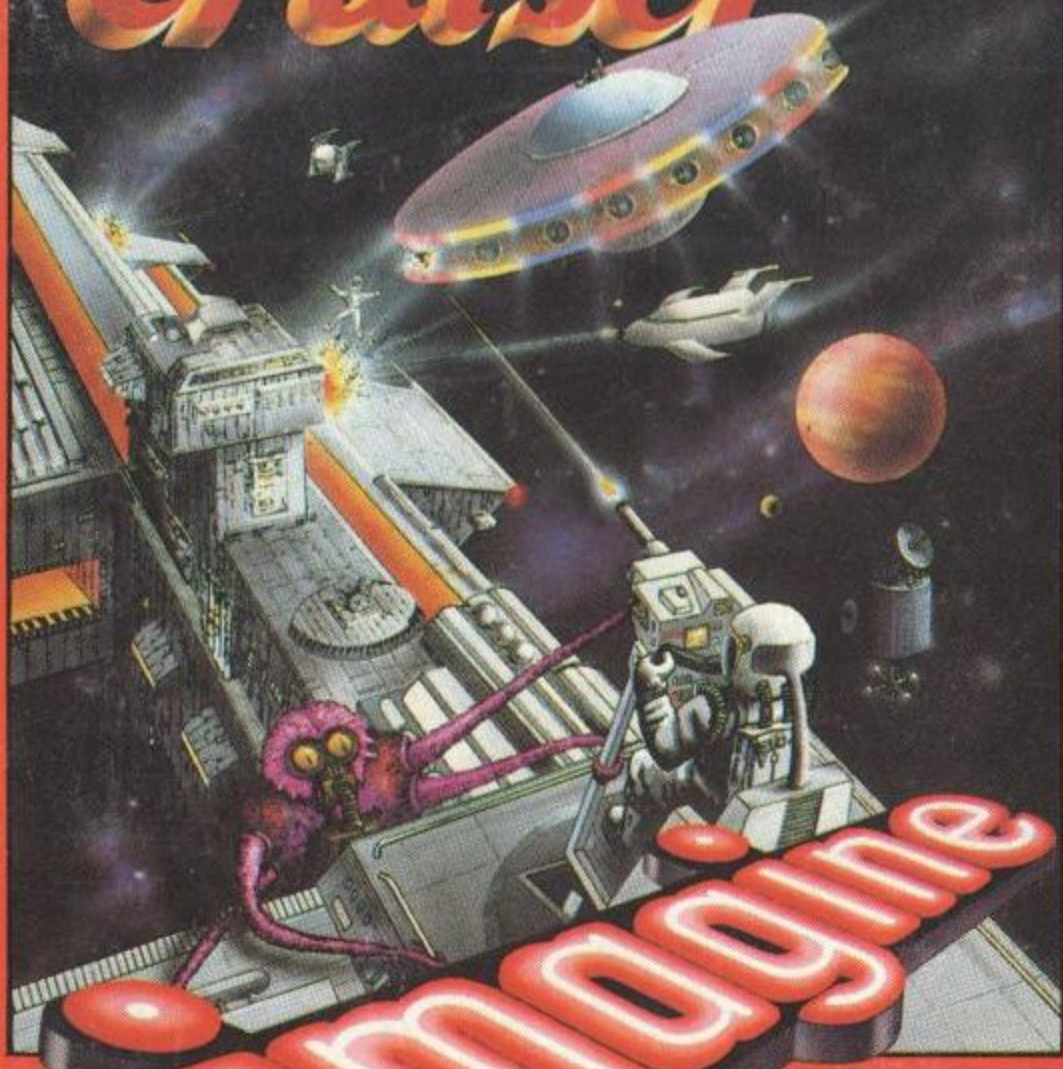


Cosmic Cruiser



Imagine
..the name
of the game

For any
48K SPECTRUM

Joystick Compatible

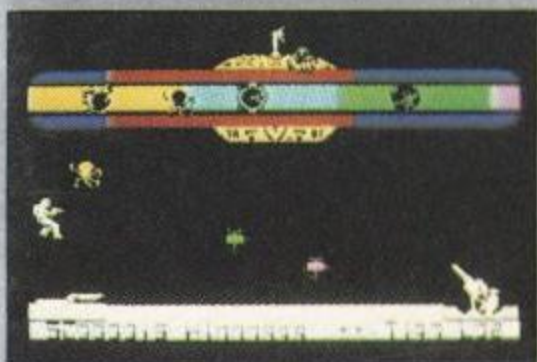
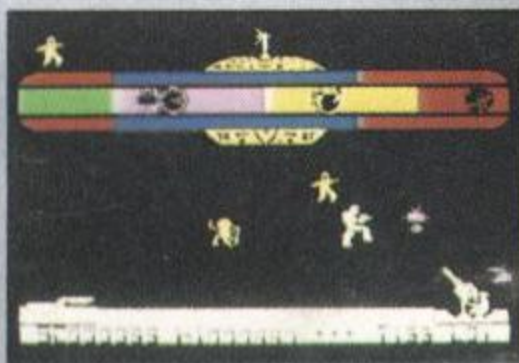
COSMIC CRUISER

A raiding party from the Rallom Empire has taken over one of Earth's far flung space stations.

The only Earth craft in the vicinity is an out dated Cosmic Cruiser.....and you are the pilot.

A priority signal sends you on what could turn out to be a suicidal mission.

You have been ordered to save the space station crew at all costs. As you hurtle toward your destiny, a daring plan forms in your mind. The only chance you have is to use your exterior laser cannon to blast open the station portals, then by making use of your body propulsion unit you will have to pluck the crewmen from the station and transport them back to your Cruiser. Your plan requires split-second timing and nerves



of steel. As you transport your ward back to the Cruiser you must make snap decisions, if you use your hand laser the blast will blow the crewman into space, can you get back to your laser cannon in time to blast the Rallom fighters or will you have to secure the rescued

crewman to a nearby satellite to allow you to move more quickly.

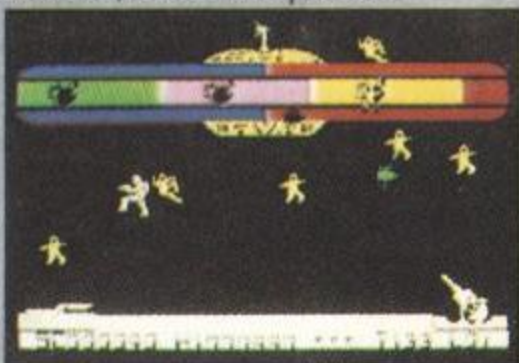
You see the space station in the distance, the adrenalin pumps through your body....will you succeed.

AIM OF THE GAME

By using your external mounted laser cannon you must blast away the portals of the revolving space station to gain access to your imprisoned buddies, but beware, not all the portals

contain imprisoned crewmen, some are manned by Rallom warriors.

Sometime after your rescue mission commences added dangers in the form of Rallom Fighters arrive to bomb you with alarming accuracy; this hostile action makes your task infinitely more



dangerous and difficult.

Start of the Game

You may select which method of control you prefer to use, either joystick or keyboard. Once your selection has been made the game will begin.

Game Begins

Your first priority is to get to your laser cannon, mounted on top of the right hand side of the cruiser. As you pass over the cannon you will lock-on to the gun automatically, using your 'left' and 'right' controls you can guide the direction of your cannon.

To rescue the crewmen you must blast away the portals on the revolving outer rim of the space station.

Once a portal has been opened you may enter the space station through it to see if there is an imprisoned crewman within. You will have to kill all the alien warriors inside before you can get out again.

Now that you have a crewman you must transport him to the open hatch on the top left hand side of your battle cruiser. Be careful to avoid touching one of the floating satellites as the crewmen will be knocked away from you.

The alien warriors who were guarding the crewmen begin to come after you in an attempt to kill you and re-capture the crewman.

You must destroy the alien warriors by using either your hand gun or the laser cannon. If you fire your hand gun while carrying a crewman he will float away from you and become very vulnerable to marauding aliens.

Play Notes

THE SPACEMAN

Can move in any direction on the screen by using the keyboard or joystick. He carries with him a laser pistol at all times.

CREWMEN

They can be collected from open hatchways. As you pass over him he will automatically attach himself to you. If he drifts away because you have bumped into a satellite or have fired your hand gun, he can be retrieved by going after him and bumping into him again.

ALIEN WARRIORS

Emerge from hatchways in the space station, once out they immediately head for the hero and crewman, if they make contact with either they will transport them back to the space station. If the hero is taken back you lose a life. The alien can be destroyed by either your hand laser or the laser cannon.

ALIEN FIGHTERS

Come into the game after the first few levels. They can only destroy you by firing missiles at you.

LEVELS

As you play through the levels the frequency and nastiness of the aliens increases.

A level is completed when 8 crewmen have been rescued or killed by the aliens.

There is also a timer counting down, when that reaches 0 you will go on to the next level.

At the end of a level your bonus points will be calculated according to how many crewmen you have rescued.

After you have completed the first few levels the Rallom fighters arrive and will begin to drop bombs on you, making the rescue of the crewmen all the more difficult.

GAME CONTROL

Keyboard:

The play keys have been laid out in a way so as to offer the player a wide variety of combinations of keys to make play as comfortable as possible.

MOVE LEFT: The keys to move left are all on the bottom row, beginning with SHIFT, then every alternate key from thereon:- i.e. SHIFT, X, V, N, etc.

MOVE RIGHT: The remaining keys on the bottom row enable you to move right. i.e. Z, C, B, M, etc.

MOVE DOWN: Any of the keys on the second row up may be used to move downwards, i.e. A, S, D, F, G, etc.

MOVE UP: Any of the keys on the third row up may be used to move upwards. i.e. Q, W, E, R, T, etc.

FIRE: Any key on the top row will enable you to fire your hand laser or the laser cannon if you are in position behind the cannon. To locate yourself on the laser cannon, move towards the cannon and as you pass over it press any fire key. The normal left/right controls will now move the laser cannon.

Use of a joystick can be selected at beginning of play.

At the end of the game you will be given the opportunity to enter your name on the high score **ROLL OF HONOUR**