

- Reformatted, spell-checked and added a version number.

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B1. Contact Me
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If you want to contact me, use the following e-mail address:

swtzwondrboy20@yahoo.com

I'll be willing to answer questions, providing my memory of a game can hold out that long. If you have something to say you can send it my way then do so. I've been getting a lot of silly IM's lately since I provided my IM name to the public in my FFO walkthrough. I still find this rather amusing that people IM me with some rather odd stuff. My AIM name is the same as my yahoo e-mail address. Not to hard to remember, eh?

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C1. Games
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We find our friend, Snoopy, flying from the U.S (Which sets on a cloud apparently) to some Italian landmark. (which sets on a cloud as well.) He gets in his pink airplane, and makes a travel to the other side of the world to compete in the world's greatest competition! THE SNOOPY
You can play single player practice, which lets you hone your skills at the game, or play with your friends. Once you have the basics down, you can then try your luck at single player tournament. Where you have to collect points to get a gold medal. Every time you beat this mode, the amount of points it takes increases. Good luck.

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- D1. Sack Race -
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The Premise: To beat the other person across the finish line.

How you do this: By pressing the A button at certain times

Controls:

- A - Jump
- B - N/A

Tips: This game isn't "press the A button as much as you can" You need to time the pressings about .25 of second apart. It shouldn't be to hard to win this. Just beat the old dog in the other sack across the finish line. If you happen to fall back far enough, the bird will push you up towards the front again. So you can't lose by a total blowout.

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- D2. Overboard -
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The Premise: Push the other guy off of the boat before he can do the same to you.

How you do this: By pressing the A button a lot.

Controls:

- A - Pushes
- B - Pushes

Tips: Time your pushing accordingly. The other guy can always make the boat tipsy, and you will fall off. Keep moving as well, this helps in making it to were he can't push you as easily. After you get the upper hand, he'll fall real quickly.

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- D3. Boot Throwing -
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The Premise: Throw the boot as far as you can
How you do this: By twirling the control pad, then pressing A.

Controls:
Directional Pad - Use to swing boot around in circles.
A - Throws Boot

Tips: Think of a clock. When you begin to throw the boot, Snoopy will start to swing it counter-clockwise. When the boot reaches the "6" or "5" on the clock, let go of the boot. It'll go pretty far. There's no real point to this game, other than trying to beat your own score. My record is like 18 feet... so ha.

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- D4. Pile of Pizza -
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The Premise: To get across the finish line with the most amounts of pizza in hand
How you do this: Very Slowly.

Controls:
Directional Pad = To move the guy

Tips: It's not hard to figure out when one of the pizzas are going to fall off the stack. Just take it slow and you should be ok. Such a shallow game.

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- D5. Pogo -
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The Premise: Manage to make it over all the bars
How you do this: By jumping over the bars at the right time.

Controls:
Right On Directional Pad - Allows you to jump right.
A - Allows you to jump

Tips: This is pretty hard to put it in simple terms. You have to stay somewhat far away from the wall, then press right, followed by A. With luck you'll be able to make it to the very end of this tough thing. Even I had problems trying to get past this.

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- D6. River Jump -
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The Premise: Get Snoopy across to the other side of the river
How you do this: By precise timing

Controls:

A - Makes you run

B - Makes you put the pole in the ground

Tips: Timing on this thing is crucial. If you put the pole into the water too late, then you'll drown. Too early will result in you falling flat on your face. It'll defiantly take practice to get this down. It might look like you made it at first, while in the air on the pole, but you'll soon fall off and drown.

D1. Disclaimer

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