COCOMAN

TO TITAN AND BACK

PLAYER QUICK REFERENCE

KEYBOARD + RIGHT-PORT JOYSTICK



START YOUR FLIGHT

1 Mount the boot disk in FD0. At Disk BASIC **OK**, type **DOS** and press **Enter**.

2 At setup, **J** selects keyboard or right joystick. Choose sound with **0–4**.

3 **G / Enter** starts new. **C** continues a save if offered. **Q** exits to BASIC.

4 At the title prompt, release held controls. Press and release **Space** or either right button. **Q** exits.

SOUND AT SETUP

0 Silent
1 CoCo speaker
2 Orchestra-90
3 Speech/Sound
4 Both cartridges

PLAY CONTROLS

Right stick: 1 = primary, 2 = secondary (mapped F310: A / B)

ACTION	KEYBOARD	RIGHT JOYSTICK
Move / steer	Left / Right arrows	Stick left / right
Run	Hold **X** + direction	Hold **2** + direction
Jump / high jump	**Z**; hold for height	**1**; hold for height
Fire with Arc Suit	Tap **X**; release for next shot	Tap **2**; release for next shot
Duck / crawl	Hold **Down**; add Left / Right	Hold down; add left / right
Duck-jump	Hold **Down** + press **Z**	Hold down + press **1**
Climb an extended boom	Hold **Up** or **Z**; Left / Right lets go	Hold up or **1**; left / right lets go
Enter a duct	Center + **Down**; right at a side mouth	Center + down; right at a side mouth
Arm / disarm jetpack	**J** during play, with Arc Suit	**J** on keyboard, with Arc Suit

Use the keyboard for J, Enter, Q, S, L, R and practice aids in either input mode.

PAUSE, SAVE & QUIT

Enter pauses or resumes. In flight or pause, **Q** opens quit confirmation.
Paused: S saves; wait for GAME SAVED. **L** loads and replaces unsaved progress. On failure, check the boot disk and retry **S** or **L**.
Quit confirmation: S saves and quits; **Q** quits without saving; **Enter** cancels.

RETRY & PRACTICE

R in play spends one life; replay when offered at a clear. After a loss, **Z / 1** or **R** skips the wait.
L in play, approach or dispatch opens practice. Left / right chooses; **Z / 1** starts; **L** cancels. Keep suit; start with 3 lives, 0 points and 0 foils.
Tap in play: A equips Arc; **P** equips Pressure (keeps Arc); **@** adds a life (max 99); **T** adds 100 time units (max 999). Release before repeating.

FD0 COCOMAN.DSK · Boot, World 1 and saves (writable)
FD1 CMDATA1.DSK · Worlds 2–5
FD2 CMDATA2.DSK · World 6
FD3 CMDATA3.DSK · Worlds 7–8

1 drive: swap as prompted. **2 drives:** boot in FD0, data in FD1. Alternate boot: **LOADM"COCOMAN:0"**, then **EXEC**. Replace 0 with the actual boot drive. Keep the same writable boot disk for settings, saves and Continue.

At **INSERT CMDATA1.DSK IN FD0**, mount that disk in FD0. **Enter** retries. **Q** cancels a save/load or quits a course load.
Use one matching set. VCC Plus: stock MC6809, CPU overclock 1x, Fast-forward off, Every frame.

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THE BIG RUNNING JUMP

Build speed on safe ground, then hold Jump as you leave the edge. Keep Run held and steer toward the landing. Release Down before attempting a tall jump.



KEYBOARD
Hold **X + Right**, then add and hold **Z**.

JOYSTICK
Hold **2 + right**, then add and hold **1**.

CHOOSE YOUR JUMP

Short hop: tap **Z / 1** and release.

Higher arc: hold **Z / 1** through the rise. A running start gives the greatest reach.

Air control: keep steering left or right. Release and press Jump again for the next takeoff.

LOW SPACES & DUCTS

Duck / crawl: in a larger suit, hold Down; add left or right. A suit upgrade waits for headroom.

Duck-jump: keep Down held and press **Z / 1**. Release Down to stand when there is room.

Ducts: center on a vertical seam and hold Down. Push right into a right-facing side mouth.

RIDES & SPRINGBOARDS

Moving platforms: land on the tread, release Jump, then press again to jump off.

Springboards: land on the cap, then press Jump while it is compressed for the higher launch.

CLIMB & SWIM

Extended booms: hold **Up or Jump** to climb. Release to hang, hold Down to descend, or steer sideways to let go.

Swimming: release and tap **Z / 1** for each upward stroke. Leave it released to sink; steer with arrows / stick.

ARC SUIT: JETPACK ASSIST

OPTIONAL / ARC SUIT ONLY

1 ARM WITH J

Press **J** during play to toggle assist. A new game starts with it off. Watch the **J** and up to three fuel pips in the HUD.

2 RELEASE, THEN TAP

After takeoff, release Jump. For the high ledge in 4-3, tap **Z / 1** about **2-3 times a second** while steering toward it.

3 LAND TO RECHARGE

A full charge lasts **3 seconds** from the first boost and drains between taps. Stay supported for **half a second** to refill. Empty fuel hands you back to gravity.

X / 2 still fires, including while boosting. Pause and saves preserve fuel. Release Jump after loading or Continue. Water, climbing and ducts suspend thrust. Losing the Arc Suit ends thrust.

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