



Cosmo Chaser press kit  
Recordset Software  
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## The Game

Cosmo Chaser is a space fighter action game of classic shoot'em up style. The game uses battle system of 2D vertical scroll view of ASO and Zanac while the game's space is a unique 3D cylinder shaped. This virtual space enables player to move in any direction of the surface without boundary and shows dynamic movements in perspective view.

Cosmo Chaser's game play comes in dual mission. At each stage, player have to protect cruiser passengers from kidnapping attack and destroy 3 commander fighters to eliminate enemy fleet. Finding and chasing enemy while dodging heavy amount of bullet is quite challengeable but presents extreme thrill and restless excitement.

Space fighter shooter has been greatly loved by gamers for long time because of its simplicity of game play and pleasure from continuous battle with massive enemies. Cosmo Chaser has designed to deliver this genre's own taste with modern technology and advanced game play factor. No matter whether you have experience to classic game or not, Cosmo Chaser will make you enjoy the shooting game.

## Developer

Developer Joel Choi is an independent game designer and programmer lives in Busan, Korea. He likes playing and developing action games of simple control and minimized graphic. Cosmo Chaser is his first work.

Joel is designing an action puzzle game for a next project and expecting Cosmo Chaser's success to keep making his game ideas into a living one.

## Game Story

In 2140, humans completed the interplanetary Hyperspace navigation technology and began to open Alpha Centauri AF, Vatia as a colonial planet. Survival and habitation at the planet was successful and have resulted in permanent residents.

United Government, a federal government of 193 countries, announced that the Vastia could not be owned by any organization on the planet and that the federal state could not limit the nation's interplanetary migration.

Federal citizens and scientists who wanted to migrate began mass transplanting Alpha Centauri Ag to create Cosmo Cruiser, a giant space ship capable of transporting 4,000 passengers.

As migration to Alpha Centauri Ag progressed several times, unexpected economic problems began to occur. Consumption and tax revenue declined, and cities became slum enough to make housing impossible. The federal government withdrew its planet-leaving permit policy in six years, but federal states are beginning to feel a deep anxiety about the demographic crisis. Some countries have also banned immigration to other countries, which have raised diplomatic conflicts and territorial problems between countries to a serious level. This act was also contrary to federal policies that require free movement of citizens and goods.

In 2170, the federal government waged a major war with countries demanding independence from the Commonwealth. The war ended in one year, but due to the use of weapons of mass destruction during this period the population of the world fell by one tenth, and the survivors were mostly elderly people over 60 years old. The federal government has concluded that extinction is inevitable with the natural breeding of the present mankind, and has begun to force Cosmo Cruiser's passengers to return to Earth.