

COSMIC AMBUSH

SCORE TABLE

	30		20		40
	80		50		50
	10		20		100

PRESS JOYSTICK BUTTON TO START

--- PROGRAM INFORMATION ---

Cosmic Ambush was originally destined as a game to be submitted to Tandy/Radio Shack with the possibility that it be marketed as a 32K RomPak game. Unfortunately, Tandy/Radio Shack, in thier 'wisdom', decided to stop manufacturing of the Color Computer 3.

This put a halt to the programming of Cosmic Ambush since it had no real market. I thought of releasing it either to a third party distributor or market it myself. Unfortunately, past experiences tell me that money received from these methods wouldn't even cover one days worth of programming labour, let alone the months it actually took. Cosmic Ambush was therefore put on ice.

Press (SPACEBAR) for more

--- PROGRAM INFORMATION ---

Months went past when one day, a friend asked to see what I had done with Cosmic Ambush. I loaded up the program and ran it. Not only was my friend impressed but I, not having seen it for so long, was stunned by the super smooth hardware scroll. The colourful, animated characters and realistic digital sound effects!

The CoCo spirit was back and I decided that the CoCo community had to see Cosmic Ambush. I decided to release it as Shareware. On this disk is the product of all those months. The program is complete although one or two VERY minor bugs do exist.

Press (SPACEBAR) for more

--- PROGRAM INFORMATION ---

Short form instructions are included within the game during the title screen but a few notes are worth mentioning.

There are four levels of laser fire. The first is a single shot. The second a fast single shot. The third a triple laser single shot and lastly, a 3 shot multifire. To advance up to the next level of fire, you must shoot a pulsing W (Weapon). Every time you are hit, your level goes down by one. Also, by pressing the F1 key at the title page you can select between 50/60 Hertz operation. This makes the game a little faster. Unfortunately, some monitors roll at 60 hertz and need the vertical hold adjusted.

Press (SPACEBAR) for more

While flying over the terrain, you will occasionally see pulsing red energy grids. As long as hold your ship over these, you will be charging your ship's energy. Also - watch the background for some 'hidden' easter egg shapes and letters... but don't get too distracted!