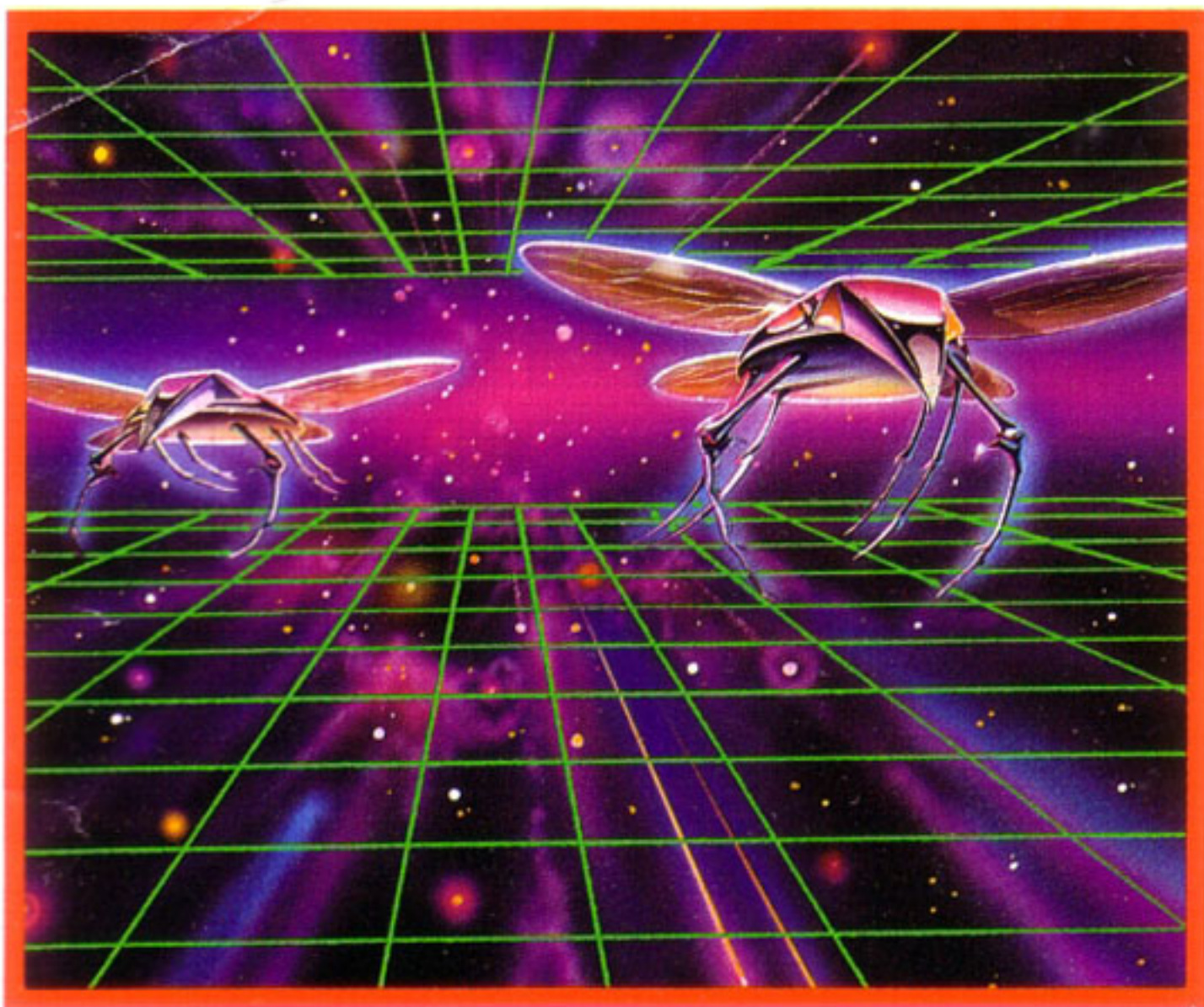


**ZIMMAG™** GAME INSTRUCTIONS

# **COSMIC CORRIDOR®**





## **SETTING UP**

1. Connect your video game system to the television according to the manufacturer's instructions.
2. Make sure the console is off, then firmly push in your ZiMAG video game cartridge.
3. Now you can turn on the console. A clear image should appear on the screen. If not, check to see that the console is properly set up.
4. Next, plug the joystick into the left controller jack. If you are playing a two player game, you will need to plug the other joystick into the right controller jack.
5. If all of the above has been properly completed, you're ready to play. Good Luck!

*To protect the electronic components of your Atari® Video Game System, be sure to switch to off when inserting or removing a cartridge for the Atari® System.*

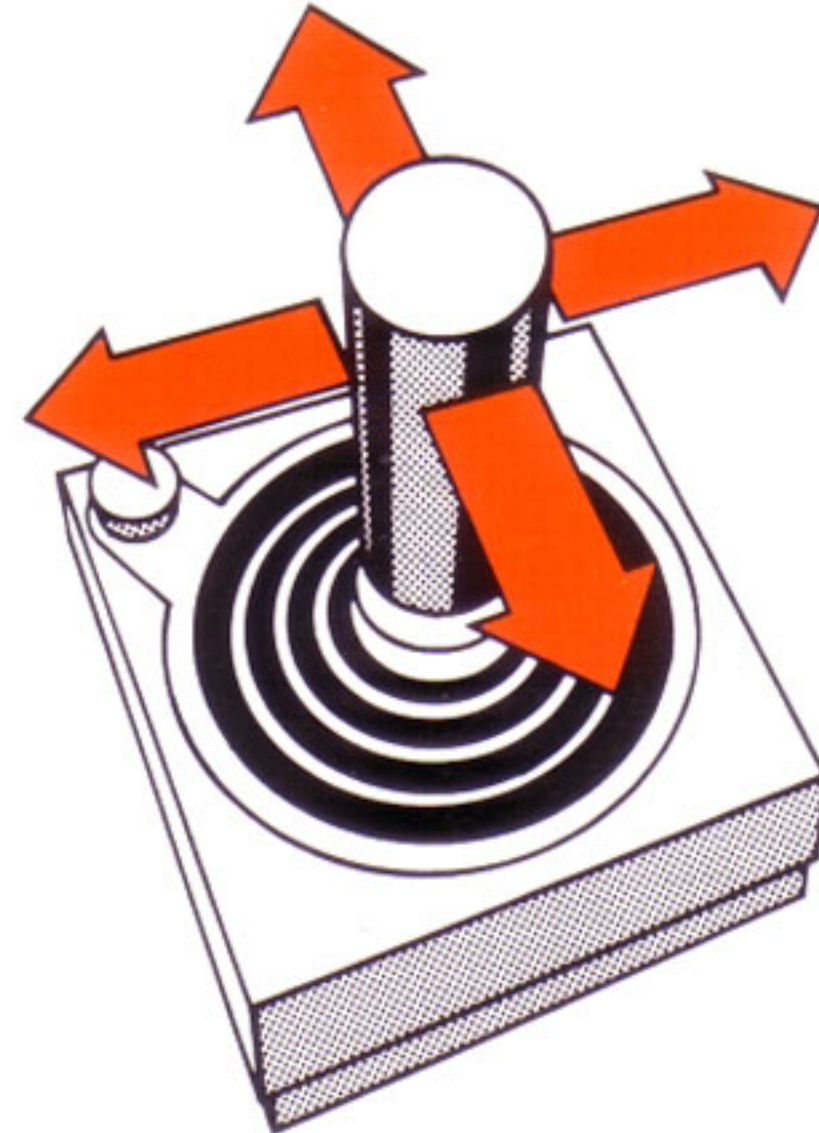
## **LOST IN A FAR AWAY GALAXY**

*The expression "Lost in Space" takes on new meaning when it happens to you. You're suspended in time—caught in hostile space between the edges of the galaxy where only your best star cruiser navigational skills can bring you home. And as if that's not bad enough, you are under constant attack from all sorts of space vermin from alien monsters to rogue fighters. Keep your wits about you and your turbo lasers blasting and maybe you'll have a chance.*

## **MOVING YOUR CANNON**

*Your laser cannon moves in the same direction that you move the joystick—up, down, left or right.*

*Firing is a little bit different. Move the joystick in the direction you'd like to fire, but you don't have to hold it there because the target computer will aim in that direction until you change it. For rapid fire, hold the action button down.*



## GAME SELECTION

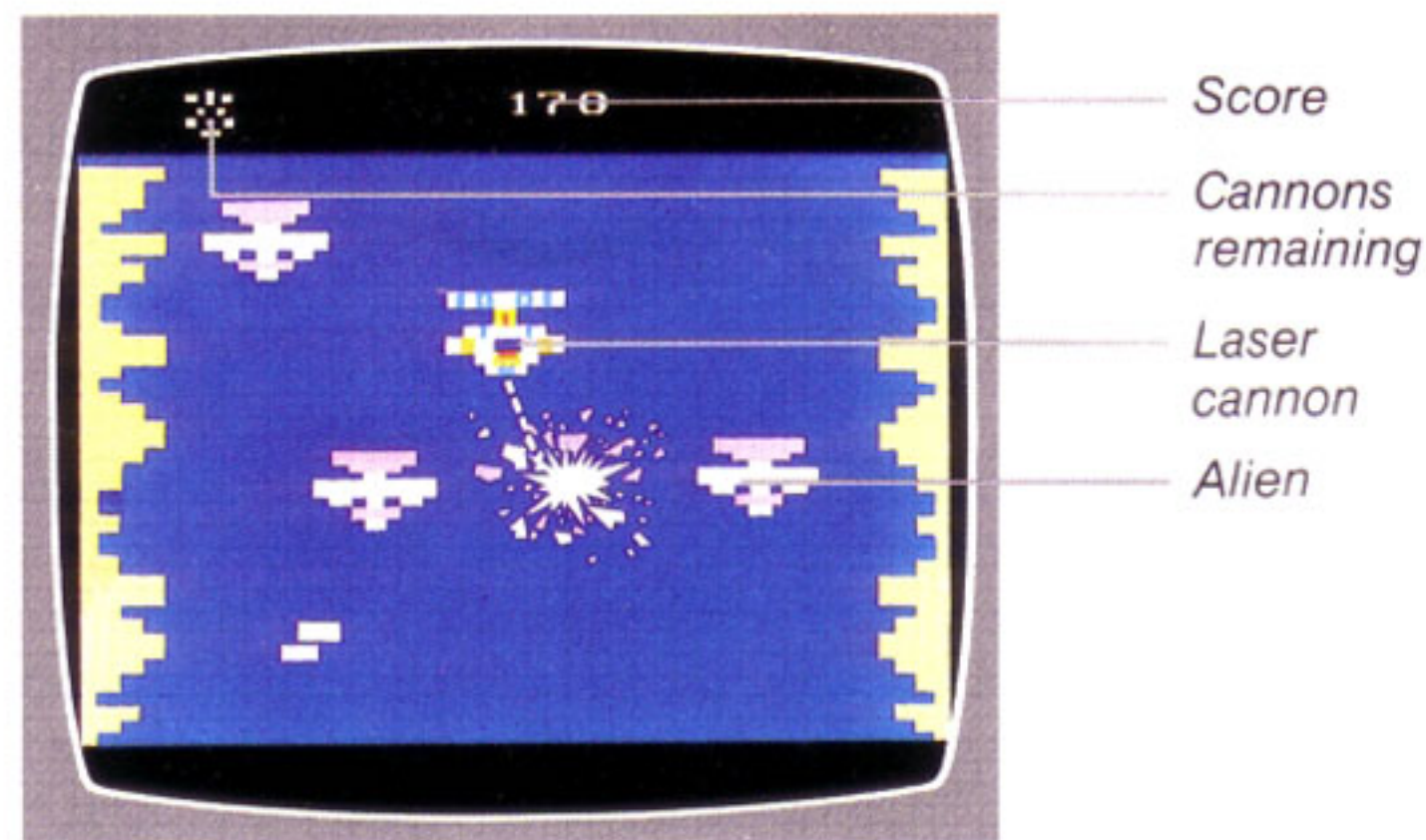
- GAME 1:** *The easiest of the four variations. For one player only.*
- GAME 2:** *The second most difficult variation. For one player only.*
- GAME 3:** *The third most difficult variation. For one player only.*
- GAME 4:** *The hardest of the four variations. Don't start on this variation unless you're an arcade ace! For one player only.*

## SCORING

*Depending on which aliens you destroy, they're worth 30 or 40 points.*

## GAME FEATURES

*At the beginning of each game, you start off with six laser-cannons. You can be destroyed if you steer into the side of the corridor, if you're shot by an alien, or if you crash into one. The number of cannons you have left is displayed at the top of the screen, under the score.*



## BLASTING MORE ALIENS

*Some strategical advice: keep that Fire Button down all the time, and when nothing is on the screen, aim up. This way you won't be caught by surprise. And when everything looks hopeless and a slew of bullets is heading toward you, change directions from up or down or vice versa. Sure, it's a last resort, but sometimes the bullets will take a slightly different curve and miss you.*

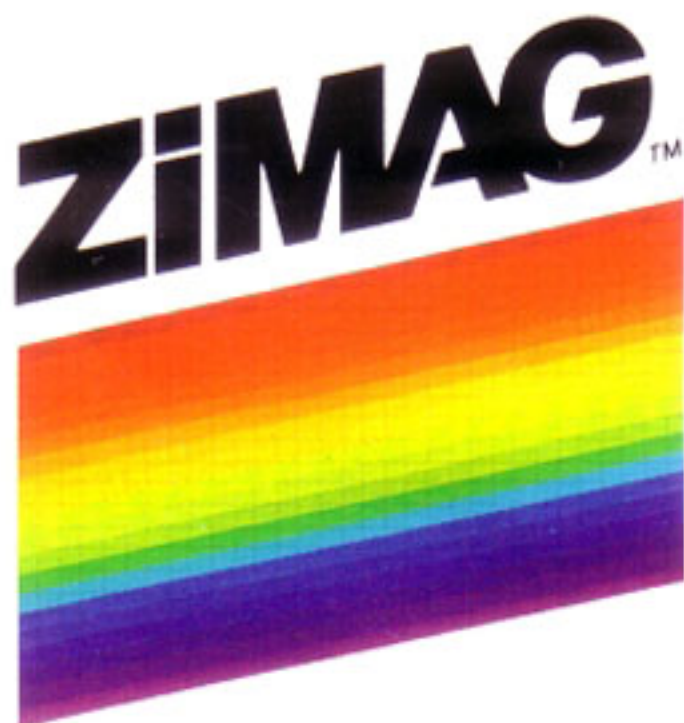
## SCORES

## AVERAGE

## EXCELLENT

<b>Level 1 (a)</b>	800	2,000+
<b>Level 1 (b)</b>	1,000	2,500+
<b>Level 2 (a)</b>	700	1,500+
<b>Level 2 (b)</b>	800	1,500+
<b>Level 3 (a)</b>	500	1,200+
<b>Level 3 (b)</b>	800	1,300+
<b>Level 4 (a)</b>	500	1,200+
<b>Level 4 (b)</b>	700	1,100+

**LIMITED WARRANTY:** *ZiMAG™ warrants the original consumer purchase of any cartridge to be free of defects in workmanship for 90 days from date of original retail purchase. Magnetic Tape International will replace any defective product with identical product, provided it has not been damaged through misuse or handling. For replacement send the defective product, along with proof of purchase, to Magnetic Tape International, Gardena, CA 90248.*



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