

# Activision Classics Cosmic Commuter FAQ

by mike tru

Updated to v1.00 on Feb 23, 2002

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Cosmic Commuter
  Atari 2600
    FAQ
  Version 1.00
    Mike Truitt
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I          ABOUT THIS FAQ
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II         VERSION HISTORY
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Version 1.00            Started as well as completed the whole FAQ, odds are there  
~~~~~  
will be no more updates added on to this FAQ unless my  
                         e-mail changes all together.

Last Updated:           Monday, February 4, 2002  
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III        GAME MODES
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Normal                 Normal is the easiest of the two game modes. The overall  
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speed of the gameplay is much slower than that of the

Advanced mode. Along with the slower gameplay, there are also fewer enemies, and less of those enemies. All around, it is a much easier setting of the game.

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Advanced  
????????

In Advanced mode, there are much more enemies that you encounter. The screen scrolls to the side much faster than it does in the normal version. In order for you to be successful in this mode of play, you will need to practice quite a bit, and use the best strategy possible.

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IV GAME GOALS

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Land Your Craft  
????????????????

It may seem like a kind of basic objective, but unless you have played the game a few times you might have some problem landing the mothership that you are in. To be successful landing your ship, make it go up first and then bring it down softly. Otherwise, you can smash your ship and loose one of your lives.

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Stay Fueled  
????????????

On the screen, you will see a little odometer looking thing that counts down from 9 all the way to zero. Once the meter reaches zero, you will loose one of your ships. To avoid this horrible death, periodically look towards the top of the screen and you should see a pill-like object with the letter "F" in it. Once you run into it, your fuel should be completely refilled.

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Pick Up Humans  
????????????

While you are flying, you should be looking at the bottom of the playing field and you should see a couple of things: mountains, flags, and humans. Whenever you see a human, fly your aircraft down to the bottom of the screen and fly as low as you can directly over the human. This should pick them up.

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Re-Dock Your Ship  
????????????

At the bottom of the screen is a long meter that you will often see on older racing games. As soon as you start, the meter will be filled with dots. As you progress through the level, the dots will slowly disappear. After the last dot disappears, fly low on the screen and look towards the bottom of the screen. You should see the mothership again. Try to land your ship directly on top of the mothership and drop off the humans.

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Repeat  
??????

After docking your ship and unloading it, you will need to go through the whole process over again until you run out of ships to fly.

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V Strategy

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Point Scoring

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For those of you who do not wish to finish the game as quick as possible, then this method of beating the game is for you. Basically, to score many points you will need to shoot down every enemy plane possible. This is often achieved by hitting the Shoot button when their ship is in front of you. Every time you shoot down one of the enemy's ships, you will gain another 10 points. Also, if you are not running low on fuel, then the game permits you to shoot down the fuel to get another 10 points.

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"I Was Abducted"

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In the "I Was Abducted" method of playing the game, you will want to pick up as many humans as alienly possible. This way will have a downside, you will not get many points. You should stay as low as possible on the screen, and, as the Germans would say... "Fueur Frei!!" whenever some mofo tries to pop a cap in yo azz. Also be aware of your fuel, it is never any good to pick up a poo-load of humans, and end up loosing them all because you didn't feel like picking up some free fuel.

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Please Don't Hurt Me

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This strategy is most often used when you are in the Advanced level of play, and you have absolutly no skill. To correctly perform this, bring your knees up to your chest. Then, simply put your head in between your knees, and one of your thumbs in your mouth.

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VI

ENEMY LIST

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#	Enemy Name	Point Value	Speed	Description
1	Yellow Death	10 Points	7/10	This enemy appears to be a yellow box... But is actually, a Yellowish Box (bum bum)
2	*Blue Man Death*	10 Points	7/10	This enemy is a blue box.... Or is it?
3	*Charlette*	10 Points	7/10	Named after the lovable spider who spun her web. This enemy looks like a yellow spider.
4	*Spyder*	10 Points	7/10	Very similar to its big sis, Charlette, Spyder is your basic albino arachnid.

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| 5 | \*Plasmatica\* | 10 Points | 7/10 | Like the Ghostbusters, |  
| you will have to get |  
| of a large white object |  
| but you don't get to |  
| roast marshmallows |  
| after your game is over |  
~~~~~

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| 6 | \*Your Yella\* | 10 Points | 7/10 | A large blob of mustard |  
| has just flown into the |  
| sky and it is your job |  
| to shoot it down. |  
~~~~~

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| 7 | \*Pinky\* | 10 Points | 7/10 | A long pink tube has |  
| just gotten into space, |  
| and is ready to kill ya |  
~~~~~

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| 8 | \*Wiffle Ball!?!\* | 10 Points | 7/10 | The long yellow bat has |  
| returned, and wants its |  
| revenge for all of the |  
| times you left it out |  
| in the rain.... |  
~~~~~

Note: All enemies with \*Asterixes\* on the outside of their names signify them only being accessible through the Advanced level of gameplay.

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VII NOTES AND THANKS

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A large thank you goes out to every person who has read this FAQ and helped them out. Another thanks goes out to all of the webmasters that host this FAQ on their site.

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