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IMPORTANT

Please ensure that you complete and post the cartridge warranty registration form. Failure to do so may result in delays in repair or replacement of any cartridge which becomes defective.

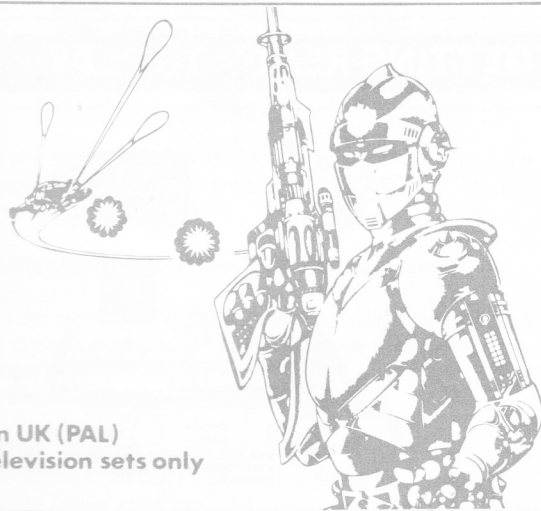
CBS ELECTRONICS

Ideal Toy Company Ltd Headley Road East Woodley Berks

COSMIC AVENGER™

by UNIVERSAL

CARTRIDGE INSTRUCTIONS



For use on UK (PAL)
colour television sets only

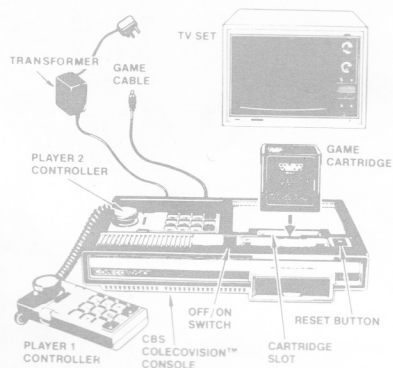
CBS Electronics Video Game Cartridge for use
with CBS Coleco Vision™ Video Game System.

CBS ELECTRONICS

GAME DESCRIPTION

Coleco's exciting COSMIC AVENGER™ game puts you in control of a space fighter battling a planet full of aliens. Fly your fighter over domed cities and through alien seas, firing bombs and missiles at enemy installations and targets. But beware! The aliens are not defenceless. UFOs and submarines shoot at you, bombs fall from above and missiles rise from below while rockets track your every move. Fire, dodge, and fire again! How long can you survive above this dangerous alien planet?

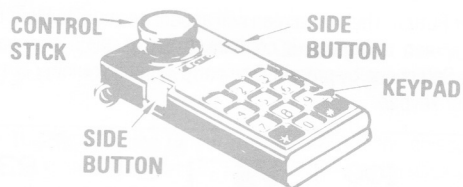
GETTING READY TO PLAY



- Make sure the CBS COLECOVISION™ console is connected to TV and power supply is plugged into the console. Then plug power supply into a 220/240 volt AC outlet.
- TV should be turned on and the game tuned to a spare TV channel
- To play one-player COSMIC AVENGER™, use the controller in Port 1 (the rear jack). To play two-player COSMIC AVENGER™, use both controllers.

- **ALWAYS MAKE SURE CBS COLECOVISION™ UNIT IS OFF BEFORE REMOVING CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLS



NOTE: For a one-player game, use the controller plugged into Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.

Using the Buttons and Control Stick for Cosmic Avenger™

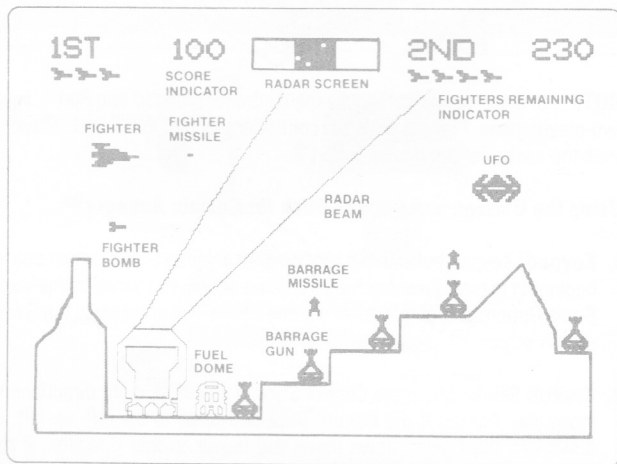
- 1. Keypad:** Keypad buttons 1-8 allow you to select a Game Option before beginning to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
- 2. Control Stick:** Move the Control Stick in any of its eight directions to move your fighter. If the Control Stick is pushed to the left, up-left, or down-left, the fighter slows down and moves in that direction. If the Control Stick is pushed right, up-right, or down-right, the fighter speeds up and moves in that direction. If the Control Stick is placed in the neutral position, the fighter continues moving toward the right at a constant speed.
- 3. Side Buttons:** When the right Side Button is pushed, the fighter fires a missile. When the left Side Button is pushed, the fighter drops a bomb.

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player's fighter is eliminated.

STEP 1: Get ready for action.

Press the Reset Button. The title screen will appear on your TV. Wait for the Game Option screen to appear. It contains a list of game play options, numbered 1-8. Select one by pressing the corresponding number button on either controller keypad.



STEP 2: Ready, aim, fire!

The first of your fighters appears at the left side of the screen. As you move toward the right, fire missiles and drop bombs on targets to earn points and save your fighter. Be careful of ground targets that launch rockets — get them before they get you. And watch out for the dangerous explosions!

STEP 3: Warning: Danger, danger!

Beware of UFOs, submarines and their missiles. You can tell when UFOs are coming by watching your radar screen. The central blue portion shows the area appearing on the display. Your fighter is shown as a dot that remains in this blue portion. UFOs appear as dots coming toward you from the green portions in front of and behind your fighter. Take careful aim and fire away!

To replay the COSMIC AVENGER™ Game Option that you have been playing, press *. Or you can go back to the Game Option screen by pressing #.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

Object Hit	Points	Object Hit	Points
UFO	100	Diagonal Rocket	30
UFO Missile	30	Tank	100
Vertical Rocket	30	Tank Missile	30
Launch Base	50	Submarine	100
Launch Pad	50	Torpedo	30
Barrage Gun	50	Mine	30
Barrage Missile	30	Fuel Dome	100
		Bomb	30

The player receives a bonus fighter when the score reaches 10,000 points.

At Skill 1 (Game Options 1 and 5), each player receives **five** fighters per game. In games played at all other Skills, each player receives **three** fighters.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing COSMIC AVENGER™, but it is only the beginning. You will find that this cartridge is full of special features to make COSMIC AVENGER™ exciting every time you play. Experiment with different techniques – and enjoy the game!



Look out for new CBS Electronics videogame cartridges for the leading videogame systems. Cartridges already available or coming soon are listed below. These games are based on the popular arcade game versions.

MOUSE TRAP™

by Exidy

VENTURE™

CARNIVAL®

by SEGA

COSMIC AVENGER™

by UNIVERSAL

GORF™

by BALLY MIDWAY

DONKEY KONG™

by Nintendo

Lady Bug™

UNIVERSAL

TURBO™

by SEGA

WIZARD OF WOR™

by BALLY MIDWAY

ZAXXON™

by SEGA

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