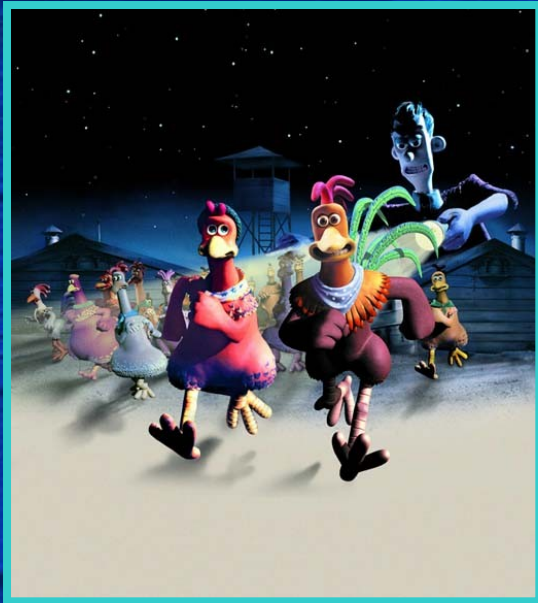# Blitz Games

- **Philip Oliver**
  - Managing Director

- **Nigel Davies**
  - General Manager

- **Darren Wood**
  - Project Manager

- **Dave Flynn**
  - Team Leader

- New trading name of **Interactive Studios** established by Philip and Andrew Oliver.

- Developers for Playstation 1 & 2, Dreamcast,   XBox, Nintendo 64, Color Gameboy and PC

- Over 85 employees with proven track record for creating fresh, new exciting and **FUN** games.

- Developing high quality products on time.

EIDOS INTERACTIVE   ★ **Aardman**   **DREAMWORKS** SKG   **PATHÉ!**   **O BLITZ** GAMES

Chicken Run

- From the award-winning creators of *Wallace & Gromit*, this is Aardman's eagerly awaited film.

- Released this summer it features the voice of Mel Gibson and is tipped to storm the box office.

Show film trailer...

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The Story

Darren Wood
Project Manager

Trapped behind barbed wire, **Ginger, Bunty, Babs, Mac,** and **Fowler** are chickens with a mission

They are determined to make a break for freedom...

Before the evil **Mrs. Tweedy** and her oafish husband turn them all into chicken pies!

When an all-American Rooster named Rocky lands in the farm, Ginger sees her chance for all of them to escape. Rocky will teach them how to fly!

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The Characters
(actual in-game models)

Nigel Davies
General Manager

- **Ginger** A visionary, idealistic hen who yearns to escape or die trying. *"We got to get out of here!"*

- **Rocky** Gets by on his good looks and charm. He is actually a complete fraud. *"I'll teach you everything I know."*

- **Nick & Fetcher** Two crafty cockney rodents who can get their hands on anything *"As the French hens say -- Voila!"*

- **Babs**   Innocent and a bit slow, she is forever knitting and gossiping

"I don't want to be a pie!! I don't like gravy!"

- **Bunty**   The cynic and main egg layer of the farm who likes to speak her mind.   *"Well chuffed with that, I was. Well chuffed!"*

- **Fowler**
  The angry old rooster, lost in his glory days as a mascot in the RAF.

  "Pip, pip, quick march, what what!"

- **Mac**   *The brains of the flock who is always making calculations for the next plan.*   *"I just dunnea think we're built for flyin'."*

- **Mrs. Tweedy**
  A cold, humourless woman, who hates chickens and wants to turn them into pies.

  "Chickens go in - pies come out.".

- **Mr. Tweedy**   A simple man who is convinced the chickens are up to something.

  "No chicken escapes from Tweedy's farm!"

The Game

Dave Flynn
Team Leader

- The game follows the film's narrative closely.

- The film combines a number of escape attempts leading to the ultimate success at the end.

- The game is divided into 3 'acts'...

In **ACT 1 Ginger** explores around the chicken farm at night looking objects to use in an escape attempt.

The player needs to be stealth

MANNEQUIN

The chickens dress up as **Mrs. Tweedy** as a disguise, but the guard dogs realise and starting chasing.

In **ACT 2** **Rocky** has arrived during the day, giving the player a second character to control.

More object collection needed for

PIE MACHINE

Ginger is suddenly taken to the pie machine. Play as **Rocky** and save her from being made into a pie!

In **ACT 3** the final escape plan, **Rocky** and **Ginger** need to find parts to make the flying machine.

The player can play as the **Rats,** on

CHICKEN RUN™

BLITZ GAMES

TEAM MANTA

WORK IN PROGRESS
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FLYING MACHINE

All the chickens escape from the farm in the flying machine. Avoid **Mrs. Tweedy** who's hanging on!

SUBGAMES

- Catapult chickens into a nearby lake
- Launch chickens over the fence using a seesaw
- Get chickens out by strapping them to fireworks
- Collect eggs from Bunty before they break
- Frantically make wings for the flying machine
- Bring an old tractor to life
- Construct the main drive of the machine

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Key Features

- A large environment to explore involving stealth gameplay, object collection and puzzle solving.

- Objects collected create items used in subgames. These build up to action packed boss levels.

- Clips from the film are used to convey the plot. Animation sequences are used for conversations.

EIDOS INTERACTIVE Aardman DREAMWORKS SKG PATHÈ! BLITZ GAMES

Unique Selling points

- Wide age range appeal
- Great story and characters
- Aardman style humour
- Intuitive and fun gameplay
- Beautiful environments
- Slick animation

- Action chase sequences
- Easy control system
- Onscreen help system
- Interact with characters
- Amusing escape attempts
- Recreated film scenes