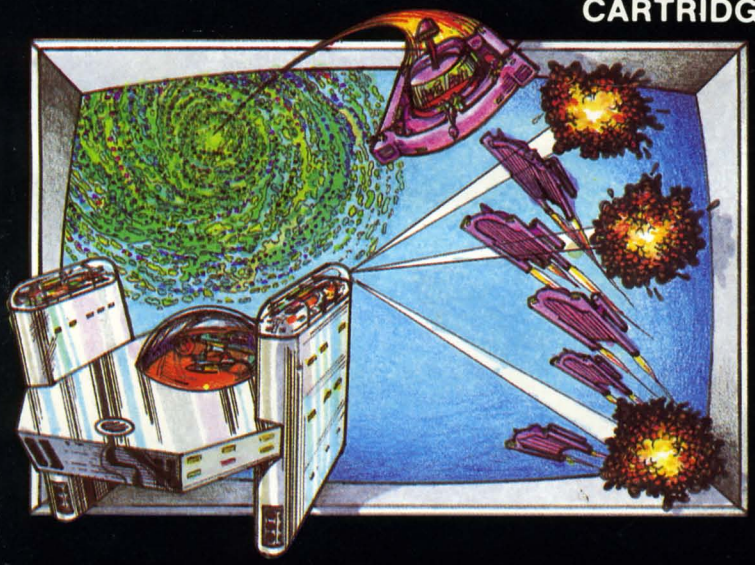
Astrocade™

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CARTRIDGE



COSMIC RAIDERS 2019

In deep space lies the alien sector Larkin. You are there on a mission to obtain energy sources that have been seized by the evil Larkins. Radar and a superior guidance system help you avoid attacking fighters and Kamikaze ships. The energy stars are near the Larkin command ship: you must retrieve them before you can leave the enemy sector.



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COSMIC RAIDERS #2019

Designed & Programmed by Bob Ogdon
Audio by Scot L. Norris
Graphics by Julie Malan & Lisa Natting
Developed by Action Graphics

LOADING INSTRUCTIONS

1. Turn on your Astrocade and TV set, then select channel 3 or 4.
2. Connect the hand controls by inserting control #1 into the first jack on the left side (as you face the front of the Astrocade). From left to right, the jacks connect to players 1, 2, 4 and 3.
3. Insert the game cartridge, label side up, into the cartridge slot. Press it down firmly to lock it into position.
4. Press the RESET button, and the menu of games will be displayed.

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COSMIC RAIDERS (1-4 players)

An evil force, LARKIN, is attacking your base planet. In every sector you travel through, four bombs are dropped with a slew of fighters to ensure the bombs will reach your planet. By destroying the bombs, you can earn bonus energy stars. Energy stars are floating above the planet for your strategic use. By flying through one, you are energized with an invincible energy shield to help you wipe out the enemy.

STARTING THE GAME

Choose Cosmic Raiders by pressing 1 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 1 appears on the screen, then pull the trigger again).

Enter the number of Players (1, 2, 3 or 4). Each player then selects his level of difficulty (0-9). Level 0 is extremely easy and is the only level that does not get harder as you play.

Choose the number of ships you will have at your command (1-9). The number will be the same for each player.

PLAYING THE GAME

The hand control functions for Cosmic Raiders are:

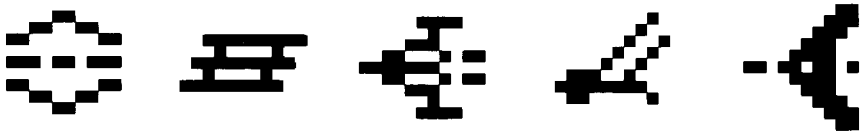
Trigger	Fires your missiles
Knob	Has no function
Joystick	Controls your acceleration and movement up and down, left to right

The object of the game is to reach the highest score by shooting down as many enemy fighters as possible and destroying bombs for bonus energy stars. Every 2 bombs destroyed in a sector gives you a bonus energy star. Radar is used to track in front of and behind your view. Enemy fighters are shown in white and bombs are shown in red. Your ships and the energy stars are shown in black. "F" on the control panel tells you how many enemy fighters you must destroy to complete a sector. "S" on the control panel tells you how many energy stars you have available to you. The number farthest to the right on the control panel tells you how many ships you have left.

You have completed a sector when all enemy fighters are destroyed. When there is more than 1 player, the next player will have his turn when one of your ships is shot down. Each player starts with 2 energy stars and whatever number of ships have been selected.

SCORING

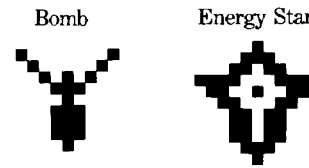
There are different types of enemy fighters. Some of them fire missiles at you, others are kamikaze ships and will try to crash into you. The type of fighter you hit determines the number of points scored:



10 points | 25 points | 25 points | 50 points | 50 points

The number of bombs destroyed within a sector determines your super bonus points:

1st bomb	100 points
2nd bomb	250 points (+ Bonus Energy Star)
3rd bomb	500 points
4th bomb	1,000 points (+ Bonus Energy Star)



200 points

Energy stars can be saved up as you go from one sector to another. At the end of each sector, you receive an additional energy star for every 2 bombs you have destroyed. After every 3 sectors completed, you receive a bonus ship. If you have your maximum of 9 ships, you receive a bonus energy star instead. Every time you use an energy star you receive 200 extra points.

STRATEGIES FOR WINNING

Watch your radar for bombs and destroy them before they hit the ground to earn high bonus points and energy stars.

Try to succeed on as many levels as you can without using up any of your energy stars. Save them for meeting the tougher challenge of the higher levels. And remember — an energy star only protects you for a limited period of time. Try and use them when you can attack several fighters at once. Don't forget: some of the enemy ships are kamikaze attackers. They won't shoot but they move fast and will try to crash into you. Watch your tail — fighters will sometimes shoot at you from behind.

PLAYING AGAIN

To play Cosmic Raiders again, any player may pull his trigger, or press the RESET button and follow the instructions for starting the game.

LIMITED WARRANTY

Astrocade, Inc., 6460 Busch Blvd., Suite 215, Columbus, OH, 43229 (the "Warrantor") hereby warrants, to the original purchaser only, that this product will be free from defects in materials and workmanship, under normal use, for a period of 90 days from the date of purchase.

The Warrantor shall have no liability or responsibility to purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product, including but not limited to any interruption of service, loss of business and anticipatory profits or consequential damages resulting from the use or operation of this product.

If during this 90-day period a defect in this product should occur, the product may be returned to: Astrocade, Inc., or to an authorized Astrocade, Inc. dealer and Astrocade, Inc. will replace this product without charge.

When requesting performance under the terms of this warranty, the original purchase date must be established by the customer by means of a bill of sale, invoice, or other acceptable documentation.

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Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

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