

Welcome to the exciting world of ENTEX handheld arcade machines. The Super Cobra™ game is patterned after the world famous Super Cobra video arcade machine by KONAMI.

Before you begin to play this sophisticated game, please read all instructions. Then follow these easy steps.

1. BATTERY INSTALLATION

BATTERIES – Turn games upside down. Press tab towards cover and lift cover off. Insert 4 “C” (UM-2) batteries. Alkaline type are recommended for longer life. Battery positions are indicated inside the battery box. Replace cover.

AC ADAPTER – This game can be played using an AC adapter (use ENTEX No. 6060 AC adapter, sold separately). Note: This adapter is designed to operate on 110 to 120 V.A.C. at 60 Hz (the current found in most U.S. homes). Should the current in your area differ, please check with the place of purchase for an appropriate adapter.

TO USE ADAPTER – Remove batteries from game, then insert AC adapter plug into AC jack. When not in use, remove AC adapter from wall socket.

2. DEMONSTRATION MODE

We know you are just dying to try the game. But first, why don't you look at the DEMO mode. Simply push the MISSILE button down and hold it while turning the game on to SOUND or MUTE. At first the display will check itself, then the micro-computer will begin to play against itself. While observing this function, try turning the game SPEED CONTROL and see how the game play speeds up and slows down.

3. OBJECT OF THE GAME

The object of Super Cobra is to score as many points as possible by flying your helicopter through up to 4 different skill levels of terrain. Each course has a different maneuvering requirement. Some elements can be shot or bombed and other elements such as meteorites must simply be avoided.

Your Super Cobra helicopter has two weapons: One is the MISSILE button which fires a missile in a straight trajectory; the second is the BOMB button which drops a bomb.

You will notice as you play the game that your FUEL GAUGE is constantly diminishing. You may gain extra fuel by destroying a fuel tank. After successfully completing the 4 different skill levels, there is a bonus course. The bonus course is worth 1,000 points. Be careful, however, because the bonus course contains no fuel tanks, and you are only allowed a few passes.

4. CONTROLS

This game has many controls. Please refer to the illustration for each of the controls mentioned below.

A. SOUND/OFF/MUTE

This switch turns the game on or off. If turned to the MUTE position the game will play with no sound effects.

B. SKILL 1/2

This switch steps up the speed and difficulty of the game. Please note: The desired skill level must be selected before the game is turned on.

C. START BUTTON

This button is used to initiate game play or to reset the game after a game is completed.

D. GAME SPEED CONTROL

Turning the GAME SPEED control to the right or left speeds up or slows down the action of the game within the desired skill level.

E. 4-WAY JOYSTICK CONTROL

The JOYSTICK is used to maneuver the helicopter. Pushing the JOYSTICK up causes the helicopter to move to the top of the screen. Pulling the JOYSTICK toward you or moving it down causes the helicopter to maneuver down. Pushing the JOYSTICK to the right causes the helicopter to move forward on the screen. Pushing the JOYSTICK to the left causes the helicopter to hover or move at the same speed as the terrain.

Please note: In order to hover your helicopter in a position, you must have space behind you. In other words, you must move forward in order to hover for a period of time.

F. MISSILE BUTTON

This button launches a side-winder MISSILE in a straight trajectory from the helicopter.

When the game is first turned on, the scoring display will display the numbers 1, 2, 3, or 4. Pushing the MISSILE button will set the game at a particular skill level as noted below.

Skill level 1 plays mountain terrain course only.

Skill level 2 plays mountain terrain and meteorites courses only.

Skill level 3 plays mountain terrain, meteorites, and skyscrapers courses only.

Skill level 4 plays mountain terrain, meteorites, skyscrapers, and caverns courses, plus a special BONUS course.

For example: Selecting skill level 2 will allow you to play the mountain, and meteorite courses, and upon completion will repeat the cycle again. Each time the cycle is repeated, one more flag in the skill level status will light up and show the total number of cycles completed.

G. BOMB BUTTON

This BOMB button drops a BOMB which is capable of destroying any land base element such as a fuel tank or a rocket. At the end of the game, pressing the BOMB button will display the previous score. Use this function for TWO PLAYER action.

H. CONTINUE BUTTON

This button allows you to play the game with an unlimited armada of Super Cobras! It permits you to experience all of the levels of the game and gain valuable maneuverability and dexterity as a beginner. Simply push the CONTINUE button down while turning the game on and the excitement begins! But watch out, you must successfully complete one course before continuing to the next course.

5. SCORING

Flying the helicopter 1 frame to the right – 1 point

Destroying a missile on the ground – 5 points

Destroying a missile in the air – 8 points

Destroying a fuel tank – 10 points plus additional fuel

Successfully completing the BONUS level – 1,000 points.

6. GAME STATUS DISPLAY

The GAME STATUS DISPLAY consists of 4 indicators. The first indicator is the SKILL LEVEL STATUS, indicating which level is being played. If you are in the bonus level, you will notice that this indicator is blank. The next indicator is a series of flags. These flags indicate the number of cycles you have completed. There are 4 flags that represent 1 cycle each, a flag that represents 5 cycles, and 2 flags that represent 10 cycles each. The maximum number of cycles indicated is 29.

The third indicator in the display is your reserve Cobras. Initially, at the beginning of each game, you receive 3 cobras. You may gain a fourth cobra only at 1,000 points.

The final indicator in the display is your fuel gauge.

7. GAME STRATEGY

As we mentioned earlier, the object of Super Cobra is to score as many points as possible. Scoring points is accomplished in 2 ways. The first way is successfully flying your helicopter and not hitting the terrain. The second way is by destroying rockets and/or fuel tanks.

Super Cobra is a fast action, high speed game that requires a good deal of skill and coordination. There are two basic keys to success in playing Super Cobra. One is maneuvering the helicopter. As you will notice in the different skill levels, the terrain gets more and more difficult. Familiarize yourself with the speed and action of the helicopter.

The next critical element is your fuel. Make sure that you are consistently bombing or shooting fuel tanks as this enables you to continue your mission.

Good hunting!

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. We recommend using the Entex No. 6060 6V AC adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game. If your dealer does not stock the Entex adapter, you can obtain one by using the coupon below.

NOTE: THIS ADAPTER IS DESIGNED TO OPERATE ON 110 to 120 V.A.C. at 60 Hz (the current found in most U.S. homes). Should the current in your area differ, please check with the place of purchase for an appropriate adapter.

**Helen Parts
Entex Industries, Inc.**
303 West Artesia Blvd.
Compton, CA 90220

Please send the following for my Entex #6085 Super Cobra™

	Quantity	Price	Total
#6060 AC Adapter	_____	\$7.00	_____
(Cost includes postage and handling)			
Los Angeles County residents		6-1/2% Sales Tax	_____
All other California residents		6% Sales Tax	_____
		Total	_____
Send to:		Check Enclosed	_____
Name:	_____		
No./Street:	_____		
City/State/Zip:	_____		

90-DAY WARRANTY

Entex Industries warrants to the original consumer purchaser that this electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period, Entex will, at its option, repair or replace a defective game without charge after the game has been returned postage prepaid and insured with **proof of date of purchase** to Entex Industries, Repair Center, 303 West Artesia Boulevard, Compton, California 90220.

Games returned without proof of date of purchase or after the 90-day warranty period will be repaired or replaced with a reconditioned unit (at Entex's option) for a service charge of \$25.00. Entex is not obligated to repair or replace any games returned after one year from the date of purchase. If you return a game after one year from the date of purchase or Entex finds that the game has been abused, misused or altered, you will be advised of additional anticipated repair cost prior to commencement of any repair work.

This warranty gives you specific legal rights and you may have other rights that vary from state to state. This warranty is made in lieu of any other express warranty and does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in materials or workmanship. Entex's exclusive liability for defects in material and workmanship shall be limited to repair and replacement at an authorized Entex service station. Entex shall in no event be liable for incidental or consequential damages, although in states which do not allow the exclusion or limitation of incidental or consequential damages, the foregoing limitation or exclusion may not apply to you.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
Entex Industries Repair Center
303 West Artesia Blvd.
Compton, CA 90220
3. Apply correct postage stamps, insure the unit; then mail.