



ONE OR TWO PLAYER

Blue Baron features a series of the most testing air combat missions yet seen on the Commodore 64.

Take off from the allies' airfield, identify and eliminate strategic enemy installations, avoid hostile enemy fire from the ground and air, collect fuel and restore aircraft damage before landing back on friendly turf. Sounds easy?

Not when you have to deal with some of the best opposition in the history of modern flying, and a whole host of different missions designed to test your flying combat skills to their limits!

Program:
Steve Metcalf
Music:
Adam Gillmore
Made in UK

COMMODORE
64/128

BLUE
BARON

BLUE BARON

COMMODORE 64/128



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COMMODORE LOADING
INSTRUCTIONS
Press SHIFT and
RUNSTOP together. Press
PLAY on the tape.

Contact!! Chocks Away!!

It is 1918. The war has produced the first Air Aces. Men of steely courage, ready to risk their lives for king and country, in the cramped cockpits of the flimsy Sopwith Camel. Men like the Blue Baron, squadron leader and ace, supreme of the Royal Flying Corps.

With an equally skilled adversary and determined ground forces, combat life can be perilously short. Tackling high risk missions over enemy territory, live the life of an air ace.

Blue Baron - Air Combat at its most deadly



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OPTIONS

The Blue Baron's aircraft is controlled via a **JOYSTICK** connected to Port Two on the Commodore 64. On a two player game, the second player uses a Joystick connected to Port One on the Commodore 64. In this mode, the second player acts as the Blue Baron's bomber pressing **FIRE** to drop bombs and controlling the direction of the Machine Gun Fire. Activation of the machine gun is still controlled by Player One's fire button.

"1"	Starts One Player Game
"2"	Starts Two Player Game
"Space"	Drops bombs in One Player Mode
"Run/Stop"	Pauses the Game
"Space"	Quits the game whilst on pause
"Fire Button Two"	Starts the game after pausing

GAMEPLAY

During the course of his 12 missions, the Blue Baron has to fly over a series of enemy territories locating and destroying vital enemy installations. All targets are specified at the start of the mission, and most can be destroyed by one direct bomb hit. Heavily protected units, such as Bunkers, may require two direct hits for complete destruction. As the Blue Baron can only carry one bomb at a time, the aircraft must land at an Airfield to collect another bomb.

A mission is completed once all targets specified have been destroyed. If the Blue Baron is destroyed before completing a mission, the mission must be started again from the beginning.

Enemy aircraft activity is normally high in these areas, and the enemy will try to prevent completion of missions by hostile fire. The Blue Baron can take **FOUR** direct hits,

indicated above the plane's joystick, before being destroyed. The more hits sustained, the slower the firepower of the aircraft.

If enemy planes are destroyed, they sometimes release units of Fuel or Hit repair. These can be collected to extend flying time:

"H" - Hit Token	Repairs damage on Hit Meter
"F" - Fuel Unit	Adds Fuel to the Fuel Tank.

The indicator is shown on the left hand side of the cockpit.

AIRFIELDS

All friendly Airfields are marked in the territory by Wind Socks. Landing refuels the plane, allows the ground crew to repair hits and load a bomb onto the Blue Baron. No fuel is used whilst the plane is on the Airfield, although enemy aircraft will still fire at this slow moving target.

Moving the Joystick left and right when the Blue Baron is on the tarmac allows the plane to be taxied into position. Holding the Joystick in the required direction means that the Blue Baron will pick up speed and automatically take off.

BARNSTORMING

Barnstorming is a daring but dangerous method of gaining high point levels on a mission. Barns are located all over enemy territory - keep low and beware of roofs. The Blue Baron can only score once per barn.

POINTS

Enemy Aircraft Destruction	20 points
Collecting Bonus Points	50 points
Barnstorming	400 points
Target Destruction	600 points

A new aircraft is awarded every 10,000 points.

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