


A VIDEO GAME CARTRIDGE FROM
 **PARKER BROTHERS**

super
Cobra™

FOR THE ATARI 5200™ GAME SYSTEM

Super Cobra game graphics © 1983 Konami Industry Co., Ltd. Super Cobra is a trademark of Konami Co., Ltd. and used by Parker Brothers under authorization.

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

OBJECT

Brush off your ace piloting skills because you're about to take off on a hair-raising adventure: air surveillance of unfriendly 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 for anyone who's got what it takes!

SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot.
2. Plug one or two hand-held controllers into controller jacks labelled "1" and "2." Use the controller in the "1" jack for a one-player game.
3. Press the ON/OFF switch to ON.

4. Press keypad button "#" to choose a one- or two-player game.
5. Press either START or a bottom fire button on the controller in the "1" jack to start the action.

THE HAND-HELD CONTROLLER

Use the joystick on the hand-held controller to fly your chopper up, down, or to the right. Move the joystick left to "hover." Press either of the **bottom** fire buttons to fire your missiles and to drop bombs. Each press of the fire button fires both missiles and bombs. For rapid fire action, keep **both** fire buttons pressed down.

Fire Buttons



THE PAUSE BUTTON

Any time during the game, you may "freeze" the action. To do so, simply press PAUSE. To continue the action, simply press PAUSE again.

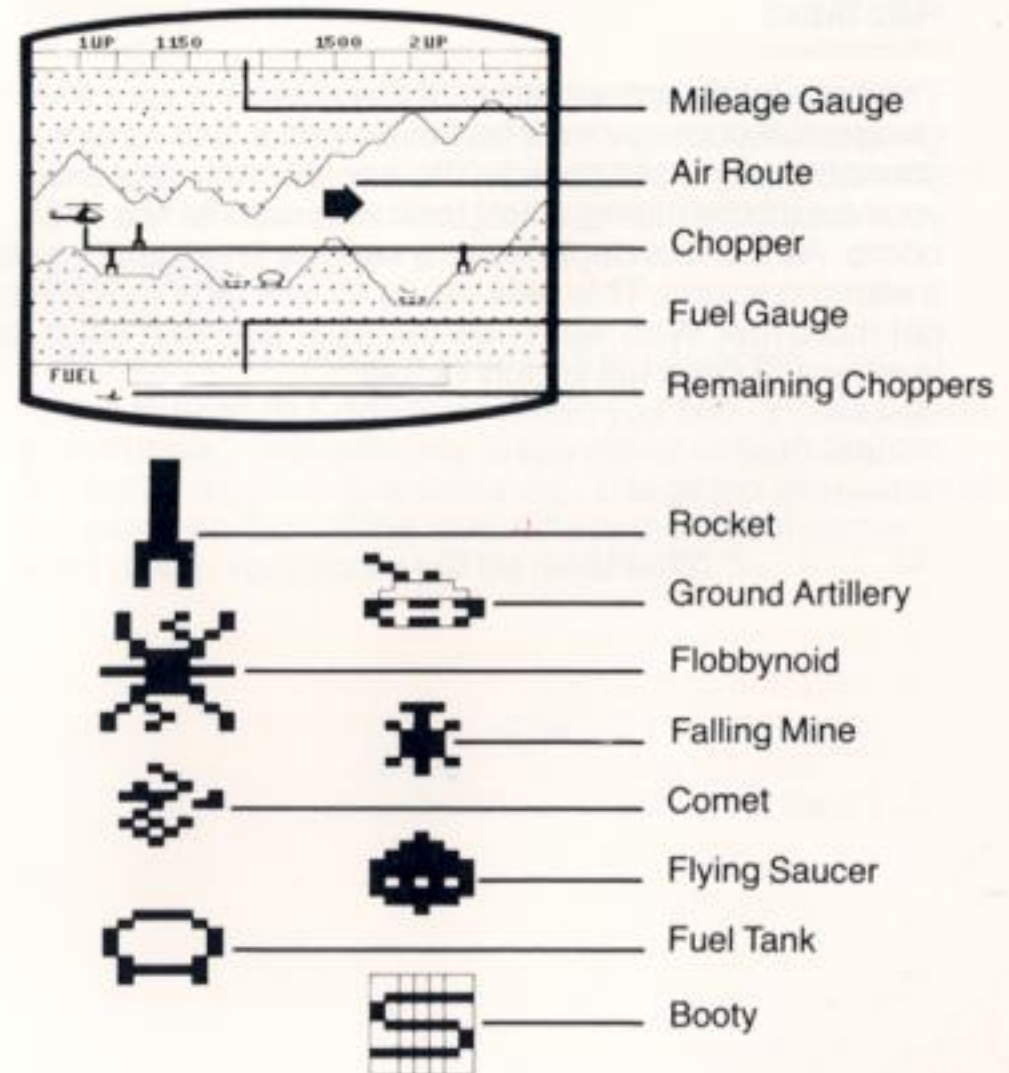
PROOF OF PURCHASE
super
Cobra™

PLAYING

You'll start the game with five choppers. The first appears in action while the remaining ones wait "on deck" at the bottom of the screen.

When the game begins, 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. When a chopper goes down, the next one comes up at the beginning of the section where the last one crashed. Each level has two sections, showing two types of terrain.

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: rockets, ground artillery, flobbynoids, falling mines, comets, and flying saucers. The types of weapons you'll find and whether they're activated or not will differ, depending on the level at which you're playing. Just remember this: **dodge their fire, don't run your chopper into them, and try to shoot them down for points.**



FUEL TANKS

The yellow bar at the bottom of the screen is your fuel gauge. Keep an eye on it because if your fuel runs out, your chopper is out of luck. You can partially replenish your supply by hitting a fuel tank with missile fire or a bomb. As the fuel depletes to a serious level, you'll hear a warning sound. This tells you to fly to a tank quickly and get more fuel. With each new chopper and with each new level, you'll get a full supply of fuel.

LEVELS 1-11: THE OBSTACLE COURSE

Notice the blue band at the top of the screen. Each block in the band represents 1,000 miles of the obstacle course—or one game level. There are 11 levels in all; each level has two sections of terrain. Every time your chopper enters a new level, its corresponding block turns red.

Survive one level (with at least one remaining chopper), and you'll hear a brief musical tune and see "mileage cleared." In a moment, you'll cruise into the next level and a different section of the obstacle course.

Each level shows not only a different air route, but also displays different combinations of active and inactive weapons. Here's a rundown of what you'll encounter in each game level:

Level 1: Rockets and ground artillery both active.

Level 2: Rockets and ground artillery both active.

Level 3: Rockets inactive, ground artillery active, flobbynoids appear as obstacles.

Level 4: Rockets inactive, ground artillery active, flobbynoids appear as obstacles.

Level 5: No rockets, ground artillery active, falling mines active.

Level 6: Rockets inactive, ground artillery active.

Level 7: Rockets inactive, ground artillery active, comets appear as obstacles.

Level 8: Rockets inactive, ground artillery active, flying saucers appear as obstacles in first section and fire in the second section.

Level 9: Rockets active, ground artillery active.

Level 10: Rockets active, ground artillery active.

Level 11: Here's where the booty lies. Rockets and ground artillery both active.

THE BOOTY

When you reach Level 11, the object is to pick up the booty by swooping down and landing on it. If you can accomplish this, there will be a slight pause in the action. After a brief musical tune, you'll go back to Level 1.

END OF GAME

The game ends when you run out of choppers.

Press Button to Continue: When you see "Press button to continue," **immediately** press either or both bottom fire buttons (within five seconds). The game will restart at the same section of the level where the last chopper went down. Your score will be reset at "0."

TWO-PLAYER GAMES

The left player goes first; players alternate turns after each one loses a chopper. The left player's score is at the top left side of the screen. The right player's score is at the top right side of the screen.

SCORING

| | |
|--|------------|
| Hitting a rocket | 50 points |
| Hitting a fuel tank | 50 points |
| Hitting ground artillery | 100 points |
| for the first in each level; 200 points for the second in each level; 300 points for the third in each level; 100, 200, 300, etc. for each additional hit. | |
| Hitting a flobbypoid | 100 points |
| Hitting a falling mine | 50 points |
| Hitting a comet | 100 points |
| Hitting a flying saucer | 100 points |

High score for all games played while the unit is ON appears at the top center of the screen. Once you turn the unit OFF/ON and begin again, the previous high score is reset at zero.

STRATEGY TIPS AND SERVICE INFORMATION

If you would like strategy tips on SUPER COBRA or have any questions or comments about this game, write to the Consumer Response Department in the location nearest you:

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

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario, Canada L4K 1B7.

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

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

If you should have any difficulty operating or playing SUPER COBRA, call our Electronic Service Department at these toll-free numbers:

In Massachusetts1-800-892-0297

All other states1-800-225-0540
(excluding Alaska, Hawaii and Canada)

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

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 EXCLUSIONS 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.

 **PARKER BROTHERS**