SNOOPY™ TM
AND THE RED BARON

HERE'S THE WORLD WAR I FLYING ACE READY FOR ANOTHER DANGEROUS MISSION... THIS TIME HE WILL RECOVER THE STOLEN TREATS!

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GAME PLAY

Your task is to help Snoopy shoot the Red Baron down and recover as many stolen treats as possible. To be successful, the Red Baron is a skilled aviator and sharpshooter. When you least expect it, he could riddle the Spitfire Camels with bullet holes.

Use the Joystick to fly Snoopy's Spitfire Camel through the air and catch falling treats. Press the red fire button to shoot Snoopy's twin machine guns. You start the game with four Spitfire Camels. It takes eight down hits to bring the Red Baron down. Likewise, Snoopy will lose a Spitfire Camel if he is hit eight times by the Red Baron.

(See Figure 1.)

Figure 1

You can play up to four game variations including "PILOT IN TRAINING," "PILOT FROM CLASS," "SKILLED AVIATOR," "EASY," and "DIFFICULT." Each variation requires SNOOPY to shoot down three, four, or five Red Barons in a round (see GAME VARIATIONS for details). Snoopy must use strategy to recover the stolen treats from the infamous Red Baron. Sometimes, when the red Pilot Camels point off the screen, it is like a loop to loop and drops a treat, giving Snoopy the chance to snatch a treat as it falls through the air.

To catch a falling treat, position Snoopy's Spitfire Camel under the treat. Watch out for the Red Baron's nasty tricks. If a skull and crossbones appears, don't try to catch it. Catching a skull and crossbones will cause Snoopy to lose all of the treats accumulated in the round. But, you will score points if you shoot it.

As the daylight begins Snoopy shouts, "Ouse ye, Red Baron." This time he will bring the enemy down. You score points for shooting down all three, four, or five Red Barons in the round. When the round ends, you go to the treat screen, and Snoopy earns bonus points for the recovered treats. The aim will be for you to score as many bonus points as possible.

If Snoopy shoots down all the Red Barons in the round, the treat screen will show your bonus points, how many treats have been recovered, and the number of damaged Red Barons. However, if Snoopy loses a Spitfire Camel, he will lose all his accumulated treat points for the round, including the last round of the game. However, he will not lose any shot-down Red Barons.

TREATS

<table>
<thead>
<tr>
<th>ITEM</th>
<th>POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>DOG BONE</td>
<td>2</td>
</tr>
<tr>
<td>SUPPER DISH</td>
<td>3</td>
</tr>
<tr>
<td>ROOT BEER</td>
<td>2</td>
</tr>
<tr>
<td>POPCORN</td>
<td>2</td>
</tr>
<tr>
<td>HAMBURGER</td>
<td>2</td>
</tr>
<tr>
<td>ICE CREAM CONE</td>
<td>2</td>
</tr>
<tr>
<td>PIZZA</td>
<td>2</td>
</tr>
</tbody>
</table>

GAME VARIATIONS

There are four game variations. You can choose 3, 4, or 5 Red Barons. The easiest version is Pilot in Training, Game 4. The most difficult version for Area is Game 3, Game 5, the only version that does not automatically age Snoopy away from the treat screen.

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CONSOLE CONTROLS

Press the GAME SELECT switch until the game you want appears at the top of the screen. The game number is followed by the number of Red Barons. (See GAME VARIATIONS.) Before you press GAME SELECT, Snoopy can play a practice game without scoring any points, and without being shot down. Then, press GAME SELECT to start a point-scoring game. Press GAME SELECT to restart a game during play. (See Figure 2.)

GAME NUMBER | NUMBER OF RED BARONS
-------------|---------------------
1             | 3                   
2             | 4                   
3             | 5                   
4             |                     

HELPFUL HINTS

- When Snoopy catches a treat, the Red Baron will quickly come after him. So, as soon as he catches a treat, fly away.
- If you get hungry while playing this game, wait until the treat screen appears. Then, you have a few minutes to eat and get promoted some root beer and pizza. However, when the matching mix begins to play, it is reminding you that your time is running out. Press the red fire button to resume game play, but if you don't return to the game in time, the Red Baron will steal the treats, and that will end the game.
- The Red Baron is a crafty animal; sometimes he will fly up into the clouds, where Snoopy does not dare to go. So, fly Snoopy down toward the mountains to enter the Red Baron out of the clouds.
- Try to stay behind the Red Baron. He cannot shoot backwards.

USING THE CONTROLLER

Plug one Joystick Controller into the LEFT CONTROLLER port. (See Figure 3.) Then, set the Joystick Controller to the correct polarity. (See Figure 4.)

Snoopy flies in the same direction that you move your Joystick. Press the red fire button to shoot bullets at the Red Baron.

Console Controls

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SNOOPY CHRONICLES:

MY GREATEST DOGFIGHT!

Paris, April 18, 1917

It's a time of great uncertainty. The daily pressures of war, the sleepless nights, the constant hum of planes. It's enough to make even the bravest of aviators tremble. And now our most daring adversary is lurking in the shadows - the Red Baron!

As if this weren't enough, the Red Baron has begun testing the Allied planes. It's a battle of wits and strategy, where precision and endurance are the name of the game. Our brave fighter pilots are in for a treat - good news, our trench-dwelling heroes have been warned to be on their toes. My ground crew is on high alert.

An aerodrome near Amiens

April 27, 1918

Cursed you, Red Baron. I'll get you yet!

With orders from above, I've been tasked with a mission. I need to deliver a crucial message to my faithful friend, the Red Baron. With the trench-dwelling heroes in mind, I decided to leave the trenches and take to the skies. I've been prepping my trusty old tower and a slice of jam. You deserve to see my best efforts!

As the Sopwith Camel climbed into the clear blue sky, I detected the approach of the Red Baron. My instincts were correct. I could now see the unmistakable glow of his panting eyes. The Sopwith Camel was up ahead, I suspected. The Baron had taken off in the wake of my wild 360-degree spin.

As the Baron turned upside down, a hamburger fell from the cockpit. I needed to catch the stolen treat before the Baron could return for a second strike. Too late, the Baron had closed in. With a quick twist, I managed to avoid the Baron's deadly attack. My engine was spinning furiously, and my wingtips exploded above the Baron's head.

Securing my last sip, I was met with yet another valiant effort. I had managed to bring the Baron down. As we soared into the clouds, a message was sent out: 'Red Baron, you've got your wish. I'll bring you down!'

As we flew, I couldn't help but wonder how my faithfulness had been rewarded. I was just glad to be alive and well.