



COBRA FORCE

Take to the skies in this explosive arcade combat simulation. Cobra Force will take you into the danger zone with four exciting missions each of increasing difficulty. Climb into the cockpit of the AH-1W Super Cobra, the most sophisticated fighting machine in the air today.

Your Cobra is fitted with a standard M197 20mm-rapid fire machine gun, Hellfire anti-armour missiles, as well as a number of prototype weapon systems.

Suitable for
C64, 128K

© 1989

SPECTRUM and C64 screens



CBM 64/128

COBRA FORCE



COBRA FORCE



OUT NOW

SPOOKED:

You're a die-hard mercenary and part-time ghoulish hunter, but now you're well and truly spooked. WATCH OUT FOR THE SPOOKY OLD MAN. Out on Spectrum and CPC.



MOVING TARGET:

Penetrate the evil dukes fortified underground fortress, kill as many enemy soldiers as possible then destroy the base. Out on Amstrad, C64 and Spectrum.



STREET CRED' BOXING

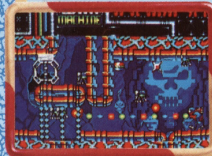
Joe Lebrinski's famous lower-east-side boxing gym is under threat. He needs \$50,000 to save the building from a consortium of evil yuppie executives. Out on Amstrad, C64 and Spectrum.



OUT SOON

WAR MACHINE:

The ultimate combat experience. The alien queen must die, and you're the only man for the job. WM features some seriously destructive combat action.



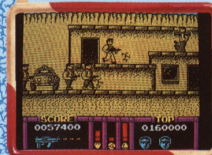
SUPER LEAGUE:

Has to be the ultimate football management game, includes organised crime, stadium improvements, membership cards and crowd violence as well as all the traditional features.



MUTANT FORTRESS

'Is the biggest and best thing Players have ever done, apparently. Looking at the screen shots we almost feel inclined to agree'



SINCLAIR
AUGUST 89 ISSUE



PLAYERS PREMIER WANTS YOU!

Players Premier is a new label specialising in premium quality recreational software for all the popular home computers. We require top machine code programmers, artists and computer musicians to work on original titles, conversion projects, or to complete work in accordance to a design brief. To find out what PLAYERS PREMIER can offer you, call

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JOE BLADE		☐	☐	☐
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SWORD SLAYER		☐	☐	☐
SHANGHAI WARRIORS		☐	☐	☐
SHANGHAI KARATE		☐	☐	☐
POWERPLAY		☐	☐	☐
EAGLES NEST		☐	☐	☐
TOMCAT	☐	☐	☐	☐
METAL ARMY			☐	☐

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COBRA FORCE		☐	☐	☐
SPOOKED			☐	☐
STREET CRED' FOOTBALL		☐	☐	☐
TASK FORCE	☐	☐	☐	☐
SUBWAY VIGILANTE		☐	☐	☐
STREET CRED' BOXING		☐	☐	☐

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Send this order to: Players (Mail Order Dept.), Mercury
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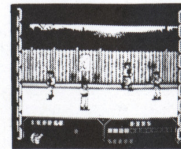
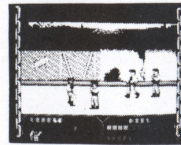
SHANGHAI WARRIORS

Mercenaries led by the
evil 'Snide Gantree' have
stolen a US Navy
submarine, threatening
to devastate the worlds
capitals with its
awesome arsenal of
nuclear destruction.
Only you stand in his
way.



'A good game' Crash

LOOK OUT FOR
LOST CAVES and the TOOM OF DOOM
OUT SOON ON PLAYERS £1.99



COBRA FORCE LOADING THE GAME

SPECTRUM: 48K owners type LOAD " " (ENTER). 128K
owners select the LOADER option from the menu.
AMSTRAD CPC: 464 hold down CTRL and tap the small ENTER
key. 664/6128; Type I (shifted@) TAPE (ENTER) then type RUN"
(ENTER).
COMMODORE 64/128: Hold down SHIFT and tap the
RUN/STOP key. 128K owners ensure the machine is in 64K
mode.

THE GAME

SPECTRUM/AMSTRAD
Firstly choose your preferred control method. The Spectrum and
Amstrad versions support both keyboard and joystick controls.
You start the game on a helipad at the far left of level one. Your
objectives are outlined below. Remember the people of your
country are counting on you.

After you have cleared the level we will dispatch a B2 'Stealth
Bomber' to destroy the area. Obviously all enemy missile
installations must be eliminated before we can do this.
Unfortunately you will need to use your own missiles to destroy
the silos as your 20mm cannon will have no effect on these
targets.

Not only must you destroy these defence installations, you must
also collect all the valuable fuel drums which may be found
scattered across each level.

Once these two key objectives have been completed you will
have to go up against the enemies awesome secret weapon.
When this has been destroyed you and your aircraft will be
transported to the next level.

Your Cobra is equipped with 3 main weapons systems:

1. Single M197 20mm gun. This is activated by tapping fire.
2. Hellfire armour-piercing missiles. These may be launched by
holding down the fire button.
3. Quazarx Q26 Smart Bomb. Pressing the 'Bomb' key will result
in the firing of this prototype weapon. In joystick mode SPACE
fires this weapon.

The enemy aircraft will always attack in formation, sometimes a
spherical munitions pod will fly as part of a fighter squadron.
Shooting this pod will result in its cargo being dropped. If you
manage to intercept this cargo, before it hits the ground, you will
either have your missiles replenished or receive a special
weapons bonus.

Collisions with enemy missiles or aircraft will result in your
Cobra becoming damaged. The level of Cobra damage and
number of remaining lives can be found at the left of the display
panel shown at the bottom of the screen.

C64/128

When playing Cobra Force you must use a joystick connected in
port 2.

You start the game on a helipad at the far left of level one. Your
objectives are outlined below. Remember the people of your
country are counting on you.

After you have cleared the level we will despatch a B2 'Stealth
Bomber' to destroy the area. Obviously all enemy missile
installations must be eliminated before we can do this.
Unfortunately you will need to use your own missiles or bombs to
destroy the silos as your 20mm cannon will have no effect on
these targets.

Not only must you destroy these defence installations, you must
also rescue all the POWs held captive in the base.

Once these 2 key objectives have been completed you will have
to go up against the enemies awesome secret weapon. When
this has been destroyed you and your aircraft will be transported
to the next level.

Your Cobra is equipped with 4 main defence systems:
Systems 2,3,4, and 5 must first be selected by tapping the
SPACE BAR.

1. Single M197 20mm gun. This is activated by tapping fire.
2. Hellfire armour-piercing missiles. These may be launched by
holding down the fire button.
3. Snargoid wire guided missiles. The missile is fired in the
same manner as the Hellfire, however by pulling the joystick up
or down you can change the direction of the missile.
4. Bombs. These are dropped by holding down fire. A bomb will
destroy any ground targets that get in its way.
5. Shield. This is activated by holding down fire, it will give you
invulnerability for a few seconds.

Systems 2, 3, 4 and 5 must first be selected by pressing the
SPACE BAR. These systems are strictly limited, they may only
be replenished by landing on the helipads dotted around the
landscape. When landed, watch out for the ground attack
vehicles which may sneak up on you.

Collisions with enemy missiles or aircraft will result in your
Cobra becoming damaged. The level of damage and number of
remaining lives can be found at the left of the display panel at the
bottom of the screen. Collecting a POW will repair your Cobras
damaged systems.

CREDITS

Original Design
Spectrum Code & Graphics
Spectrum Loading Screen
Spectrum 128K Music
Spectrum Music Player
Amstrad Code
Amstrad Graphics & Loading Screen
Commodore Design, Code & Graphics
Commodore Music
The Amazing 'Sonic Graffiti' Crew

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Simon Hobbs
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Ian Sheridan
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Neil Hill

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Duncan Kershaw

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Logo
Textuals, Story & Shots
Inlay Production
Tape Mastering

Peter Austin
Mike Wood & Jon Clarke
Simon 'The Truth' Daniels
Pete, Si, Steve, Simon & Mike
Kevin Parker

YET ANOTHER 'CLASSIC' STEVE THOMPSON PASTE-UP.



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Aldermaston, Berks. RG7 4QW.