

# Cavern Cobra

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An Arcade Game for the Apple IIGS

by Greg Hale



PBI  SOFTWARE, INC.

1163 Triton Drive • Foster City, CA 94404 • (415) 349-8765

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## Project Outline

The situation is grave.

It was recently discovered that the world's most dangerous terrorist has built a mammoth underground network for the purpose of training an entire generation of terrorists. He plans to guide these trainees in his footsteps, which could bring the world to its knees before him. We, the "Agency", wish to prevent this masterminded project's success. Cavern Cobra, a highly sophisticated helicopter, has been developed for your use in stopping the evil plot (code named "The Project") of The Terrorist. We believe that your skills coupled with the power provided by the chopper will be enough to put an end to the Project, and hopefully to The Terrorist himself!

The hideaway has been located deep in the caverns of Tibet, which directly demonstrates the need for the Cobra. We will be monitoring your progress as long as possible. But we will lose contact as soon as you pass into the caverns, for the caverns have apparently been shielded by some sort of scrambling device. We wish you success...

Ah, yes. We have also learned that another insidious plot lies deep within the Project. As to its details, we cannot tell. We have only just learned it twenty minutes ago. We do know, however, that this second plot deals with the Project itself. What does that mean, you ask? I don't know. I'm just trying to give you all of the facts available. Good luck!

- The Agency

## **Getting Started**

Cavern Cobra is a fast-action arcade game for the Apple IIGS with digitized sounds which will play back in stereo when used with the MDIideas' SuperSonic Stereo Card.

The mission for Cavern Cobra is to enter a terrorist stronghold consisting of over 7 cavern levels, destroy that stronghold, and ultimately kill the world's most dangerous terrorist. To start the game, insert the disk in the drive and turn the computer on. Pressing a key or clicking the mouse at any time during the startup will skip the title screen and music, putting you at the desktop. From here you may select any of the menu options. To select a menu, point the arrow at a menu title and hold the mouse button down, move ("drag") the arrow over the options until the menu you wish to select is highlighted, and then release the button. You may also select a menu option by holding down the "Open-Apple" key and typing the letter that appears to the right of the option you wish to select; this letter is known as the keyboard equivalent. From the desktop you may select "About Cavern Cobra..." from the Apple menu, "Quit" from the "File" menu, and "View StartUp" or "Play Game" from the "Game" Menu. To start playing the game, select the "Play Game" option.

## **The Goal**

Your mission is over when you are destroyed or when you have destroyed The Terrorist.

You must travel between tunnel levels in the caverns of Tibet. In the middle of each level are found heli-pads. Once you've found one, land exactly in the middle of the pad. The Terrorist doesn't believe anyone should land without accuracy (including you), and therefore made the pad sensitive to where you land. These heli-pads, lowers the Cobra into the next level closer to the Terrorist. Remember, nothing may be outside the helicopter landing area; any part of the chopper that extends across the two pad detectors will mean immediate destruction.

## **Playing the Game**

The mouse controls your helicopter; move it in the direction you wish to accelerate. The further you move the mouse, the faster the chopper will fly, limited only by the Cobra's maximum velocity. Space Bar turns the Cobra around. Holding the mouse button down when moving between rooms will allow you to view your statistics until you click the mouse again. When the mouse button is held down during the game, your machine guns will shoot a continuous stream of bullets; they will continue to fire until the button is released or when you use up all your bullets. Other commands are available during the game. They are listed below with their associated key.

## **Controlling Cavern Cobra**

<i>Key:</i>	<i>Description:</i>
"1"	Release a bomb from your helicopter, dropping it on the enemy.
"2"	Activate the automatic grenade launcher, which was designed for arc assaults.
"3"	Fire a fragmentation bomb. Click the mouse button to detonate the explosive. Once exploded, the bomb's fragments (which are actually bombs themselves) will fly in random directions. Each fragment is just as powerful as an entire fragment bomb that isn't detonated. It is wise to explode a fragment bomb whenever possible.
(SPACE)	Turn the Cavern Cobra helicopter around.
^Q	Quit the current game and return to the startup and/or desktop by holding the "Control" key down while pressing the "Q" key.
^R	Restart game
(TAB)	Pause the current game, resuming only after a key is pressed.

## **Staying Alive & Making the Most Points Out of It**

With only 4 "lives of the Cobra", you begin your anti-terrorist venture. Each time you perish, another Cobra will take your place at the beginning of the level. Cavern Cobra awards points and armaments based on your survival instincts and battle acumen. The more enemy you neutralize, the more points and bonuses you shall receive. At the end of your lives or that of the Terrorist, obtainers of high scores can etch their name unto the Agency's Hall of Fame.

### **Adding to Cobra's Strength and Fire Power**

Bonus, Ammunition: 100 Points  
Destroy the ammo trucks; your grenades, bombs, and bullets will increase.

Bonus, Armor: 200 Points  
Destroy the armor tower and you'll gain more armor.

Bonus, Fuel: 40 Points  
Destroy a fuel tank, you'll gain more fuel.

Bonus, Ammunition, Armor, Fuel, Fragmentation bombs:  
Based on enemy devices destroyed. Bonuses awarded after reaching a new cavern level.

### **Enemy's Point Value**

Bunkers: 800 Points  
These buildings are used to both train and house the terrorists that are to be trained. Even though they are the homes of the enemy, they should be destroyed only if you have a surplus of ammunition. Remember: We don't know the underground fortress depths.

Gun Balloons: 100 Points

These balloons are more than just balloons; their material is incredibly resistance to heat and puncture - they just bend! As a result, you must shoot them many times to weaken and finally destroy them! Helicopter blades are caught up in the balloon material easily, totally rendering the chopper helpless. They don't simply form obstacles, however; they shoot bullets randomly in all directions. The direction they'll shoot must be analyzed.

Gunners: 40 Points

These gargantuans, grown to such an unbelievable size, were victims of one of The Terrorist's experiments. It seems he chose to make them guards, for they're too big to use as spies or as normal infiltration terrorists. They man anti-aircraft guns, so watch out for them. Your armor may be thick, but every hit inflicts damage!

Mines, Hovering: 20 Points

These mines hover in the air, waiting for any unidentified object to move by them. As soon as such an object nears them, they will blow up. The damage is not great, but when one goes off, more are likely to follow.

Mines, Magnetic: 80 Points

These slow-moving mines are attracted to metal that hasn't been treated with The Terrorist's identification chemical - we haven't been able to duplicate it yet. You can either evade them or destroy them!

Missiles, Guided: 500 Points (5 Points If Destroyed On Ground)

Two types of missiles are known to be favorites of The Terrorist, which means they are likely to be used within the complex. The first type utilizes a guiding system based on radar and heat detection. From the two inputs, it readily detects new coordinates & compensates accordingly, guiding the extremely deadly weapon to its target. These missiles can be destroyed in their launching pad prior to their launch.

Missiles: 20 Points (5 Points If Destroyed On Ground)

Of the two types of missiles, the second type is the standard high-explosive missile. While cheap to manufacture, they can be placed anywhere and cannot readily be tricked. They fly straight up toward the target, and will explode on impact. These missiles can be destroyed before they launch.

Radar: 150 Points

Radar dishes are used by The Terrorist command headquarters to scan overhead for intruders. You should destroy these immediately, as they will reveal your presence to the enemy. Once they know where you are, they can lock and launch guided missiles based on your coordinates.

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### Credits

Concept and Program: Greg Hale  
Technical support and programming: Richard L. Seaborne  
Sound: Jeff A. Lefferts, Richard L. Seaborne, and Greg Hale  
Digitized sounds with MDIideas' SuperSonic Digitizer  
Manual: Richard L. Seaborne  
Graphics: Mei-Ying Dell'Aquila - Mei Designs  
Cover Art: Ken Toyama - Graphiken