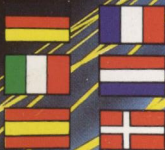




Screen pictures shown
may be different machine
versions of game.



Ride those beams and make it through the matrix alive!
Chevauchez au travers de ces faisceaux et parvenez vivant dans la matrice!
Steuern Sie Ihr Schiff durch die Strahlen, um lebend durch die Matrix zu gelangen.
Cruza esos malditos rayos y pasa a través de la matriz con vida!
Cavalcate questi raggi e passate sani e salvi attraverso la matrice!
Schiet door de laser-stralenbundels en passeer de matrix levend!
Styr igennem strolerne og kom levende igennem matricerne!



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BEAMRIDER



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BEAMRIDER

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THE GAME

A huge beam matrix has formed within the vicinity of your home planet, and beamer ships are at this very moment launching an attack. Your mission is to infiltrate the matrix and annihilate all enemy craft.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

JOYSTICK CONTROLS

Left=Move Left Right=Move Right
Up=Fire Energy Torpedo Fire=Fire Laser Bolt

Beamrider is a game for one or two players and can be started from sectors 1, 5 or 10 by pressing the function keys.

Your vessel appears at the bottom of the screen. There are seven different types of beamer ship to be dealt with, the most important of which are the white saucers, 15 of which must be destroyed before one can proceed to the next level. You must also be careful to avoid the indestructible 'Kamikaze' craft. Contact with the yellow rejuvenators adds another ship to your reserve. However, if shot, the burning debris hurtles towards you and contact then proves fatal.

When the 15 saucers have been destroyed, you must attempt to destroy the Mother Ship, which is guarded by swarms of green suicide ships. To destroy the Mother Ship, you have 3 energy torpedos, launched by pressing the joystick forward. A direct hit from the torpedo causes the Mother Ship to explode, and a bonus is awarded according to the level and the number of ships remaining.

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