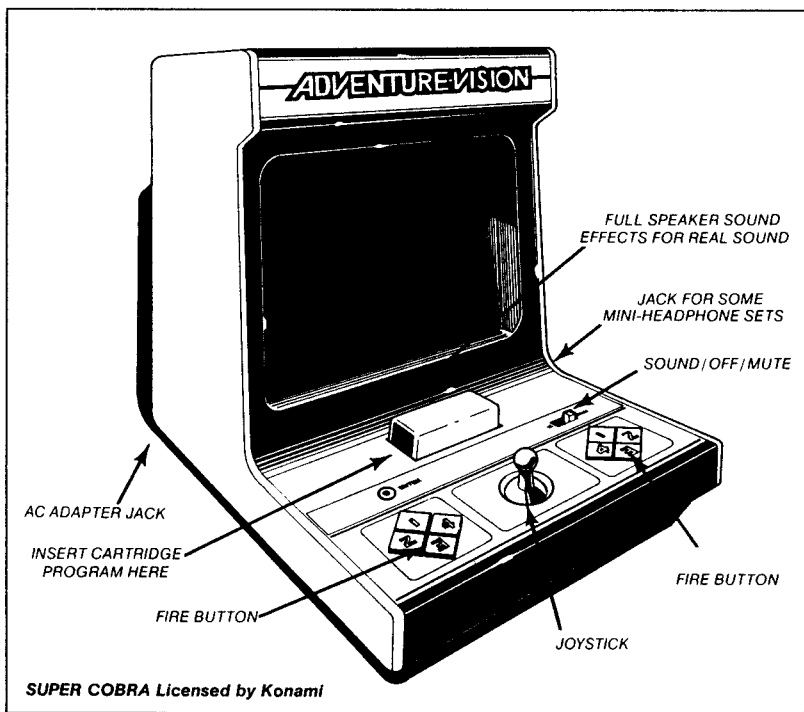


© **ARCADE** ©

No. 6077

ADVENTURE VISION™

**SUPER™
COBRA**



© 1982 ENTEx INDUSTRIES, INC., COMPTON, CA 90220
SOME PARTS OF CARTRIDGE MADE IN TAIWAN/LITHO IN USA/PATENT PENDING

CAUTION – BEFORE INSERTING SUPER COBRA CARTRIDGE INTO THE GAME, PLEASE READ GENERAL ADVENTURE VISION INSTRUCTIONS.

Welcome to the exciting world of Entex new tabletop game system. Adventure Vision is a totally new and unique concept in personal graphics display. It utilizes computer age, solid state electronics and through its special viewing screen system places 6,000 separate and distinct light locations for a graphic display that is virtually unequalled.

The Super Cobra cartridge 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. CARTRIDGE INSERTION

Turn game to OFF. Insert the Super Cobra cartridge in the Adventure Vision port.

2. OBJECT OF THE GAME

The object of Super Cobra is to score as many points as possible while flying your Super Cobra helicopter through 10 different levels of terrain. Each level has different elements that will try to shoot your helicopter down.

At the end of the 10th level is the secret enemy base which contains the secret booty which is to be carried away. If you are successful at completing all 10 rounds and picking up the booty, the game will recycle back to the first level and repeat.

At the initiation of the game, the Adventure Vision cartridge will ask you how many Super Cobra helicopters you wish to fly in this game, 3, 4 or 5. If you start the game at the blank position, you will have an unlimited number of Super Cobra helicopters. However, in this type game, no points are scored since this is really a method of demonstrating the different elements of the game.

Initiating the game sequence is accomplished by pulling the JOY STICK back towards you. The Adventure Vision will then display the scoring board which has a level counter to tell you which 1000-mile level of your journey (10,000 miles total) you have started, your score and the number of Super Cobras that remain.

3. CONTROLS

A. SOUND/OFF/MUTE

SOUND turns the game on and engages the speaker for a wide variety of sound effects. MUTE enables the game to be played with no sound effects coming through the main speaker.

B. JOY STICK

Pushing the JOY STICK forward (up) causes the Super Cobra to move up. Pulling the JOY STICK back (down) causes the Super Cobra to maneuver down towards the bottom of the screen. Moving the JOY STICK to the right causes the Super Cobra to move forward on the screen to the right. Moving the JOY STICK to the left causes the Super Cobra helicopter to hover or move at the same speed as the ground for a limited period of time.

Please note: In order to hover, you must first move forward on the screen.

C. BUTTON 1

BUTTON 1 drops a bomb. Please note, however, that you may only drop one bomb at a time, and no more, until two bombs explode.

D. BUTTON 2

BUTTON 2 is not used in Super Cobra.

E. BUTTON 3

BUTTON 3 fires a sidewinder missile which goes in a straight trajectory. BUTTON 3 is also used to reset the game and the score after all Super Cobra helicopters have been destroyed.

BUTTON 4 is not used in this game.

4. POINT SCORING

Points are scored in the following fashion:

Shooting a missile on the ground – 30 points

Shooting a fuel tank – 50 points

Shooting a ground emplacement tank – 50 points

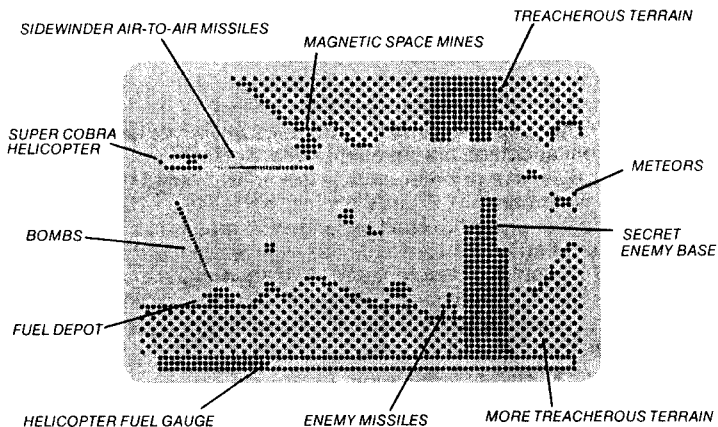
Shooting a stalactite – 50 points

Shooting a star – 100 points

Shooting a UFO – 100 points

Shooting a launched flying missile – 100 points

Please note: A new Super Cobra helicopter is awarded at either 10,000 points or upon successfully carrying away the booty.



5. GAME STATUS DISPLAY

The GAME STATUS DISPLAY contains the score accumulated, a graphic representation of the number of Super Cobra helicopters remaining, and a bar graph indicating which 1000-mile level of your journey (10,000 miles total) you have started.

6. GAME STRATEGY

As mentioned earlier, the object of Super Cobra is to score as many points as possible. This is accomplished by shooting or bombing elements of the game that are bent on your destruction.

Super Cobra is a high-speed, high-action game. To successfully play Super Cobra, you must first learn to maneuver your helicopter. This will take some practice as there are many parts of the terrain that are difficult to maneuver in. You will have to learn to adjust your speed and to fly forward, moving up and down on the screen, in order to successfully complete the mission.

Keep an eye on the tank placements and the rockets, as the successful destruction of these elements is critical to certain portions of the game. It will also become essential that you learn how to lob bombs into hidden areas that have special gun placements or hidden rockets.

And last, but not least, use **all** of your senses. Learn the different sound effects associated with the firing of the gun or the launching of the missile as they will trigger your responses.

Good hunting!

If additional **ADVENTURE VISION** cartridges are not available in your area, you may order these, all based on exciting arcade games:

TURTLES™ – The exciting game of chase and rescue.

SPACE FORCE™ – As the pilot of a spacecraft, it is your mission to destroy the alien attackers.

Cartridges come complete with playing instructions.

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303 West Artesia Blvd.
Compton, CA 90220

Please send me the following Adventure Vision game cartridges:

| | Price | Quantity | Total |
|--------------------------------------------------|---------|----------|-------|
| No. 6076 Adventure Vision TURTLES™ | \$18.00 | _____ | _____ |
| No. 6078 Adventure Vision SPACE FORCE™ | \$18.00 | _____ | _____ |

(Price includes postage and handling)

L.A. County res. add 6-1/2% sales tax. All other Calif. res. add 6%. _____

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90-DAY WARRANTY

Entex Industries warrants to the original consumer purchaser that this electronic game and cartridge 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, as follows:

| | |
|------------------------------------|---------|
| Adventure Vision and one cartridge | \$40.00 |
| Adventure Vision unit only | \$32.00 |
| Adventure Vision cartridge only | \$ 8.00 |

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 material 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.