

Activision Classics Barnstorming FAQ

by mike tru

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				Barnstorming				
				Atari 2600				
				FAQ/Walkthrough				
				Version 1.00				
				Mike Truitt				
				Tuesday, January 20, 2004				

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I	ABOUT THIS FAQ
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Mission Statement

I was looking through a bunch of my older games and was wondering to myself why I didn't write any FAQs for these classics. So I decided to write a guide for some of my favorites. That is why this guide is here today. I hope it can help you out.

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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

I I IGAME BASICS

D I F F I C U L T Y O P T I O N S

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 O F P L A Y

Game 1: Hedge Hopper

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 Duster

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 Plane

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 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.

Windmill - Windmill - Barn - Windmill - Windmill - Windmill -
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Stunt Plane | Barn - Barn - Windmill - Windmill - Barn - Barn - Windmill |
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 | Windmill |

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 | V I | GAME COMPONENTS |
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#	Component Name	Alignment	Mobile	Visual Description
1	Airplane	Good	Yes	Basic everyday cropdusting air plane. Brown in color
2	Barnhouse	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	Evil	Yes	White birds that are flying around above the windmills. If you hit one, they will slow you down.
4	Windmill	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

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 | V I I | NOTES AND THANKS |
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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

allowing people from all different walks of life, come together and discuss and help each other with video games. Without that time and that money, the video game industry would be nowhere near what it is today. Thank You All.

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