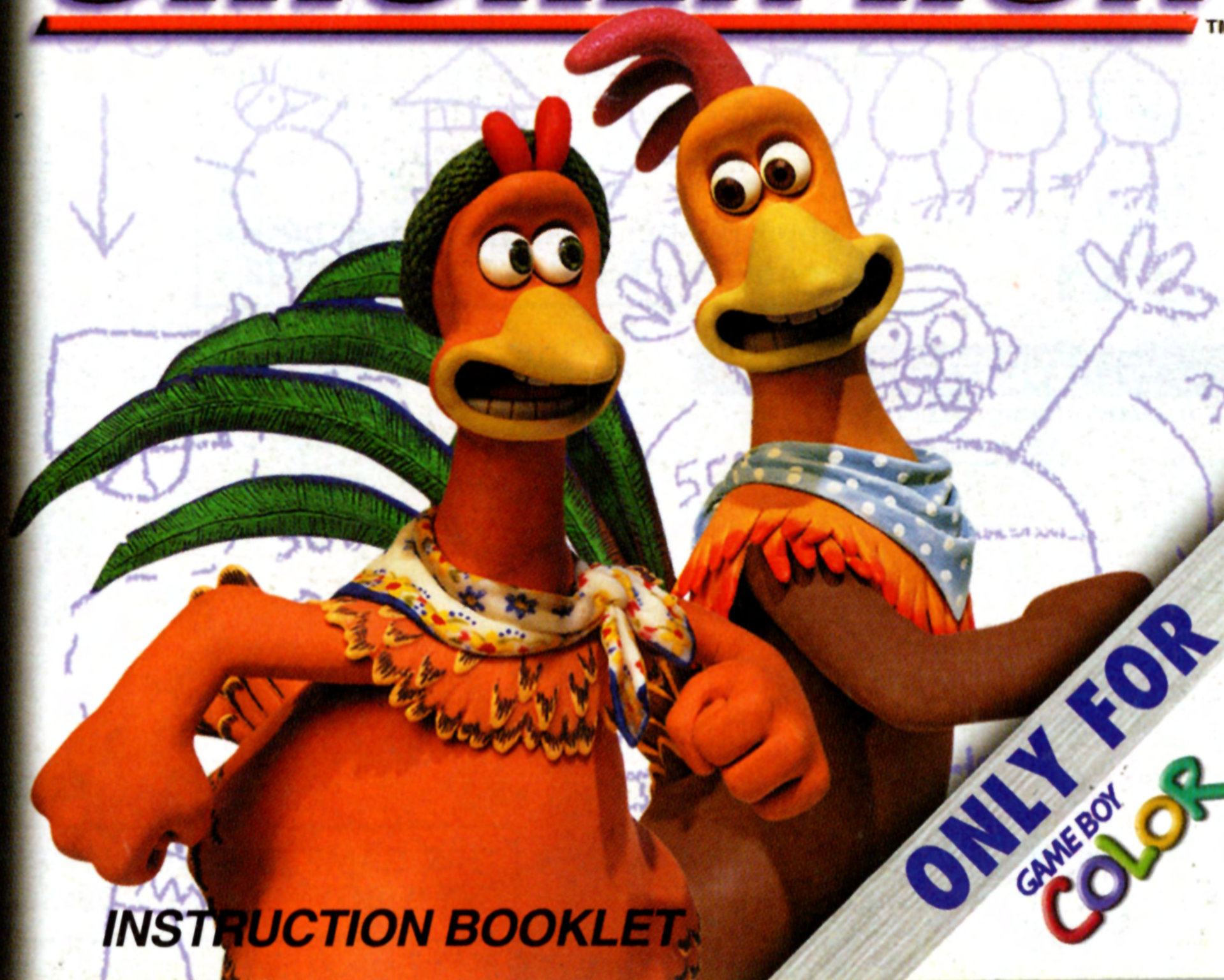
Nintendo

GAME BOY COLOR

CGB-BCKE-USA

CHICKEN RUN™



ONLY FOR GAME BOY COLOR

INSTRUCTION BOOKLET

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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EVERYONE

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

TABLE OF CONTENTS

Chicken Run™ 2
Getting Started 4
Controls 6
The Chickens 8
Playing a Game 12
The Game Screen 16
Game Areas 18
Items 24
Saving with Medals 30
Notes 32
THQ Limited Warranty 33



CHICKEN RUN™





GETTING STARTED

1. Turn the power switch OFF on your Nintendo® Game Boy® Color. Never insert or remove a Game Pak when the power is on.

2. Insert the **Chicken Run**™ Game Pak into the slot on the Game Boy Color. Press firmly to lock the Game Pak in place.

3. Turn the power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)

4. Use the Control Pad to select a language, and then press the A Button to confirm your selection.

5. When the Title screen appears, press START to proceed to the Medal Box.

PRECAUTIONS

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color.

- Do not take apart, crush, bend or submerge the Game Pak.

- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.

- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.

- Take a break after playing for long periods of time.



CONTROLS



MENU CONTROLS

CONTROL PAD	Select option/item
A or B BUTTON	Confirm selection
START	Start game/Pause game

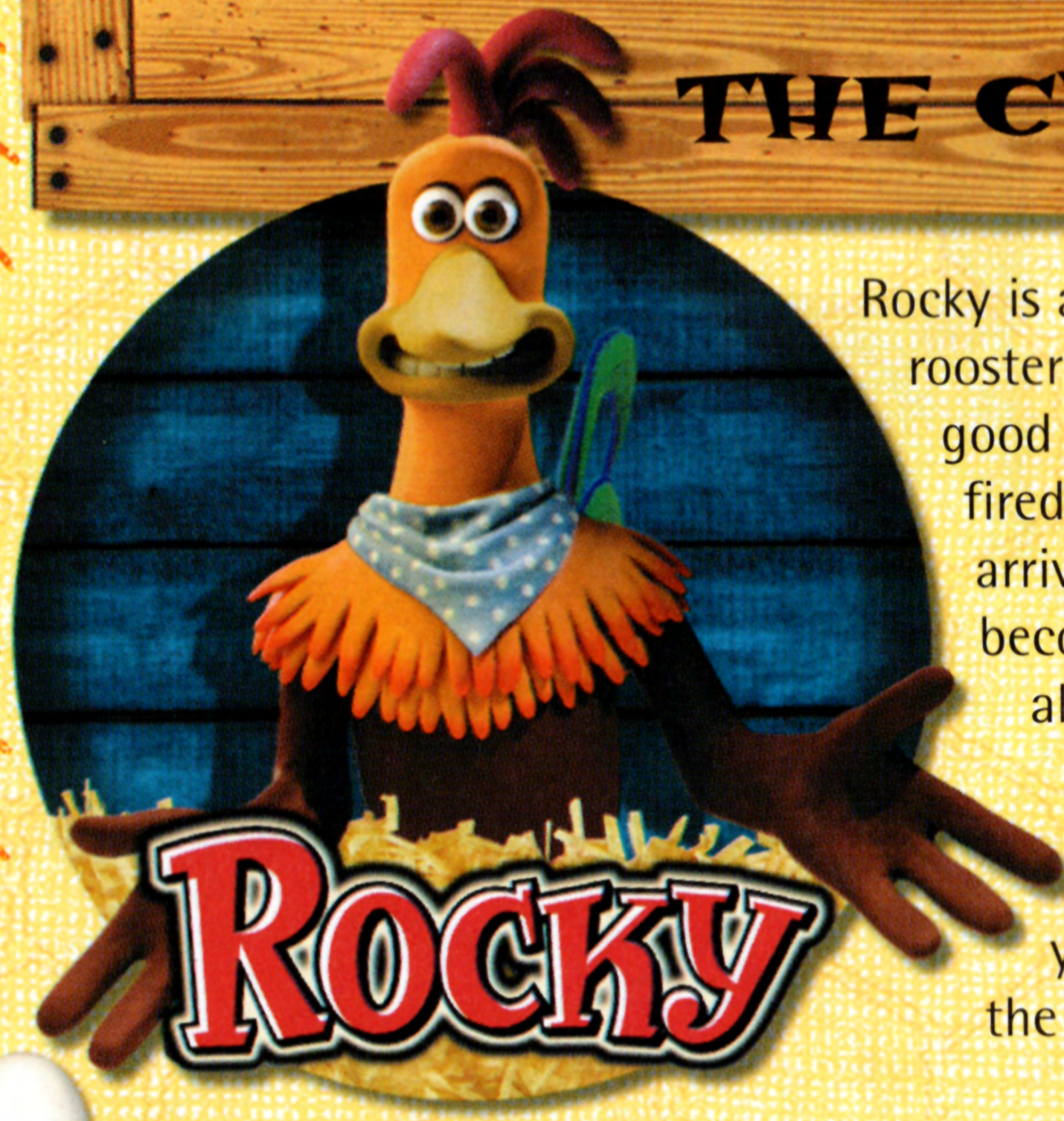
GAMEPLAY CONTROLS

BUTTON	NORMAL CONTROL
CONTROL PAD	Move character up/down/left/right
A BUTTON	Drop handful of chicken feed/Hold to drop a large pile feed
B BUTTON	Jump



WHEN NEAR ITEMS	WHEN HOLDING ITEMS
Drop chicken feed	Drop chicken feed
Pick up item/Use item (switches)	Use item

THE CHICKENS



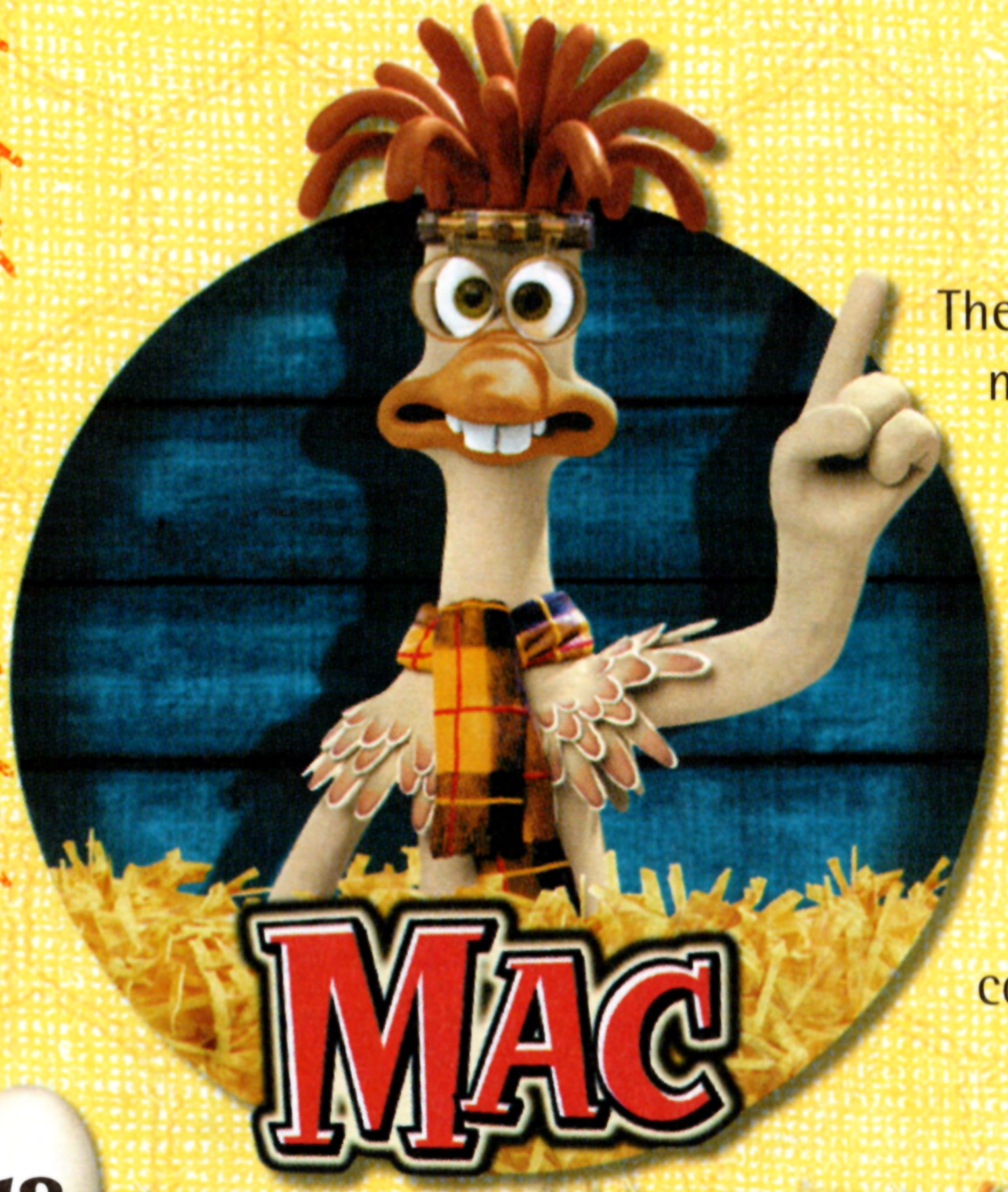
Rocky is a sweet-talking American rooster who gets by in life on his good looks and charm. After being fired from a circus cannon, he arrives in the chicken coop and becomes the hope for escape to all the chickens – they think he knows how to fly!

"Shake those tail feathers" – you will control Rocky during the game.

Ginger is the visionary, the chicken with the plan. She is a feisty, young, idealistic hen whose one goal in life is to escape the fences of Tweedy's Farm for the better life that surely awaits them beyond the distant hills. Ginger will either die a free chicken – or die trying!

"Where there's a will, there's a way." Help Ginger realize her vision of freedom by implementing her escape plans.



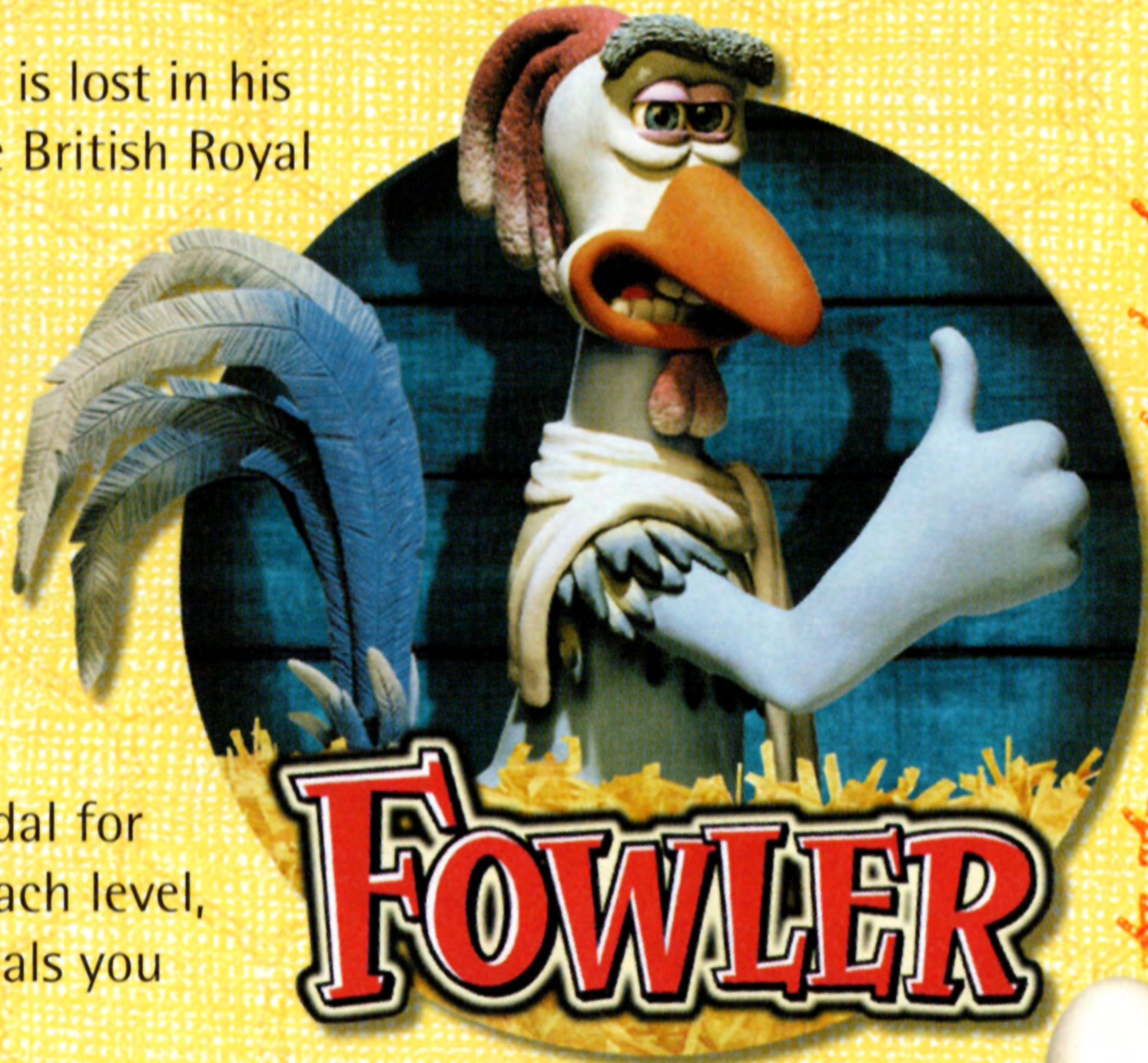


The brains of the outfit, Mac is a math genius who seems a bit lost in her world of numbers and calculations. Mac is Ginger's right hand hen when it comes to hatching the escape plan.

"The key element we're missin' is thrust." Follow Mac's instructions precisely to complete each level.

The angry old rooster, Fowler is lost in his glory days as a mascot in the British Royal Air Force. He is cantankerous and belligerent but only because he feels useless and disrespected by the other hens. He is a proper English gentleman who finds great comfort in discipline, order and precision.

"They didn't give me this medal for being a Yank nanny." After each level, Fowler will give you the Medals you need to save your game.



PLAYING A GAME

Before beginning a game, you will view the Medal Box. If you have completed any levels, you may insert your Medals to continue where you left off. See "Saving With Medals" on page 30 for more information.

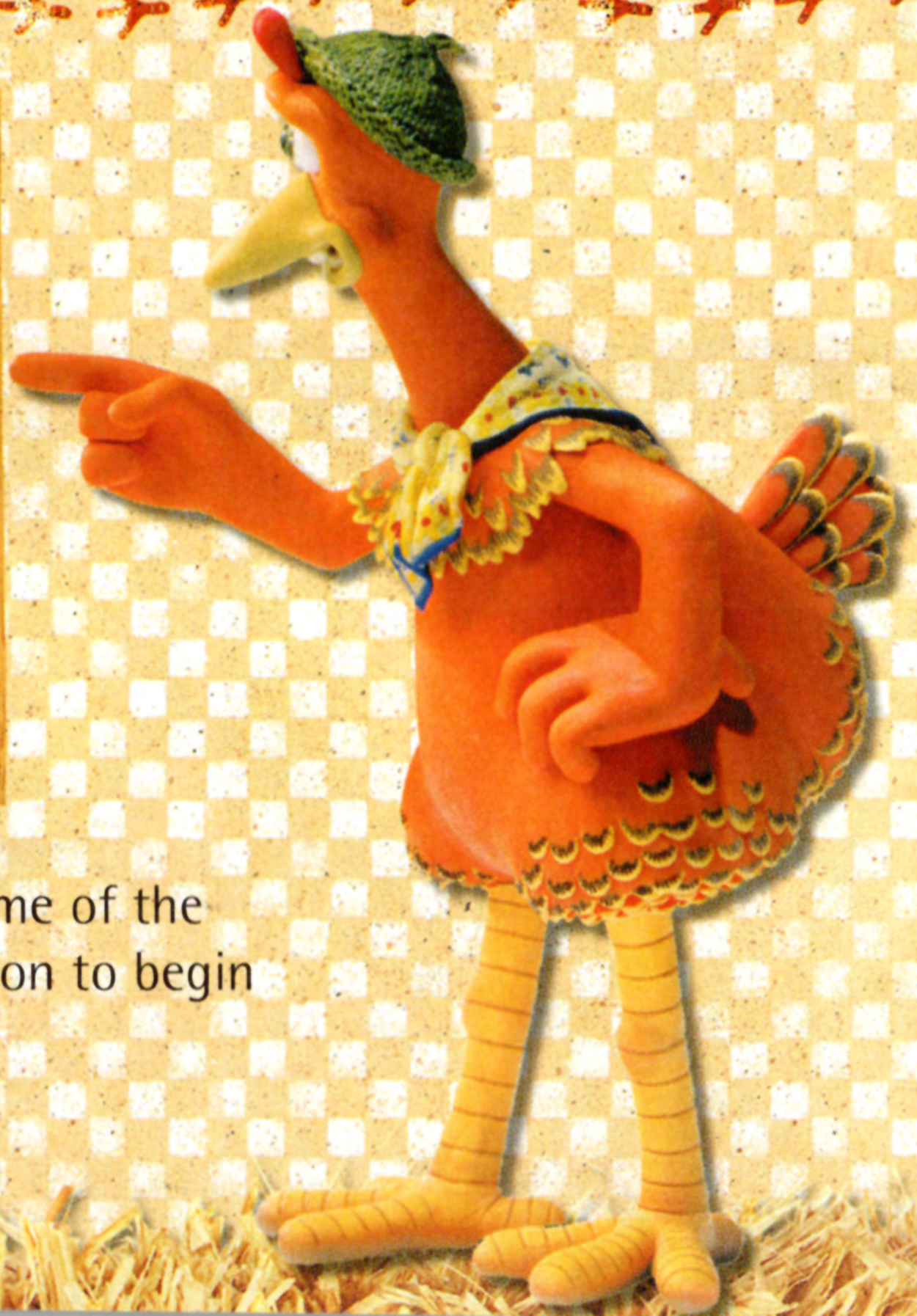
To begin a new game, press START.



Each level will begin with Mac, who will give you the escape plans in detail. Pay attention to her or you will never complete your mission! To bypass Mac's briefing, press the A Button.







Next, Ginger will tell you the name of the current mission. Press the A Button to begin the level.

You will now begin the mission. By following Mac's instructions precisely, you should be able to help the chickens find the exit of each level. Remember that food is the key to any chicken's soul. Chicken feed is the best way to keep them in one area (large pile), or to move them from one area to the next (handfuls of feed).



PAUSING THE GAME

Press START while playing **Chicken Run™** to pause the game. To return to the puzzling action, press START again.

THE GAME SCREEN

Important information for each level is displayed on the bottom of the Game Screen.



- Level – The level you are currently playing.
- Chickens – The number of chickens that need to escape.
- Chicken Feed – How much chicken feed you have left. You can take back your chicken feed by walking up to a pile on the floor and pressing the A Button.
- Current Item – The item you are carrying. Some levels contain more than one item. You can only carry one item at a time.
- Timer – When the timer fills up with yellow color, Mr. and Mrs. Tweedy will discover you and the level will end.
- Mr. & Mrs. Tweedy – You'll see which Tweedy is on guard duty. When the alarm is ringing, Mr. or Mrs. Tweedy will look back and forth for you!

GAME AREAS

FARMYARD

The Farmyard has many hidden obstacles and dangers for the hens to avoid. Only you can help them around each hazard to the exit.





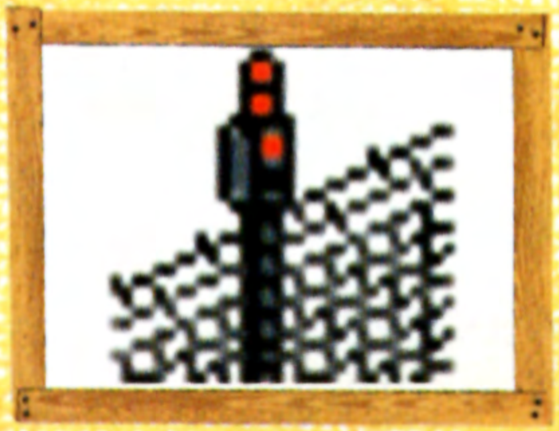
FARMYARD HAZARDS



- **Dogs** – These are crouched in their kennels just waiting to bark at any chicken they see coming their way. Occasionally they will fall asleep for a few seconds, but will wake up quickly. If an intruder is spotted, the dogs will alert the Tweedys.

- **Searchlights** – Searchlights sweep the Farmyard looking for intruders (and escaping chickens)! The alarm will sound if something gets caught in the beam. Searchlights come in different sizes and usually follow a specific path. Some of them can by turned off by finding the correct power switch.

- **Barbed Wire/Electric Fences** – It's best to avoid the fences by going around, under, or over them when possible.





- **Gravy Barrels –** Watch out for leaking gravy barrels. They produce puddles of meaty goodness that will slow down the chickens during their escape.



PIE MACHINE

Just as the Farmyard has obstacles and enemies to avoid, the Pie Machine is even more dangerous!

PIE MACHINE HAZARDS



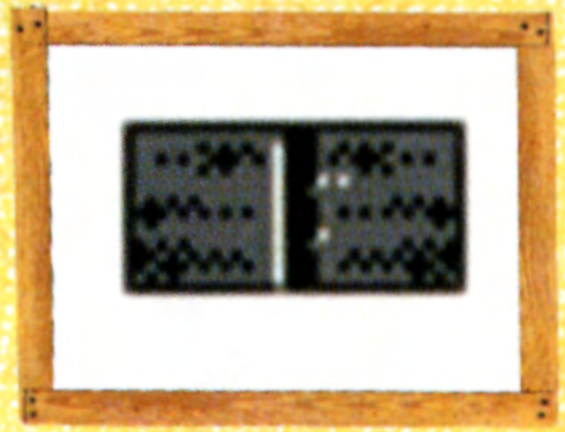
- **Magic Eyes –** Inside all the best Chicken Pie Machines are Magic Eyes, or Foreign Object Sensors. If they spot something that shouldn't be there (like escaping chickens), they will sound an alarm.

- **Electronic Beams –** These sweep across the inside of the Pie Machine and trigger an alarm if anything crosses their path. Use special Electronic Keys to turn off the electronic beams.

- **Gravy –** Hot, steaming gravy oozes its way through the Pie Machine. Make sure the hens don't get caught in it – they'll really slow down!

- **Steam –** Just like the gravy, hot steam spews out in the Pie Machine. Get the chickens past the steam when it stops for a few seconds.

- **Machinery –** Open machinery on the ground causes a serious threat to the chickens. Throw a wrench into the machinery to stop the danger (and help the chickens across). Also, Mr. and Mrs. Tweedy will have to fix the damage, giving you time to get a new group of chickens ready to escape!



ITEMS



Throughout the Farmyard and Pie Machine, you will be able to use items to help in your missions. You will always be able to carry Chicken Feed and one other item. Some levels contain several items for you to use, but only one item can be carried at a time. Be sure to drop an item if you don't need it anymore.

CHICKEN FEED



At the start of each mission, Ginger will have a certain amount of chicken feed to drop anywhere on the level. The chicken feed can be picked up again by pressing the A Button.

Once a chicken is released from the coop, she will go in search of the nearest trail of chicken feed. If there is no trail in sight, she will begin searching and will be vulnerable to the dangerous hazards.

When a chicken finds a trail of seed, she will begin to work her way along the trail, eating as she goes, until she reaches the end. If a large pile of seed is at the end, the chicken will stay there to eat until the pile is removed. If the trail ends abruptly without a large pile of chicken feed, the chicken will either look for another trail or will go back the way she came.

TRAFFIC LIGHTS



One of Mac's more bizarre inventions, the Traffic Lights can be placed where there is a moving hazard, such as a searchlight. These can be programmed when it is safe to go (green light) and when the chickens must stay where they are (red light).

SPRINGS



Springs can be placed before an obstacle and will shoot the chickens forward and into the air. After putting a Spring into place, you will have to press ←/→ to determine which way the chickens will fly. When the direction is set, press the A Button.

CARDBOARD BOXES



Ginger can either jump on these to reach higher places (and hard to reach switches), or can hide under them to avoid being spotted by a dog or searchlight. Once inside, Ginger can move the box around the level and position it wherever necessary ... perhaps to block a dog's view.

SPOON



One thing stands between the chickens and their freedom – fences! With a spoon, Ginger can dig a tunnel underneath a fence to give the chickens an escape route. Try to find dirt that looks soft because it's easier to dig through.

CATAPULT



Just like the Springs, Catapults can help launch chickens through the air to bypass obstacles and hazards. Be careful – the Catapult will send the chickens flying at a much greater speed!

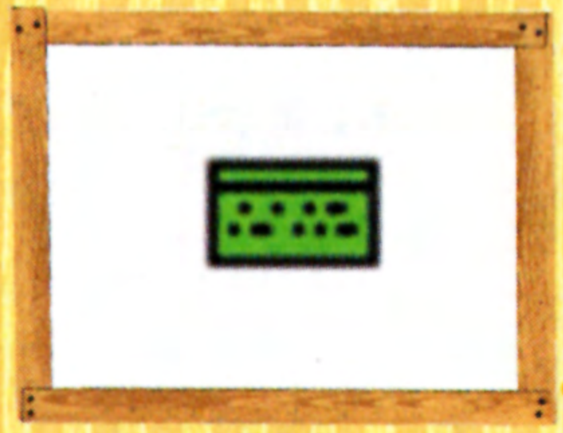
MIRRORS



Mirrors are extremely useful when trying to escape the view of a Magic Eye. Simply place a mirror in front of the Magic Eye. All it will see is its own reflection, allowing the chickens to sneak by unnoticed.

ELECTRONIC KEYS

Use an Electronic Key to turn off one electronic beam. Be sure you've chosen the right beam before using a key – once used, you can never get the key back!



WRENCH

Wrenches have two purposes. You can use a wrench to open an exit hatch in the floor, for the chickens to escape. You can also use a wrench to jam the machinery inside the Pie Machine.



SAVING WITH MEDALS

After successfully completing a level, Fowler will give you four Medals. These Medals allow you to resume your game at the current level. Write down the shape of the Medals for future reference.



Bronze Cross Valor Silver Honor Bravery Crown Diamond

Before beginning a game, enter the four Medals you have written down into the Medal box. To enter the four Medals from Fowler's Medal Box:

1. Press the Control Pad ↑/↓ to find the appropriate Medal.

2. Press the Control Pad → to select the next Medal.

3. Continue until all four Medals have been entered correctly.

4. Press the A Button to continue where you left off.

If you have entered the four Medals correctly, you will be taken to the current mission, with Mac explaining the details for you.



Notes

Limited Warranty

Warranty and Service Information
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32065.** Please use this code to identify your Product when contacting us.

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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

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Repairs after Expiration of Warranty
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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