A VIDEO GAME CARTRIDGE FROM
PARKER BROTHERS

super Cobra™

FOR THE COLECOVISION™ GAME SYSTEM

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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 enemy territory. This means an 11,000 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, flobbynoids, and flying saucers.

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

SETTING THE CONSOLE CONTROLS

1. Since this is a one-player game, make sure a hand-held controller is plugged firmly into jack #1.
2. Make sure the cartridge is placed firmly into the cartridge slot.
3. Turn the ON/OFF switch to ON.
4. Press RESET and you'll see your first chopper ready to fly.

NOTE: At any time during the game, you may press RESET to begin again.

THE HAND-HELD CONTROLLERS



Use the joystick on the hand-held controller to fly your chopper up, down, and to the right. When you fly left, the chopper "hovers."

To fire chopper bullets: press the **left** fire button.

To drop bombs: press the **right** fire button.

The remaining keypad buttons will not be used in this game.

PROOF OF PURCHASE

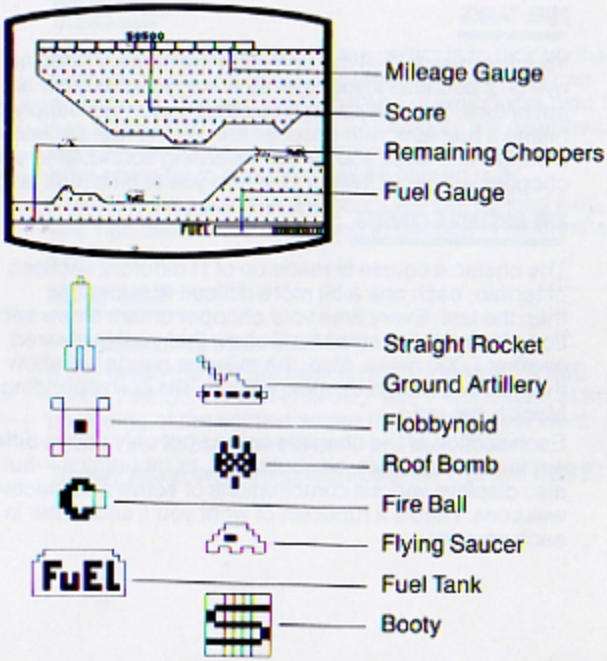
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PLAYING

As soon as the game begins, fly your chopper across the screen to the right. The object is to avoid the obstacles that border around the chopper's air route in order to gain mileage. The mileage gauge is at the top of the screen. Every time you clear 1,000 miles, one block of the gauge turns red, indicating you've entered the next section. Hit an obstacle and the chopper goes down. You have five choppers in all.

In addition to gaining mileage, try to shoot down for points the weapons scattered throughout the course. You'll find six different types of weapons: ground artillery, straight rockets, flobbynoids, roof bombs, fire balls and flying saucers. The type of weapon you'll find and whether it's activated or not will depend on the section 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.

When you lose a chopper, the next one comes up at the beginning of the section where the last one went down.



FUEL TANKS

Your fuel gauge is at the bottom of the screen. Keep an eye on it because if your fuel runs out, your chopper is out of luck. You can partially replenish your fuel supply by hitting a fuel tank with chopper fire. As the fuel depletes to a dangerous level, you'll hear a warning sound, then your chopper will begin falling. This tells you to hit a tank fast!

THE OBSTACLE COURSE

The obstacle course is made up of 11 different sections of terrain, each one a bit more difficult to maneuver than the last. Every time your chopper enters a new section of terrain, the screen will show that you've cleared another 1,000 miles. Also, the mileage gauge will show that you've entered the next section. (Its corresponding block turns red.)

Each section of the obstacle course not only shows different terrain—tunnels, city buildings, or mountains—but also displays various combinations of active and inactive weapons. Here's a rundown of what you'll encounter in each section:

Section 1:	straight rockets active, ground artillery inactive
Section 2:	straight rockets inactive, ground artillery active
Section 3:	straight rockets inactive, ground artillery inactive, flobbynoids active
Section 4:	straight rockets active, ground artillery inactive
Section 5:	straight rockets inactive, ground artillery inactive, roof bombs active
Section 6:	straight rockets active, ground artillery active

Section 7:	straight rockets inactive, ground artillery inactive, fire balls active
Section 8:	straight rockets inactive, ground artillery active, flying saucers active
Section 9:	straight rockets active, ground artillery active
Section 10:	straight rockets active, ground artillery active
Section 11:	Here's where the booty lies. Ground artillery active, straight rockets active

NOTE: Fuel tanks are found in all sections.

THE BOOTY

When you reach Section 11, the object is to pick up the booty by swooping down and landing on it. If you can accomplish this and reach the end of the course, you'll see "CONGRATULATIONS." The booty will disappear after five seconds and play will resume with Section 1. Your score up to that point will be carried over.

If you should pass over the booty without picking it up, you'll go back to the beginning of Section 11 for another try.

END OF GAME

The game ends when you run out of choppers.

If you press the **left** fire button when you see "GAME OVER PRESS TO CONTINUE," you'll start again at the beginning of the section where the last chopper went down. Your score, however, will be reset at zero.

To play again beginning with Section 1, press RESET.

SCORING

Your score is displayed throughout the game at the top of the screen.

Hitting a fuel tank	50 points
Hitting ground artillery	100 points
Hitting a straight rocket	30 points
Hitting a flobbynoid	100 points
Hitting a roof bomb	30 points
Hitting a fire ball	100 points
Hitting a flying saucer	100 points
Clearing 1,000 miles	1,000 points

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