

FOR THE ATARI 2600™

# SUPER COBRA FORCE

ORBITING DEFENSE  
STATION 81.

MANY MILES ABOVE  
THE HOME PLANET.

BUT NOT FOR  
VERY LONG.

WE'RE IN BIG TROUBLE,  
THIS TIME...

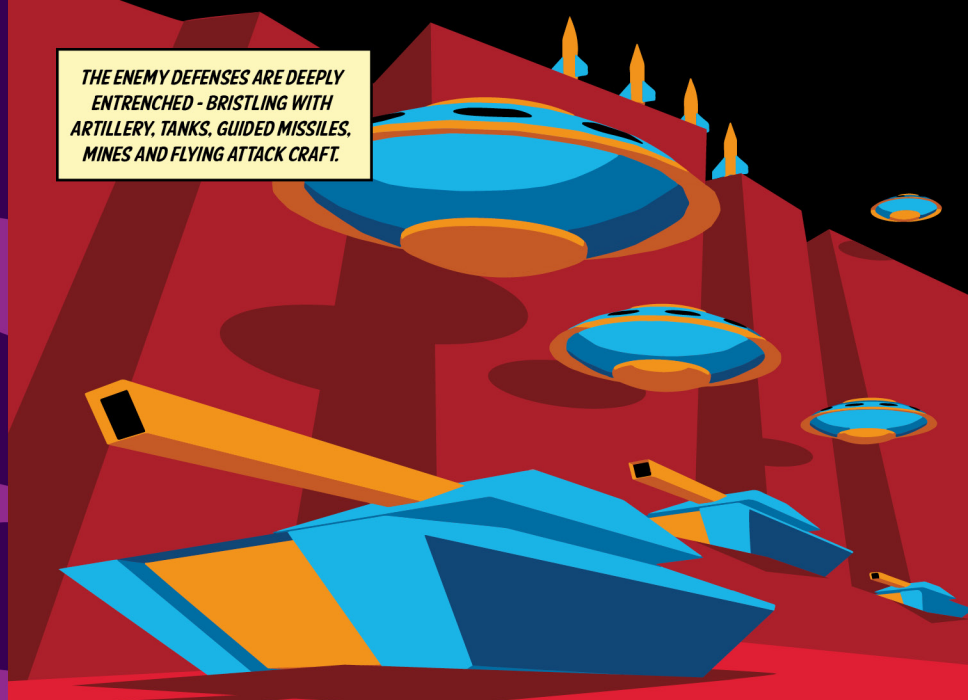
CHAMP GAMES

William S. Gray

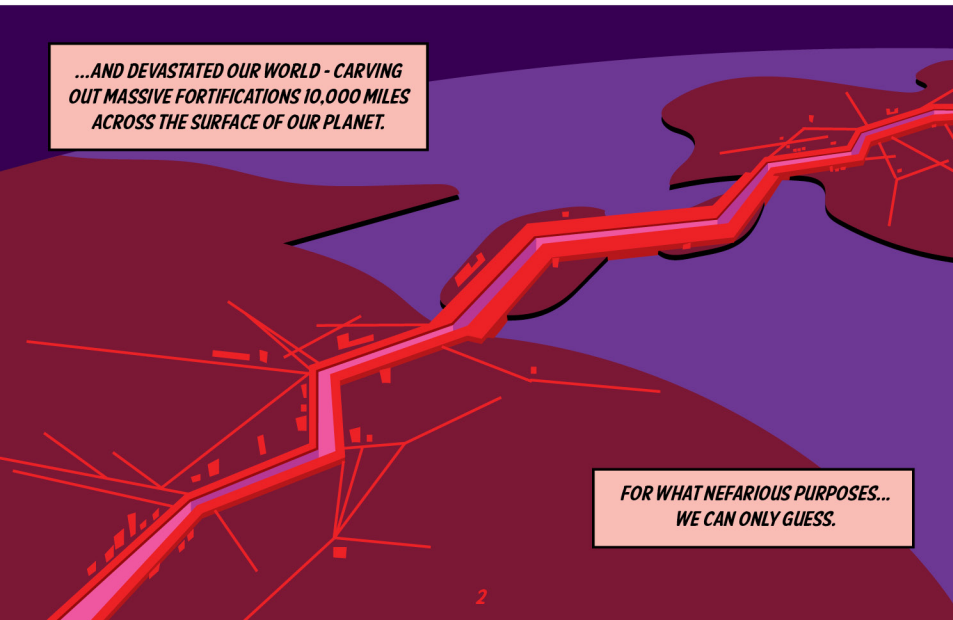
ENEMY REINFORCEMENTS HAVE  
DECIMATED OUR ELITE SCRAMBLE  
DEFENSE FORCES...



THE ENEMY DEFENSES ARE DEEPLY  
ENTRENCHED - BRISTLING WITH  
ARTILLERY, TANKS, GUIDED MISSILES,  
MINES AND FLYING ATTACK CRAFT.



...AND DEVASTATED OUR WORLD - CARVING  
OUT MASSIVE FORTIFICATIONS 10,000 MILES  
ACROSS THE SURFACE OF OUR PLANET.



FOR WHAT NEFARIOUS PURPOSES...  
WE CAN ONLY GUESS.

AT THE END OF IT ALL LIES YOUR  
GOAL: RETRIEVE THEIR SPOILS OF  
WAR - DESPERATELY NEEDED TO  
REPLENISH OUR DEPLETED FORCES.



OR IN A WORST-CASE SCENARIO - USE  
IT TO HIRE MERCENARIES TO EXACT  
COSMIC VENGEANCE ON OUR FOES.

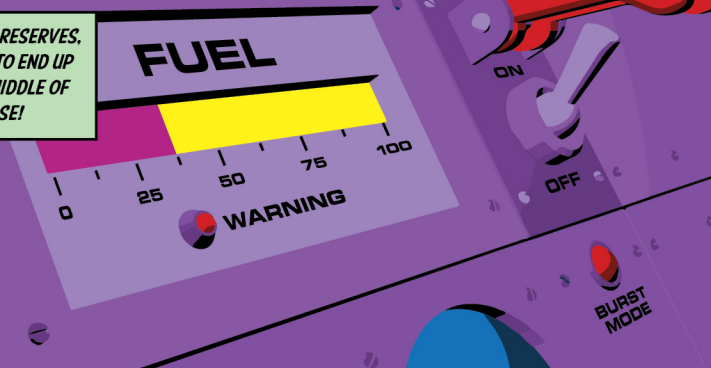
STRIKING FROM A HIDDEN, SECRET BASE, AT YOUR COMMAND IS THE LAST REMAINING SQUADRON OF OUR MOST LETHAL ATTACK HELICOPTERS - THE SUPER COBRAS!



YOU MUST BATTLE YOUR WAY THROUGH ELEVEN STAGES OF THE ENEMY'S DEFENSES - EACH ONE FEATURING TREACHEROUS TERRAIN AND A MADDENING VARIETY OF HOSTILE ALIEN THREATS.



YOU HAVE LIMITED FUEL RESERVES, AND YOU DON'T WANT TO END UP RUNNING OUT IN THE MIDDLE OF THE ENEMY'S BASE!



THESE INCREDIBLE MACHINES ARE UNMATCHED IN THEIR MANEUVERABILITY, AND ARMED WITH ENOUGH FIREPOWER TO OBLITERATE THE ENEMY FORCES!



FORTUNATELY, THE ENEMY HAS LEFT FUEL DEPOTS SCATTERED EVERYWHERE - AND VAPORIZING THEM LETS YOU STEAL THEIR FUEL.





*YOU MUST PILOT YOUR HELICOPTER THROUGH 10,000 MILES OF HOSTILE TERRAIN, INVADE THE ENEMY BASE AND STEAL THE BOOTY! BE CAREFUL NOT TO DESTROY IT! YOU ONLY NEED TO TOUCH IT WITH YOUR HELICOPTER AND THEN SAFELY CARRY IT AWAY.*

## GAME OPTIONS

- **NOVICE:** 5 helicopters, wider tunnels, fewer enemies, slower speed
- **STANDARD:** 4 helicopters, standard tunnels, enemies and speed
- **ADVANCED:** 3 helicopters, narrow tunnels, guided missiles wrap around screen, increased enemies and speed (similar to arcade)
- **EXPERT:** Similar to the **ADVANCED** skill level plus:
  - Rockets launch on all stages, tanks fire on all levels
  - Tanks with rotating turrets and more precise aim

## CONTROLS

### OTHER MENU CONTROLS:

- **Joystick UP/DOWN** cycles through TITLE PAGE/SCORE TABLE/SCORE RANKINGS
- **Joystick LEFT/RIGHT** cycles through skill levels. On the SCORE RANKINGS screen, cycles through the high scores for each skill level.
- **SELECT** returns to TITLE PAGE and cycles through skill levels
- **RESET** or Joystick button starts new game

### CONTROLLERS:

- **Joystick button** fires both missiles and bombs simultaneously
- **Gamepad button B** fires missiles, **button C** drops bombs: controller is auto-detected if connected before startup

### LEFT DIFFICULTY:

- **B = Burst mode:** Fires up to 5 shots (3 missiles and 2 bombs) when pressing and holding down the button
- **A = Single shot mode**

### RIGHT DIFFICULTY:












- **B** Turns on starfield
- **A** Turns off starfield

### PAUSE/RESUME:

- **COLOR/BW** switch on Atari 2600
- **PAUSE** button on Atari 7800

*THE TUNNELS ARE NARROW AND FILLED WITH DANGER! THE ENEMY HAS SET UP NUMEROUS TRAPS ALONG THE WAY. YOU'LL BATTLE ROCKETS, GUIDED MISSILES, HOMING METEORS, FALLING MINES, SPINNING GLAIVE DRONES, FLYING SAUCERS, AND TANKS!*

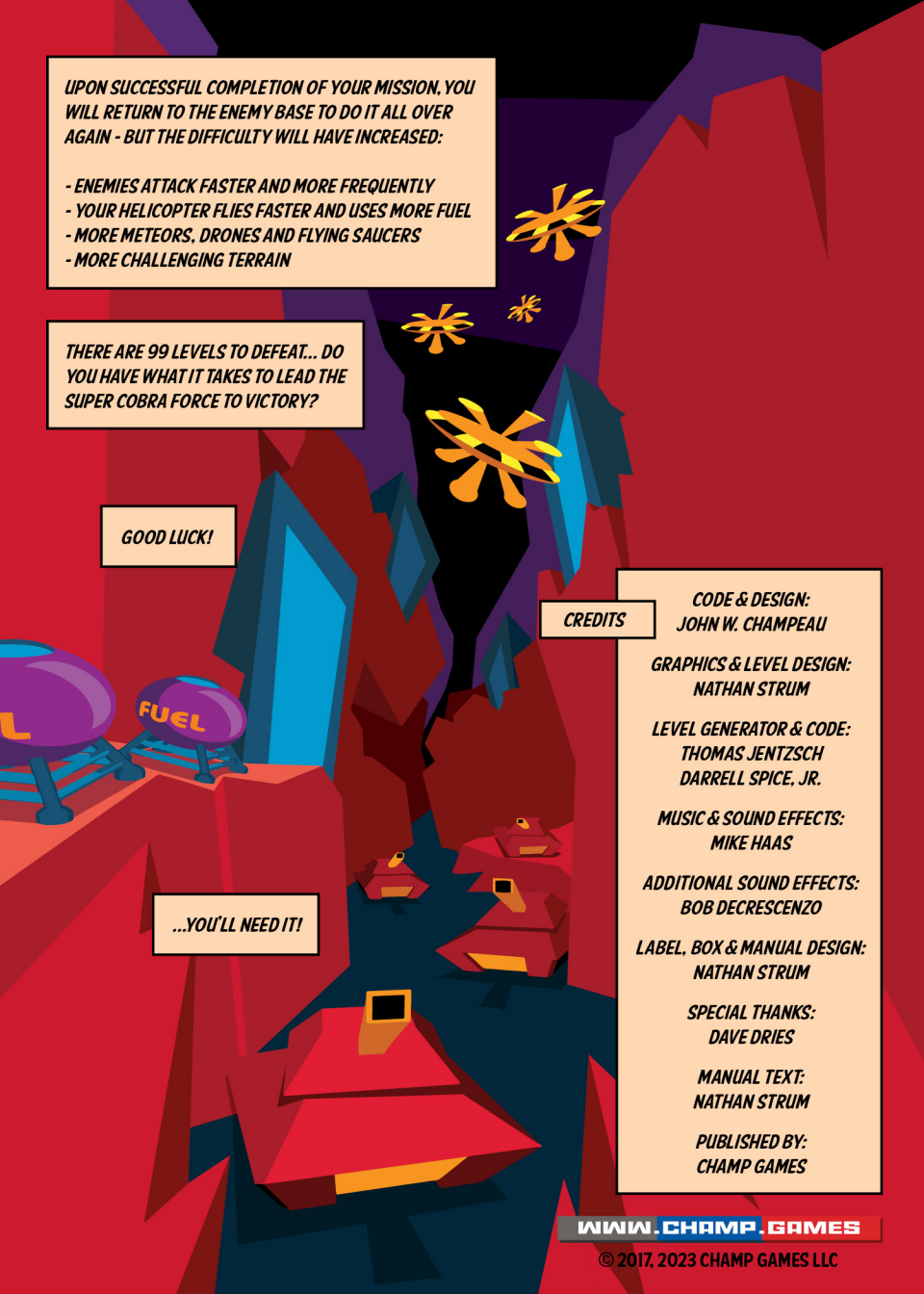
## SCORING

— SCORE TABLE —			
		... 30 PTS	  ... 100 PTS
		... 50 PTS	 ... 50 PTS
		... 150 PTS	 ... 100 PTS
		... 50 PTS	 ... MYSTERY

- Bonus ship at 10,000, every 50,000, and with every successful capture of the booty.
- 10 points earned for each parsec traveled.
- At the end of each stage, you'll be rewarded with extra fuel.
- Each stage is divided into checkpoints. When you lose a helicopter, your next one will start at the nearest checkpoint. On **NOVICE** and **STANDARD** you'll hear a beep at each checkpoint.
- After losing all of your helicopters you will be able to continue your next game at the start of the current stage. You can continue 5 times - after that you will have to start over at the beginning of the first stage.

### HIGH SCORES:

- To reset high score table for current skill level: While on the **SCORE RANKING** screen, press and hold **RESET**, then press **SELECT**. All high scores are reset back to 10,000 points.
- **With AtariVox/SaveKey:**
  - Up to 10 high scores saved for each skill level.
  - Current skill level is also saved.
- **Without AtariVox/SaveKey:**
  - Up to 10 high scores kept for current skill level, reset when game is powered off.



*UPON SUCCESSFUL COMPLETION OF YOUR MISSION, YOU  
WILL RETURN TO THE ENEMY BASE TO DO IT ALL OVER  
AGAIN - BUT THE DIFFICULTY WILL HAVE INCREASED:*

- ENEMIES ATTACK FASTER AND MORE FREQUENTLY
- YOUR HELICOPTER FLIES FASTER AND USES MORE FUEL
- MORE METEORS, DRONES AND FLYING SAUCERS
- MORE CHALLENGING TERRAIN

*THERE ARE 99 LEVELS TO DEFEAT... DO  
YOU HAVE WHAT IT TAKES TO LEAD THE  
SUPER COBRA FORCE TO VICTORY?*

*GOOD LUCK!*

#### **CREDITS**

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*...YOU'LL NEED IT!*