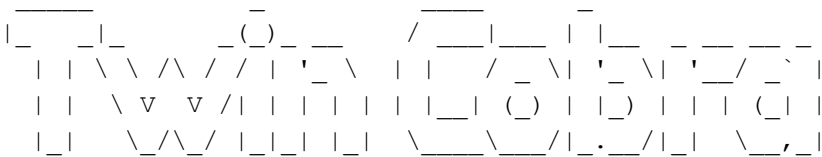


# Twin Cobra FAQ/Walkthrough

by PeTeRL90

Updated to v1.0 on Mar 14, 2007



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VERSION 1.0

FAQ/Walkthrough

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Version History  
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1.) Introduction  
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Howdy and welcome to my guide for the NES version of Twin Cobra. I really enjoyed this game when I was younger. Having recently found it stored away in my closet, I decided to dust it off and play it again for a nostalgia trip. Then I decided to write a guide for it. Twin Cobra is a vertical shooter, and it's pretty hard, so hopefully you've got the time for it.

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## 2.) Legal Stuff

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## 3.) Power Ups

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**Bombs** - You start with 3 Bombs. Push A to use a bomb. A bomb will form a small cross, damaging anything within its radius. If you find an item with a B in the middle of it, it will increase your bomb capacity by one.

**Special** - These have an S in the middle of the item, and increases the effectiveness of the weapon you're using.

**Circles** - There are four types of colored circles in the game:

**Red:** The default weapon of the game. It shoots out red ammo at the enemies in a straight line. The maximum level of this weapon has a 4/5 spread as you shoot.

**Blue:** This one shoots out blue spheres that spread out in the area, depending on what Special level your weapon is on. The maximum level of this weapon has a 5 way spread shot.

**Green:** This is a quick shooting weapon that shoots out green bullets in a straight, narrow line. The maximum level of this weapon has a quick burst of a narrow spray of bullets, with the first few being bigger than the rest.

**Brown:** This is basically a homing weapon that will hit anything it's near, including hidden items. The maximum level of this weapon has ammo coming out all four sides of your Helicopter, homing in on enemies.

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#### 4.) Walkthrough

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Level 1

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-Once you launch off the pad, some blue copters will come in view. Start pushing B to start firing your normal weapon and take them out. Make sure to avoid their shots, as one hit and you lose a life. As you continue up, you'll bump into a Green Helicopter. It fires three ways, so make sure to dodge its shots and the blue copters shots. Upon being destroyed, the Green Helicopter will drop a Special upgrade. Pick it up. As you advance further into the stage, you'll notice a red canister on the ground. Destroy it to find a Bonus Star, which will give you bonus points in the end. Make sure to pick it up.

You'll eventually reach the city area of the level. Watch out for the tanks and blue copters here as you destroy them. You'll bump into back to back Green Helicopters, so take them out and pick up the power ups they drop. Destroy the red canister along the way (you may need to move a bit to the right to find it) and destroy the enemies along the way.

You'll reach a parking lot, which is filled with nothing but tanks and blue copters. Destroy them and you'll eventually reach the boss of the area. You have two options here: either stay and fight, or tuck yourself in the upperleft corner of the area to avoid its gunfire. The green tanks shots are pretty difficult to dodge, so I would recommend waiting it out in the top left corner and you'll eventually fly past it. That's the end of that stage.

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Level 2

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-As soon as you launch off the pad, some little sub turrents will appear on the screen forming a wavy line starting from the left. After that, they scatter out, so make sure to move around and avoid their fire. You'll find a ship as you go up further. Destroy the turrents and destroy the highest point of the ship to reveal a Bonus Star. There's another Bonus Star in the red box behind the first one. Move over to the right to find some more turrents and another ship. Like the first one, destroy everything on it to find two Bonus Stars. You'll start running into a lot of Green Copters now. These are more dangerous than the blue ones, because they move around while firing. Along with those, a Jet will appear and start attacking, so either use a bomb to take it out or use your main guns. You'll then be on a green plane with a bunch of gun turrents, so make sure to take them out along with the Green Copters that come into play. Another Jet awaits you near the end, so take it out. Once you reach the end of this section, a battle ship will come out from below and start firing. It takes a lot of ammo to take it out, so keep firing or dodge it all together. It's your choice.

The next part of the area contains a brown background with a bunch of Green Copters, and at the end of this area is the boss, which is a Blue Tank. This thing has an odd shooting pattern, so study it carefully if you're going to fight it and either bomb the living hell out of it or use your main guns as you dodge the bullets. That's the end of this level.

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Level 3  
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-As soon as the level starts, you'll be treated to a Green Helicopter and several Brown Copters. These move around all over the place like the Green ones from the previous level. Try to get a maxxed out Blue Super weapon, as it'll come in handy for this level. If you hang to the right, you'll run into three towers that each contain Bonus Stars if you shoot at the centers. You'll eventually run into tanks that have two ends you need to destroy, or else it'll keep attacking. If you stay to the right, you'll find two more ships, with a Bonus Star on the left one, and a Bomb on the right one. Take out the Brown Copters as they come along, as well as the dual headed tanks and you'll fly into two mini ships. Destroy the guns on them and destroy the ends of the ships to find more Bonus Stars. If you stick to the right, you can avoid the massive amount of dual headed tanks on the left side. Keep going and you'll eventually reach the boss.

You'll fight a Brown Tank this time, and it's actually quite simple. It will only shoot in your direction in small bursts, meaning stay still and fire your weapon at it and move to the side once it fires at you. Repeat this until it's destroyed and you'll have to fight a second Brown Tank. Use the same tactic you used with the first one. Fly up and the level will end.

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Level 4  
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-Once the level starts, get ready for an all out assault. You'll be bombarded by Red Copters, Green Helicopters, AND ship guns, so make sure to carefully move and shot around to avoid being hit at all costs. The first ship contains a Bonus Star at the end, but that's assuming you can get through it with all the other enemies firing at you at once. More enemies will start attacking you as you advance further, so you can either take the risk and get the Bonus Stars on the ships along the way, or take the safe route and just attack anything in your way without worrying about the bonuses.

As you venture further, you'll have to start dealing with a bunch of dual headed tanks, as well as underground guns. These things are annoying, mainly because they only appear for a split second before going back into hiding, so you need to be right in front of it to take it down. Thankfully, it only takes one shot to destroy one. There's a Bonus Star at the end of this area in a red box, so make sure to get it while avoiding the underground guns. You'll need to deal with a large swarm of Red Copters next. You'll eventually reach the boss of this area.

This is a smaller version of the previous boss, but it's very mobile. I found the best way to take it out besides bombing the crap out of it is to move side to side, firing your weapon and go between the bullets shot at you. I only got hit once with this, but that's because the controller slipped out of my hand. Once the first one is defeated, another one will appear, so use the same tactic as before. Once the second one is defeated, this level will end.

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Level 5  
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-Once the level starts, you'll start being assaulted by Blue Copters and Green

Helicopters. You'll be getting assaulted by a lot of these, so make sure to aim and dodge carefully as you sway back and forth. Once you reach the shore, destroy the gray and red barracks to reveal Bonus Stars. Once you reach the streets, there are hidden Bonus Stars on the left and right side of the screen, so take your pick and start firing, but make sure to either avoid the dual headed tanks or take them out. After this part, you'll need to deal with a crap load of Blue Copters. These things know how to fly around, so take them out as soon as possible and you'll reach the boss eventually.

There are a bunch of guns around the boss, and the boss itself shoots plenty of bullets at you, so either bomb the side guns or shoot at them while avoiding the big guy. The big green turret here only shoots straight down, and the side guns shoot diagonally in front of it, meaning you can stay on the sides and bomb it, or sway back and forth as it shoots to dodge its bullets and hit it at the same time. Once it goes down, this level comes to an end.

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Level 6  
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-This stage starts out with a bunch of Blue Copters and Green Helicopters, so make sure to take them out. Once you reach land, you'll find a couple of red boxes that contain Bonus Stars. Now you'll need to deal with land tanks, Blue Copters and Green Helicopters. Destroy them and the red boxes along the way for Bonus Stars. If you have the Brown homing ammo, you can sit on the right for a bit and destroy the tanks without much of a hassle. After this part of the stage, it's nothing but land tanks and Blue Copters, so make sure to avoid and shoot. Soon, the boss will come into play.

You'll fight a Green Tank here. It's pretty easy, as it fights the same way the Level 3 boss fights, meaning it only shoots in your direction, so sit and fire and move when it fires. Repeat until it's down. You'll then fight a second Green Tank, but this one fights differently. It will spread out its shots with 5 bullets per shot. It looks similar to the your maximized Blue Shots, so make sure to find a gap when firing and keep moving as it moves.

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Level 7  
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-You'll start off fighting those little subs from Level 2. Oddly enough, if you get close to them, they won't fire at you at all. Once you're past that part, you'll reach a ship with some guns on it, so destroy the guns and then the end of the ship for a Bonus Star. Do the same with the right ship and grab the Bonus Star there. The next part of the level is dangerous, as you'll be dealing with a lot of Red Copters and gun turrets as you fly up. If you need to, drop a bomb to clear a path. There are also a handful of red boxes along the way, so if you want the Bonus Stars in them, destroy them. After this area is done with, you'll find two little battle ships. Destroy the guns and then the centers for Bonus Stars. The last part of the level has several Red Copters and land tanks. The tanks don't come in large numbers, so you'll mostly need to worry about the Red Copters. You'll soon reach the boss.

This thing is actually pretty tricky. It shoots non stop, and shoots two bullets at a time. I found the best way to take care of it is to stay at the bottom of the screen and keep moving left to right, and right to left, stopping for a second in the middle to shoot at it. You may need to move around a bit to dodge the bullets as you move to the sides, but you shouldn't have many

problems with it. Once it's defeated, a second one will appear, so use the same tactic as before.

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Level 8  
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-Once the level starts, you'll reach land pretty quickly. Take out the Copters that get in your way and shoot the Towers on the left side of the screen for Bonus Stars. You'll eventually reach two ships. The right one contains a hidden Bonus Star, whereas the left one contains a hidden Bomb. You'll have to deal with Green Copters mostly now, so stick to the left to reduce the number on the screen as you take out the towers to reveal more hidden items. You'll have to deal with a massive assault of Green Copters now, so take them out and bomb them if necessary. You'll eventually reach the boss.

This is the exact same boss from Level 3, so use the same tactic you did with the Level 3 boss. If you don't remember it, just sit and fire at it and then move once it fires at you. There are two of these.

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Level 9  
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-Once the level starts, you'll be assaulted by Brown Copters. You'll soon reach a ship on the left and right side of the screen, so take the guns out and grab the Bonus Stars hidden in the ships by destroying the hatch at the top. You'll eventually find a purple landing strip with a red box on it. Prepare yourself, because there are a lot of dual headed tanks here, so either bomb your way through or quickly take them out with gunfire. There are also plenty of red boxes with Bonus Stars and Bombs just sitting in the middle of the level. The next part consists of more underground turrets and an assault of Brown Copters. After the underground turrets are gone, all that's left are Brown Copters. You'll eventually reach the boss.

This thing will shoot out 4 quick bursts of ammo in your direction before stopping for a few seconds, so stay at the bottom of the screen and move side to side while stopping for a split second to hit it. Repeat the same for the second one.

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Level 10  
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-This is the final level of the game, so if you at least made it here, then congrats to you. It was no easy feat, was it?

Once the level starts, you'll be assaulted by several Blue Copters and a Green Helicopter. As you make your way further into the level, the number of Blue Copters will increase, and you'll also have to deal with dual headed tanks and regular land tanks along with the Blue Copters. Shoot the gray barracks as they come along to reveal hidden Bonus Stars and Bombs. The dual headed tanks are on the left side of the screen in the street, and there are a handful, so take them out as quickly as possible and another batch of Blue Copters will try to take you down. Once you reach a purple looking area, get ready.

Quickly take out the turrets as they appear, as they're part of the boss. If

you can take them out quickly as the screen rolls up, you shouldn't have any problems. The main part of the boss are the two massive gun turrets at the top that shoot a couple quick bursts of ammo and then stop. Two from the bottom, and one from each side. Use your bombs on one of the sides to quickly take it out. Make sure to dodge the ammo as you bomb one of the turrets. After the first one is gone, the second one shouldn't be that hard to handle considering the ammo goes in your direction, so just shoot and move around after it shoots at you. Once it's defeated, you'll reach the final landing pad of the game.

Congratulations! You've beaten Twin Cobra.

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5.) Credits/Thanks  
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GameFAQs and the hosting sites: For hosting this guide.

American Sammy: For this great, challenging game.

[http://www.rootsecure.net/?p=ascii\\_generator](http://www.rootsecure.net/?p=ascii_generator): For the ASCII.

And a huge thanks to you, the readers. Without you guys, I wouldn't be making these in the first place.

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