Cobra Triangle

Cobra Triangle is a 1989 racing , vehicular combat video game developed by Rare and released by Nintendo for the Nintendo Entertainment System . The player controls a weapon @-@ equipped speedboat through 25 levels . Objectives include winning races , saving swimmers , and defusing bombs . The game also includes power @-@ ups and is displayed from a 3D isometric perspective with automatic scrolling that follows the player 's movement . The Stamper brothers designed the game and David Wise wrote its soundtrack . Computer and Video Games highly recommended the game and praised its graphics and gameplay . Later reviewers lauded its level diversity and noted its graphical similarities to previous Rare game R.C. Pro @-@ Am . IGN and GamesRadar ranked Cobra Triangle among their top NES games . The latter considered Cobra Triangle emblematic of the NES era 's aesthetic . It was also included in Rare 's 2015 Xbox One retrospective compilation , Rare Replay .

Gameplay

Cobra Triangle is a racing , vehicular combat video game . The player races a cannon @-@ equipped speedboat against other watercraft . The 25 stages of graduated difficulty vary in objectives : winning races , saving swimmers , and defusing bombs . Some levels end in boss fights . In races , the speedboat must avoid the riverbank and mid @-@ river obstacles while outpacing a timer . The boat can attack other competitors , fly airborne via ramps , and pick up power @-@ ups that upgrade its weapons and speed . In upstream races , the player navigates the speedboat to avoid logs and whirlpools . In bomb defusing activities , the player moves four protected bombs to a detonation site . In another mode , the player must destroy rogue boats before they drag swimmers to the edge of the lake . Any swimmers dragged halfway must be manually returned to the lake 's center . The player loses a life if unsuccessful . Cobra Triangle is displayed from a 3D isometric perspective and its screen automatically scrolls as the speedboat moves .

Release and reception

Cobra Triangle was developed by Rare . Mark Betteridge and Tim and Chris Stamper designed the game and David Wise wrote its soundtrack . Nintendo released Cobra Triangle in July 1989 . It was later included in the August 2015 Xbox One compilation of 30 Rare titles , Rare Replay .

In contemporaneous reviews , Jaz Rignall (Computer and Video Games) wrote in high praise of the " convincing " graphics , smooth gameplay , and " addictive " replay value . The magazine selected the game as a recommendation . Mark Caswell (The Games Machine) was most frustrated by the waterfall jumping sequences . In a retrospective review , Skyler Miller (AllGame) appreciated the diversity of levels . Reviewers noted its graphical similarity to R.C. Pro @-@ Am , particularly in its camera angle and gameplay . Brett Alan Weiss (AllGame) put Cobra Triangle in the lineage of the 1982 River Raid for the Atari 2600 . In comparison , both games have vehicular boat combat while avoiding land . Cobra Triangle 's camera view is isometric rather than overhead , and its gameplay is more focused on racing than combat . IGN and GamesRadar named Cobra Triangle among the top NES games . The latter had " the most admiration " for Cobra Triangle out of all of Rare 's catalog . They thought the game aged well and typified NES @-@ era beauty in its isometric combat , upgrades , and game type variety .