

Who are you?? We'd love to know!! Fill out the reverse side, and mail it, in a stamped envelope to the address below. Feel free to include a letter describing your software interests as well. In either case, we'll keep you informed of upcoming innovations from the Activision designers.

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LOADING INSTRUCTIONS

1. Be sure that the EAR socket of the Spectrum is connected to the EAR socket of the tape recorder.
2. Place the cassette in the recorder and rewind to the beginning.
3. TYPE LOAD "" (using the [L] key for LOAD, and the [P] key and [SYMBOL SHIFT] for the "" quotes).
4. Press the [ENTER] key.
5. Press PLAY on the recorder.
6. After several seconds, the program title should appear. After a minute or so, a full title screen will appear, surrounded by a moving, static-like background, and lasting approximately 4 minutes. If this loading sequence does not occur, adjust the volume on the recorder and repeat this entire procedure.

DANGEROUS ENCOUNTERS

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	Red Space Debris	No
4	Yellow Chriper Ships	Yes
6	Green Blocker Ships	No
8	Green Bounce Craft	No
10	Blue Chargers	Yes
12	Orange Trackers	No
14	Red Zig Bombers	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.

TIPS FROM DAVE ROLFE

Designer of Beamrider

"If you want to make it to the outer sectors, pay attention to these tips."

"Maintain precise control by learning to TAP the Control Stick to move a single beam at a time. Stay near the center beams so you won't get boxed into a corner."

"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. As soon as the Blockers are 'locked' onto that beam, go over to an unblocked beam and torpedo the ship."

"Take time to notice the enemy attack movements. They generally follow a pattern of motion that allows you to anticipate many of their moves."

"Good Luck!"



ACTIVISION®

You are the Beamrider. You **must** clear the sinister Restrictor Shield that surrounds the Earth. Demolish an onslaught of aliens as you dodge from beam to beam.

BASICS

1. **Load Beamrider** into your system (see instructions on reverse).
2. When loading is complete, the **controller** menu will appear. Press the numerical key that corresponds to your selection.
3. N, choose the **number of players** by pressing the corresponding key. Finally, select your **difficulty level** by pressing the appropriate numerical key.

<u>Level</u>	<u>Begins at Sector</u>
1	1
2	5
3	10

4. **The Keyboard screen** will now appear, displaying all controls.
5. You will immediately be in the Space Station. It displays the sector, number of enemy saucers in sector, reserve ships, your score and three torpedoes.
6. **To start the action**, pull the Joystick back or press **ENTER** on the keyboard.
7. Your ship follows the left and right movements of the Joystick; on the keyboard, **O** is left and **P** is right. To fire laser lariats, press the Joystick button or press **Z** on the keyboard. To launch torpedoes, move the Joystick forward or press **Q** on the keyboard.
8. **Pause the game** at any time by pressing **H** on the keyboard. The screen will go dark. Resume the action by pressing **H** again.

9. **To reset the game** you have just played, press **CAPS SHIFT** and **ENTER**. **To reset back to controller menus**, press **SYMBOL SHIFT** and **ENTER**.

ORIENTATION

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

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

Weapons. Laser lariats are only effective against certain invaders. Torpedoes, however, will destroy any first object they meet on a beam. You are only given 3 torpedoes per sector, so use them sparingly.

A Yellow Rejuvenator occasionally floats down the beams. Allow it to land on your deck as each connection will add a bonus ship to your fleet. If you shoot a rejuvenator by mistake, it will turn red and its wreckage will destroy you on contact.

SCORING

Points are awarded whenever an enemy saucer, chirper ship or Sector Sentinel is destroyed. An added sector bonus increases 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.

If you can destroy the Sector Sentinel, you'll receive an additional bonus for every ship in your fleet.



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AGE

Beamrider

Spectrum