

## Super Cobra.txt

PARKER BROTHERS  
English Instructions

### SUPER COBRA

For the Mattel Intellivision Video Game System

SUPER COBRA game graphics c. 1983 Konami Industry Co. Ltd.  
SUPER COBRA is a trademark of Konami Industry Co. Ltd and used by Parker Brothers under authorization  
Rules c. 1983, Parker Brothers, Beverly, MA 01915

### 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, floobyoids 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. Make sure the cartridge is placed firmly into the cartridge slot.
2. Turn the ON/OFF switch to ON. You'll see "PARKER BROTHERS PRESENTS Konami's SUPER COBRA".
3. Press the keypad button on either hand-held controller. You'll see "PLAYERS?".
4. Press either no. 1 or no. 2, depending on whether you're playing a 1- or 2-player game.
5. Then you'll see "LEVEL?". Press the number of the level at which you wish to play. (See GAME SELECTION).
6. Press any keypad button to start the action.

NOTES: At any time during the game, you may press reset to begin again, starting with the level and number of players options.

THE AUTOMATIC PILOT: If you'd like to review the entire obstacle course before actually playing the game, you may do so by pressing keypad button no. 5 when you see "LEVEL?".

### THE HAND-HELD CONTROLLERS

Use the directional disc 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 either top fire button OR press keypad button no. 1.

To drop bombs: press either bottom fire button OR press keypad no. 3.

The remaining keypad buttons also activate the chopper's firing systems (bullets and bombs). Some ace chopper pilot's, however, recommend that you use the fire

Super Cobra.txt

buttons and keypads no. 1. and no. 3. for accurate firing control.

PLAYING

As soon as the game begins, 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 mileage. Hit an obstacle, and the chopper goes down.

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, arc missiles, floobyoids, roof bombs, and flying saucers. The type of weapon you'll find and whether it's activated or not will depend on the level at which you're playing. Just remember: dodge it's 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 close to where the last one went down.

```

X   XXXX
X  XXXXX
  XXX XX   ___ Ground Artillery
XXX XX XX
XXXXXXXXXX
  
```

```

      XXX
     XX  XX
    XXX XXXXX
    XXX  XXX ___ Fuel Tank
    XXX XXXXX
     XX XXXX
    X XXXX  X
   X      X
  
```

```

   XX
  XXXX
  XXXX   ___ Arc Missile
  XXXX
 X    X
  
```

```

      _____
             X
  xx      xxXXXXXXXXXXxxx
  XXxxxXXXXXXXXXXXXXXXXXXXXx ___ Chopper
  .....
```

```

XXX
XXX
  XXX
  XXXXXX
XXXXXXXXXXXX ___ Floobyoid
XXXXXXXXXXXX
XXXXXXXXXXXX
  XXXXX
   XXX
   XXX
   XXX
  
```

```

      xxxx
     XXXXXXXX
    XXXXXXXXXXXX
  
```



- Section 5: ground artillery, roof bombs active.
- Section 6: ground artillery, straight rockets active.
- Section 7: ground artillery, straight rockets active.
- Section 8: ground artillery, flying saucers active; straight rockets inactive.
- Section 9: ground artillery, arc missiles active, straight rockets inactive.
- Section 10: ground artillery, straight rockets active.
- Section 11: Here's where the booty lies. Ground artillery and arc missiles 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". In a moment, you'll begin again at section 1.

If you should pass over the booty without picking it up, you'll see "CHALLENGE AGAIN". This means you'll go back to the beginning of section 11 with no loss of helicopter.

### END OF GAME

The game ends when you run out of choppers.

If you press ENTER while "GAME OVER" and the score is being displayed, you'll start again at the same section where the last chopper went down. Your score, however, will be reset at zero.

Note: If "GAME OVER" is displayed for more than 30 seconds, you'll get AUTOMATIC PILOT.

To play again beginning with game options: press any keypad button except ENTER.

### TWO-PLAYER GAMES

In a two-player game, the left player goes first; players alternate turns. Your turn ends when you lose a chopper. The game ends once both players have lost their last chopper.

### SCORING

- Hitting a fuel tank..... 100 points
- Hitting a ground artillery..... 100 points
- Hitting a straight rocket..... 100 points
- Hitting an arc missile..... 100 points
- Hitting a fl obbynoid..... 100 points
- Hitting a roof bomb..... 100 points
- Hitting a flying saucer..... 100 points
- Points also accumulate for mileage.... 140-180 per 1000 miles cleared.

### GAME SELECTION

Level s	No. of choppers	terrai n

Super Cobra.txt

1	9	wide air route
2	6	narrow air route
3	6	narrow air route
4	6	narrowest air route

IMPORTANT NOTE

The colours seen on your T.V. Set may not be identical to those shown in this booklet. This is due to the type of T.V. Receiver used and does not mean your cartridge is faulty.