

Cosmos Cop FAQ

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----- [COSMOS COP FAQ/WALKTHROUGH] -----
----- [by Ice Queen Zero] -----
----- [Nintendo Entertainment System] -----

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INTRODUCTION

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This is somewhat of a clone of Sega's Space Harrier with the same type of game mechanics of flying around the screen and shooting various enemies.

It is also part of the 6-in-1 compilation game by Caltron/Myriad.

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DISCLAIMER

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<http://www.gamefaqs.com/features/recognition/74803.html>

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STORY

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A2010 The Terror Legion from the alienation space invaded galaxy. Universal defense headquarters detach cosmos cop to destroy them.

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CONTROLS

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D-pad: move

B button: shot

A button: ring shot

Start Button: Pause

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GENERAL

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You get an extra life every 10,000 points.

Enemies shoot bullets that split into 4 directions diagonally or in a cross pattern. The diagonals are hard to avoid.

I'll be honest with you. The levels are extremely long and you might not beat this game because the monotony can put you to sleep. If you are playing this game with an emulator. Have a save state handy if you are serious about beating this game.

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 GAMEPLAY
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There are six levels to go through in this game and this games gets boring real quick. I mean, it's the same of thing each level. I decided to list the name of the stages first then I described what you expect to find in each level. It is not like anybody is going to care how short this FAQ is because not many people are going to play it.

#Stage 1#

Cross over outside defense area.

#Stage 2#

Go into the volcanos area.

#Stage 3#

Blast the Arsenal

#Stage 4#

Explode the power station

#Stage 5#

Attack the fortress.

#Stage 6#

Kill the Chief

The first 5 levels starts with are a mix of rocks, saucers, eyeships, aliens, and spinners that come at you. Use your wits to avoid being hit and shooting at them back. In Level 2 they are joined by ships looking similar to the ones from Star Wars and Cobra (GI Joe) looking saucers. Level 3 introduces orange rocks, cruisers, and headships. Starships appear at the end of Stage 4 and in stage are enemies shaped like golems, mushrooms, and fire orbs.

This final boss is super easy. Constantly shoot at it as you avoids its bursts of fire and that is it.

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 ENDING
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All you get is this screen:

Staff

Program by Patrick

Graphics by Pandy

Music by Martino

The End

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CREDITS

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God almighty for he created everything you see before us.

MegaSoft for originally creating the game.

NTDEC for Publishing it.

You for reading.

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CONTACT ME

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Don't want any email bots.

You can also find me at Zophar.net updating the emus on console so you can buzz me there if you have an account. <http://www.zophar.net/forums/member.php?u=2683>

Here is my Youtube account I share with my sisters.

<https://www.youtube.com/user/PurrfectTrio>

Thank you for reading

-Ice Queen Zero

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