COSMO BASE USER MANUAL

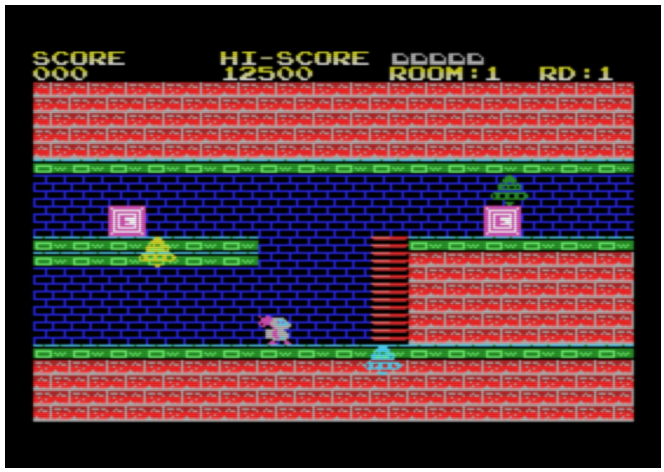
- SYSTEM REQUIREMENTS -
MSX1 with 16KB RAM and 16KB VRAM




- The Story of COSMO BASE -

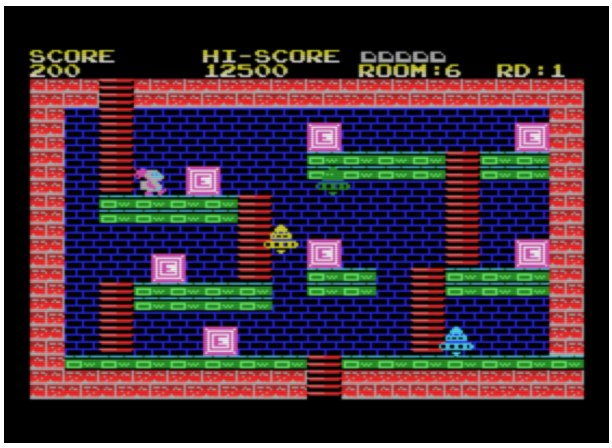
The year is 2486. Deep within a distant star system, a mysterious space base has suddenly cut off all communication with Earth.
Known as COSMO BASE, this vast underground facility holds precious energy resources—vital for powering the human colonies scattered across the galaxy.
But something has gone terribly wrong!

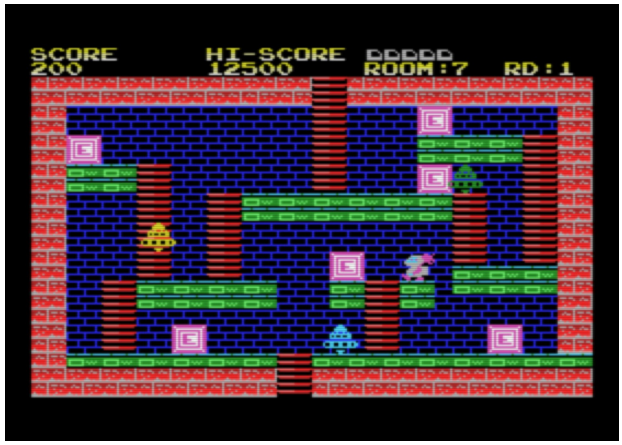



An invasion of alien creatures and hostile robots has turned the base’s corridors into a dangerous labyrinth. Security systems are spiraling out of control,

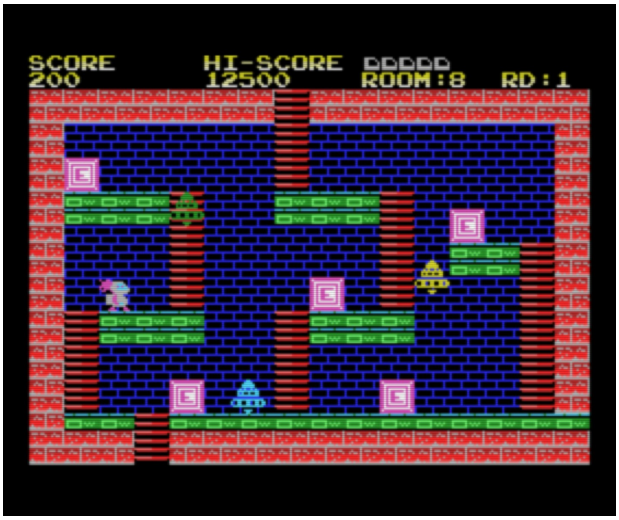
power generators have been compromised, and all communications have been completely cut off.
Galactic Command decides to send in a brave space explorer with a seemingly impossible mission: penetrate the depths of the base,
recover valuable resources, destroy energy-based obstacles, and reactivate the evacuation system.




Armed only with his trusty space hammer, our hero must traverse numerous rooms,
climb ladders, leap across suspended platforms, and avoid the deadly creatures that guard every sector.

Each room hides new dangers. Every diamond recovered represents a glimmer of hope for the colony's survival.
Only by completing all recovery operations will it be possible to activate the escape craft and return to civilization.
The fate of COSMO BASE is in your hands!







How to Play

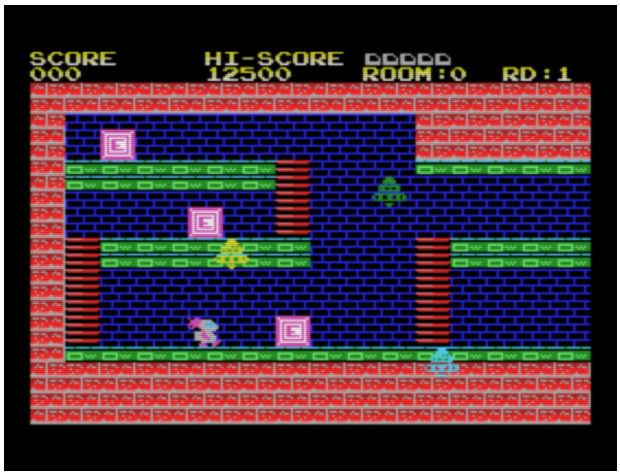
COSMO BASE is an arcade exploration and platforming video game for the MSX1 computer.
The player controls an astronaut tasked with exploring the rooms of a large underground facility.
Throughout the game, you must move with precision, reach higher platforms, use ladders, and avoid

contact with enemies.

The main objective is to collect the items required for the mission and reach the evacuation systems to complete each round.
Controls: The introductory screen indicates the following controls.

| Control | Function: Move left and right, climb up and down ladders |
|---|---|
| SPACE | Jump |
| M or GRPH | Use the hammer |
| Joystick | Move the character |
| FIRE | Start the game from the initial screen |

The hammer allows you to destroy certain energy blocks and clear a path to items that need to be retrieved.
Gameplay elements







Platforms and stairs
Green platforms allow you to cross rooms, while red stairs connect different levels. You will need to plan your route carefully to reach the more challenging areas.

Energy blocks (E)
Blocks marked with the letter "E" are energy-based obstacles that can be cleared using your hammer. Destroying them allows you to progress further in your mission.

Diamonds and precious items
As you traverse the various sectors, you can collect valuable resources. Gathering these items contributes to your score and helps you advance through the mission.

Enemies in the base
The rooms are guarded by mysterious creatures and robots of various colors.







During gameplay, you will encounter yellow, green, and blue enemies. Some patrol the platforms, while others guard lower areas or key passageways.

Coming into contact with an enemy results in the protagonist's death, accompanied by a specific animation and sound effects.
Therefore, it is essential to carefully observe the movements of your opponents before crossing a platform or climbing a ladder.
Score and Lives
Key game information is displayed at the top of the screen.

| Indicator | Meaning |
|---|---|
| SCORE | Current score |
| HI-SCORE | Highest score (record) |
| Life icons | Remaining lives |
| ROOM | Current room number |
| RD | Current round or mission |

You receive an extra life as a bonus for every 20,000 points. This is the threshold shown in the video, though later versions of the source code may feature different rules.



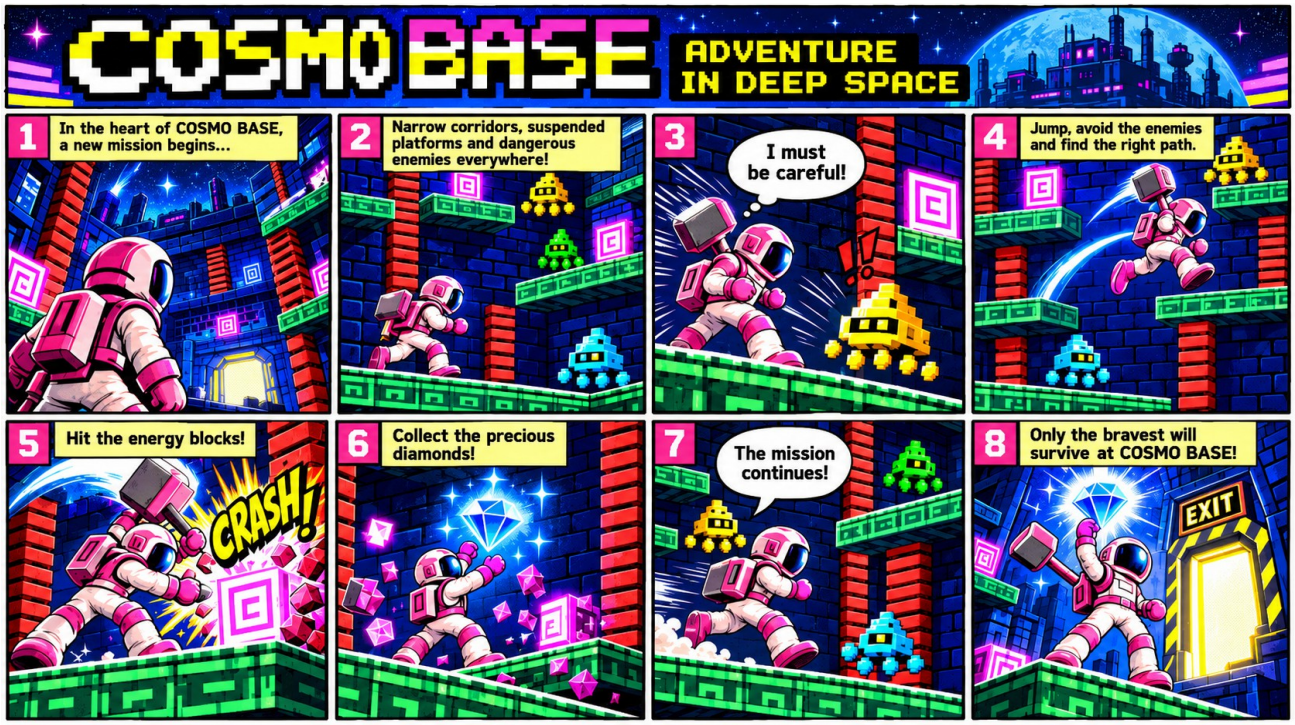




When all lives are exhausted, the GAME OVER screen appears, accompanied by your final score.
Missions and Progression
Exploration unfolds through a series of rooms, each featuring a unique arrangement of platforms, ladders, blocks, and enemies.

As you play, the game tracks your progress through the various rooms of the first round, leading up to the completion of the mission.
Completing the First Round
Once the mission is completed, the spacecraft launches, and a 5,000-point bonus is awarded.

The game then advances to the next round, carrying over your accumulated score.
1. Before moving, observe the enemies' paths and identify the safest platforms.
2. Use jumps to cross gaps and navigate past dangerous areas.
3. Utilize ladders to reach higher levels, but avoid climbing up when an enemy is near the exit.
4. Use the hammer on blocks marked with the letter "E."
5. Collect the essential items required to complete your missions.
6. Try to preserve your lives—every completed round brings you one step closer to safety.
Final presentation for publication




COSMO BASE is a space-themed arcade adventure developed for the MSX1 by GameCast Entertainment in 2026.
The game features a fixed-screen arcade experience, complete with platforms, ladders, enemies, energy blocks, items to collect, and missions to complete.

Inspired by the spirit of classic 1980s platformers, it combines exploration, jumping, climbing, item retrieval, and combat against hostile creatures.
The variety of rooms, multiple paths, and progression across several rounds demand quick reflexes and a solid dose of strategy.
The visual style pays homage to the 8-bit arcade tradition, featuring vibrant colors, subterranean settings, and animated characters.
COSMO BASE — Explore, Collect, Survive!
Can you make it through every room in the galactic base, complete the mission, and bring our hero back to Earth safe and sound?







- CONTROLS -

DIRECTION: Cursor keys or joystick in port 1.

PLAYER 1: Spacebar or joystick 1 fire button (A) to jump.
fire button (B) or the GRPH key to use the
space hammer.

– EXTRA LIFE BONUS -

Upon reaching 20,000 points, you will earn an extra life;
a sound effect will confirm this.

This manual accompanies the ROM file for the game COSMO BASE.

Freeware License (c) 2026 GAMECAST Entertainment.

GameCast
ENTERTAINMENT