## **Activision Classics Barnstorming FAQ**

by mike tru

Updated to v1.00 on Jan 28, 2004

		Barnstorming	
====		   Atari 2600	=
lI		FAQ/Walkthrough	_
		Version 1.00	_
		Mike Truitt   _	_
		Tuesday, January 20, 2004	_     _
 ======			_  _ =======
Со	ntents:		
	I	About this FAQ	
	I I	Version History	
I	ΙΙ	Game Basics	
	I V	Flight Controls	
	V	Strategy	
	VI	Game Components	
V	'II	Notes & Thanks	
	I	ABOUT THIS FAQ	======
Mission	Statement		
was l	ooking through a	a bunch of my older games and was wondering to FAQs for these classics. So I decided to wri es. That is why this guide is here today. I ho	te a gui
was l hy I d	ooking through a didn't write any de of my favorite		te a gui
was lyhy I d for som	ooking through a didn't write any de of my favorite du out.	FAQs for these classics. So I decided to wri	te a gui
was l why I d for som	ooking through a didn't write any de of my favorite du out.	FAQs for these classics. So I decided to wri	te a gui
was l why I d for som	ooking through a didn't write any de of my favorite du out.	FAQs for these classics. So I decided to wri	te a gui
was lyhy I d for som	ooking through a didn't write any de of my favorite du out.	FAQs for these classics. So I decided to wri	te a gui
was lyhy I d for som	ooking through a idn't write any se of my favorite su out.	FAQs for these classics. So I decided to writes. That is why this guide is here today. I have	te a gui
was l why I d for som	ooking through a didn't write any see of my favorite out.	FAQs for these classics. So I decided to wri	te a gui
was l why I d for som	ooking through a didn't write any se of my favorite u out.  Totice  This FAQ is ousing of this	FAQs for these classics. So I decided to writes. That is why this guide is here today. I he copyrighted information of Mike Truitt. Any	te a gui
was lyhy I d for som	ooking through a idn't write any se of my favorite su out.  This FAQ is ousing of this author, Mike	FAQs for these classics. So I decided to writes. That is why this guide is here today. I have copyrighted information of Mike Truitt. Any s FAQ without permission granted by the	te a gui
was lyhy I d for som	ooking through a didn't write any see of my favorite out.  This FAQ is considered using of this author, Mike usage of this	FAQs for these classics. So I decided to writes. That is why this guide is here today. I have copyrighted information of Mike Truitt. Any s FAQ without permission granted by the Truitt, is strictly prohibited. To obtain	te a gui
was l why I d for som	ooking through a didn't write any se of my favorite out.  This FAQ is ousing of this author, Mike usage of this miketru@earth	FAQs for these classics. So I decided to writes. That is why this guide is here today. I have copyrighted information of Mike Truitt. Any s FAQ without permission granted by the Truitt, is strictly prohibited. To obtain s FAQ, simply send an e-mail to this address	te a gui
was l why I d for som	ooking through a didn't write any se of my favorite su out.  This FAQ is a using of this author, Mike usage of this miketru@earth website / puk	FAQs for these classics. So I decided to writes. That is why this guide is here today. I have copyrighted information of Mike Truitt. Any s FAQ without permission granted by the Truitt, is strictly prohibited. To obtain s FAQ, simply send an e-mail to this address hlink.net . Please include your name, what	te a gui
I was l why I d	ooking through a didn't write any se of my favorite su out.  This FAQ is a using of this author, Mike usage of this miketru@earth website / puk	FAQs for these classics. So I decided to writes. That is why this guide is here today. I have copyrighted information of Mike Truitt. Any s FAQ without permission granted by the Truitt, is strictly prohibited. To obtain s FAQ, simply send an e-mail to this address halink.net . Please include your name, what oblication you are representing, and I will	te a gui

I I	VERSION HISTORY
Version 1.00	I have got just about all of the FAQ completed. There may be some more updates in the future.
Last Updated:	Tuesday, January 20, 2004
•=====================================	GAME BASICS
DIFFIC	CULTY OPTIONS
Difficulty 1a	If you choose this option, the clearance of the barns is decreased
Difficulty 1b	This option defaults the clearance back to normal
Difficulty 2a	This option creates more geese to distract you
Difficulty 2b	This option defaults the geese back to the lower amount
M O D E S	OF PLAY
Game 1: Hedge Ho	This is the easiest mode of play that there is. The goal for this level is to fly through 10 barns in the absolute minimum amount of time. There is a set pattern of how windmills and barns are set-up, so every time you play through you can expect the same thing.
Game 2: Crop Dus	Crop duster has the same setup as Hedge Hopper. You have to go through 15 barns instead of the 10 in Hedge Hopper. The pattern of barns and windmills have also changed.
Game 3: Stunt Pl	Once again, this mode of play is just like the previous two, however, you will notice that there are more geese this round, and that the pattern has - once again changed. To view the three patterns, check out the "Strategy" section of the FAQ
Game 4: Flying A	 Ace Flying Ace for the most part is a harder versions of

Game 4: Flying Ace

Flying Ace for the most part is a harder versions of the other three levels. One major difference is now you must fly through 25 barns as opposed to 15 or 10. It should also be noted that there is no longer a set pattern for the barns so you will have to go on strategy and skill alone to complete this course.

I V	FLIG	GHT CONTROLS
	the flight simulators quite basic and eas	s of today, the controls for flight in sy to learn.
Action Button	Engine Throttle	The more you hold onto this button the faster your plane will fly. If you let go of the button you will slow down.
Joystick		If you push up on the joystick your planes altitude will increase. Likewise if you hold down, you will descend.
V	: STRA	 TEGY
	things will add a caught in a flock  You should also t  If you are flying bottom edge of yo	ch out for the geese. Hitting one of these few seconds to your time. If you get a, you might as well reset the game.  Try to stay as low as possible at all times over a windmill, then you will want the our plane to barely clear the top, this was any excessive movement.
	you are not payin	to look at for is the barns themselves. If ag attention you will not make the clearance right off of the top of the barn. So make the way down!
dvanced Strateg	 gy Here is the pa 	tterns for which the levels are based
Hedge Hopper	Windmill - Windmill Windmill - Windmill Windmill - Windmill - Barn - Barn - Bar Windmill - Windmill Windmill - Barn - W Windmill - Windmill	Windmill - Barn - Windmill - Barn -   - Windmill - Barn - Windmill - Barn -   - Barn - Barn - Windmill - Barn -   - Windmill - Barn - Barn - Barn - Barn   - Windmill - Barn - Barn - Barn -   - Windmill - Barn - Barn - Barn -   Windmill - Barn - Windmill - Barn -   - Windmill - Barn - Windmill - Windmill   - Windmill - Windmill - Windmill -
Crop Duster		

\_\_ | Windmill Barn - Windmill - Barn - Windmill - Barn -

\_ | Windmill - Windmill - Windmill - Barn - Barn - Windmill - |

		Windmi   Barn -   Windmi   Barn -	ill - Windmil - Windmill - ill - Barn - - Barn - Barr	ll - Barn Barn - Ba Barn - Wi n - Barn -	dmill - Barn - Barn - Windmill -  - Windmill - Barn - Windmill -   rn - Windmill - Windmill -   ndmill - Windmill - Windmill -   Barn - Windmill - Windmill -   - Windmill - Windmill - Windmill
Stur	nt Plane	- Wind   Windmi   - Barr   Windmi   - Barr   - Wind   Windmi	dmill - Windn ill - Barn - n - Barn - Wi ill - Windmill n - Windmill dmill - Windn ill - Barn - ill - Windmill dmill - Barn	mill - Bar Windmill Indmill - : Il - Barn - Windmil mill - Bar Windmill	ndmill - Barn - Barn - Windmill   n - Windmill - Windmill -   - Windmill - Windmill - Windmill  Barn - Windmill - Barn - Barn -   - Windmill - Windmill - Windmill  1 - Windmill - Barn - Windmill   n - Windmill - Windmill -   - Windmill - Windmill - Barn -   ill - Barn - Windmill - Windmill  1 - Barn - Barn - Barn - Barn -
=====	V I		GAN	ME COMPONE	NTS
#	Component	. Name	Alignment	Mobile	Visual Description
1	Airpla	ane	Good	Yes	Basic everyday cropdusting air   plane. Brown in color
2	Barnho	ouse	Good	No	Rectangular building set on the   ground. It has a red base and a   roof that fades from gray to   black. Your goal is to fly your   plane through these
3	Geese	è	Evil	Yes	White birds that are flying   around above the windmills. If   you hit one, they will slow   you down.
4	Windm	ill	Evil	No	Tall black structures that you   must fly over. If you fly your   plane into one of these, it   will slow you down dramatically
====					

A great deal of gratitude is expressed towards all webmasters on the Internet that spend their priceless time and hard earned money for the sole purpose of

_	ume industry would be nowhere near what it is today. Thank Yo	Ju HII.
• • • • • • • • • • • • • • • • • • • •		• • • • • •
• • • • • • • •	•••••	• • • • •
• • • • •		• • • •
• • • •	This FAQ is copyrighted information of Mike Truitt. Any	• • • •
• • • •	using of this FAQ without permission granted by the	••••
• • • •	author, Mike Truitt, is strictly prohibited. To obtain	• • • •
• • • •	usage of this FAQ, simply send an e-mail to this address	• • • •
• • • •	miketru@earthlink.net . Please include your name, what	• • • •
• • • •	website / publication you are representing, and I will	• • • •
• • • •	surely grant you permission.	• • • •
• • • •		• • • •
• • • • • • •	•••••	• • • • • •
		• • • • • •

This document is copyright mike tru and hosted by VGM with permission.