

CONTENTS

INSTALLATION	3
Minimum System Requirements	3
How To Install	4
Uninstalling	4
Starting the Fun	4
MAIN MENU	5
FOWL PLAY	7
EGGSAVERS	8
How to set them up	8
YOUR CHOICES	9
Stills	9
Escape	9
Plans	9
CHICKENIZER	10
ICONS	10
To setup the Chicken Run Icons	10
CURSORS	12
How to setup Chicken Run Cursors	12
SOUNDS	13



How to setup the Chicken Run Sounds	13
WALLPAPER	14
How to setup Chicken Run Wallpapers	14
ROCKY'S RADIO	16
How to use Rocky's Radio	16
CLOCK - A - DOODLE DOO	17
RUN CHICKEN RUN	18
Starting the game	18
Aim of the game	18
How to play	19
Finishing the game	19
Hints and Tips	20
SPRING CHICKEN	21
Starting the game	21
Aim of the game	21
How to play	22
Finishing the game	22
Hints and Tips	23
CUSTOMER SUPPORT	24
CREDITS	25
SOFTWARE LICENSE AGREEMENT	27



Installation

Minimum System Requirements

Chicken Run Fun Pack requires the following system requirements to perform properly:

- Pentium® 166 MHz processor or higher.
- English Version of Microsoft® Windows® 95/98 operating system.
- 100% Windows® 95/98 compatible computer system (including compatible 32-bit drivers for CD-ROM, video card, sound card and input devices).
- 32 MB RAM.
- Quad-speed (4x) CD-ROM drive (600k/sec sustained transfer rate).
- SVGA video card with 1 MB RAM and capable of 16-bit colour.
- 100% Windows® 95/98 compatible 16-bit sound card and drivers.
- 100% Windows® 95/98 compatible keyboard and mouse.
- 65 MB of uncompressed hard drive space for program files plus 10 MB for the Windows® Swap file.



How To Install

1. Before you start the installation, close all applications and make sure you have enough space on the hard disk that you wish to install on.
2. Insert the Chicken Run Fun Pack CD and wait a few moments for the Chicken Run title screen to appear.
3. If the CD fails to autorun , click START and then RUN. In the command line type D:\Setup.exe, and click OK. If your CD-ROM drive is not D then substitute it for the correct letter.
4. Click Install and follow the on-screen instructions.
5. After the game installs, Intel® Indeo will install.

Uninstalling

The Chicken Run Fun Pack can be uninstalled by selecting Start, Programs, Activision, Chicken Run, and then Uninstall.

Starting the Fun

Once installed, you can start the Fun Pack by selecting Start, Programs, Activision, Chicken Run, and PC – Fun Pack. Alternatively, you can re-insert the CD and the title screen will appear. Launch the Chicken Run Fun Pack and you will be taken to a main menu where you can access all the activities.



Main Menu

Once Chicken Run is installed you have 5 choices. Take control of the spotlight with your mouse, highlight the hut you wish to visit and click the left mouse button to select. Each choice will have it's own sub-menu that will guide you through your options. To come back to this menu at any time, click on the Back options.





Fowl Play

There are movie clips available for Rocky, Ginger, Mr. and Mrs. Tweedy, general chickens and of the escapes. "Clicken" on a sketch of the character will bring up a selection of clips for you to view.

Watching a clip couldn't be easier:

- Use the mouse to highlight and select "Fowl Play"
- Click on the character whose clips you would like to see
- Choose one of the clips

Each movie will run in it's own window and without the need for another movie player.

Note: Intel® Indeo needs to be installed for the movies to play.



Egg Savers

With this feature you can install 3 Chicken Run screen savers on your PC.

How to set them up

Your choices are presented as an egg basket, with each egg representing a screen saver. The three buttons at the bottom have the following functionality:

- Preview – Allows a quick look at the highlighted screen saver.
- Install – Sets the highlighted screen saver as the active one.
- Time – Choose the delay before the screen saver starts.



Your Choices

Stills

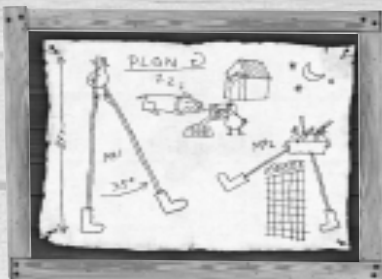
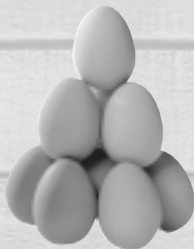
This screen saver shows images of the finest moments from the Chicken Run movie.

Escape

Watch as the plucky Chickens hilariously try to escape from the clutches of Mr. & Mrs. Tweedy. There are three separate escape attempts which will appear randomly. This screen saver has 3 resolutions it can run in and is dependent on your desktop resolution. The resolutions are as follows: 640x480, 800x600 and 1024x768. Depending on which resolution you are viewing it in, there will be more of the screen saver to view.

Plans

Every escape needs a plan. Watch as this screen saver gradually draws each one on your desktop.



Chickenizer

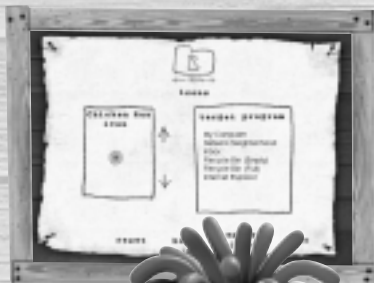
Customize four different aspects of your Windows desktop, you can change your ICONS, CURSORS, SOUNDS and WALLPAPER.

Icons

Install up to 25 different icons with this option.

To setup the Chicken Run Icons

- Use the scroll arrows to choose the icon you like.
- Click on one of the programs in the list and click the “apply icon” button.
- The Windows icon will then change.
- You can “undo” the changes by clicking on the undo button.
- Press the “reset” button to reset all default Windows Icons.

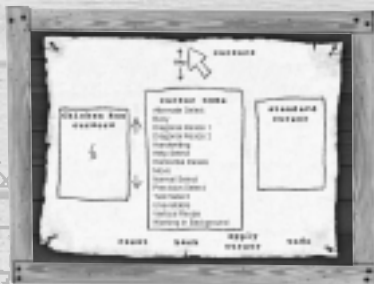


Cursors

The cursor option of this feature allows you to change the look of your standard Windows cursors.

How to setup *Chicken Run* Cursors

- Use the scroll arrows next to "Chicken Run cursors" to select the cursor you like.
- Then choose from the "cursor name" list the cursor that you would like to change.
- The original cursor will appear in the "standard cursor" box.
- Click on the apply cursor button to finalise the change.
- You can undo the changes by clicking "undo".
- Press the "reset" button to reset all default Windows cursors.



Sounds

We have included 21 different sounds from the Chicken Run film. You can use them to replace your current Windows sound scheme.

How to setup the Chicken Run Sounds

- Use the scroll arrows to look through the list – you can hear all the sounds by clicking on them.
- Choose the Windows event that you would like to associate the sound with and click the "apply sound" option.
- The last list will play the original sounds that come with Windows.
- You can undo the changes by clicking "undo".
- Press the "reset" button to change your sounds back to the Windows standard.



Wallpaper

Choose from 36 images inspired by the film to replace your current Windows background.

How to setup Chicken Run Wallpapers

- Use the scroll arrows to look through the selection of wallpapers.
- Decide on the one you want and click the "apply wallpaper" button.
- You have the choice of tiling or centering the image.
- There is a choice of 800x600 and 1024x768 image sizes to suit your Windows desktop resolution.
- You can undo the change by clicking the "undo" option.





Rocky's Radio

Listen to your favorite music CD's on your PC with this Radio.

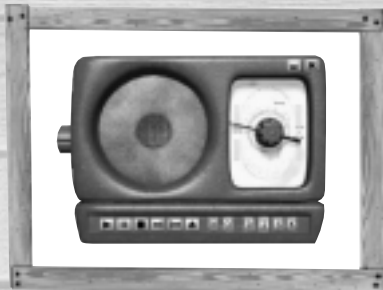
How to use Rocky's Radio

You will be given a choice on installation whether you wish for Rocky's Radio to be installed as your standard (default) Windows CD player. If you choose this option, whenever an audio CD is played Rocky's Radio will become active. Should you wish to return to the Windows CD player then choose "Set Default CD Player" located in the Start Menu. To find this option, click Start, Programs, Activision, Chicken Run and then Set Default CD Player.

If Rocky's Radio is not chosen as the default CD player then the Radio can be activated from within the Chicken Run program folder in the Start Menu.

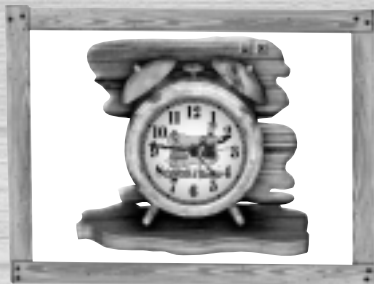
Rocky's Radio comes with all the features you would expect to find on a normal CD player, including Start, Stop, Forward, Reverse and Eject.

The cursor will change to show you that you are on the proper button. Put a CD in your CD-ROM drive and the buttons on the bottom will activate.



Clock - a - Doodle Doo

Never be lost for time with this clock and alarm.



If you wish to set the alarm on the clock then simply click on the Clapper at the top of the clock. From here you will be able to set the alarm time and whether the alarm is active or inactive by clicking on the image of the bell.

Note: The clock reads the time from your PC. If the time is incorrect then you will need to set the time on your computer. Also both digits must be entered in the hour and minute fields.

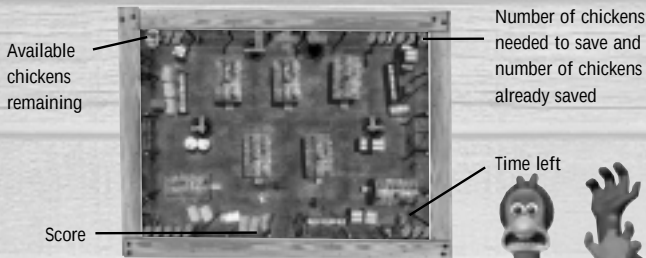
Run Chicken Run

Starting the game

You will be presented with a menu screen that will give you access to the games, the high scores screen, and an option to go Back to the main menu.

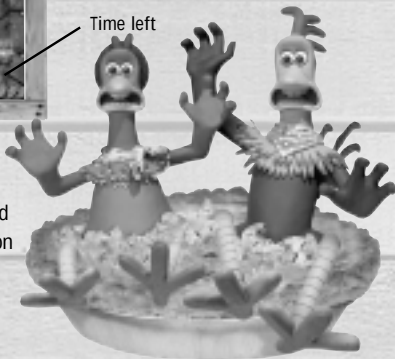
Visit "Fowlers Training Camp" first, and learn how best to save the chickens. His expert guidance will have rescuing chickens in no time. Once you have completed your training you will be taken back to the main menu.

Choose "Start Running" to access the main game.



Aim of the game

The chickens are making an escape. Help them to make their way through the farmyard that is littered with traps set by the Tweedys. They won't make it on their own, they need your help.



How to play

The game starts with a quiet farmyard. The chickens will start running out of the of the hut at the top of the screen, towards the hole in the fence.

As a result of previous escape attempts, the farmyard is littered with holes made by the Tweedys, who are trying to stop the chickens. If the chickens fall into these holes they will be returned to their huts.

You must help the chickens avoid these holes and complete their escape. Notice that at the top centre of the screen there are some boards. Use the mouse to select one of these and cover the holes in the floor. Unfortunately not all of the boards will cover the holes correctly. Some are the wrong shape, and others will lead the chickens in the wrong direction. As the chickens move over the boards they become weak and will eventually collapse. So be on your guard and keep those holes covered!

Fowler has tried to get as many planks as possible. However there are only enough to cover three holes at any one time. The oldest planks will be removed as the fourth plank is laid. Fowler will signal which planks are to be removed by placing an exclamation mark above it.

Your goal is to rescue enough chickens within the time available. Once this number has been reached, the other chickens will move at twice the speed and double points will be awarded for each subsequent chicken saved. The next level will start when all the remaining chickens are saved or lost. Pressing escape during a game will give you the option to quit the game and return to the Start and High Scores menu.

Finishing the game

The game will end should you run out of time or fail to rescue enough chickens. Once the game ends and you have a high enough score, you will be able to enter your initials in the High Score screen. After you have entered your initials press Enter on your keyboard. You may then restart the game or exit to the main menu.



Hints and Tips

- Play the training missions first and listen to Fowlers advice.
- Replace weak planks with new planks. Weak planks will flash red to indicate that they are about to collapse.
- Remember that you can re-select a plank that has already been placed over a hole and move it elsewhere.
- Only 3 planks can be placed on screen at any one time.
- Metal planks do not wear out as quickly as wooden planks.
- Try and get as many cross-section planks as possible. They can be moved over any hole making your rescue attempts more successful.
- Heavy chickens weaken wooden planks quicker than thin chickens.
- Thin chickens run faster than fatter chickens.
- Watch for the exclamation marks. They show the next planks to be removed.
- Walking Chickens – 50 points
- Running Chickens – 100 points



Spring Chicken

Starting the game

You will be presented with a main screen that will give you access to the High Scores table, a button to go back to the main menu and a button to Start the game.

Available
chickens
remaining

Score



Number of chickens
needed to save and
number of chickens
already saved

Time left

Aim of the game

The chickens are escaping! They are trying to fly over the fence and to freedom. But wait... chickens can't fly!

This is where you come to their rescue. Nick and Fletcher have created a trampoline from an old crate and some sheets and by using it you can bounce the chickens over the fence and to freedom!



How to play

The game starts with a number of chickens on a hut on the left side of the screen. One by one they launch themselves into the air, but because they can't fly, they come falling back to the earth.

By using the left and right arrow keys you can guide the trampoline. When a chicken hits the trampoline it bounces back into the air. Careful control of the trampoline will allow you to affect which direction the chickens bounce and even the height they reach.

When chickens reach the hut on the other side of the fence they are safe. The more you save the more points you'll get. You need to save a certain number of chickens before the time runs out. Once this number is reached the next level will start. However if any chickens hit the floor they will return to the huts and are out of the game. Pressing escape during a game will give you the option to quit the game and return to the Start and High Scores menu.

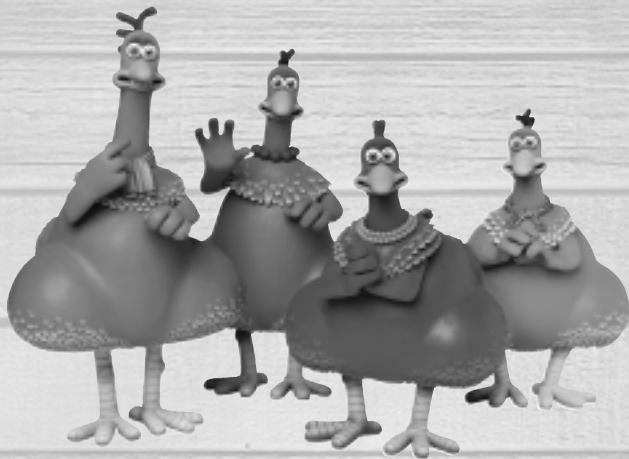
Finishing the game

The game when end when you run out of time or fail to rescue enough chickens. Once the game ends and you have a high enough score, you will be able to enter your initials in the High Score screen. After you have entered your initials, press the Enter key on your keyboard. You may then restart the game or exit to the main menu.



Hints and Tips

- Remember, not all chickens are the same size. Fatter chickens will fall faster than lighter ones.
- Try to use the spring to juggle the chickens.
- You don't have to save all the chickens, just the number needed to finish the level.
- The direction the chickens bounce will depend on where you place the spring
- 25 points per chicken multiplied by the level your on. For chickens above and beyond the target they are worth double points.



CUSTOMER SUPPORT

World Wide Web	http://www.activision.com
E-mail	support@activision.com NOTE: E-mail is for technical issues only. Online support is available in English only.
Fax	310-255-2151
Mail	Activision Customer Support P.O. Box 67713 Los Angeles, CA 90067
Phone	Call our 24-hour voice-mail system for answers to our most frequently asked questions at 310-255-2050. Contact a Customer Support representative at the same number between the hours of 9:00am and 5:00pm (Pacific Time) Monday through Friday, except holidays.



CREDITS

Activision

Production

Marcus Iremonger
Senior Producer

Additional Production

Daniel Rose
Production Assistant

Terry Baker

Eric Koch
Associate Producer (US)

Julian Lynn-Evens
VP European Studios

Marketing

Sarah Ewing
Group Marketing Manager

UK/ROE

Richard Williams
Brand Manager UK/ROE

Localisation

Ed Bainbridge
European Publishing Manager

Natalie Dove
Localisation manager UK/ROE

Mark Nutt
Localisation assistant

Box and Manual

Design

Jackie Whale
Creative Services Manager

Simon Davies
Creative Services Designer

David Ashton
Creative Services Artworker

Activision Quality Assurance

QA Project Lead

Matt McClure

Senior QA Project Leads

Jeff Poffenbarger
Matt Powers

QA Testers

Scott Kiefer
Andy Lamp
Ken Tsang
Dan Carreker

Compatibility Lead

Neil Barizo



Compatibility Testers

Jason Kim
Shawn Collins
Ian Moreno

Special Thanks:

Jim Summers
Jason Wong
Matt Powers
Eric Zala
Tim Vanlaw
Juan Valdes
Tanya Langston
Aaron King
Indra Gunawan
Todd Komesu
Sam Nouriani

Additional Thanks

Stu George
Karen Ayres
Steve Irvine

Absolute Studios**Lead 3D Artist**

Goran Backman

3D Artists

Alan Caleb
Craig Gardiner
Alex Ronald
Robert Thomson

2D Artist

Helen Gilmour

Lead Programmer

Christopher Caleb

**Additional
Programming**

John Paul Berrie
Alan Carlin

Internal QA

Mary Robertson

Art Director

Donnie Anderson

Producer

Bobby Farmer

With a Special thanks to
James Hinton, Clare Thalmann,
and all those at Aardman Animations.

With thanks also to Philip Oliver and Darren
Wood at Interactive Studios game.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM AND ANY SOFTWARE PROGRAMS INCLUDED WITHIN, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Subject to the conditions described below, Activision grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision and, as applicable, Activision's licensors. This Program is licensed, not sold, for your use. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

LICENSE CONDITIONS.

You shall not:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Use this Program, or permit use of this Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of this Program or any part thereof, or make copies of the materials accompanying this Program.
- Copy this Program onto a hard drive or other storage device; you must run this Program from the included CD-ROM (although this Program itself may automatically copy a portion of this Program onto your hard drive during installation in order to run more efficiently).
- Use the program, or permit use of this Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by this Program.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations of the United States government.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Program) are owned by Activision, affiliates of Activision or Activision's licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.



LIMITED WARRANTY: Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order payable to Activision for \$10 U.S. (A\$17 for Australia, or £10.00 for Europe) currency per CD. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

In Europe send to: Activision, Gemini House, 133 High Street, Yiewsley, West Drayton, Middlesex UB7 7QL, United Kingdom

In Australia send to: Warranty Replacements, Activision, P.O. Box 873, Epping, NSW 2121, Australia

LIMITATION ON DAMAGES: IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.



U.S. GOVERNMENT RESTRICTED RIGHTS: The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION: Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY: You agree to indemnify, defend and hold Activision, its partners, affiliates, licensors, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com

