

Disney's

chicken little

ACE IN ACTION



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

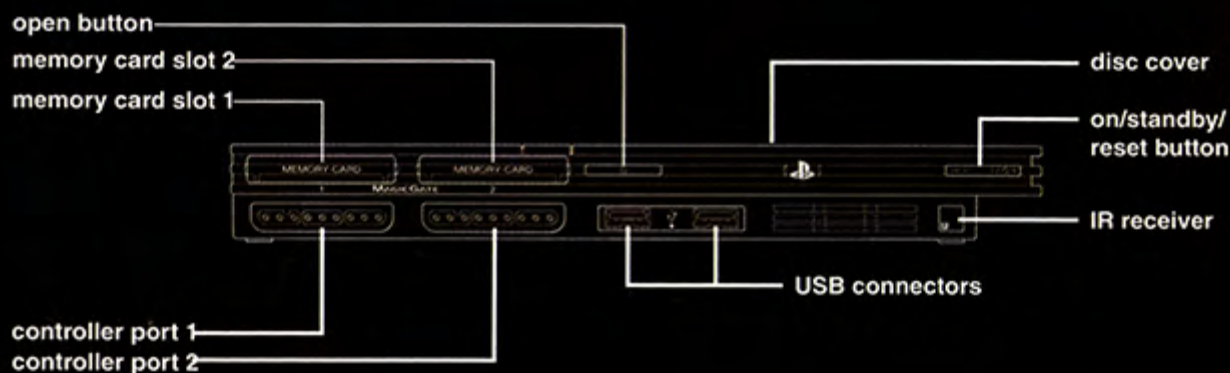
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
 - Do not bend it, crush it or submerge it in liquids.
 - Do not leave it in direct sunlight or near a radiator or other source of heat.
 - Be sure to take an occasional rest break during extended play.
 - Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

Disney's **chicken little** **ACE IN ACTION**

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GETTING STARTED



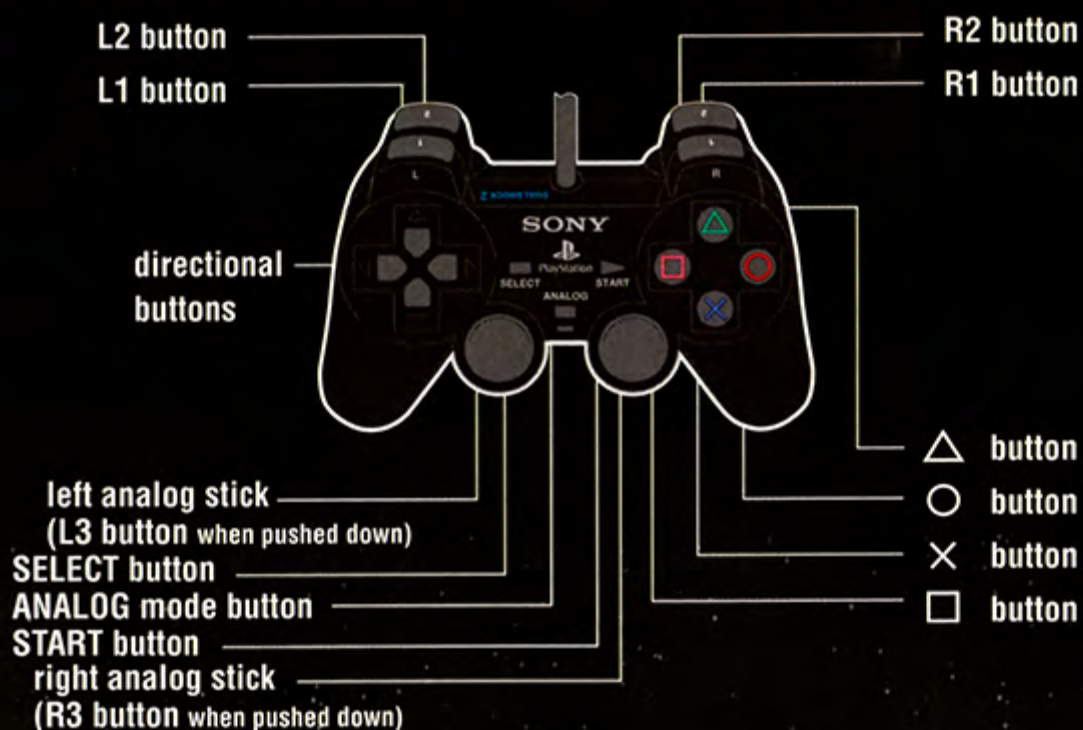
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **DISNEY'S CHICKEN LITTLE: ACE IN ACTION** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



- This game supports the analog mode and the vibration feature of the DUALSHOCK®2 analog controller.
- To use the vibration feature, turn on VIBRATION under OPTIONS.
- You cannot use the ANALOG mode button to switch between analog and digital modes. The controller will always be in analog mode (the mode indicator will be red).
- This software is designed exclusively for the DUALSHOCK®2 analog controller. Its operation is not guaranteed for use with any controller other than the DUALSHOCK®2 analog controller.

Disney's
**chicken
little**
**ACE IN
ACTION**

CHICKEN LITTLE
and his friends invite you to
become one of their superhero
alter-egos and battle

FOXY LOXY
and her evil Amazonian sidekick
GOOSEY LOOSEY
as they try to take
over the Earth!



THE HEROES

**TO SAVE THE EARTH, A CREW MEMBER FROM
THE BATTLE BARN
MUST JUMP INTO ACTION!**

You Can Be...

ACE THE SOLDIER

Infiltrate enemy bases via
up-close ground fighting!



ABBY THE PILOT

Fly your spaceship in
combat missions!



RUNT THE TANK DRIVER

Command your armored tank to soften
up the ground defenses for Ace!



MR. FISH THE SCIENCE OFFICER

He provides key intel &
weapon upgrades. He also uses
his superior intellect to help you
unlock puzzles in the game.



THE VILLAINS

**THE CREW OF THE BATTLE BARN
IS TRYING TO SAVE THE UNIVERSE FROM...**



FOXY LOXY

The most evil villain of the century!

GOOSEY LOOSEY

Foxy Loxy's crazed
Amazonian sidekick.



SLEAZEL WEASEL

One of Foxy Loxy's
evil accomplices.



You'll also be facing robotic enemies,
like **DogBots**, **LabRats**, **LamBots** and
Foxloxians, depending on
which planet you're on.



Watch out for **BOSS ENEMIES**,
who appear at the climax
of some levels.

THE PLANETS

***TO STOP THE VILLAINS, YOU MUST
COMPLETE MISSIONS ON
ALL THESE WORLDS...***

PLUTO

Investigate the prison to find out why the guard DogBots have all gone crazy.



SATURN

Battle your way onto the floating compound of Dank Laboratories and discover just what they produce...and for whom.



MARS

The "Red Planet" is looking awfully green. Find out the secret of its volatile vegetation.



THE MOON

Stop FOXY LOXY from finishing her fiendish plan or the sky really will fall.



BEGIN THE FUN!



NEW GAME

- Select **NEW GAME** and you will be prompted for a memory card (8MB) (for PlayStation®2). Select **YES** or **NO** and you will be taken to the **MISSION SELECT** menu to start your adventure.

LOAD GAME

- Select between 4 saved slots to restore a saved game. The memory card (8MB)(for PlayStation®2) must be in memory card slot 1.



2 PLAYER GAMES

- Choose from available 2 player games.



EXTRAS

- **MOVIES** – Watch your favorite movies from the game any time you like.
- **CONCEPT ART** – View concept art from the making of the game.
- **MUSIC** – Listen to music from your favorite levels.
- **TRAILERS** – View trailers from other awesome Disney games.

THE MISSIONS



MISSION SELECT

- Press the **X** button to choose your mission and you will be taken to the BRIEFING SCREEN.
- You can hear the mission briefing from Mr. Fish by pressing the **□** button.
- You can buy upgraded weapons from Mr. Fish or start your mission here.

BUYING WEAPONS

- You can buy new weapons from Mr. Fish using the Acornium collected throughout the game.



THINGS YOU SHOULD KNOW

- Before you begin any **MISSION**, you'll get a **TUTORIAL** about the **CONTROLS** and **BASIC GAME PLAY**.
- If you leave a game in the middle of a **MISSION**, the **ACORNIUM** you've collected will be saved but you will have to restart the mission from the beginning.
- Any time you **LOAD** a **SAVED GAME**, you'll find yourself at the **BATTLE BARN SCREEN**.

SCORING

- **SCORE** as many points as you can by collecting **ACORNIUM** during your missions.
- Your **SCORE** is updated between missions and recorded in the **SAVE GAME** file.

TIP

To keep your **SCORE** as high as possible, think twice before buying a weapon upgrade!

UNSUCCESSFUL GAME OVER

- If your shield is brought to **ZERO**, your character will be warped out automatically and returned to the last checkpoint.
- If your **MISSION** fails, you'll be given several **OPTIONS**:
 - **RETRY** - you'll restart at the current level
 - **QUIT** - you'll return to the **BATTLE BARN MISSION SCREEN**
 - **QUIT GAME** - you'll go back to the **MAIN MENU**

A screenshot of a game screen with a dark, textured background. The text "Mission Scrubbed" is displayed in a stylized, blue, italicized font with a white outline. The screen is framed by a green border with rounded corners.

Mission Scrubbed

THINGS YOU SHOULD KNOW

SUCCESSFUL GAME

- If your mission is **SUCCESSFUL**, you'll hear from **MR. FISH** and see a **RECAP SCREEN**.

SAVING & LOADING

After a **SUCCESSFUL GAME**, you'll be given several options:

- **SAVE & RETURN** to the **BATTLE BARN** – you'll go to the next level.
- **SAVE & RETRY** – you'll restart at the current level.
- **QUIT** – you'll go to the **MAIN MENU**.

TIP

Loading a **SAVED GAME** will take you back to the **BATTLE BARN MISSION SCREEN**.

- You'll always be asked to **SAVE** your game after finishing a **MISSION**.

MISSIONS in progress can't be saved until they are completed.

TIP

THE HUD

CHARACTER

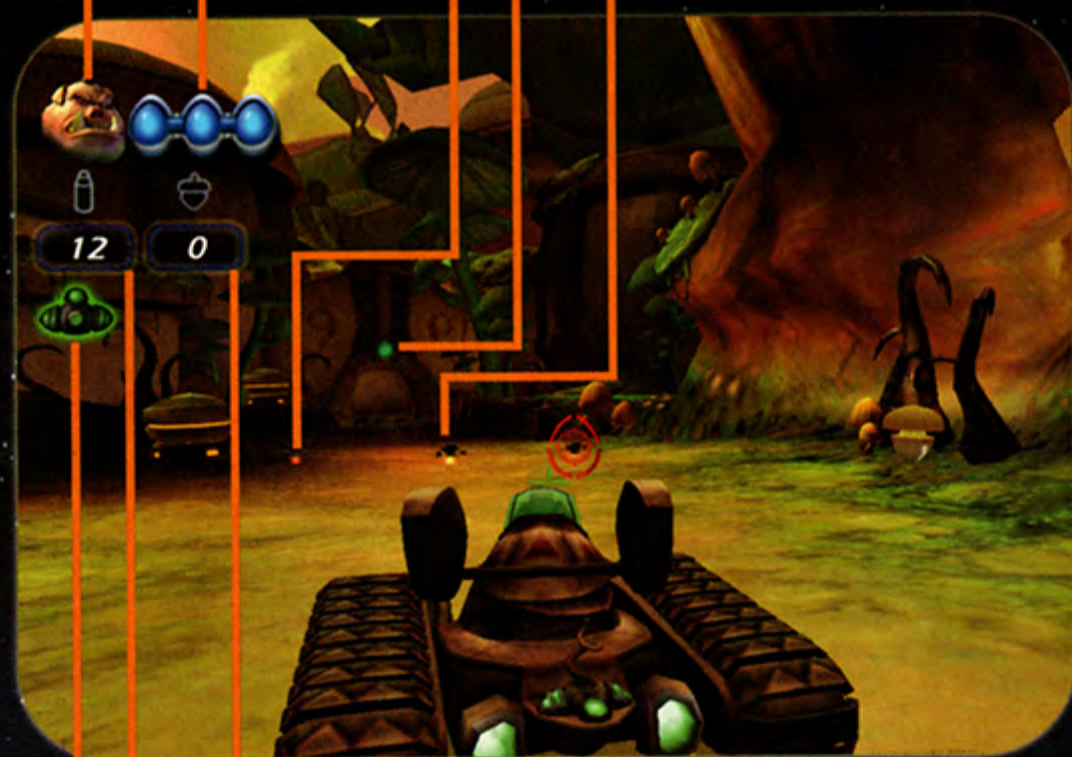
SHIELD POWER

RADAR (when available)

Enemies – Red

Weapon Pickups – Green

Mission Objective – Yellow



ACORNIUM

AMMO FOR SECONDARY WEAPON

TURBO METER

HERO CONTROLS



ACE THE SOLDIER

CONTROLS

Left analog stick

Right analog stick

L1 button

L2 button

R1 button

R2 button

ⓧ button

◯ button

□ button

START button

MOVE

Move Ace

Rotate View

Rolling Jump

Strafe/Follow

Fire Primary Weapon

Fire Secondary Weapon

Jump

Use Item

Switch Secondary Weapon

Pause Menu



RUNT THE TANK DRIVER

CONTROLS

Left analog stick

Right analog stick

L2 button

R1 button

R2 button

ⓧ button

□ button

START button

MOVE

Move Tank

Rotate Turret and Camera

Strafe/Follow

Fire Primary Weapon

Fire Secondary Weapon

Turbo (when available)

Switch Secondary Weapon

Pause Menu



ABBY THE PILOT

CONTROLS

Left analog stick

Right analog stick

L1 button

L2 button

R1 button

R2 button

ⓧ button

◯ v

START button

MOVE

Aim or Point Hover Ship

Strafe Left or Right/
Move Forward or Backward

Hover Ship Up

Hover Ship Down

Fire Primary Weapon

Fire Secondary Weapon

Turbo (when available)

Switch Secondary Weapon

Pause Menu

THE WEAPONS

To defeat the wicked **FOXY LOXY** and her evil sidekick, **GOOSEY LOOSEY**, the crew of the **BATTLE BARN** must be quick, strong and well-armed. A variety of **WEAPONS** will help you defeat them!

You'll have two kinds of weapons: **PRIMARY** and **SECONDARY**.

Primary Weapon



Secondary Weapon



- **PRIMARY WEAPONS** have unlimited ammo but they aren't as strong as **SECONDARY WEAPONS**.

TIP

You can buy **UPGRADES** to your **PRIMARY WEAPONS** to make them stronger.

- **PRIMARY WEAPON** weapon upgrades build on the one that came before it. They are also color-coded in increasing order of damage: Blue, Green, Yellow and Red.
 - **ACE**: Starting primary (Blue); Double Whammy (Green); Eggcelarator Mod (Yellow); Bok Shot (Red)
 - **RUNT**: Starting primary (Blue); Double Duty (Green); Big Pig (Yellow); Fat Sow (Red)
 - **ABBY**: Starting primary (Blue); Twin Bill (Green); Motor Mouth (Yellow); Double Duck (Red)
- **SECONDARY WEAPONS** are stronger than **PRIMARY WEAPONS** but they're limited. For example, they have limited ammunition and they may take longer to reload. You will find additional secondary ammunition during your mission.

TIP

You can only get a **SECONDARY WEAPON UPGRADE** by buying it.

ACE'S SECONDARY WEAPONS



GREN-EGG

This shoots egg-shaped grenades that explode on contact.

ROOSTER TAIL

This fires a long-range rocket with lock-on ability.



FLOCK AND AWE

This is a set of 5 swarm missiles.

UDDER DESTRUCTION

This cuts a wide swath of destruction that can damage many enemies.



RUNT'S SECONDARY WEAPONS



BACON MAKER

This shot introduces the tank's awesome power.

HOG KNOCKER

This shoots an object that bursts on contact.



PIGS IN A BLANKET

This volley of rockets blankets many enemies at once.

S.N.O.T
(Super Nefarious Opponent Thrasher)
This shotgun really dishes out some damage.



ABBY'S SECONDARY WEAPONS



HOMING PIGEON

This shoots single-shot missiles.

GAGGLE GUN
This shoots a bunch of small
missiles at the same time.



STUPEFIER

This weapon makes
enemy pilots stupid.

STICKY BOMB
This gobbles up enemies.



ACE'S GADGETS

Make your weapons stronger with these **UPGRADES, GADGETS, PICKUPS** and **SHIELDS!**

***IF YOU'RE ACE, YOU CAN
GAIN THESE COOL GADGETS
AS YOU ADVANCE:***

HOVER PACK

This sends Ace high and far to a specified destination. While descending, Ace can shoot at enemies below.



CLAW BOOTS

These let you climb on chicken wire surfaces.

POWER BANDS

These make you strong enough to lift heavy objects and rip open locked doors.



RUNT'S GADGETS

***IF YOU'RE RUNT, YOU CAN
GAIN THESE COOL GADGETS
AS YOU ADVANCE:***

BATTLING RAM

This lets you smash into enemies and break through some doors. The Battling Ram also has a turbo boost that can be used for jumps or a quick dodge.



HOVER

The Hover ability lets you drive over liquid and energy surfaces.

TANK TELEPORTER

This lets you transport yourself and your tank to a different strategic position in a level.



ABBY'S GADGETS

***IF YOU'RE ABBY, YOU CAN
GAIN THESE COOL GADGETS
AS YOU ADVANCE:***

SHIELD SPLITTER

This lets you zap some force fields so you can fly through them.



MINE REPULSOR

This allows you to send mines flying away from you.

ASTEROID BUSTER

This lets you break through asteroids.



PICKUPS

DURING YOUR MISSIONS, LOOK FOR THESE PICKUPS!

ACORNIUM

These are the raw materials you need to upgrade your weapon.



MEGA ACORNIUM

These huge acorns are hard to find, but give you even more Acornium to upgrade your weapon.



SHIELD REGENERATION

This helps restore your shield count.



SECONDARY AMMO

These will temporarily enhance your weapon.

TIP

Collect **ACORNIUM** during **MISSIONS**.
Buy **UPGRADES** between **MISSIONS**.

GADGETS can't be bought. **MR. FISH** will grant them to you at the right time during gameplay.

TIP

TIP

Some **GADGETS** will give you access to new, locked areas! You can revisit **MISSIONS** you've played and discover new secret areas!

You'll get a **MEGA ACORNIUM** bonus if all **MEGA ACORNIUM** from one level are collected during a single player campaign.

TIP**TIP**

Upgrade your **SHIELDS** from **MR. FISH** in the **BATTLE BARN** between **MISSIONS**.

If a **SHIELD** is brought to **ZERO**, your character will be warped out automatically and returned to the last checkpoint.

TIP

MINI-GAME

ACE reaches a locked door and summons **MR. FISH** to unlock it!

- Once inside the **MINI-GAME**, you must decode the lock by shooting orbs of energy at the tumblers.
- The orbs of energy come in five colors: **BLUE**, **RED**, **YELLOW**, **GREEN** and **WILDCARD**.

TIP

Only the correct colored orb of energy will unlock the tumbler. Unlock all the tumblers to unlock the door.

Once inside the **MINI-GAME**...

CONTROLS

Left analog stick

□ button

△ button

MOVE

Aim launcher

Fire an orb of energy

Fire defensive weapon

Watch out for enemies. If they reach Mr. Fish, they will drain his shields.

TIP



2 PLAYER GAMES

- Go to **2 PLAYER GAMES** mode from the **MAIN MENU SCREEN**.
- **SCORE** more points than your opponent within the time allowed!
- You can score **ACORNIUM** by defeating enemies or by defeating the other player.
- You **BEGIN** with one arena of each type unlocked at the beginning of the game. You can purchase additional arenas with **ACORNIUM** collected in **SINGLE-PLAYER MISSIONS**.
- You have the option to play:

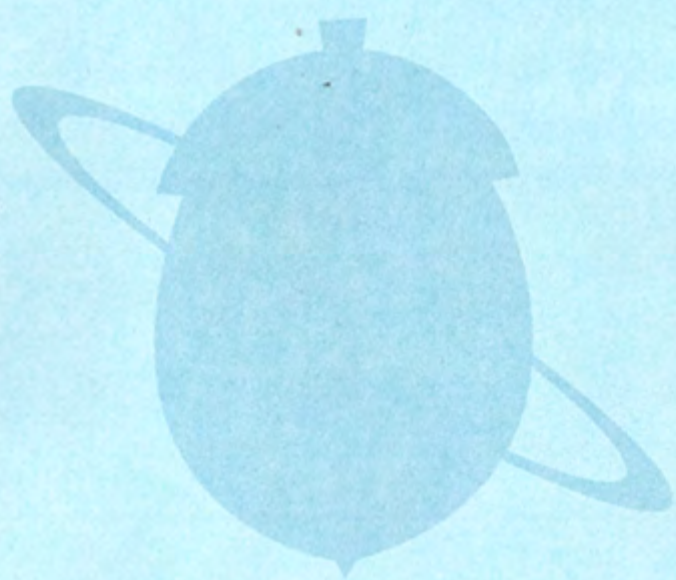
TANK VS. TANK



SPACESHIP VS. SPACESHIP



NOTES



NOTES



CUSTOMER SUPPORT

INTERNET SUPPORT

To access information about Buena Vista Games, an affiliate of The Walt Disney Company, on the World Wide Web, point your browser to www.bvg.com/support. From there, you may also email a Customer Support representative by clicking on the "Contact Us" link and selecting the appropriate email option.

GAMES HINTS AND TIPS

Game hints and tips are available on the Buena Vista Games Customer Support website. To access Game Hints and Tips on the World Wide Web, point your browser to www.bvg.com/support.

MAILING ADDRESS

If you wish to write us, our address is: **Buena Vista Games Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.**

TELEPHONE SUPPORT

You may contact Customer Support at **(866) 252-8108**. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 8:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD USERS

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday 8:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is **(866) 252-8108**.

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