

**EPYX**<sup>TM</sup>  
COMPUTER SOFTWARE

*Computer Activity Toys*

**GI JOE**

A REAL AMERICAN HERO<sup>®</sup>

**TOP SECRET BRIEFING MATERIALS**



**INSTRUCTION MANUAL**

for the Commodore 64<sup>TM</sup>

Game Program Designed By Ray Carpenter and Jeff Jehannigman

# EMERGENCY BRIEFING OF ALL G.I. JOE<sup>®</sup> PERSONNEL BY FIRST SERGEANT DUKE

## Alert Status: Code Red

"OK, listen up! I've got it straight from ol' Five Stars himself: G.I. Joe is up against it this time, and it'll take everything we've got to pull it off.

"COBRA™ has mounted an all-out effort to achieve their ultimate goal: total global dominance.

"One look at the Computerized World Hot Spot Map tells the story. COBRA has terrorist forces deployed worldwide. They've never been stronger or better equipped. Fortunately, neither have we.

"Our job: whip them before they topple governments and wreak havoc in every corner of the civilized—and not-so-civilized—world. 'Use any means necessary,' it says here. I take that to mean that we are to use our wits as well as our weapons.

"We've got the most sophisticated weaponry the world has ever seen. And each of us is a specialist, a walking, talking weapon in his or her own right. Headquarters assures me that we'll be assigned according to our strengths. We'll see. One thing is clear, though: COBRA has got to be stopped, and right NOW."

## OBJECTIVE

Defeat COBRA forces worldwide. Engage in personal combat in order to capture COBRA agents, or take on COBRA's H.I.S.S. tanks with G.I. JOE Heavy Equipment Assault Vehicles.

Study the dossiers of both the G.I. JOE and the COBRA personnel. Making the best match-up is vital to the success of the mission—and to the survival of the free world!

## GETTING STARTED

- Set up your Commodore 64™ as shown in the owner's manual.
- Plug your joystick into **PORT #2**. For two players, plug the second joystick into **PORT #1**.
- Turn the computer and the disk drive **ON**.
- Insert your G.I. JOE program disk into the disk drive with the **SIDE 1** label facing up, and the oval cutout pointing towards the back.
- Type **LOAD "GI JOE", 8, 1** and press the **RETURN** key.

## STARTING PLAY

While the program is loading, the G.I. JOE title screen and music come on. When the red light on the disk drive goes out, press the **SPACE BAR** or move the joystick in order to continue.

## COMPUTERIZED WORLD HOT SPOT MAP

When the Computerized World Hot Spot Map appears, there is not a moment to lose! The flashing points on the map indicate areas of intensive COBRA activity. COBRA activity is of two types. The shape of the flashing hot spots on the map tell you which type of mission G.I. JOE will face.

- **ROUND** flashing hot spots lead G.I. JOE into Heavy Equipment Confrontations. G.I. JOE's assault vehicles go up against COBRA armored units.
- **POINTED** flashing hot spots indicate Personal Combat—one-to-one warrior action!

To select any flashing hot spot, move the joystick in **PORT #2** until the selector box covers the hot spot you want to tackle. Then press the fire button.

## COBRA ENEMY SCREEN

The COBRA Enemy Screen appears, showing you eight COBRA agents, and a view of the terrain on which you'll be fighting.

- In **one-player versions**, your COBRA enemy is selected by the computer. Move the joystick or press the **SPACE BAR** in order to continue.
- In **two-player versions**, the player using the joystick in **PORT #2** controls the G.I. JOE team member in the same manner as in the one-player version. The player using the joystick in **PORT #1** takes on different challenges:
  - In the Personal Combat Activity, the joystick in **PORT #1** controls the COBRA agent. To select which COBRA agent, move the joystick until the COBRA symbol is in the box of the COBRA agent you prefer. Press the fire button to continue.
  - In the Heavy Equipment Activity, the joystick in **PORT #1** assists in the control of the G.I. JOE Heavy Equipment. Move the joystick in order to continue.

**Note:** Anyone who appears behind bars has been captured and is not available for use at this time. Also, if the joystick in **PORT #2** is moved before the fire button on the joystick in **PORT #1** is pressed, then you will have a one player game.



# HEAVY EQUIPMENT CONFRONTATION

The G.I. JOE Heavy Equipment Arsenal and Personal screen shows four G.I. JOEs across from their assault vehicles.

G.I. JOE takes to the sky in **one-player versions**:

- Ace pilots the Skystriker jet.
- Wild Bill flies the Dragonfly helicopter.

In **two-player cooperative versions**, it takes two to handle the assault vehicles:

- Steeler and a cohort jockey the Motorized Battle Tank (MOBAT).
- Clutch and his buddy control the VAMP jeep.

To select any one of the available G.I. JOEs, move the star symbol by using the joystick in **PORT #2**, and then press the fire button.

You will see the G.I. JOE Heavy Equipment assault vehicles leaving the G.I. JOE top secret armory. When preparations are complete, you'll be transported to the battle scene.

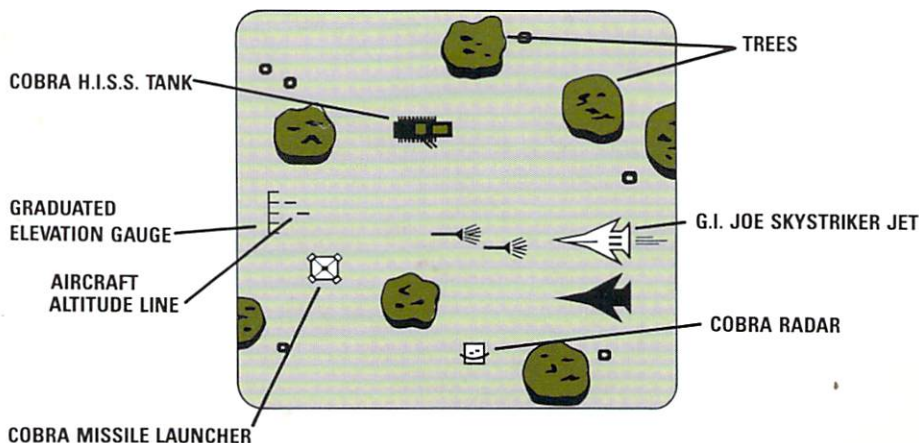
## 1-PLAYER VERSIONS

You fly the Skystriker jet or the Dragonfly helicopter by using the joystick in **PORT #2**.

### Altitude

Control your altitude with your joystick.

- Press forward to descend and land.
- Pull back to climb.
- Move left or right to turn or bank the aircraft.
- Watch your altitude! If the **Aircraft Altitude Line** starts to flash, you are flying too low and may crash into low-lying obstacles.



## Weapons

G.I. JOE aircrafts come equipped with an unlimited supply of air-to-land missiles. To fire, press the fire button.

SkyStriker faces a special challenge! COBRA missile sites can launch ground-to-air heat-seeking missiles. When a heat-seeking missile is coming at you, your console begins to beep. Escape if you can!

## 2-PLAYER COOPERATIVE VERSIONS

### Steering

It takes two to control the MOBAT tank and the VAMP jeep.

- The joystick in **PORT #2** drives the vehicle.
  - Press the joystick forward to move ahead.
  - Pull the joystick back to go backwards.
  - Move the joystick left or right to turn.

### Artillery Fire

- The joystick in **PORT #1** controls the direction of your shots.
  - Move the joystick left or right to rotate the launcher.
  - Pull the joystick back to raise the launcher elevation for distant targets.
  - Push the joystick forward to lower the launcher for close targets.
  - Press the fire button to shoot.

Learn to judge the correct angle of your shots by using the long bar next to the **Graduated Elevation Gauge**. But beware! If the long bar begins to flash, you are too close to an object. If you fire, you will be blown up and taken prisoner, or your missiles will not fire.

### Special Feature

Unknown to COBRA, the VAMP jeep comes equipped with guided missiles. Once launched, use the joystick in **PORT #1** to steer the missile.

## BATTLE'S END

If G.I. JOE's heavy equipment vehicle crashes or is destroyed by COBRA artillery three times, COBRA headquarters will appear and you will see the G.I. JOE team member being taken prisoner. The next time you see the G.I. JOE Heavy Equipment Arsenal and Personnel Screen, that fighter's face will be behind bars. It's up to the others—for now, at least!

If you succeed in destroying all eight COBRA H.I.S.S. tanks, stop your vehicle or land your aircraft. ALL the captured G.I. JOE team members will run out to you, ready to return to action.

Then press the joystick button or the **SPACE BAR** to return to the Computerized World Hot Spot Map.

## PERSONAL COMBAT

Get the COBRA agent before they can get you!

- **1-Player version:** You are the G.I. JOE team member of your choice, opposing a computer-selected COBRA agent.
- **2-Player version:** **PORT #2** controls the G.I. JOE team member and **PORT #1** controls the COBRA agent.
- Move the joystick to move your G.I. JOE team member or COBRA agent in any direction. Press the fire button to shoot. Be quick and aim carefully!

Know your G.I. JOE team and COBRA agents. Consult their dossiers. Watch them in action. Learn their strengths and weaknesses. It can make the difference between capturing a COBRA agent and being taken prisoner.

**Note:** If you selected a **POINTED** flashing hot spot from the Computerized Hot Spot Map, Duke will now appear onscreen and order you to turn the disk over.

- Wait for the red light on the disk drive to go off.
- Remove the disk from the disk drive.
- Turn the disk over and reinsert it into the disk drive.
- Move the joystick or press the **SPACE BAR** to continue.

## STATUS BARS, TROOP NAMES, AND TARGETS

A status bar, target, and the names of both G.I. JOE and COBRA appear in the upper left corner of the battle screen. G.I. JOE's is on the left; COBRA's is on the right.

### **Bars**

The longer a bar, the better that fighter is doing physically. As G.I. JOE or the COBRA agent is injured, their bar shortens.

Bars also change color. A fighter is strongest when his or her bar is green, weaker when it turns yellow, and in danger of being captured when their bar turns red.

The number of hits a fighter can take depends on how strong he or she is and how powerful their opponent's weapon is.

### **Troop Names**

As with the bars, the troop names of G.I. JOE and COBRA also change color each time one of them is defeated. The names begin green. When one of them has been defeated, his name will turn yellow. If the same trooper loses a second time, their troop name will turn red.

### **Targets**

The target underneath each status bar tells you whether or not that fighter's weapon is ready for use. Green = ready for use; red = reloading. You'll hear a high-pitched tone for G.I. JOE and a lower-pitched tone for COBRA when that fighter's weapon is reloaded.

Know your weapon! Light weapons (a laser pistol, for example) reload very quickly and do not cause much damage.

Heavy weapons (a flamethrower, etc.) reload slowly, but do a lot of damage.

## **PERSONAL COMBAT RESULTS**

If your G.I. JOE team member defeats his enemy twice, or if he's captured you'll see the COBRA headquarters.

Remember: G.I. JOE and their COBRA counterparts are clever, and no jail can hold them for long! When you've completed one assignment, there's always another COBRA agent out there somewhere causing trouble. The struggle goes on!

**Note:** Duke will appear onscreen again and instruct you to turn the disk over. Repeat the same steps as before. Then press the fire button or **SPACE BAR** to return to the Computerized World Hot Spot Map. As long as there is a flashing trouble spot on that map, G.I. JOE has work to do!



# G.I. JOE PERSONAL COMBAT PERSONNEL

## Confidential



**Code Name:** DUKE

**Weapon:** Submachine Gun

**Specialty:** Airborne Infantry

Fluent in French, German, Han Chinese and South East Asian dialects. Refused a commission in 1971. Commands by winning respect. Current assignment: Acting First Sergeant, G.I. JOE team. Will fight anywhere, anytime.



**Code Name:** BLOWTORCH

**Weapon:** Flamethrower

**Specialty:** Infantry Special Weapons

Familiar with all flame projection equipment. Powerful weaponry, although slow.



**Code Name:** GUNG-HO

**Weapon:** Hand Grenades

**Specialty:** Jungle Warfare/Recon

"The hairiest, scariest, craziest jarhead that ever scratched, kicked and bit his way out of... Parris Island!"

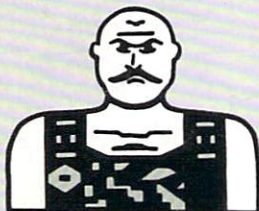


**Code Name:** RECONDO

**Weapon:** Rifle

**Specialty:** Jungle Trooper

Hates the cold, loves heat. When he's in the jungle, he feels he owns it, everyone else is trespassing. Steady, reliable.



**Code Name:** ROADBLOCK

**Weapon:** Heavy Machine Gun

**Specialty:** Infantry Heavy Weapons

Native of Mississippi, accustomed to warm climates. Formerly a gourmet chef. Immensely strong and solid.



**Code Name:** SCARLETT

**Weapon:** Power Crossbow

**Specialty:** Intelligence

Martial arts expert, awarded first black belt at age 15. Qualified expert in multiple weaponry. Primary military profile: Deadly; good sense of humor. Good utility person. Quick, responsive.





**Code Name:** SNAKE-EYES

**Weapon:** Uzi Submachine Gun

**Specialty:** Infantry

Trained in jungle, desert and arctic survival. Expert in all NATO and Warsaw Pact small arms. Lightning reflexes.



**Code Name:** SNOW JOB

**Weapon:** Laser Rifle

**Specialty:** Arctic Trooper

Best in cold climates. Expert in small arms. Good support; reliable backup.



**Code Name:** SPIRIT

**Weapon:** Arrow-Launching Rifle

**Specialty:** Infantry/Tracker

Served in South East Asia. Small arms expert. Agile, fast on his feet. Excellent reflexes. Mystical background: Shaman, spiritual.



**Code Name:** STALKER

**Weapon:** Laser Rifle

**Specialty:** Infantry

Urban street fighter in youth. Fluent in Spanish, Arabic, French and Swahili. "Moves like a jungle cat—silent—fast—strong."



**Code Name:** TORPEDO

**Weapon:** Harpoon Gun

**Specialty:** Sea, Air and Land (SEAL)

Former SCUBA instructor. Black belts in three martial arts. Expert in most small arms, explosive devices. Deliberate in his action.



**Code Name:** ZAP

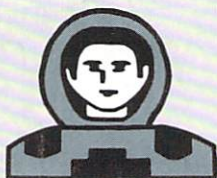
**Weapon:** Bazooka Soldier

**Specialty:** Engineer

Specialist in armor-piercing and anti-tank weapons; also functions as demolitions man. Steady under high-stress situations.

# G.I. JOE HEAVY EQUIPMENT PERSONNEL

## Confidential



**Code Name:** ACE

**Assault Vehicle:** SkyStriker Jet

**Specialty:** Fixed-wing pilot/Intelligence

Ace would rather fly than do anything. Formerly Senior Instructor U.S.A.F. fighter weapons squadron "The Aggressors". Called Ace for his love of cut-throat poker. It isn't gambling, as he never loses.



**Code Name:** CLUTCH

**Assault Vehicle:** VAMP Jeep

**Specialty:** Transportation

Former mechanic involved in racing street machines. Excellent driver. Risk-taker. Expert in most small arms.



**Code Name:** STEELER

**Assault Vehicle:** Mobilized Battle Tank (MOBAT)

**Specialty:** Armor

Blue collar middle-class background. ROTC through college. Worked as a heavy equipment operator. Top of class out of Armor School. "Young, reckless, often clashes with authority... but he's one tough soldier!"



**Code Name:** WILD BILL

**Assault Vehicle:** Dragonfly Helicopter

**Specialty:** Helicopter Pilot/Aircraft Armorer

Served as combat infantryman before Flight Warrant Officer School. Amiable and slow-talking, fancies himself a country and western singer. Totally honest, but not above spinning a tall tale.



# COBRA AGENTS

## Confidential



**Code Name:** ENEMY LEADER aka  
COMMANDER

**Weapon:** Laser Pistol

**Specialty:** Intelligence

Fanatical leader, rules with an iron fist. Desires absolute power, total control of the world, its people, wealth and resources. Relies on revolution and chaos. "Probably the most dangerous man alive."



**Code Name:** BARONESS

**Weapon:** High Density Laser Rifle

**Specialty:** Intelligence

Spoiled daughter of European aristocrats; former student radical turned terrorist. Qualified with multiple small arms and H.I.S.S. tank operation. Moves quickly, quietly.



**Code Name:** DESTRO

**Weapon:** Wrist Rockets

**Specialty:** Weapons Manufacturer

COBRA's major weapons supplier. Goes with the highest bidder. Treacherous, methodical.



**Code Name:** FIREFLY

**Weapon:** Bombs

**Specialty:** Sabotage, Demolitions

Terrorist expert in all NATO and Warsaw Pact explosives and detonators. Does maximum amount of damage with a single charge. Deadly, highly effective firepower.



**Code Name:** MAJOR BLUDD

**Weapon:** Rocket Launch Pistol

**Specialty:** Tactical Weapons Expert

Mercenary. Brilliant tactical mind. Proficient with every form of infantry weapon in current use. Effective weapons use, slower-paced performer.



**Code Name:** SCRAP-IRON

**Weapon:** Armor-Piercing Missiles

**Specialty:** Tank Destroyer

Believed to be the product designer for Destro's armaments company. Methodical and precise. Weapons of his are called "brilliant". Highly effective, devastating.



**Code Name:** STORM SHADOW

**Weapon:** Bow

**Specialty:** COBRA Ninja

Assassin. Traces his family history through 30 generations of assassins. Eighth degree black belt in martial arts.



**Code Name:** ZARTAN

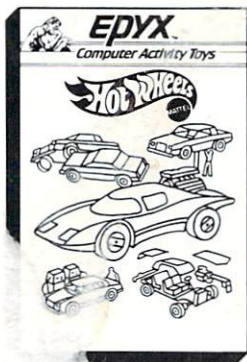
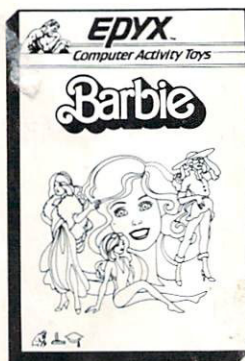
**Weapon:** Self

**Specialty:** Disguise

Can alter his skin color at will. Ventriloquist, linguist, contortionist. Appears on battle field and takes the shape of any of his enemies, even to the point of carrying identical weapons.



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