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# *Cosmic Commuter*<sup>TM</sup>

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## EMPLOYEE HANDBOOK

WAY BACK IN THE TWENTIETH CENTURY, a bunch of Ivy League professors sat around inventing space colonies. They were lauded as visionaries and went on lecture tours. Do you think they thought about traffic jams in space?

Somehow, we don't think they did.

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## **FOUR PART EMPLOYEE PROCEDURE**

1. **Land your Rocket Module.** The Astrobus will instantly separate and begin the commute route.
2. **Pick up commuters** when they appear at surface bus stops. Stay on schedule.
3. **When route is completed,** return to the Rocket Module and reconnect.
4. **Lift-off. Deliver commuters** to Grand Central Space Station.

## **DRIVER BASICS**

- **With power off,** plug in game cartridge.
- Plug in LEFT Joystick (right Joystick is not used).
- **Select game level** one or two with the game select switch. Level two is most challenging, with obstacles being faster and more numerous. The Difficulty Switch is not used.
- **To start a new game** at any time, press the Reset Switch. You can now land your Rocket Module.
- **The Astrobus follows the movements of the Joystick. To blast meteors** and space mines, press the red button. **To pick up a commuter,** fly over his head and quickly pull the Joystick toward you.
- **A bonus bus** will be added to your fleet with each increase of 10,000 points.
- **Mandatory retirement** is enforced when you have lost your entire fleet of buses.

## **RULES OF THE ROUTE**

1. **Before an Astrobus can begin its route,** it must touch down as part of the Rocket Module. For this initial landing, Joystick action must be delicate and precise. Push forward to thrust, pull back to cutback engines.
2. **The Route Scanner Strip** is at the lower left of your instrument panel. The eight yellow squares represent the commuters waiting along your orbital route. The moving white dot represents your Astrobus. Use the Scanner to check your distance from the Rocket Module and your direction. It also displays the number of commuters remaining and their location.
3. **Commuters won't wait all day!** If you're taking too long to arrive, they'll leave...and you will hear a series of low tones. You must pick up at least one commuter on the route or you will be unable to reconnect with the Module.



- 4. When you've completed your route**, a continuous beep will sound. Fly to the 'end of the line' to meet the Rocket Module. When it appears, land the Astrobus directly on top of it.
- 5. Watch your fuel level.** When the indicator drops to "3", your engines will sputter. Refuel by flying into a purple fuel pod. Fuel pods are unavailable once you've completed the route.
- 6. Meteors, fireballs and space mines** can be dealt with handily by using your red button blaster.
- 7. Commuter Delivery.** After Module reconnection, prepare for lift-off. Thrust your engines and head directly up to Grand Central Space Station. You'll hear the commuters pay their fare in the form of points. If all eight commuters have been picked up, delivery points will double!

## **OVERHEARD AT THE UNION HALL TIPS FOR TRAINEES**

Joe Muldooner, Local 472, said, "The best way to stay on schedule is to fly close to the surface. You'll lose time if you fly all over the place, trying to shoot everything."

Maude Spinetti, Local 12, added, "I aim to get all eight commuters. That's when those bonus fares really pour in."

Amron Smert, dispatcher, said, "Learn to use the Scanner to choose direction. Remember that it represents an orbit, not a straight line. So sometimes the quickest way to either end of the display is to fly in what appears to be the opposite direction."

Finally, an anonymous voice whispered a secret: "If there are no fuel pods around, one will often appear if you'll fly to the top of the screen and shoot three times. But even this won't work once all the commuters are gone."

Designed by  
John Van Ryzin.



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