

THE COBRA STRIKES!

As vigilante cop, Marion Cabretti of the 'Zombie Squad', you must rescue top fashion model Ingrid Knutson from an army of psychotic killers and the evil clutches of 'The Night Slasher'.

LOADING

Type LOAD"" (ENTER)

THE GAME

THIS IS WHERE THE LAW STOPS ... AND YOU START. Advance through three playfields. CITY SCENE (night-time), RURAL AREA (day-time) and FACTORY. Use platforms and levels to locate and protect Ingrid from her attackers in each stage.

Use 'HEAD-BUTT' feature to defend yourself and collect limited weapons hidden inside BEEF BURGERS to thwart the attack, beware – each weapon only lasts a short while!

Weapons are: INVINCIBILITY PILL, KNIFE, PISTOL, LASER SIGHTED MACHINE GUN.

To move to the next section you must:

1. Collect 'all four' beef burger weapons.
2. Rescue Ingrid (she will follow you if you touch her).
3. Clear the section of killers.

Be careful, Ingrid gets upset, if you try to kill her she may wander away. She may also get abducted by the enemy. Once the factory has been cleared you will have to confront The Night Slasher.

CRIME IS A DISEASE ... YOU'RE THE CURE!

CONTROLS

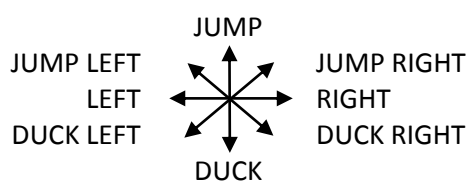
The program is controlled by either joystick or keyboard which is redefinable. Most types of interface are compatible and on screen instructions indicate the correct procedure.

NOTE

If using a Sinclair Plus 2 computer, select the joystick option, "Sinclair" when using an Amstrad or Cheetah+ joystick.

You unleash the Cobra as follows using a combination of UP, DOWN, LEFT and RIGHT

JOYSTICK



Press the FIRE button to use the current weapon type.

Any weapons you may be carrying are graphically displayed at the bottom right of the screen.

When using a weapon the 'QUACKOMETER' is displayed in the lower central part of the screen this realistically indicates the time remaining before losing that weapon.

You begin your mission with 3 lives and gain bonus lives at 10,000 points and every 20,000 points thereafter.

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