The Story
Having crash landed on Planet Earth in his last adventure (and almost getting stranded in the process) Linus has returned to his home planet, Linoleum. Instead of the hero's welcome he expected for discovering a new world in a new Galaxy he is greeted only with disbelief. He has no proof of his galactic find. "Lousy Linodudes!" he mutters, "I'm going to return to Earth and get the proof I need!"

Linus Spacehead's Cosmic Crusade
Linus has returned to his home planet, Linoleum, in his hometown of Old Lino Town, standing just outside the Post Office. There are two main play areas in Linus Spacehead's Cosmic Crusade - the adventure sections and the arcade sections.

Adventure
In the adventure sections you must solve problems to proceed through the worlds and help Linus in his ultimate goal - to get back to Earth. The bottom of the screen is laid out as follows:

- OLD LINO TOWN
- LOOK PICK UP TALK TO GIVE USE
- BIRTH CERTIFICATE
- PICK UP COIN
- PHOTO BOOTH
- TELEPORT MACHINE
- USE DOOR
- USE EXIT

Quick Reference Screen Guide
- Point to things with the arrow to find out what they are.
- To select one of the commands: LOOK PICK UP TALK GIVE or USE, point to it and press the A button or use the B button to cycle through the commands.
- Once you have chosen your command eg, PICK UP, point to something eg, COIN, then press A for PICK UP COIN.
- The COIN will now be in your Inventory at the bottom of the screen. Use the A button to scroll the inventory up and down if it contains four or more objects.
- You can do commands with two objects eg, USE MONEY IN PHOTO BOOTH

Arcade
All the adventure sections are connected by the Arcade sections. In these sections you have direct control of Linus and can move him left or right and jump with the A button. Linus can lose lives here but he can also gain extra lives by collecting Cosmic Candy. Once Linus has completed an arcade section he is free to travel along the route without needing to re-complete the arcade section.

Instructions
When the game boots up, you can choose to play in one of four different languages... use SELECT and START to choose English, French, German or Spanish. Press START at the title screen to play the game. Now select Start Game or Password. The game is very large so a password feature is included so that you can leave the game and continue where you left off at a later time.

Linus Spacehead's Cosmic Crusade
Linus can interact with objects in 5 ways - he can look at them, pick them up, talk to them, give them to someone or use them. Try the command PICK UP TELEPORT KEY. When Linus picks something up the object will appear in the list of things he is carrying at the bottom of the screen. When you pick up the Teleport Key your inventory will look like this:

BIRTH CERTIFICATE
OLD LINO TOWN TELEKEY

A quicker way to give Linus a command is to use the B button to cycle through the 5 commands. In Old Lino Town move your arrow around to find all objects which can be interacted with and then try to do some of the following commands:-

- LOOK AT SIGN
- PICK UP COIN
- LOOK AT BIRTH CERTIFICATE
- TALK TO OLD LINO TOWN
- USE OLD LINO TOWN TELEKEY
- TELEPORT MACHINE
- USE DOOR
- USE EXIT

As you progress in the game you will find many more locations and objects for Linus to interact with. In lots of locations you will be confronted with problems you must solve if you are to proceed further into the game. If you are not sure how to solve a problem then try experimenting - you can't go wrong and some of the replies to your commands might give you clues.

In any adventure location if you pause the game (by pressing START) and then press SELECT and START at the same time you will be given a password. Note down the password and then you can carry on from the same location with the same objects at another time. Simply enter your password by choosing "password" on the options screen at the beginning of the game.
Please contact your TV manufacturer for more information.

This helpline is for gameplay advice only if you are under 18, you must have your parents' permission. Touchtone phones only.

CODEMASTERS' HELPLINE
1-900 RESTART
1 900 737 8278

Calls cost $1.75 for the first minute and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that will help you play Linus Spacehead's Cosmic Crusade™

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FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

1. This device may not cause harmful interference and
2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Re-orient or relocate the receiving antenna.
2. Increase the separation between the equipment and the receiver.
3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
4. Consult the dealer or an experienced radio/TV technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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