

INSTRUCTION MANUAL

SNOOPY

VS THE RED BARON

TM



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

BANDAI
NAMCO
Games

TM

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SNOOPY

VS THE RED BARON

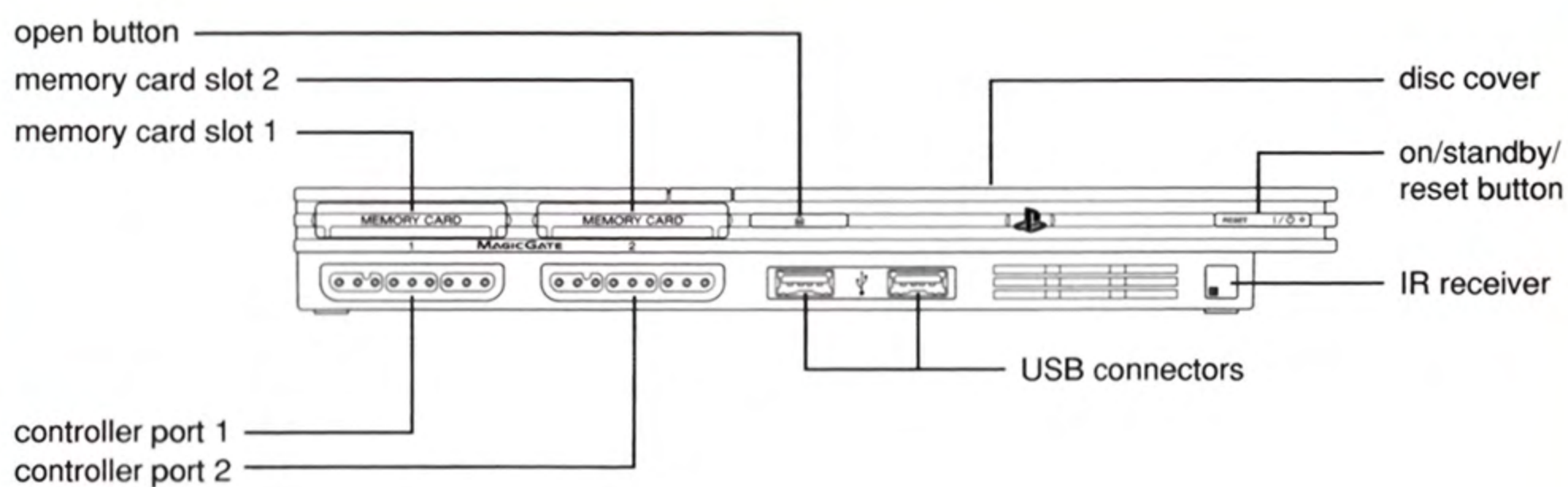
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TABLE OF CONTENTS

SETTING UP	2	GAME SCREENS	10
CONTROLS.....	3	THE NEIGHBORHOOD.....	11
GETTING STARTED	4	PICKUPS	12
MENUS	5	WEAPONS	13
PLAYING CAMPAIGN	6	ALLIES	14
DOG FIGHT	7	FOES	16
STORY.....	8	CREDITS.....	18
HOW TO PLAY	9	WARRANTY	21

SETTING UP



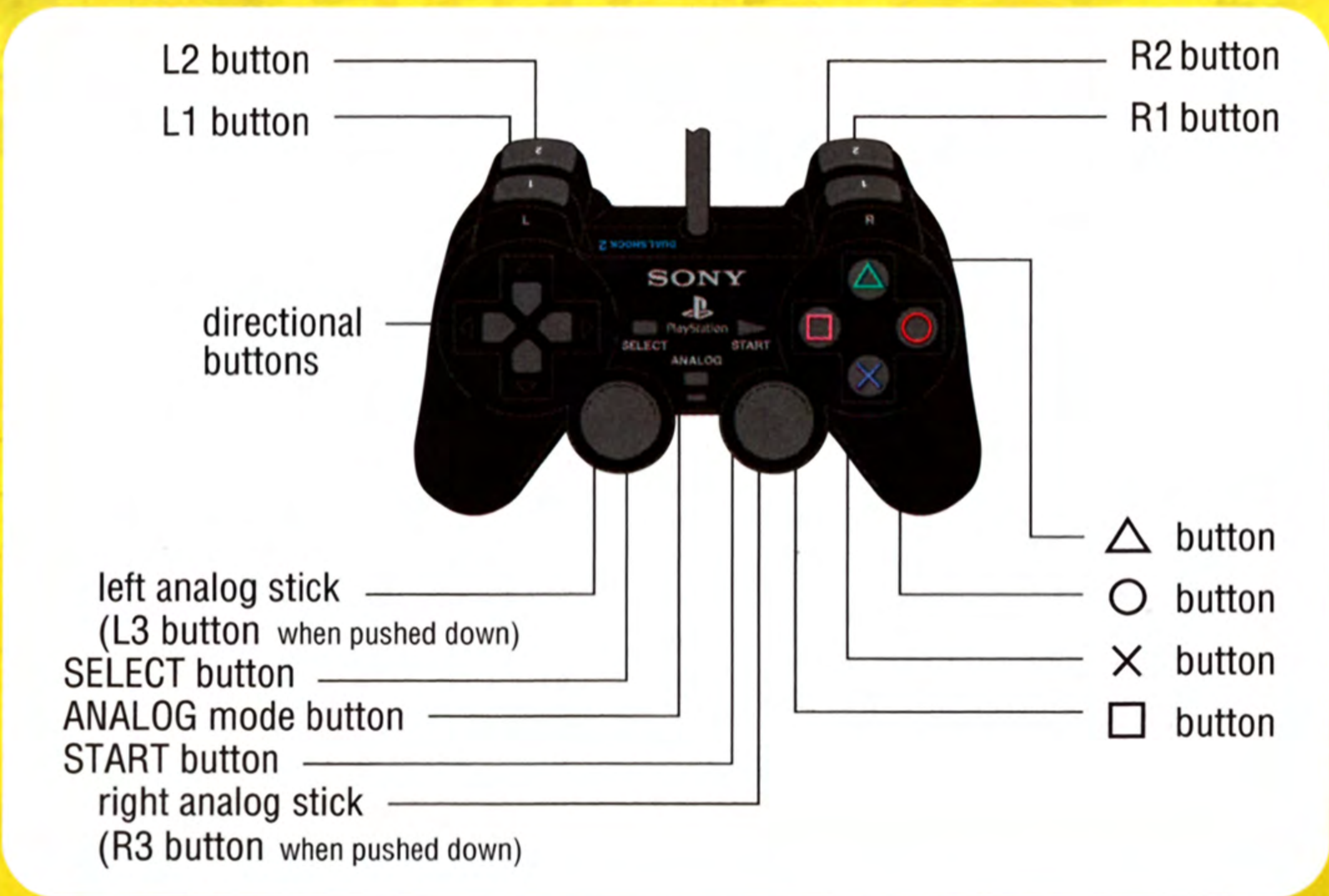
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **SNOOPY™ VS. THE RED BARON** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS:

left analog stickFly Snoopy
 directional buttons.....Fly Snoopy

△ button.....Loop
 ○ button.....Spin
 × button.....Machine Gun
 □ button.....Secondary Weapon

L1 buttonAirbrake
L2 buttonRoll Left
R1 buttonTurbo
R2 buttonRoll Right
 STARTPause Game/Menu

GETTING STARTED

CREATING A PROFILE:

1. After you start the game, select an empty profile.
2. Enter your name (up to 8 characters).
3. Continue to the Main Menu.



SAVING YOUR GAME:

Game data is automatically saved (if Autosave is on):

- After you complete or fail a mission.
- When you exit Pigpen's Shop.
- When you exit the Options Screen on the Main Menu.

NOTE: You can save your game any time by selecting Save on the Pause Screen menu.

MENUS



CAMPAIGN:

Start Single Player Story Mode.

DOG FIGHT:

Start the VS. Mode.

WAR HEROES:

View best grades per level.

OPTIONS:

- **Save Data:** Save your current game.
- **Load Data:** Load a saved game.
- **Autosave:** Turn Autosave on or off.
- **Change Profile:** Change the loaded profile.
- **Audio-Video:** Go to the Audio-Video Options.
- **Controller:** Go to the Controller Options.
- **Credits:** View Credits.

AUDIO VIDEO:

- **Progressive Scan:** Turn progressive scan on and off. See Progressive Mode section on this page for more information.
- **Widescreen Mode:** Turn widescreen mode on and off.
- **Sound Mode:** Choose Stereo or Mono mode.

- **Music Volume**
- **SFX Volume**
- **Voice Volume**

CONTROLLER:

- **Player Number:** Change the controller configuration you are modifying.
- **Configuration:** Choose Arcade or Sim (Default as Arcade).
- **Vibration:** Turn vibration functionality on or off.
- **Invert Plane:** Invert airplane controls for normal flight (Default is ON).
- **Invert Boss:** Invert airplane controls for Boss Lock Mode (Default is ON).
- **Invert Woodstock:** Invert Woodstock Gunner Mode controls (Default is OFF).

PROGRESSIVE MODE:

If you have a Progressive Mode-enabled (525p) television with Component Video inputs, you can enjoy a higher quality picture by using a PlayStation®2 Component Video Cable (SCPH-10100) to connect your PlayStation®2 computer entertainment system and television.

If you do not have a Progressive Mode-enabled (525p) television with Component Video inputs or do not use the PlayStation®2 Component Video Cable (SCPH-10100), the picture may not display properly.

PLAYING CAMPAIGN

PLAYING CAMPAIGN:

1. Select Campaign from the Main Menu.
2. If this is your first time playing, complete Marcie's Basic Training. Basic Training will automatically start when you begin a new Campaign.
3. Fly into the Aerodrome Island Billboard and select the first mission to begin. If you need more training, fly to Marcie's Flight School.



GAME MODES:

Three different modes will be triggered automatically when you begin a mission.

Normal Mode:

In Normal Mode, Snoopy can fly anywhere. Enemies, Allies and Mission Objectives show on the Radar with Snoopy at the center. The player can explore the levels and complete mission objectives.

Boss Mode:

In Boss Mode the boss will appear ahead of Snoopy and Snoopy will automatically keep pace. Snoopy can fly anywhere within the confines of the screen.

Woodstock Gunner Mode:

In this mode, Woodstock takes to his glider. Snoopy will automatically fly around and Woodstock can target and fire anywhere on the screen. Woodstock has special mini Sky Rockets that he can fire from his machine gun.

DOG FIGHT

MODE:

Top Dog:

A race to knock out other planes a pre-determined number of times.

Flying Aces:

Play for a pre-determined amount of time. KOs get you one point. Getting KO'd results in a lost point. When the clock stops, the player with the most points wins!

King of the Skies:

You're only allowed to be KO'd once. Come back as a ghost when you are KO'd.

TEAMS:

Choose to set up a team with bots or other players.

MAP SELECTION:

Choose the world where you'd like to duke it out!

CHARACTER SELECTION:

Select one of the Peanuts® characters to pilot. Each character has an aircraft with unique attributes.

TEAM SELECTION:

If team play is selected, you can set your teams here. Select a player and press Left or Right to change a player or bot's team.



STORY

BARON OR BEAGLE— WHO WILL RULE THE SKIES?

One day while snoozing on his doghouse, Snoopy has a magical dream. Just like in the celebrated Peanuts comic strip, he becomes a virtuoso World War I Flying Ace, piloting his bi-plane, the Sopwith Camel, in a heroic attempt to foil the plans of his archenemy, The Red Baron. Join Snoopy and friends as you take on the villainous Baron and his cohorts in this thrilling aerial adventure.



HOW TO PLAY

Upon starting a new game, Snoopy will enter Basic Training. Here, the objective is to become familiar with the controls and the heads-up-display.



After completing Basic Training, Snoopy can choose to continue training at Marcie's Flight School or enter the first world by flying into the Aerodrome Island Billboard.



When Snoopy flies into the Billboard, he will be able to select any available mission. There will be a mission briefing and the mission will begin.

When Snoopy completes the mission or loses all of his chances, the mission will end, and Snoopy can also choose to return to the Neighborhood any time by selecting "Exit Level" from the Pause Menu.

As Snoopy completes missions, new worlds will become available and he can continue his hunt for the Baron's secret lair.

GAME SCREENS

MAIN SCREEN:

- 1 Health Meter
- 2 Stunt Meter
- 3 Chances
- 4 Primary Objective
- 5 Secondary Objective
- 6 Secondary Weapon Ammunition
- 7 Radar



OBJECTIVES



ALLIES



ENEMIES

PAUSE MENU:

- **Resume:** Resume the game.
- **Objectives:** List all Primary and Secondary Objectives.
- **Restart:** Restart the mission.
- **Options:** Set game options.
- **Exit Level:** Return to the Neighborhood.
- **Quit Game:** Quit the game and return to the Main Menu.



The Pause Menu also lists the number of Paw Coins you have collected, any Letters you have found during the level, and Balloons.

THE NEIGHBORHOOD

The Neighborhood is where Snoopy can access other Worlds, visit Marcie's Flight School and buy weapons and upgrades from Pigpen's Shop.

MARCIE'S FLIGHT SCHOOL:

Marcie has three courses available:

- **Navigation**
- **Weapons Training**
- **Dog Fighting Training**

You can take these courses any time you want to improve your flying skills.

PIGPEN'S SHOP:

You can buy Secondary Weapons here as well as upgrade Snoopy's plane. You'll need Paw Coins for both of these. You can also unlock and buy multiplayer characters here!

You can upgrade 4 levels of your Machine Gun, Health, and Stunt. Machine Gun upgrades increase the firepower of Snoopy's Primary Weapon. Stunt upgrades increase the amount of time Snoopy can perform stunts. And Health upgrades increase Snoopy's resistance to enemy fire.

Some Secondary Weapons are available immediately to purchase. Some unlock when you collect a certain number of Balloons.

Snoopy can also unlock multiplayer characters and aircraft for Dog Fighting Mode at Pigpen's Shop. Find Letters in each of the stages to unlock them.

BILLBOARDS:

Fly into the Billboards around the baseball field to enter different worlds. You can choose a campaign mission from here. More will open as you play.



PICKUPS



ROOT BEER:

Collect Root Beer to replenish your health when you've taken damage. You can earn Root Beer by smashing up The Red Baron's minions.



AMMO:

Collect Ammo to refill your Secondary Weapons. Some weapons don't need Ammo.



PAW COINS:

Paw Coins come in 3 varieties: 1, 5 and the very rare 100. Use these to purchase upgrades at Pigpen's Shop in the Neighborhood. Three types of upgrades are available: Health, Machine Gun and Stunt.



BALLOONS:

Collect Balloons to unlock new weapons for Snoopy. The different color Balloons in each world unlock different weapons.



LETTERS:

Collect Letters in a world to unlock new multiplayer characters for purchase in Pigpen's shop.

WEAPONS

Snoopy's arsenal is available to pick up in the Neighborhood. Snoopy can equip one weapon at a time to his aircraft. Snoopy starts the game with only the Sky Rockets and the Woodstock Missile. Snoopy can buy other weapons from Pigpen.



Sky Rockets:

The Sky Rockets will target your enemies and explode in a patriotic blast!



Woodstock Missile:

The Woodstock Missile is controlled in flight, just like your airplane.



Balloon Launcher:

The Water Balloon Launcher will splash your enemies, and knock them out of the skies.



The Stinger:

Massive bees will hunt down your enemy once you have a lock.



Potato Gun:

A rapid fire potato launcher to french fry your opponent.



Flame Boomerang:

The Flame Boomerang will ricochet off several targets in one shot.

Unlock this weapon by collecting all the Red Balloons.



Lightning Rod:

Use the Lightning Rod to shock your opponents with massive energy bolts!

Unlock this weapon by collecting all the Yellow Balloons.



Roman Candles:

Fire several separate fireworks that will home in on your enemies.

Unlock this weapon by collecting all the Green Balloons.



Snow Blower:

Fire a freezing blast.

Unlock this weapon by collecting all the Blue Balloons.



10 Gauge Pumpkin:

Fire off a burst of seeds. This weapon is best used when close to your target.

Unlock this weapon by collecting all the Orange Balloons.

ALLIES



Woodstock:

Snoopy's trusty sidekick. He helps out by operating Secondary Weapons and sometimes acts as a tail gunner on his glider, trailing behind Snoopy.



Charlie Brown:

That round-headed kid. Responsible for feeding Snoopy and cleaning the Allies' hangar.



Sally:

The spy for the allies. Frequently flies solo missions.



Lucy:

Commander Lucy is also a hotshot pilot and is responsible for bossing everyone around.



Linus:

Linus acts as the Allies' Intelligence Officer. He has a cool head and gives good advice.



Pigpen:

Pigpen is a great mechanic, always tinkering with Snoopy's plane. He also runs a shop where Snoopy can buy new weapons.



Marcie:

Marcie is the brains of the operation. She knows all about Snoopy's weapons and his plane.



Peppermint Patty:

Pilots the Allies' bomber. She's also a great pilot but needs backup while flying her slow aircraft.



Franklin:

Snoopy's wingman. He knows the ropes and can help you out.



Schroeder:

A great sailor. He can help Snoopy from the water.



Rerun:

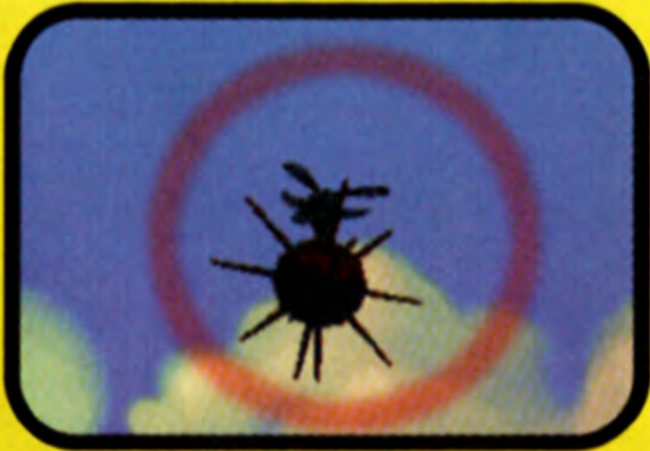
Rerun is another Ace Pilot. He is a bit of a show off.

FOES



Copter Bot:

Weak and mostly harmless. In great numbers they can be dangerous.



Bomb Bot:

A Copter Bot with an explosive payload.



Blimps:

Storehouse for Copter Bots and Bomb Bots.



Mine:

If you get close, they will explode!



PT Boats:

These dangerous enemies attack from the waterways and launch missiles.



Tanks:

Tanks are capable on any terrain and have a huge cannon. Be careful!



Blue Fighter:

The bulk of the Red Baron's Fleet. These are relatively slow and weak planes.



Green Fighter:

Faster and more maneuverable, Green Fighters also have a tail gunner to watch out for.



Purple Fighter:

Purple Fighters are the fastest and most dangerous planes that the Red Baron owns. Superior firepower and handling make these very formidable foes, even for a Flying Ace.



The Red Baron:

Not much is known about The Red Baron, other than he is the most skilled pilot in the Flying Circus.

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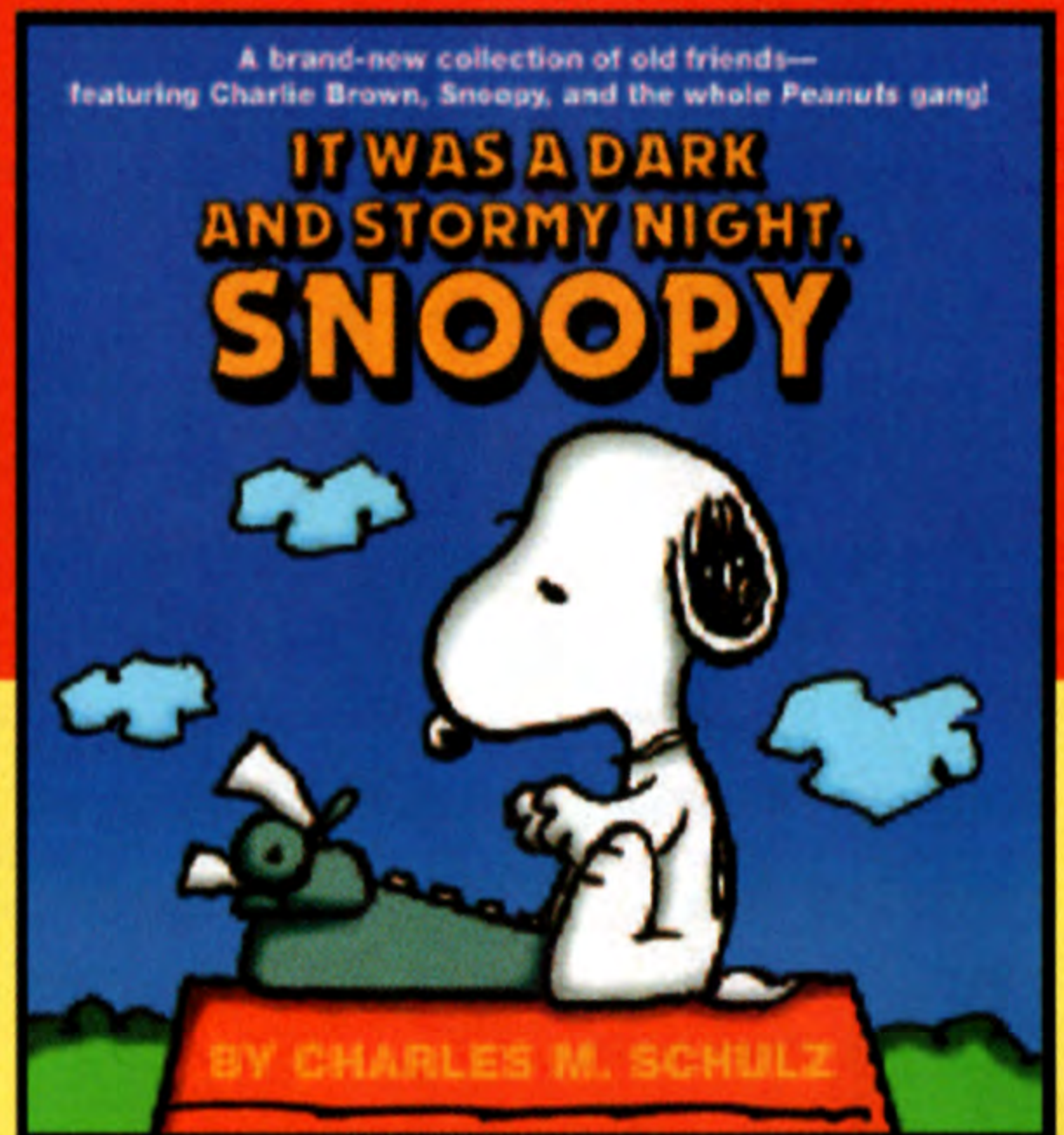
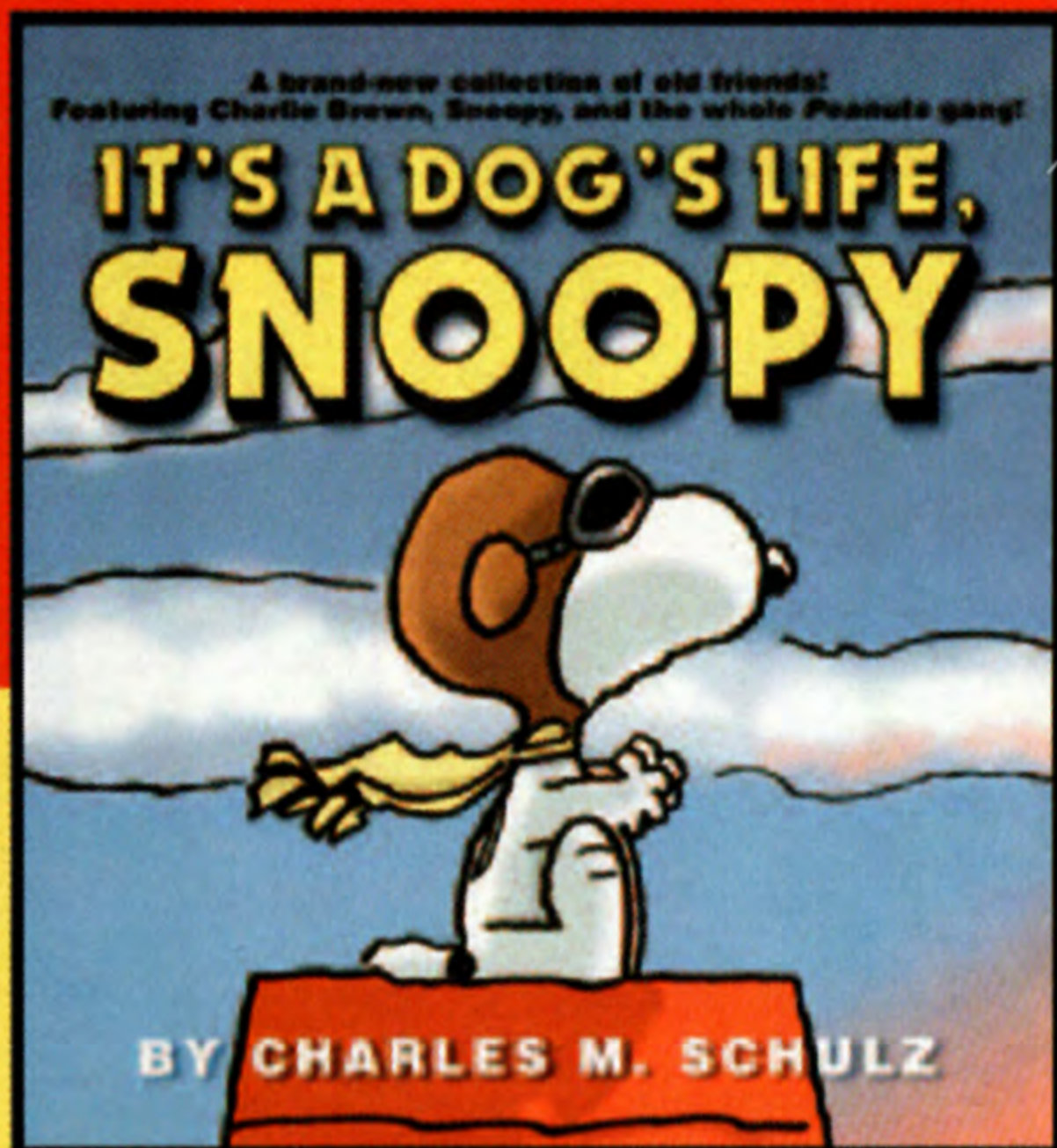
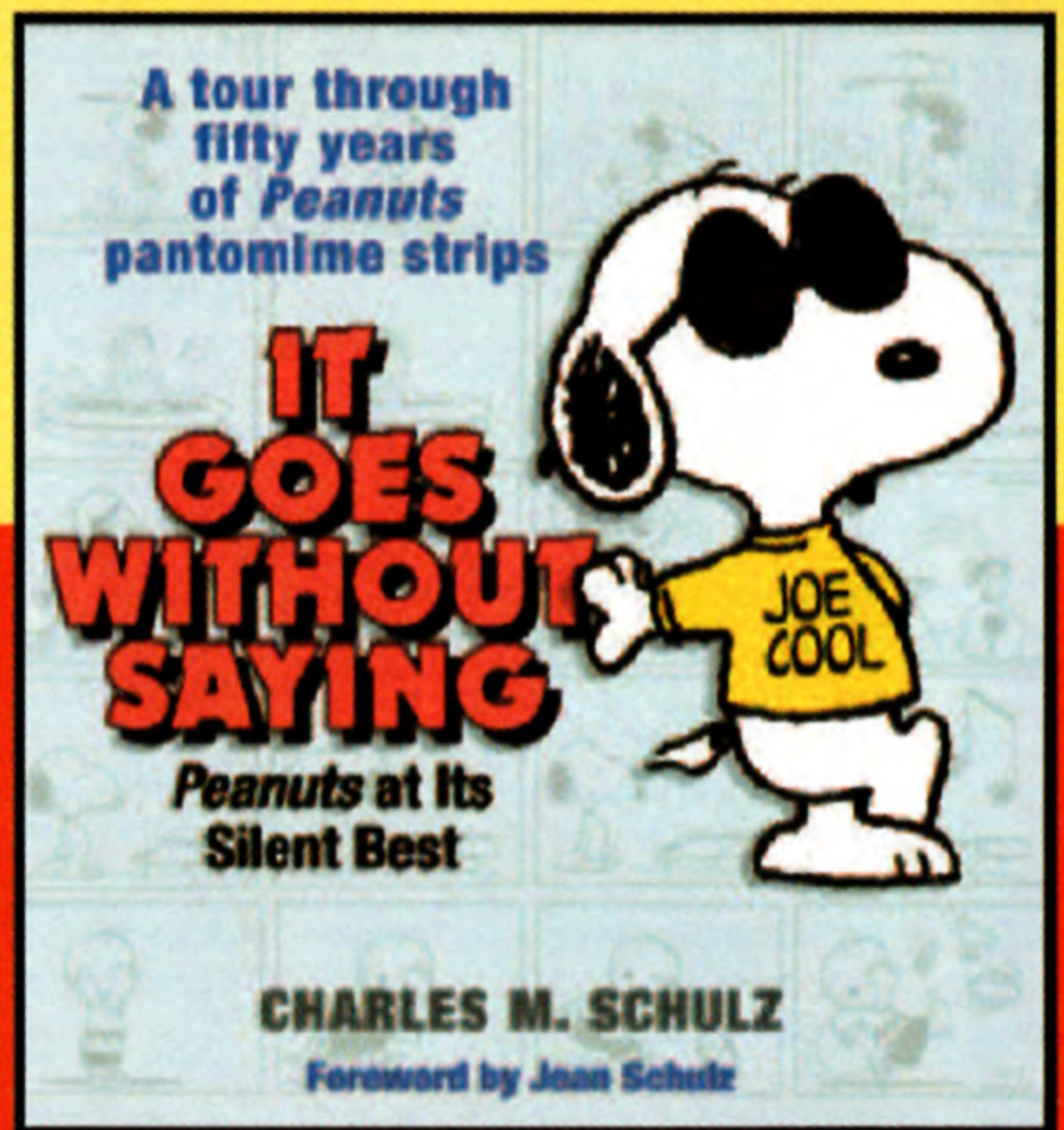
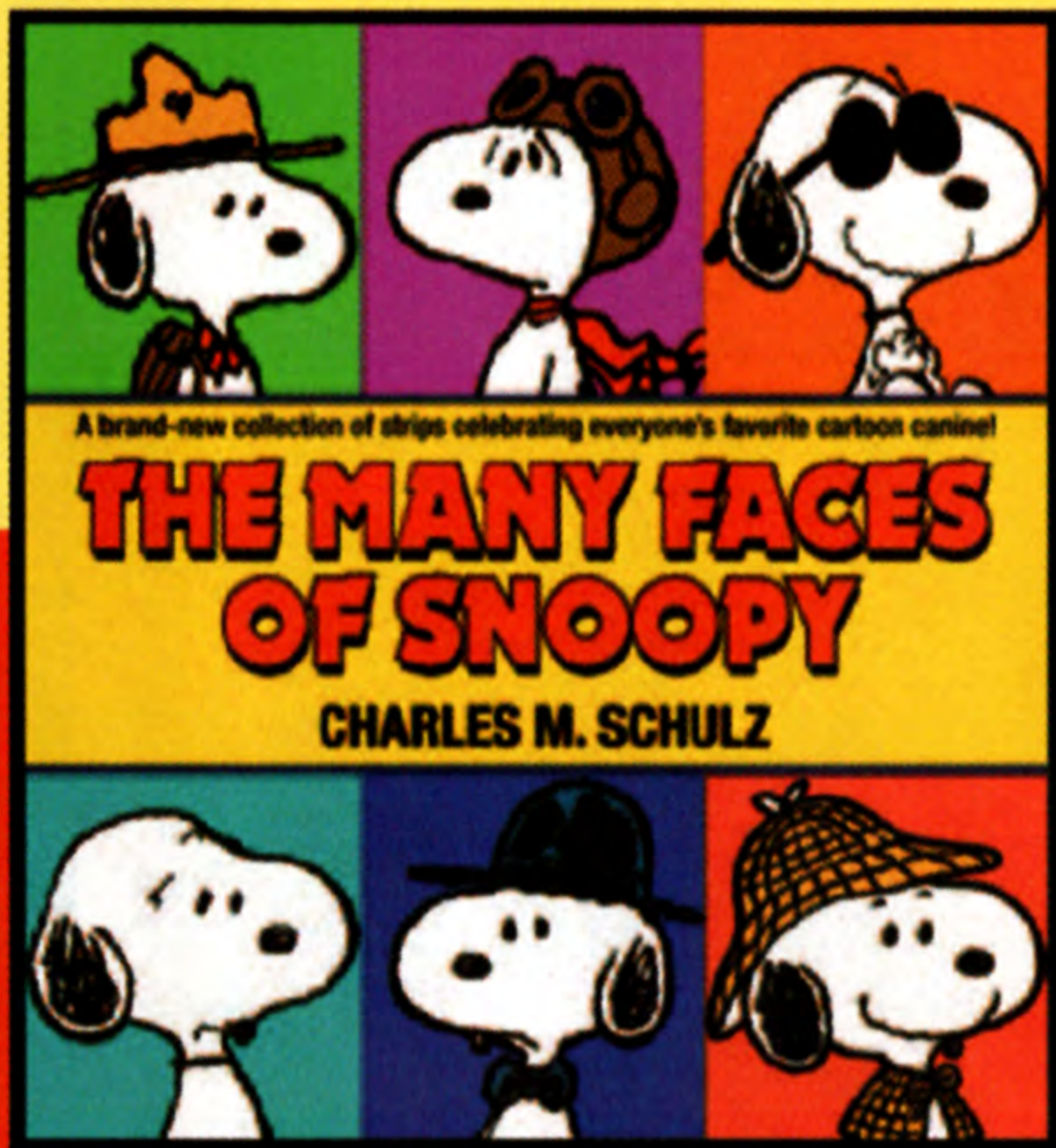
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Very Special Thanks to:
Charles M. Schulz for creating
such wonderful characters.


YOU'VE PLAYED THE GAME.

Now join Snoopy on more exciting adventures!

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Available wherever books are sold

 Ballantine Books | www.peanuts.com

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?

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PlayStation®2



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