

Chicken Run FAQ/Walkthrough

by TrulyDexterous

Updated to v1.3 on Apr 2, 2009

This walkthrough was originally written for Chicken Run on the PSX, but the walkthrough is still applicable to the PC version of the game.

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V e r s i o n 1 . 0 (0 5 / 0 1 / 0 7)

Well here it is version 1.0! All typed up and ready to go. As far as I can tell this guide is just about complete, but there is always the odd spelling mistake about and the possibility of the addition of some frequently asked questions, so I hesitate to name this as the final version, though it may prove so. File size is 72kb.

V e r s i o n 1 . 1 (2 4 / 0 2 / 0 8)

Changed my contact email address. I've also done a bit of spell checking and sorted out the typos.

V e r s i o n 1 . 2 (1 7 / 0 5 / 0 8)

Updated the contact info section.

V e r s i o n 1 . 3 (0 2 / 0 4 / 0 9)

Reformatted the guide in a minor sort of a way. Also, I updated the Legal Notice and Contact Information sections.

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This guide can only be viewed on the following sites:

- GameFAQs - <http://www.gamefaqs.com>
- NEOSEEKER - <https://www.neoseeker.com>

These are the only sites that I trust and that keep my guide updated. For this reason I won't allow my guides on other sites. Please don't e-mail to ask.

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/		3) I n t r o d u c t i o n					\

Hello and welcome to my guide for Chicken Run for the Playstation 1 or PSX. This is the first guide that I have written in over a year, so I thought I'd start small. This isn't a very long game but hopefully that means I can give my full attention to it. Though many parts seem easy, there are one or two difficult areas that people may need help with. I don't think there will be a particularly large following for this game as it is very old now, in these heady days of the PS3 and the Nintendo Wii. Nonetheless, here I am.

If you want to see any more of my works or to visit my blog, here are the links:

- Blog - <http://trulydexterous.blogspot.com/>
- CRP - <http://www.gamefaqs.com/features/recognition/76852.html>

Thanks for looking, I hope you find this FAQ useful.

-TrulyDexterous

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/		4) S t o r y					\

Ginger is a chicken with a mission. Living in Hut 17, behind the barbwire fences and searchlights of the Tweedy Farm, she begins to fear for the lives of all her friends. In her heart of hearts she knows there's something better out there in the big wide world. Ginger is determined to lead the chickens in an escape to freedom (before it's too late).

To do this she enlists the help of Rocky, a smooth-talking American Rooster, and Nick and Fetcher, two rats who'll scrounge anything for a price (eggs!). Together they try many wild and wacky escape plans to flee the coop. This is Chicken Run- the game based on the worldwide movie hit! This is your chance to help Ginger, Rocky, Mac and all other chickens get away before they're turned into chicken pies.

Default Controls

Directional Buttons.....Move Character
 Left Analog Stick.....Move Character
 R Analog Stick.....Rotate Camera
 Square.....Action
 X.....Jump
 X&X.....Double Jump
 Circle.....Throw Objects
 R2.....Tiptoe
 Triangle.....Open Inventory
 L2.....Cycle Inventory Items
 L1/R1.....Rotate Camera
 Select.....On Screen Help
 Start.....Pause

Hut One Options Menu

- THE DOOR - Allows you to go straight into a new game or return to the game that you are currently playing.
- THE MIRROR - The Mirror let you adjust your screen position. Move the screen using the directional buttons or the left analog stick.
- THE CHEST - Change the controller configuration. You can also switch the vibration on and off here.
- THE RADIO - The radio allows you to adjust a number of sound options. You can change the SFX volume, the speech volume, the music volume and and you can turn the stereo effect on and off.
- THE BOARD - The display board shows any medals that are awarded to you in the sub-games.
- THE CLOCK - This is a log of the best times that you have achieved in the sub-games.
- THE BED - The bed allows you to save your current game, or load a previously saved one.
- THE SHELL - The shell canister allows you to select previously opened levels and sub-games and replay them. When you choose a level from this option it will not play any part in the overall success of your game. However, if you gain any Map Pieces or Bonus Pictures here, they will be saved.
- THE BOOK - The book allows you to see the game Credits.
- THE GALLERY- View any Bonus Pictures that you have collected.
- PROJECTOR - The Projector lets you look at any movie clips or animations that

you have unlocked.

U s e a b l e I t e m s

- BONE - This is found in the guard dogs bowl in the Tweedy's garden. Equip it and you can approach a sleeping dog without waking them up. Use this to replace the Badminton Racket that you will take from the dog.
- GNOME - Use this to disguise yourself from the dogs. You can walk right in front of the dogs without them noticing you whilst you have this equipped.
- RUSTY SPOON - Found in Hut 3. Use the Rusty Spoon to dig a tunnel in soft ground.
- SPROUTS - A very useful item; throw these to distract the guard dogs. If they are in your way, throw a sprout in the opposite direction and they will go and check it out.
- WIRE CUTTERS - You will acquire these in Act One. They are made from a Butter Knife and some Old Shears. Use them to cut through the rust fence and rope.

B a s i c T i p s

- When you are near an item you can see it on your radar. The radar will also make a noise.
- The radar will also pick up other people/dogs and the range of their sight.
- If you are caught by Mr/Mrs. Tweedy or the dogs you will lose one of the items in your inventory.
- Distract the dogs by throwing Brussels sprouts in the opposite direction.
- Tiptoe to avoid detection. e.g. tiptoe past a sleeping dogs.
- If you walk in the light at night time the dogs will see you.
- If you walk on metal or gravel at night the sound will attract the dogs.
- If you are lost or don't know where to go chicken footprints will give you a clue.
- Hiding in the shadows or at heights will make the dogs lose interest in you.
- Double jumping whilst running helps you evade the dogs for longer.

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/		6) P l a y a b l e C h a r a c t e r s	
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GINGER - Ginger is a chicken with a plan. She's a feisty, young and

idealistic hen whose one goal in life is to help everyone escape from Tweedy's farm for a better life beyond the green and distant hills. She pursues this goal with true grit and determination. Has no real special abilities. Can double jump.

ROCKY - Rocky is a sweet talking American Rooster who gets by in life on his good looks and charm. Fun to be with and the life and soul of the party, he's the kind of guy everyone wants to have around. Everyone likes him (but Ginger still has her doubts). Rocky can also double jump and can push heavier objects than Ginger.

NICK &

FETCHER - As in any locked up compound some items are very difficult to come by and certain shady characters make a living by getting hold of what's needed. Nick and Fetcher are two cockney rats who would sell anything to anybody as long as there was a profit in it.

Nick is the leader, the tough negotiator; Fetcher is his not-over bright help. They are sharp and streetwise with the skills of pickpockets and street vendors. This fast-talking double-act provides a valuable service for the hens (of course for a price). They're cunning crafty and good at slipping in and out of the well guarded compound unnoticed. Nick is the stronger of the two, whilst Fetcher can double-jump.

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              7) Walkthrough
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This section details the locations of all the items needed to complete the game. Some descriptions of Map Pieces and Bonus Pictures may be included but a full guide to these items is found later in the guide.

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              7a) Act One - Wire Cutters
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Your first mission will start with a cut-scene showing you (Ginger) making your way to Mac. A discussion will take place detailing the idea behind your next escape plan. The plan is that, some parts of the fence are rusty and that you could cut your way through them. For this you will need some WIRE CUTTERS. To make them you will need to find-

- OLD BUTTER KNIFE
- BROKEN SHEARS

Leave the Hut 17 (the one that your in) and head towards the right. Here you will find MAP PIECE NUMBER TWO (see MAP PIECE LOCATIONS section for details on numbering). Now go to the space between Hut 1 and Hut 2. At the side of Hut 1 you will find the BROKEN SHEARS. They will appear as a dot on your radar (whilst the dogs will also). From here go to the left and enter Hut 16. Inside here on your right hand side you will find the OLD BUTTER KNIFE. Now return to Hut 17 and talk to Mac. Speak to Mac and she will make the WIRE

CUTTERS for you. She will also begin to devise your next escape plan.

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A q u i r i n g T h e E q u i p m e n t

Mac will now give you a another list of items that she needs for the next escape plan. She has the idea of dressing up as Mrs. Tweedy to escape. For this you will need:

- POLES
- BOOTS
- GLOVES
- NIGHTDRESS

Leave the hut. Behind Hut 17 and to the right (North-East), in the corner you will find the rusty part of the fence. Equip the WIRE CUTTERS and use them on the fence. Go through the gap that this has made.

On the other side you have to be wary. The dogs are not so stupid here and Mr. Tweedy is lurking. Added to this, if you walk into the lit up areas the dogs will see you easily.

To escape the dogs hide in the shadows. There is a handy box ahead of you to the left for this purpose. Nearby there is a box of sprouts, which are good for distracting the dogs. Once the dogs leave you alone, from this box head over to your right (East). Here you will find MAP PIECE NUMBER THREE.

From here head over to the right and hide inside another box which is here. Mrs. Tweedy will come in and out of a door just above you. Move to the bottom of the nearby stairs. Once she has gone back inside, quickly jump up the steps towards the door. Here you will find the GLOVES. Collect them and quickly move away to the right of the door before Mrs. Tweedy comes back out.

Here you can move along a narrow ledge. Stay up here if the dogs spot you, as you will not be caught. Wait until they lose interest and quickly jump down to the next set of steps below. Get to the top of these stairs and wait here.

Move along the ledge to the right and directly below you are the POLES. Throw a sprout or two in the opposite direction to distract Mr. Tweedy and the dogs. Drop down and collect the POLES.

You will now be at the side of a coal-bunker. Head over to the other side of it to find MAP PIECE FOUR. If the dogs see you here, press yourself against the side of the bunker and Mr. Tweedy should miss you. Once they have left you alone jump back up the nearby stairs and walk along the narrow path to the right. Descend the stairs that are here and go through the opening to the right.

You will now be in the garden of the farm house. Beware of the dogs here, they are very vigilant. If you lose one of your items go back and get it on the way back to Hut 17. You will now see the NIGHTDRESS on the washing line. However, for the moment you cannot reach it.

Equip the WIRE CUTTERS and you will be able to cut the rope holding the line

up. The NIGHTDRESS will fall to the ground where you can collect it. Be wary when you do this as Mrs. Tweedy will keep turning on the light and when she does you will be easily seen by the dogs.

Head further into the garden, towards the back door. Here you will find the BOOTS. Collect them and hide in the nearby box or the dog's kennel if you need to. When you get the chance leave the garden by the way you came in. You now have all four required items so head back to Hut 16. Use sprouts to confuse Mr. Tweedy and the dogs if need be. Once you are safely back in Zone A go into 16 and talk to Babs. She will make the Mrs. Tweedy mannequin for you.

T h e P l a n - D o g C h a s e

You are trying to escape as Mrs. Tweedy when the dogs realise your plan and begin a chase. All you need to do is steer the mannequin along the course. Use the direction buttons or analog stick to walk and use Square and Circle to balance. If you are going too far over to the right use Square and if you are going to far over to the left use Circle.

You should aim to keep the bubble on the Balance-o-Meter in the centre. Don't forget to walk around the obstacles such as troughs, boxes and planks of wood that are in your way and if you get caught on them quickly re-balance yourself and carry on before the dogs catch you!

Near the start of the course you will see two flashing doors on your left hand side. Walk into them and this will release some of your captive chicken friends. Each door will release 6 chickens. Around halfway down the course you will see two more doors, this time on your right hand side. Again walk into them to free your friends.

There are total of 24 to release- make sure you get them all. Once you have done this make your way to the end of the course as quickly as possible. If you miss any of them, you can go back and retry the Dog Chase in Hut 1 with Fowler.

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/          | 7c) A c t   T w o - C a t a p u l t   S c h e m e s |          \
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The end of the last act will cue the entrance of Rocky. You'll be able to control him later on. For now however, Ginger has come up with three new plans for you to try. If you exit Hut 17 you will notice that the gate leading to Zone B is now open.

Head through here and straight away on your right hand side you will find MAP PIECE NUMBER FIVE. If you go inside Hut 3 on your right hand side you will find MAP PIECE NUMBER SIX. In Hut 3 you will also find the RUSTY SPOON that you will need to access certain areas of the farm.

S e e - S a w P l a n

To implement this plan you will need to find the COOKING WEIGHTS.

F i r e w o r k s P l a n

To implement this plan you will need to find; FIREWORKS and a BOX OF MATCHES.

C a t a p u l t P l a n

To implement this plan you will need to find; OLD PRAM CHASSIS, TENNIS RACKET, BROKEN LADDER and a STRONG CORD.

Start in Zone A and exit via the hole that you cut in the rusty fence. Here you will see Rocky and you will now assume control of him. Go straight forward and stop at the edge of the wall parallel to the building and the egg-packing room.

Mrs. Tweedy will exit the egg packing room and walk along the wall. She will walk straight past you and when she does quickly run in to the egg-packing room through the open door. Now you will see a small red tray and a track of black lines.

Push the tray along the track, but be careful of Mrs. Tweedy as she will come in and out of the room at regular intervals. When she comes into the room, you don't have to hide all that well just go to the corner of the room and stay out of her way. When she leaves again carry on pushing the tray.

Once the tray is in position, use it to jump up onto the worktop. Here you will find the COOKING WEIGHTS. From here carry on along the worktop and jump up onto the higher shelf. Here you will find the BOX OF MATCHES. Now drop down onto the floor and exit the egg packing room behind Mrs. Tweedy.

Head over to the Tweedy's back garden, where you attained the NIGHTDRESS from in the last act. Here you will find the dog asleep outside its kennel and it is on top of the TENNIS RACKET. Next to the dog you will also find the STRONG CORD.

Go over to the back door and pick up the BONE that is in the dog bowl. Equip it and you will now be able to approach the dog without it waking up. Added to this you can tiptoe (R2) to avoid making any noise. Collect the TENNIS RACKET and it will be replaced with the BONE. Now exit the garden and go back and see Ginger.

Head over to in and you will see some chicken footprints leading towards one corner of the fence. Here you will find some soft ground. Use the RUSTY SPOON to dig a tunnel. Once this is done, go through the tunnel. On the other side you will meet Rocky. You will now assume control of him again.

As soon as you start look the right and you will find the OLD PRAM CHASSIS underneath a wooden construction. From here follow the edge of the fence and you will come across MAP PIECE SEVEN. To the left of this you will see more chicken footprints leading through a narrow tunnel. Do not go down this path yet. Instead head back over towards Ginger but don't speak to her. Go over towards the barn. Nearby, on a stack of sacks you will find MAP PIECE EIGHT. From this stack look towards the barn. On the side of the barn there are two boxes jump onto them to gain access through the window.

Straight away you will see the FIREWORKS. However, they are on a ledge too high up for you to reach. Drop down to the floor and you will see an old tractor. In front of it is a bin on wheels. Push the bin onto the lifting forks at the front of the tractor. Now jump onto the tractor and push the button here. This will start up the engine.

Drop down and pull the lever on the side of the tractor. This will lift the bin at the front into the air. Now, on the side of the barn opposite the FIREWORKS are two boxes. Use these to gain access to the worktop. From the worktop use the pile of boxes and barrels to climb up onto the higher floor.

From here jump onto the bin that is suspended in the air and then jump onto the next platform. Here you will find the FIREWORKS. Now go back to the path that you did not take before. It is straight ahead of you as you leave the barn through the window. Go through the tunnel here.

You will see a wide brown coloured path. Follow it until you can see the dog that is nearby to get past it first of all hide in one of the boxes to the left of the path. Eventually he will walk past you without detecting you. When he has, just carry on down the path.

You will reach another dog surrounded by more boxes. Make your way down the path from box to box. It doesn't matter if the dog sees you as long as you can make it to a box before he catches you. Eventually he will lose interest and that will be your chance to advance to the next box. Once you are down the path, look to your left and you will see a pile of boxes. Jump up them and you can get inside the building here through a hole in the window.

Head up the stairs here and you will find MAP PIECE NUMBER NINE. To the left of this you will see a bale of hay. Use Square to push the bale off the edge of the floor. Jump down after it. You will now see a small track that indicates where it needs to be pushed. Use the bale to jump up onto the box and get the BROKEN LADDER. Leave the building by a hole in the red door. You will now be back on the original brown path. Head back up it (avoiding the dogs) and speak to Ginger.

Take the FIREWORKS AND the BOX OF MATCHES to Babs in Hut 16 to unlock the Fireworks Escape Plan. Take the STRONG CORD, TENNIS RACKET, BROKEN LADDER and the OLD PRAM CHASSIS to Hut 15 to unlock the Catapult Escape Plan. Take the COOKING WEIGHTS to Hut 11 to unlock the Seesaw Escape Plan. Hut 11 is found in Zone C. Head straight forwards when you enter Zone C and between Huts 5 and 6, you will find MAP PIECE NUMBER TEN.

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7d) A c t T w o - S p r i n g C h i c k e n			

Once you visit Hut 15 you will be taken the lake where you can execute your plan! You must fire as many chickens onto the floating debris in the lake as you can. This will enable them to escape. You must attain at least a Bronze Medal to pass this game.

- BRONZE MEDAL - 20 Chickens
- SILVER MEDAL - 25 Chickens
- GOLD MEDAL - 30 Chickens

To adjust the power press back on the directional pad or analog stick to reduce it and forwards to increase it. Left and right change the direction. My advise for this is to wait until the debris is almost in front of you. Then fire a chicken onto the nearest one and then quickly onto the longest one.

You will be able to gain a Gold Medal by using this method but if you become

more confident you can change the direction of fire to quicken things up. Be aware that only one chicken can go on a single raft. If you fire one onto an already occupied raft it will knock the first chicken into the water.

When time is running low (last 15 seconds) the timer will flash red and give off a ticking sound. When you see this fire as quick as you can! It may take a while, but keep at it. If you fail you can try again as many times as you need.

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/         |         7e) A c t   T w o - F o w l   S h o t         |
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This game is difficult. The handling of the chickens so to speak, is horrible. It is hard to aim in the direction that you want. You must fire chickens attached to fireworks through various gaps that open and close at regular intervals. These gaps are: through a tractors tyre, through 2 windows, through the roof of the barn x2 and through the door.

Take a couple of turns to find your range and see what height chickens pass through each object. Try to get it through the centre of each hole as chickens often get caught on the edge and don't make it through. If you line yourself up quickly you can fire 2 chickens through the same gap.

Try and stay central as much as possible as there are more gaps in the middle and also this give you a better view of which gap is about to open. When choosing which gap to aim for, go for one that has recently opened before all others. Gaps that have been open a while are likely to close soon.

If a gap hasn't opened up for a while, it will probably be next. Towards the end of the available time fewer gaps open so you need to make the most of it when they do. Here are the scores that you require:

- BRONZE MEDAL- 20 Chickens
- SILVER MEDAL- 30 Chickens
- GOLD MEDAL - 40 Chickens

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/         |         7f) A c t   2 - W e i g h t   E x p e c t a t i o n s         |
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You need to fire the catapult at the chickens carrying the mattress. The fired chickens will land on the mattress and bounce over the fence. To increase and decrease power use the analog stick or directional buttons. To fire left and right use left and right.

When the mattress in the centre that is the best position for it as it is easiest to hit. When the mattress moves out to the far corners you cannot get enough power to reach it, so just wait until it moves again. When the mattress is nearest to the fence put full power on the gauge. When it is closest to you put a small amount of power on the gauge.

- BRONZE MEDAL- 20 Chickens
- SILVER MEDAL- 25 Chickens

Don't forget as with the other games you can take as many turns as you need until you have the medal you desire.

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Mr. Tweedy has put Ginger in the chicken pie machine! It's up to Rocky to save her.

When you start inside the machine, you will see balls of dough going past on a conveyor belt. Use them to bounce over the top of the roller and be careful not to get rolled yourself. Drop down the other side and do the same with the next roller. Next jump over the pipe that the dough ball drop down and follow the metal path.

When you come to the end of the platform it will move away and towards some mincers. Get on the opposite side of the platform to the mincers as you pass by them. There are two mincers on each side. On the other side follow the path around again and you will come to a chopper on a conveyor belt. Get close to it (but not too close) and wait for it to chop. Once it lifts again, nip under it. There are another 2 choppers on this belt so do the same with these.

Next follow the path around the pool of gravy and use the pump to gain access to the higher level. Follow the path again but don't get burned by the gravy guns. Wait until they have just squirted the gravy and quickly run past them. Keep using the pumps to rise higher and higher.

Eventually you will come to a conveyor belt with more rollers and more balls of dough. Again, use the balls to bounce over the pair of rollers and you will come to another platform that moves past the mincers. Do the same as prior, move to the opposite side of the platform when you pass a mincer. As before there are two mincers on each side. At the end of here you will find Ginger. A cut scene from the film will follow showing Rocky and Ginger's escape from the machine.

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/           |  7h) A c t  T h r e e - T h e  O l d  C r a t e  |           \
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An FMV sequence will now reveal the next escape plan to you. You are going to build a 'crate'. Below are the components that you will need. Note that at the start of this act the gateway to Zone D is opened. If you go through here you will find a MAP PIECE THIRTEEN in the centre of the zone.

E n g i n e C o m p o n e n t s

- DRIVE CHAIN
- TRACTOR ENGINE
- OIL CAN

I n n e r M e c h a n i c s

GEARS
TOOLS
BINOCULARS

W i n g C o m p o n e n t s

POLES
LAUNDRY
BALL OF YARN

To build 'The Old Crate' there are a lot of components that need attaining. The first thing that you need to do is get some eggs from Bunty. Head over to Hut 2. Here you will play Bunty's Eggs-Press. You must feed up the 3 chickens in here until they lay an egg. You must the catch that egg otherwise it will break. You only need to get 6 eggs here as that's the maximum number you can carry, but this is a game where you are awarded medals so for the sake of completeness you might want to go for a gold medal here.

BRONZE MEDAL - 6 EGGS
SILVER MEDAL - 9 EGGS
GOLD MEDAL - 12 EGGS

Once you have your 6 eggs, leave Zone A by the gap in the fence. Watch out though Mr. Tweedy is right on the other side. Now go straight forward to the egg-packing room, where you got the COOKING SCALES and the BOX OF MATCHES. get by Mrs. Tweedy when her back has turned.

Once inside look at the bigger trays (the ones you didn't push last time). Push them along the black lines near to them, but still be aware that Mrs. Tweedy will still be coming in and out of the room.

Once you have pushed the three different sized trays into a group you will be able to jump up to the open ventilation shaft here. Go through the shaft and on the other side you will meet Nick and Fetcher. Ginger will strike a deal with them with the 6 eggs that you just earned.

You will now take control of both Nick and Fetcher. You can move them as you wish and change between characters. Both had different attributes. Nick is stronger, whilst Fetcher can jump further. Now from where you start the OIL CAN is right in front of you. Down the pit to your left you will find MAP PIECE NUMBER ELEVEN. You can use Nick or Fetcher for this.

Change over to control Nick and walk around to the other side of the pit. Have him jump onto the box at the far end of the pit and from here you can get up to a red button on the machine. Press the button and gravy will spurt of the machine at the opposite end.

Whilst Mr. Tweedy is distracted, use Fetcher to grab his box of GEARS which are close by on the floor. Now with Fetcher press the red button near the ground. This will again distract Mr. Tweedy. Quickly change characters and have Nick press his button as well. While Mr. Tweedy walks away, have Fetcher follow him until he is past his TOOLS. Quickly grab his TOOLS and run away. Use R2 to sneak and stay quiet if you keep getting caught following Mr. Tweedy. Take these items back to Ginger.

Once you are back in the egg-packing room with Ginger, I would advise you to take these items back to their respective huts (10 and 11). If you lose them then you will have to pay another 6 eggs and it will get very time consuming. Particularly since the TOOLS can prove very difficult to steal.

Once you have delivered the items to their required places, you will need to go back to Bunty's Eggs-press and get another 6 eggs. You will be meeting Nick and Fetcher again. Once you have the eggs come back out of the hole in the fence of Zone A. Now go to the Tweedy's garden, but be careful not to walk into the light. The dog will be asleep in its kennel again but you will probably wake it up unless you tiptoe past. Run towards the back door and you will find that the dog-flap is open. Go in here.

You will meet Nick and Fetcher again. This time you start inside the Tweedy's kitchen. Use Nick and go to the stool on the left. You need to push it over to the right hand side of the kitchen. Now change to Fetcher.

Jump on top of the nearby bin and then stand on top of the stool. Change back to Nick and push the stool (with Fetcher on it) back to where it came from. Now with Fetcher jump over the sink and on the window sill you will find the LAUNDRY you are looking for. Now drop back to the floor and behind the door into the next room you will see a GNOME. This will help to disguise you.

Go into the next room. Immediately you will see there is a dog inside, in front of the fire. To the left of the door as you enter the room you will see a curtain hanging rope. With Fetcher grab onto it. Next, equip the GNOME with Nick and walk to the other side of the window.

Here you will see another hanging but slightly higher up. Grab onto it and Fetcher will be raised up onto the window sill where you will find the BINOCULARS. From the window sill, jump onto the chair adjacent. From the chair you can double-jump onto the dining table.

From the table jump onto a shelf with a Bonus Picture on. Move along the mantelpiece and jump onto the nearby desk. From the desk you can use the filing cabinet as a set of stairs and finally up here you get the thoroughly deserved YARN. Now go back to Ginger and exit the Tweedy's house.

Once outside, as before take the items to their correct huts, so that you do not risk losing them. The huts that these need to go to are Huts 10 and 11. Now head back to Bunty's Eggs-press and collect 6 more eggs. Once you have done this head to Zone B and exit it through the tunnel in the far corner.

On the other side, head to the right and go through the tunnel here. Make your way down the path and past the first dog. When you get to the red door on the left go through the gap in the bottom. When you are here head straight forward and drop down the trap door which is now open. Walk along the bottom of the sewer and you will come once again to Nick and Fetcher.

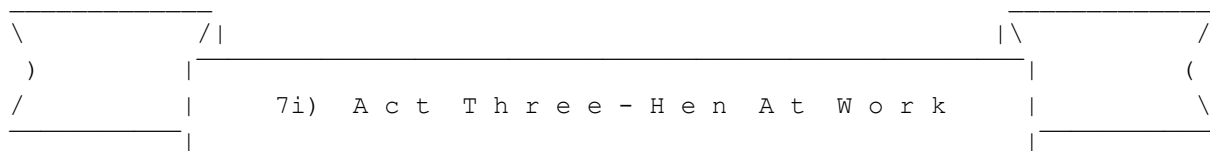
Pay them the six eggs and once again you will take control of them. You will now be in the barn that has Mr. Tweedy's tractor in it. First of all jump on the tractor with Fetcher. Now use Nick to pull the lever that is on the right hand side of the tractor. This will jack up the tractor.

Now, (still with Nick) go and push the button that is behind the tractor on the wall. This will move the block from behind the tractor. Change to Fetcher and push the button on the tractor to start the engine. Change back to Nick and go and pull the lever at the side of the tractor again.

This will bring the jack down. Now change back to Fetcher and press the button

here. This will start the tractor and it will crash into the wall in front. However, by some miracle, the ENGINE lands right in the chicken coop, in the correct shed, so you don't need to worry about taking that back. Now collect the DRIVE CHAIN that is left behind. Get the POLES as well from the corner. You can now go back to see Ginger.

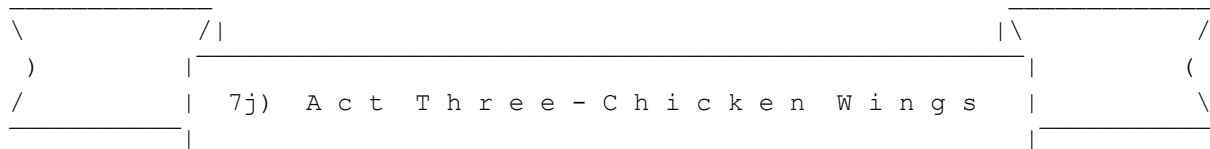
When you exit with Ginger you will find that you have surfaced right beside the WOOD that you need. Now head back to the coop and drop off the items at the huts that they are required at.



Press the buttons in time with Mr. Tweedy so he can't hear you. Make sure your tool matches his. This is easy enough. Watch the circle with Mr. Tweedy in it. Make sure you have the same tool as him e.g. when he has a saw, make sure you are using a saw. Change the tool you are using with left and right.

Listen to the sounds and keep to a rhythm. Listen the first time round to the sounds that Mr. Tweedy is making. The second time press the correct buttons when the yellow chick passes over them. The gauge at the bottom shows how complete you are. This gauge also shows you how close you are to attaining a gold, silver or bronze medal.

You must at least attain a bronze to pass this game. Notice that to get a gold you need to be almost PERFECT (but not quite). Beware when you are getting close to the end. When the chick walks off the end, it immediately starts at the other, make sure you are ready for it.



To build the wings you'll need poles, cloth and stitches. Coax the chickens into working and catch the things they make. Start with the central chicken. Encourage them to start working by pressing Triangle and X repeatedly until the press-gauge is full and the green light comes on. Whilst they are making move to one of the others and press the appropriate buttons for them to start working.

By this point the first chickens light will have gone red. When this happens they having finished making their component and you must collect it (just select the particular chicken) before the red lights goes out otherwise you will lose it. Repeat this process but try and spread things out a little. Don't just use two of the stations otherwise two of them will finish and you will have one on its own to finish at the end, thus increasing your overall time.

- BRONZE MEDAL- Complete within time.
- SILVER MEDAL- Complete with 10 seconds remaining.
- GOLD MEDAL - Complete with 20 seconds remaining.

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Try to get the engine running. Oil it often and pedal fast. Make sure you keep Rocky happy, by blowing bubbles in his bath.

The trick to this game is to keep switch between each of the three stations quickly. If you let one die down then you will have no chance. First of all you quickly need to get the oil level up to full. You then need to work the gears and try put some power into the engine.

When Rocky's bubbles level drops to about 2/3 then top him up. The same goes for the oil. If you keep the engine oiled well enough the revs will stay on and you will be able to come back to it and give it more power. Repeat this process until you are done. You need to get to the end of the gauge before the time runs out to pass this game.

BRONZE MEDAL- Finish within time limit.
SILVER MEDAL- Finish with 10 seconds remaining.
GOLD MEDAL - Finish with 20 seconds remaining.

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Oh No! Its Mrs Tweedy!! Stop her from climbing or throwing axes by dragging her into the scenery. Don't let her get to the top of the rope.

Mrs. Tweedy will try and climb the rope that she is hanging from and throw axes at you. When you go past things such as a telegraph pole, windmill, castle, tree or billboard fly directly over it or swing her into it. This will prevent her from climbing the rope and knock her down a bit.

If she hits you with an axe you will temporarily lose control of the crate. Try and avoid axes by turning the crate just before she throws it. Occasionally it will miss and fly into mid air. If you know that Mrs. Tweedy is about to throw and knife then steer towards the next obstacle.

In this way your flight might take you into it without your control. If Mrs Tweedy catches you then you will have to start the challenge again. Eventually you will come back around Tweedy's farm, where finally she will let go. A short FMV sequence will show you how she ended up!

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Select continue next and you will be shown the game credits. THE END...or is it? You can now go back to Hut 1. Here you can select a level to replay for fun or to gain a better medal. You can also go back out into the farm and collect any Map Pieces or Bonus Pictures that you missed.

Once you have collected all the Gold Medals a bonus clip will be available. Also, you look at your clips and still find one missing, it is likely to be "Act 1 Boss Failure". This is because you didn't fail the "Dog Chase" task and see the clip. Go to level select and then fail the task to unlock.

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Throughout the game you are awarded medals based on your achievements on sub-games. Here is a list of how to achieve a medal in each sub-game. Once you achieve all 7 Gold Medals you will unlock a bonus movie clip.

1) Complete Bunty's Eggs-press sub-game:

You can gain your first medal at the start of the game if you wish. You must feed up the 3 chickens in here until they lay an egg (Bunty will lay two). You must catch that egg otherwise it will break. Don't forget to feed the ones who aren't lay up. Focus on Bunty if you can as she gives you twice as many eggs. Note that if you are holding any items you must get rid of them before you start Bunty's Eggs-press.

BRONZE MEDAL - 6 EGGS
SILVER MEDAL - 9 EGGS
GOLD MEDAL - 12 EGGS

2) Complete the Weight Expectations sub-game (see section 7F).

BRONZE MEDAL- 20 Chickens
SILVER MEDAL- 25 Chickens
GOLD MEDAL - 30 Chickens

3) Complete the Spring Chicken sub-game (see section 7D).

BRONZE MEDAL - 20 Chickens
SILVER MEDAL - 25 Chickens
GOLD MEDAL - 30 Chickens

4) Complete the Fowl Shot sub-game (see section 7E).

BRONZE MEDAL- 20 Chickens
SILVER MEDAL- 30 Chickens
GOLD MEDAL - 40 Chickens

5) Complete the Hen at Work sub-game (see section 7I).

6) Complete the Poultry in Motion sub-game (see section 7K).

BRONZE MEDAL- Finish within time limit.
SILVER MEDAL- Finish with 10 seconds remaining.
GOLD MEDAL - Finish with 20 seconds remaining.

7) Complete the Chicken Wings sub-game (see section 7J).

Map Piece One

LOCATION: Ginger holds this piece at the start of the game.

DETAILS : Area North of Zone A. Includes egg-packing room and part of Mr. Tweedy's workshop.

Map Piece Two

LOCATION: Found in Zone A. Between Hut 17 and the fence.

DETAILS : Zone A, including huts 1, 2, 16 and 17

Map Piece Three

LOCATION: In the farmhouse area just above Zone A. Near the entrance to the egg packing room.

DETAILS : Shows the area to the East and South of the Tweedy's house. This includes the East side of the farmhouse down to the barrier further South.

Map Piece Four

LOCATION: Found between the coal-bunker and a wall in the farmhouse area. The bunker is just outside the front door to the farm house.

DETAILS : Map of the Tweedy's garden, to the West of the farmhouse.

Map Piece Five

LOCATION: Just inside Zone B. Next to the gate leading to Zone A.

DETAILS : Map of Zone B, including huts 3, 4, 15 and 15.

Map Piece Six

LOCATION: Inside Hut 3 (Zone B).

DETAILS: Area South-East of Zone B.

Map Piece Seven

LOCATION: Outside the confines of Zone B. Exit Zone B using the tunnel that was made using the RUSTY SPOON and follow the fence around to the right.

DETAILS : Area South of Zones B and C.

Map Piece Eight

LOCATION: Outside the confines of Zone B. Exit Zone B using the tunnel that was made using the RUSTY SPOON. Head straight forward and you will see it on top of a stack of sacks.

DETAILS : Area in bottom right hand corner of map. This includes a barn and the stacks on sacks.

Map Piece Nine

LOCATION: Outside the confines of Zone B. Exit Zone B using the tunnel that was made using the RUSTY SPOON. Go to the right and through the tunnel here. On the other side, make your way down the path, avoiding the dogs. Once you get to the end, climb the pile of boxes on the left and go through the broken window. Climb the stairs here and you will find it.

DETAILS: Makes up bottom corner of map. Very little detail.

Map Piece Ten

LOCATION: Between Huts 5 and 6 (Zone C).

DETAILS : Very little detail. Shows a barn the bottom left hand corner of the map.

Map Piece Eleven

LOCATION: Inside Mr. Tweedy's barn, down a pit. Gain access to this via the ventilation shaft in the egg packing room. Simply push the three different sized trays into a group and you can reach the shaft.

DETAILS : Area of the map that shows NOTHING.

Map Piece Twelve

LOCATION: In the North Western corner of Zone B, to the left of the gate that leads to Zone A.

DETAILS : Map of Zone C, including huts 5, 6, 11 and 12.

Map Piece Thirteen

LOCATION: In the centre of Zone D, between all the huts.

DETAILS : Map of Zone D, including huts 7, 8, 9 and 10.

Map Piece Fourteen

LOCATION: Inside Hut 8 (Zone D).

DETAILS : Map of the area North of Zone D, Mr. Tweedy's workshop.

- 2) Inside the Tweedy's house. In the room next to the kitchen. Use the curtain hangings to get onto the window sill. From here jump onto the chair and from the chair onto the dining table. Finally from the table you can reach a shelf with the Bonus Picture on.
- 3) Inside same barn as ladder.
- 4) Inside Hut 9 (Zone D).
- 5) Inside Hut 12 (Zone C).
- 6) Inside Hut 6 (Zone C).
- 7) In the corner of Zone C to the left of the gate that takes you to Zone D.
- 8) On the narrow ledge on the front of the Tweedy's house. It is between the two flights of stairs that lead to each door.
- 9) On top of a stack of sacks. Head out of Zone B via the tunnel near the fence and head straight forward. You can't miss it.
- 10) Leave Zone B via the tunnel in the corner. Now head over to the right (East) and go through the tunnel here. Head down towards the barn where you obtained the BROKEN LADDERS (whilst obviously avoiding the dogs). At the very bottom of this path just North of the pile of boxes that lead to the broken window you will find the Bonus Picture.

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In this section you will find a list of where to find those useful Brussels sprouts. This includes a description of how to find them and they are also marked on the map.

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BN	Barn or	MTW	MrTweedys
	Shed		Workshop
FHM	Farmhouse	====	Stairs
KK	Kennel	SD	Study

A c t O n e

- 1) Inside Zone A. Between huts 1 and 17.
- 2) In the area North of Zone A. Exit Zone A via the hole in the fence and go to the left. They will be next to the tractor.
- 3) At the top of the stairs which are located to the left of the entrance to the Tweedy's garden.
- 4) In the South-Eastern corner of the Tweedy's garden. This is located at the North-Eastern most point on the map. To reach it exit Zone A by the hole in the fence. Head directly Eastwards and you will reach it.

A c t T w o

- 5) Inside Hut 4 (Zone B).
- 6) In the area South-East of Area B. Exit Area B through the tunnel in the corner and head straight forward. The sprouts will be found next to a stack of sacks.
- 7) Exit Zone B via the tunnel in the corner. Once through head over to your right (South) and you will find a tunnel. Go through the tunnel. On the other side follow the path down (avoiding the dog) until you come to a red door on your left hand side. Next to a box just before the door you will find the sprouts.
- 8) In the place where the POLES are found in Act One. Exit Zone A from the hole in the fence. Now on the other side head over to the right (East). Here, next to the coal-bunker you will find the sprouts. (Act Two)
- 9) Inside Hut 12 (Zone C).

A c t T h r e e

- 10) Inside Hut 8 (Zone D).
- 11) Exit Zone B via the tunnel in the corner. Head to the right (South). At the entrance to the tunnel here will be the sprouts.
- 12) See 7), but note that these are only available in Act Three.
- 13) Exit Zone B via the tunnel in the corner. Once through head over to your right (South) and you will find a tunnel. Go through the tunnel. On the other side follow the path down (avoiding the dog) until you come to a red door on your left hand side. Go through the door and go straight forward towards the open trap door. On your left will be the sprouts.
- 14) Inside the egg-packing room. Once inside here first of all push the small sized tray on the ground along the track marked with black lines. This tray is located on the back wall. Next push the medium sized tray along the track. This is located in nearer to the opposite wall. Finally push the large tray along the tracks. You can now use each tray to jump up and reach the sprouts on the shelf on the back wall.
- 15) At the back door in the Tweedy's garden. This is located at the north-eastern most point on the map. To reach it exit Zone A by the hole in the fence. Head directly Eastwards and you will reach it.

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T h a n k Y o u s

GameFAQs for the original hosting of this guide.

You, for reading this.

Everyone on the FCB for no reason.

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)	16) C o n t a c t I n f o r m a t i o n		[CTIN] (
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My contact email is truly.dexterous@hotmail.com. Before contacting me see my guidelines below. Follow these and I'm more than willing to help you out.

D o

- Put the game name in the title of your email.
- Read all of the guide before contacting me. Make sure the thing that you email me about isn't already in the guide.
- Send me anything that you have to add to the guide.

- Praise mail. It's always nice to get good feedback.
- Tell me about a mistake I made.
- IM me about the game. I'm usually pretty chatty, so feel free. You can reach me on MSN at the address above.
- Visit my blog at <http://trulydexterous.blogspot.com/> and leave me some feedback!

D o n ' t

- Send me emails in txt spk lik ths. Correct English please.
- Send me spam.
- Hate mail. I don't really need to see this. I don't care if you didn't like the FAQ.
- Add me to your IM contacts list. Send me an email instead!
- Email me asking me to join a group/club/forum. Thanks but no thanks.

Thank you, that's it until next time. See you around peeps.

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