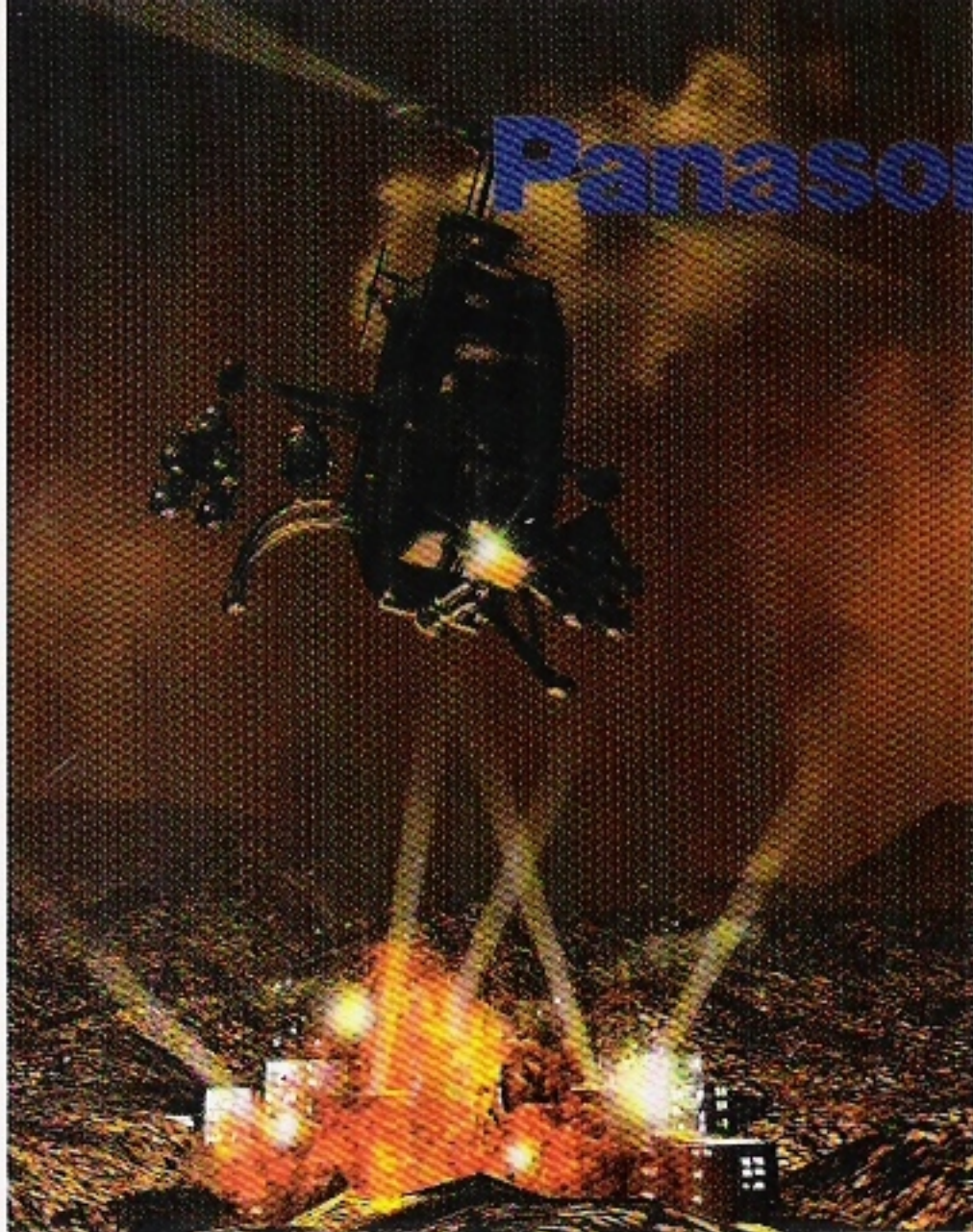


COMPACT  
disc



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SCRAMBLE  
COBRA™



3DO



FZ-SM0404

For use with 3DO™ systems

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# SCRAMBLE COBRA™

# (SCRAMBLE COBRA)

## [How to Start/End the Game]

### Start Up

Demonstration starts after the Title screen comes up. Press any button and the Menu screen appears.



Title



Menu



Level Select



Mission Select



Data select

### A New Game

For the first playing, select "New Game" and press the A button.

After choosing the difficulty level on the Level Select screen, the Mission Select screen comes up. Choose the mission by moving the directional pad up and down. (See Page 10: *How to Play*)

### Continue

To load your saved game, select "Load the Data" on the Menu screen and press the A button. Select "Continue" and press the A button. The Mission Select screen comes up when choosing the difficulty level on the Level Select screen. Choose the mission by moving the directional pad up or down.

When there is not enough the Save Game memory in the player, the system will automatically manage the Save Game memory with the warning a message. In this case, delete the unnecessary data of other games saved in the player by following the directions on the screen.

The name of the file and capacity of "Scramble Cobra" game data is GA CBR.DT/320 bytes.

For saving and deleting the data after starting the game, see page 11.

When the Save Game memory is full

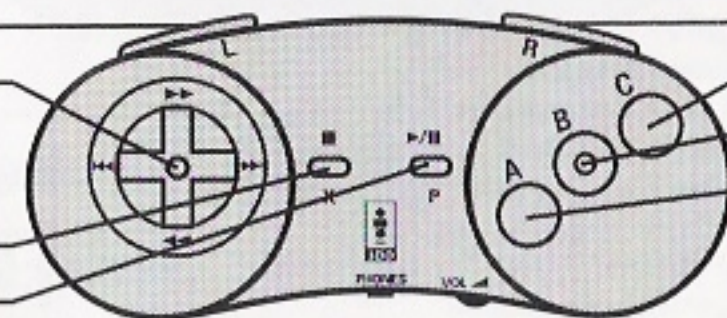
### How to Use the Controller- for each Select screen

L button\*

Directional pad:  
selecting

X button: canceling

P button: selection



R button\*

C button: canceling

B button\*

A button: selection

\*L, R, and B buttons are not used for selecting items.

## [Cobra Operation]

### The Option Screen

You can choose from 12 different configurations for your controller. After selecting "Option" on the Menu screen and press the A button, the Option screen comes up. Select one from TYPE A-C by moving directional pad up and down and from 1-4 by moving it left and right. Operation type is selected by pressing the A button. The default setting is Type A-1.

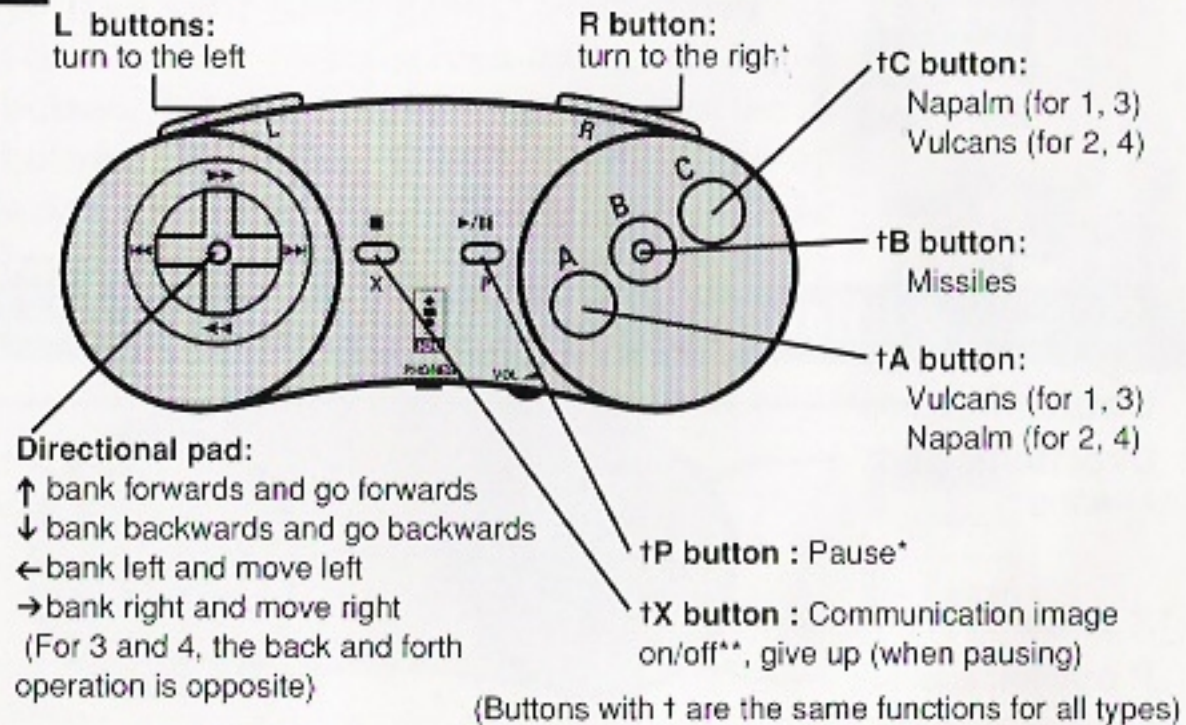


Option

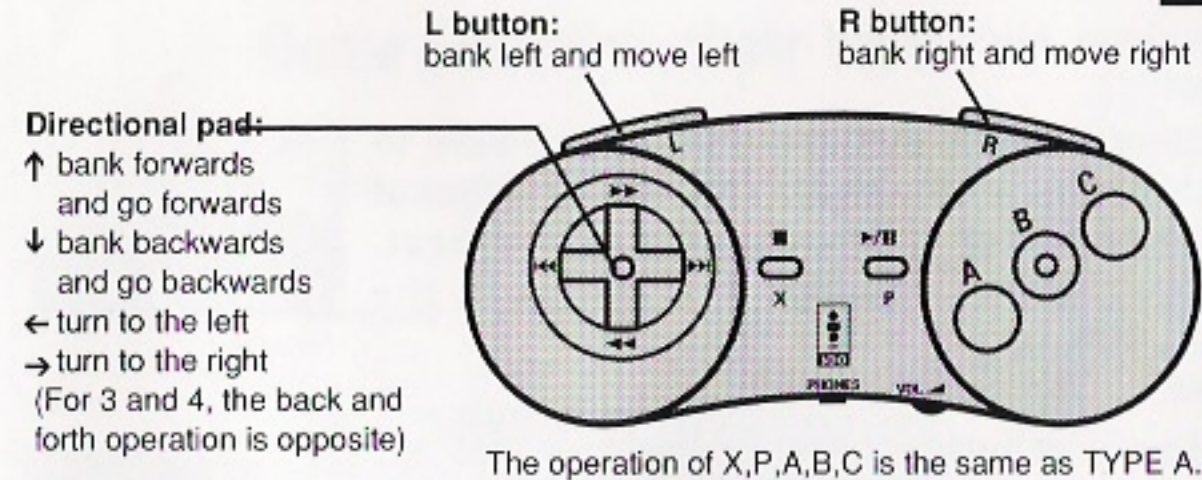
### TYPE-A

**\*Pause :** The result of the battle is indicated on the screen as "the number of shot-down targets/the number of appeared targets" during "Pause".

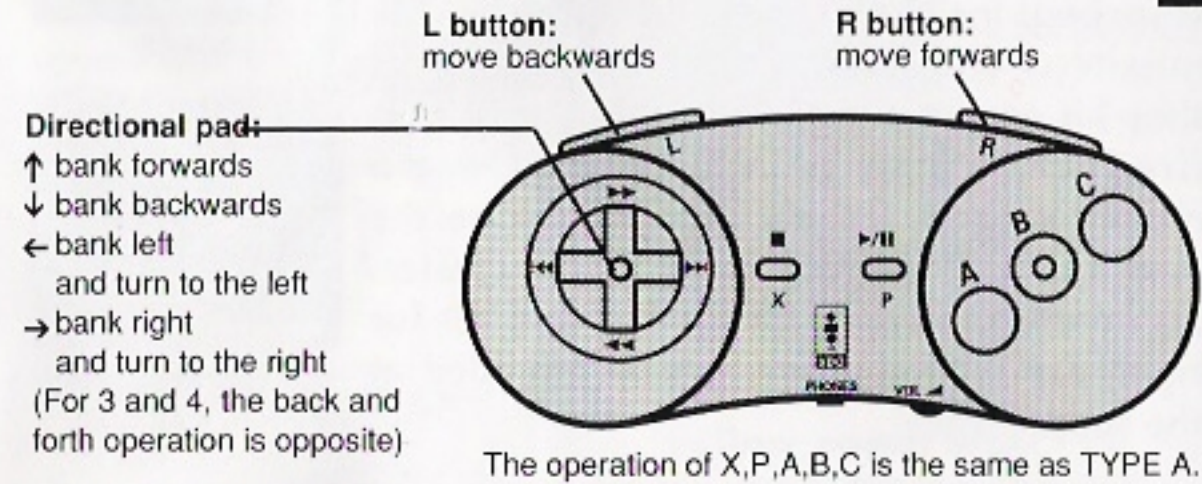
**\*\*Communication Image on/off:** While playing the game, the communication image on the monitor is turned off by pressing the X button (though the sound of communication is still on). The image is back on by pressing the X button again when the communication line is still on.



### TYPE-B



### TYPE-C



**Connect the control pad when the power switch is off.**

## [Weapons]

Vulcan, Missiles and Napalm are loaded.

### Vulcan

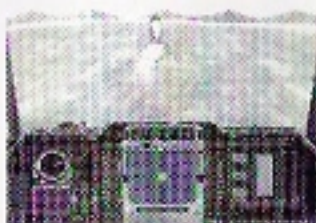
20mm bullets that are fired sequentially to the center of the sight. You won't run out of AMMO, but your weapon can overheat. Pay attention to the heat gauge in the cockpit.



Vulcans

### Missiles

This is an Image Recognition missile. When targeting, the sight bracketing the targets in range will turn red. You are then locked on. Press the A button and 1 missile will be launched, for each red set of brackets. The missile(s) will pursue their target(s) until they hit or run out of fuel (only 1 missile is fired when none is locked on). Once a missile is fired, it's not possible to fire the next one until the blue ready light indicates. 20 missiles in total, 10 for left and 10 for right, are loaded. They can be reloaded at the supply truck.



lock on and fire



Ready to fire when the blue ready light indicates



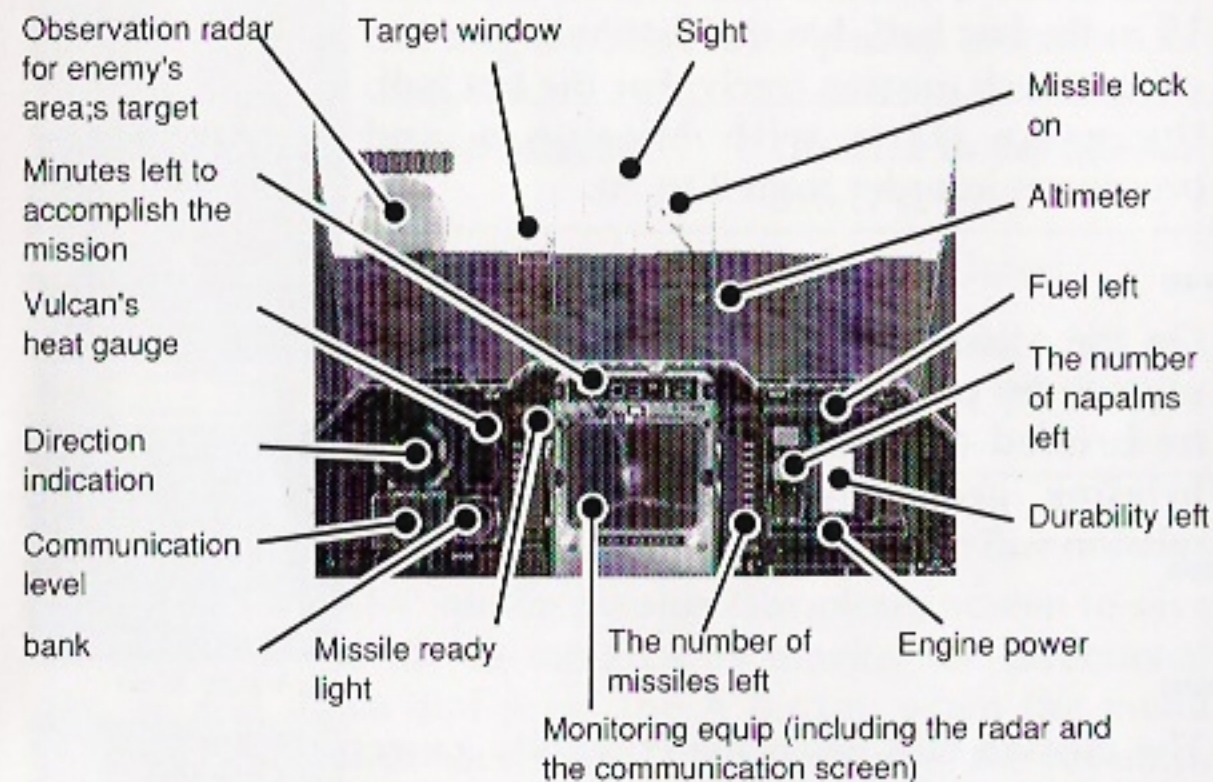
Napalms

### Napalm

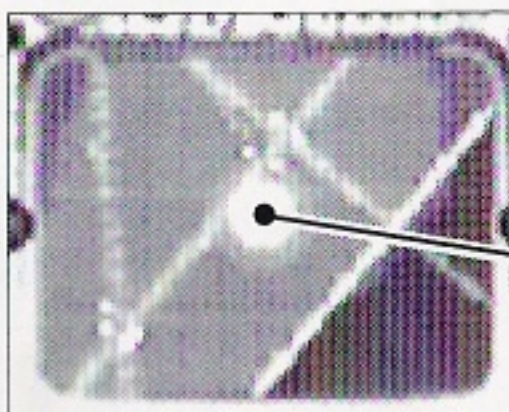
The powerful flame burns up the target. 3 napalms are loaded and can be reloaded at the supply truck.

## [Cockpit]

### Game Screen: Cockpit View



### Radar Screen



- red point:** enemy
- yellow point:** target
- green point:** supply truck
- orange line:** strategy line
- center:** Cobra
- blue point:** ally
- white point:** buildings

## [How to Play]

### Missions

Practice: Besides all the missions, there is one training mission.

The goal of this game is to accomplish 10 missions. 10 missions are divided in 2 parts, Mission 1-5 in the first half and Mission 6-10 in the last half. For the first half, you can choose each mission freely. For the last half, the game starts with Mission 6 and progresses in order from 6 to 10.

### Briefing

On the Mission Select screen, choose your mission by pressing the A button. You will be briefed on your mission. To skip the briefing, press any button. The selected mission will start.

### Failure

The mission fails when the durability gauge is empty or all the buildings that you are protecting are destroyed. The mission also fails when you run out of time. If your Cobra, or the enemy crosses the strategy line, your mission fails. The Advice screen appears when the mission fails. The Mission Failed screen appears when pressing the A button. (see *Mission Accomplished*)



Mission Select



Briefing



Strategy Map



Advice



Mission failed

After accomplishing the mission, Target Score comes up to show the marks and then returns to the Mission Accomplished screen. Choose one among 3 choices by moving the directional pad up and down.



Target Score



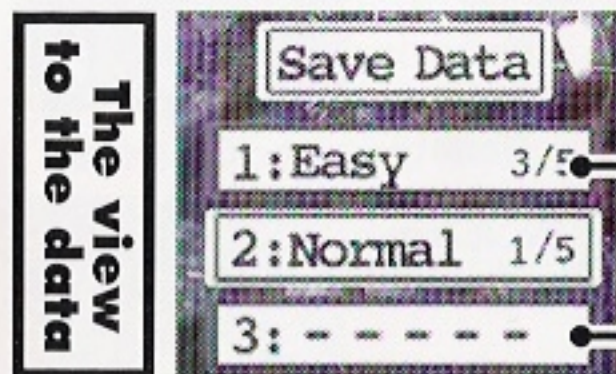
Mission Accomplished

**Select Mission** Go back to the Mission Select screen.

**Save Data** Save your latest mission.

**Intro** Go back to the title screen.

Select "SAVE DATA" on the Mission Completed screen to save the data. Choose the saving area by moving the directional pad up and down and press the A button when the menu appears. To confirm your select, "YES" and press the A button to save. After saving your game, you may continue your game.



The view to the data

level and conquest result

Indicates no saved data.

### Mission Accomplished

Target Score shows the details of the number of each enemy's appearance, the number of targets you hit, the percentage of successful attacks, and the percentage of the hits in whole mission. After a certain amount of time or pressing any button, the Mission Accomplished screen comes up.

### Record of the Data

When the saved game area is full, new games can be written over an area of unnecessary data after selecting that area. The unnecessary data can be deleted when selecting "Delete the Data" on the Menu screen.

## [Missions]

Introduction of the first half stages; mission 1-5

### Mission 1: Sun-Bear

The R Empire has started to invade. The mission is to destroy the huge tank which is the headquarters of the enemy progressing along the highway. It must be accomplished in 8 minutes.

### Mission 2: Operation Decoy

Transportation Troops of Country K's Army are moving to the north. The mission is to guard them until they meet allied forces waiting for them 90km ahead. It must be accomplished in 8 minutes.

### Mission 3: Tank March

Protect cities in Country K from the attack by the Country NK's force. There are 2 areas where buildings are centered. The mission is accomplished even if 1 building is saved after 8 minutes of attack.

### Mission 4: Scramble

There are 2 fighters invading territorial air-space around Alpha Island. The Mission is to splash the 2 fighters. It must be accomplished in 5 minutes.

### Mission 5: Cliff Keeper

With the backing of the R Empire, Country NK has landed in the territory. Your mission is to defend the military base. It must be accomplished in 8 minutes.



## (SCRAMBLE COBRA)

### How to use FlightStick Pro

You can play "Scramble Cobra" using the FlightStick Pro. **Connection** the FlightStick Pro is connected into either (1) the control port of the player itself or (2) the control port of the control pad for the player connected to the control port of the player. When you plug in or disconnect the FlightStick Pro, the power switch of 3DO player must be OFF.

**Preparation** Before using the FlightStick Pro, you have to adjust the position in the Control Stick mode on the Option screen as directed below. Otherwise, you can't control your cobra during the game.

### How to adjust the position

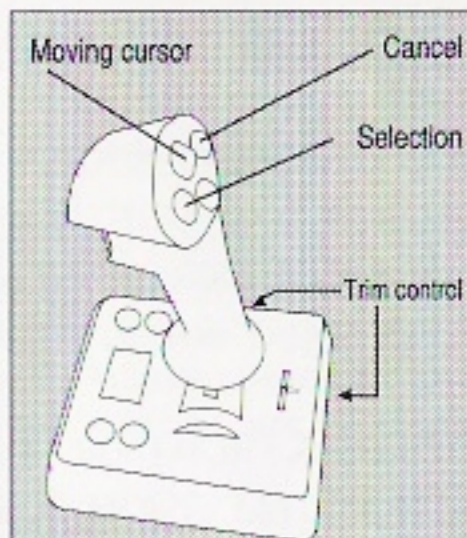
(1) The option screen comes up when you choose options on the Menu screen. If you connect the stick directly to the player's control port, the Control Stick mode automatically comes up. If you connect the stick to the control port of the control pad, move the cursor under TYPE-C in Control Pad mode, then the Control Stick mode comes up.

(2) In Control Stick mode, put the cursor on ADJUST and press the selection button. The detailed directions of operation will appear.

(3) Set up the operation type after the position adjustment.

**Setting Up** Choose the operation type of the FlightStick Pro in Control Stick mode. Put the cursor on a type among TYPE 1-4 and press the selection button. Your operation type is set up and then the Menu screen is back on the screen.

**Trim Control** Before starting the game, make sure the notches of the trim controls (=wheels in the middle and right side of the stick) are on the center. If they are not on the center, you can't adjust the stick.



How to control Cobra with the Flight Stick Pro is illustrated on the Option screen.

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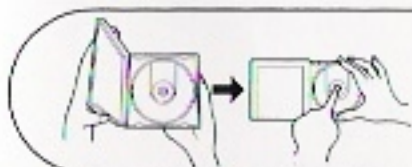
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1. Physical activities involving regular repeated movements of the wrists, hands and/or fingers may possibly cause repetitive stress injury. Such injury may also affect muscles in the arms, wrists, hands, fingers, shoulders and neck, chest and abdomen, and the legs and back.
2. There have been reports that some people may experience epileptic symptoms or even seizures while concentrating on flashing lights. It is possible that persons with no previous epileptic experiences may, nevertheless, have an undetected condition. To avoid a possible medical problem, if you have an epileptic condition, consult your physician before playing video games or any other visually intensive software products.

To avoid either of these situations, and as sound practice, if you should use this equipment for an extended period of time, it is suggested that you take periodic breaks of 10-15 minutes each hour. Unit should be used in a brightly lit room. Operating in a close distance to the TV should be avoided. In any event, stop using the Interactive Multiplayer and consult your physician if you detect involuntary muscle movements (such as twitching), altered vision, mental or visual confusion, convulsions, muscular pain, numbness of fingers, palms or other areas.

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To open the case, gently press both sides of its top. To remove the CD from the case, press the center holder and lift the CD, holding by the edges.



To return the CD to the case, insert the CD with the label facing upward, and press downward at the center.



If the surface is soiled, wipe gently with a soft, damp cloth (dampened with water only). Always move the cloth directly outward from the center of the CD, not in a circular motion.

DO NOT use record cleaning sprays, benzine, thinner, static electricity prevention liquids or any other solvent.

DO NOT write on the surface of the CD with a ball-point pen or other writing instrument.

Be sure to store CDs in their cases to protect them from dust, scratches, and warping.

DO NOT place or store CDs in the following places:

- Locations exposed to direct sunlight, humid or dusty locations.
- Locations directly exposed to a heat outlet or heating device.