

Uchuusen Cosmo Carrier FAQ/Walkthrough

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Uchuusen - Cosmo Carrier (Famicom) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

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Introduction

Uchuusen - Cosmo Carrier is a 1987 NES/Famicom game from Jaleco. It combines a space flight simulator with action/adventure planetary exploration. During space flight, you travel to different planets in the Solar System, communicate with space craft to gain information, and battle enemy ships. You will beam down to planetary surfaces to battle enemies and seek equipment.

To me, this is one of those games where you would say every aspect is poorly done, and yet it still manages to feel fun. The difficulty is fairly low, although parts can be confusing. The space flight and planetary exploration are simple and can be mastered in a short time. So if you have an itch for an uncomplicated title to satisfy your urge to explore outer space, then here you have it!

Story

Here is the story as described in the text if you don't press anything for a few seconds while you are on the title screen:

During June of the year 1999, the moon began to draw closer to the Earth. It was not a problem with gravity, but rather the manipulation of a mysterious star, the Battlestar.

According to Earth's intelligence force, a missile with the capability of destroying a planet has been scattered in six pieces across the Solar System. Your duty is to accumulate these six missile parts and use them to destroy the Battlestar!

Getting Started

You will have the options: START
CONTINUE

START simply begins a new game. CONTINUE will require you to enter a password to continue a previous game. You will see the Japanese "alphabet" to enter your password, arrows to move forward or backward, and the word "END" to select when you are finished entering your password.

Note: If you continue, all enemies will be alive again in the space flight mode (which is not necessarily a bad thing).

How To Play

Overview

Your goal is to accumulate six missile parts. These and other equipment can be found on the planets and moons of the Solar System. To land on a planet or moon, you must first be told about a landing location from a ship during space flight. Such ships can be friendly or enemies. Learn about these locations by using the "COMMUNICATE" command while targeting a ship.

Once you have learned a landing location, you can beam down to the surface of the planet or moon where this location is located. At each location, your goal is to find and destroy an enemy base. Doing so will result in you gaining an equipment upgrade or one of the 6 missile parts.

You must acquire all 6 missile parts within 100 days of game time. FYI, if time runs out, you will simply see a game over screen. Nothing cool happens. Also FYI, I beat the game with 49 days remaining on my first try to give you a sense of how much time this is.

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Space Flight

To the right is shown a typical game screen while you are in space. You can move your field of view to the left or right, but not up and down. A planet is always at the center of the area, and if you go to the far right, you will see a planet that is farther out in the Solar System (farther from Earth) that you can warp to. To the far left will be a planet that is closer to Earth that you can warp to.

START pauses the game and "A" is used to interact with your menu commands. "B" is used to go backwards in the menu.

In the upper-left corner of your command panel is shown your current energy. This is drained by getting damaged, attacking using any of your weapons, warping, and turning on your shields. If it reaches zero, you will die and get a game over. You will have to start from the point that you received your last password. Next to your energy is shown your Energy Level ("Lev"). This is increased by finding upgrades on planet surfaces and determines your max. energy level and the damage your beam deals.



The time you have left to beat the game is shown in the upper-right of the command panel, displayed as days-hours.

You will see other spaceships in your view. To interact with them, move the crosshairs over one and press "A". The targeted ship will stop moving, giving you the ability to take your time with your command. The available menu commands are each explained below.

MISSILE:

Attack the targeted ship with a missile. You can adjust the amount of energy you put into the missile by controlling how full a sliding bar is. Each full box in the bar represents 8 units of energy. The damage dealt to the targeted ship is equal to the amount of energy you spend on the missile.

BEAM:

Attack the targeted ship with your beam. The beam does a fixed amount of damage dependent on what level your Energy Level is at. The damage dealt to the targeted ship is equal to the amount of energy you spend on the beam.

SHILED (spelling error is in the game):

Raise or lower your shield. The options are: シールド ON - "Shield on" シールド OFF - "Shield off"

While your shield is raised, you will not take any damage from the enemy. However, your energy will slowly drain.

MOVE:

Use to warp to distant planets or land on a planet or moon surface. The options are: ワープ - "Warp" ジョウリク - "Land"

Warp is used to travel to other planets, located on the far left or far right edge of the space flight screen. It is also used to enter the repair bay on Earth.

Land is used to land on a planet or moon surface, but only after you have learned of the location from another ship. You will have to choose which suit to wear from the options: グラビティ - "Gravity" suit. プリザート - "Blizzard" suit. フィールド - "Field" suit.

The field suit is the best since it is faster than the other two, but identical in all other stats. However, only the Gravity suit can be used on surfaces with extremely high gravity, and only the Blizzard suit can be worn in extremely low temperatures.

COMMUNICATE:

Speak with another ship in an attempt to learn about a new landing location.

COMPUTER:

Use to see stats about the targeted ship (ウチュウセン), planet (ワクセイ), or moon (エイセイ).

By selecting the option シュウリ ("Repairs"), you can see if certain functions of your ship need to be repaired. The functions are: Shield (シールド), Attack Equipment (コウゲキ ソウチ), and Communication System (ツウシン システム). If these functions are fine, you will see the phrase イジョウ アリマセン ("There are no problems"). Otherwise, you will not be able to use the corresponding commands and you will need to return to Earth to have your ship repaired.

PARTS:

You will see a schematic of the missile you are trying to find the six parts for, and the parts you have obtained will be colored yellow.

STATE:

You can see the stats and repairs needed for your ship and your three exploration suits. Choose one of these to see its info: コスモキャリア - "Cosmo Carrier". Your ship. グラビティ - "Gravity" suit. プリザート - "Blizzard" suit. フィールド - "Field" suit.

After choosing an equipment piece, you will have the following info options to view: ノウリョク - "Ability" ライフ システム - "Life System"

Ability will show the following stats: エネルギー - "Energy". Your current energy value. ミサイル - "Missile". The max damage your missile can cause. ビーム - "Beam". The damage your beam will cause.

These stats will be the same for all your equipment pieces since they share energy and level up at the same time by the same amount.

Life System will show which of the special functionalities of your equipment need repair. See the "Repairs" description under the "COMPUTER" section above since this command will show you the same info. The difference is that you can now see this info for your suits, not just the ship.

Rest and Passwords

To repair your ship and space suits, return to Earth and use the MOVE and "Warp" commands to enter the repair bay. You will see the options: ハッシン - "Departure". Repair, then leave. キュウケイ - "Rest". Get your password, repair, then leave.

Planetary Exploration

To the right is shown an example of the screen while you are on the surface of a planet or moon.

Use the direction arrows to walk around. Press "A" to make your crosshairs appear. From there, interacting with the enemies and the menu is essentially identical to the space flight mode. Press "B" to go backwards in the menu.

To return to your ship, select "MOVE", then キカン ("Flagship").

On each surface, your goal is to find the enemy base and destroy it. If you do so, you will receive an equipment upgrade or a Missile Part.

Enemies will often drop power-ups when defeated. Each power-up is described in the table below. Note: Other than the energy power-up, i only saw the other power-ups once each during my playthrough, so they seem rare.



	Energy: Restore a varying amount of energy.
	Wings: Temporarily increase your movement speed.
	Communicator: Effect?

Walkthrough

Earth (チキュウ)

You begin outside Earth. There are currently no enemies here. Place your crosshairs over the satellite pictured to the right, called a Zola (ゾラ), and press "A" to stop its motion and open your menu options. Select "COMMUNICATE" and the Zola will tell you about an enemy garrison stationed on the Bessel Plateau.



Next, place your crosshairs over the moon (pictured to the left) and use the "MOVE" command. Select ジョウリク ("Land"), then choose the option ベッセル コウゲン ("Bessel Plateau"). This option is only available because you learned about it from the satellite. Finally, choose a suit. The Field (フィールド) suit is the best option because it is faster than the others, yet equal in all other stats. You will beam down to the surface of the moon.



Bessel Plateau (ベッセル コウゲン)

Enemies at this location (see the "Enemies" section of this FAQ for images and descriptions):

Cult Shell
Strider
Hop Pike

Your goal is to find the enemy base and destroy it. First, get used to the battle system. Kill some of the Cult Shell enemies for practice. Press "A" to make a cursor appear. Place the cursor over the enemy press "A" again to stop its motion and open your menu commands. Then select "MISSILE" or "BEAM" to blast it. If you select "MISSILE", you will have to press "Right" to charge up your missile to the strength you want to use. Each full square equals 8 damage. You have infinite missiles, by the way.

The amount of damage you do with the beam is dependent on what level you are at. At the start of the game, it will do 4 damage. Whether you use beam or missile, your energy will be depleted by an amount equal to the damage you deal. If your energy reaches zero, you die and get a game over, forcing you to continue from the point you received your last password.

It is possible that your combat system will become damaged. If that happens, you won't be able to attack. In that case, select "MOVE", then キカン ("Flagship") to return to your ship. Then use the "MOVE" and ワープ ("Warp") command while targeting Earth to automatically get repaired.

To find the base, make your way to the bottom of the screen, then head left until you reach the lower-left corner of the screen. Then go up to the upper-left corner of the screen to find the base. If you have enough energy, you might want to turn on your shield. It slowly drains your energy, but makes you invulnerable to enemy fire. To use it, select "SHILED" (yes, the spelling error is in the game). Then select シールド ON ("Shield ON"). Make sure you turn it off when the battle ends.

Destroy the base like any other enemy (I recommend missiles since it has a lot of hit points). When it is destroyed, you will receive an Energy Level Up. You automatically receive it, so you don't have to go pick up the "E" icon that appears. Your beam power will increase by 4 damage and your maximum energy will increase by 500.

Select "MOVE" then キカン ("Flagship") to return to your ship.

Repair and Password

Before your next mission, let's repair and get a password. Move the crosshairs over Earth and select "MOVE", then ワープ ("Warp"). You land your ship at a port. Here, the options are: ハッシン - "Departure". Repair, then leave. キュウケイ - "Rest". Get your password, repair, then leave.

Mars (カセイ)

To get to Mars, move your crosshairs to the far right side of the space flight screen where you will see Mars. Use the "MOVE" command and select ワープ ("Warp") to go there. It drains 100 energy for each warp you use. So make sure you have at least 100 left so you can return to Earth when you need to repair.

You will encounter enemy ships here called Star Wolf and Bacchus (see the "Enemies" section for images and a description). Some enemy ships will reveal landing locations you need, so you'll want to use the "COMMUNICATION" command on them before destroying them. However, this is never the case with the two kinds of enemies mentioned above, so just blast them away. You should probably turn your shield on to help reduce the amount of damage you receive.

After destroying the enemies, you will probably want to return to Earth to repair. Earth is on the left side of the space flight screen. Use "MOVE" then ワープ.

Back in Mars airspace, you want to learn the locations of enemy bases so you can land on the planet. Communicate with the Zora to learn the location of Cassius Plateau (カシウス ダイチ). Also, communicate with the ship pictured to the right, called a Battle Ace (バトルエース) to learn the location of Utopia Plateau (ウトピア ダイチ).



To land, place your crosshairs over Mars and use the "MOVE" command. Select ジョウリク ("Land") and select either location. Choose the Field (フィールド) suit.

Cassius Plateau (カシウス ダイチ)

Enemies at this location (see the "Enemies" section of this FAQ for images and descriptions):

Regbat
Star Malask
Double Ear
Acue Stone
Spin Ant

To find the base, go up and right, then follow the path until it leads to the upper-right corner where the base resides. Destroy it to receive an Energy Level Up.

Utopia Plateau (ウトピア ダイチ)

Enemies at this location (see the "Enemies" section of this FAQ for images and descriptions):

Double Ear
Acue Stone
Spin Ant

Go up and right, then follow the path. When it splits, take the left path downward, then go right through some rocks to find the base. Destroy it to receive the Missile Parts. 5 more parts to go!

Jupiter (モクセイ)

From Mars airspace, warp to Jupiter by targeting it on the right side of the screen.

Destroy any of the regular enemies that may be on the screen and an enemy battleship will appear, called a Freak (フリーク), as pictured on the right. Use the "COMMUNICATE" command on it to learn about the location of Athena Basin (アテナ ボンチ) on Saturn's moon. Then you can feel free to destroy it. If you destroyed it before learning of the location, then get your password, reset, enter your password, and all the enemies will be restored to the space screens.



 Speak with the flying saucer ship pictured on the left, called a Searcher (サーチャー), to learn about the location of Satelos Plains (サテロス ボンチ) on Saturn's moon. Yes, we just learned two locations for Saturn although we are at Jupiter.

After destroying enemies, a small blinking dot will appear on the surface of Jupiter. This is a probe called a Galileo (ガリレオ). Use "COMMUNICATE" on it to learn the location of Danae Plains (ダナエー ハイゲン).

If you wait patiently with Jupiter in your view, the small satellite pictured to the right, called an Erasmus (エラスムス), will occasionally rise and fall into your view. Use "COMMUNICATE" to learn the location of Tetis Plains (テティス ハイゲン).



Both landing locations are on Jupiter's moon, Io (イオ).

Danae Plains (ダナエー ハイゲン)

Enemies appearing here:

Twin Crab
Golchoff
Ghost Alien
Fungus

Two paths toward the right lead to a rock maze. Take the upper path and work your way to the lower-right to find the base. Destroy it to receive Missile Parts. That is 2 out of 6.

Tetis Plains (テティス ハイゲン)

Enemies appearing here:

Twin Crab

Golchoff
Ghost Alien
Fungus

Work your way through the rock maze to the lower-right corner of the screen to find the base. Destroy it to receive a Missile Level Up. This increases your maximum missile damage by 8.

Saturn (ドセイ)

You know how to get to Saturn by now. Destroy all the regular enemies here and the strange eyeball ship enemy pictured to the right will appear, called a Sea Wolf (シーウルフ). "COMMUNICATE" with it to learn the location of Nemes Plains (ネメス ボンチ). Then you can destroy it. If you destroyed it before learning of the location, then get your password, reset, enter your password, and all the enemies will be restored to the space screens.



See the Jupiter section above to see where to learn about the other Saturn landing locations.

All landing locations are on Saturn's moon, Titan (タイタン).

WARNING: Only the Gravity (グラビティ) suit can be used on Titan since it has a strong gravitational pull. Other suits will be instantly destroyed if you try to use them. Not to worry, they will be repaired by a visit to Earth.

Athena Basin (アテナ ボンチ)

Enemies appearing here:

Arrow Puma

This visit is short. Go up the left side path and you will find the base shortly. Destroy it to receive a Missile Level Up.

Satelos Plains (サテロス ボンチ)

Enemies appearing here:

Shut Heron
Octota

This surface is dangerous. I recommend turning on your shield and just running past all the enemies to reach the base. The trek is fairly long. The base is located in the upper-left portion of the screen. Destroy it to get an Energy Level Up.

Nemes Plains (ネメス ボンチ)

Enemies appearing here:

Octota
Earth Krock

Again, a dangerous surface. Use the shield and head for the upper-left corner of the screen to find the base. Destroy it to get Missile Parts. That makes 3.

Uranus (テンノウセイ)

Communicate with the Zora to learn of the location Pulos Plateau (ピュロス キョウチ).

The other landing location for Uranus is learned by visiting the Neptune area.

Both landing locations are on Uranus' moon, Miranda (ミランダ).

WARNING: Only the Blizzard (ブリザート) suit can be used on Miranda since the temperature is -200 degrees Celsius. Other suits will be instantly destroyed if you try to use them.

Pulos Plateau (ピュロス キョウチ)

Enemies appearing here:

Scissors
Double Ear
Acue Stone
Star Malask
Spin Ant

Go to the upper-left to find an opening in the rocks. Then follow the path to reach the boss in the upper-left corner of the screen. Destroy it to get an Energy Level Up.

Relney Plateau (レルネーキョウチ)

You have to visit the Neptune area to learn of this location.

Enemies appearing here:

Scissors
Double Ear
Acue Stone
Regbat

Walk a little to the left from your starting position, then go down to the bottom of the screen to find the base. Destroy it to get an Energy Level Up.

Neptune (カイオウセイ)

Communicate with the Zora to learn about the landing location Relney Plateau (レルネーキョウチ) on Uranus' moon.

Communicate with the Sea Wolf to learn about the location Teiseus Plateau (テーセウス キョウチ).

After destroying the enemies in this area, a blinking dot (a Galileo probe) will appear on the surface of Neptune. Communicate with it to learn of the location Hydra Plateau (ヒュドラ キョウチ).

Both landing locations are on Neptune's moon, Triton (トリトン).

Teiseus Plateau (テーセウス キョウチ)

Enemies appearing here:

Cult Shell
Hop Pike
Brenky

Go down to the bottom of the screen. Then go right to the lower-right corner of the screen. Go a little up from there to find the base. Destroy it, but this isn't the only base! Go a little up and left to find another base. You have to attack it from behind some rocks, but you can reach it just fine. After destroying it, you get an Energy Level Up.

Hydra Plateau (ヒュドラ キョウチ)

Enemies appearing here:

Cult Shell
Hop Pike
Brenky

Go down to the bottom of the screen, then follow the path to the right to find the base. Destroy it to receive a Missile Part. That's 4 out of 6.

Pluto (メイオウセイ)

Communicate with the following ships in this area to learn of the following landing locations: Freak - Artemis Plateau (アルテミス ダイチ) Zora - Eeday Plateau (イーデー ダイチ) Sea Wolf - Ikanu Plateau (イカーヌ ダイチ) Galileo (blinking dot that appears on Pluto) - Hespelis Plateau (ヘスベリス ダイチ)

The landing locations are all on Pluto itself.

WARNING: Only the Blizzard (ブリザート) suit can be used on Pluto since the temperature is -260 degrees Celsius. Other suits will be instantly destroyed if you try to use them.

Artemis Plateau (アルテミス ダイチ)

Enemies appearing here:

Flying Ges

Head left to the edge of the screen, then go down a little to find the base. Destroy it to get an Energy Level Up.

Eeday Plateau (イーデー ダイチ)

Enemies appearing here:

Flying Ges
Shot Kong

Go up either path, then go left to the edge of the screen. Go down to find the base. Destroy it to get a Missile Level Up.

Ikanu Plateau (イカーヌ ダイチ)

Enemies appearing here:

Flying Ges

Go up, then left to the edge of the screen, then down to find the base. Destroy it to get a Missile Part. One more to go!

Hesperis Plateau (ヘスペリス ダイチ)

Enemies appearing here:

Octota

Go right until you see some enemies. Then I recommend you turn on your shield and run past them. Go up through an opening in the rocks to find the base. Destroy it to get the final Missile Part!

Endgame

With all 6 missile parts, you will find a new menu option when you select MOVE and ワープ ("Warp") during space flight. The new option is バトルスター ("Battlestar"). Select it at any time to warp to the Battlestar. It looks a lot like Earth. Press "A" to fire the missile. You can fire as many missiles as you want. The goal is to hit the yellow-ish colored area that is depicted in the image below:



When you hit the correct spot, you beat the game!

Ships

Friendly Ships

	Zora ゾラ
	Battle Ace バトルエース
	Searcher サーチャー
	Erasmus エラスムス

Enemy Ships

	Star Wolf スターウルフ	Most common enemy. Flies toward you, begins making zigzag motions, then goes by you, reappearing later at a far distance and repeating. Never has any landing location info
	Bacchus バッカス	Similar movement pattern as Star Wolf, but faster. Never has any landing location info.
	Sea Wolf シーウルフ	Moves slowly across the screen. Often has landing location info.
	Freak フリーク	Remains at the same distance from you and follows you around the screen. Often has landing location info.
	Star Grace スターグレース	Appears when you reach higher levels. Moves sideways across the screen. Never has any landing location info.

Enemies

Earth:

	Cult Shell カルトシェル	Moves around fairly slowly. Can travel underground.
	Strider ストライダー	Flies by quickly and shoots a 4-way shot downwards.
	Hop Pike ホップパイク	Hops around and occasionally shoots a burst of projectiles.

Mars:

	Regbat レッグバット	Moves slowly and poses little threat.
	Star Malask スターマラスク	Flies around in a given area.
	Double Ear ダブルイヤー	Hops around and shoots projectiles in a zigzag pattern.
	Acue Stone アクーストン	Moves in short bursts, following you around the screen.
	Spin Ant スピミアント	Hides underground, then leaps up into the air toward you.

Jupiter:

	Twin Crab ツインクラブ	Jumps straight up out of a hole and shoots a 4-way shot downwards.
	Golchoff ゴルチョフ	Walks back and forth and shoots projectiles in a zigzag pattern.
	Ghost Alien ゴスタリアン	Rolls in a ball towards you if you draw near.
	Fungus ファンガス	Moves in a square pattern.

Saturn:

	Arrow Puma アロービューマ	Runs back and forth, then shoots projectiles when you draw near.
	Shut Heron シャットヘロン	Sits on a mound or runs on the ground and shoots bursts of projectiles at you.
	Octota オクトータ	Spins on a mound, then shoots a 4-way spread. Goes underground and can emerge from a different mound.
	Earth Krock アースクロック	Jumps straight up out of a hole and shoots a 4-way shot downwards.

Uranus:

	Scissors スイザス	Move very quickly and shoot projectiles in a zigzag pattern.
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Also contains recycled enemies: Double Ear, Acue Stone, Star Malask, Regbat, Spin Ant.

Neptune:



Brenky ブレンキー

Runs back and forth, then shoots large bursts of projectiles continuously when you draw near.

Also contains recycled enemies: Cult Shell, Hop Pike.

Pluto:



Flying Ges フライングゲス

Jump out of a hole sideways and shoots a 4-way shot downwards.



Shot Kong ショットコング

Runs back and forth, then shoots a burst of projectiles when you draw near.

Also contains recycled enemy: Octota.

Level Up Charts

Energy Level chart:

Energy Level	1	2	3	4	5	6	7	8
Max. Energy	500	1000	1500	2000	2500	3000	3500	4000
Beam Power	4	8	12	16	20	24	28	32

Missile Level chart:

Missile Level	1	2	3	4
Max. Missile Power	16	24	32	40

Conclusion

Well, that's Uchuusen - Cosmo Carrier. I hope you had fun. I liked it myself, at least for a single playthrough. If you have anything to contribute to this FAQ, please email me at [lastbosskiller\[at\]gmail\[dot\]com](mailto:lastbosskiller[at]gmail[dot]com).

Thanks to the NES FAQ Completion Project, GameFAQs, and all the writers at GameFAQs for providing a fun environment to explore old, obscure games!

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