The Story

Having crash landed on Planet Earth in his last adventure (and almost getting stranded in the process) Linus 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. "Lousy Linoleum!" he swears to himself as he vows to show his fellow planeters what a hero 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 spaceship 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..."

Linus 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.

Instructions

When the game boots up, you can choose to play in one of four different languages... use SELECT 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.

Linus Spacehead's Cosmic Crusade is an arcade adventure. You proceed in the game by solving problems and completing arcade sections. When the game starts you find Linus on Planet Linoleum, in his home town, Old Lino Town, standing just outside the Post Office. There are two main play areas in Linus Spacehead's Cosmic Crusade - the adventure sections and the arcade sections.

Adventure

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

- OLD LINO TOWN
- LOOK PICK UP TALK TO GIVE USE
- BIRTH CERTIFICATE

You control Linus' sections through an arrow which you move with the control pad. Pressing the A button will make Linus 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 Linus 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 Linus starts. If you move the arrow over this you will see the words TELEPORT KEY highlighted in the panel. To make Linus look at this move your arrow over the word LOOK in the panel and press A - the words LOOK AT will appear on the panel and Linus will run over to the object. When he gets there the message "WOW THIS GIVES UNLIMITED TRAVEL BACK TO OLD LINO TOWN!" will appear.

Linus 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. When Linus 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 get Linus 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

As you progress in the game you will find many more locations and objects for Linus 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 you clues.

In any adventure location if you Pause the game by pressing the STICK and then press SELECT and START at the same time 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. Simply enter your password by choosing "password" on the options screen at the beginning of the game.

Arcade

All the adventure sections are connected by the Arcade sections. In these sections you have direct control of Linus and can move him left or right and jump with the A button. Linus can lose lives here but he can also gain extra lives by collecting Cosmic Candy. Once Linus has completed an arcade section he is free to travel along the route without needing to re-complete the arcade section.
CODEMASTERS' HELPLINE
1-900 RESTART
1-900 737-8278

Calls cost $1.75 for the first minute and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that will help you play Linus Spacehead's Cosmic Crusade™

This is advice for gameplay only.
If you are under 18, you MUST have your parents' permission.
Touchtone phones only.

was brought to you by...

GAME DESIGN: Pete Williamson
PROGRAMMING: Pete Williamson
GRAPHICS: Pete Williamson
PACKAGING: Pete Williamson
PROJECT MANAGER: Pete Williamson
ART MANAGER: Shiva Savage
PRODUCTION: Stewart Rejon & Pat Swaray

Camerica and the Camerica design are trademarks of Camerica Corporation and used under license by Camerica Limited Inc. © Codemasters Software Co. Ltd. 1993. All rights reserved. Linus Spacehead's Cosmic Crusade and Codemasters are trademarks being used under license by Codemasters Software Co. Ltd. Made in the U.K.

IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the TV.

DO NOT touch the connectors or get them wet or dirty.

DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.

DO NOT store the game in places that are very hot or very cold.

DO NOT hit it or drop it or attempt to take it apart.

DO NOT use on a FRONT OR REAR PROJECTOR TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.

Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

Please contact your TV manufacturer for more information.

CAMERICA LIMITED INC., LIMITED WARRANTY

Camerica Limited Inc., ("CAMERICA") warrants to the original purchaser only of this Camerica game cartridge that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT.

Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase.

Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica's warranty obligations and is the purchaser's exclusive remedy.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or usage of trade are all expressly disclaimed.

In no event will Camerica be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this Camerica game cartridge.

The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty or conditions last, so the above limitation or exclusion may not apply to you. Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law in any jurisdiction and such provision shall be severed from the rest of these terms.

Camerica Limited Inc., 3415 14th Avenue, Markham, Ontario, L3R 0H3, Canada -Tel (416) 470-2791

FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions.

- This device may not cause harmful interference and
- This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Published by CAMERICA®

GAME DOES NOT WORK OR PLAY?
CUSTOMER HELPLINE TOLL FREE
UNITED STATES & CANADA 800-545-2600
CAMERICA GAMES