

C O S M I C S W E E P E R

You are the Cosmic Sweeper, the first to enter the unexplored reaches of the cosmos. It's your mission to make each sector safe for travel by preceding your fleet and clearing the path of meteors, but be fore-warned, the further you travel into the cosmos—the more numerous the meteors become!

Use the right joystick to ascend, descend, go left, or right. Press the fire button to destroy meteors with your lasers.

Your location within each sector is shown on the upper left portion of the screen. Cosmic Sweeper's shield strength is shown at the upper center. You can with-stand 4 collisions before your shield is depleted or 5 collisions before being destroyed and ending the game. A long-range scanner on the upper right shows the location of meteors you are approaching. The current sector being cleared and the number of meteors destroyed is shown at the bottom of the screen.

You receive 125 points for each meteor destroyed and after clearing each sector, a bonus is awarded. The bonus is calculated by multiplying the number of meteors destroyed by 50. Additional shield strength is awarded every 10,000 points.

Remember...the safety of an entire fleet rides on your shoulders as the pilot of the...Cosmic Sweeper!