



COSMIC SPACEHEAD™

INSTRUCTION MANUAL



Codemasters™ 

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™
GENESIS™
SYSTEM

Epilepsy Warning

WARNING READ BEFORE USING YOUR VIDEO GAME SYSTEM

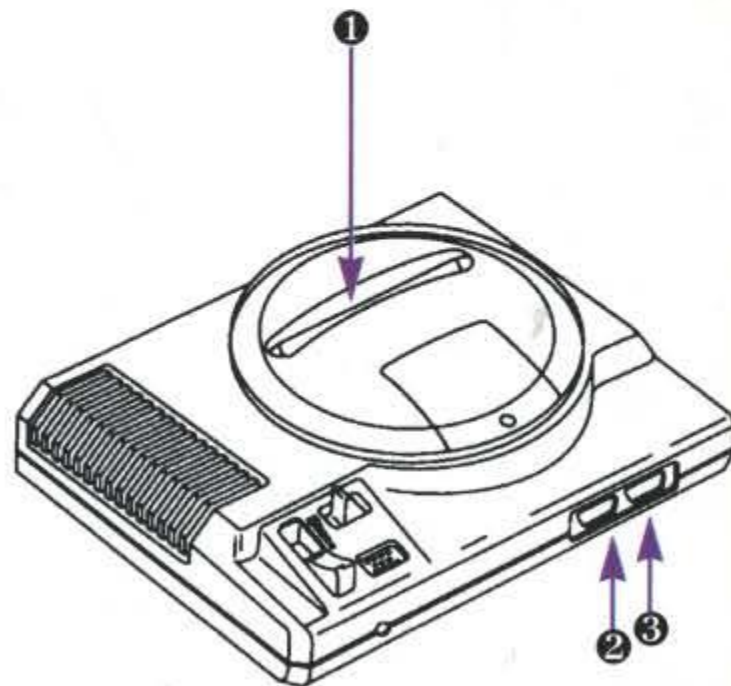
A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Starting Up

1. Set up your System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the cartridge into the console.
3. Turn the power switch ON. In a few moments, the title screen appears.
4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the Console is turned OFF when inserting or removing your Cartridge.

- (1) Cartridge
- (2) Control Pad 1
- (3) Control Pad 2



COSMIC SPACEHEAD™



Gonkers the Tubefly

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Instructions



Cosmic Spacehead

PHONE THIS
HELPLINE
NUMBER FOR



- ◆ EXTRA LIVES
- ◆ HIDDEN BONUSES
- ◆ MEGA CHEATS

Call costs 95¢ per minute. Remember you should have permission from the person who pays the phone bill first!

The Story

Having crash landed on Planet Earth in his last adventure (and almost getting stranded in the process) Cosmic has returned to his home planet, Linoleum. Instead of the hero's welcome he expected for discovering a new world in a new Galaxy he is greeted only with disbelief. *He has no proof of his galactic find.*



Cosmic Spacehead



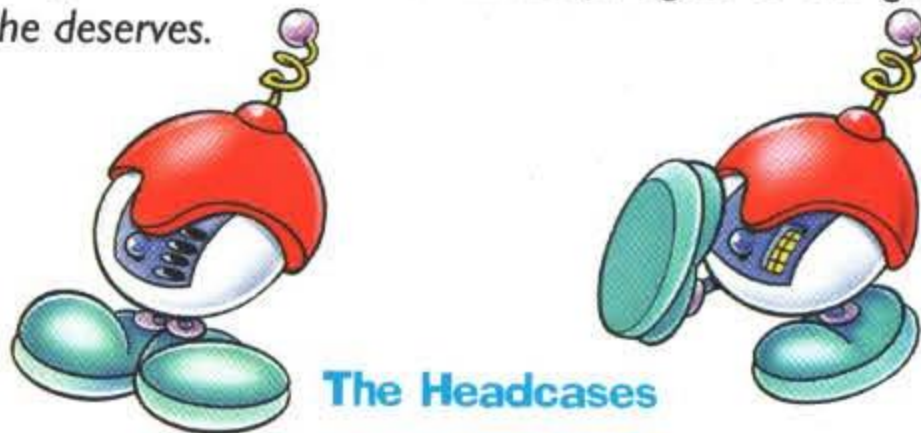
"Hi, what can I do for you?"

The Story

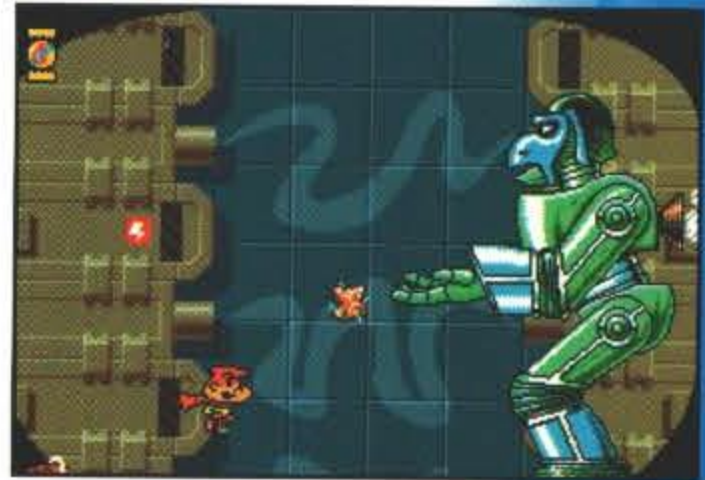
“Lousy Linodudes!”, he mutters to himself as he vows to show his fellow planetees what a hero he really is. “If it’s the last thing I do I’m going to return to Earth and get the proof I need”.

“I’ll need a new spacecar to get there and a cosmic camera to get some photos to prove I’ve been there. This is going to be difficult - I spent every last Linocent I had on my last Cosmic car...”

Cosmic needs your help! He has no money, no car and no respect from his fellow Linomen. *You must help him return to Earth, home of the hamburger, land of the free, take some snaps and then back to Linoleum again to the glory he deserves.*



The Headcases



Vork Attack

Instructions

When the game boots up, you can choose to play in one of four different languages... use UP/DOWN and START to choose English, French, German or Spanish.

Press START at the title screen to play the game. Now select *Start Game* or *Password*. The game is very large so a password feature is included so that you can leave the game and continue where you left off at a later time.



One-Eye



Flopters the Flying Fish

Instructions

Cosmic Spacehead™ is an *arcade adventure*. You proceed in the game by solving problems and completing arcade sections. When the game starts you find Cosmic on Planet Linoleum, in his home town, Old Lino Town, standing just outside the Post Office.

There are two main play areas in Cosmic Spacehead - the *adventure sections* and the *arcade sections*.



One-Eye Attack



**Gonkers
the Tubefly**

**Cosmic
Spacehead**



Adventure

In the adventure sections you must solve problems to proceed through the worlds and help Cosmic in his ultimate goal - to get back to Earth. The bottom of the screen is laid out as follows:-

CENTRE

LOOK PICK UP TALK TO GIVE USE

BIRTH CERTIFICATE

You control Cosmic's actions through an arrow which you move with the control pad. Pressing the **C** button will make Cosmic run to the arrow.

As you move the arrow around you will see the names of objects you are pointing to highlighted in the panel below the 'command line' (look pick up etc.) You can command Cosmic to interact with these objects. For instance on the first screen (OLD LINO TOWN) there is an object on the ground just to the left of where Cosmic starts. If you move the arrow over this you will see the words **TELEPORT KEY** highlighted in the panel.



Lino Lines

Adventure

To make Cosmic look at this move your arrow over the word LOOK in the panel and press **C** - the words LOOK AT will appear on the panel and Cosmic will run over to the object. When he gets there the message "WOW THIS GIVES UNLIMITED TRAVEL BACK TO OLD LINO TOWN!" will appear.

Cosmic can interact with objects in 5 ways - he can look at them, pick them up, talk to them, give them to someone or use them. Try the command PICK UP TELEPORT KEY.

As you move the arrow around you will see the names of objects you are pointing to highlighted in the panel below the 'command line' (look pick up etc.) You can command Cosmic to interact with these objects.



The Bangers

Nutter the
Headcase



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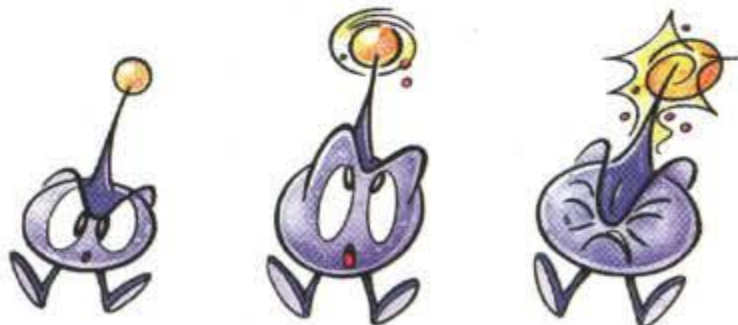
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The Bangers

**Nutter the
Headcase**





Gonkers

Adventure

When Cosmic picks something up the object will appear in the list of things he is carrying at the bottom of the screen. When you pick up the Teleport Key your inventory will look like this:-

BIRTH CERTIFICATE

OLD LINO TOWN TELEKEY

A quicker way to give Cosmic a command is to use the **B** button to cycle through the 5 commands. In Old Lino Town move your arrow around to find all objects which can be interacted with and then try to do some of the following commands:-

LOOK AT SIGN

PICK UP COIN

LOOK AT BIRTH CERTIFICATE

TALK TO OLD LINO TOWN

**USE OLD LINO TOWN TELEKEY IN TELEPORT
MACHINE**

USE DOOR

USE EXIT

Adventure

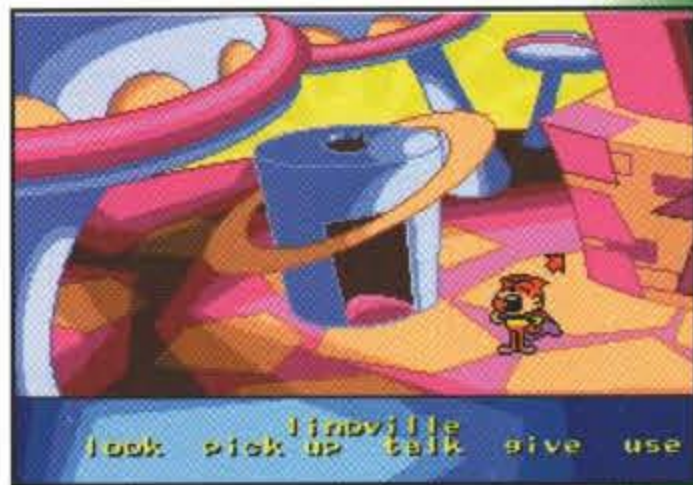


Gonkers

As you progress in the game you will find many more locations and objects for Cosmic to interact with. In lots of locations you will be confronted with problems you must solve if you are to proceed further into the game. If you are not sure how to solve a problem then try experimenting - you can't go wrong and some of the replies to your commands might give clues.



The City Streets



The First Teleport Key

Adventure

In some locations you will find a password icon. If you look at this, you will be given a password. Note down the password and then you can carry on from the same location with the same objects at another time.



The Race Track

Simply enter your password by choosing "password" on the options screen at the beginning of the game.



Vork

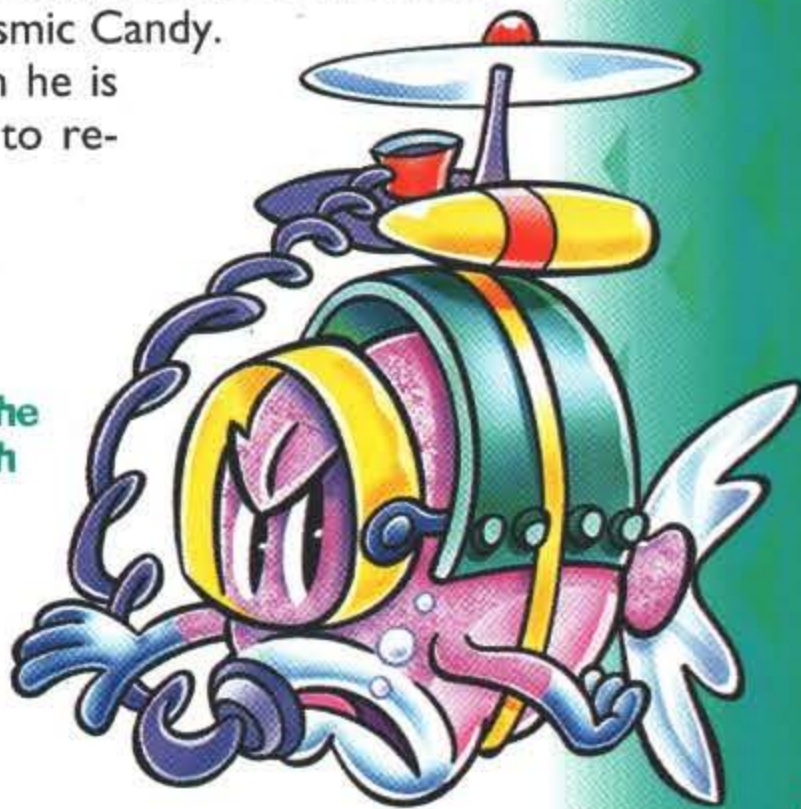
Arcade

All the adventure sections are connected by the *Arcade* sections. In these sections you have direct control of Cosmic and can move him left or right and jump with the **C** button. Cosmic can lose lives here but he can also gain extra lives by collecting Cosmic Candy. Once Cosmic has completed an arcade section he is free to travel along the route *without* needing to re-complete the arcade section.



Planet Linoleum

Flopters the Flying Fish





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is a Supersonic game and has been produced by...

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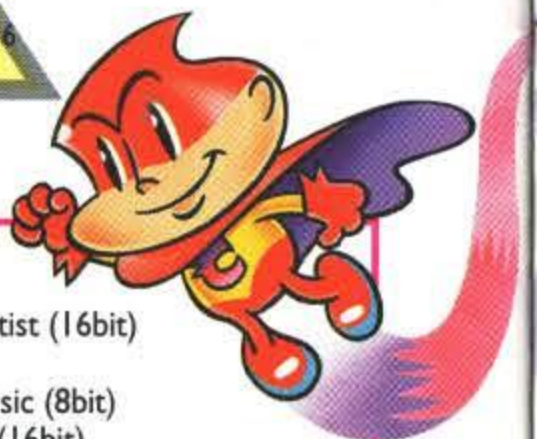
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Derek Leigh-Gilchrist - Programming (16bit) Brian Hartley - Artist (16bit) Allister Brimble - Music (8bit)

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Jon Menzies - Music Programming (16bit) Tim Bartlett - Music (16bit) Stephen Curtis - Programming (16bit).

Art Manager - Shan Savage. Packaging - Victoria Healey, Nick Price. Production - Pat Stanley & Stewart Regan.



ANOTHER GREAT GAME FROM Codemasters™

Nº1
BESTSELLER

THE ORIGINAL
Micro Machines
SCALE MINIATURES

FEEL THE POWER

AMAZING PLAYABILITY!!! - features a very competitive two player option. 27 Cunningly devised circuits - under bridges, through oil patches - power sliding around corners - trying to beat the other drivers and become the Micro Machines Champion!

CHOOSE YOUR VEHICLE & GO!

Feel the power, feel the traction - excellent! Performance sports cars, Formula One racing cars, Power boats, Combat tanks, Helicopters, 4x4s, Monster trucks & Turbo Wheels™



BREAKFAST STUNTS



BATHTUB FUN

93%
Mean Machine

**Action Video Game
of the Year!**

Video Games and Computer
Entertainment magazine

ANOTHER GREAT GAME FROM Codemasters 

FANTASTIC DIZZY

Dizzy's cartoon adventure in Zakeria - a magical kingdom ruled by the evil wizard Zaks. Explore the mysterious diamond mines, fabulous caverns, dragon's lair, cloud castle, find secret treasure maps, encounter strange magicians, wizards, trolls, pirates, leprechauns & many other weird and wonderful creatures.



92%

Satellite TV
Europe magazine



Spooky Forest!



Treehouse Village

"It's exciting, puzzling,
well presented,
hopelessly addictive -
sure to be
a winner"

90%

Sega Pro magazine

Handling This Cartridge

For Proper Usage

- ① Do not immerse in water!
- ② Do not bend!
- ③ Do not subject to violent impact!
- ④ Do not expose to direct sunlight!
- ⑤ Do not damage or disfigure!
- ⑥ Do not place near any high temperature source!
- ⑦ Do not expose to thinner, benzine, etc.!

- * When wet, dry completely before using.
- * When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- * After use, put it in its case.
- * Be sure to take an occasional recess during extended play.



Warning: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

Codemasters™



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