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# BEAMRIDER™

## ORIENTATION GUIDE



## BEAMRIDER™

The Restrictor Shield, 99 sectors deep, now surrounds the Earth. You are the Beamrider, on a mission to clear the Shield. There you must demolish an onslaught of alien frights as you dodge from beam to beam. Sector after sector, the deluge deepens...

### INITIAL SET-UP

1. If you are using a cartridge, insert it into your computer system with the power OFF. Then, turn power ON (Now skip to #3).
2. If you are using a disc, follow these loading instructions:
  - Turn the computer ON. Turn the disc drive ON.
  - Put disc in, label-side up, slot in first.
  - Close the disc drive door.
  - Type: Load "1" 8, 1
  - Then press RETURN. After a minute or so, the title screen will appear and you'll be ready to begin.
3. Select number of players by pressing the appropriate number, 1-4, on the keyboard.
4. Select level of difficulty by pressing its corresponding number on the keyboard:

| LEVEL: | BEGINS AT SECTOR: |
|--------|-------------------|
| 1      | 1                 |
| 2      | 5                 |
| 3      | 10                |

You will immediately be in the Space Station. Its control panel displays your score, two reserve ships, sector number, the number of enemy saucers in the sector and three torpedoes.

5. To start the action, move the Joystick forward. The hatch doors will open, thrusting you through hyperspace to the Restrictor Shield.
6. Your Light Ship follows the left and right movements of the Joystick. To fire laser lariats, press the red button. To fire torpedoes, push the Joystick forward.
7. Pause the action whenever you like by pressing the RUN/STOP key. The screen will go to black. To resume the game, press the key again.
8. To drop out of a multi-player game without interrupting the other players, press Q on the keyboard when your turn begins. Your score will be omitted and the sequence of play will be adjusted to the remaining players.
9. To begin a new game when the current one is over, press F1. Beamrider will replay at your previously selected difficulty level and number of players.
10. To begin a new game at any time and select a new difficulty level, simultaneously press and hold RUN/STOP, then press RESTORE.
11. Turn power OFF before removing cartridge. Disc users: Remove disc first, then turn power off. NEVER REMOVE A DISC WHEN THE DRIVE'S RED LIGHT IS ON.

### BEAM BEARINGS

**The Space Station.** Whenever your ship is destroyed or when you complete a sector, you will return via hyperspace to the space station. When you're ready to continue, push the Joystick forward. The hatch doors will open and you'll be on your way.

**Enemy Saucers.** There are 15 white enemy saucers in each sector. They all must be destroyed before you can go to the next sector. Every time a saucer is hit, the number in the upper left corner of the screen will count down by one.

**The Sector Sentinel.** When all 15 enemy saucers have been destroyed in a sector, their Sentinel ship will cruise across the top of the beams. Only a torpedo can destroy it.

**Weapons.** Laser lariats are only effective against certain invaders (see "Dangerous Encounters"). Torpedoes, however, will destroy the first object they meet on a beam. YOU ARE ONLY GIVEN THREE TORPEDOES PER SECTOR. Use them sparingly since they are your only weapon against the Sector Sentinel.

**Yellow Rejuvenators.** Occasionally, yellow rejuvenators will float through the beam matrix. Allow them to land on your deck, as each connection will add a bonus ship to your fleet. If you shoot or torpedo a rejuvenator by mistake, it will turn red from the heated blast. Get out of the way! The wreckage will destroy you on contact.

### DANGEROUS ENCOUNTERS

With the first swing of your laser lariat, the white enemy saucers approach. But there's more. As you progress through the Restrictor Shield, a sinister collection of aliens will materialize. A new danger is added with every other sector, up to sector 14:

| SECTOR | CRAFT                | VULNERABLE |
|--------|----------------------|------------|
| 1      | White Enemy Saucers  | Yes        |
| 2      | Brown Space Debris   | No         |
| 4      | Yellow Chirper Ships | Yes        |
| 6      | Green Blocker Ships  | No         |
| 8      | Green Bounce Craft   | No         |
| 10     | Blue Chargers        | Yes        |
| 12     | Orange Trackers      | No         |
| 14     | Red Zig Bombs        | Yes        |

Only "vulnerable" objects are affected by laser lariats (saucers and chirpers are destroyed, chargers and zig bombs are deflected). Everything else can only be dodged or, in extreme cases, torpedoed.



## SCORING

Points are scored each time an enemy saucer, chirper ship or Sector Sentinel is destroyed. Point values increase as you progress to higher sectors.

The exact point value for each hit appears in red, briefly replacing your score, the moment an enemy craft is destroyed.

Also, if you manage to destroy the Sector Sentinel, you'll receive an additional bonus for each ship in your fleet.



## JOIN THE ACTIVISION "BEAMRIDERS"

Beamriders are a breed all their own. Part warrior, part astronaut and part daredevil. If that sounds like you, and you've made it to sector 14 with a score of 40,000 points or more, join the club. Send us a photo of the TV screen showing your sector and score, along with your name and address, and we'll send you the emblem that identifies you as an official Beamrider. Be sure to write "Beamrider-Commodore 64" and your score on the bottom corner of the envelope.



## HOW TO BE A BEAMRIDER

Tips from Dave Rolfe, designer of Beamrider.™

Dave Rolfe is a seasoned software designer, with an academic background in engineering and computer science. In his spare time, he can be found bicycling or listening to rock n' roll.

Greetings from sector 26 and moving! If you want to make it to the outer sectors, pay attention to these tips.

Maintain precise control by learning to TAP the Joystick to move your ship a single beam at a time. And stay near the center beams so you won't get boxed into a corner with nowhere to run. Zap the white enemy saucers as early in their approach as possible. And check this out: You can hit them when they're slightly off the beam, before they can drop their missiles.

When you see a yellow rejuvenator, don't abandon all caution as you move to catch it or you'll likely wreck your ship. If an enemy object is blocking the rejuvenator, you can use a torpedo to blast it out of the way. Then, catch the rejuvenator. But remember, you only have three torpedoes and they're your only weapon against the Sector Sentinel.

And while we're on the subject, when the Sentinel is about to approach, don't sit on the beam you plan to shoot from. Green Blockers will swarm onto it immediately! Instead, wait on a beam you're NOT going to shoot from (like the one nearest the Sentinel's first sighting). As soon as the Blockers are 'locked' onto that beam, zip over to an unblocked beam and torpedo the ship.

Last but not least, take time to notice the enemy attack movements. They follow motion patterns that allow you to anticipate many of their moves.

With practice, you'll be in the outer sectors before long. But don't get too far out to write me a note sometime. Because reading your letters is the next best thing to designing games.



Dave Rolfe



Action Graphics, adapters for the Commodore 64™