

COBRA FORCE LOADING THE GAME

SPECTRUM: 48K owners type LOAD " " (ENTER). 128K owners select the LOADER option from the menu.

AMSTRAD CPC: 464 hold down CTRL and tap the small ENTER key. 664/6128; Type I (shifted@) TAPE (ENTER) then type RUN" (ENTER).

COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure the machine is in 64K mode.

THE GAME

SPECTRUM/AMSTRAD

Firstly choose your preferred control method. The Spectrum and Amstrad versions support both keyboard and joystick controls. You start the game on a helipad at the far left of level one. Your objectives are outlined below. Remember the people of your country are counting on you.

After you have cleared the level we will dispatch a B2 'Stealth Bomber' to destroy the area. Obviously all enemy missile installations must be eliminated before we can do this. Unfortunately you will need to use your own missiles to destroy the silos as your 20mm cannon will have no effect on these targets.

Not only must you destroy these defence installations, you must also collect all the valuable fuel drums which may be found scattered across each level.

Once these two key objectives have been completed you will have to go up against the enemies awesome secret weapon. When this has been destroyed you and your aircraft will be transported to the next level.

Your Cobra is equipped with 3 main weapons systems:

1. Single M197 20mm gun. This is activated by tapping fire.
2. Hellfire armour-piercing missiles. These may be launched by holding down the fire button.
3. Quazarx Q26 Smart Bomb. Pressing the 'Bomb' key will result in the firing of this prototype weapon. In joystick mode SPACE fires this weapon.

The enemy aircraft will always attack in formation, sometimes a spherical munitions pod will fly as part of a fighter squadron. Shooting this pod will result in its cargo being dropped. If you manage to intercept this cargo, before it hits the ground, you will either have your missiles replenished or receive a special weapons bonus.

Collisions with enemy missiles or aircraft will result in your Cobra becoming damaged. The level of Cobra damage and number of remaining lives can be found at the left of the display panel shown at the bottom of the screen.

C64/128

When playing Cobra Force you must use a joystick connected in port 2.

You start the game on a helipad at the far left of level one. Your objectives are outlined below. Remember the people of your country are counting on you.

After you have cleared the level we will despatch a B2 'Stealth Bomber' to destroy the area. Obviously all enemy missile installations must be eliminated before we can do this. Unfortunately you will need to use your own missiles or bombs to destroy the silos as your 20mm cannon will have no effect on these targets.

Not only must you destroy these defence installations, you must also rescue all the POWs held captive in the base.

Once these 2 key objectives have been completed you will have to go up against the enemies awesome secret weapon. When this has been destroyed you and your aircraft will be transported to the next level.

Your Cobra is equipped with 4 main defence systems: Systems 2,3,4, and 5 must first be selected by tapping the SPACE BAR.

1. Single M197 20mm gun. This is activated by tapping fire.
2. Hellfire armour-piercing missiles. These may be launched by holding down the fire button.
3. Snargoid wire guided missiles. The missile is fired in the same manner as the Hellfire, however by pulling the joystick up or down you can change the direction of the missile.
4. Bombs. These are dropped by holding down fire. A bomb will destroy any ground targets that get in its way.
5. Shield. This is activated by holding down fire, it will give you invulnerability for a few seconds.

Systems 2, 3, 4 and 5 must first be selected by pressing the SPACE BAR. These systems are strictly limited, they may only be replenished by landing on the helipads dotted around the landscape. When landed, watch out for the ground attack vehicles which may sneak up on you.

Collisions with enemy missiles or aircraft will result in your Cobra becoming damaged. The level of damage and number of remaining lives can be found at the left of the display panel at the bottom of the screen. Collecting a POW will repair your Cobras damaged systems.

CREDITS

Original Design	Simon Hobbs
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Spectrum Music Player	Andy Severn
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Amstrad Graphics & Loading Screen	Adrian Ludley
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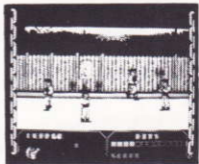
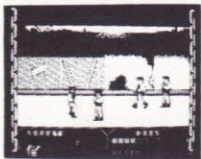
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