

Twin Cobra Walkthrough

by Samcan

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Nintendo / Famicom

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1.) Introduction
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I am Samcan. I am widening my experience in writing FAQs for of different computers and consoles. It's a pity that some games such as this go without a guide for years to come. I hope you find the game guide information in this FAQ good to digest and aid you in your gameplay. If there's anything I missed feel free to bring it up in the Board of this game. Constructive criticism, complements and commentary are welcome. Nuf said, let's begin the FAQ.

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2.) Before we Begin
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2A.) About this FAQ

This FAQ is a complete walkthrough of the NES/Famicom version of the game from start to finish. At the start of each stage will be a list of enemies to give an idea of what th

2B.) Storyline

There is no apparent story in this game. Except that you are in control of an attack chopper dispatched by the Sammy Assault Force, according to the boxart.

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3.) Gameplay
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--Controls--

- Pad = Move Attack Chopper
- Button A = Launch Bomb
- Button B = Fire projectiles
- Select = Pause the Game

--Objective--

The game objective is straightforward in all six stages. You start each stage taking off from an aircraft carrier, followed by shooting and destroying waves of enemies, then you tackle a boss vehicle. When the boss is destroyed you'll dock back at the aircraft carrier and proceed to the next stage.

--Weapons and Powerups--

You start the game with two lives, three bombs and Twin Shot Red Bullets. But when you acquire powerups you can get a number of different firepower upgrades.

S = Weapon Powerup

B = Extra Bomb

P-Star = 100 points. End Stage bonus points (3000 per star) You lose those bonus points if your chopper gets hit after collecting them.

Silver P-Star = 100 points. Can grant temporary invulnerability.

1UP = Comes in two colors and grants the player an extra life.

Circle (Red/Yellow) = Red Bullets.

Circle (Blue/White) = Blue Balls.

Circle (Green/White) = Green Lasers.

Circle (Dark Yellow/Grey) = Yellow Seekers.

NOTE: Extra Lives can be gained by scoring 200,000 points.

Power	Red Bullets	Blue Balls	Green Lasers	Yellow Seekers
L1	2-Shot	1-Way	1-Line	Single Front
L2	4-Shot	1-Way Chain	3-Line	Double Front
L3	6-Shot Spray	3-Way	5-Line	3-Side
L4	8-Shot Spray	3-Way Chain	6-Line	4-Side
L5	10-Shot Spray	5-Way	5-Line 1-Mega	2-Front 3-Side
L6	12-Shot Spray	5-Way Chain	3-Line 3-Mega	2-Ends 2-Side

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4.) Walkthrough
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--Stage 1--

ENEMIES	POINTS	COLLECTIBLES
Blue Chopper	200	
Green Chinook	20 per shot	Powerups
Dark Yellow Tank	250	
Red Battery	100	P-Star / Extra Bomb

BOSS: Big Green Tank 5000

Starting at sea starting firing at the blue choppers heading for you. When you reach the coast shoot the green chinook for a powerup. After a few more choppers comes another chinook. Then comes your first dark yellow tank followed by a red battery on a building. Remember that those red batteries are worth shooting for P-Stars (And occasionally extra bombs).

After some more choppers comes the third chinook and in comes additional choppers and tanks. Best to shoot the tanks first, as they shoot more frequently than choppers. At a building ahead of you awaits another chinook. You'll face more tanks and choppers on either side, then another chinook.

When you reach a road with holes, there will be more choppers, tanks and a chinook. Shooting the right section of the road will reveal a P-Star. Continue shooting tanks and choppers and find a chinook by some buildings and a courtyard. Past more tanks and choppers is another chinook and even more tanks and choppers to follow.

At the last road is a sandy area with a red battery. Choppers, tanks and two chinooks are ahead. When you reach the airfield choppers will swarm, while tanks get scarce. Shoot the center of the two lowest squares of the airfield for an extra bomb and P-Star. Don't miss the red battery to the right.

Fighting on further through the airfield, choppers will come at you left and right. Keep an eye out for another red battery to the right. Finally you will face a Big Green Tank. Position yourself centrally in front of it, so you can shoot it without getting hit.

--Stage 2--

ENEMIES	POINTS	COLLECTIBLES
Green Gunboat	300	
Battleship Turret	200	
Green Chopper	200	
Red Battery	100	P-Star / Extra Bomb
Grey Bomber	3000	Powerups
Carrier Turret	250	
Hovercraft	400	Powerups
Ship Bridge	100	Extra Bomb
Dark Yellow Tank	250	
BOSS: Big Blue Tank	7000	

Rows of gunboats start cruising towards you, followed by individual ones. You'll find a chinook and your first battleship. Always shoot the turrets, the bridge (Which yields a P-Star) and red battery on it, as well as an incoming choppers.

Now coming to the second battleship in the middle, then the third to the right. You might find a silver P-Star in one of those battleships. When you reach the carrier, there's a grey bomber to the left and some choppers. Further are more choppers and many turrets left and right. Halfway there will be another grey bomber.

After shooting more turrets and choppers, you'll come to the end of

the carrier and face a hovercraft and even more choppers. Attack two battleships and a barrage of choppers and you've reached the coast. Tanks and choppers lie ahead, as well as a red battery to the right. When you've fought past the bridges riddled with tanks and choppers, you'll face the Big Blue Tank. Align yourself between its center and one its edges to avoid getting hit by the spray of bullets.

--Stage 3--

ENEMIES	POINTS	COLLECTIBLES
Dark Yellow Chopper	200	
Green Chinook	20 per shot	Powerups
Red Battery	100	P-Star / Extra Bomb
Dark Yellow Tank	250	
Large Green Tank	400	
Green Gunboat	300	
Battleship Turret	200	
BOSS: Railtanks	10000 each	

You are immediately faced with Dark Yellow choppers and a chinook. Shortly you'll reach a port with a red battery to the right and tanks accompanying choppers. Watch out for the Large Green tank after the river as it shoots streams of bullets. Shoot the incoming Gunboats, then the cranes to the right for P-Stars.

By the end of the dockyard are choppers and chinook. Another chinook with choppers comes a little way ahead. There are a few tanks at the next dock, but also several choppers and two battleships baring turrets and a red battery each.

Past the chopper infested stretch of industrial zone and water, you'll find a chinook and two more battleships. There's also some large green tanks to the left with choppers to come. Shoot the cranes and the end of the freighter ship for P-Stars, keeping an eye out for large green tanks. After a small chopper encounter, you'll meet two Rail Tanks, one at a time. Keep sidling to avoid getting hit by their lines of fire.

--Stage 4--

ENEMIES	POINTS	COLLECTIBLES
Red Chopper	200	
Green Chinook	20 per shot	Powerups
Battleship Turret	200	
Ship Bridge	100	P-Star
Red Battery	100	P-Star / Extra Bomb
Large Green Tank	400	
Anti-Air Hatch	500	
BOSS: Gatling Tanks	5000 each	

Red choppers and a chinook are inbound. Among the fleet of choppers, you'll find a small battleship to the left and another in the middle and another chinook. Yet another chinook appears and two more small battleship either side. A fourth chinook soon afterwards, plus more choppers and a fifth chinook. When you see the battleship (with a red batter) to the left, there will be a sixth chinook.

Fight another battleship in the middle, a swarm of choppers and a seventh chinook. Be sure to collect the 1UP from the red battery. An eighth chinook flies among more choppers. At last you've reached the coast, with a red battery to the right and large green tanks on the roadways. Find another red battery to the left.

After beating the tanks, watch out for the Anti-Air Hatches in the fields. Those can only be destroyed when they are open. Among them is a red battery. More large green tanks are driving up ahead, followed by a couple of AA Hatches.

Choppers approach at the next river crossing plus a chinook. You are suddenly approached by the two Gatling Tanks, one after the other. They spray bullets quite widely, so keep your distance from them as you shoot them.

--Stage 5--

ENEMIES	POINTS	COLLECTIBLES
Blue Chopper	200	
Green Chinook	20 per shot	Powerups
Dark Yellow Tank	250	
Large Green Tank	400	
Gun Hatch	250	
Platform Turret	250	
BOSS: Command Center	50000	

Two chinooks and several Blue choppers are coming for you at sea. At the coast are more choppers and another chinook. Another chinook, is hovering by more choppers and some Dark Yellow tanks. Aim for the center of grey roofed buildings to find P-Stars. At a stretch of road are more choppers and a chinook.

On some rocky lands are some choppers and chinook. Shooting the left side of grey riveted roofed buildings for P-Stars. Dark Yellow tanks and choppers scatter the next area, with two chinooks among them. Past the swamplands are large green tanks. Shoot the buildings to the right to find some P-Stars, while taking care of a multitude of choppers. You may even find a silver P-Star too.

Get a couple of P-Stars from the two miniature buildings left and right and when you've fought past the choppers, you'll have reached a gigantic green platform. Prepare to shoot the Gun Hatches and Turrets placed around that platform. Note that Gun Hatch can only be destroyed when its open. It also worth noting that not all the hatches open at all. Shortly you'll face the Command Center, which fires a barrage of bullets at the front, so take it out at it's sides.

--Stage 6--

ENEMIES	POINTS	COLLECTIBLES
Blue Chopper	200	
Green Chinook	20 per shot	Powerups
Medium Green Tank	350	
Red Battery	100	P-Star / Extra Bomb
BOSS: Armored Tank	20000	
BOSS: Heavy Tank	20000	

Fight your way through several Blue choppers and a chinook. Upon reaching land, there will be more choppers and Medium Green tanks. Ahead are two red batteries together. Two more red batteries can be found past a few more medium tanks. Deal with more medium tanks and a chinook.

Fight some choppers and a chinook, then fire at the ground in the middle to find a hidden P-Star. Find a red battery to the left as you face a mixture of choppers and medium tanks. Another red battery lies to the left edge of the screen, which can get tricky to collect.

After a battling medium tanks and choppers (with a chinook in between), you'll find two red batteries to the left, immediately followed by another chinook and then three red batteries and more choppers. Tanks become scarce, but choppers grow in numbers. Keep an eye out for P-Stars in sections of the concrete and sand.

Find a red battery to the right followed by a chinook. You'll find a red battery in the center. With the choppers thinning out, you'll meet the Armored Tank. This boss tires two streaming bullet turrets at you. Keep moving while you fire. Not time to relax after that, you've got the Heavy Tank to beat. Move between the clusters of bullets while firing and you'll beat the second boss easily.

--Stage 7--

ENEMIES	POINTS	COLLECTIBLES
Green Gunboat	300	
Battleship Turret	200	
Red Chopper	200	
Red Battery	100	P-Star / Extra Bomb
Grey Bomber	3000	Powerups
Carrier Turret	250	
Green Chinook	20 per shot	Powerups
Medium Green Tank	350	
BOSS: Super Tanks	25000 each	

You've got a lot of gunboats to shoot. You'll soon find a battleship to the left. Same strategy as before is to look for a red battery and shoot the bridge for P-Stars. Look out for the grey bomber. Now for the second battleship, some red choppers and another grey bomber.

You've reached an aircraft carrier with a number of turrets, chopper and four red batteries. After another round of turrets and choppers are six more red batteries. Two more red batteries follow after the third round of turrets and choppers. Expect even more chopper when you leave the carrier behind.

Two small battleship lie ahead and choppers ahead of them. You'll see a chinook at the first road, followed by choppers, a red battery and Medium Green tanks. At the rocky grounds, you'll meet the two Super Tanks, one after the first. They fire continuous twin cannons, so keep a fair distance, so you can dodge between the bullets as you fire.

--Stage 8--

ENEMIES	POINTS	COLLECTIBLES
Green Chopper	200	
Red Battery	100	P-Star / Extra Bomb
Medium Green Tank	350	
Battleship Turret	200	
Green Chinook	20 per shot	Powerups
Green Gunboat	300	
BOSS: Railtanks	10000 each	

After a brief fight with Green choppers, find two red batteries to the right as you face Medium Green tanks and more choppers. Fighting even more choppers at the dockyard, remember to shoot some cranes for P-Stars. A red battery can be found between two warehouse. Then you'll need to fight two battleships. Find two batteries on the docks as well. There will be a chinook among the choppers.

While you fight more choppers and another chinook, there's two red batteries to the right. There are two small battleships to the right. Look to the right for gunboats. Shoot sections of the concrete road for P-Stars, all the while blasting choppers. Shoot cranes and freighter ships for more P-Stars. After shooting some more choppers and a brief moment of quiet, you'll face two railtanks, exactly like the ones you destroyed in Stage 3.

--Stage 9--

ENEMIES	POINTS	COLLECTIBLES
Dark Yellow Chopper	200	
Green Chinook	20 per shot	Powerups
Battleship Turret	200	
Red Battery	100	P-Star / Extra Bomb
Large Green Tank	400	
Anti-Air Hatch	500	
BOSS: Quad-Gun Tanks	35000 each	

Be quick to fight the Dark Yellow choppers accompanied by a chinook. Fight two small battleships left and right and another one in the middle. You might also find a silver P-Star on one of the bridges of those battleships. Continue fighting lots more choppers and two chinooks and eventually you'll see a battleship to the left.

At last you've reached a purple coast. Find a red battery on the first right freighter, then face some Large Green tanks. There are three more red batteries on both freighters at the top and another two to the left swarming with large tanks.

When you're past the tanks, start firing at the AA Hatches and choppers, getting a red battery along the way. A few more chopper and a red battery lie to the left. The you'll see two more red batteries by a grey building. Fight some more choppers, a few more AA Hatches and get two red batteries to the right.

Blast a swarm of choppers with a chinook followed by a second chopper swarm and you've got two Quad-Gun Tanks harrassing you. Stay out of their line of fire while keeping yours intact.

--Stage 10--

ENEMIES	POINTS	COLLECTIBLES
Blue Chopper	200	
Green Chinook	20 per shot	Powerups
Dark Yellow Tank	250	
Large Green Tank	400	
Gun Hatch	250	
Platform Turret	250	
BOSS: Twin Bases	50000 each	

Fight Blue choppers and a chinook to start with. Another chinook follows along with a multitude of choppers. Dark Yellow Tanks join the massive chopper fleet on land. Hit the first wooden roof to the right and some grey roofed buildings to the left for P-Stars. There is also a chinook next to a few choppers and tanks.

Find more items in the wooden roofs in the middle as you shoot additional choppers. Fight even more choppers as you reach the rocky lands and don't forget to shoot the central riveted grey roof for a P-Star.

Pick off scattered tanks and choppers, while shooting the grey buildings to the right (with a possible silver P-Star in one of them) until you reach the industrial areas with Large Green tanks and P-Stars to be found in white roofs of the middle buildings. Choppers join the fight. Shoot the miniature grey building in the center for one more P-Star.

After another round of fighting choppers, you've reached a gigantic purple platform. Be ready for the Gun Hatches and Turrets. And of course you must take care of the final boss, the Twin Bases. They each fire a stream of three bullets in front and a rotating turret. You can fire repeatedly at them as you speed across once they have fired their front fire. At this point you may wish to exhaust your bombs to wear them down. When you've destroyed one base, the other shouldn't be a problem. And that's it, you've won the game and completed all ten stages.

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5.) Copyright and Thanks
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Thank you for reading. I look forward to briefing you in another FAQ.