
Subject: Twin Cobra, Stage 8 (Genesis, American Treco)
Posted by [Daniel W. Rouse Jr.](#) on Sun, 21 Oct 2012 02:41:14 GMT
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For me, Twin Cobra stage 8 usually becomes a game ending stage if I lose a turn. Stage 8 bosses are two of the type of boss tank first seen on stage 2, one below and one further up.

Unfortunately, I've only found one pattern that works some of the time: get to the bosses without losing a turn, drop three bombs before the boss fully appears on screen (helicopter all the way up at the top of the screen), then drop a fourth bomb before the first boss tank can fire (move the helicopter down and drop the fourth bomb off to the side from the boss). If I do this, it's like playing Stage 2 with the second boss tank higher up, since I usually have the blue weapon. If I fail, I end up losing a turn.

(I've also seen a YouTube video where someone did both boss tanks with the yellow weapon, then waited for the bosses to time out and get scrolled off screen. I am unable to play reliably with the yellow weapon at this time, so I really can't copy the gameplay done in that video.)

However, the issue I have is this: because there is simply not enough screen space to usually avoid the first or second set of shots from the first boss tank, losing a turn right before the boss seems to turn Stage 8 into a kill screen for each subsequent turn. That is, there are only enough power helicopters to get to power level 3--assuming perfect play--and nowhere near enough bombs available to get rid of the first boss tank.

Have I missed something obvious? Are these two boss tanks in stage 8 not actually intended to be defeated, just dodged? Or did American Treco mess up by not giving enough screen space at the bottom? From what I have seen, this doesn't seem to be an issue with YouTube videos of the PCB version of Kyukyoku Tiger or the MAME version of Twin Cobra. It's a specific issue with the Genesis version of Twin Cobra if a turn has been lost either at the bosses or at one or two screens just before the boss.

From what I can tell, the only way to beat the bosses after a turn has been lost is using the 7 bombs cheat code, which I really don't want to use. I want a legitimate 1CC, even if I don't get a 1LC.

If anyone follows these groups and has played this game, further discussion is welcome, of course.
