Strike Force: Cobra

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LOAD "*",8
RUN
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Note: Plug joystick in port #2

THE MISSION:
Top computer scientists from all over the world have been kidnapped and forced to work for *The Enemy*. Under the threat of torture, they have developed a system that will allow The Enemy to control the world's nuclear weapons.

Given the chance, the computer scientists would do anything possible to stop The Enemy. Each knows one of the secret code digits necessary to get through the locked doors of the fortress's main computer room. They're trapped without your help.

Your mission, as leader of STRIKE FORCE: COBRA, is to infiltrate the fortress, counter the complex defenses and locate, attack and destroy The Enemy's main computer complex. Time is running out...for all of us. Good Luck.

MISSION BRIEFING:
Multivariate computer analysis indicates that optimum chances for success will come from an assault by four members of the Cobra team. You must choose the final assault team from the eight members of the strike force.

We know little about the fortress. It has four levels, defended by automatic weapon systems, electronic traps, killer robots and human guards.

The central computer uses a new parallel processing technique ("The Taves Technique") developed by MIT scientists. It increases its processing speed by relying on small organic computer nodes which are spread throughout the fortress. Destroying these with grenades will certainly slow down The Enemy's defenses.

Your team is outfitted with a Digital Lock Breaker (DLB). Locate as many captive scientists as possible to gain the code digits you need. Each scientist will provide one of the digits if you make physical contact with them. You will need at least six of the nine digits to stand a chance of breaking through the computer room lock before time runs out.

Naturally, you are armed with the latest lightweight submachine guns. You have a supply of Electromagnetic Flux Grenades (EFGs) which will either destroy or confuse electronic equipment, including robots. You are wearing the latest lightweight Stark industries body armor, but if badly injured, you may be able to use the First Aid facilities located throughout the fortress.

Some of the doors of the complex can be opened with a good kick. Others are locked by control panels and pressure pads located in key positions around the building. You must find the switching consoles that operate the elevator and door systems in order to enable other Cobra members to continue their progress. Consoles are marked D (Door) or L (eLevator). The door or elevator may be some distance from its controlling console. You are advised to <u>map the fortress carefully.</u>

SELECTING YOUR SQUAD
Only four commandos will make the assault. Before you are photos of your eight strike force members. To choose a member, highlight him or her with the joystick. The Fire button will provide you with an up-to-date dossier. You are then able to select or reject each member until you have chosen four members as the Cobra Force. When you are satisfied with your team, highlight GO with your joystick and press the Fire button. Please hurry. The world is watching...

STATUS
The secret digits to crack the computer room lock are shown on the DLB's display pad, bottom left. Commando under your control is highlighed. The countdown to destruction is shown bottom right.

JOYSTICK AND COMMANDO CONTROL
Movement: Use Joystick directions
Jump: S, L or X
Dive: A or Z
Crouch: - (minus)
Stand Up: + (Plus)
Kick: W, Q or P
Fire: Fire button--joy
Throw Grenade: E, R or U
Combinations of leaps and jumps activate console switches.

You can control each Cobra Force member independently and switch control from one to the other at any time. Number keys 1 to 4 select the commando you control. Press 5 at any time for a status report.

To LOAD an existing game, press 5 for a status report and then CTRL L.
To SAVE, press 5 and then CTRL S.
To ABORT or restart a game in progress, press 5 and then CTRL A.

NOTE: Working your commandos as a team will allow you to reach areas that are otherwise inaccessible.

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