

G.I. Joe

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 G.I. JOE and the COBRA personel. Making the best match-up is vital to the success of the mission - and to the Survival of the free world!

Computerized World Hot Spot Map

When the Computerized 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 will face.
- PLUS SIGN Sign flashing hot spots indicate Personal Combat-one-to-one warrior action!

To select any flashing hot spot move the JOYSTICK 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 view of the terrain on which you'll be fighting.

Your COBRA enemy is selected by the computer. Move the JOYSTICK or press the SPACE BAR in order to continue.

Note: Anyone who appears behind bars has been captured and is not available for use at this time.

Heavy Equipment Confrontation

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

- Ace pilots the Skystriker jet.
- Wild Bill flies the Dragonfly helicopter.
- Steeler controls the Motorized Battle Tank (MOBAT).
- Clutch controls the Vamp jeep.

To select any one of the available G.I. JOE's, move the star symbol by using the joystick 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.

Take To The Sky!

You fly the Jetstriker or the Dragonfly helicopter by using joystick in PORT #2

Control your altitude with your JOYSTICK:

- Push the JOYSTICK FOWARD to desend and land.
- Pull the JOYSTICK BACK to climb.
- Move the JOYSTICK LEFT or RIGHT or to turn or bank the aircraft.

Wate your altitude! If the Aircraft Altitude Line starts to flash, you are flying too low and may crash into low flying obstacles.

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!

Ground Maneuvers

Control the MOBAT tank and the VAMP jeep with your Joystick:

- Press the JOYSTICK FOWARD to move ahead.
- Pull the JOYSTICK BACK to go backwards.
- Move the JOYSTICK LEFT or RIGHT to turn.

The fire button and your Joystick control the direction of your shots

- Press the fire button on the JOYSTICK and move the JOYSTICK LEFT or RIGHT to rotate the launcher.
- Press fire button on the JOYSTICK and pull the JOYSTICK BACK to raise the launcher eleation for distant targets.
- Press fire button on the JOYSTICK and push the JOYSTICK FOWARD 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 Gauage. 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 is equipped with guided missiles. Once launched, use the JOYSTICK while pressing and holding the fire button on the JOYSTICK 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 or G.I. JOE headquarters will appear. 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 be freed, ready to return to action. Press the JOYSTICK button to return to the Computerized World Hot Spot Map.

Personal Combat

Select your G.I. JOE team member with the JOYSTICK and press the FIRE button. Get the COBRA agent before they can get you!

You are the G.I. JOE team member of your choice, opposing a computer-selected COBRA agent.

Move the JOYSTICK to move your G.I. JOE team member 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 weakness. It can make the difference between capturing A Cobra agent and being a prisoner.

Status Bars, Troop Names & Targets

Status Bar:

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

The longer a bar, the better that fighter is doing physically. As G.I. JOE (indicated by the blue bar) or the Cobra agent (indicated by the red bar) is injured, their bar shortens. The Number of hits a fight can take depends on how strong he or she is and how powerful their opponent's weapon is.

Troop Names:

The Troop names of G.I. JOE(G) and COBRA(C) also change color each time one of them is defeated. The names begin white on a black background. When one of them is defeated, the background will turn Violet. If the same trooper loses a second time, the background will turn green when they are captured.

Targets:

The Target underneath each status bar tells you whether or not that fighter's weapon is ready for use. Green means ready for use; Red is 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, ect) reload slowly, but do a lot of damage.

Personal Combat Results

If your G.I. JOE team members defeats his enemy twice, or if he's captured you'll see G.I. JOE or 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! AS long as there is a flashing trouble spot on that Map G.I. JOE has work to do!

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