



Object of the Game –

G.I. Joe is on a mission to rescue the Counter-Revolutionaries from the Terror-Drome in Sierra Gordo. During the flight Cobras troops will attack from all directions. G.I. Joe must move fast to aim and counterattack the enemy by destroying their tanks and helicopters.

Game Rule –

G.I. Joe is equipped with certain amount of ammunition. He can spread fire by pressing key K3. He can also pick up additional ammunition in the field by pressing K3 when ammunition box appears. An ambulance may appear in the field, if G.I. Joe destroys ambulance he will lose some ammunition. During each mission there are a fixed amount of enemies. To complete the mission, G.I. Joe should destroy them all. Different missions have different numbers of enemies. To complete the mission, G.I. Joe should eliminate all the enemies and get away from the bullets. If he fails to destroy all the enemies within the ammunition, he will lose one chance.

Game Demonstration Mode –

While in game demonstration mode, press S1 button to enter game standby mode. While in game standby mode the highest score recorded will be displayed. The highest score that can be recorded is 999. Press K2 to start game.

To Play Game –

- K3 - Press this button to get energy
- K1 - Press this button to move left
- K2 - Press this button to move right
- S1 & S2 - Press both buttons simultaneously to exit game mode and enter game demonstration mode