel OR:

1. Click on the start button.
 2. Choose Run from the ensuing pop-up menu.
 3. Type d:\setup.exe in the box provided (where d: designates your CD-ROM drive letter).
 4. Click on the OK button to begin the install program.
- Click on the install button to begin the installer. The welcome panel will then appear.
 - Click on the next button to proceed with the installation. The program will guide through the rest of the remaining process via onscreen prompts.
 - You will initially be prompted to select the path and directory you wish to install Chicken Run™ to on your hard drive.

- The default is C:\Program Files\Eidos Interactive\Chicken Run. Click on the Next button to accept the default destination, or click on the browse button to type in a new location in the box provided.
- You will be prompted to enter the name of the programme folder you wish to create if you do not want the default "Chicken Run™" folder.

If you are experiencing difficulties installing Chicken Run™ please consult the Troubleshooting guide and performance Issues section of the README File.

UN-INSTALLING CHICKEN RUN™:

If you need to un-install Chicken Run™ you may do either of the following things:

1. Click on the start button. Choose Programs from the pop-up menu. Drag your mouse to the right and click on EIDOS INTERACTIVE.
2. Click on the Uninstall Chicken Run from the ensuing pop-up menu and follow on-screen instructions.
3. Go to the Control Panel and choose Add/Remove Programs. Click on Chicken Run, select the add/remove button and follow the on-screen prompts.

If you are experiencing difficulties un-installing Chicken Run™, please consult the Troubleshooting and Performance Issues section of the README File.

LAUNCHING CHICKEN RUN™

Click on the start button. Choose Programs from the pop-up menu. Drag your mouse to the right and click on EIDOS INTERACTIVE. Click on the Chicken Run button.

Note: The game can also be launched from the Chicken Run™ config.

CONTROLS SUMMARY

GENERAL

Enter	Pause Game
Arrow keys	Select menu item
III key	Accept menu selection
I key	Decline menu selection

GAMEPLAY

Arrow keys	Move Character
IV key	Action Button (pick up/use objects)
III key	Jump
III key (Double tap)	Double Jump
II key	Throw Object/Switch Rats
Q key	Tiptoe
I key	Open Inventory
A key (cycle through)	Inventory Items
E key	Rotate Camera Right
W key	Rotate Camera Left
Space Bar	On-screen Help buttons On/Off
Enter	Pause Game

Note: You can redefine your keys using the Chicken Run™ Config option.

● INTRODUCTION ●

Ginger is a chicken with a mission. Living in Hut 17, behind the barbwire 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™ - 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. The Quit Game option is also available at the Main Menu.

● 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™.
- 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 and right arrow keys to cycle through the Options, and then press the III key to select.
- If you want to cancel or leave a Game Options menu at any time, press the I key.

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.

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. Note that if ever you enter Hut 1 later, from 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 arrow keys and press the III key 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 hard disk will be scanned for saved data and the game loaded in.

You will always 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 III key (pressing Enter will skip through movie clips).

- Press the III key 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 control summary (above) 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 W and E keys. 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 Space Bar.

At first the help buttons will show basic commands:

- III key make Ginger jump
- IV key make Ginger perform an action (use or pick up something)
- I key look at the Inventory (what Ginger is carrying)

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

- Press the III key and she will jump into the air. Notice that the help button summary on the top left changes to III Double Jump – this shows you what else you can do. If you hit the III key 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 centre 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).

BRUSSEL SPROUTS

This lower left area of the screen also shows the number of Brussel sprouts your character is carrying (if any have been picked up). Brussel 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 II key to throw a sprout.

Now let's get on with the adventure!

OUTSIDE THE HUT

- Using the arrow keys 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 I key to open the Inventory.
- Whilst in the Inventory, press the IV key to view your Plans.

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 outbuildings.

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 Enter. 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 Q key to tiptoe. This creates a lot less noise when you're moving around the farm.

PICKING UP ITEMS

If you see some Brussel sprouts walk Ginger up to them and press the IV key to pick them up. These can be useful when thrown to distract an enemy (press the II key). 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 IV key. 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 I key. 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 arrow keys 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 IV key) 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 I key to open your Inventory and press the II key to check which sections of map you have found (eventually showing a map of the entire farm and all chicken coops).

THE PLANS

- Pressing the IV key 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 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 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 I key), highlight the item using the arrow keys and press the III key. Ginger will have that item to hand ready to use it. Now walk to where you want to use it and press the IV key (the Action key). 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.

- 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 Maths 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 humourless 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.

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 chickens from their coops.

- Press the 1 and 3 keys quickly to keep your balance.
- Use the arrow keys 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 arrow keys to cycle left and right through the different chicken collection chutes.
- Tap the II key 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 the III key 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 arrow keys to control direction and power and press the III key 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 arrow keys to control direction and power and press the III key to launch!

THE FIREWORKS

The chickens have been strapped to fireworks! Fire them through gaps that are being blown open and shut by the wind! Use the arrow keys to control direction and trajectory, then press the III key 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 arrow keys 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 2, 3 and 4 keys 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. Rocky is having a bath however and you must keep blowing bubbles for him or he'll stop you working! Use the arrow keys to cycle left and right through the stations. Each station uses different buttons!

- To blow bubbles for Rocky tap the 2 and 3 keys quickly to keep him happy.
- To keep the bike turning tap the 2 and 4 keys as fast as you can.
- To keep the oiler in operation, use the 1 and 4 keys.

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 arrow keys to cycle left and right through the different stations. Each work station is controlled by different buttons!

- To make the poles, tap the 1 and 4 keys quickly.
- To make the cloth, tap the 1 and 3 keys.
- To make the stitching, tap the 2 and 3 keys.

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.

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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!

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