Cosmic Smash (Import) FAQ/Walkthrough

by vormison	Opdated to V1.0 on Aug 8,
	 I
[]	
Cosmic Smash	11
Sega @ Dreamcast	
l	
Turn off your cellphones, and have fun!!	
Cosmic Smash - FAQ and Walkthrough	
Version 1.0 By - David Tjalsma (davetjalsma@yahoo.com)	
Use Notepad if you want to save and open this FAQ.	
+Legal Stuff+	
You are able to distribute this or use this FAQ as you would	_
you contact me prior to doing so. But, seen as how this is	my first FAQ ever
you probably won't want to look at it let alone distribute i	t. Hopefully
you will find some use for it.	
*** INDEX ***	
A. The Basics	
I. Gameplay	
II. Controls	
III. Options	
B. Levels	
I. Map	
II. Walkthrough	
C. Tricks	
I. Trick Smashes	
II. Disadvantages	
III. Trick Finishes	
D. Online Ranking	
E. FAQ	
*** A. The Basics ***	
I. The GAMEPLAY of Cosmic Smash is a very simple idea. You	control a see-
through man as you consecitively hit a ball into moving or s	tationary blocks
until they are all gone. After all of the blocks are gone y	ou are

- automatically sent to the next level, in some cases you must pick which level you want to go to by using the onscreen map. There are about 50 maps with branching paths, but we will get to that later (see "B. Levels").
- II. The CONTROL SCHEME of Cosmic Smash is also very simple:

Analog Stick - Moves your character left and right

```
A button - Swing
B button - Jump
X button - Jump
Y button - Trick Smash
L and R buttons - N\A
```

III. OPTIONS

When you load the game, you will come to the title screen in which you will be able to choose from two options, "Game Start" and "Option". In the options menu, you will have the following choices:

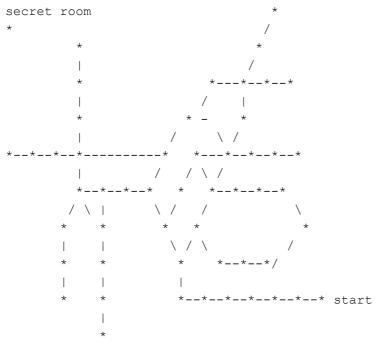
Start Time - The amount of time you will start the game with (default = 80) Bonus Time - The amount of time you will be awarded for finishing a level within the time limit.

Audio - Stereo or Mono

Controller Setting - You have two controller schemes to choose from, I use controller setting "B". But choose whatever you feel comfortable with.

*** B. LEVELS ***

I. THE FULL MAP of the game contains 51 levels. The 51 being a special room you get to by getting a high ranking. I don't wanna tell you what you do in this room, but it is pretty cool. I believe you get to this 51 room by scoring in the top 20. But I may be wrong. Here is a map. It's not exact, but it will help you out.



II. Here is a WALKTHROUGH for some of the levels. Due to the branching paths of the game, I haven't played all of them, so if you have info on some of the ones I am missing, email me.

Level 00 (Cosmic Bus 707) - The first level is pretty straight forward, use some Trick Smashes, but not too many you don't wanna run out of time. Make sure you finish with one though.

Level 01 (Cosmic Bus 717) - Use 2 Trick Smashes, one through the top blocks and one through the bottom blocks.

Level 02 (Cosmic Bus 727) - Don't use any Trick Smashes on this one except for on the final block. After you hit the first block, more will appear

and so on. When there are two big tall blocks, one on the right side and one on the right side, the final block is right after these, so then use your Trick Smash

Level 03 (Cosmic Bus 737) - Wait for the big clear block to move to the right before you hit the ball. When it moves to the right Trick Smash the blocks on the top

Level 04 (Cosmic Bus 747) - Right when this one starts, press up and Y to do and Trick Smash, right before you hit the ball tap to the right a couple of times, and it is possible to get all of these blocks on one Trick Smash, just keep practicing.

Level 05 (Cosmic Bus 757) - Don't use a Trick Smash, start off the level by hitting the block right in the middle, then a bunch of balls should start helping you out. When there are only a few blocks left, start Trick Smashing to get the last one.

Level 06 (Cosmic Bus 767) - Wait until the blocks start comming together before you hit the ball, right when they come together in the middle, Trick Smash low to get them all.

Level 07 (Cosmic Bus 777) - This is one of the hardest levels for me for some reason. Don't use any Trick Smashes except for on the final block. Right when the level starts, hold to the left on the analog stick and hit the ball all the way to the left, this will knock the ball behind the blocks and it will get rid of some of them. Keep your character in the middle of the map and when the ball comes back, hit it all the way to the right to get it behind the blocks again, when there is only one left, Trick Smash.

Level 08 (Guruguru Zoo Cosmic Bus Special) - Don't use any Trick Smashes except on the final block, this one is real easy. Just keep using your normal swing to get rid of all of the blocks, but they move. Then finish with a Trick Smash.

Level 09 (Shuu Gou Assembly Cosmic Bus Special) -

Level 10 (Haribote Veneer Cosmic Bus Special) - Trick Smash all the way to the right and down a little to get both of these, but don't hit the clear block.

Level 11 (Hami Gaki Tooth Care Cosmic Bus Special) - Just Trick Smash over the clear blocks to the right, and you should get quit a few of these, if you don't get them all, repeat.

Level 12 (Yuki Snow Cosmic Bus Special) - On this one, don't Trick Smash until you only have one block left, they move so be careful.

Level 13 (Neji Screw Cosmic Bus Special) - Start off with a Trick Smash all the way up to bank it to the blocks, and repeat.

Level 14 (Mushi Ba Decayed Tooth Cosmic Bus Special) - Hit the blocks normally until there is only one left, Trick Smash it. The blocks move.

Level 15 (Yuuyake Komo Red Cloud Cosmic Bus Special) - Trick Smash all of these, start off with the ones a little to the left, and continue, but don't miss cause you will waste a lot of time.

Level 16 (Tajuu Triple Sight Cosmic Bus Special) -

- Level 17 (Byoubu Double Wiper Cosmic Bus Special) Trick Smash up past the clear blocs to get these blocks.
- Level 18 (Den Pun Capsule Cosmic Smash Special) Again, Trick Smash past the clear blocks to get to the blocks behind. If you miss some don't keep Trick Smashing, it wastes time.
- Level 19 (Sho Dou Japanese Paper Cosmic Bus Special) Don't Trick Smash on this one until you get to the last one, I think there are about 10 or so blocks, I can't remember. But, when it gets to the last one, Trick Smash it.
- Level 20 (Megane Eye Glasses Cosmic Bus Special) Trick Smash up and over the clear blocks, or wait for them to go under the blocks, then finish off whats left. This level is difficult because the clear blocks move in a very strange movement.
- Level 21 (Baberu Babel Cosmic Bus Special) This level is close to Cosmic Bus 727, after you hit the first block more will appear, of course finish with a Trick Smash.
- Level 22 (Chidori Goushi Checker Flag Cosmic Bus Special) Almost the same as level 21, but the blocks are red.
- Level 23 (Monokage Shadow Cosmic Bus Special) Trick Smash behind the clear blocks to get rid of the blocks on this stage, finish with Trick Smash.
- Level 24 (Himawari Danelion Cosmic Bus Special) This level starts off with 4 overlying blocks, hit them in the middle, if you miss just finish them. Four more blocks will appear when you get all of those, there is no need to Trick Smash until the last 4 blocks appear. They will be up a little and to the right on the screen.
- Level 25 (Suna Dokei Sandglass Cosmic Bus Special) Hit the block in the middle of the screen and balls will help you out, start Trick Smashing when there are only a couple of blocks left. This is kinda like Cosmic bus 757.
- Level 26 (Gyou Retsu Grand Cross Cosmic Bus Special) Trick Smash if you would like behind the clear blocks to get to the yellow ones. Be careful because the clear blocks move.
- Level 27 (Taki Waterfall Cosmic Bus Special) Don't let the clear blocks confuse you, the orange ones that are moving are in front of the clear blocks. So, just keep hitting the blocks until there is only one left, then Trick Smash it.
- Level 28 (Aka Tombo Red Dragonfly Cosmic Bus Special) -
- Level 29 (Tsuuki Kou Narrow Under Gate Cosmic Bus Special) This is extremely hard, just kidding this is the easiest level in the game. Just Hold down on the analog stick and hit Y to Trick Smash under the clear blocks and get to the red one.
- Level 30 (Dodai Foundation Cosmic Bus Special) Don't hit the red blocks on the left or else the clear blocks will start moving all over the place. Instead just Trick Smash the red blocks in the back and then finish off with Trick Smashing the blocks on the left.
- Level 31 (Mogura Tataki Mole Cosmic Bus Special) Just hit the orange blocks until there is only one left, then Trick Smash it, but look out

for the clear blocks.

Level 32 (Yose Nearer Cosmic Bus Special) -

Level 33 (Taku San Plenty Cosmic Bus Special) - Just keep Trick Smashing to get through all of the blocks, there are a ton of them, better hope you have a bunch of time left.

Level 34 (Naname Slant Cosmic Bus Special) - This one is easy, just hit two of the red blocks and then Trick Smash the last one. I usually hit the one on the bottom right then the top left, and then I Trick Smash the one behind the clear block in the middle.

Level 35 (Kasutera Sponge Cake Cosmic Bus Special) - The orange blocks move on this level, but nevertheless, it isn't too hard. So, just hit the orange blocks, without using your Trick Smash, until there is one left, then you guessed it, Trick Smash it.

Level 36 (Shin Dou Multi Frequency Cosmic Bus Special) - Pretty straight forward level with just a lot of blocks, Trick Smash 'em if ya wanta.

Level 37 (Buraun Kan Picture Cosmic Bus Special) - Smash all of the green blocks. Trick Smash the last one.

Level 38 (Yurikago Cradle Cosmic Bus Special) - This level looks hard, but it is really easy. Just wait for the red blocks to line up the Trick Smash right down the middle and you should get all of them, if you don't just wash rinse repeat.

Level 39 (Mari Hopper Cosmic Bus Special) - Don't Trick Smash, just hit the yellow blocks until theres one left, Trick Smash it.

Level 40 (Akiko Totem Pole Cosmic Bus Special) - This one can be kinda hard with all of those clear blocks, but just use your regular swing to get rid of them until there is one left, then Trick Smash it.

Level 41 (Ringo L Cosmic Bus Special) - This level looks harder than it is. Start off with a Trick Smash through all of the red blocks on the left, then work your way to the right and Trick Smash the last pink one on the top right.

Level 42 (Fuji Yama Mountain Cosmic Bus Special) - Start off this level with a Trick Smash and Trick Smash your way through the whole thing or else it will take forever, make sure you finish with a Trick Smash too.

Level 43 (Nan Kan Narrow Gate Cosmic Bus Special) - This one is really easy. Just Trick Smash all the way to the right and the ball should bounce around and through the clear ones to reach the red one. If the ball should come back, sometimes it does, just repeat.

Level 44 (Kabuto Helmet Cosmic Bus Special) - Similar to a lot of the other levels with the orange blocks. Just hit the orange blocks without using your Trick Smash until there is one left, then Trick Smash it. But watch out for those clear blocks.

Level 45 (Omochi Bulge Cosmic Bus Special) - Just hit the yellow blocks with your normal swing until there is one left, then Trick Smash!

Level 46 (Kidou Drive Line Cosmic Bus Special) - Get rid of the few blue blocks on the left, then Trick Smask throught the remaining. This

one isn't too hard.

Level 47 (Tsukushi Field Horsetail Cosmic Bus Special) - Trick Smash all the way to the right and knock out the orange blocks, then repeat to the left, it is easier than it looks. It should only take you a few shots.

Level 48 (Gabyou Pin Cosmic Bus Special) - This one is kinda hard becuase the blocks are so small, but it shouldn't take you too long. Just make sure that you Trick Smash the last small red block.

Level 49 (Me Ippai To The Full Cosmic Bus Special) - Ummm, a lot of blue blocks, just Trick Smash through all of them. Takes a while, so be patient.

Turn off your cellphones, have fun!!

Level 50 (Monban Keeper Cosmic Bus Extra) - This is a really cool level, I wish there was more than one of them. There is a guy you have to get the ball past to get rid of the two blocks on opposite sides of the room. What you do is knock the ball all the way to one side, he will hit it back and you Trick Smash the block on the other side of the level as him. Repeat this, if you have a little time, it won't be too hard for you.

*** C. TRICKS ***

- I. TRICK SMASHES are very important for the following reasons:
 - 1. You can knock through as many blocks as you want.
 - 2. If you finish a level with a Trick Smash you get a bonus.
 - 3. It is faster than a regular hit
 - 4. If you finish EVERY level in the game with a Trick Smash you get a 10,000,000 bonus.

To perform a Trick Smash you just press down the Y button. But if you press the analog stick in different directions while you press the Y button, you can do many different Trick Smashes such as: backflips, you can jump off the wall and do Trick Smashes and you can do between the leg Trick Smashes. Just experiment with the different combinations you can do.

- II. DISADVANTAGES of over using the Trick Smash are as follows:
 - 1. It takes longer to recover from a Trick Smash
 - 2. The amount of time left decreases 4 times as fast during a trick smash

Yes, that is true, watch the counter on the ground when you are doing a Trick Smash, it speeds up 4 times faster, so don't over use the Trick Smash.

III. TRICK FINISHES are also very important.

To do a Trick Finish, you just finish the level by knocking out the last block with a Trick Shot. Sounds easier than it is. By finishing every level with a Trick Shot you will get a huge bonus at the end of the game.

This document is copyright vormison and hosted by VGM with permission.