

PEANUTS

ATARI® 2600™

SNOOPY™
— 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!



NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

GAME PLAY

Your task is to help Snoopy shoot the Red Baron down and recover as many stolen treats as possible. Be careful though, the Red Baron is a skilled aviator and sharpshooter. When you least expect it, he could riddle the Sopwith Camel with bullet holes.

Use your Joystick to fly Snoopy's Sopwith 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 Sopwith Camels. It takes eight direct hits to bring the Red Baron down. Likewise, Snoopy will lose a Sopwith 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 FIRST CLASS**, **SKILLED AVIATOR**, and **ACE**, skill levels. 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 Fokker Triplane flies off the screen, it flies a loop-to-loop and drops a treat, giving Snoopy the chance to catch a treat as it falls through the sky. To catch a falling treat, position Snoopy's Sopwith









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 dogfight begins Snoopy shouts, "Curse you, 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 allies will be so proud of their hero for recovering their precious supply of goodies!

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 destroyed Red Barons. However, if Snoopy loses a Sopwith Camel, he will lose all his accumulated treats for the round, including the last round of the game. However, he will not lose any shot-down Red Barons.

TREATS

DOG BONE	
SUPPER DISH	
ROOT BEER	
POPSICLE	
HAMBURGER	
POPCORN	
ICE CREAM CONE	
PIZZA	

Atari welcomes your comments.

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USING THE CONTROLLER



Plug one Joystick Controller into the **LEFT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen. See your owner's manual for details.

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

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 RESET**, Snoopy can play a practice game without scoring any points, and without being shot down. Then, press **GAME RESET** to start a point-scoring game. Press **GAME RESET** to restart a game during play. (See **Figure 2**.)

**GAME
NUMBER**



**NUMBER OF
RED BARONS**

Figure 2

The **RIGHT** and **LEFT DIFFICULTY** switches are not used in this game.



RA

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 Aces is Game 3. Game 3 is the only version that does not automatically guide Snoopy away from the direction of the Red Baron, and prevent him from unexpectedly meeting the sinister Red Baron face to face.

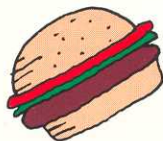


GAME NUMBER	1	2	3	4
3 RED BARONS				X
4 RED BARONS	X	X		
5 RED BARONS			X	

SCORING

Your score is shown at the top center of the screen. After scoring 999,990 points, every million points will be indicated by a different colored exclamation point.

You score points for shooting the Red Baron and for catching treats. You earn a Gold Baron for every 50 Red Barons shot down. And, you can earn extra Sopwith Camels (up to 99) for catching all of the treats on the screen. At the end of each round, your treats, Red Barons, and bonus points are shown on the treat screen. When all points are calculated, press the red fire button to take off for yet another heroic encounter with the infamous Red Baron and his infamous Fokker Triplane.



	POINTS DURING FLIGHT	TREAT SCREEN BONUS POINTS
RED BARON HIT	10	
RED BARON SHOT DOWN		100
EACH TREAT	40	50
ALL TREATS	BONUS DOGHOUSE	

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 run out and get yourself some root beer and pizza. However, when the marching music begins to play, it's 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 soon enough, the Red Baron will steal the treats, and that will end the game.
- The Red Baron is a crafty aviator; sometimes he will fly up into the clouds, where Snoopy does not dare to roam. So, fly Snoopy down toward the mountains to entice the Red Baron out of the clouds.
- Try to stay behind the Red Baron. He cannot shoot backwards.



ATS!

