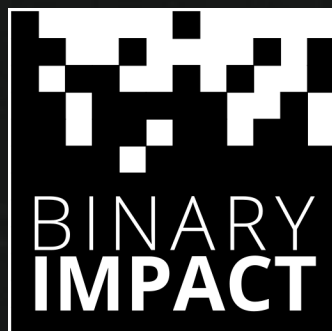


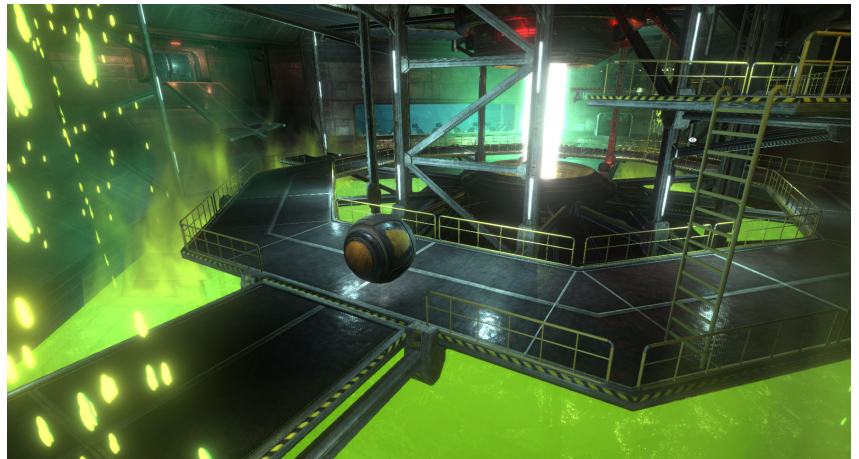


**BEAM**  
Presskit



## Description:

You are the aspirant Captain Martin. A novice who just caused the entire Spaceship to crash, which is now falling apart. Together with MARBLE, your intelligent and sassy escape pod, you will have to use the environment



and MARBLE's special abilities to escape the wreckage. BEAM is a precision platformer with puzzle elements in which you need to manipulate various light beams in order to find a way out. With MARBLE's special fog you can change the properties of these beams so you can roll on them, jump on them or even stick to them.

Find out how each beam works, experiment with different approaches, discover a rich backstory and experience the hilarious interaction between these two.

It's up to you to help this dynamic duo escape, Captain!

## Features:

- ~8 hours of gameplay
- Physics puzzles in a dynamic environment
- A highly detailed graphic style
- Eastereggs and secrets – take your time to explore

# General facts:

Developer:

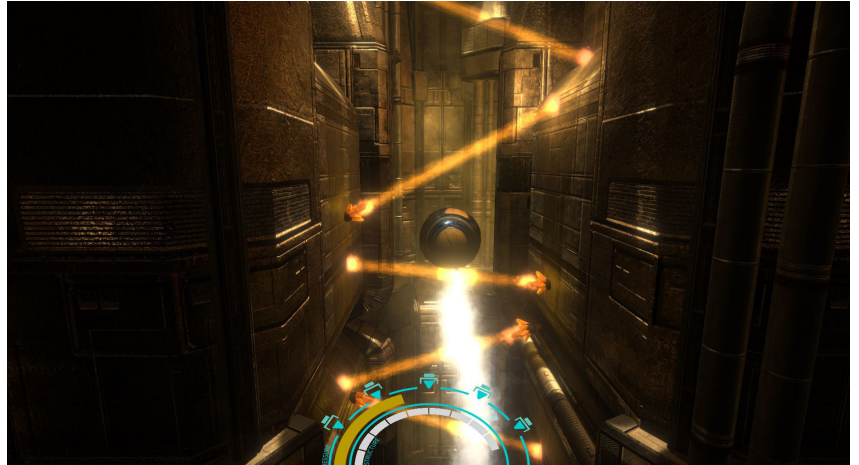
Binary Impact GmbH

Release:

September 29, 2020

Plattform:

Steam



Website:

[www.beam-game.com](http://www.beam-game.com)

Steam-Storepage:

<https://store.steampowered.com/app/1067430/Beam/>

Twitter:

<https://twitter.com/binaryimpactg>

Discord:

<https://discord.gg/9STTJNa>

Instagram:

<https://www.instagram.com/binaryimpact/>

Youtube:

<https://www.youtube.com/binaryimpact>

Press Contact:

Freyja Melhorn (freyja@swordfish-pr.de)

## Controls:

BEAM can be played with mouse and keyboard as well as with common gaming controllers. We recommend the control by controller.

A and D (Controller: Left Stick) = Movement left/right

W (Controller: Right Trigger) = Jump

E (Controller: A-Button) = Change of direction at certain points

Left Mousebutton (Controller: Left Trigger) = activate fog

Mouse (Controller: Right Stick) = Change fog direction

## BETA-Console-Commands:

Press F3 to open the developer console.

Once the console is open, several commands can be entered:

help - Opens a note with all possible commands

reload - Restart the current level

level - Select Level (e.g. level name, level 1, level next)

cheat fly - Flying freely through the level with the arrow keys

cheat god - MARBLE gets no more damage

cheat ghost - Makes the MARBLE invisible

photomode - Hides the user interface

showstats - Display System Information (e.g. fps, ram, audio, system, full, none)

bug Message - saves a bug report (e.g. „bug Ich hänge fest“). files are then located in the folder [%USERPROFILE%/AppData/LocalLow/BinaryImpact/Beam]. All files EXCEPT the Unity folder into a ZIP file. (Progress.prg, Report.json, \*.sav) and send it to [community@binaryimpact.de](mailto:community@binaryimpact.de).

exit or F3 - Closes the console

