ACTIVISION® BEAMRIDER™ BASICS

The Restrictor Shield, 99 sectors deep, now surrounds the Earth. You are the Beamrider, thrust from your Space Station, on a mission to clear the Shield. There you must demolish an onslaught of aliens as you dodge from beam to beam.

1. Insert game cartridge into your video game console with power OFF. Then, turn power ON.

2. Slip game overlay onto hand controller(s).

3. There are four game variations:
   - Game 1: One player
   - Game 2: Two players taking turns
   - Game 3: Three players taking turns
   - Game 4: Four players taking turns

   In multi-player games, an arrow at the top of the screen will point to the left or right, indicating which controller is in use.

4. Select game by pressing appropriate number, 1—4, on controller keypad. You will immediately be in the Space Station (see #10). Its control panel displays your score, two reserve ships, sector, number of enemy saucers in the sector and three torpedoes.

5. To start the action, open the Space Station's hatch doors and enter the Restrictor Shield by pressing the controller disc.

6. Use of the Controller:
   - Disc: To move your ship left or right, ...tap the left or right rim.
   - Side Buttons: Press either upper button to fire laser lariats. Press either bottom button to launch torpedoes.

7. Pause Control. If you're distracted in the middle of a game, you can put the action on hold. Simply press numbers 1 and 9, or 3 and 7 simultaneously on the keypad. The action will stop and the screen will go dark. To resume the game, press any key.

8. Enemy Saucers. There are 15 enemy saucers in each sector. They must all 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.

9. 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 3 torpedoes per sector. Use them sparingly since they are your only weapon against the Sector Sentinel (see "Special Features").
10. **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, press any button or the controller disc. The hatch doors will open and you'll be on your way.

11. **Scoring.** Points are scored each time an enemy saucer, chirper ship or Sector Sentinel is destroyed. Additionally, a 'sector bonus', added to all scores, increases as you progress to higher sectors. The higher the sector, the higher the bonus.

- **White Enemy Saucers:** 40 points plus sector bonus
- **Yellow Chirper Ships:** 200 points plus sector bonus
- **Sector Sentinel:** 300 points plus sector bonus

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 the points described above plus a bonus for each ship in your fleet (each ship will light up and add 100 points plus a sector bonus to your score).

12. You begin the game with one active ship and two on reserve. The game ends when all your ships are gone.

13. **TURN POWER OFF BEFORE REMOVING CARTRIDGE.**

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![Composite Screen](image)

**Hand Controller with Overlay**

- **Torpedoes**
- **Sector Sentinel**
- **Number of Enemy Saucers in Sector**
- **Score**
- **Enemy Saucer**
- **Chirper**
- **Green Blocker**
- **Yellow Rejuvenator**
- **Your Light Ship**
- **Lasers**
- **Torpedoes**
- **Move Light Ship**
**SPECIAL FEATURES OF BEAMRIDER™**

**The Sector Sentinel.** When all 15 white enemy 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.

**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.

**Drop Out Key.** In a multi-player game, you can choose to drop out of the game without interrupting the other players. When your turn begins in the space station, simply press the zero button (0) on the controller for about 1 second. Your score will be omitted and the sequence of play will automatically adjust to the remaining players.

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**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.

<table>
<thead>
<tr>
<th>SECTOR</th>
<th>CRAFT</th>
<th>VULNERABLE?</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>White Enemy Saucers</td>
<td>Yes</td>
</tr>
<tr>
<td>2</td>
<td>Brown Space Debris</td>
<td>No</td>
</tr>
<tr>
<td>4</td>
<td>Yellow Chirper Ships</td>
<td>Yes</td>
</tr>
<tr>
<td>6</td>
<td>Green Blocker Ships</td>
<td>No</td>
</tr>
<tr>
<td>8</td>
<td>Green Bounce Craft</td>
<td>No</td>
</tr>
<tr>
<td>10</td>
<td>Blue Chargers</td>
<td>Yes</td>
</tr>
<tr>
<td>12</td>
<td>Orange Trackers</td>
<td>No</td>
</tr>
<tr>
<td>14</td>
<td>Red Zig Bombs</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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.
Beamriders are a breed all their own. Part warrior, part astronaut and part daredevil. If that sounds like you, and if you've made it to sector 20 with a score of 60,000 points or more, join the club. Send us a photo of your TV screen showing your sector and score, along with your name and address, and we'll send you the emblem that will identify you as an official Beamrider. Be sure to write "Beamrider" and your score on the bottom corner of the envelope.
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 invulnerable object is blocking it, 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 generally follow a pattern of motion that allows you to anticipate many of their moves.

With practice, you'll be in the outer sectors before long. If you get too far out, come down to Earth for a while and drop me a line. Because reading your letters is the next best thing to designing games.

David Rolfe
VIDEO GAME CARTRIDGE
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