COBRA COMMAND™



SEGA™

WELCOME TO THE NEXT LEVEL™

INSTRUCTION MANUAL

Epilepsy Warning

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Starting Up

1. Set up your Genesis™ and SEGA CD™ systems and plug in control pad 1.

2. Turn on your TV or monitor, and then turn on the Genesis.

3. Press **Start** or **Button A**, **B** or **C** when you see the SEGA CD logo to display the SEGA CD Control Panel.

4. Press **Start** or **Button A**, **B** or **C** again to open the disc tray.

5. Place **COBRA COMMAND CD 1** into the disc tray, label side up. Press **Button A**, **B** or **C** to close the tray.

6. Press **Start** to move the hand cursor on the Control Panel to the CD-ROM button.

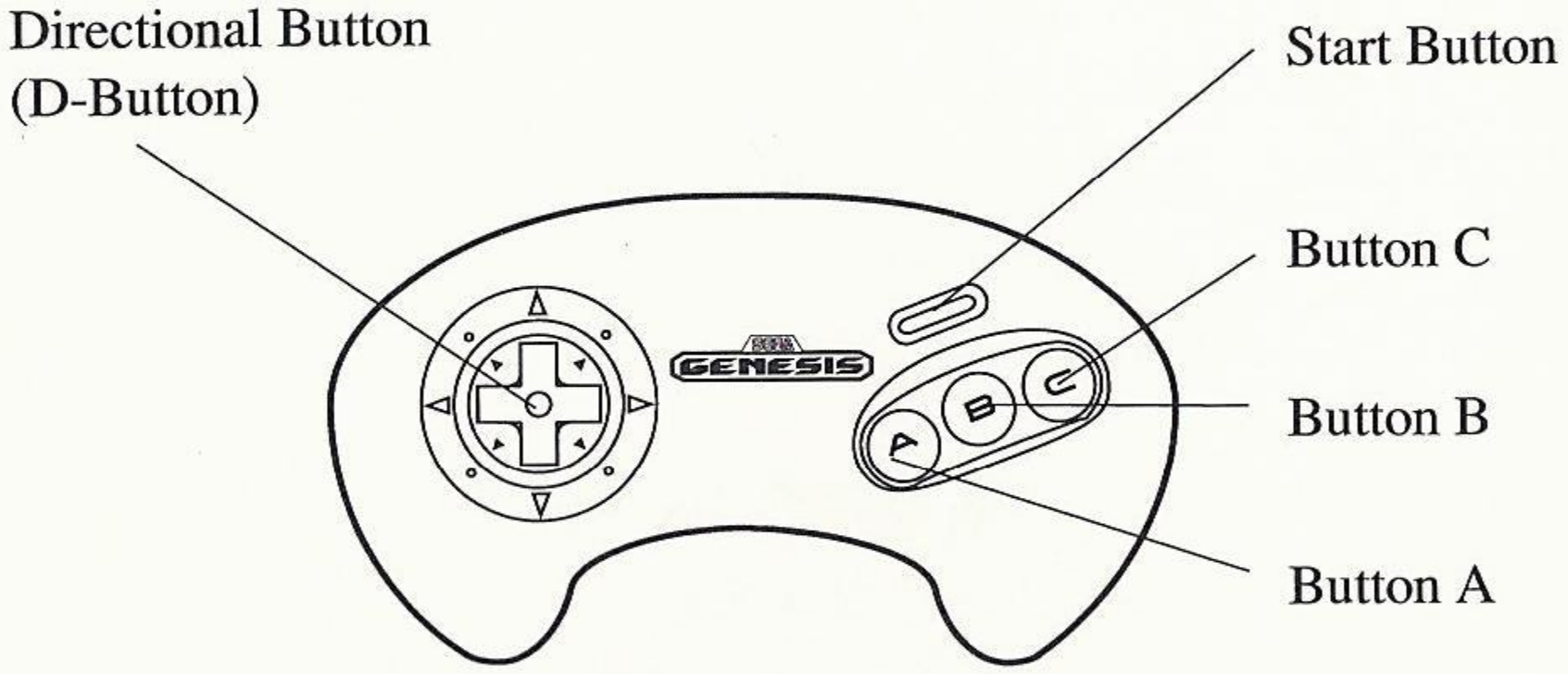
7. Press **Button A**, **B** or **C** to begin your **COBRA COMMAND** assignment.

YOUR MISSION: WIPE OUT THE TERRORISTS!

A terrorist group creates havoc worldwide. But now YOU have the power to stop their deadly schemes, thanks to the development of an awesome new helicopter, the LX-3FX. But the terrorists are fighting back — with lots of deadly weapons. You and the LX-3FX will be tested to the limit.

Engage in gut-wrenching combat in locations like New York, the Grand Canyon and Rome. Your ultimate target is the terrorists' main base, the Super Fortress. To ensure world peace, blast the terrorists once and for all!

Take Control!



START:

- Starts the game from the Start Menu screen.
- Exits from the Start Menu screen to the Config Mode screen.

Note: There is no pause mode in this game.

D-BUTTON:

- Moves the Targeting Sight in the direction pressed.
  - UP makes the LX-3FX pull up.
  - DOWN makes the LX-3FX head down.
  - RIGHT/LEFT makes the LX-3FX fly right/left.

D-BUTTON (continued):

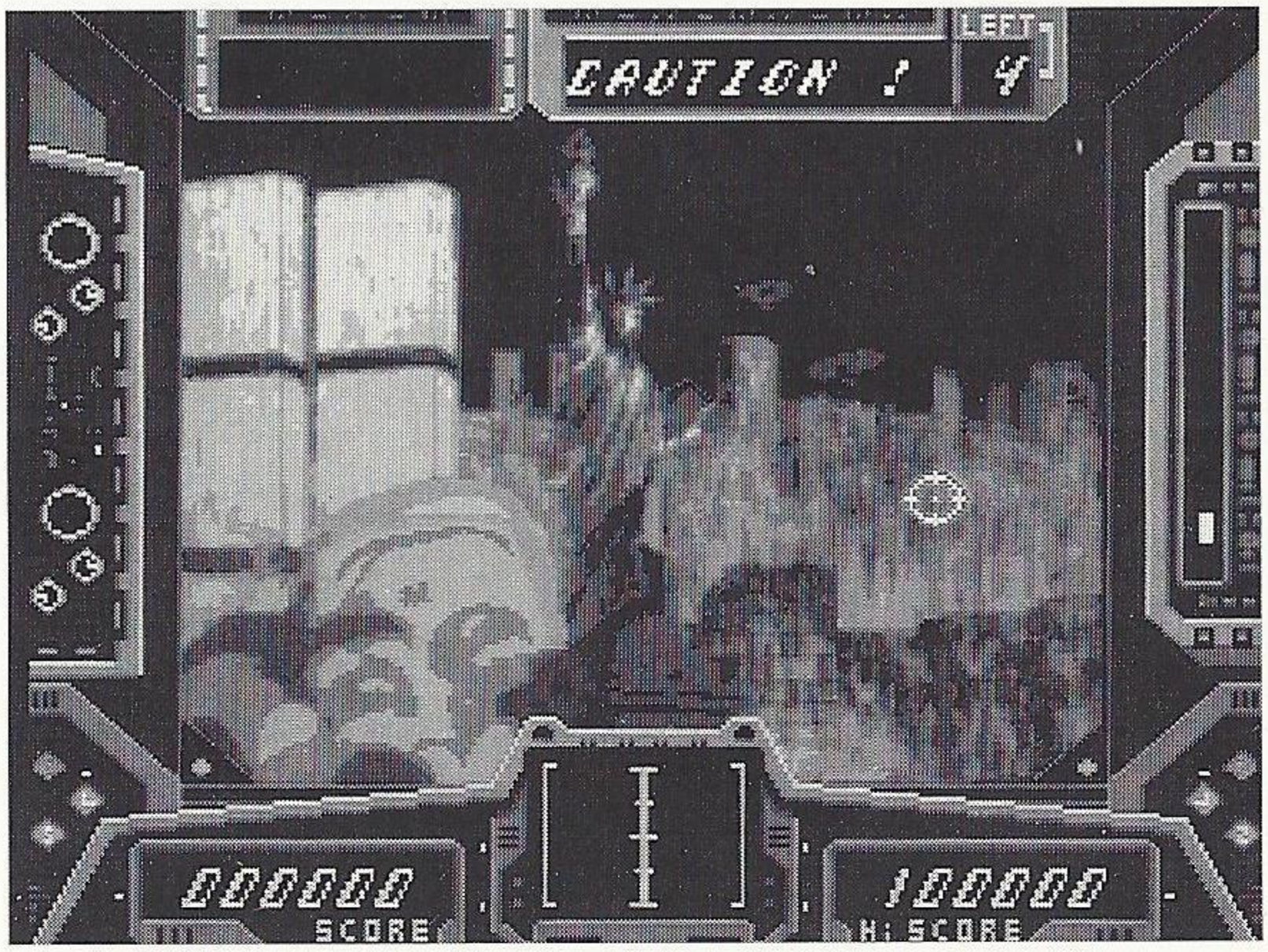
- UP or DOWN highlights selections in the Config Mode and Start Menu screens.
- RIGHT or LEFT changes options in the Config Mode screen.

BUTTON A, B, or C:

- Fires missiles or Vulcan cannons.

Note: You can switch the actions of **Buttons A**, **B** and **C** on the Config Mode screen. See page 5.

BLAST THE SUPER FORTRESS



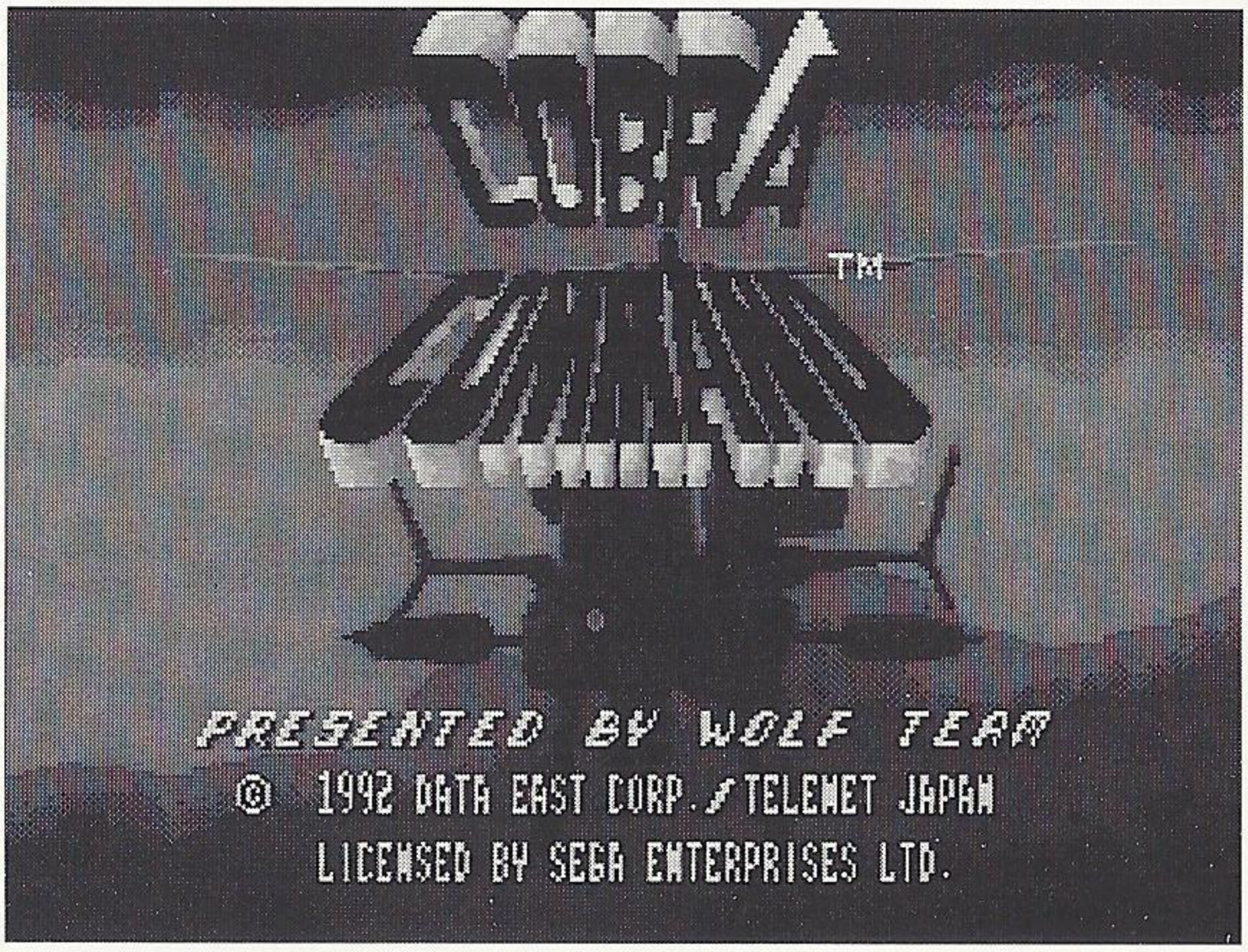
Pilot the LX-3FX to seek and destroy the enemy. Use the Targeting Sight to quickly take aim and fire, fending off the enemy's steady barrage.

Listen closely for spoken and visual flight instructions. (In advanced mode, you must pay particularly close attention to verbal commands!) Follow orders as though your life

depends on it — because it does. Attacking or dodging enemy fire too late, or colliding with objects, will make you lose a life.

The enemy is tough. It takes speed and precision to defeat him. But you must show no mercy if you're to succeed and wipe out the Super Fortress.

Getting Started

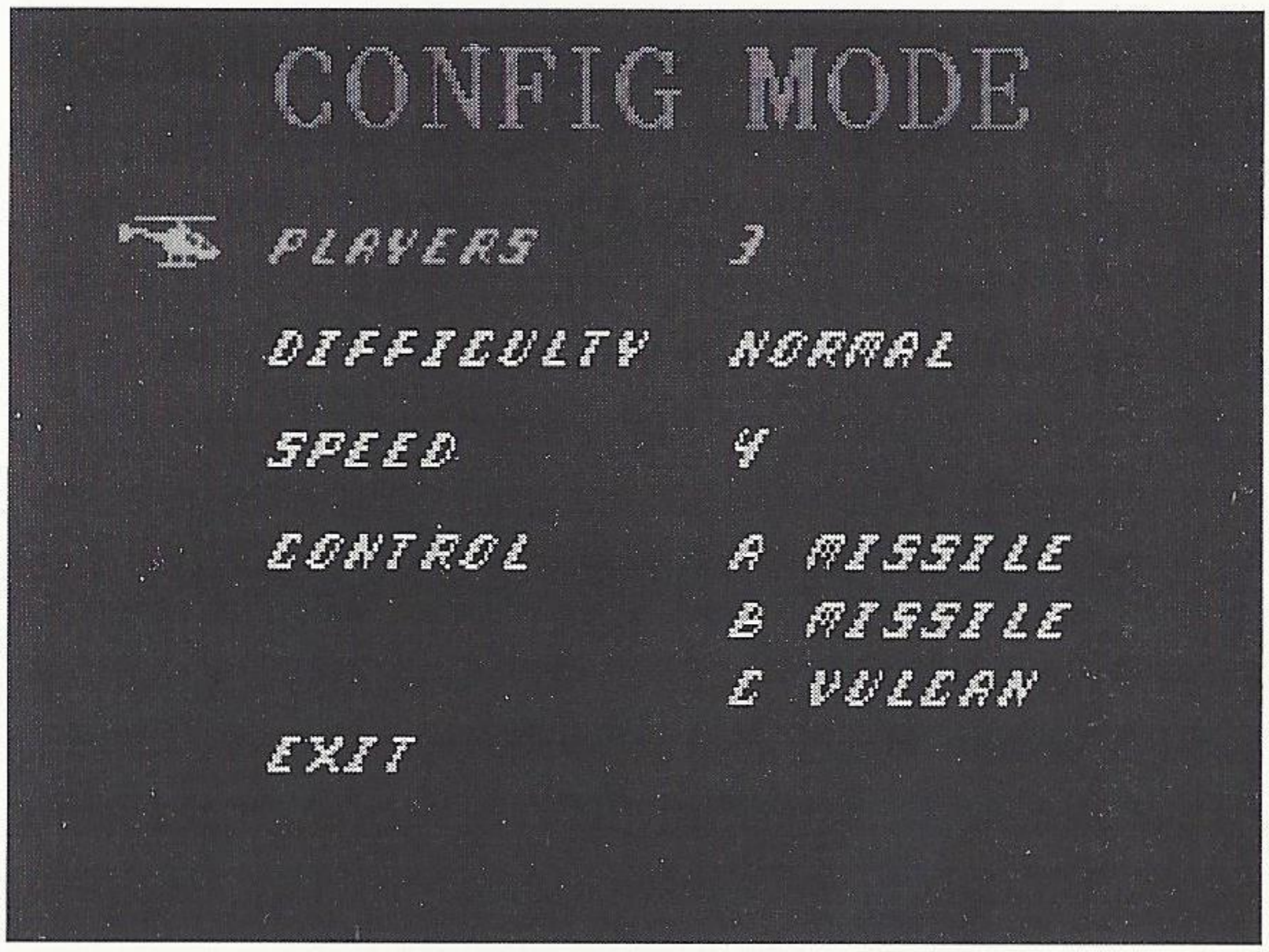


Following the Wolf Team and **COBRA COMMAND** logos, you will see an introduction followed by a brief demonstration. Press **Start** to bring up the Title screen.

Press **Start** again to bring up the Start Menu Screen. **Game Start** starts the game. **Continue** shows the number of times you can continue the game. You have two chances to continue. **Config Mode** lets you modify the game.

Press the **D-Button** UP or DOWN to move the helicopter marker to the command you want, then press **Start**.

The Config Mode Screen



Press the **D-Button** UP or DOWN to place the helicopter marker next to the selection you want. Then press the **D-Button** RIGHT or LEFT to change options within the selection. You can set the following:

Players: Choose from one to five players per game.

Difficulty: Choose between a normal and a hard game. In a hard game, there are no Target Indicators or directional arrows on the helicopter's control panel to guide you.

Speed: Choose between eight speeds for how fast the Targeting Sight moves; Level 1 is the slowest and Level 8 is the fastest.

Control: Press the **D-Button** RIGHT or LEFT to assign different arrangements to Buttons A, B, and C. If you don't change the settings, the buttons will be: A—Fire Missile, B—Fire Missile, and C—Fire Vulcan cannon.

Exit: When you're satisfied with the settings, move the marker to "Exit" and press **Start**. The Start Menu comes up next.

Cockpit Controls

To begin game play, move the marker to START GAME on the Start Menu screen and press **Start**.



Lock On: Appears when the enemy has locked onto you as a target.

Message: Your flight instructions appear here.

Lives Left: Shows the number of lives remaining in the game. You gain an extra life for every 50,000 points scored.

Target Indicator: Shows which enemies you should attack. When this appears, lock on and fire within the brackets, as close to the center as possible.

Targeting Sight: Shows your weapon's aim. **D-Button** UP, DOWN, RIGHT, and LEFT moves the sight. You fire either missiles or Vulcan cannons.

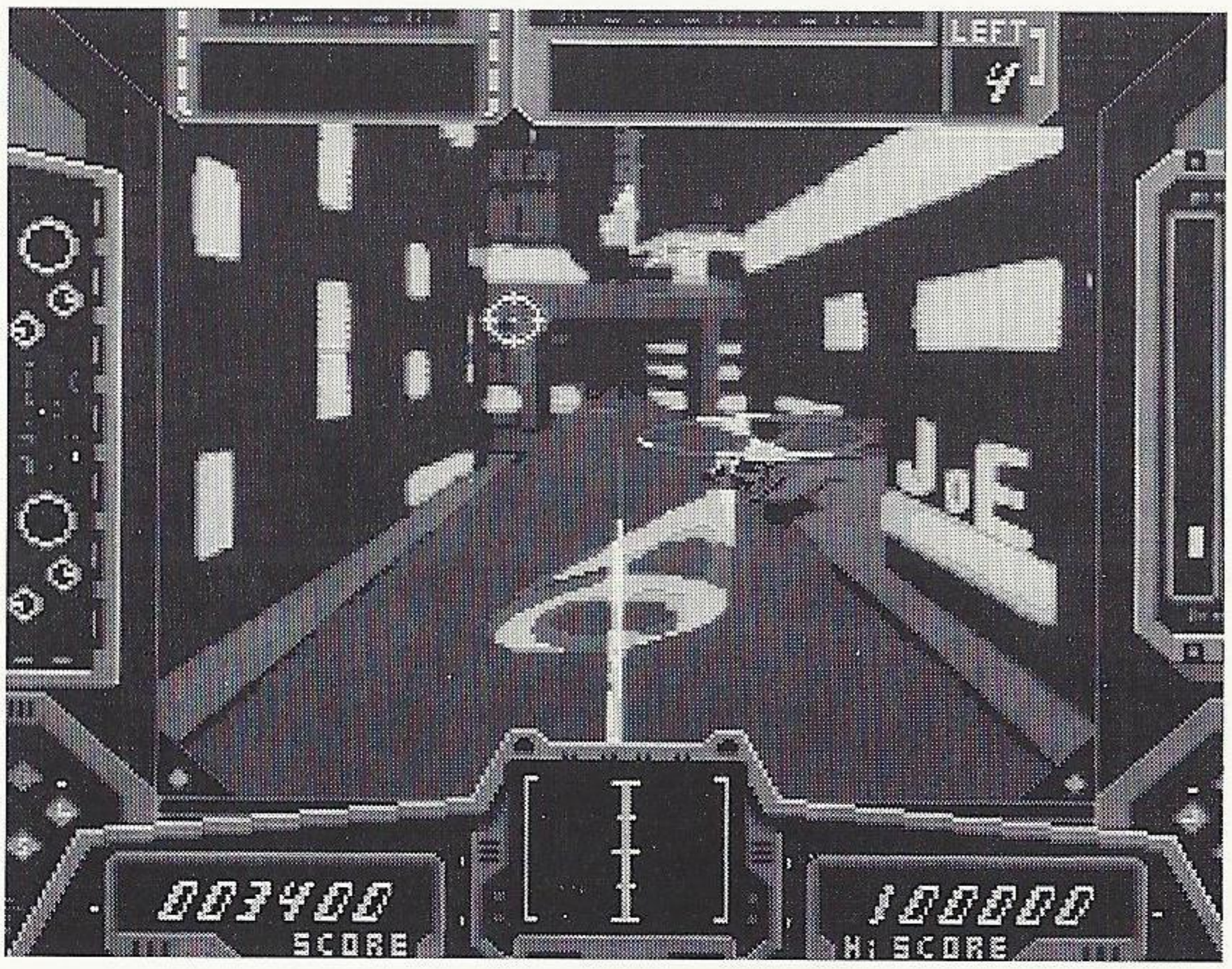
High Score: Shows the highest score achieved during this game.

Status: Arrows appear here to indicate which direction you should go next. Press the **D–Button** in the direction the arrow points.

Score: Your score is determined by the number of enemies you destroy.

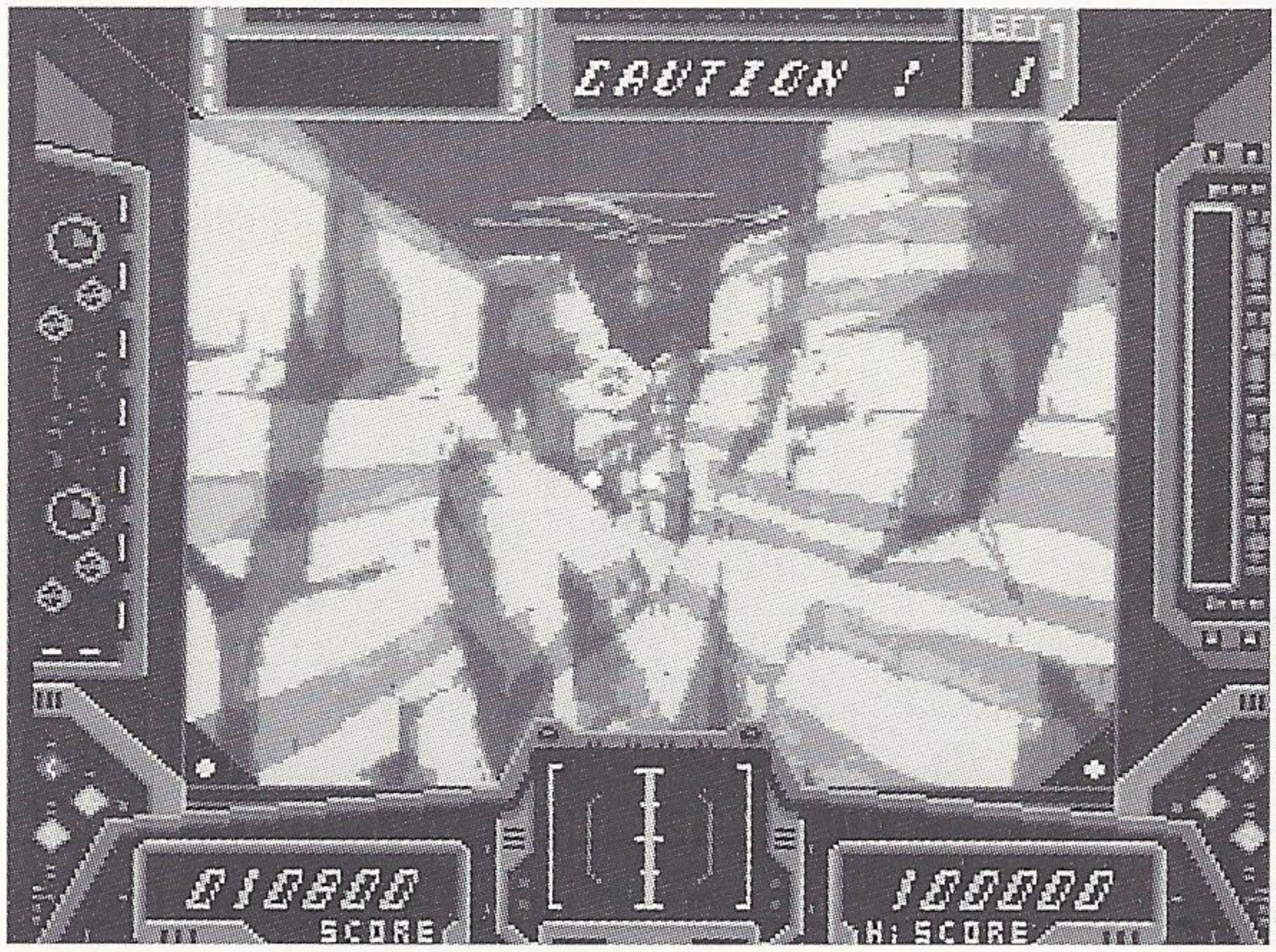
Mission Log

Level 1: New York



Okay, Captain, let's knock 'em out of New York. The key to your success is to carefully follow your flight instructions. Feel the power of the LX-3FX as you battle among the sky-scrapers.

Level 2: Grand Canyon



Enemy choppers are relatively easy to blast here. Watch for installations on the precipices. Hit your enemies squarely in the middle of the Target Indicator, or they may do you in!

Level 3: Ocean



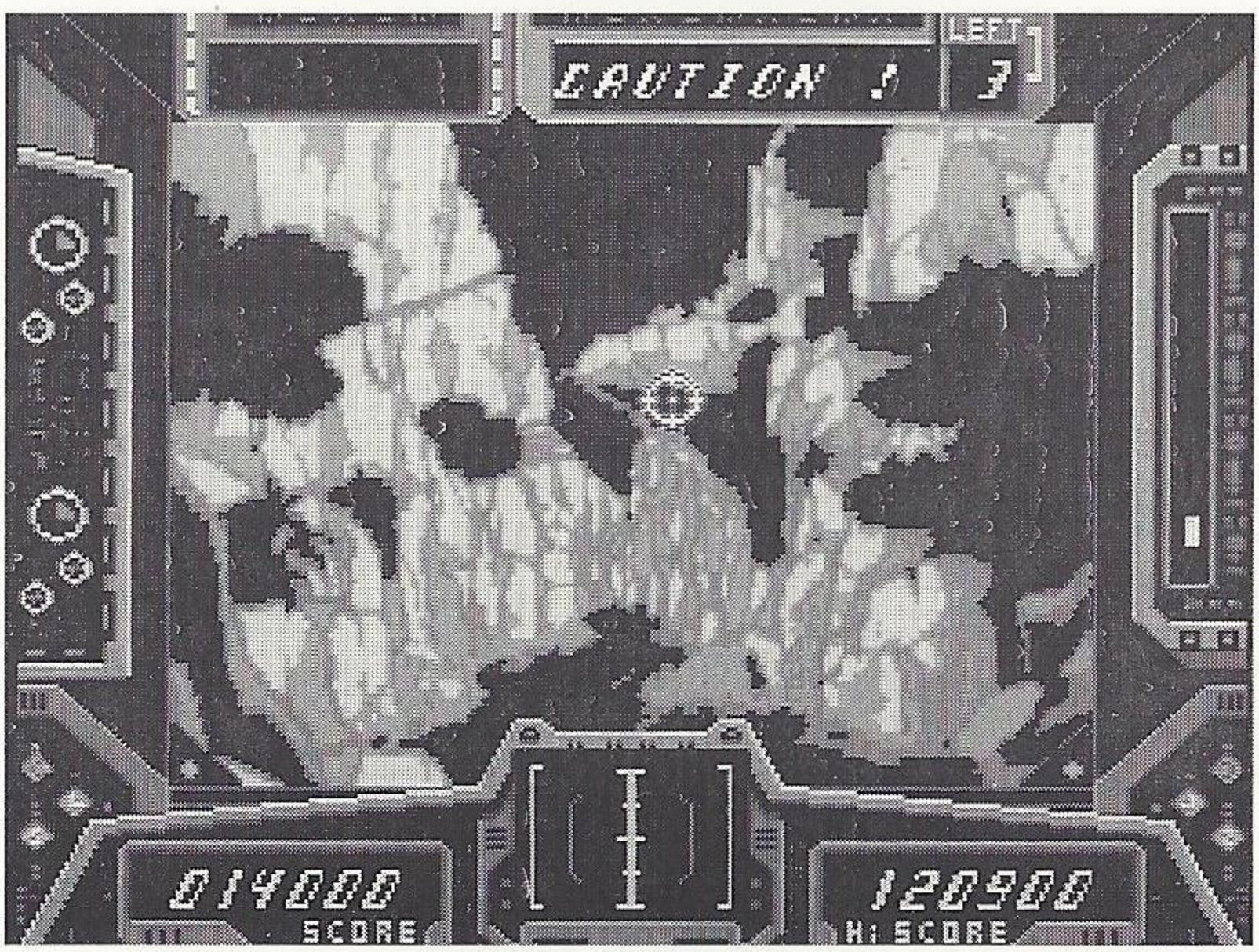
First confirm the presence of an enemy fleet, then attack. Patience is as important as accuracy. A few well-placed missiles can open up a path in front of you. The combat machines are fast so use caution. Your main target: the enemy's large aircraft carrier.

Level 4: Easter Island



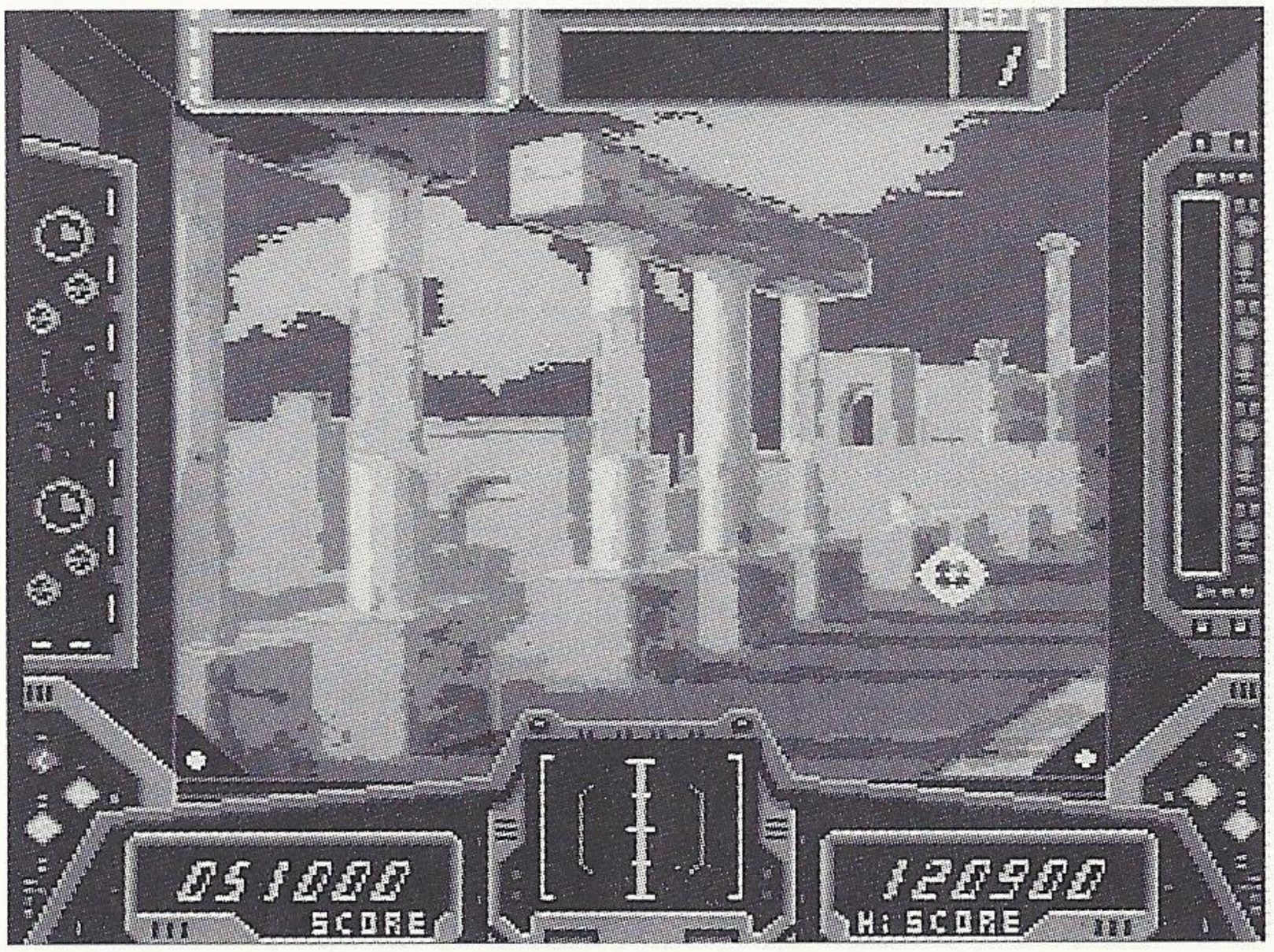
Here you'll confirm the presence of an enemy base and go after it with all you've got. Stay clear of the cliffs and keep a light touch on the controls. Hit the tanks that emerge from the shadows of the statues before they can set their sights on you.

Level 5: Small Enemy Fortress



You pass through a mountain range during the first half of this stage. Watch for attackers that suddenly drop out of the clouds. The enemy awaits—this is no time for napping!

Level 6: Rome



Here you battle an enemy air squadron. Your opponents are fairly tough, so maintain tight control. There are many enemy helicopters, and they'll attack at high speed. Be careful!

Level 7: Desert

Enemy movements are now quicker and more violent. It's time for some serious fighting. Be especially alert in the desert oil fields, where the enemy awaits.

Level 8: Jungle

Spotting the enemies hidden in the jungle is difficult, but you can clear the round by using your guns and tons of technique.

Level 9: Cavern

This battle takes place in a cave! To avoid hitting the walls, follow directional indicators precisely. Keep an eye on enemy choppers or you won't return from this mission!

Stage 10: Main Enemy Fortress

Say your prayers!

Flight Log

Forceful Sound: Binaural Recording

Binaural means "both ears." The binaural recording method uses two nondirectional microphones on a dummy human head, with the mikes placed in the location of the ears. The resulting effect is faithful to the human sense of hearing. Binaurally recorded sound adds life to the quality of the recording, because it heightens the listener's sensation of the sound's direction and distance.

Because of **Cobra Command's** binaural recording, you can enjoy extra power in the sound. You feel a sense of openness and movement, and the sound will wrap around you until you get the sense of being "on location."

For this reason, we recommend that you use headphones during play to enjoy the full effect of the game.

Handling Your Compact Discs

- The SEGA CD Compact Discs are intended for use exclusively on the SEGA CD.
- Always use the button controls to open and close the disc tray on the SEGA CD. Attempting to operate the tray manually may cause it to malfunction.
- Avoid bending the Compact Discs or touching, smudging or scratching their surfaces.
- Do not leave the Compact Discs in direct sunlight or near a radiator or other source of heat.
- Always store the Compact Discs in their protective case.

Warning to Owners of Projection TVs

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the SEGA CD Compact Discs shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact discs at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA.

DO NOT RETURN YOUR SEGA CD COMPACT DISCS TO YOUR RETAIL SELLER. Return the Compact Discs to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective Compact Discs to us. The cost of returning the Compact Discs to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your SEGA CD Compact Discs require repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Compact Discs cannot be repaired, they will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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- ***HOT-WIRED*™! EXCLUSIVELY FOR SEGA CD OWNERS:** *Hot-Wired* puts you on our priority mailing list for fast-breaking news on SEGA CD technology, radical new games, cool new sounds and exclusive offers.
- **CHARTER MEMBERSHIP ELIGIBILITY** in our soon-to-be announced Sega CD owners club.

REGISTER TODAY AND WATCH FOR MORE INFORMATION!

1. HOW TO ENTER: Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.

2. JUDGING: There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.

3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.

4. PRIZES: There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value $1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.

5. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.

6. WINNERS LIST: For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.

7. OFFICIAL SWEEPSTAKES RULES: Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

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