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Cobra is a side-scrolling platform game based on the film of the same name.

The player controls Cobra, a cop who must rescue a model, Ingrid, from a villain known as the Night Slasher.

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Cobra (video game) - Wikipedia

en.wikipedia : wiki : Cobra_(video_game)

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Viewed from a top-down perspective, each player controls a "snake" with a fixed starting position.

The "head" of the snake continually moves forward, unable to stop, growing ever longer. It must be steered left, right, up, and down to avoid hitting walls and the body of either snake.

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Snake (video game genre) - Wikipedia

en.wikipedia : wiki : Snake_(v) Tj T* BT /F1 12

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