
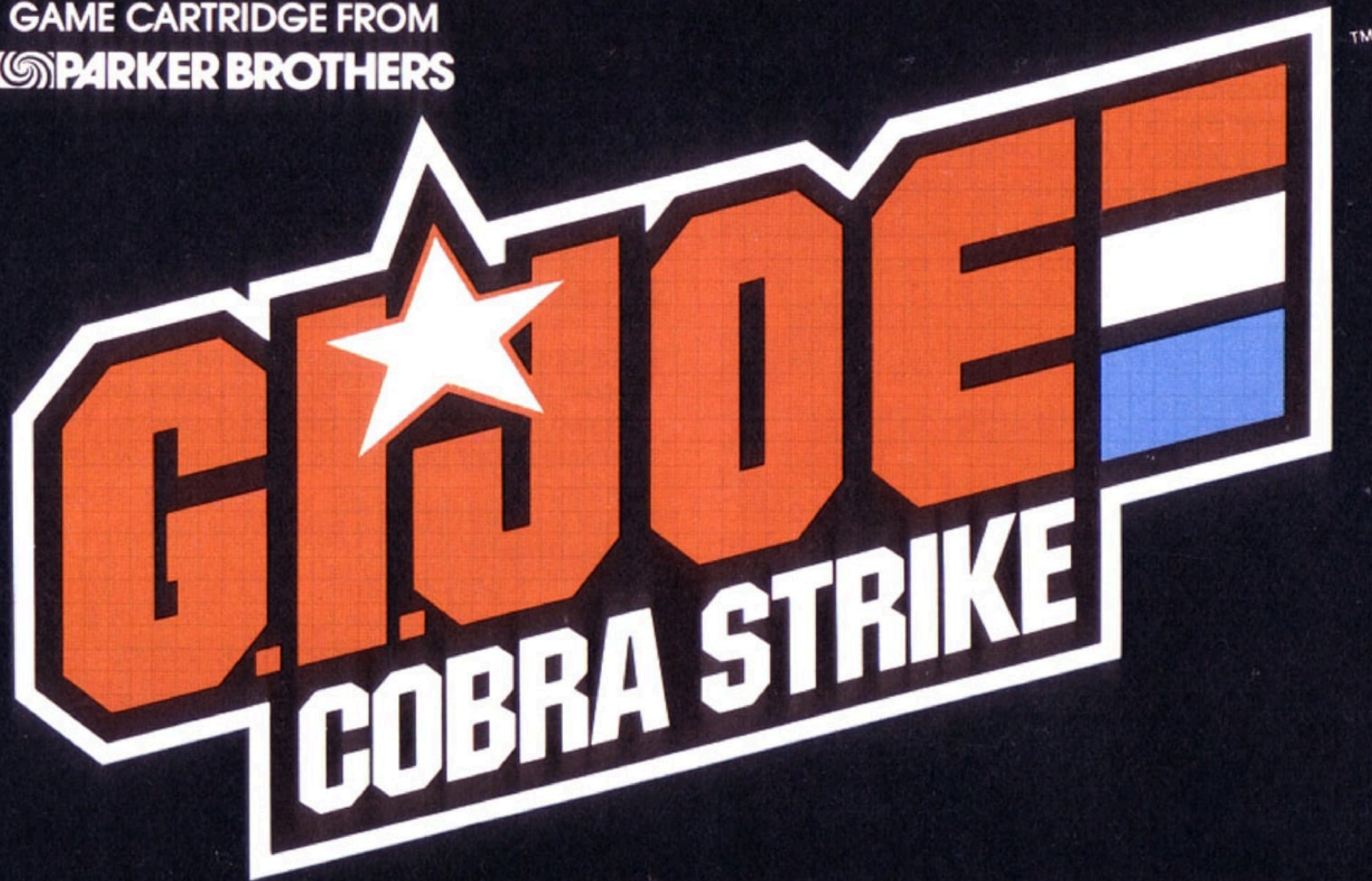


A VIDEO
GAME CARTRIDGE FROM
 **PARKER BROTHERS**

GOODIE **COBRA STRIKE**



Rules © 1983 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

FOR THE ATARI 2600™ AND SEARS VIDEO ARCADE™

For 1, 2, or 3 players

Defend and fire! That's your mission in this battle between the G.I. Joes and their archenemy Cobra! Cobra, an evil organization, determined to take over the world, now slithers back and forth over the G.I. Joe training camp in the form of a giant cobra snake. And that means danger for the G.I. Joe recruits running for shelter between the training building and headquarters.

You see, the Cobra is trying to capture them by shooting venom from its fangs and laser beams from its eyes. If hit by venom, a recruit is "vaporized" until he materializes again... *at Cobra headquarters!* And if he's hit by a laser beam, he's directly "beamed up!"

But *you* as G.I. Joe can protect the recruits with your atomic-powered energy shield. *You* as G.I. Joe can destroy the Cobra with your missile-firing guns. But you must be quick with your wits and deadly with your aim. It's a mission for only a highly trained commando like G.I. Joe—and you.

OBJECT

The object of the game depends on whose side you're on—the G.I. Joe Special Mission Forces or Cobra. If you're playing as G.I. Joe, the object is to destroy the Cobra while protecting the G.I. Joes. If you're playing as the Cobra, the object is to capture **four** G.I. Joes before G.I. Joe destroys you.

SETTING THE CONSOLE CONTROLS

1. Select a game level number and number of players (see **GAME SELECTION** on back page) by pressing down on the **GAME SELECT** switch. The game number and number of players will appear at the top of the screen.
2. Set the **DIFFICULTY** switch:
 - Position A (Expert):**
 - 1-player game.** Your shield must be next to **either** gun turret in order to fire.
 - 2-player cooperative game.** Your shield must be next to **your own** gun turret in order to fire.
 - 2-player competitive game.** Your shield must be next to **either** gun turret in order to fire.
 - 3-player game.** Your shield must be next to **your own** gun turret in order to fire.
 - Position B (Novice):**
 - Your shield may be in **any** position in order to fire.
3. Press down the **GAME RESET** switch and you're ready to start the action.

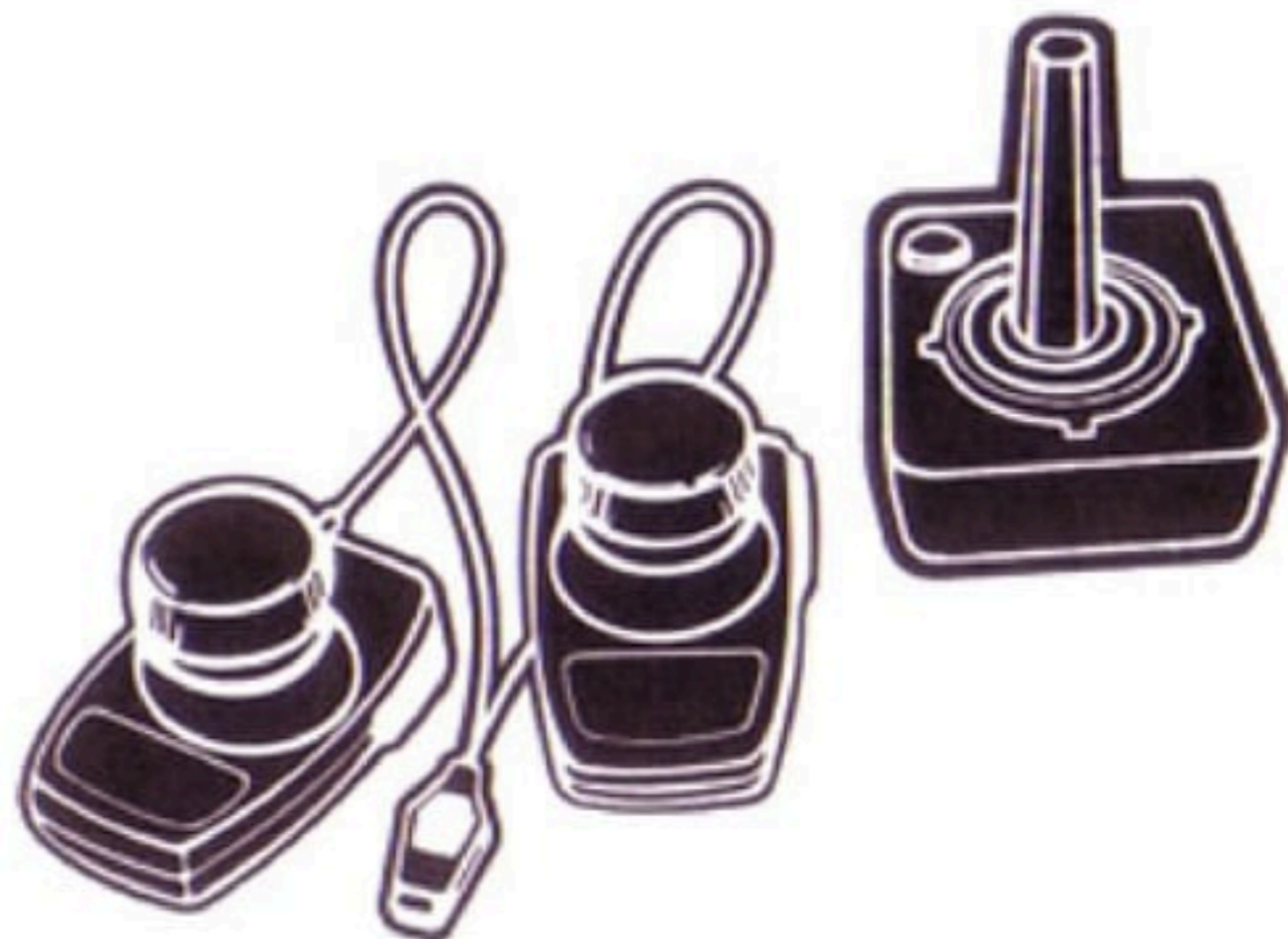
THE PADDLES AND JOYSTICK CONTROLLERS

Plug a set of paddles firmly into the **LEFT** controller jack. The paddle on the **LEFT** controls the red shield and red gun turret. The paddle on the **RIGHT** controls the blue shield and blue gun turret. **In a one-player game, use the LEFT paddle.**

Use the paddle to maneuver your shield from **LEFT** to **RIGHT** between the two gun turrets. To fire your missiles, keep the fire button pressed down. The missile will explode automatically. To direct the missile toward your target, turn the paddle dial **LEFT** or **RIGHT** accordingly.

Plug the Joystick firmly into the **RIGHT** controller jack. The Joystick controls the Cobra in the two-player competitive and three-player games, only.

Use the Joystick to maneuver the Cobra **LEFT** or **RIGHT**. Press the fire button in order to drop venom. Move the Joystick **DOWN** in order to shoot a laser beam.



PLAYING

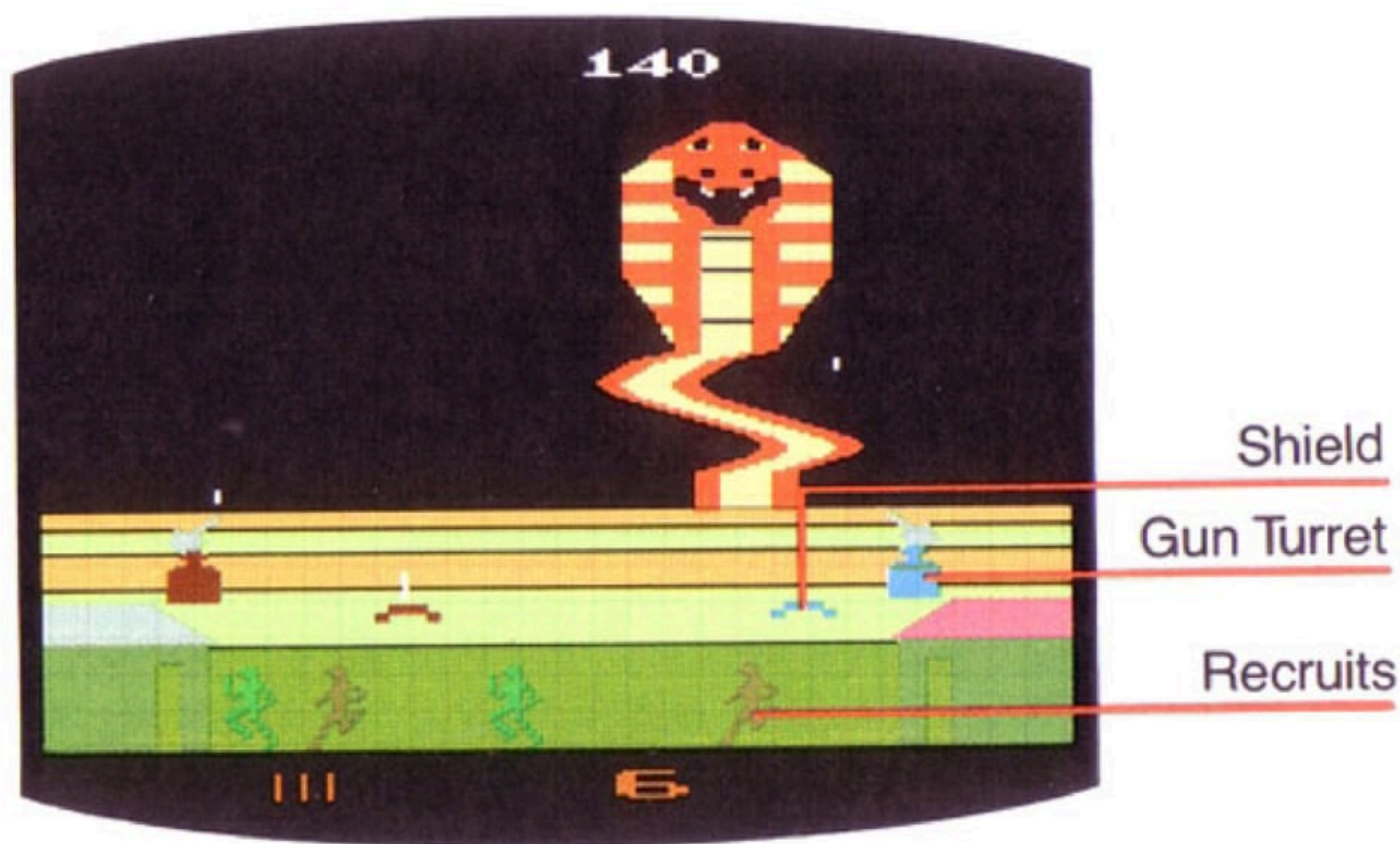
The way in which you play the game depends on the number of players and whether you play as G.I. Joe or as the Cobra.

The **one-player game** is indicated by **i** at the top of the screen. In this game, you're G.I. Joe; the Cobra is computer-controlled.

The **two-player cooperative game** is indicated by **ii**. In this game, both players are G.I. Joes. You play simultaneously, both trying to destroy the Cobra together. The Cobra is computer-controlled. Two-player strategy can be really exciting. As one G.I. Joe defends, the other can fire. Then you can trade roles. Or both G.I. Joes can work their own strategies—but at the same time. There are all kinds of possibilities when two G.I. Joes work together against the enemy!

The **two-player competitive game** is indicated by **i i**. In this game, one player is G.I. Joe; the other player is the Cobra.

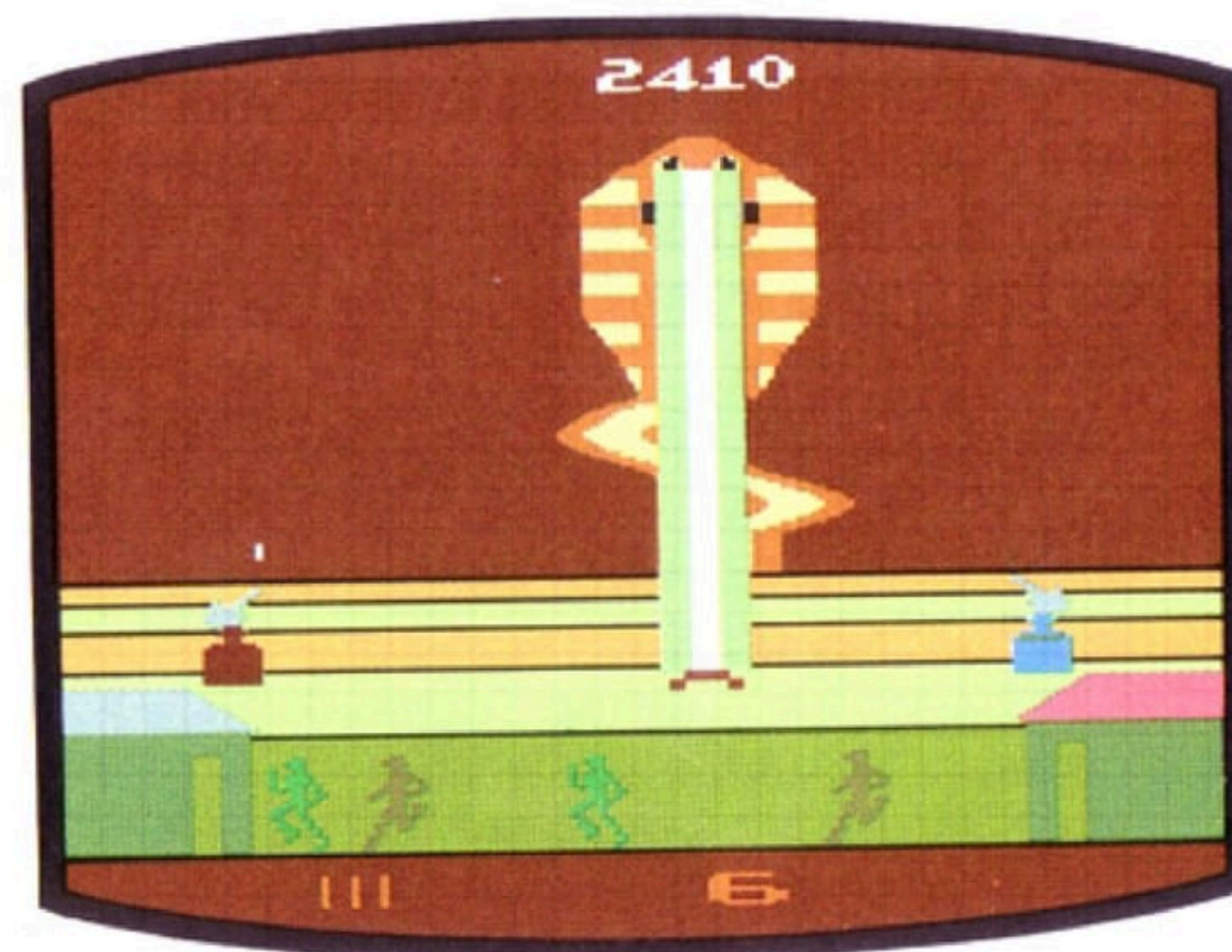
The **three-player game** is indicated by **iii**. In this game, two players are the G.I. Joes; the third is the Cobra.



PLAYING G.I. JOE

Using your shield. When playing as G.I. Joe, use your shield to block vaporizing venom being dropped onto the recruits from the Cobra's ferocious fangs. Watch the Cobra as it slithers left and right over the recruits running for shelter below. Keep your eye on the venom as it drops and try to get your shield underneath it in time. *The further left or right you turn the paddle dial, the faster the shield will move. Keep this in mind in order to use your shield most effectively.*

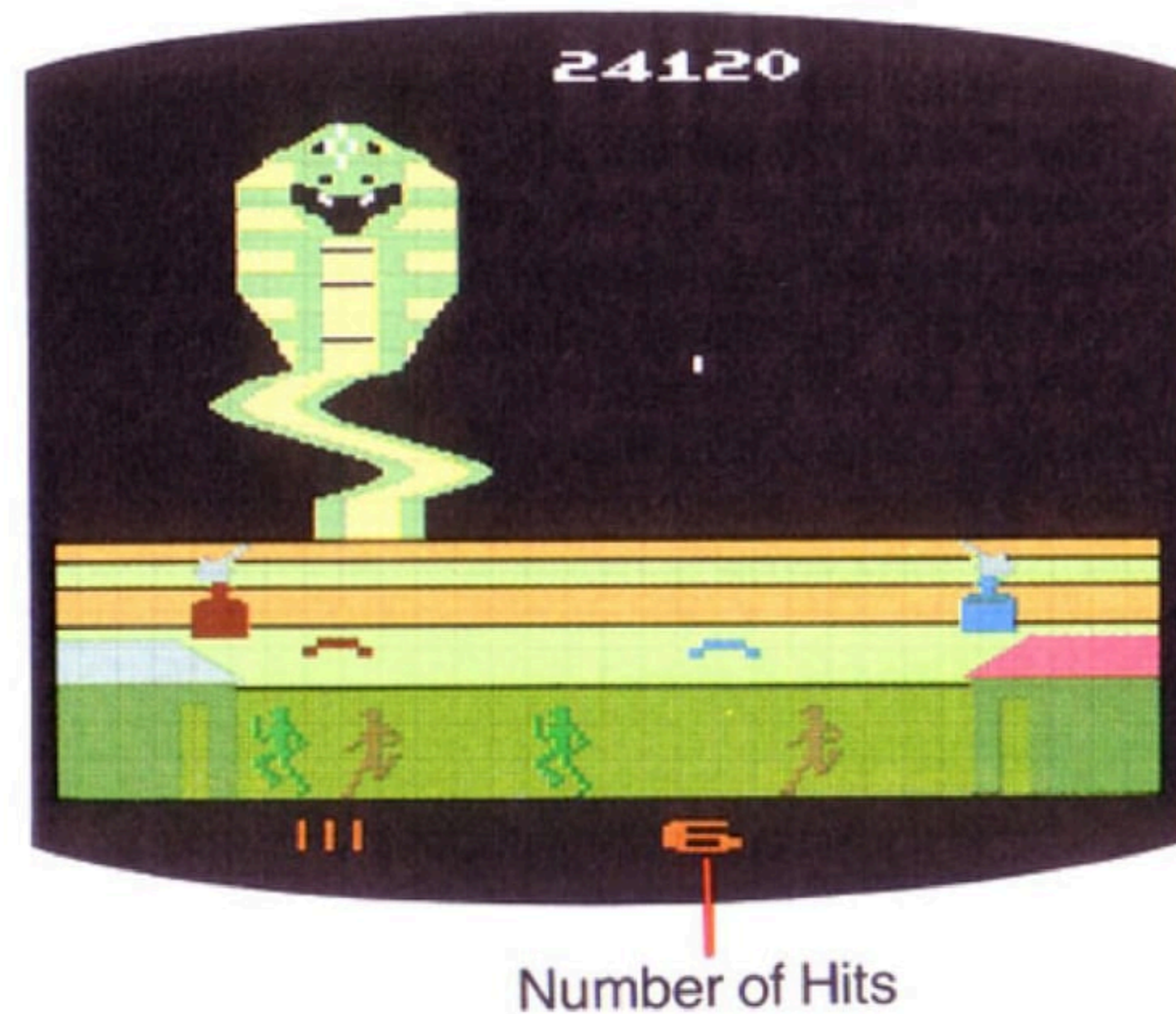
In higher rounds of game play, the Cobra also shoots laser beams with the power to "beam up" a recruit into captivity. Just before it does so, however, you'll receive a warning. The Cobra stops moving, emits a warning sound, and turns a bright color. This tells you that in a second, the laser beam will fall. So you'd better move your shield under it fast or it could mean "capture" for any recruits in its path!



Firing your missiles. To fire your missiles, **keep the fire button pressed down while you turn the paddle dial left or right. Use these directions to guide the missile toward your target.** Try to hit the Cobra right in either eye; a hit to the body won't count. As soon as you release the fire button, the paddle dial controls your shield once again.

Each time you make a direct hit to the eyes, it's indicated at the bottom of the screen. Make eight hits to the eyes, and you've destroyed the Cobra! The Cobra will split in two and disappear from the screen.

The Bonus Shot. Every so often during higher rounds of game play, you'll hear three rising notes. If you can hit the Cobra in the eyes at that moment, the Cobra is instantly destroyed and you score 10,000 bonus points!



PLAYING THE COBRA

When playing the Cobra, try to hit all four of the G.I. Joe recruits as they run for shelter at the bottom of the screen. To do so, drop venom from your fangs by pressing the fire button on the Joystick. Or shoot a laser beam by moving the Joystick DOWN. Direct your shots by maneuvering the Cobra with your Joystick LEFT and RIGHT over the movement of the G.I. Joe beneath you. The number of recruits remaining in the game is monitored at the bottom left of the screen.

Eliminate all four recruits before G.I. Joe destroys you, and you've won the game.



END OF ROUND/END OF GAME

In games in which the Cobra is computer-controlled, you'll progress from one round to the next—as long as you can destroy the Cobra before it gets all four recruits. If you do so, a Cobra of a different color will appear on screen for the next round. As you move from one round to the next, the game becomes a little more difficult: the Cobra moves faster, drops more venom, and shoots more laser beams.

But if the Cobra destroys all four recruits before G.I. Joe destroys it, the game ends.

In games in which the Cobra is player-controlled, you do NOT progress from one round to the next. The game simply ends when either G.I. Joe destroys the Cobra or when the Cobra destroys all four G.I. Joes.

180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. **Proof of Purchase:** The retail sales receipt or other proof of purchase must be provided.
2. **Proper Delivery:** The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED; AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

LEVELS OF DIFFICULTY

There are four levels of difficulty. Level one is the easiest; level four is the most difficult. Each level has one-player, two-player cooperative, two-player competitive, and three-player options. See the **GAME SELECTION** box for the level at which you wish to play.

To play again at the same game level, either press the **GAME RESET** switch or press the fire button on the **LEFT** paddle controller.

To play at a different game level, press the **GAME RESET** switch.

GAME SELECTION

Level	Speed
1	slow Cobra, slow shields
2	fast Cobra, slow shields
3	slow Cobra, fast shields
4	fast Cobra, fast shields

SCORING

As G.I. Joe (whether playing alone or with another player), your score is displayed at the top of the screen throughout the game. Points accumulate as follows:

Each recruit reaching safety 10 points
Hitting the Cobra's eyes 100 points
Destroying the Cobra 1000 points
Making the Bonus Shot 10,000 points

Note: For every 10,000 points scored, you'll receive one additional recruit. In all the games, the Cobra does NOT score points.

If you should have any difficulty operating or playing G.I. JOE, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-892-0297. All other states (not available in Alaska, Hawaii, or Canada) 1-800-225-0540.

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.