



**AN ORIGINAL GAME FOR**

**PlayStation®**



**Design Document**



## Background Story

Behind the barbed wire fences of Tweedy Farm, Ginger is a chicken with a mission.

Fearing for the lives of her friends, she is determined to escape to freedom before it's too late.

To do this, they enlist the help of Rocky, a smooth talking, flying Rooster – or is he?

Together, they'll try any wild and wacky plan in order to fly the coop.





## Design Summary

**Category:**

3D Adventure Action

**Proposed Release  
Date:**

Q4 2000

**Platform:**

PlayStation

**Target Audience:**

7 yrs + Male & Female  
Mass Market Appeal

**Characters:**

Rocky, Ginger, Nick & Fetcher (playable)  
Mac, Babs and Bunty

**Number of  
Players:**

One

**Basic concept:**

Humorous 3D cinematic action! Combines the look and feel of Aardman's feature film with involving gameplay, featuring elements of stealth, puzzle solving and arcade action.

**Objective:**

Help Ginger, Rocky and the other chickens escape from Tweedy farm before they're turned into Chicken Pies!

**Features:**

- Large, detailed, 3D immersive environments
- Aardman style animation, characters and locations
- Original film character voices
- Fluid, involving gameplay, featuring stealth, puzzle solving and arcade elements
- Intuitive gameplay and easy control system
- Special 'chase' action sequences
- Control varied characters





## Overall Game Concept

Keeping to the films' story, you guide a rescue attempt to get all the chickens out to freedom so they don't end up as pies.

Set in a 3D world that reflects the film style, design and atmosphere, the game is exploration based with an emphasis on stealth. Sneak your way around the farm attempting to gather objects necessary to your escape plan.

Taking place in a fully 3D environment, the action is viewed through various fixed and moving camera angles. These cameras will mirror the cinematic feel of the film, whilst also offering the best possible view of the action in the game. (Similar in style to Dino Crisis and Metal Gear Solid, with action chase sequences).

Throughout the game, you will be given the opportunity to play two of the characters that star in the film, Ginger or Rocky. The choice of character will depend on the task at hand. Additionally, if an object needs to be acquired from the farmhouse, the chickens will have to pay Nick & Fletcher to enter the farmhouse, giving the player an opportunity to play as one of the crafty cockney rodents.

The environments are full of detail and objects that the selected character can pick up to help him or her on their way, such as chicken feed, and bandages if they've been in a few too many unsuccessful escape attempts. In addition they must avoid the various characters within the area that would soon see them back in the cooler. In this, the initial mode of game play, the characters have these basic elements to fully explore the areas around them:

- Walk
- Run
- Crawl
- Small Jump/Hop
- Peck

These moves are available to allow the characters to avoid the various dangers in the farm. These include the farmer and his wife, Mr. and Mrs. Tweedy, the searchlights, and the guard dogs. The guard dogs will patrol on set paths, but will chase the chickens if they see them out and about around the compound.



In addition to the standard moves, the characters can interact with other objects in the levels. For example, wire cutters to break out, and feeders to hide under.



They can also interact with other chickens in the game. In game help is given via small blueprints which update you on your progress and tell you what to do next.

At least one part of every mission will be a stealth operation where you will try to evade patrolling enemies, spotlights and the Tweedys themselves.

Your character, once spotted by an enemy, will have a chance to avoid capture by hiding under boxes etc. If they fail to hide, they will then be thrown into the coal shed until they are let out.

Once all the required objects have been acquired, the escape attempt can begin. The escape attempts will usually involve more than one chicken during which they must avoid or outwit their enemies in an arcade style chase sequence.

At the end of Mission 1 for example, the player has to avoid the dogs whilst tottering around in disguise as Mrs Tweedy!

The Circus owner will be the adversary at the end of Mission 2 and finally, after the chicken pie machine mission, you will have to escape the clutches of Mrs Tweedy herself. If the escape attempt fails and the chickens are discovered, they must avoid capture or else they'll end up in the coal shed.





## Level Descriptions

At the beginning of every stage, you are given a comprehensive briefing by Mac. Within each area, there are numerous objectives to complete. The completion of these objectives culminates in a boss level.

	Area	Objectives	Chase Sequences
<b>Plan 1</b>	<b>Compound &amp; House - Night</b>	Collect items to build disguise as Mrs. Tweedy to evade Guard dogs.	Dog chase
<b>Plan 2</b>	<b>Compound &amp; Barns &amp; Outhouses - Day</b>	Collect various items to build three different escape devices. These will be played as sub-games.	Circus van
<b>Plan 3</b>	<b>Chicken Pie Machine</b>	Rescue Ginger from the pie machine.	Machine Escape
<b>Plan 4</b>	<b>Compound &amp; Barns &amp; Farmhouse</b>	Use Nick & Fetcher to collect items for the chickens to construct a flying machine.	Flying away from Mrs. Tweedy

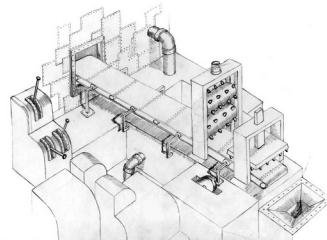
**BOSS 1**



**BOSS 2**



**BOSS 3**



**BOSS 4**





## General Game Mechanics

After the initial loading of the game you will be able to start a **NEW GAME** or **CONTINUE** your last game. The load/save function is automatic. When you complete an area your progress will save automatically, you may also save during an area when you enter **Fowlers Hut**.

**Fowlers hut** will also be the menu screen. Here, you can also change options, see best times etc.

As you progress, you can pick up different objects. The objects you can pick up will start to flash when you get close, so you will know what can be selected, and what can't be.

Items differ in size. When you start your inventory will have six spaces. Some objects will fill only one of these spaces, while larger objects could take up numerous spaces.

To use an item you must **EQUIP** yourself with it first. This is done via your inventory screen. When you have selected the item you wish to use, you can then walk to a certain area, and press the **ACTION** button. This will activate your item if you are in the right place to do so.

To put down an item, you must take it to where it's needed. This will either be in a **Work Hut** where chickens are waiting to construct gadgets, or to Mac, in **Hut 17**.

If you are captured at any point, the items that you have in your inventory will be replaced to where they were originally, forcing you to go and get them again. The items that have already been delivered to their correct destination will be safe, and not be taken away.





## Enemies

There are two ways of being noticed, or captured. These are either through sight, or through sound.

### Floodlights and Searchlights

When you enter a pool of light a counter quickly ticks down (egg timer), showing how long before the guard dog appears. The bark grows louder the closer he is, and grows more manic when you are in the light. The counter still ticks down when you are not in the light, but not as fast. When the dog arrives, you need to have found a hiding place or you are caught. The counter now ticks down how long before the dog goes away.

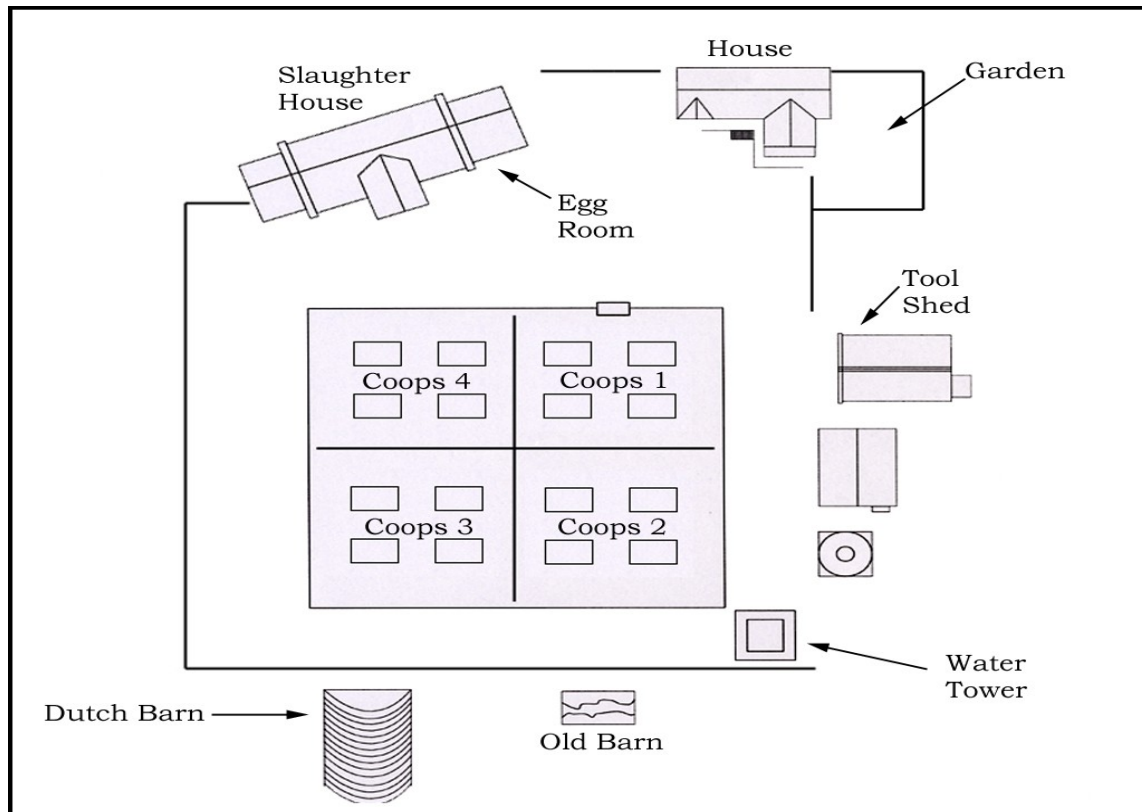
### Mr. & Mrs. Tweedy and the Dogs

Dogs patrol a predetermined path or area. If you are caught in their cone of vision they will then chase you with the same alarm/timer system as before. Their cone of vision is shown in a small plan view in the top corner, like Metal Gear Solid.

Walking on gravel, knocking things over and other noisy surfaces can all make sounds that will alert anyone nearby.



## Layout



The Chicken Coop area is split into four sections, each containing four huts. They are separated by wooden fences with small gates in so you can cross to the other sections.

**Hut 17** will be where Mac is based for the duration of the game. Here you learn the different missions that are attempted, and she can also help you with tips.

**Fowlers hut** is the options screen. Here you can save, check times so far, and alter other things such as the sound, music, and screen position.

Each coop area contains a **Work hut**. It is here that the chickens build their ingenious devices. Each **Work hut** is headed by one of the main characters from



the film. Originally, all the main chicken characters are all in **Coop area 1**. As the game progresses, they split up around the coop to man a **Work Hut** each.



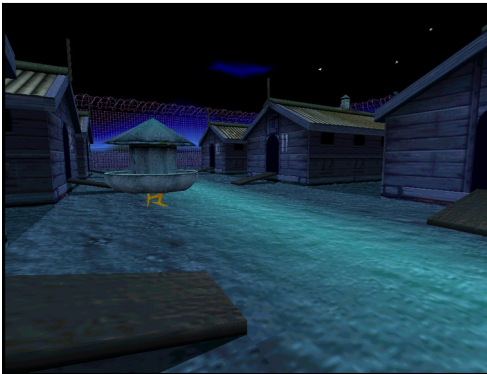
The **Scenic hut** is simply a hut that has no real purpose, other than to house chickens.

From three of the four Coop areas, you can break out into the surrounding farm in different ways, brought to your attention throughout the game.

In Act 1 - **Coop area 1** – Use **Wire Cutters** to cut through the fence

In Act 2 - **Coop area 2** – Use **Spoon** to dig under fence

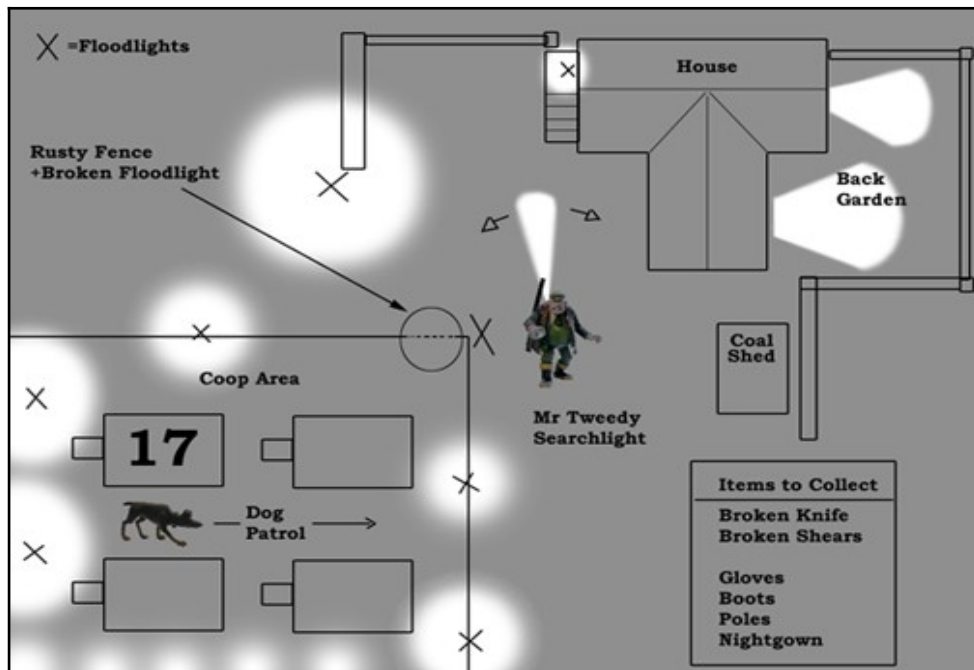
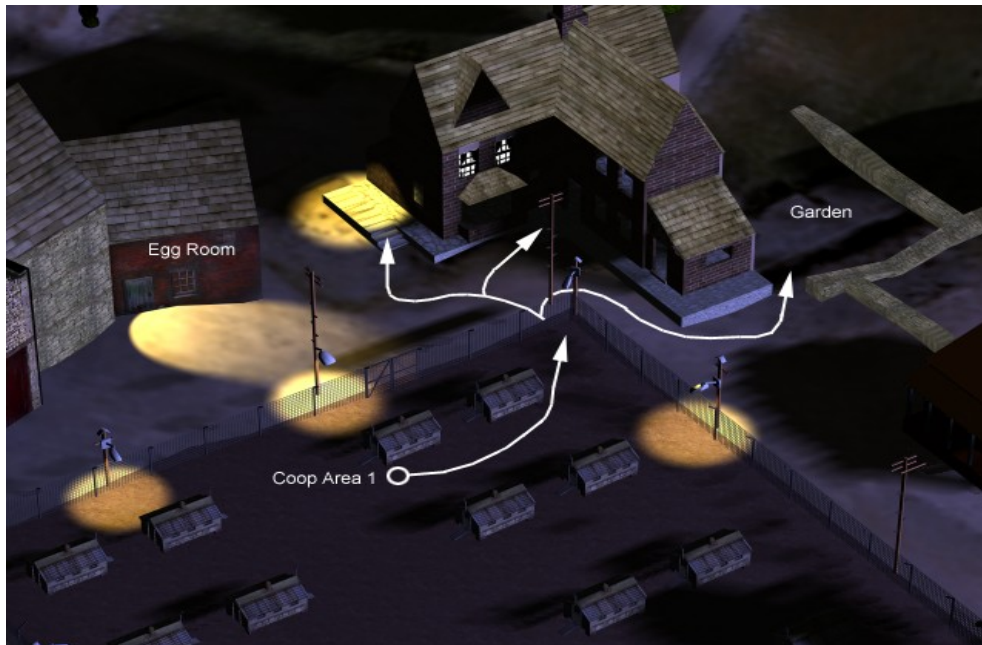
In Act 3 - **Coop area 4** – Use the **Coat hanger** to slide into the Pie machine room



Actual screen shots



## Act 1



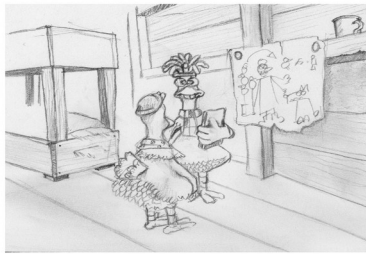
## Act 1



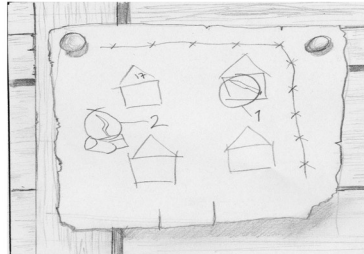
The following storyboards show the beginning of the game and the first two plans the player will attempt.

INTRO: FMV from Chicken Run. "No chicken escapes from Tweedys Farm!"  
:The following night.

Hut 17  
Interior



Mac welcomes you and outlines a plan to get chickens out but first she lays out a simple task that requires you to get two object that she will fashion into a pair of wirecutters.



You are shown a plan of action (map) That show roughly where to look for the objects that she will fashion into a pair of wirecutters when you return.

Coop area  
1 Exterior

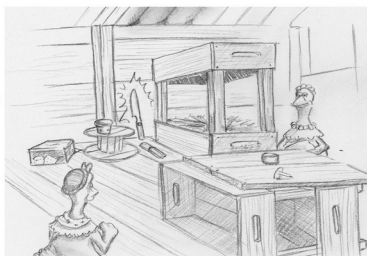


Explore the small area around Hut 17 looking for the items that mac asked you for. Avoid the patrolling dog. A radar in the top left shows you where you are and the dogs field of view.



Find the rusty shears outside in a pile of rubbish. Items to collect show up on the radar.

Workshop  
1 Interior



One of every four coops is a workshop coop where the chicken construct their gadgets. These workshops will be used in every mission. This one has one of the items you need (an old butter knife).



Return to hut 17 and Mac.  
Avoid the dog.

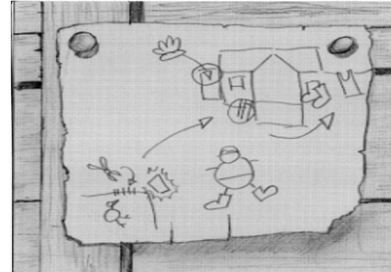


THE SECOND PLAN

Hut 17  
Interior

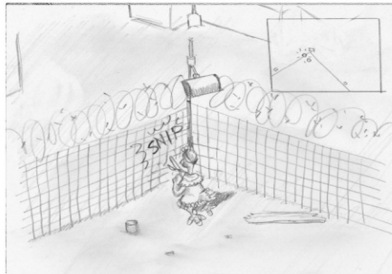


Mac takes the items from your inventory and replaces them with the wirecutters she then briefs you on your next mission.

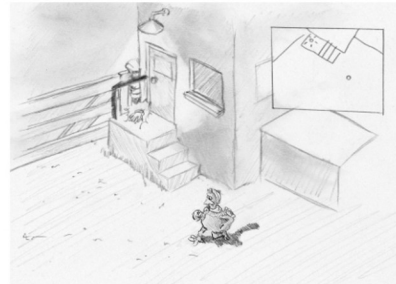


In this broader mission you must collect 4 items: Poles, Gloves, Nightdress and Boots. The map will show you where to go.

Coop area  
1 Exterior

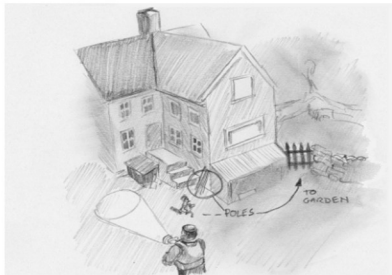


Make your way to the corner of coop area 1. Avoid the dog and avoid walking into floodlights. In the corner there is a rusty part of the fence beneath a broken floodlight. This is where you use the wirecutters.

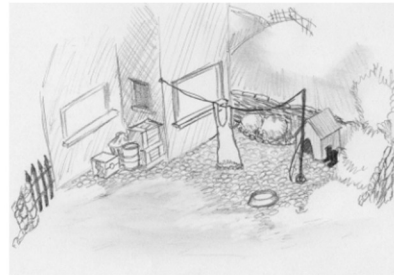


On the left side of the house is a porch with a flickering light. The gloves are in the light area. Time the lights flicker to run into the light area and grab the gloves. Avoid walking into lit areas and Mr Tweedys flashlight.

House Ext



Creep around the side of the house to get the poles. Avoid Mr Tweedy who is stood in the middle of the yard and make your way around to the Garden. If you have picked up the gloves as well as the poles then you will have to return to the workshop in area one to empty your inv.



Garden Area-Overview.  
There are two items to collect here.  
Boots and Nightdress.



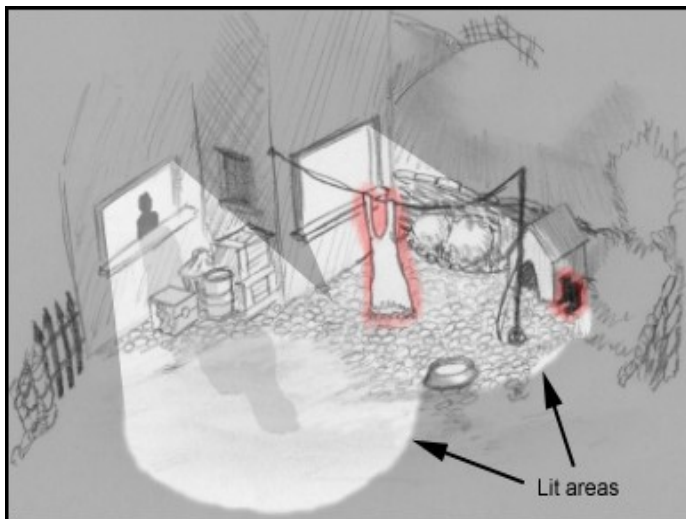


## Garden

You enter a cobbled backyard where you can find the nightdress and the boots.

The nightdress is hanging on a washing line. This can be taken when the line is cut, and the dress drops to the floor in the middle of the yard, which is illuminated.

The boots are in the middle of an area of light, so you must be careful getting them. As well as collecting the boots, you can also use them. When you do this Ginger will place one on her head, so if she is caught in some light she can hide underneath.



Here you must avoid the house lights, which are turned on and off by Mrs. Tweedy. You can enter the lit area, but only when Mrs. Tweedy's shadow is not blocking some of the light. If she does notice you, by having her shadow cast over you, the alarm will be raised.

Once you have collected the items required you can return to the **Work Hut** in Coop area 1 avoiding the enemies along the way.



## Act 1 Boss (Dog Chase)

When you have got all the objects required, the mannequin is built, and you can walk up to the gate to free some chickens. While in this disguise you can walk through the lights, so you can get to the gates. When these are open, the dogs become suspicious and start chasing you.

Using the shoulder buttons to control the wobbling mannequin, you must run around the coop and back into the coop.



- R2 – Speed up
- L2 – Speed up
- ACTION - Balance

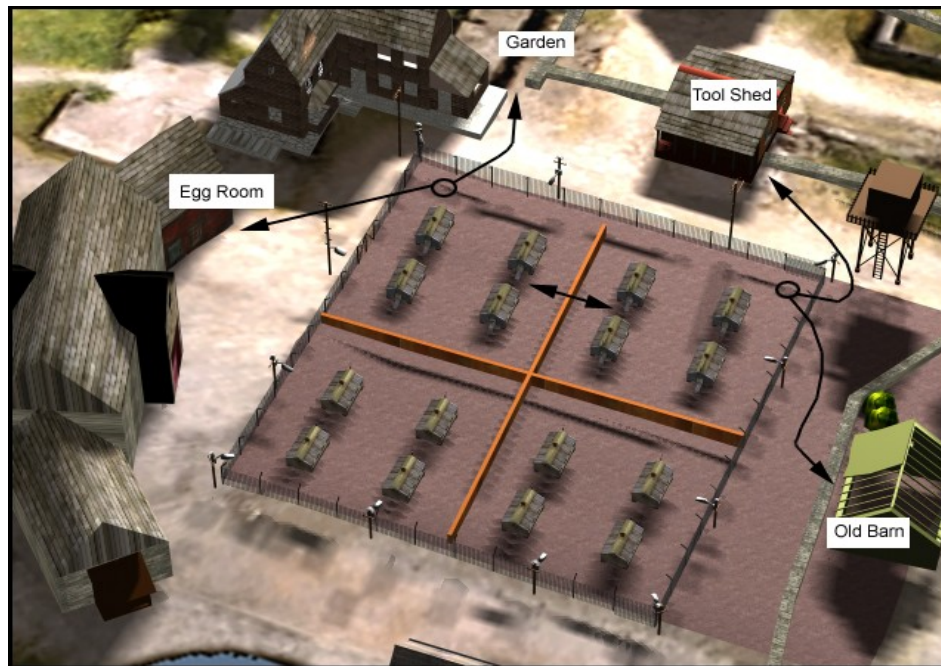
To move, use the shoulder buttons to increase speed. Both shoulder buttons do the same thing by increasing your speed, so if you go out of sync it won't matter. When you stop you will slowly slow down, but will give you time to steer around objects.

If you knock something, you will come off balance. So, for example, if you start tipping, you must wave your arms by pressing the ACTION button to correct your balance.

Old buckets and obstacles can make you lose your balance. The stilt disguise will always right itself, but will take longer than if you did it yourself. Directional controls will strafe you left and right.



## Act 2



In this act you can play Rocky or Ginger. Act 2 will take place during the day. You start off as Ginger in Hut 17 with Mac where you are told of three prospective plans to escape. The “See-Saw” plan, the “Catapult plan” and the “Fireworks” plan.

You are given the plans, which you can examine in your inventory/help system. Rocky starts Act 2 in the **Scenic Hut** of **Coop area 1**. Go and talk to him to get the option to play his character.

### The See-Saw Plan

This is the simplest of the three plans.

The plan is the chickens will upturn a feeder, and put a plank over it and shoot chickens over the fence with counter weights. The only thing they need are some **Cooking weights** to get the correct power.

When you have the item you need you will have to take it to the **Work Hut** in **Coop Area 3**, where the chickens will take it and build the See-Saw.

Completing your objective for this plan will activate the See-Saw sub-game.



## Items for the See-Saw plan

**Cooking Weights** can be obtained from the **Egg Room**.

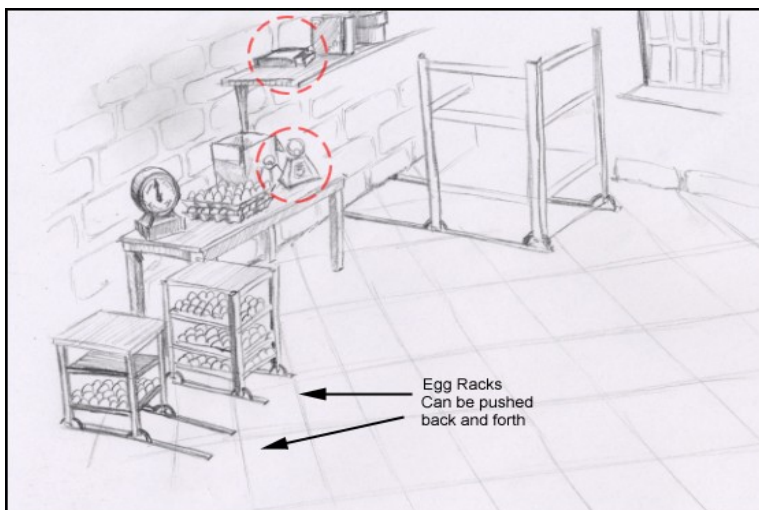
Go to the corner of **Coop Area 1** where Ginger had previously cut a hole with the wire cutters almost directly opposite is the entrance to the **Egg room** where Mrs.

Tweedy tallies the egg count.



Mrs. Tweedy will walk in and out of the **Egg Room** periodically. You will have to wait till she opens the door to run inside but avoid being spotted by her.

Once inside the Egg Room the items that you need (**Cooking Weights**) are on a table that cannot be reached from the ground. You will have to push the egg racks into a position where you can use them to hop up onto the table to collect the **Cooking weights**.



If you are controlling Ginger at this point you will find that she is unable to carry them because they are too heavy. You will need to return to the coops and take control of Rocky who is strong enough to lift the weights.

If the player takes the time to explore the



room they will also find a box of *Matches* on a shelf just above the table. These are for use in the Fireworks plan but can be taken now. Mrs. Tweedy will continue to walk in and out of the *Egg Room* and



you will have to avoid detection by her. This is done by listening out for her footsteps, her shadow through the window, and the door handle rattling. When she does return inside, you must hide inside boxes so as not to be noticed, and wait for her to leave. To leave the room yourself, you must wait by the side of the door, so when Mrs. Tweedy does enter, you can sneak back out. Return to **Coop Area 3** to complete the See-Saw subgame.

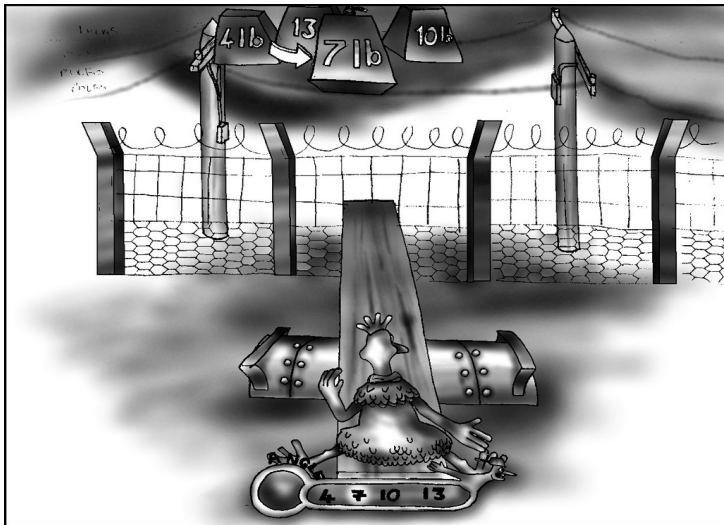
## See-Saw subgame

This game will take place in **Coop Area 3**.

Using the See-Saw, free as many chickens as you can in the time allowed.

Judge how many weights need to be placed on the opposite side of the plank to

try and throw the chickens over the fence. The chicken moves up and down the plank showing trajectory. Hold down X and the weights start piling up; let go to select. The other two sub games use similar mechanics.





## The Fireworks Plan

This plan requires two items.

The insane idea is to strap Fireworks to the backs of chickens and fire them over the fence. The items you will need are *Matches* and of course, *Fireworks*.

When you have the items you need you will have to take them to the *Work Hut* in *Coop Area 1*, where the chickens will take it and build the Firework shooter. Completing your objectives for this plan will activate the Fireworks sub-game.

### Items for the Fireworks plan

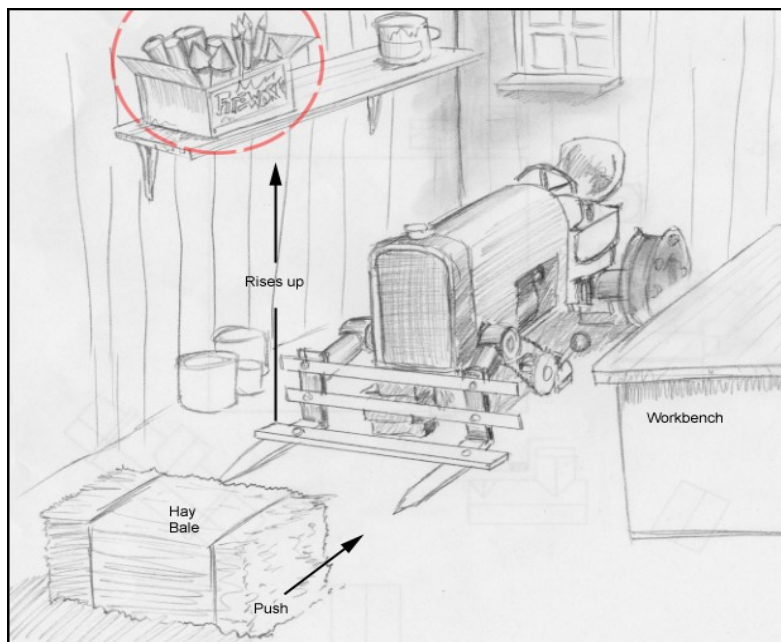
*Matches* can be obtained from the *Egg Room*.

*Spoon* can be obtained from one of the *Scenic Huts* in *Coop Area 2*

*Fireworks* can be obtained from the *Tool Shed*.

The *Matches* are in the *Egg Room* and using the same method outlined in the See-Saw plan you will find the *Matches* on a shelf just above the table where the *Cooking weights* are. Mrs. Tweedy will still be here and you will need to avoid her.

To get the *Fireworks* you will first have to break out of *Coop Area 2*. If the player



hasn't already used the spoon to dig out then they will need to do so, replicating the steps outlined in the Seesaw plan.



Leave **Coop Area 2** via the hole that you dig with the **Spoon** and head towards the **Tool Shed**. Mr. Tweedy will be on Patrol outside the **Tool shed** so he must be avoided. The **Tool Shed** is locked but you can get into it, via an open window by jumping onto some piled boxes. Hide inside a box to give you the optimum time to jump up towards the window, avoiding the gaze of Mr. Tweedy.

Inside the shed, there is an Old Tractor on bricks, a workbench, a bale of Hay and a shelf with **Fireworks** on it that is out of reach. The puzzle is how to get to the **Fireworks**.

Push the bale of hay over towards the old tractor and onto the lifting scoop, which is attached to the front. Jump onto the tractor seat and start the engine, this will start the back wheels turning. Run around to the side of the engine where there is a lever that will change from rear wheel drive to front wheel drive.

Pull the lever and the front wheels start turning, the front wheels are attached to the lifting scoop with a chain. Run to the lifting scoop and pull the lever attached to it and the lifting scoop will rise up.

Run around to the workbench jumping up onto it by hopping on various different boxes. Once on the workbench you can reach the shelf by hopping onto the now raised lifting scoop and running across it to the shelf where you can now collect the **Fireworks**. If you haven't pushed the bale onto the scoop first, then you will have to lower the scoop and start over again.

There are no enemies in this room.

Once you have the **Fireworks** you can take them back to **Coop Area 1** to activate the Fireworks sub-game.

## Fireworks subgame

This game takes place in **Coop Area 1**.

Judge how many rockets are needed to launch a chicken over by strapping different amount of rockets on the back.



Some of the rockets are duds and cause interesting effects, Catherine wheels etc – similar trajectory + power combo as the See-Saw sub-game.





## Items for the Catapult plan

*Tennis Racket* can be obtained from the **Garden**.

*Spoon* can be obtained from one of the **Scenic Huts** in **Coop Area 2**

*Pram chassis* can be obtained from the **Water Tower**.

*Cord* can be obtained from the **Garden**.

*Broken Ladder* can be obtained from the **Old Barn**.

To get the *Pram chassis* and the *Broken Ladder* you will first have to break out of **Coop Area 2**. To do this you need to find the *Spoon*, which is hidden in one of the 3 **Scenic Huts** in **Coop Area 2**. When you find it, the chicken who is guarding it will tell you to use it to dig around the corner of **Coop Area 2** near the Water Tower where the ground is soft

The *Pram Chassis* is simply lying on the ground underneath the **Water Tower** so no problems there.

The *Broken Ladder* is in the **Old Barn**. Leave **Coop Area 2** via the hole under the **Water Tower** and head towards the **Old Barn**.



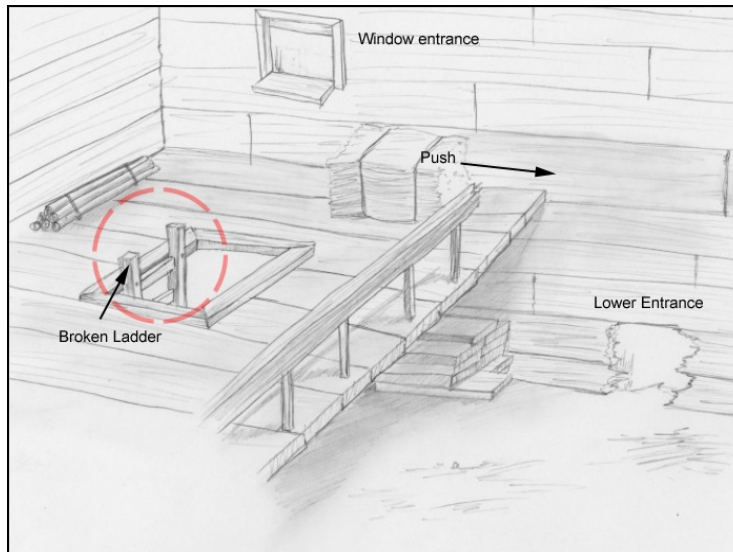
There is a Dog patrolling this area you must try to slip past it. The dog is searching around in different boxes and you must run into one box as he is examining another. He puts his head in the boxes in a predetermined order.

It is safe to move while his head is in a box. But when he pulls his head out, he will scan round, so you will be seen. If you are caught inside a box, it is immediate capture.



Half way through the dog run, there is an obvious gap in the wall, this leads to the lower levels of the **Old barn**. If you do go in here you will be able to see the **Broken Ladder**, hanging just out of reach. You won't be able to do anything else at this point so you will have to leave the way you came in.

Back outside you must continue along behind the dog until you come to an old stone wall where you can jump up, and get through a window. This will take you into the upper levels of the **Old Barn**.



Here you must push a bale of hay through a gap, which will allow it to fall to the lower level. This can only be done in one place, since a small fence surrounds the top balcony. You can then jump down to the ground, and push the bale underneath the **broken ladder**.

Now you can collect it and make your way back outside and return the items to the **Work Hut** in **Coop Area 2**.

The **Tennis Racket** and the **Strong cord** are both in the **Garden** area. Leave **Coop Area 1** via the Wire cutter hole and head for the **Garden** (there are no patrolling enemies here). From here, you can now collect the **Strong cord** (previously the washing line), and the **Tennis racket** which is near the kennel by a sleeping guard dog. To get this back you must swap the **Tennis Racket** for a **Bone** this is in the middle of the yard in the dog's bowl. Beware, in the back yard there are lots of things to wake the dog up. Crunchy gravel, squeaky planks, old bicycle horns etc. If the dog does wake up, you must run away, jump up and over boxes so the dog can't reach you. If you are playing as Ginger, you will be able to hop higher than Rocky who will be captured.

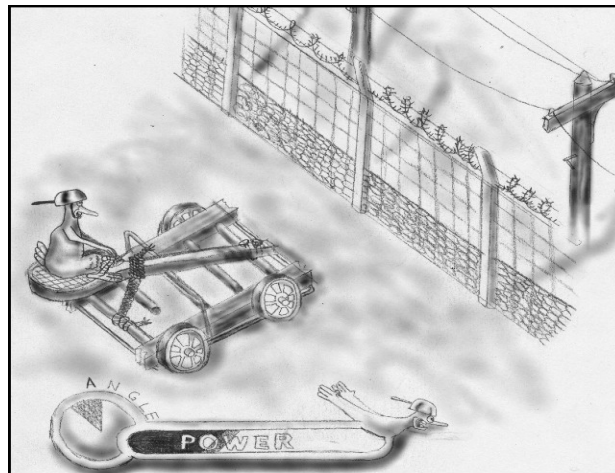
If you do not wake the Dog, you can swap the **Bone** for the **Tennis Racket** by first equipping it in your inventory and then using the action button when you are near it.



The **Strong cord** is lying on the floor after it being cut the previous night. When you have all the items you need you can return to the **Work Hut** in **Coop Area 2** to activate the Catapult sub-game.

## Catapult subgame

This game takes place in **Coop Area 2**. Judge the velocity needed to throw the chickens over the fence before Mr. Tweedy finishes his circuit of the coops. Again the trajectory/power bar is used.



Once all the escape attempts have been made at the end of Act 2, the game cuts to the following:

FMV of Rocky getting to the road (some nice editing needed)  
Rocky walking over the hill and looking back over his shoulder to the farm. Then Rocky getting the tricycle, and cycling off.



## Act2 Boss (Chase with Circus van)

Rocky is on a tricycle being chased by the circus van intent on catching him and returning him to the circus. You as Rocky will have to avoid capture while trying to knock obstacles into the path of the van to slow it down and eventually wreck it.



These things will slow you down

Sheep  
Holes in road  
Rocks  
Ditches  
Farmyard machinery  
Cattle grids

Rocky will interact with these Gates in path (close)  
Manhole covers in path (open)  
Back of trucks (open them to release objects)

The controls will be the same as the Dog chase at the end of act 1.

**L1** and **R1** will speed up Rocky on the tricycle; directional controls will strafe him left and right.

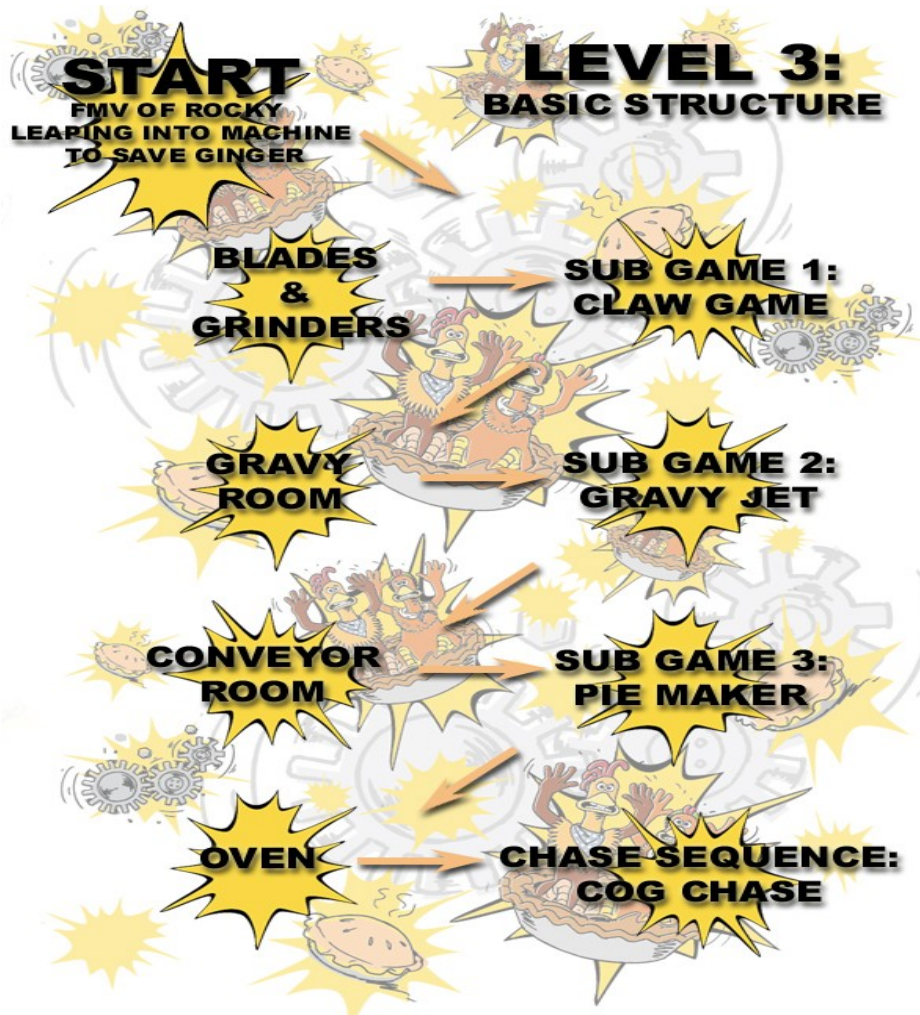
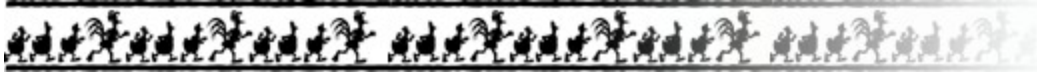
If Rocky is caught he will have to replay the sequence again. The chase will end when the circus van is sufficiently damaged.



## Act 3

The pie machine area is played using Rocky, who has to save Ginger as she moves through the machine. The sub games in this area are also based upon saving Ginger from various predicaments within the machine. Each part of the machine is depicted as a different room. Upon entering a room, a small cut-scene shows Ginger just exiting the room on a conveyor or chain. This gives the player the impression that they must hurry to get to Ginger in time! The game also auto saves before every sub-game.

The establishing level FMV displays the Tweedys firing up the machine, and Rocky using the 'death slide' to get into the 'slaughter house' barn.





## Rollers, Blades and Grinders

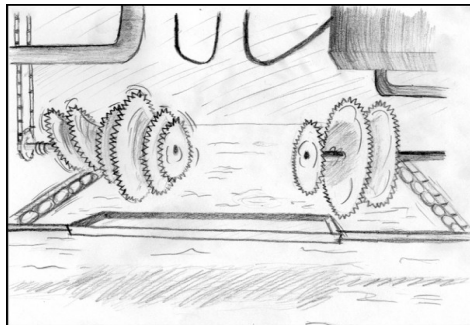
At the start of the pie machine, Rocky must traverse wave upon wave of spinning blades, meat grinders and rollers.

When Rocky steps on a metal tray, it activates and begins to carry him forward, into the path of big spinning metal blades. The only way to survive is to dodge left and right on the tray to squeeze through the gaps between the blades.

After the tray and the blades, Rocky is carried up to a conveyor, which takes him towards knives and other chopping weapons.

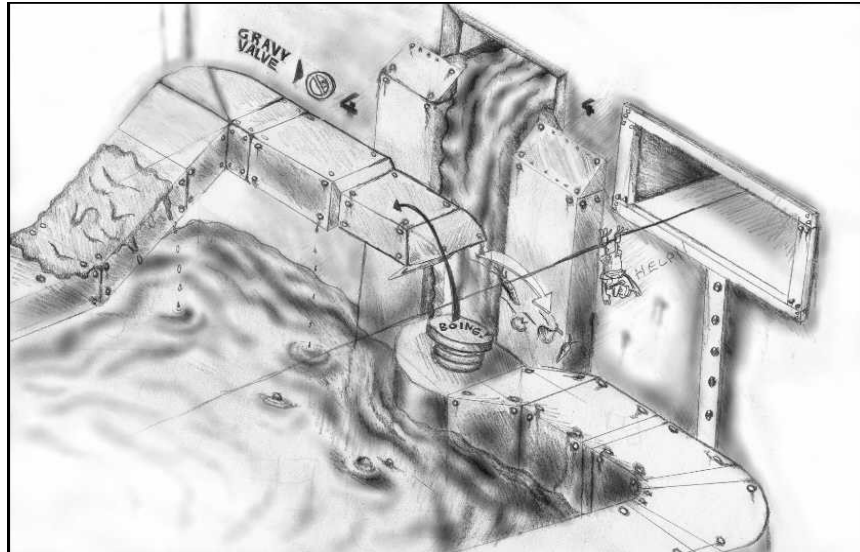
If he is knocked off, then he will fall to the bottom where he started and will have to effectively start the level again.

If Rocky connects with the blades three times, then he will have to begin this section again.



## The Gravy Room

The **Gravy Room** is a large, square shaped room that is rapidly filling with boiling hot gravy. When Rocky enters the room, the camera pans round to show Ginger is being carried out of the exit at the top of the room. Rocky must negotiate his way to the top by climbing his way around the edge of the room on various pipes and ducts that line the walls of the **Gravy Room**.



As Rocky works his way up the room, he must stem the flow of gravy into the room by closing four valves that are located in the room.

These four valves are directly linked to four huge flows of gravy that are entering the room at the top.

If Rocky fails to close these valves and stem the flow of gravy, then the room will fill with gravy faster.

To help Rocky get to the top of the room faster, there are numerous steam-powered springboards, which will propel Rocky higher than his regular jump will allow.

To hinder Rocky, vegetables will shoot out from certain ducts and pipes, particularly around the springboards. If Rocky fails to time his jump just right, then he will be knocked back, sometimes even to a lower level.

He will not be knocked into the gravy. It will, however, make it more likely that Rocky will be drowned by the rising gravy flow if he is knocked back by the vegetables too often.

To exit the room, Rocky must make it to the exit at the top, where Ginger is seen being carried through at the beginning of the room.





## The Conveyor Room

The **Conveyor Room** is similar to the **Gravy Room** in that Rocky must work his way up to the top of the room.

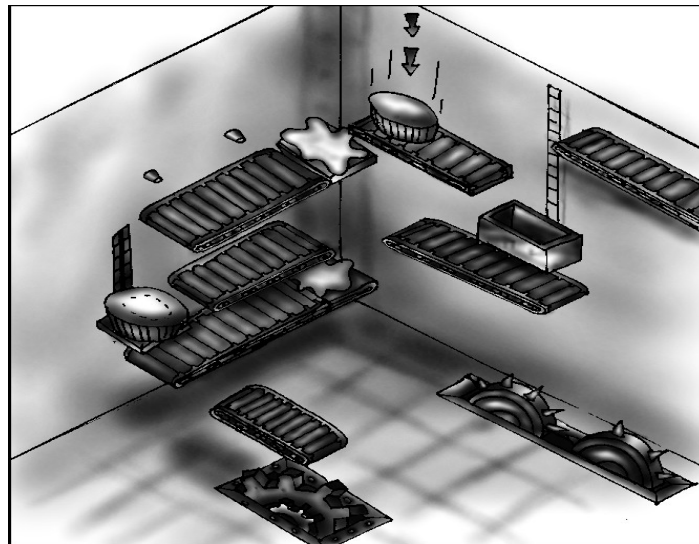
However, the room is divided into several levels and on each level a puzzle must be solved before progress can be made. There are a series of elevators and conveyors whose directions must be reversed in order to reach the next level. If the conveyors are not properly re-directed, then the player will be taken to deadly grinders.

To re-direct the conveyors, cogs must be re-aligned on each level.

Similar gameplay elements will be used in this room as in the **Gravy Room**.

These include steam springboards, dough (which works in the same way as the springboards), and Pies.

As the room is full of pies, these will provide an extra obstacle to avoid.

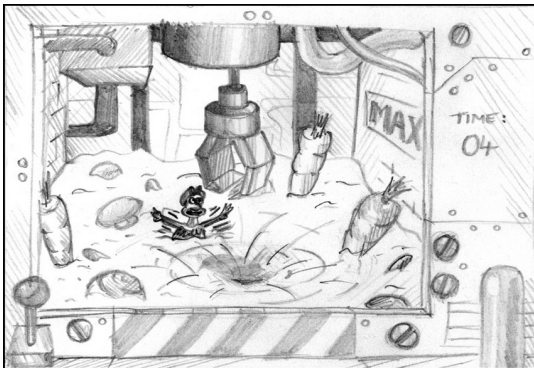




## The Three Sub-Games

After each of the three main rooms, Rocky is confronted by a machine sub-game. Unlike the previous sub-games, no items are required to access these games; they are simply activated at certain points in the machine.

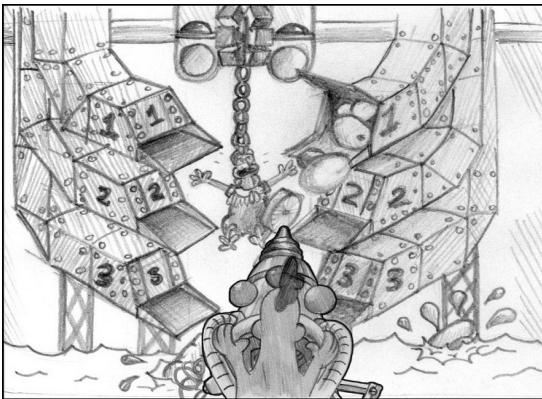
### The Claw



Ginger is trapped in a whirlpool of gravy, and you've got to winch her out before she gets sucked under!

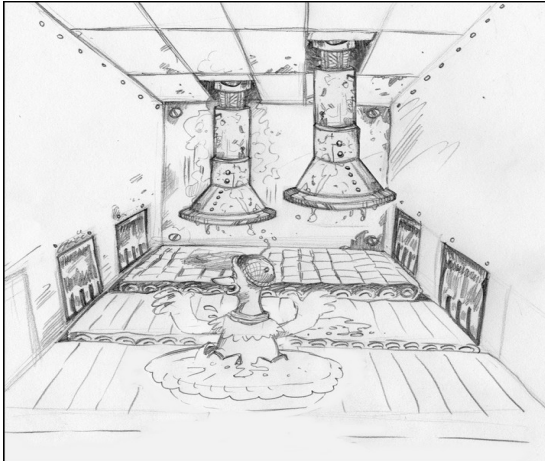
Because of the inertia of Ginger and the delay of the winch, the player will have to judge carefully when to activate the claw. As well as Ginger, there are various pieces of vegetables in the gravy, which will hamper the player.

### The Gravy Gun



Ginger is being lowered into boiling gravy on a chain, and you've got to save her by blasting the lever that controls the chain, hoisting it back up.

In addition to this, she is getting pelted by vegetables, which must be shot out of the way using your gravy gun in a fast arcade sub-game reminiscent of Point Blank.



## The Pie Maker

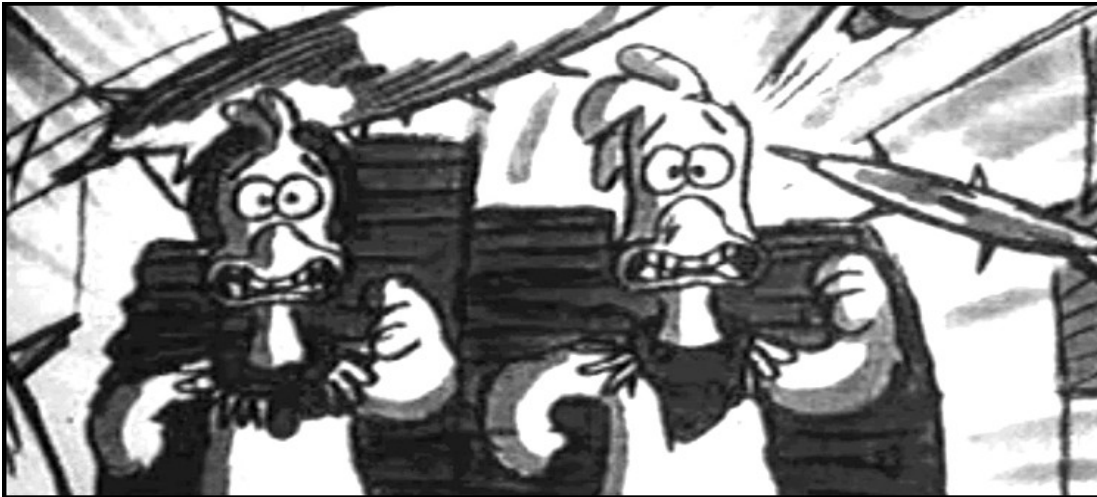
Save Ginger from being crushed by the pie maker. Ginger appears on a conveyor belt, trapped inside one of three pies. You've got to manoeuvre the conveyor belt left and right, hoping to avoid the pie presses that are above her. Two of them will shake, indicating that they are about to drop, so you must position Ginger under the remaining stationary press.

This must be done three times on three different conveyor belts.



## Act3 Boss (Cog Chase)

Rocky and Ginger meet up in the oven, and must escape before the **machine** explodes. In a similar way to the Act 2 boss, cogs and blades that are close behind them are chasing Rocky and Ginger. The player only controls Rocky in this section, Ginger follows closely behind. The chase is divided into two sections. The first is a standard chase. The player controls Rocky while attempting to avoid obstacles in their path. The second section is the same, but with the added element of it being on a conveyor, thus increasing the speed of the chase.



These things will slow you down

Holes in the floor  
Blades in the walls & floor  
Pipes and other debris  
Vegetables  
Dough

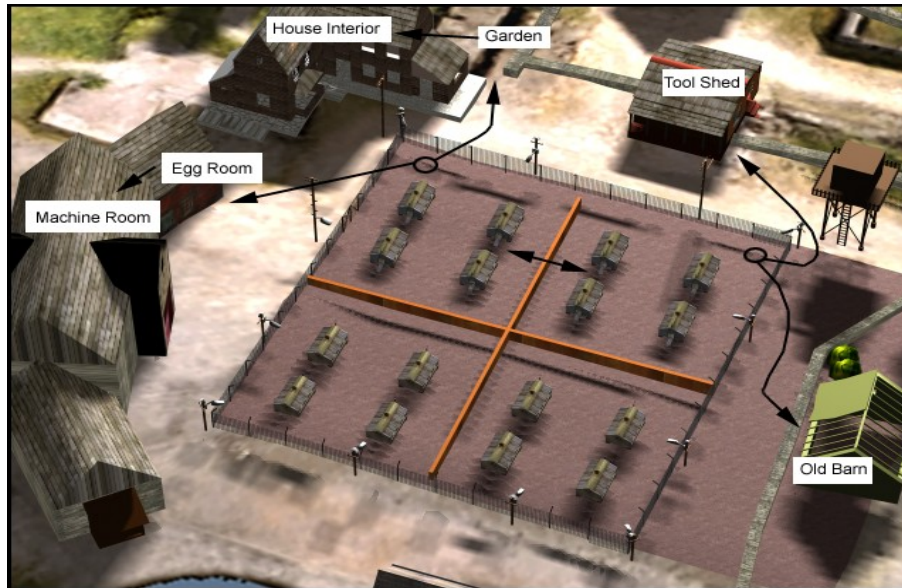
Rocky will interact with these

Conveyor belts (speed up)  
Gravy slicks (speed up)

The controls are as for the rest of the level, only the camera is fixed. If Rocky is caught by the cogs, or falls down a pit, he will have to replay the sequence again. The chase will end when the when Rocky and ginger exit the **machine**.



## Act 4



In this act you can play Rocky, Ginger and the 2 cockney rats, Nick and Fetcher. Act 4 will take place during the day. You start off as Ginger in Hut 17 with Mac where you devise a plan to build a plane to escape from Tweedy's farm forever. You are given three plans to complete, each one involving building a key part of the plane. You can examine these in your inventory/help system. Rocky starts off in Act 4 in the **Scenic Hut** of **Coop area 1**. Go and talk to him to get the option to play his character.

## Interior construction

You must collect various items to enable the chickens to construct the interior of the plane. When you have the items you need you will have to take them to the **Work Hut** in **Coop Area 4**, where the chickens will take them and begin work. Collecting all objects for this plan will activate the **Interior Construction** sub-game.



## Items

**Cogs** can be obtained from the **Pie Machine Room**.

**Tools** are also in the **Pie Machine Room**.

**Wood** can be obtained from the **Old Barn**.

To get the **Cogs** and the **Tools** make your way to the **Egg Room**. Avoid Mrs Tweedy at the doorway (as in Act 2) and run inside.

Your task in the egg room is to reach a vent in the top corner of the room that allows access to the **Pie Machine Room**.

This time around you must push the egg trays into a formation that allows you to hop up them and into the vent.

Mrs. Tweedy will walk in and out of the **Egg Room** periodically. Avoid being spotted by her.

The vent will take you through into the **Pie Machine Room** where you will be met by Nick and Fetcher. You will then take control of both the rats and will use them, working as a pair, to collect all the items in that area. This game mechanic will be used regularly throughout this act.





Nick and Fetcher approach the Pie Machine that dominates the room. Mr Tweedy potters around in front of it. Just within Mr Tweedy's field of view there is a box of tools, and right next to him there is a box of cogs. If you attempt to pick either of these up Mr Tweedy will spot you.

To get these items you will have approach the machine where there are two buttons, if either of these buttons are pushed then fuel will leak from a small nozzle near Mr Tweedy. The leaking fuel will distract Mr Tweedy but only for a short while (enough time to get one of the items, but not both). To get both of the items, use one rat to push one button, use the other rat to push the other button then use the first rat to collect the items. Pushing both the buttons at once will double the amount of gas that comes from the nozzle and keep Mr Tweedy occupied for longer.

Also in this room is an *Oilcan* which can easily be picked up and is needed for the **Engine Construction** plan.

When you have the items you want, you return to the *Egg Room* by going through the vent. In the Egg Room you will take control of the chicken you played earlier (Ginger or Rocky) and take the items from the rats, now you can return to the coop area.





To get the **Wood** make your way to the **Old Barn**.

You will have to avoid the dog that patrols around the boxes outside the **Old Barn** and go through the lower entrance. The wood will be in a pile in the lower part of the barn. When you pick up the wood you will reveal a drain entrance underneath it, this will allow you access to an underground tunnel which will take you directly into the **Tool Shed** (this will come in handy later.)

When you have collected all the items, proceed to the **Work Hut** in **Coop Area 4** to begin the **Interior Construction** sub game.

## Engine Construction

You must collect various items to enable the chickens to construct the engine of the plane.

When you have the items you need you will have to take them to the **Work Hut** in **Coop Area 2**, where the chickens will take them and begin work.

Collecting all objects for this plan will activate the **Engine Construction** sub-game.





## Items

*Engine* can be obtained from the *Tool Shed*.

*Chain* can be obtained from the *Tool Shed*.

*Oil Can* can be obtained from the *Pie Machine Room*.

To get the *Engine* and the *Chain* you will have to get into the *Tool shed*. If you try to get into the *Tool Shed* using the same route as in Act 2 you will find the window closed.

To get into the *Tool Shed* you will have to enter the *Old Barn* and collect the *Wood* there (unless you have already done so for **Interior Construction**) when you take the wood you will uncover a drain that will bring you up inside the *Tool Shed*. Once inside you will be met by Nick and Fetcher. As before you will take control of them for this room.

As in Act 2 there is a large tractor here supported by bricks and a block pulley, there is also a car jack here. Use one of the rats to jump into the seat of the tractor and start the engine, this will start the back wheels turning. Use the second rat to push the car jack underneath the tractor. Activate the car jack. Go back to the first rat and jump down to the pulley system that holds up the back of the tractor, activate the pulley. When the pulley has been activated the tractor is now resting on the car jack with its back wheels turning. Move the rats away from the car jack. (If any of these events are done out of sequence then the puzzle will not be solved and the player will have to redo it)

FMA: The car jack drops the back end of the tractor to the ground where its back wheels send it tearing down the shed towards the half closed doors (top and bottom halves). There is a huge crash and the engine block of the tractor flies out of the shed and into the chicken coop area.

Back in the *Tool Shed*, the pulley system has been snapped by the rushing tractor and has left a disconnected drive *Chain* on the floor. This can be picked up. Some *Poles* stand in the corner of this room, these can simply be picked up but are for use in the **Wing Construction** plan.

When you have the items you want, you return to the *Old Barn* by going through the drain. In the Old barn you will take control of the chicken you played earlier (Ginger or Rocky) and take the items from the rats, now you can return to the coop area.

When you have collected all the items, proceed to the *Work Hut* in *Coop Area 2* to begin the **Engine Construction** sub game.



## Wing Construction

You must collect various items to enable the chickens to construct the wings of the plane.

When you have the items you need you will have to take them to the **Work Hut** in **Coop Area 3**, where the chickens will take them and begin work.

Collecting all objects for this plan will activate the **Wing Construction** sub-game.

### Items

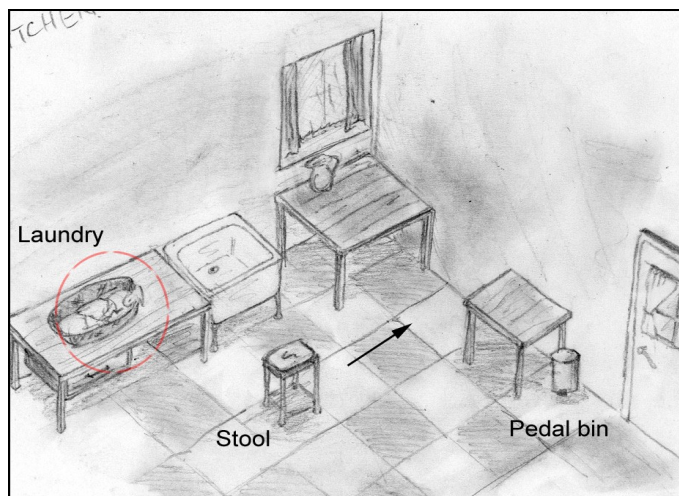
**Yarn** can be obtained from the **Lounge**.

**Binoculars** can be obtained from the **Lounge**.

**Laundry** can be obtained from the **Kitchen**.

To get the **Laundry** you will have to get into the **Kitchen** of the Tweedy's home. First you will have to make your way to the **Garden** using the same route in Acts 1 and 2. When you get there you will have to make your way past the sleeping dog to the back door of the house. The dog will wake up if you step on any noisy objects in the Garden. When you get to the back door you will be able to go inside by using the Dog Flap.

Once inside the house you will be met by Nick and Fetcher, who you will now control as in the previous missions. There are three areas inside the house: the porch, the **Kitchen** and the **Lounge**. You start off in a small porch area where there are a few scattered items, but the only thing you will be able to pick up is the **Garden Gnome**.



In the **Kitchen** you will have to make your way up to a high ledge where the **Laundry** is.

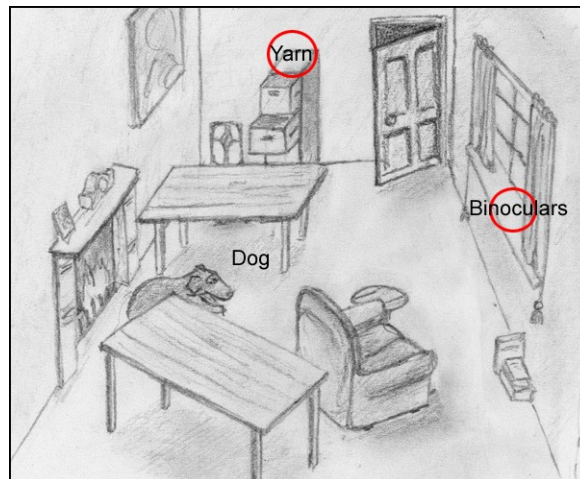
The key elements in the kitchen are a pedal bin, the kitchen worktop and a high stool.



Jump onto the lid of the pedal bin with one rat and use the second rat to operate the pedal, this will spring the rat that is on the lid up onto the worktop which is usually out of its reach.

Use the rat that is on the floor to push the high stool into the middle of the room where the rat on the worktop can use it as a stepping stone to get to the shelf with the *laundry*.

To get the *Yarn* and the *Binoculars*, proceed through to the *Lounge*. In the *Lounge* you will have to avoid the gaze of a dog who is resting by the fireplace. Also in the room are a table, an armchair, Mrs Tweedy's desk, chair and filing cabinets, and lastly, a large window with drawstring curtains. The puzzle in this room is to get one of the rats onto the window ledge where it can get the *binoculars*. After that you can climb around the room via the tables and fireplace to get to the *Yarn* that is on top of the filing cabinets.



The dog is has a clear view of the window and will be able to see if the rats get too close, so you will have to disguise them. If you go to the rats inventory and use the *garden gnome* that you pick up in the porch, then you will put it over your head in the same way that the chicken wears the *boots* in the first act.

Wearing the *Gnome* as a disguise you will be able to sneak slowly past the dog. Playing the rat without the disguise, walk to the side of the window nearest the



door (the dog cannot see you from this point), grab on to the tassel and stay there.



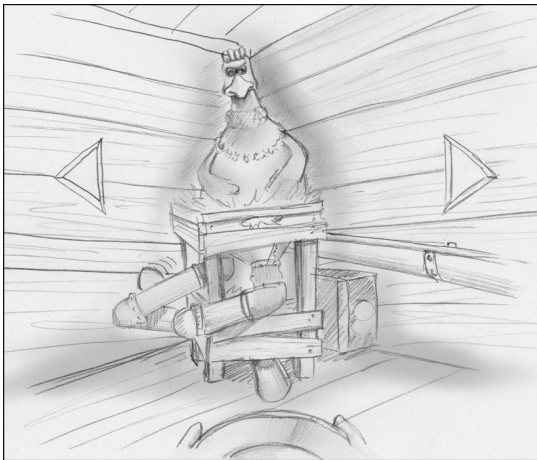
Playing the rat with the disguise, sneak past the dog to the other side of the window, here you can grab onto the other tassel and pull the first rat up to the window ledge.

Once on the window ledge the rat can collect the **Binoculars** and traverse the room by jumping onto various pieces of furniture; Windowsill to Armchair, Armchair to Table, Table to Mantelpiece, Mantelpiece to desk, Desk to filing cabinet. Collect the **yarn**.

When you have the items you want, you return to the **Garden** through the dog flap. In the garden you will take control of the chicken you played earlier (Ginger or Rocky) and take the items from the rats, now you can return to the coop area. When you have collected all the items, proceed to the **Work Hut** in **Coop Area 3** to begin the **Wing Construction**.

## The Egg laying Sub-game

In all of the three plans the player has been using the rats to collect items for them. This co-operation doesn't come without a price however. For every item the rats collect they want eggs for payment. These eggs will be obtained by playing the egg laying sub-game.



In the **Work Hut** in **Coop area 1**, an egg factory has been constructed. This consists of three chickens perched over a maze of pipes, each of these chickens will lay eggs as fast as the player can feed them seed. One of the chickens is the Egg laying Queen "Bunty"; she can lay 2 eggs at a time.

As soon as the game begins the player must start feeding seed to the chickens as fast as they can by repeatedly pressing the X button. As soon as the chicken has been sufficiently fed, she will begin to lay an egg. While the player is waiting for her to lay, they must move to one of the other chickens and feed them seed as well because you have a limited amount of time to get as many eggs as possible. When the chicken has laid her egg it will begin to roll down the pipe maze. The



trick is to keep the chickens laying but also having to run back and catch the eggs before they fall to the ground.



## The Construction Sub-games

The sub-games for this act are all based on constructing the large flying machine – the chicken's final escape attempt in the game!

### Interior Construction sub-game

In this sub-game the chickens will try to build the complex room that houses the seating and engineering for their huge flying machine. There are three stations around the room that the player will cycle between:

- The hammering station.
- The sawing station.
- The spanner station.

Ginger will look out of the window of the hut with the Binoculars where she can see Mr Tweedy at work on the Pie machine. Mr Tweedy will use each of his tools in turn and the chickens will have to match the sound of his hammering, sawing and wrenching.



The game runs along these lines.

Mr Tweedy will reach for his hammer (this is shown with a small overlay)

The player will quickly move to the hammering station.

Mr Tweedy will tap out a rhythm with the hammer. (A button combo is displayed)

The player will have to repeat that combo exactly.

Mr Tweedy will reach for his saw.

The player moves to the sawing station.

And the game will continue like this in a “Simon says” fashion. Each of the tools will make up to four different sounds while in the background you can hear the rhythmical wheezing and clanking of the machine. The whole game will sound like a bizarre musical piece. The objective of the game is to play until Mr Tweedy



finishes his work. The player is allowed to make a certain number of mistakes before Mr Tweedy knows that something is up and ends the game.





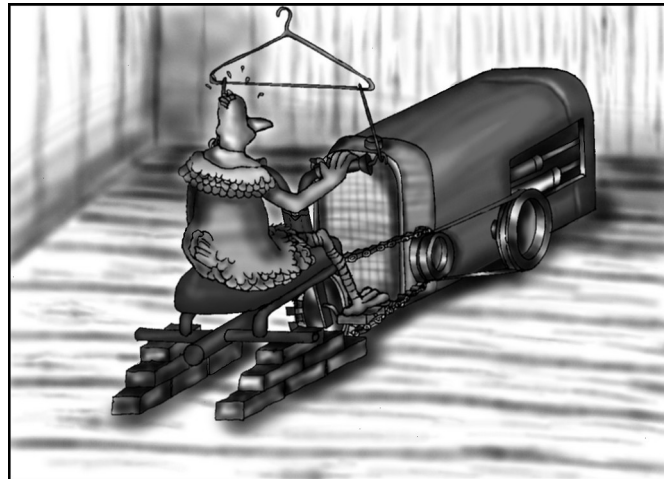
## Engine Construction sub-game

In this sub-game the chickens will try to make the Engine that they have stolen, work. As in all the sub-games there are stations that the player will cycle between.

- The pedalling station
- The oiling station
- The pump station

The engine sits at the oiling station between the pedalling station and the pumping station.

The player must pedal as fast as possible to start the engine running, when the engine starts it immediately begins to over heat and the player must move to the oiling station to oil its workings to stop it overheating.



While the player is tapping the oil button to cool the machine down they will also have to monitor the progress of the pumping station.

The pumping station is actually Rocky the chicken, lounging in a bath which is being bubbled Jacuzzi style by a chicken pumping away on a bicycle pump. If he thinks there aren't enough bubbles then he will bring the whole operation to a halt. If the engine overheats then the player will have to return to the pedalling station to restart the engine.

The game will end when the player wins by getting the engine to run for 10 seconds, or when the player loses by allowing Rocky's bubbles run low.



## Wing construction sub-game

This sub-game is very similar to the egg laying sub-game. There are three stations:

- Pole station.
- Poles and fabric station
- Poles, fabric and stitching station



The player begins at the Pole station and has to tap the button to get the chickens working on lashing the poles together. When they are finished the player has to take the poles to the pole and fabric station where the chickens will attach fabric to the poles, again, these chickens will have to be encouraged to work by tapping the button repeatedly.

While these chickens are working, the player will need to return to the first station (poles) to get them busy on a new set because there will be a time limit to make as many parts as possible. The game continues in this vein with the player carrying parts back and forth between stations while having to encourage the chickens to work.



## Act 4 Boss

When all the sub-games have been completed, the chickens can assemble all the main plane components and attempt their big escape.  
FMV from the “Chicken Run” movie (coops folding into each other Thunderbirds style).

This is the final chase sequence in the game and will pit the chickens against their biggest foe, Mrs Tweedy.

The chase starts off at the point in the film where the flying machine has taken off and Mrs Tweedy has grabbed on to the trailing fairy lights hanging from the back of the machine.



In the first part of the chase you will control the flying machine as it flies over the countryside past barns and houses.

While avoiding crashing into the scenery, the player will also have to avoid being shot by Mrs Tweedy who is hanging behind you.

In the second part of the chase you have to avoid crashing into the scenery whilst performing a “Death Star” style trench run. The objective is to drop Mrs Tweedy into the small window of the barn that contains the pie machine. If you miss, you will have to circle around and perform the second part of the chase again.

When the player manages to drop Mrs Tweedy into the machine then “Success!”  
.You have managed to escape the farm.

End FMV: The idyllic bird sanctuary from the “Chicken Run” movie. Chickens relaxing and playing cricket. Everyone is happy.

## The End!