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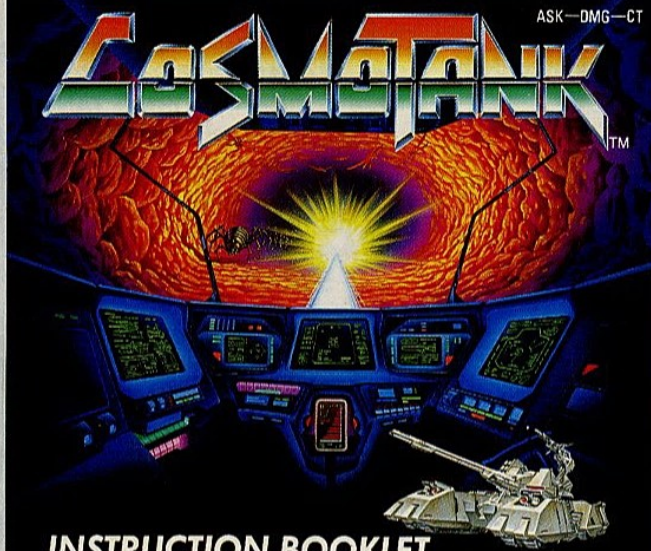
Printed in Japan

Nintendo®

GAME BOY™

ASK-DMG-C1

COSMOTANK™



INSTRUCTION BOOKLET

LICENSED BY

Nintendo

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ASUKA TECHNOLOGIES, INC.

Thank You for purchasing the Nintendo GAME BOY Game Pak,
"COSMO TANK".

Before you start playing please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet handy for your future reference.

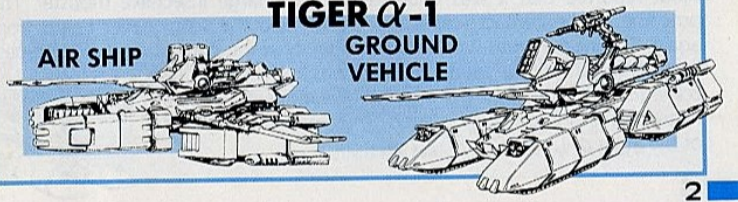
PRECAUTIONS

1) Do not touch the Game Pak's terminal connectors. Keep them free of dust and moisture.
2) Store your Game Pak at room temperature. Avoid extremely hot or cold temperatures.
3) Do not clean with paint thinner, benzene, alcohol, or other such solvents.
4) Avoid subjecting your Game Pak to shock. Never attempt to open to dismantle it.

TABLE OF CONTENTS

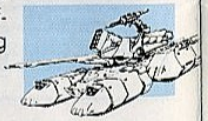
STORY 3
Use of the Controller 4
Selection of MODES 5
How to play the QUEST MODE 7
How to play the TRAINING MODE 12
How to play the VS. MODE 13
Limited Warranty 14

TIGER α-1

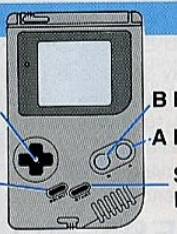


STORY

By the 72nd year of the New Space Age, man had depleted all the resources of the Earth and the population soared to near uncountable numbers. He had reached the point where expansion was no longer a luxury, it became a necessity. One by one, intrepid explorers launched their ships into the void, searching for new lands amongst the promise of an open galaxy. Their dreams became reality. Within a few short years, people could be found living on five new worlds, Desa, Gadam, Monoa, Alpha, and Aquel. The people flourished on these new planets and, not wishing to repeat the same mistakes, they went in search of more. Although it had been theorized for years, it still came as a surprise when the first alien contact was made . . . hostile contact. An advanced scout reported that it was under attack by a large insect-like monster. The outcome of the contact was never known and the scout never heard from again. The incident was written off as insanity in the crew and six months past before the truth of the alien intentions was known. They had come for worlds of their own. Normal weapons proved ineffective, so a new one was created. Thus, was the beginning of the Tiger α-1.



Use of the Controller



A Button

Pressing the "A" Button will detonate a Bomb or return to the game after conversation.

B Button

Pressing the "B" Button will fire the Lasers or accelerate messages in conversation.

START Button

Use the START Button to start the game and to utilize the sub-screen. The game will Pause on the sub-screen.

SELECT Button

The SELECT Button is not used in "Cosmo Tank."

CONTROL PAD

2-D, (bird's eye view)

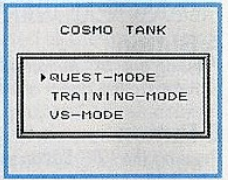
In the 2-D view you have eight directional control. The tank will move in the direction selected.

3-D View

If you are moving . . . UP moves you forward. LEFT, RIGHT turn the tank in the selected direction. While in battle . . . UP, DOWN moves target point. LEFT, RIGHT turns the tank in the selected direction.

Selection of MODES

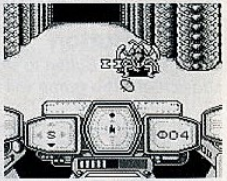
You may select one of three MODES in "Cosmo Tank." The QUEST MODE allows the player to attempt to rescue all five planets. The TRAINING MODE allows the player to hone his fighting skills before trying the QUEST. The VS. MODE is for play against another player.



QUEST MODE

This mode represents the main portion of the game. In this mode, the player will attempt to work through the five planets in need of help. The player starts on Desa in the 2-D view. After finding the caves the player enters the 3-D view. After defeating the planet the player will select the next planet to rescue. Between the planets the tank becomes an Air Ship.

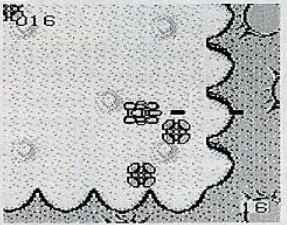




The tank moves and fires in eight directions. Try to practice your diagonal movement and fire.

TRAINING MODE

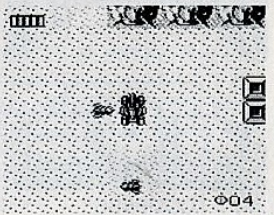
In the Training Mode the player has a limited amount of time to see how many enemies can be destroyed. After the time is up, the player will be given a rating. After viewing the rating, the player will be able to determine whether or not more practice might be helpful. Try it and see how you do.



It's close quarters in this mode. You'll have to be quick.

VS. MODE

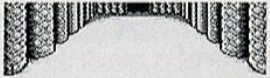
Use this mode when you wish to test your skill against another player. The VS Mode puts the players in a race to see who can defeat Boss characters the fastest. If you reach the enemy Airbase first you'll have a surprise for your friend. The winner will be the first player to the Boss of each selected round.

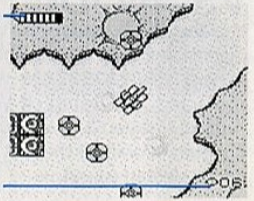


How to play the QUEST MODE

The fate of five worlds depends on the capable crew of the Tiger α-1. You must pilot your vehicle to the core of each planet, knock out its life core and defeat the Master Insect that lurks within.

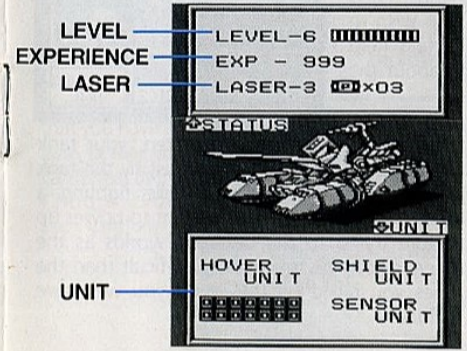
The Damage Meter indicates how many hits your tank can sustain before destruction. Radar indicates the enemy's position in relation to your position. The Compass tells the player what direction the tank is facing. Keep a close eye on these meters. If your shields are getting weak, you may want to go and get them charged. Use the Radar to track enemies behind you. Use your Bombs sparingly.

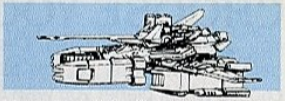




SUB-SCREEN

Press START to view the Sub-Screen. You can access the Sub-Screen in 2-D and 3-D views. You cannot use the Sub-Screen while flying the Air Ship.

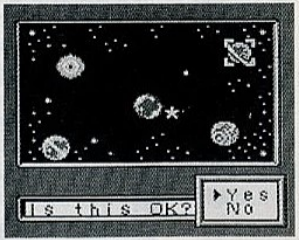


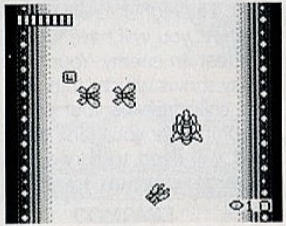


Your Level indicates the current rank of the Tiger's crew. Experience shows the number of Experience Points collected by defeating enemies in battle. The Laser Level shows the strength the Tiger's laser is firing at. The higher its value the less shots you will have to use to defeat an enemy. Your Unit display shows which Units you have collected for your tank. The Units give your tank abilities it will need to survive on some of the planets you must rescue.

CHOOSE YOUR PLANET.

You start on the planet Desa. After you defeat the monster on this planet you may choose which planet you wish to rescue next. As you move the Control Pad the name of the planet in the window will change. Press "A" when you have the planet you wish to go to next. You may need a certain item before you go, so learn as much about the planet as you can.





Once your destination is selected, your tank will become an Airship. You must fly the tank between the two planets while fighting a horde of enemies. You may want to power up before trying to run between worlds as the enemies can be much more difficult than the ones you faced on the world you will leave behind.

UNIT

Each defeated planet will give your tank an item that will become very useful as you venture through space. Some planets require that you have an item before you can defeat them. Choose your path carefully.

SHIELD	The Shield Unit will allow you to take some damage without an immediate effect on your Life Meter.
HOVER	Hover power is needed for excursions on the jungle planet. Without it, you will not be able to complete it.
PULSE	Press and hold "B" for a brief second then fire an extra powerful laser blast with this unit.
SENSOR	You must have the Sensor Unit to find the final Boss. It will help you find his location and the path to victory.

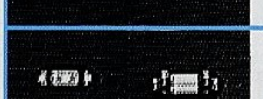
ITEMS

When you defeat an enemy, occasionally a capsule will be left behind. These capsules appear differently from 2-D to 3-D views. They do not stay visible for long so get them as soon as possible or you will lose them. Here is a list of the available capsules



POWER CAPSULE

Every 10 Power Capsules will power your laser. Maximum laser power is three.



BOMB

You receive 1 Bomb for every Bomb Capsule collected.



LIFE

This capsule replaces one unit on the Life Meter.



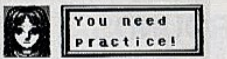
SUPER LIFE

When this capsule is collected, all the damage to your tank is repaired.

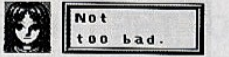
How to play in the Training Mode

The Training Mode is designed to prepare your crew for battle. The enemies will attack from all directions and there's no place to escape to. Try to defeat the enemies as quickly as possible to receive a good ranking. Your score will be based on the number of enemies destroyed in the limited amount of time given for this exercise.





Every one's got to start somewhere, keep trying!



As you keep at it your control will improve.



Now you're getting there. Aliens beware!

How to play in the VS. Mode



By using the Communication Cable you and a friend with "Cosmo Tank" can race against each other to see who has the better crew. In the VS. Mode, you will be able to select one of three different worlds to fight on. One round has only one Boss, the others have three for you to defeat. Who will be the best? It's really a matter of practice.

CHOOSE ONE OF THE THREE ROUNDS.

In the Vs. Mode you have an unlimited number of tanks. The key is speed. You are racing against your opponent to see who can destroy the base first. When you see the enemy Airbase, get into it as fast as you can. Once you enter the Airbase, a missile attack is launched against your opponent. This will slow him down and allow you a easier chance for total victory.



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ASUKA Technologies, Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ASUKA Technologies, Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

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1. DO NOT return your defective Game Pak to the retailer.
2. Notify ASUKA Technologies, Inc. Factory Service Center at:

ASUKA TECHNOLOGIES, INC.
17145 Von Karmen
Avenue, Suite 110
Irvine, CA 92714
(714) 757-1212

When you write us, please provide us with your phone number and a brief explanation of what appears to be wrong.

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