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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

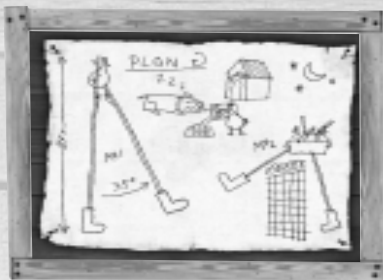
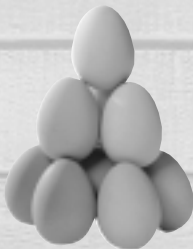
This screen saver shows images of the finest moments from the Chicken Run movie.

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.

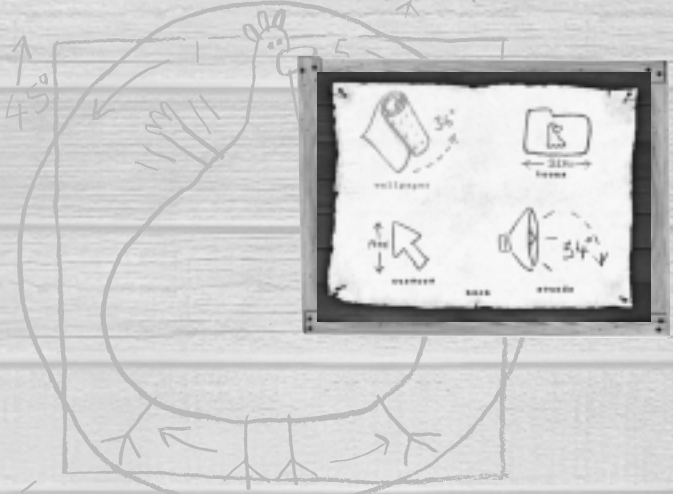
To setup the *Chicken Run* Icons

- 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.



$$\sqrt[22]{345} = a + b = c$$

$$E = \frac{M}{100}$$



$$253 \times \frac{15}{765} \leftarrow 0.5 \text{ FT} \rightarrow$$

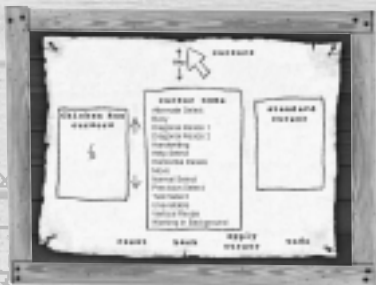


Cursors

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.

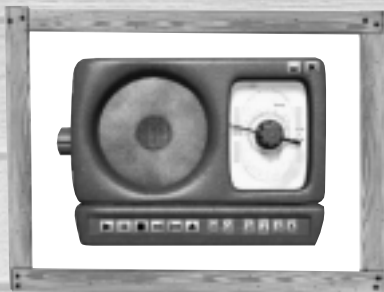
How to use Rocky's Radio

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.

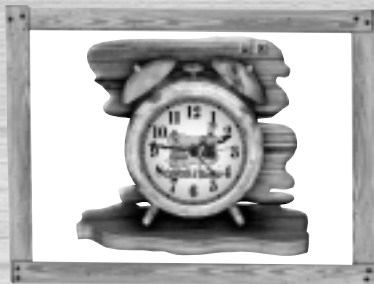
Rocky's Radio comes with all the features you would expect to find on a normal CD player, including Start, Stop, Forward, Reverse and Eject.

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.

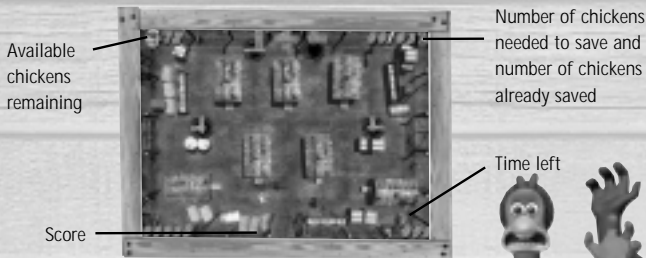
Run Chicken Run

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.

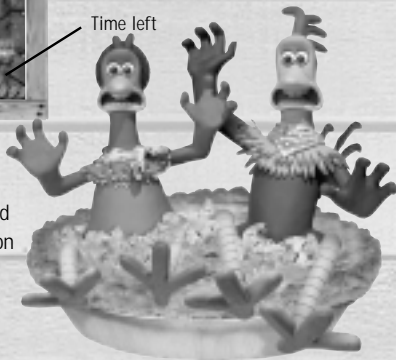
Visit "Fowlers Training Camp" first, and learn how best to save the chickens. His expert guidance will have rescuing chickens in no time. Once you have completed your training you will be taken back to the main menu.

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



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

Score

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.

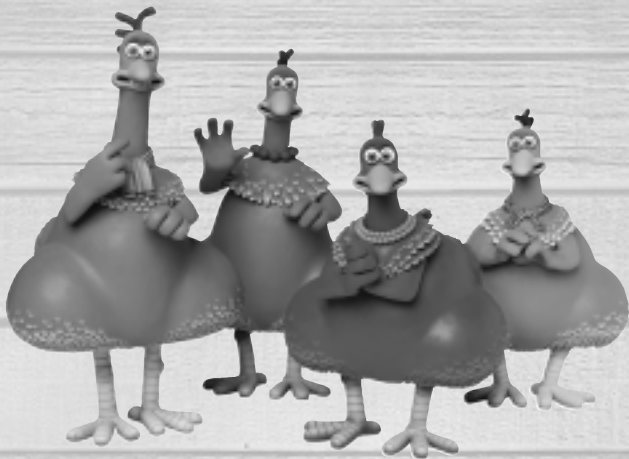
Finishing the game

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.



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