STRIKE FORCE COBRA

A program by Five Ways Software

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Loading the Program

Tape version: **CTRL** + small **ENTER** (Rember if you have a disc machine, to type ¦ TAPE) Disc version: RUN "SFC"

The Edge of Destruction

The time is the near future. The World is threatened with a terrifying nuclear blackmail. An evil criminal genius, known only as the Enemy, has a computer hacking system capable of taking control of the World's most powerful defence computers. He only has to run his complex program to trigger an instant nuclear holocaust. Unless the World yields to his demand for supreme power, he will destroy it totally!

To develop the hacking system, the Enemy kidnapped top computer scientists and forced them to work for his evil ends under threat of fiendish torture. Now these experts, imprisoned in the Enemy's labyrinthine fortress, would do anything to help destroy their captor's power. Each knows one of the secret code digits necessary to get through the locked doors of the fortress's main computer room. If only there were someone to destroy the Enemy's computer, the nightmare would be over . . .

Faced with the alternatives of destruction or enslavement, the World Powers have decided to fight. They have created the ultimate elite fighting force, code-named COBRA. The cream of the World's special forces have been forged into an eight strong unit, the toughest commando team of all time.

Cobra's mission is to enter the Enemy's fortress, counter the complex defences and locate, attack and destroy the Enemy's main computer.

Success depends on fast reactions, raw courage and good planning. As soon as Cobra's assault begins the Enemy is alerted and his deadly computer program starts running. The countdown to destruction begins . . .

Mission Briefing

Supreme Allied Command has decided that optimum chances of success will come from an assault by four members of Cobra Force. You must select your team from the eight.

Limited information is available on the layout of the fortress, but we know it is on four levels and heavily defended with automatic weapon systems, electronic traps, killer robots and human guards. To survive these and overcome obstacles, you will have to work closely as a team.

Intelligence reports suggest the main computer is highly advanced, calling on the resources of smaller peripheral computers around the building to increase the speed of its processing. Small organic computers have been spotted by Allied agents and we think that destroying these may give you extra time to carry out your mission.

We have provided you with a Digital Lock Breaker (DLB). You'll need this to get through the doors of the main computer room. Locate as many captive scientists as possible to gain the code digits you need. We estimate you'll need a minimum of six of the nine digits to stand a real chance of breaking through the lock before time runs out. The fewer digits you have the longer your DLB will take.

You are armed with a small, light-weight sub-machine gun that fits snugly into the palm of one hand. You have a supply of Electromagnetic Flux Grenades (EFGs) which will either destroy or confuse electronic equipment such as robots. You are wearing an advanced lightweight body armour. You can survive a number of "hits" but if badly injured look out for First Aid facilities located in the fortress and make use of them if you can.

Some of the doors in the complex can be opened with a good kick. But others are locked by control panels and pressure pads located in key positions around the building. The lifts too are controllable. Reports indicate that some crucial doors and lifts are controlled by switching consoles. You'll need to find these and activate the switches to enable other Cobra team members to continue their progress. Consoles are marked D (Door) or L (Lift). The door or lift may be some distance from its controlling console. For these and other reasons you are advised to map the fortress carefully.

Initially, each team member will be positioned at a specific entry point around the ground level of the fortress. When you have solved the problems of this floor you'll have to descend to the lower levels and eventually find the main computer room.

Selecting Your Squad
Only four commandos can make the assault. When the program has loaded, photos of your eight-strong squad will appear. Cycle the cursor around them using the joystick or the movement keys (see *Controls*) **DFGCVB** or **JKLNM,**. Get character profiles by pressing FIRE Button on the joystick or **space bar** on the keyboard.

Move cursor to select or reject and use FIRE or **space bar** to confirm.

When you have selected your fourth commando, an "attack" option appears. Select this in the same way or else change your selection of the Strike Force until you think you've the best team possible and then go for the "attack".

Controls
The program can be controlled by keyboard or by a combination of keyboard and joystick.

The game screen gives you the following data.
1. The secret digits to crack the computer room's lock are shown on the DLB's display pad, bottom left.

2. The remaining life force of each team member is displayed
    bottom right and the commando currently under player control is
    highlghted.
3. The countdown to destruction is shown bottom right.

Movements

Cobra Force fighters are extremely agile, but diving, jumping and
crawling leads to fatigue even in these highly trained commandos.
They'll insist on an occasional breather if you push them too hard.

Each fighter can be moved in one of four directions using the
DFGCVB and **JKLNM,** key groupings:
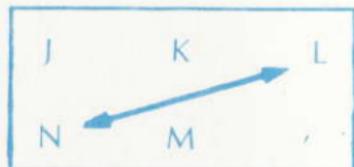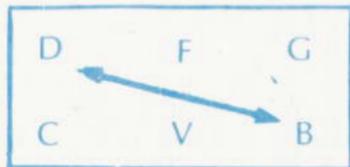
Alternatively, use a joystick.

JUMP	**S, X, :** or **.** (Key pad: **7, 8, 9**)
DIVE	**A, Z, ;** or **/** (Key pad: **4, 5, 6**)
CROUCH	**CAPS, SHIFT, ENTER**
STAND UP	**ESC, TAB, CLR, DEL**
KICK	**Q, W, P, @** (Key pad **O, ., H, enter**)

Weapons

FIRE GUN   **SPACE** (**FIRE** on joystick)
                        While **FIRE** is pressed, direction keys control
                        direction of firing. Using more than one
                        direction simultaneously produces a
                        combined direction.

THROW GRENADE   **E, R, T, Y, U, I** or Key Pad **1, 2, 3**
                    Before releasing the grenade the height of the
                    throw can be adjusted using the direction
                    keys. *Backwards* throws a high lob. *Forwards*
                    throws towards the ground.

Combined Movements

Practice with the controls and you'll be able to make the fighters twist and turn even while they're diving. In some situations, you'll need these skills. Diving through windows is sometimes a good idea and sometimes deadly!

Control Selection

You can control each Cobra Force member independently and switch control from one to the other at any time. Number keys 1 to 4 select the commando you control. Press 5 at any time for a status report.

Saving a Game

Strike Force Cobra is a big game so you may want to SAVE an existing partly-completed game or re-LOAD an old one.

To SAVE, press 5 for a status report and then prepare your tape recorder ready with a blank tape. Start it recording and then press **CTRL S** to SAVE.

To LOAD an existing game, press 5 and then **CTRL L**. Start tape to LOAD.

A black and white flashing border warns you of a tape loading error. If it flashes, press any key to re-LOAD.

Aborting a Game

If you want to restart a game in progress, press 5 for a status report and then **CTRL A** to abort