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P A R K E R   B R O T H E R S

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A R C A D E / A C T I O N  
S O F T W A R E

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C A R T R I D G E   F O R   A T A R I ®   H O M E   C O M P U T E R S

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U n d e r   L i c e n s e   f r o m   K o n a m i   I n d u s t r y   C o . ,   L t d .

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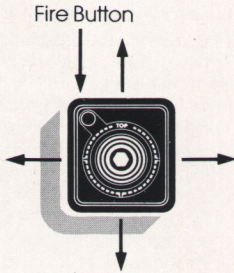
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## The Joystick Controllers

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Plug the joystick controllers firmly into the Atari 1200XL unit. For the Atari 400 and 800 units, plug the controllers into the jacks labeled "No. 1" and "No. 2."

For one-player games, use the LEFT controller. Use the joystick to fly your chopper up, down, or to the right. Move the joystick left to "hover." Press the FIRE button to fire your missiles and to drop bombs. Each press of the FIRE button alternately fires either one missile or drops one bomb.

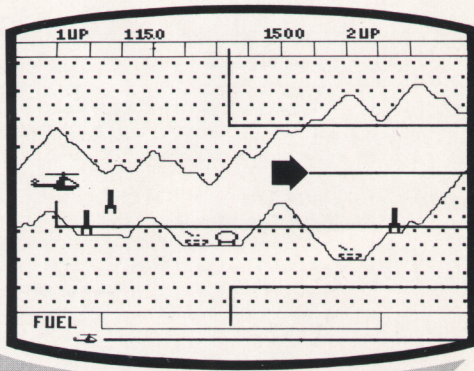
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## Playing

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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.

As soon as you press START, begin 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. When a chopper goes down, the next one comes up and begins at the same half of the level where the last one crashed.

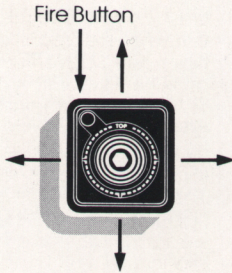




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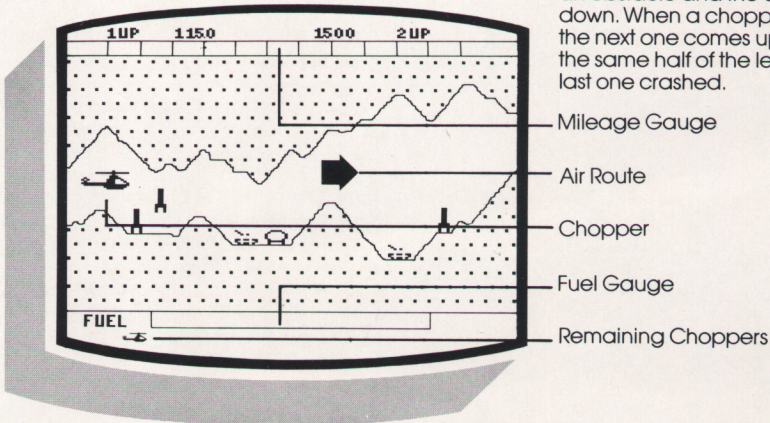
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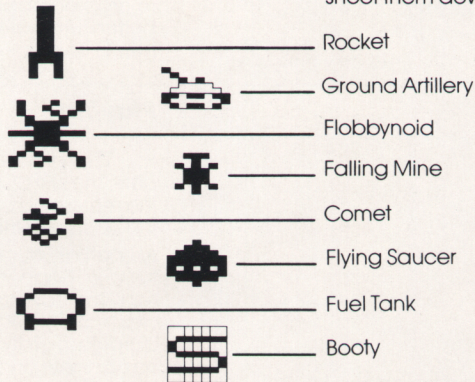
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In addition to gaining mileage, try to shoot down for points the weapons scattered throughout the course. You'll find six different types of weapons: rockets, ground artillery, floppy-noids, falling mines, comets, and flying saucers. The type of weapons you'll find and whether they're activated or not will differ, depending on the level at which you're playing. Just remember: 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 dangerous level, you'll hear a warning sound. This tells you to fly to a tank quickly and get more. With each new chopper and with each new level, you'll get a full supply of fuel.



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## ***The Obstacle Course***

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Notice the 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.



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

*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.

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### ***The Booty***

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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.

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### ***End of Game***

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The game ends when you run out of choppers.

"Press Button to Continue": When you see "Press button to continue," simply press the FIRE button and the game restarts at the same level where the last chopper went down.

Score resets to zero.

Reset Button: Press the RESET button to begin at Level 1, starting with choosing a one- or two-player game.

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### ***Two-Player Games***

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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.



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## Scoring

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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; this system  
repeats itself for hitting additional  
ground artillery.  
Hitting a flobbynoid ..... 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 L4K1B7.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester, England LE62DE.

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 Massachusetts ..... 1-800-892-0297

All other states (excluding Alaska, Hawaii and Canada) ..... 1-800-225-0540

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



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## **180-Day Limited Warranty**

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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 subject 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, as 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.

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