

Cobra Command FAQ/Walkthrough

by IceQueenZero

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This walkthrough was originally written for Cobra Command on the NES, but the walkthrough is still applicable to the SEGACD version of the game.

----- [COBRA COMMAND]-----
-----[Nintendo Entertainment System]-----
-----[by Ice Queen Zero]-----

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INTRODUCTION

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Cobra Command is not the same as the arcade version. The concept on the other hand is still the same. You fly around rescuing hostages as you go while you avoid enemy bullets and crashing.

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CONTROLS

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D-pad: move

Select button: Select from menu

Start button: Turn around

A button: missile

B button: guns

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WEAPONS

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You get weapons everytime you land in certain spot after going underground

Guns:

Single

Dual

Antitank

Missile:

Mono

Twin

Homing

Mines

Homing I

Homing II

Armor:

Normal

Super

Hyper

Engine:

Normal

Turbo

Hyper

Rescue:

Rope

Ladder

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WALKTHROUGH

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| Stage 1 - Sumtra |
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No. of Hostages - 20

Description: Through the jungles and marshes, enemy fortresses are hidden underground. Secure the fortresses to refuel and collect weapons.

Shoot the helicopters and infantry on the ground. The first hostage is just ahead. Cross the water and rescue a second hostage. Move up to the fortress and shoot the circle area to reveal an underground facility. Turn around, fly backwards then down and shoot the center with five missiles to knock the wall down. Turn around and fly backwards and fly down and shoot the icon with five missiles and proceed. Kill two infantrymen, a cannon and a truck. Land on the bunker to get turbo engines and dual guns. Fly down, turn around, kill two cannons and a tank. here, fly to the bunker and rescue seven hostages. For every three hostages you rescue, you have to destroy a tank. That is the general in all sequences like this one. You'll hear a signal indicating you got them all. Escape the fortress and the tenth hostage is straight ahead. It is hell trying to avoid the rockets while flying forwards so fly past them going backwards. Make it to the end of the trail and destroy the castle top and enter the area below. Destroy a tank on the left then shoot the nuclear missile with your missiles and hit the circle five times to destroy. Double back and fly down and land for twin missiles. Fly left and destroy a tank and rescue the remaining ten hostages to completethe level

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| Stage 2 - Java |
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No. of Hostages - 28

Description: In these bad lands are many strange ruins, destroy the enemy fortress. Be cautious of the tanks as they are difficult to destroy.

Fly right and get past some planes and a cannon. The first histages awaits you. Watch out for the jetliners. They double as kamikazes. Destroy the fortress symbol and fly down. Destroy a small tank then destroy the opal to proceed. Destroy two tanks and two infantrymen then destroy another opal on the bunker and land first to get homing missiles then fly down. Destroy the tanks and rescue a total ofd ten hostages and escape. Get through the tanks and kamikazes and fly over the new fortess which is really nothing and keep going through the enemies and when you reach a standpoint, a hostage is waiting. Get

to the endpoint and destroy the top to go inside. Kill a tank and destroy a statue head. Go inside the chute and kill a tank and land on the bunker for armour and homing missiles I. Rescue the remaining sixteen hostages as the ceiling comes down slowly (more like crawls down).

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| Stage 3 - Boreno |
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No. of Hostages - 27

Description: There is a secret weapons factory underground. Night has fallen and the enemy is hiding. Be careful!

Everything is same ol, same ol, so we'll just give you the important stuff. Fly low and backwards to get past the homing missile launcher before it fires. The copters are more aggressive. The first hostage is past the log cabin, fly back and rescue another hostage. Move forward to where the helicopters spawn from a chute and shoot the side until it reveals a secret passage. Shoot the mound on the lower right and go down, Destroy a tank and then before shooting the red chunk, land to get Mines, Hyper Engine, and a Ladder. Use the Mines to destroy the crates then destroy the cannon and go up. Destroy the tanks as you rescue twelve hostages and escape. A wall of fire appears. Fly over it and make it to the end and destroy the top and go down inside. Shoot the red core on the left, watch out as the columns try to smash you. Go down and destroy the core then fly into the hole in the upper right for antitank guns and homing missile I. Proceed to rescue the remaining hostages.

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| Stage 4 - South China Sea |
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No. of Hostages - 29

Description: Proceed through the sea and save the hostages at CA Maui. The enemy is proud of their strong fleet.

Kamikazes everywhere. You got shops to take out too. Destroy the front of the battleship and fly inside. At the end, rescue ten hostages and escape. Fly to the lighthouse and shatter the glass to enter. Go down to the right and land for Rapid Fire and Homing Missile II. Proceed to the left and rescue three hostages. At the end, avoid the lava balls and use mines to destroy the glass underneath a fish statue and enter. Destroy the tank then destroy the red core in the lower left and fly down. Fly right then down and destroy the column and fly left. Destroy two tanks then land for Super Armour. Once done, you'll go up automatically. Shoot the red core in the upper right and fly in. Missiles fly in from everywhere. Be careful. Rescue the remaining hostages to complete the level.

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| Stage 5 - Siam |
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No. of Hostages - 7

Description: You must invade Siam from the air on top of the plateau. Enemy headquarters is just beyond the plateau. Their defenses are strong.

With help from the Homing Missiles II, you can get past the kamikazes then you

automatically go down through the clouds. Avoid the zeppelin bombs and if you reach the end, destroy the red opal and fly inside. With the Homing Missile II, you need no extra advice except for the part when a big missile comes down. When one does, slip past it and rescue all seven hostages in between destroying tanks. The wall past the hostages will crumble. Oh there is a landing spot where you can get Hyper Armour and 3-way guns. Destroy the lower lion head to complete the level.

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  | Final Stage |
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Description: You've rescued all of the hostages. Now you must take the enemy headquarters. Headquarters success will be difficult.

Get past three firebal chutes carefully. Destroy the statue at the end and fly down. Get past the fire geyser and rotating fireballs. Destroy the icon at the end and fly down. Avoid the grey tentacles as you fly backwards. There is a statue that blows fireballs but there is a safe spot to the far left of it as the fireballs angle below you harmlessly. Destroy the statue and you win the game.

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  EPILOGUE
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The hostages have all been saved, the enemy defeated. Your battle triumphant, General Power, you must continue your fight for liberty and peace.

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  CONTACT ME
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azulfria[at]hotmail[dot]com
[at] = @ and [dot] = .
Don't want any email bots.
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Thank you for reading

-Ice Queen Zero