

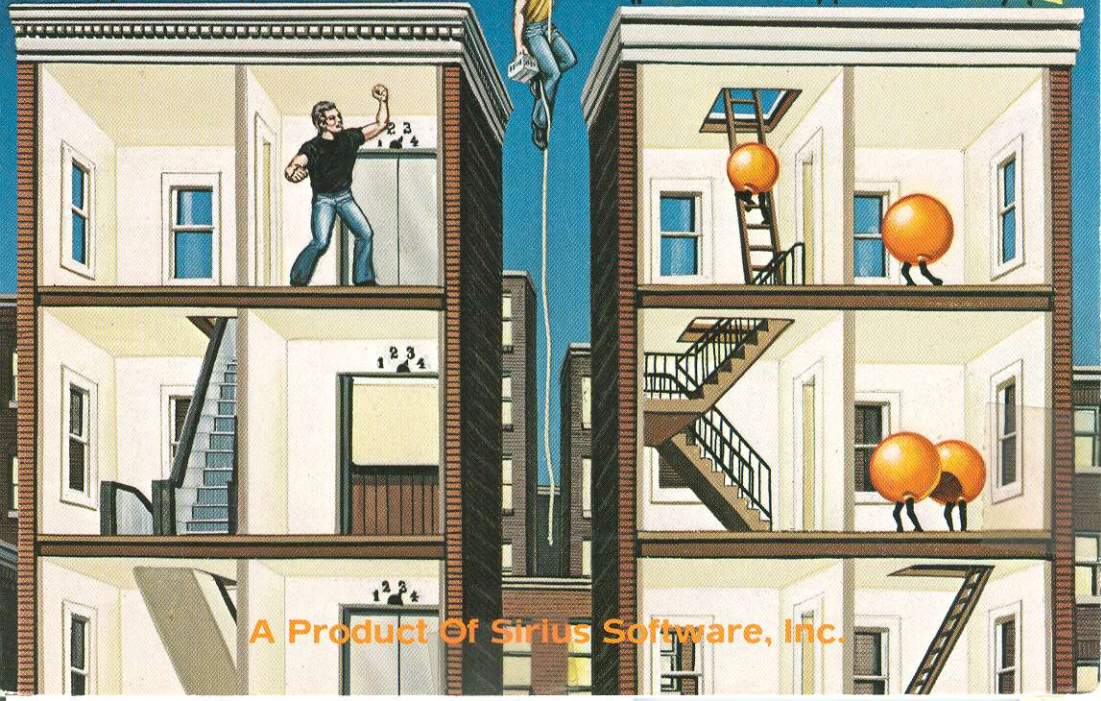
# BEER RUN

3992  
ETA COMPUTERS  
\$34.95



## SIRIUS

## OLYMPIA



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# BEER RUN

## Instructions For Play

Beer Run is a light-headed game designed to bring you many hours of refreshing fun. The object of Beer Run is to catch Artesians! You are a beer runner at the bottom of the Sirius Building. Your task is to look for Artesians. Clues will occasionally appear on the screen as to the whereabouts of these elusive creatures, but usually they will be on the platforms just above you. Ladders and elevators are used to climb upward through the Sirius Building. If you reach the roof, the Sirius blimp will pick you up and transport you to the roof of the Olympia Brewery building next door. Your chances of catching an Artesian are greatly improved once you reach the Olympia Brewery (everyone knows that Olympia has a special "in" with the Artesians). Along the way, you must avoid the guzzlers (the funny green guys that obviously drank too much downstream beer) and the bouncers. If you run into either of these characters you will fall off the platform and die. Don't worry though, you will be given three chances to chase the Artesians before the game is over.

## To Start

Place the BEER RUN diskette in disk drive #1 and boot as you normally would (do not use a "BASICS" diskette). Use the "space bar" to start the game and the "ESC" key to pause the game. At any time during the game, CTRL R (Restart) will restart the game. CTRL S (Sound) will turn on and off the sound effects.

## Keyboard Controls

If you use the keyboard for play, the arrow keys will move your runner back and forth on the screen. To climb a ladder or ride an elevator, position your runner on top of the ladder or elevator and press the space bar. Elevators are marked with an arrow pointing in the direction they will carry you.

## Paddle Controls

Use the game paddle to maneuver your runner by twisting the knob to the left and right. To climb ladders and ride elevators, press the paddle button when you have placed your runner on top of the ladder or elevator. You can change the paddle used for controlling the game by pressing "Ø" or "1" during play. If you press "Ø", paddle Ø will be used to control the game. An entry of "1" will cause paddle 1 to be used.

## Ladders

Ladders are your primary method for changing platforms. When you are on the bottom floor they will take you up only. Ladders that continue to the platform above you will always carry you up. To climb down you must find a ladder that ends at the platform you are walking on. Remember, ladders that go both ways will only carry you up.

## Scoring

The Artesians are fun-loving creatures, and will drop cans of beer from above for your refreshment. For each beer you can catch, one beer can is added to your score. To catch a beer, your runner must be positioned so his hand will intercept the beer can as it falls. Occasionally beer kegs will appear on the screen. If you push the space bar (game paddle button) at the same time you walk past it, you will be awarded the number of beers written on the keg.

Every time you ride an elevator you automatically gain 25 beers and bonus beers depending on how close to the Artesians you are.

If you succeed in reaching the top of the Sirius Building you will be given an opportunity to ride the blimp over to the Olympia Brewery building. If you catch the rope beneath the blimp the first time it comes over you will be awarded 200 bonus beers for your outstanding effort. If it takes more than one flyby of the blimp, you will be only awarded 50 bonus beers. In any case you will be awarded an extra runner once you reach the roof of the Sirius Building.

Once you successfully land on the Olympia Brewery building you must climb down from the roof to chase the Artesians. Hopefully you will be able to catch one before you reach the basement. If you do miss all the Artesians and reach the basement of the Olympia Brewery you will be awarded an extra runner and be given a chance to look in the Sirius Building again for more Artesians. Hopefully you'll find one or more Artesians (unless you happen to be playing on their bowling night).

## Important

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all of our products prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

**Sirius Software Replacement Policy:** Sirius Software, Inc. will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned to us for replacement.



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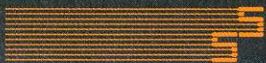
Programmed By Mark Turmell  
Assembly Language 48K

Requires An Apple II or Apple II+ Computer With 48K  
Boots Directly With Either 13 Or 16 Sector Controller

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