

TABLE OF CONTENTS

| | |
|---|----|
| PUBLISHER INFORMATION | 2 |
| SYSTEM REQUIREMENTS | 2 |
| EPILEPSY WARNING | 3 |
| LICENSE AGREEMENT | 4 |
| TECHNICAL SUPPORT | 6 |
| GAME DESCRIPTION | 6 |
| INSTALLATION AND DE-INSTALLATION | 7 |
| GETTING STARTED | 8 |
| MAIN MENU | 9 |
| ARCADE MODE | 10 |
| CLASSIC MODE | 12 |
| MULTIPLAYER | 13 |
| LOCAL AREA NETWORK (LAN) | 13 |
| INTERNET GAME | 15 |
| GAME OPTIONS | 18 |
| HIGHSCORE | 20 |
| LEVEL STATISTICS | 21 |
| GAME SCREEN | 22 |
| WEAPONS | 25 |
| BONUS LEVEL | 29 |
| KEYBOARD SHORTCUTS | 29 |
| TROUBLESHOOTING | 30 |
| CREDITS | 31 |

PUBLISHER INFORMATION

Dear customer,

congratulations on your purchase of this product from our company. Our development team has gone to great trouble to create a sophisticated and entertaining multimedia product with a fascinating content.

We hope that this product will meet your expectations and we would be pleased if you recommend it to your friends.

If you are interested in some of our other products or require more general information about our company group, you can request a general catalogue or a company brochure from the following address:

TopWare Interactive AG
Rittnert Str. 36
76227 Karlsruhe, Germany

We wish you lots of enjoyment with your new software from

TopWare Interactive AG and ToonTRAXX Development Studios

SYSTEM REQUIREMENTS

- ◆ Windows™ 98 / Me / 2000 / XP
- ◆ DirectX™ 8.1 or higher
- ◆ Pentium II processor with 300 MHz or higher
- ◆ min. 64 MB RAM
- ◆ 400 MB free hard disk capacity
- ◆ DirectX™ compatible 3D video card with 8 MB RAM
- ◆ 4x CD-ROM drive
- ◆ Keyboard and Mouse
- ◆ DirectX™ compatible 16-Bit Soundcard

EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to a daily dose of flashing or similarly strong lighting effects. Such individuals may experience a seizure while operating computer or video games. This can also effect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before you use this game. Parental guidance is suggested for all children using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game.

TURN THE COMPUTER OFF IMMEDIATELY
and consult your doctor before playing again.

PRECAUTIONS DURING USAGE

- ◆ Do not sit too close to the monitor. Sit as far away as comfortably possible.
- ◆ Use as high a resolution as possible.
- ◆ Do not play when tired or short of sleep.
- ◆ Ensure that there is sufficient lighting in the room.
- ◆ While playing a computer or video game, be sure to take a break of 10-15 minutes every hour.

LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY:

Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and TopWare and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA. By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts. You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

4. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
5. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
6. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
7. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
8. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

LICENSE AGREEMENT

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error. To the fullest extent permissible under applicable law, except for the express warranty set forth above, the company disclaims all warranties, express or implied, including and without limitation, the implied warranties of merchantability and fitness for a particular purpose and non-infringement. except for the express warranty set forth above, the company does not warrant, guarantee or make any representation regarding the use or the results of the use of the software in terms of its correctness, accuracy, reliability, currentness or otherwise. Some jurisdictions do not allow the exclusion of or limitations on implied warranties, so the above exclusions and limitations may not apply to you.

LIMITATION OF LIABILITY

In no event will the company or its employees or licensors be liable for any incidental, indirect, special, consequential or punitive damages, or any damages whatsoever (including, without limitation, damages for injury to person or property, for loss of profits, business interruption, loss of business information, loss of privacy, failure to meet any duty and negligence) arising out of or in any way related to the use or inability to use the software, even if the company or an authorized representative of the company has been advised of the possibility of such damages. some jurisdictions do not allow the exclusion of liability for incidental or consequential damages, so the above exclusion may not apply to you. In no event will the liability of the company for damages with respect to the software exceed the amounts actually paid by you for the software.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the European Community and the Federal Republic of Germany, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is the Federal Republic of Germany and you agree to submit to the Jurisdiction of the courts of the Federal Republic of Germany for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

TECHNICAL SUPPORT

HcdK UFY =bhYfUWij Y AG
Support
Otto Str. 3
76275 Ettlingen, Karlsruhe
Germany

Phone: +49 - 721 - 46 47 20

Fax: +49 - 721 - 46 47 222

eMail: support@topware.com

Web: www.chickenshoot.com www.hcdkUFY.com

INSTALLATION

Place the "ChickenShoot 2" CD Rom in your CD-ROM drive and the Autorun menu appears.

Note: should the Autostart function be deactivated on your computer, click on "My Computer" on your desktop and select the CD-Rom symbol. Then click on the file "Topstart.exe" in the window that appears.

Select "**Install ChickenShoot 2**" from the options in the menu and follow the instructions on the screen.

"ChickenShoot 2" requires DirectX™ 8.1 or higher. The installation program checks the DirectX version on your operating system and if necessary starts automatically the DirectX 9.0 installation after installation of the game is completed.

Note: After the installation of the DirectX driver it is necessary to reboot your system, so that changes can take effect. DirectX can also be installed at a later date. To do this, simply choose the menu option "Install DirectX 9.0" from the autostart menu on the CD Rom.

Another note: if you update your video card driver it is necessary to re-install DirectX.

UNINSTALL

To remove the game from your PC click on Start -> Programs -> Uninstall ChickenShoot 2 and then please follow the instructions on the screen.

If you make Screenshots from "ChickenShoot 2" or put other data in the "ChickenShoot" directory, they will be deleted when the game is uninstalled.

If you want to keep the screenshots, we suggest to copy them manually with Windows Explorer into another folder.

GETTING STARTED

"ChickenShoot 2" can be started in two ways:

- From the Start menu in the program group "ChickenShoot 2" or
- By clicking on the "ChickenShoot2" icon on your desktop or Quicklaunch bar, if you chose this option during installation.

Starting the game in window mode

To start the game in window mode, you must ensure that the properties of the Windows Desktop are set to High Color (16 Bit) otherwise the game can only be started in full screen mode. Using the keyboard combination **Alt** + **Enter** you can switch between full screen and window mode at any time during the game, but only with the above-mentioned settings.

IMPORTANT - SERIAL NUMBER!

When launching „ChickenShoot 2“ for the first time you will be asked to enter the serial number. Your 16 digit serial number must be given before the game can be started and it can be found on the inside of the DVD-Box. Please enter the number as it is printed, upper and lower case letters make no difference. When the number has been accepted once, will only have to be re-entered by a new installation of the game. Each serial number is unique and guarantees access to the "ChickenShoot" Online Server.

If two accounts are created with the same serial number, that number will be blocked automatically!

If you want to play ChickenShoot in a network, you will need an additional serial number for each workstation. They can be ordered online under www.chickenshoot.com at a reduced price..

If there is no serial number in the your copy of the game, please contact us directly

e-Mail: info@zuxxez.com
Telephone: +49 (0) 721-464720
FAX: +49 (0) 721-4647-222

MAIN MENU

After starting the program the Main Menu appears and navigation follows either with the mouse or the cursor keys up/down and the selection is confirmed with a left mouse click or by pressing the Return key. The main menu offers the following choices:

New Game: starts a new round

Options: difficulty level, graphic, sound, network and keyboard settings.

Highscore: list of the best game results.

Info: names all the people involved in the development of this program

Quit: click here to leave the game.



As soon as you click on "New Game" the main menu disappears and a new screen is displayed.



ChickenShoot2 offers three gaming modes:

- Arcade
- Classic
- Multiplayer

With "Back" you return to the main menu

ARCADE MODE

Arcade Mode- in this mode there is no time limit; the objective is to shoot a specific number of chickens in each level. When this number of chickens has been shot the player goes up to the next level.

Beware! If you do not find the last 10 chickens towards the end of the game, those chickens destroy themselves and for each one not shot points will be deducted at the end of the game and shown in the statistics at the end of the level.



The number of chickens still to be shot is shown on a board in the top left hand corner of the screen.

In Arcade Mode Chicken Bill is attacked by egg throwing chickens. The maximum energy of the main character is 100 points and sinks with every egg that hits the screen.



The energy symbol is the wooden trophy board behind the main character in the foreground and the loss of energy is shown as a crack, which grows around the main character. The game ends when all energy is lost: Chicken Bill is cut out of the board and drops out of the screen.

Chickens throw three types of energy robbing eggs:

White Eggs: bring an energy loss of 5 percent

Brown Eggs: cause a 10 percent energy loss

Colored Eggs: lead to an energy loss of 20 percent



During a countdown some chickens are not considered. You get points for shooting them, but they do not appear in the statistics "as un-shot"

Umbrella Chicken
Parachute Chicken
Hang glider Chicken

The energy loss can be compensated for by shooting the elements below.

Drink

a cold drink brings a 15 percent energy recharge.



Fruit

a refreshing bowl of fruit is 30 percent more energy.



Roast chicken

delivers a 50 percent energy boost.



Note: the energy supply is dependent on the difficulty level that you have set. By EASY you more chances to top up than on HARD, where you have a maximum of one energy source per level available to you.

Note: beware of the Pilot Chicken in his plane and the Chicken riding on a rocket. If you hang around too long at the end of a level, this motorized flying fiends will make sure that you lose all your energy, so try to complete the level as fast as possible.

These chickens are the personification of meanness: they fly in the foreground and throws eggs of the worst kind, but cannot be shot down.. .



Tip: The only way of avoiding this rooster is to scroll in the opposite direction to his flight path.

CLASSIC MODE

Classic Mode means shooting against the clock. You not only have a time limit, but also need to achieve a certain amount of points to get into the next level. Of course, the amount of points needed is dependent on the difficulty level you have chosen.

Difficulty Level: EASY - 1500 points

Difficulty Level: MEDIUM - 2500 points

Difficulty Level: HARD - 3500 points



An alarm clock in the top left hand corner of the screen tells you how much time you have left and the last ten seconds are signalized by the alarm.

Throughout the game some chickens carry the symbol of a time bonus in their claws, which lengthens your playing time. Three types of time package are available to you by shooting these chickens.

Red Package: gives 5 seconds more shooting time

Violet Package: extends the gaming time by 10 seconds.

Green Package: brings you a fifteen 15 second blasting bonus.



Yellow Package: and another 20 seconds extra.

Blue Package: for another half a minute of non-stop firing.

Orange Package: shoot like hell, you have 45 seconds more.



If you achieve the required points before the time runs out, the remaining time is carried over to the next level.

TIP: always try to shoot the birds with the time packages because the time won in the initial levels will be very useful as the game continues.

MULTIPLAYER

The objective in a multiplayer game is to score as many points as possible within a certain time; that is to shoot the chickens from under the other players nose. When the time has run out the winner's name appears on the screen. The winner is of course the player with the most points.

LOCAL AREA NETWORK (LAN)

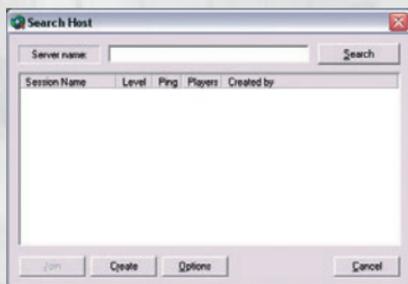
To start a Local Network Game, click on "Network Game" in the options menu and set the source to "Local".

Then select New Game in the main menu and then "Multiplayer".

You will then be asked to enter your player name and confirm with the Enter-key.

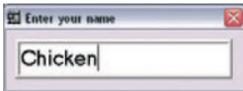


Then a window appears on the screen "Searching for Host".



To search for existing games in a local area network leave the "Server Name" field empty and click on "Search" To view a game in the network you must know the IP-Address. Enter this IP-address in the "Server Name" field and click on "Search". The games will be listed

automatically as long as the search button is pressed.



If the game should find no other games, you get a message. "Connection Error". All the games found are then listed below with the following information.

- ✦ **Session Name:** The name of the game given by the player who created the game (The Host).
- ✦ **Level:** Shows you which level the host has selected.
- ✦ **Ping:** Quality of the connection to the host computer (the lower the value, the better the connection).
- ✦ **Spieler:** The current/maximum number of players.
- ✦ **Erstellt von:** The name of the player who created the game.



Click on "**Options**" to change the parameters of a network game. Any changes made to the parameters are only valid for games created by you. Should you join a network game, the parameters are set by the host. A detailed description of parameters can be found

under "**Network Options**".



To join a specific game, select a game out of the list and click on "**Join**". If the game is protected with a password a window opens where the password should be entered.

Then the "**Local Chat**" window appears, which be described on the next page. The game begins when the host clicks on "**Start Game**".

Creating a game is easy. Click on the "**Create**" button and then in the following window "**Session Properties**" enter the name of the session and a password to protect the game from unwelcome guests, if required.



To confirm the entered data click on "OK".

Now the "Local Chat" window opens on your desktop. You have here the chance to converse with other players before the game begins.

The list on the right shows symbols of the other players who have joined the game.

The field on the left shows the running messages sent by players and in the bottom field you can type your message and send it by pressing enter on your keyboard

The game starts when the host clicks on "Start Game".

During the game any player can pause the game at any time. The "P" key on your keyboard has been set as "Pause" (a list of other shortcuts and default settings can be found at the end of the manual).

When this happens in the game the game stops and the name of the player who pressed pause flashes on the other computers involved in the game until that player returns to the game.

Should a player's network connection break down his or her name is shown in gray.

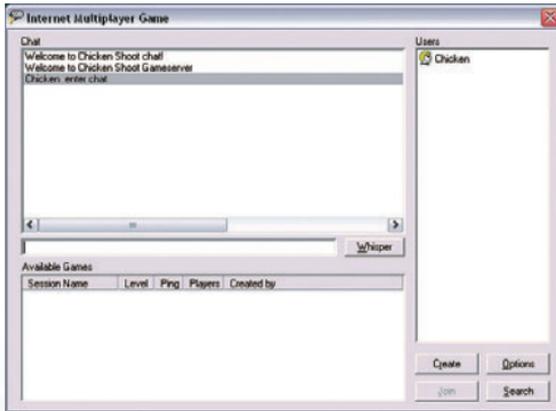
INTERNET GAME

To play in the Internet change the "Source" to "Internet" in the Options / Network Game menu.



Click on "Back" twice to return to the main menu.

Now click on "New Game" and then "Multiplayer". Once again you will be asked to enter your name and confirm with the enter key. Now a window appears on the screen "Internet Game."



On the right is a list of all users who have logged into the Chicken Shoot Internet server.

In the upper left part of the window are the messages sent from users and in the field below you can write your message. Click on enter to send a message to all players. If you want to

send a message to a specific player select him out of the list and click on "Whisper".

Players with a Joystick symbol are either waiting for a game to start or are in the middle of a game and can therefore not receive messages. In the lower part of the window is a list of all the current games created on the server. This list is not updated automatically. To update, click on "Search".

To set the parameters for a network game, click on "Options". Any changes made to the setting are only valid for games created by you. Should you join a network game, the parameters are set by the host. A detailed description of parameters can be found under "Network Options".

To join a specific game select it out of the list and click on "Join". Otherwise the process is the same as in a local game. (Described above). To create a game click on "Create".

Note: to take part in an Internet game you need an ISP (Internet Service Provider) e.g. T-Online, AOL, Freenet etc. and an installed TCP / IP Protocol. Before you start Chicken Shoot, establish a connection to your provider over the network adapter.

SETTING UP A TCP / IP PROTOCOL

Setting up the Host-PC

Right click on your desktop icon "My Network Places" and select **Properties**. Install the **TCP/IP Protocol** (if not previously installed) for your network card and restart your computer. Right click again on "My Network Places" and then left click on **Properties**. Select the **TCP/IP Protocol** of your network card and click on **properties**. Enter under **IP-Address** the following values.

IP Adress: 192.168.0.1 Subnet Mask: 255.255.255.0

Restart your computer.

Setting up the Host-PC ("Participant computer")

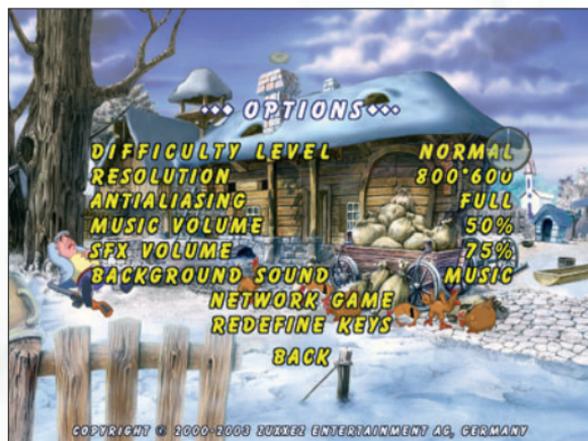
This is done the same way as the for the host computer, but please enter the following values:

IP Adress: 192.168.0.2 Subnet Mask: 255.255.255.0

Each further computer that takes part in a network game increases the number of the IP Address (PC identification in the internet or intranet) by the factor 1; the Subnet Mask stays the same on all computers.



GAME OPTIONS



The options menu gives the players the possibility of setting the difficulty level, graphic, sound and control properties of the game.

Navigation is done either with the cursor keys (Up/Down) or with the mouse.

Changes to the settings are made with the cursor keys (L/R) or the right and left mouse buttons.

Difficulty level

ChickenShoot 2 has three difficulty levels. Easy, Normal and Hard. They have a great influence on the game - the higher the level the fewer shootable extra elements there are in the game, bonuses and weapons etc. But therefore, the points available for chickens, extras, and bonuses is higher, so it is possible to achieve the next higher level. For info about the points needed in each difficulty level see "Classic Mode".

Resolution

The player can choose between two resolution settings: 640x480 Pixels or 800x600 Pixels.

Anti-Aliasing

This is for setting the value of smoothness on software objects to improve the picture quality. There are three settings, OFF, NORMAL and FULL. One should be chosen to fit the capabilities of your computer. We recommend that slower computers use the OFF or NORMAL setting.

This Smoothness means avoiding the step effect on graphics. To do this, the graphics are calculated in a higher resolution than they will be presented on the screen. This costs a lot of computing time, which is why it only works well on fast PC's.

The Faster, newer, and better (the more expensive) your PC is, the better "ChickenShoot2" will look on it. But even with the lowest configuration the highscore can still be beaten.

Music volume

This option changes the music volume from 0% (low) to 100% (high). 0% means "Music off" and 100%

SFX Volume

Diese Einstellung ermöglicht Ihnen die Lautstärke der Spezialeffekte von 0% bis 100% einzustellen, **0%** steht dabei minimale Lautstärke der Spezialeffekte (also aus), **100%** für maximale Lautstärke der Spezialeffekte.

Background Sound

Als musikalische Hintergrunduntermalung haben Sie die Wahl zwischen "Musik", zusätzliche Soundeffekten ("SFX"), oder Sie können auf die Soundbegleitung durch die Wahl der Option "Keine" ganz verzichten.

NETWORK OPTIONS

Source: select the type of network game: either an Internet or local area network game.

Game Time: Sets the game time limit.

Number of Chickens: sets the number of chickens that appear on the screen (Few, Normal, Many)

Chicken Speed: sets the flight speed of chickens. You have the choice between slow, normal and fast.

Ammo Available: sets the amount of ammunition and weapons available in the game.

Game Level: choose the level you want to play. You can only select levels that you have already completed in single player mode.

Max No. of Players: sets the number of participants for a game (maximum four).

HIGHSORE

The Highscore list includes the ten best game results. If your result at the end of a game qualifies for the highscore list, it appears on the screen. You can add your name or player name to the list either with the keyboard or the mouse cursor in the form of crosshairs. Only scores which are higher than the lowest score on the list, qualify. Separate highscore lists are kept for Classic and Arcade modes.



To view the highscore lists click in the main menu on the "Highscore" button and then,

Local Arcade - the list of the best results in Arcade Mode, or

Local Classic - The list of the best results in Classic Mode.

Internet Arcade and Internet Classic

Thanks to these options you can view the highscores of other players who have loaded their scores onto the server. To up-date the list select the option "Synchronize Highscores". To do this you must have a running Internet connection.

Synchronize Highscores

You must first have an open connection to the Internet. After selecting this option you will be connected with the server, which saves the results from all players.

Sending results

Should you achieve a result that takes first place on your local high-score list then this score will be transferred to the Internet server during the update

You will be asked to fill out a short form, when this has been completed with name, address and E-mail click on "Send". Your results are then added to the results of other players on the Highscore list.



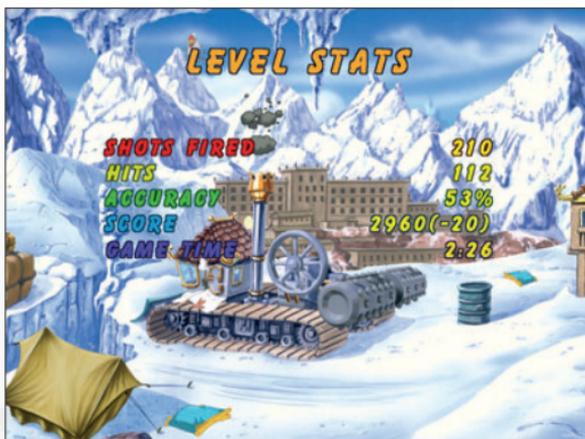
| | |
|--------------------------|---------------------|
| Sending High-Score | |
| CLASSIC HIGH SCORE: 7750 | |
| Name: | Chicken Bill |
| Address: | Redneck City, Texas |
| E-Mail: | chicken@nutez.org |
| Send Cancel | |

Giving this information is optional. The Highscores will only be downloaded on to you local hard disk when on the results on the first 500 placings are better than those from the last update.

LEVEL STATISTICS

At the end of each level you will be shown a list of statistics which, reflect your "shooting skills".

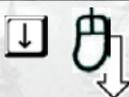
You will see information about the shots fired and accuracy in percent. Also shown are the points up to this moment. In Classic Mode you are also shown the time left over from the last level.



In Arcade Mode, just in case you did not get all the chickens, points are deducted. These minus points are shown in brackets. E.g. (-30).

GAME SCREEN

After you have chosen an available game type you can start the game. It is possible to pan from left to right, or up and down either with the cursor keys or with the mouse by moving it to the sides (left/right/top/bottom) of the screen.



Crosshairs (Mouse cursor)

Move the crosshairs across the game screen with the mouse, aim at any chicken and shoot with the left mouse button (default setting). The look of the cross hairs changes with the weapon you select.

Mouse cursor
Pistol (Main weapon)



Mouse cursor
Laser



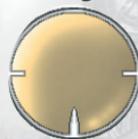
Mouse cursor
Uzi



Mouse cursor
Flamethrower



Mouse cursor
Shotgun



Mouse cursor
Machine gun



Ammunition

This symbols show you how many shots you have in your magazine. When the magazine is empty, reload with a right mouse click (default setting).



The pistol can be reloaded as often desired. The uzi, the machine gun, the shotgun, the laser and the flamethrower have a limited ammo supply that must be shot out of the sky first.

Alarm clock

The alarm clock shows you the remaining time in Classic Mode. When it begins to ring it is a signal to you that you have another ten seconds left to shoot.



Board

 On the board in the top left hand corner you can see how many chickens still need to be shot before you can go up to the next level.

Trophy board with Chicken Bill

In Arcade Mode this symbol is shown at the bottom of the screen in the center. Every time an egg hits the screen the board around Chicken Bill starts to tear a little further. The longer the tear becomes the less energy Bill has. Should the tear surround him, he drops out of the screen.



Thermometer

The thermometer shows how efficiently the player shoots the chickens. The faster he shoots a lot of chickens the higher the temperature.



When the temperature rises to the top, the thermometer starts to whistle signaling an acceleration phase. Here, everything the player shoots gives double points. So, when you hear the whistle Shoot like hell!

If the thermometer whistles for a second time, everything you shoot gives triple points.

But beware! Negative points are also doubled or tripled in these phases.

Total score

3500 Shows the points achieved in a game. If a result is high enough to qualify for the highscore list it is signaled by a short trumpet fanfare. Should the player achieve a score better than the highest in the Highscore list a long fanfare sounds.

Chickens

There are various types of chicken in the game and (almost) all of them should be shot. Different types of chicken bring a certain number of points dependent on the difficulty level set and the difficulty of hitting a certain type of chicken. The smaller a chicken is and therefore harder to hit, the higher the points you get for it.

Weapon symbols

The symbol represents one of three weapons available in the game. Either, a pistol, machine gun, an uzi, a shotgun, a flamethrower or a laser weapon. The number next to the symbol shows the amount of magazines available (only shotgun, flamethrower, laser weapon, uzi and machine gun).

Hidden Bonuses

Apart from chickens there are a variety of other hidden objects to shoot, some of which bring a lot of points. If you find and hit them all, there is an additional points bonus. For example if you hit three times a ski jumping chicken you get - in dependence of the selected difficulty level between 75 and 125 extra points.

TIPS:

- ✦ For hits on chickens in the far the far distance (especially if you shoot whole chicken formations) you get higher points than for the ones in the foreground.
 - ✦ Shoot only (adult) chickens! You will be punished with minus points for blasting other birds out of the sky.
 - ✦ The highest amount of points is given by shooting bonus objects while the thermometer whistles.
 - ✦ To get into Bonus Level you must destroy certain bonus objects (which ones exactly, you must find out for yourself).

WEAPONS

There are three weapons available in the game. When the game starts you only have the pistol. Shoot a chicken carrying a weapon symbol to get access to more firepower (see below).

Pistol

The pistol is the standard weapon with unlimited ammo. The pistol has a slow firing rate, is not very accurate and has a low destruction level. Shooting a chicken with a magazine symbol increases the amount of shots in the magazine, meaning you do not have to reload so often.



Shotgun

The shotgun has massive destructive power and scatter effect, but is slow. The destruction level and the magazine capacity of the shotgun increase with each chicken shot that has a shotgun symbol in its claws. The shotgun has the highest penetration power so you are able to shoot everything through each level.



Uzi

This weapon has no great penetration power but shoots very fast and continuously. The destruction level and the magazine capacity of the machine pistol increase with each chicken shot that has a machine pistol symbol in its claws.



Flamethrower

This weapon is very effective, but has a low shooting range.

Shooting a chicken with a magazine symbol reloads the flame thrower.



Laser Weapon



This energy weapon of future has a lot of advantages. It is very precise and in the end you will find out, that this weapons is the ultimate one. So take care that you do not miss the chicken, which carry the laser weapon in its claws.

Machine gun



The machine gun is the most powerful weapon in the game. It combines the advantages of the shotgun and the Uzi. It has a higher shooting range and the shot is spread more wider. The weapon upgrade can be received by shooting chickens carrying the bonuses in their claws.

Bombs and Dynamite



When these objects are hit the fuse starts to burn and they explode a few seconds later.



All the animals in the vicinity of the explosion are destroyed, which can also lead to negative points if storcks, woodpeckers or ravens fly too near to the blast. One advantage is that all eggs coming towards the screen are also destroyed.

AMMO BONUSES

By shooting chickens with ammunition symbols in their claws you receive additional ammo and the magazine capacity is increased.

PISTOL: INCREASING THE MAGAZINE CAPACITY

Green package:

increases the magazine from 5 to 8 shots



Blue package:

increases the magazine from 8 to 12 shots



Orange package:

increases the magazine from 12 to 15 shots



White package:

ammunition for the shotgun



Green package:

increases the magazine from 10 to 15 shots.



Blue package:

increases the magazine from 15 to 20 shots.



SHOTGUN: AMMO, INCREASING THE MAGAZINE CAPACITY

SHOTGUN: INCREASING OF PENETRATION POWER

Green package: increases the scatter radius from 60 to 70



Green package: increases the scatter radius from 70 to 80



Green package: increases the scatter radius from 70 to 80



FLAMETHROWER: BOTTLE WITH LIQUID GAS AND EXTENSIONS

White package with liquid gas for the flamethrower



Green package - increases the capacity from 15 to 20 litres



Blue package - increases the capacity from 20 to 30 litres



FLAMETHROWER: INCREASING OF PENETRATION POWER

Green package: increases the range with one layer



Blue package: increases the range with another layer



Orange package: increases the range with another layer



LASER: ENERGY CELL AND EXTENSIONS

White package: laser energy cell for the laser weapon



Green package: laser weapon extension pack 1



Blue package: laser weapon extension pack 2



LASER: INCREASING OF PENETRATION POWER

Green package: increases the scatter radius from 50 to 60



Blue package: increases the scatter radius from 60 to 70



UZI: AMMO, INCREASING THE MAGAZINE CAPACITY

White package: ammunition for the Uzi



Green package: increases the magazine capacity from 20 to 30 shots



Blue package: increases the magazine capacity from 30 to 40 shots



Green package: increases the penetration power from 12 to 18



Blue package: increases the penetration power from 18 to 24



Orange package: increases the penetration power from 24 to 30



UZI: INCREASING THE PENETRATION POWER

White package: ammunition for the machine gun



Green package: increases the magazine from 20 to 30 shots



Blue package: increases the magazine from 30 to 40 shots



MACHINE GUN: AMMO, INCREASING THE MAGAZINE CAPACITY

Green package: increases the shooting frequency from 10 to 16 shots/sec.



Blue package: increases the shooting frequency from 16 to 20 shots/sec.



BONUSLEVEL

When you shoot certain objects in the first three levels you get access to the Bonus Level - a fairy tale town in winter.

In this level you have to shoot all chickens, especially on those, which are blocking the chimney entrances for Santa. If you accomplish this task, you'll get lot of point for helping Santa distributing the gifts.

You also get a lot of points, if you shoot the chickens with gifts in their claws directly above a chimney, so that the package carried in the claws falls directly into the chimney.



KEYBOARD SHORTCUTS

This option in the main menu allows you to redefine the control keys. The following description relates to the default settings for keys in the game.

By selecting this option you can change settings as you wish.

  Scroll to left

  Scroll to right

  Scroll up

  Scroll down

 Fire (all weapons)

 Reload (all weapons)

P Pause (does not function during loading)

ESC Calls up the options menu during the game

F12 Screenshot function

1 Weapon change to pistol

2 Weapon change to shotgun

3 Weapon change to uzi

4 Weapon change to machine gun

5 Weapon change to laser weapon

6 Weapon change to flamethrower

 Tabulator key - Weapon choice

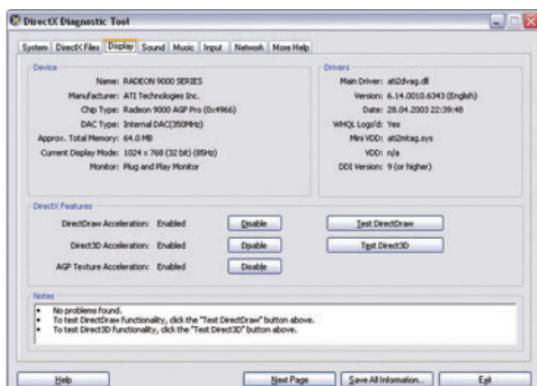
 +  You can end the game any time

B Boss key. Switches the "Boss-Screen" on or off and sound and music fade out. T

he "ChickenShoot 2" screen is then replaced with a picture of a word processing screen. (This helps protect the player when the boss turn up unexpectedly.)

During the time this screen is visible, the game is held automatically and has a similar effect as the pause button.

We have subjected the game to exhausting tests on a variety of Hardware configurations. It is nevertheless not possible to find and eliminate all possible problems. Before you call our Technical support please read the following tips. If you should then still have problems please check these hardware details:



Operating system, Processor, main memory (RAM), DirectX version, Graphic card and Sound card. The above information is available from the DirectX 8.x / 9.x Diagnosis program. Click on Start -> Run and then enter DXDIAG. With a click on "Save All Information" you can save the results.

SOUND: Call up the DirectX Diagnosis program. Click on the index card sound. As a default setting the sound hardware acceleration is set to 100% (Maximum acceleration). Try setting the slide control to the penultimate setting (standard acceleration) and restart the game. Should sound problems arise call up DXDIAG again and set the slide control to Basic Acceleration.

Should this still be unsuccessful, turn off the sound acceleration completely and set the slide control to "No Acceleration"

GRAPHICS: Call up the DirectX Diagnosis program. Click on the index card "Display". In this option there are three test possibilities available: AGP Texture Acceleration, Direct3D acceleration and DirectDraw acceleration. Test all modes. Should an error arise by one of the options you can deactivate it, but Direct3D Acceleration should not be deactivated, because then you will not be able to start the game.

If none of the above solutions solve your problems, a driver update may help. You can find a list of all hardware manufacturers under <http://www.treiber.de> or under <http://www.windrivers.com>

NOTE: If you update your graphic card driver, it is absolutely necessary that you reinstall DirectX.

CREDITS

CHICKENSHOOT™ © copyright 2000 - 2003 by TopWare Interactive AG.

PROJECT DIRECTOR

Jaroslav Parchanski

TECHNICAL DIRECTOR

Andrzej Postrzednik

EXECUTIVE PRODUCERS

Alexandra Constandache

Dirk P. Hassinger

GAME PROGRAMMING

Andrzej Postrzednik, Jaroslav

Parchanski, Romuald Bacza

GAME DESIGN

Jaroslav Parchanski, Alexandra

Constandache, Sergiusz Juraszek

BACKGROUND ARTWORK

Kazimierz Ledzki, Boleslaw Kasza

GRAPHIC & CHARACTER DESIGN

Boleslaw Kasza

BOX ARTWORK

Boleslaw Kasza

Alexandra Constandache

ANIMATION

Advertising Studio Orange, Bielsko,

Poland

2D GRAPHICS

Adam Sowa, Rafal Kwasny, Rafal Marek

3D GRAPHICS

Rafal Kwasny

SOUNDTRACK

BlackBox Studios, Germany

Sebastian Dierkes

VOICE OF THE MAIN CHARACTER

Wlodzimierz Pohl

LOCALIZATION

Jaroslav Parchanski, Tim Wilson, Ion

Constandache, Paul Lievers,

ethiotrans.com, Sadi Yumusak,

Click2Translate.com, Tadaaki Hasegawa

MANUAL

Alexandra Constandache

WEBPAGE DESIGN & LAYOUT

Uwe Schäfer, Rafal Marek

PRESIDENT TOONTRAXX STUDIOS

Manfred Morin

NETWORK ADMINISTRATION:

Tomasz Lenart, Roman Eich, Ion

Constandache

QUALITY ASSURANCE directed by

Dirk P. Hassinger

QA ANALYSTS

Jaroslav Parchanski

Andrzej Postrzednik

QA SUPERVISOR

Alexandra Constandache

QA TESTERS

Paul Hassinger, Tim Wilson, Iris

Mocsnek, Remigiusz Koscielny, Manfred

Morin, Thomas Steiding, Uwe Ludwig,

Roman Eich, Ion Constandache, Liza

Hassinger, Oleg Smirnov, Tadeusz

Zuber, Mirek Dymek, Jeff Royle, Omar

Yehia, Konrad Ozga, Artur Pytlarz

SPECIAL THANKS TO: Reality Pump

Studios, ATI Technologies Inc.,

MATROX Graphics Inc.

VERY SPECIAL THANKS TO ALL PEOPLE INVOLVED WITH THIS PROJECT WHO HAVEN'T EXPLICITLY MENTIONED IN THIS LIST.