

A VIDEO  
GAME CARTRIDGE FROM  
 PARKER BROTHERS

*super*  
**Cobra™**

FOR ATARI® AND SEARS® VIDEO GAME SYSTEMS

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## OBJECT

Brush off your ace piloting skills because you're about to take off on a hair-raising adventure: air surveillance of unfriendly territory. This means a 10,000-mile obstacle course through ever-changing terrain... over craggy mountain tops, around tall city buildings, through long jagged tunnels. And that isn't all! The course is just rigged with chopper-stopping weapons like igniting rockets, heavy ground artillery, flying fireballs, and falling mines.

Every 1,000 miles of terrain brings ever-increasing challenges and ever-certain... danger. But a handsome payoff lies at the end for anyone who's got what it takes.

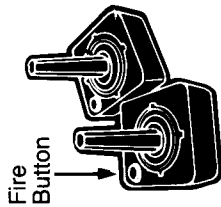
## SETTING THE CONSOLE CONTROLS

1. Since this is a one-player game, plug the Joystick controller firmly into the LEFT controller jack.
2. Select a game speed: SLOW, MEDIUM, or FAST. (These are the speeds at which your chopper flies.) To do this, simply press down the GAME SELECT switch. **If you skip this step, you'll automatically get the MEDIUM speed.**
3. Press GAME RESET and you're ready to fly.

## THE JOYSTICK

Use the Joystick to maneuver your chopper up, down, and to the right. When you move left, the chopper "hovers."

Each press of the FIRE BUTTON releases one missile, then drops one bomb.



## "PAUSE" BUTTON

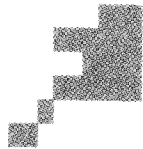
If, at any time during the game, you wish to "freeze" the action and your score on screen, press the TV TYPE switch from "COLOR" to "B-W." When you are ready to play again, simply reset the switch to "COLOR."

## PLAYING

You'll start the game with four choppers. The first appears in action while the remaining three wait "on deck" at the bottom of the screen.

As soon as you press RESET, start to fly your chopper down screen to the right. The object is to avoid the obstacles that border around the chopper's air route in order to gain points for mileage. Hit an obstacle, and the chopper goes down. When a chopper goes down, the next one comes up and begins at the start of the same level where the last one crashed.

In addition to gaining mileage, try to shoot down for points the weapons scattered throughout the course. You'll find four different types of weapons: ground artillery, rockets, fireballs, and mines. The type of weapon you'll find and whether it's activated or not will differ, depending on the level at which you're playing. Just remember: dodge its fire, don't run your chopper into it, and try to shoot it down for points.



Ground Artillery



Fuel Tank



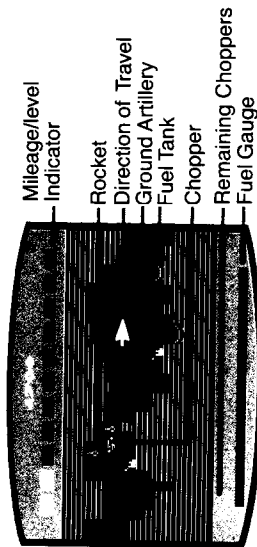
Rocket



Fireball



Mine



Mileage/level Indicator

Rocket

Direction of Travel

Ground Artillery

Fuel Tank

Chopper

Remaining Choppers

Fuel Gauge

### Fuel Tanks

The blue bar at the bottom of the screen is your fuel gauge. Keep an eye on it because if your fuel runs out, your chopper is out of luck. You can replenish your fuel supply by hitting a fuel tank. As the fuel depletes to a dangerous level, you'll hear a warning sound. This tells you to fly to a tank quick and fill up.

### LEVELS 1-11: THE OBSTACLE COURSE

Notice the band at the top of the screen. Each block in the band represents 1,000 miles of the obstacle course—or one game level. There are 11 levels in all. Every time your chopper enters a new level, its corresponding block turns yellow.

Survive one level (with at least one remaining chopper), and you'll hear a brief musical tune. In a moment, you'll cruise into the next level and a different section of the obstacle course.

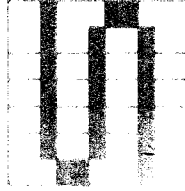
Each level not only shows a different air route, but also displays different combinations of active and inactive weapons. Here's a rundown of what you'll encounter in each game level:

- Level 1: Rockets and ground artillery both inactive.
- Level 2: Rockets ignite, ground artillery inactive.
- Level 3: Flying fireballs active.
- Level 4: Rockets ignite, ground artillery fires.
- Level 5: Ground artillery fires, rockets ignite.

- Level 6: Mines inactive, rockets ignite, ground artillery fires, fireballs inactive.
- Level 7: Mines drop bombs, rockets ignite, ground artillery inactive, fireballs inactive.
- Level 8: Fireballs active.
- Level 9: Rockets ignite, mines drop bombs, ground artillery fires.
- Level 10: Same as Level 9.
- Level 11: Here's where the booty lies. Ground artillery and rockets both active.

### THE BOOTY

When you reach Level 11, the object is to pick up the booty by swooping down and landing on it. If you can accomplish this, there will be a slight pause in the action. After a brief musical tune, you'll go back to Level 1.



Booty

### END OF GAME

The game ends when you run out of choppers.

**Special Feature:** If you press the FIRE BUTTON immediately after the game ends (within 5 seconds), you'll start again at the beginning of the level where you left off, instead of starting at the very beginning of the game. Your score will begin again at zero.

**To play again at the same speed,** press the FIRE BUTTON or RESET.

**To play again at a different speed,** press GAME SELECT for the speed of your choice. Then press the FIRE BUTTON or RESET.

## SCORING

Hitting ground artillery	100 points
Hitting a rocket	50 points
Hitting a fireball	50 points
Hitting a mine	50 points
Picking up booty	5000 points
Points also accumulate as you gain mileage:	900 points for every 1,000 miles travelled.

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