COLECO VISION™

Guide No. 78088A

CARTRIDGE INSTRUCTIONS

COSMIC AVENGER™

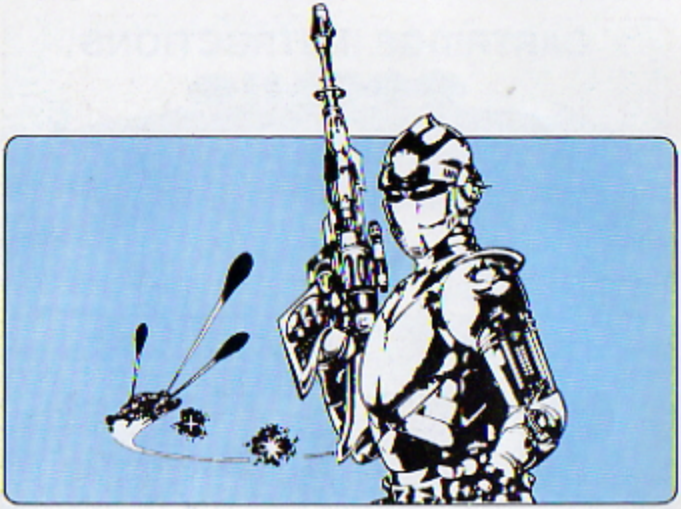
by UNIVERSAL



Plays, sounds, and scores like the COSMIC AVENGER™ arcade game.

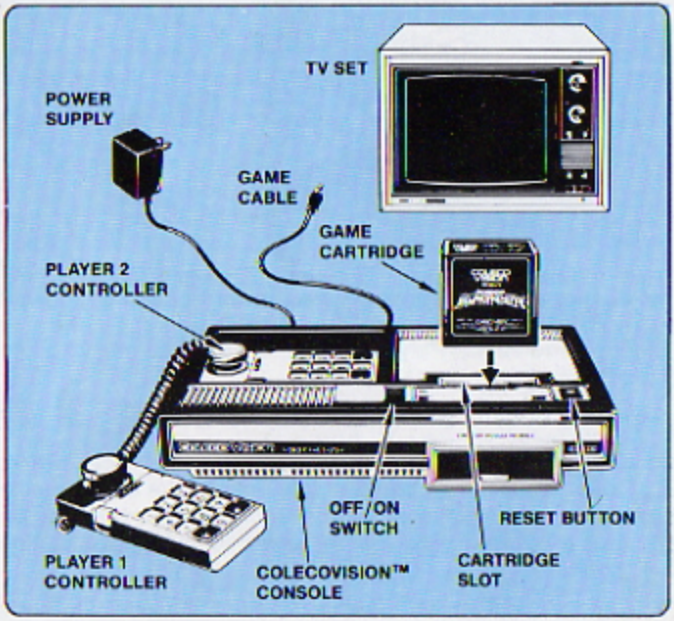
COLECO

GAME DESCRIPTION



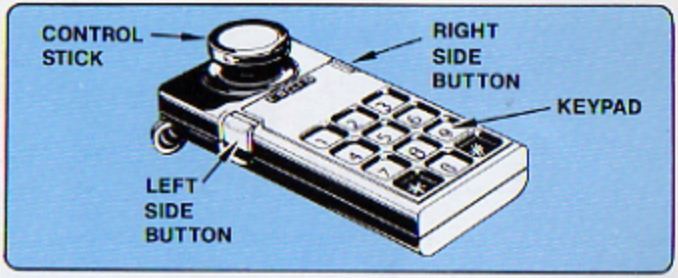
Coleco's exciting COSMIC AVENGER™ game puts you in control of a space fighter battling a planet full of aliens. Fly your fighter over domed cities and through alien seas, firing bombs and missiles at enemy installations and targets. But beware! The aliens are not defenseless. UFOs and submarines shoot 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 COLECOVISION™ console is connected to TV and power supply is plugged into the console. Then plug power supply into a 110/120 volt wall outlet.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- 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 COLECOVISION™ UNIT IS OFF BEFORE REMOVING CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



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.

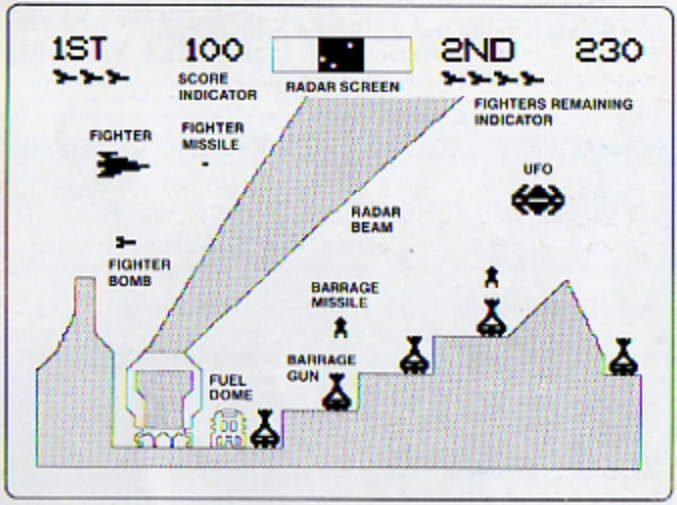
3. **Side Buttons:** When the right Side Button is pushed, the fighter fires a missile. When the left Side Button is pushed, the fighter drops a bomb.

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!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the trouble-shooting checklist in the Owner's Manual for your video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call the Factory Service Station listed in your video system manual.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4-6 weeks for repair and return.

All returns must be directed to: **Coleco Industries, Inc.**
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager

COLECO

COSMIC AVENGER™ is the trademark of Universal Co. Ltd.
© 1981 Universal Co. Ltd.,

Package, Program and Audiovisual © 1982 Coleco Industries, Inc. Amsterdam, New York 12010

Printed in U.S.A.