

TANDY
TRS-80 Colour Computer



Custom
Manufactured by **MICRODEAL**
For **TANDY CORPORATION**

BILSTON ROAD
WEDNESBURY
WEST MIDLANDS

BEAM RIDER

LOADING INSTRUCTIONS

For loading instructions see side of cassette.

TO PLAY THE GAME

Make sure that your joystick is connected to the right joystick port. Press the fire button to start.

METHOD OF PLAY: Clear as many boards as possible by running over blocks with your beamer before being hit three times. Action depends upon whether a block is adjacent or not. If a block is adjacent then the beamer will move directly to it. If the nearest block in a given direction is not directly adjacent to your beamer then an energy beam will be fired to the block and you will be drawn toward it at twice the normal speed. This is called "BEAMING". Your direction cannot be changed while beaming. If there are no blocks in the direction chosen then you will begin to slowly move in that direction.

CHASER: Small red bugs with yellow eyes. Follows beamer around the board and attempts to get in its way whenever possible. Hitting a chaser destroys your beamer. The first board has only one chaser, all others have two.

SPINNER: Spinning yellow ring. Moves about the board at random. Hitting a spinner or a spinner hitting your energy beam destroys your beamer. Whenever the spinner touches a block it creates an ENERGIZER.

ENERGIZER: Multicolored spinning square. Hitting an energizer causes your beamer to become energized. While energized all point values are doubled and you cannot be killed by the chasers. If a chaser is hit while beaming then 1000 points are awarded and the chaser is immobilized for about 1.5 seconds. While energized a bar will appear at the top of the screen to display your remaining energy time. Energy lasts approximately 7 seconds. Each time an energizer is hit the energizer counter will increase by one and upon completion of the current board 1000 points are awarded for each energizer. The energizer counter is located to the right of the score and will appear when an energizer is hit.

SCORING:

BLOCKS: Blue square with yellow center. Score points for hitting blocks. Exact score is based on distance traveled.

Distance/Score	Distance/Score	Distance/Score
1-10	8-80	15-200
2-20	9-90	16-250
3-30	10-100	17-300
4-40	11-120	18-350
5-50	12-140	19-400
6-60	13-160	20-450
7-70	14-180	21+ -500

The last five blocks of any board are worth five times normal point value.

BONUS: An additional beamer is given for each 50,000 points scored.

HIGH SCORES: The top five scores are maintained on the title screen. Five characters maximum for each name, backspace to erase a character and (enter) to enter a name.

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BEAM RIDER

To Load Type CLOADM then press ENTER, the game will start automatically



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Recorded on both sides.