

Crazy Farm

Interactive Family Darkride

Concept and drawings by Alexander Korting

What it is about:

Welcome to the craziest farm in the world! Here you'll meet all your favorite country animals like you've never seen them before!

Come aboard our tractors and visit 'em all.

But what happened to all the eggs on the farm? Did the Easter Rabbit kidnap them?

So grab your corn cannons, and go on the craziest rescue mission you've ever experienced!

The Farm

The farm building does not only include a darkride, but also the following:

- **McCrasy's Country Kitchen Restaurant**
In the building on the right the farmer's wife welcomes you to enjoy her first-class meals in her huge rustical living room.
You might even see McCrasy's most regular customers: Mr. and Mrs. Goat are said to share a table in the back of the restaurant.
- **Snack Shop**
Fast Food windows on the inner court



- **Kids' Area (Country Kids)**
 - Hay-bundle maze with a lost lamb in the middle
 - Trailer trampolin
 - petting zoo

Interactive Family Darkride

Queue

The queue winds through some empty stables. Through a window you can see the shadows of the farmer couple sitting at a table while eating.



A little further down the queue you can hear someone cry. Someone's sitting in one of the stables. Then you see her, Esmarelda Cluck, the big chicken momma, sitting on her nest. But it's empty except for one single egg. She tells you a story of how all of her eggs were stolen in the middle of the night by what looked like a crazy rabbit. Then she begs you to go rescue her eggs before they get a paint job!

Station + Vehicles

You are boarding a tractor which seats a total of 6 people with 3 people in each of the two rows. On the hood of it awaits Mr. Pierre Cluck, the proud father of the eggs. He is anxious to find his wife's lost eggs and will guide you through the rescue mission.

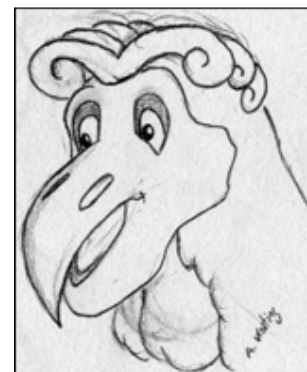


Weapons (laser)

In front of each row are three displays in the style of an old tractor's speedometers. Instead of measuring the speed, they measure the count of each rider. The weapons are next to each display and include corncobs that shoot small pieces of corn. The leaves hanging down from one end of it are its handle, and on the top of it there's a crosshair adjusted.

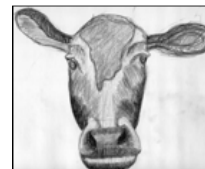
Stable I

The ride starts and goes right into the huge Stable I. Mr. Cluck is facing the riders and gives hints or just tells random stories. He also warns you though that not all the animals on this farm are well-tempered. As soon as you have entered Stable I. you will realize what the animals' lives are like on this farm. Everywhere in this stable, happy country music is playing. Also there is enough light everywhere to make it seem very comfortable and safe. Mr. Cluck will be using this harmony to give you some training with your new weapons. Soon everyone will notice though that Easter Rabbit has already hidden some of the eggs in this stable. In addition to all the scenes mentioned below, the eggs may be scattered around, some moving, some just hidden very well.



The cows

A couple of cows are standing at their gates and you can be helpful to each of them.



The dancing cow

This cow's skin is filled with fleas and she is scratching all over, dancing up and down to get rid of them. Help her get the fleas off with your corncob cannon by shooting the red points on her once they light up.

Big Bertha

Big Bertha is just fat. She can't even reach down to get some water. So shoot the water cup to make it splash up for Bertha.

Stupid Cow

This one is just acting dumb and spitting at all the guests. You can shoot the doors of her gate closed so that you don't get even more soaked than you are already.

Milka Cow

Watch the purple cow shoot her latest TV commercial for Milka chocolate. The camera is not working though so give it a little help with your corncob.

Holy Cow

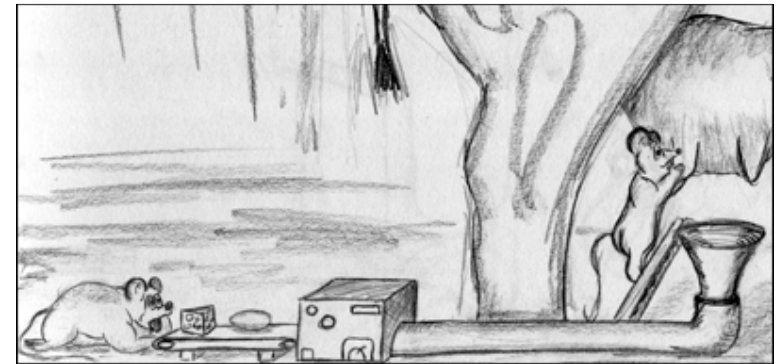
The Holy Cow sits meditating on a cloud. When you shoot the upper side of the cloud it will ascend, shooting the lower side of it makes it descend.

Finally, Mr. Cluck sees them; the Easter Rabbit has placed two of the eggs on the cow's hooves. Shoot the eggs to make the chicken babies hatch out.



The Cheese Machine

Just watch how these little mice are getting their cheese! One of them is milking the cow. The milk goes directly into the Cheez-it-Machine and out comes the cheese!



Cat-Attack

The big cat is hungry and has caught little Montgomery Mouse. By shooting all the cups and buckets behind the cat, you will make enough noise to disturb the cat which will allow for Montgomery to escape.



The goats

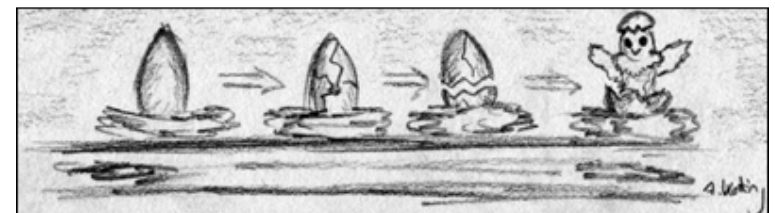
A couple of goats are drinking out of their mangers. When both mangers are shot at the same time, a fountain will cross the path.



The kitten

Karlle the kitten is hiding in a basket of wool balls. Among the wool there is also an egg. Try to shoot the egg, but not the kitten. Shooting the basket or the wool makes the basket spin.

Hatching eggs



The Pigs

These pigs are lazy. They are even too lazy to take their bath. Shoot the waterpipes and puddles to get them soaked.

Mr. Cluck thinks you're ready now to do some Rabbit hunting.

Between the stables

Along the small path from Stable I to Stable II, you can look up into the threatening night sky. A thunderstorm is coming up and you can feel the wind in your face. Leaves are flying around and the stable you are about to enter looks spooky. The gate is huge and rotten and the windows are facing you like angry eyes. There seems to be no light inside this stable at all. The only light you can see is the pale moonlight. Shooting the moon will give you more light. As soon as there is more moonlight, you can see the red lights on the bolt of the gate lighting up. By shooting the screws, the bolt jumps out (you can hear them fall on the ground) and the gate starts to creak open.

Suddenly a bolt of lighting appears in the sky while a loud clap of thunder is heard and for a second you can see the tall shadow of a monstrous rabbit on the stable wall.



Stable II

Inside this stable everything is dark.

Mr. Cluck informs you that in his most ingeniously moment he remembered to take a flashlight with him. He switches it on and from this moment on, all you can see is what Mr. Cluck lights up with his flashlight.

Ear contact

For a while you see nothing but the parts of the dark stable. Everything seems to be quiet and deserted. Suddenly the beam of the flashlight catches the long ears of Easter Rabbit, but then they are gone again. This happens two more times.



Henhouse

As a loud noise comes out of one corner of the stable, the tractor steers in the opposite direction and for a moment you leave the stable and enter the henhouse. Too bad that Mr. Cluck's flashlight is not working for these moments. A deafening clucking begins as all the hens are woken up to await another thief in the middle of the night. Since they are so afraid, they attack the tractor. You can't see them attacking the car but you can feel them all around you (wind and water and sound effects). Maybe you'll be able to find some hidden eggs inside the henhouse. Just don't hit the hens! Having survived the hens, you drive back into Stable II.

The angry bull

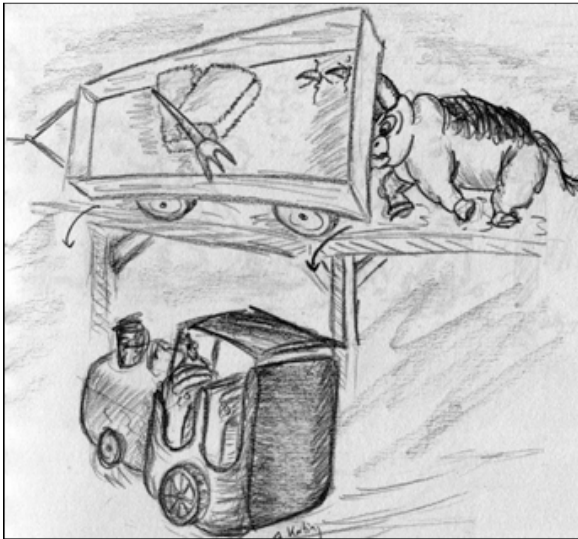
As soon as you've entered Stable II again, something big is there and it's surrounding you. You can feel its warm breath on the back of your neck. Then you hear it in front of your tractor. Mr. Cluck finally gets his flashlight to work again and the beam of light shines directly into the very upset face of Bruno Bull. The tractor comes to a stop and two spot lights are shining on what is happening above the bull. Apparently, from out of nowhere Bruno Bull's shoulder angel and devil appear; his consciences. Now it's your decision to choose which conscience Bruno will listen to by shooting one of them.

If the angel-bull wins the race...

Each rider gets a certain amount of bonus points and Bruno Bull goes back to sleep. He leaves the tractor alone, but the following trailer-scene will be skipped.

If the devil-bull wins the race...

Bruno tries to attack you, but the tractor moves out of reach just in time.



The falling Trailer

Although you just escaped the bull, you can hear him race behind you and then one level above you.

Right when you're passing it, the bull pushes the (hydraulic) trailer down on you. It misses the tractor by an inch.

Sheep

Once again the flashlight catches the ears of Easter Rabbit.

This time tractor follows them, but around the corner there are sheep. Suddenly all the sheep are surrounding you so that you are not able to go very fast.

You might be able to shoot your way through the flock, but don't worry because they will hardly feel it. Every now and then the rabbit's ears appear among the flock. Hitting them gives you extra points. As in every scene, there are even some hidden eggs for you to shoot.





The saving horse

You hear a motor roar behind the horse stall. Then you see him, Easter Rabbit is racing toward your tractor in his larger machine and he wants to hit you. If you react fast enough and shoot the gate of horse stall then the horse will race out, rear, and protect you from the machine.

Multiple Endings

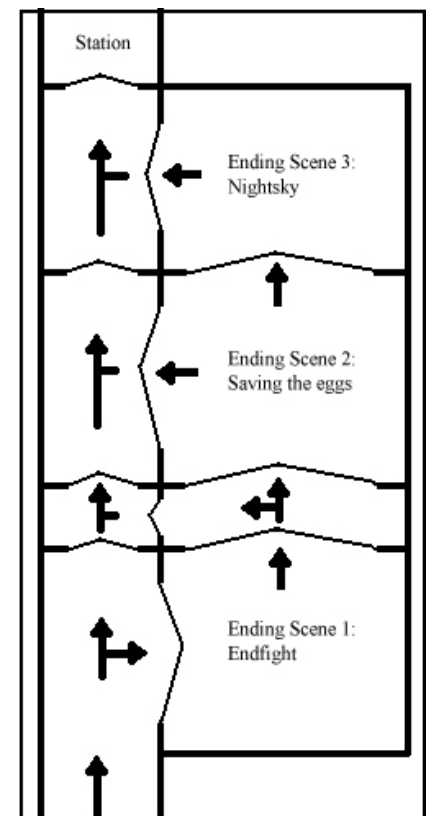
Now, depending on the score of the vehicle, you may either go on hunting the thief but if the score is too low, the mission is aborted.

Early Ending

This will happen if you do not have a high enough score after the horse scene or if you did not solve one of the two ending scenes described below. Mr. Cluck will abort the mission and pull you out of the race because of technical difficulties; a steaming radiator.

Ending Scene 1 - Endfight

Now you're finally facing Easter Rabbit. He has hidden a ton of eggs throughout the entire room you have just entered. He is standing next to a falling blade which is threatening one of the eggs. While threatening the little egg, he is shooting at you. There are shooting lines of dust on the ground. Every time he hits the tractor, you loose a certain amount of points (worth three eggs). If you try to shoot him first, then he will fall into the cesspool behind him and let go of the blade above the egg. This is why you have to shoot the egg first and then once the chick has hatched, you can start shooting Easter Rabbit. If you concentrate on the eggs around you though, Easter Rabbit will hit your tractor so many times, that Mr. Cluck will have technical difficulties and abort the mission. If you loose the egg under the blade, the mission will be aborted as well.





You can only see the following scene if the egg is saved, the tractor is still working, and the rabbit has fallen into the cesspool. The splash will be big enough to wet you a little as well (water effect).

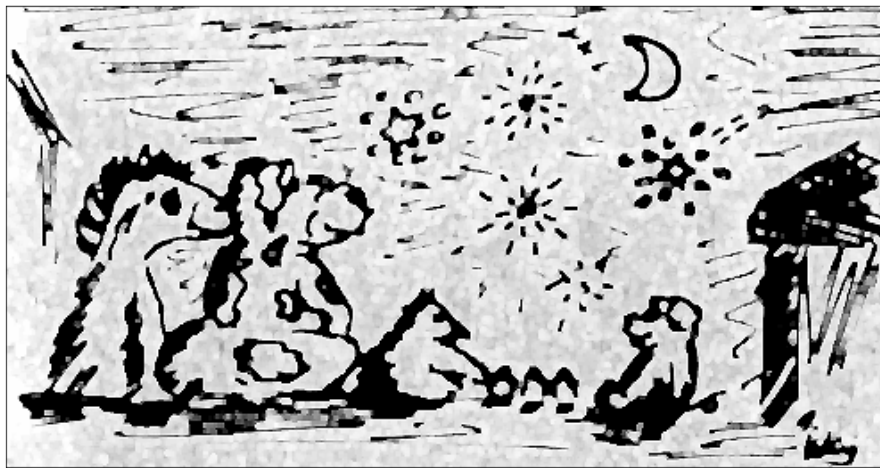
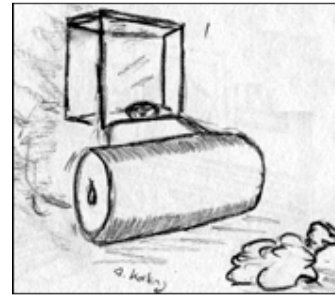
Easter Rabbit is getting out of the cesspool again and he is soaked with the slimy liquid manure. Then you see a bag of crops on the level above him. Shoot the bag and the corn will fall down on him and stick to his skin. After you do dump the bad on him he'll run away screaming. Before leaving this room there will be a chance to make the other eggs hatch.

Ending Scene 2 – Saving the eggs

The rabbit may be gone, but

where are the last missing eggs?

You see the rabbit's big bag lying on the ground and an even bigger vehicle heading towards them. Try your best to stop the vehicle by shooting every part of it. Once the vehicle is stopped, the bag opens and you can help the eggs hatch.



Ending Scene 3 – Night Sky

Congratulations! You have fulfilled your mission and rescued the eggs. Most of them have even hatched. Mr. Cluck is very proud of you and even more thankful. The tractor leaves Stable II and is driving along it among the night sky. In front of you can see all your beloved crazy farm animals sitting together under the lovely night sky with what seems like a million stars above them. Some are brighter than the others and if you shoot the brighter ones then you will see a shooting star or a little firework show (of lights).

Just before leaving the ride, you can see how all the chicks are picking the crops from Easter Rabbit's skin. Meanwhile, he is apologizing and blaming all his mistakes on his desire to hiding eggs.

When the ride is just about over, you the station again, Mr. Cluck thanks you for riding and reminds you to buy your Crasy Farm Souvenir photo.

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