OBJECT

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

SETTING THE CONSOLE CONTROLS

1. Since this is a one-player game, make sure a hand-held controller is plugged firmly into jack #1.
2. Make sure the cartridge is placed firmly into the cartridge slot.
3. Turn the ON/OFF switch to ON.
4. Press RESET and you'll see your first chopper ready to fly.

NOTE: At any time during the game, you may press RESET to begin again.

THE HAND-HELD CONTROLLERS

Use the joystick on the hand-held controller to fly your chopper up, down, and to the right. When you fly left, the chopper “hovers.”

To fire chopper bullets: press the left fire button.
To drop bombs: press the right fire button.
The remaining keypad buttons will not be used in this game.
PLAYING

As soon as the game begins, fly your chopper across the screen to the right. The object is to avoid the obstacles that border around the chopper’s air route in order to gain mileage. The mileage gauge is at the top of the screen. Every time you clear 1,000 miles, one block of the gauge turns red, indicating you’ve entered the next section. Hit an obstacle and the chopper goes down. You have five choppers in all.

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: ground artillery, straight rockets, flobbynoids, roof bombs, fire balls and flying saucers. The type of weapon you’ll find and whether it’s activated or not will depend on the section at which you’re playing. Just remember: dodge its fire, don’t run your chopper into it, and try to shoot it down for points.

When you lose a chopper, the next one comes up at the beginning of the section where the last one went down.
FUEL TANKS

Your fuel gauge is at the bottom of the screen. Keep an eye on it because if your fuel runs out, your chopper is out of luck. You can partially replenish your fuel supply by hitting a fuel tank with chopper fire. As the fuel depletes to a dangerous level, you’ll hear a warning sound, then your chopper will begin falling. This tells you to hit a tank fast!

THE OBSTACLE COURSE

The obstacle course is made up of 11 different sections of terrain, each one a bit more difficult to maneuver than the last. Every time your chopper enters a new section of terrain, the screen will show that you’ve cleared another 1,000 miles. Also, the mileage gauge will show that you’ve entered the next section. (Its corresponding block turns red.)

Each section of the obstacle course not only shows different terrain—tunnels, city buildings, or mountains—but also displays various combinations of active and inactive weapons. Here’s a rundown of what you’ll encounter in each section:

<table>
<thead>
<tr>
<th>Section</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>straight rockets active, ground artillery inactive</td>
</tr>
<tr>
<td>2</td>
<td>straight rockets inactive, ground artillery active</td>
</tr>
<tr>
<td>3</td>
<td>straight rockets inactive, ground artillery inactive, flobbynoids active</td>
</tr>
<tr>
<td>4</td>
<td>straight rockets active, ground artillery inactive</td>
</tr>
<tr>
<td>5</td>
<td>straight rockets inactive, ground artillery inactive, roof bombs active</td>
</tr>
<tr>
<td>6</td>
<td>straight rockets active, ground artillery active</td>
</tr>
<tr>
<td>Section</td>
<td>Section Content</td>
</tr>
<tr>
<td>---------</td>
<td>-----------------</td>
</tr>
<tr>
<td>7</td>
<td>straight rockets inactive, ground artillery inactive, fire balls active</td>
</tr>
<tr>
<td>8</td>
<td>straight rockets inactive, ground artillery active, flying saucers active</td>
</tr>
<tr>
<td>9</td>
<td>straight rockets active, ground artillery active</td>
</tr>
<tr>
<td>10</td>
<td>straight rockets active, ground artillery active</td>
</tr>
<tr>
<td>11</td>
<td>Here's where the booty lies. Ground artillery active, straight rockets active</td>
</tr>
</tbody>
</table>

**NOTE:** Fuel tanks are found in all sections.

**THE BOOTY**

When you reach Section 11, the object is to pick up the booty by swooping down and landing on it. If you can accomplish this and reach the end of the course, you'll see "CONGRATULATIONS." The booty will disappear after five seconds and play will resume with Section 1. Your score up to that point will be carried over.

If you should pass over the booty without picking it up, you'll go back to the beginning of Section 11 for another try.

**END OF GAME**

The game ends when you run out of choppers.

If you press the left fire button when you see "GAME OVER PRESS TO CONTINUE," you'll start again at the beginning of the section where the last chopper went down. Your score, however, will be reset at zero.

To play again beginning with Section 1, press RESET.
SCORING

Your score is displayed throughout the game at the top of the screen.

Hitting a fuel tank ............................................. 50 points
Hitting ground artillery ....................................... 100 points
Hitting a straight rocket ..................................... 30 points
Hitting a flobbynoid .......................................... 100 points
Hitting a roof bomb ........................................... 30 points
Hitting a fire ball .............................................. 100 points
Hitting a flying saucer ....................................... 100 points
Clearing 1,000 miles .......................................... 1,000 points

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 ................................................... 1-800-225-0540
(not available in Alaska, Hawaii, or Canada)
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 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 L4K1B7.
In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.
In Australia and New Zealand: Toltoys, Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.
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 HEREBIN 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.