# HEAVY METAL"

### LOADING INSTRUCTIONS

CBM 64/128 Cassette
Press SHUT and RUN/STOP keys together. Press PLAY on the cassette deck then

#### CBM 64/128 Disk

Type LOAD" METAL" 8,1, and press RETURN. For "BEACH HEAD", insert side 2 and type LOAD" 8,1 and press RETURN then follow on-screen

#### Spectrum 48K Cassette

Type LOAD"" and press ENTER, then press PLAY on the cassette deck.

#### Spectrum +2, +3 Cassette Press ENTER on the LOADER option, then press PLAY on the cassette deck

Spectrum +3 Disk Turn on the computer, insert disk and press ENTER on the LOADER option, then

follow on-screen prompts. Amstrad CPC Cassette

Press CTRL and small ENTER keys together. Press PLAY on the cassette deck. Follow screen prompts.

# Amstrad CPC Disk

M and press ENTER, then follow on-screen prompts

# Atari ST

Ensert the game disk and Switch on computer, the game will then load and run automatically.

# CBM Amiga

Insert the game disk and Switch on computer, the game will then load and run

### Cassette users please note

Beach Head is located towards the end of side 2 on the cassette. To load, fast forward the tape to a point approximately half way through, stop the tape and rform the loading procedure above.

# TITLE AND DEMO SCREENS

The Title Screen (C64, ATST, Amiga versions only)



After you've turned the disk over, (C64 only), the next screen you'll see is called the TITLE SCREEN. From this level you can choose one of two options.

1. PLAY THE GAME - Proceed to the PERSONNEL FILE.

2. DEMONSTRATION - Go to the DEMO SCREEN where you can preview any of

# THE DEMO SCREEN

This screen will allow you to see a demonstration sequence of any of the main action

### MBT - Main Battle Tank

FAV - Fast Attack Vehicle
TACC - Tactical Command Centre (C64 version only).

During the demonstration, pressing SPACE BAR will start the game by taking you directly to the PERSONNEL FILE. If you wait to see the entire demo, you will return to the DEMO SCREEN

Selecting "Exit" will take you back to the TITLE SCREEN

# PLAYING THE GAME

# The Personnel File The PERSONNEL FILE summarises the names and ranks of all officers. If you are playing the game for the first time, use the "ADD NAME" function to add YOUR NAME to the list. (Select ADD NAME, type your name and hit the RETURN key).

Up to 10 names are allowed in the file, and a blank line must exist in order to enter a new name. If a blank line does not exist, use the "DELETE NAME" function to erase one of the existing names from the list.

Select the "CANCEL" function to return to the Title Screen

AMSTRAD DISK USERS NOTE: Save personnel file and TACCOM game to side 'A' of the game disk. Tape versions can save to any tape, but the program has no facility for using user named files, i.e. it loads the first correct file it comes across.

Each player has his or her own file which automatically maintains records of Each player has his or her own file which automatically maintains records of performance ratings, time in service and rank advancements. Every first time player must begin as a Gadet in Officer's Training School (OTS). A player will become a commissionide officer (Gad Lieutenan Rank) after qualitying on each of the three Combat Simulators. Qualifying is not difficult, but Cadets must demonstrate basic combat skills by scoring a minimum of 5,000 points on each stimulator. G4 User's Note: A player cannot play the Tactical Command portion of the game until he has received his commission as a 2nd Lieutenant.

# Advancements in Rank

Your rank is determined by your total advancement points which accumulate each time you play the game. Be sure to play each time under the same PLAYER NAME so that your points will accumulate properly.

RANK	TOTAL ADVANCEMENT POIN	
GENERAL (5 star)		86400 and up
GENERAL (4 star)		73800-86399
GENERAL (3 star)		
		51300-62099
GENERAL (1 star)		41400-51299
COLONEL		32400-41399
LT. COLONEL		24300-32399
MAJOR		17100-24299
CAPTAIN		10800-17099
lst LIEUTENANT		5400-10799
2nd LIEUTENANT		0- 5399

# Officer's Training School

If you have not yet qualified, you will automatically go to the OTS Screen and then on to the COMBAT SIMULATION SCREEN.

If you have qualified, you will automatically move to the OPTION SCREEN (see Flow Chart) where you may choose to play the TACTICAL COMMAND portion of

# The OTS Screen

If the OTS (Officer's Training School) screen appears, it means that you are still a Cadet and have not yet received your commission. Only commissioned office

(2nd Lieutenant rank or higher) have TACTICAL COMMAND status. Upon leaving this screen, you will go directly to the COMBAT SIMULATION screen, where you will have your chance to qualify. Once you have qualified on each of the three simulators, you will not return to the OTS screen.

#### COMBAT SIMULATION

The Combat Simulators are designed to test and improve your skills under simulated

### Qualifying

Qualifying is accomplished by scoring a minimum of 5,000 points on each of the three COMBAT SIMULATORS. You may then advance in rank as your performance and time in service warrant.

You can return to the COMBAT SIMULATORS at anytime to sharpen your combat soils or to compete against other officers for top scores. Your best and last scores on the simulators will be saved with your personnel file. The best scores are considered when evaluations for promotion are done.

### **Operating the Combat Simulators**

The combat simulators operate identically to their counterparts except that you have unlimited fuel and shells and a fixed number of units with which to fight. Once allof your units are destroyed, the simulation is over. Your performance is based entirely on the number of points scored during the simulation. Refer to the section on Operating Your Equipment for specific information on how to operate each piece of hardware.

#### PLAYING OPTIONS

#### The Option Screen

You will automatically come to the option screen if you have a rank of 2nd Lieutenant or higher.

This screen allows you to select either Tactical Command or Combat Simulation Combast Simulation i: the same portion of the game you were required to play while you were a Cadet. Now it is optional. You can use the Simulators to sharpen your skills on a specific piece of equipment. You can also compete against your friends on a more "Arcade" level, where strategy and planning are not required. The Combat Simulators are also better suited to younger children

Tactical Command is much more challenging than simulation alone. It combines all the features of the three simulators with the elements of strategy, tactical manoeuvring, combat engagement and resupply. You must demonstrate you skills as a field commander if you hope to receive any significant

The TACC Screen



TACC stands for TActical Command Centre. This screen is where all decisions will be made regarding deployment of forces, enemy engagement, resupply etc.

The enemy forces will attempt to capture your Headquarters, and you will try to ine enemy lorces with attempt to capture your neadquarters, and you wantity to stop them. After moving your forces to engage the enemy, you can choose to sit and watch or you can jcin one of the battles and help your men to fight. If you choose to watch, you will surely lose, and the General will be very hard on you. If you choose to fight, your performance will greatly affect the outcome.

Refer to the Tactical Command Section for specific instructions on manoeuvring your forces and interpreting information from the TACC screen.

# The Debriefing Screen

Upon completion of a y-me during Tactical Command play, you will come to the Debriefing Screen for an evaluation. Advancement Points are awarded based on your overall game performance. You do not have to win to get a good rating. Since the enemy will always be numerically superior, it is more important to reduce that superiority as much as possible than it is to win

# Your Performance Rating is related to your Advancement Points as shown below.

Performance Nating	vo Anticement Lonitz
Outstanding	2200 or more
Superior	2000 to 2199
Exemplary	1800 to 1999
Commendable	1500 to 1799
Adequate	1200 to 1499
Inferior	900 to 1199
Awful	600 to 899
Pathetic	300 to 599
Disgusting	Less than 300

After a few seconds in TACC Debriefing you will meet with the General.

### The General's Evaluation

Four Star General E. E. "Bud" Dink, is not an understanding person. He is quite apathetic and intolerable of new officers. You may find his remarks harsh at but underneath, he probably means every word of it. There is one hope, wer. With enough perseverance you may someday become a Five Star General however. With enough perseverance you may someday become a Five St and out rank old General Dink. I wonder what he'd have to say then?

Press the FIRE button or SPACEBAR to continue



# **OPERATING YOUR EQUIPMENT**

Operating the M1A1 Abrams Main Battle Tank (MBT)



# Description

Description

Get ready to take the controls of an MIAI Abrama, the U.S. Army's newest, most sophisticated mais hattle tank. The MI features an unparalleled combination of mobility, armour pretection and frepower. Its alsoped armour, made of tough composite metals, provide excellent protection against most anti tank warheads. The MI is powered by a 1908 HP gas turbine engine. It also has a Laser rangefinder and a Gyro Stabiliser which allows this tank to engage targets while on the move The MI has a 120mm cannon, mobe dischargers for defence manoeuviring and a top speed of 73 KPB (44 MPB). Learn to operate your MI at maximum efficiency and get to know all of the capabilities.

Objective
Your objective is to destroy as many enemy targets as you can while sustaining as few losses as possible. You will encounter enemy tanks, artillery, mortar fire and multi launch rocket systems.

Powertrain Ammo



# 15 Main Battle Tank - Instru

- 14. 13. 12. 11. SCORE.
   ALIGNMENT ARROW (When this ARROW is centred directly on your target, you are pointing directly at it.) (Always turn TO TEE ARROW)
   PROJECTILE RANGE (Based on gun angle) (This range must match the target
- range to score a hit) PLAYER STRENGTH
- AMOUNT OF AMMUNITION REMAINING M827 Only round that can destroy a tank. M829 Standard combat
- M830 Standard combat. AMOUNT OF SMOKE REMAINING

- AMOUNT OF SMOKE REMAINING
  SPEED INDICATOR (Minus means reverse)
  FORWARD/REVERSE INDICATOR (Blue means forward)
  ENEMY LASER SCAN WARNING (Accompanied by an audible alarm)
- LNLM1 IASLE SCAN WARNING (Accompanied by an audible TARGET CURSOR (shows the position of the target) MAIN VIEWING SCREEN INFORMATION & MESSAGE DISPLAY DRIVERS BEADING (Direction the tank is pointing) TURKET BEADING (The direction the 120 MM gun is pointing)

- GUN ANGLE
- GUN ANGLE.
  TARGET ALERT (Accompanied by an Audible tone)
- 18. TARGET RANGE (Digital)
  19. TARGET VECTOR (Heading to intercept)

- THERMAL IMAGING SYSTEM
  ENEMY STRENGTH
  TARGET RANGE (Analog) (in 100 Metres)
- 23. PERISCOPE VIEW WITH LASER RANGEFINDER 24. TARGET VECTOR (Heading to intercept)

#### DESCRIPTION OF MBT INSTRUMENTS

#### Thermal Imaging Systems

The infra-red thermal imaging system produces an image by sensing the heat radiated by objects. The detected energy is converted into electrical signals and the images displayed are projected into the eye piece of the granner's sight. The information is then sent to the laser rangefinder for tart eting.

# Laser Rangefinder

Information from the thermal imaging system is passed to the Laser Rangefinder Information from the thermal imaging system is passed to take Laser Rangefinder, which automatically calculates the Target Vector (direction) and Target Range. The system is virtually instantaneous in operation and extremely accurate, making it possible to hit targets at long range and while on the movr. The Laser Rangefinder eliminates any guesswork. The gunner simply turns the turret until he is pointing at the target. (In target is along rated on the main viewing system by the TARGET at the target. (The target is indicated on the main viewing extrem by the TARGET CRESCR). Once the target is in approximate alignment, the quaner will then use the ALIGNMENT ARROW for fine adjustment. When the ARROW is contrad on the Larget investment of the target. The quantity or lowers the quan angle until the PROFECTILE RANCE indicator matches (approximately) the TARCET TARKE indicator and firet.

**Periscope View**An image of the target is automatically magnified and disp ayed in the perview, making it easily identifiable.

#### Score Used in combat simulation to keep track of your combat points

Player Strength The number of tanks remaining in your unit.

Enemy Strength
Indicates the relative strength of the enemy division. This number does not always decrease when an enemy larget is destroyed. It may take two or more kills reduce the enemy's relative strength by one unit.

# M827 - (APFSDS\*-T)

This round is constructed of depleted uranium and is your most effective weapon against any type of armour. It is the ONLY round that will penetrate the armo of the enemy TR-80 tank.

#### M829 - (APFSDS\*-T) Standard a

#### M830 - (HEATMP-T) Standard armour piercing combat round.

\*Armour Piercing Fin Stabilising Discarding Sabot.

# **Enemy Laser Scan Warning**

Your MIAI is equipped with smoke generation capabilities to confuse enemy targeting systems. When the LASER SCAN WARNING alarm sounds, it means that your sensors have detected an enemy laser scan of your tank. You must dispense smoke immediately or the enemy targeting system will lock on to you and fire. If the enemy tank is able to score a direct hit, your tank will be destroyed.

FORWARD	TAB
REVERSE	CONTROL
EXIT THIS SCENE	ESCAPE
STOP	SPACE BAR
ROTATE TURRET ONLY	
18 KPH	1
36 KPH	2
54 KPH	3
72 KPH	4
CHANGE TARGETS	+/- (C64 ONLY)
SOLID FILL ON/OFF	INST DEL (C64 ONLY)
SOLID FILL ON/OFF	DELETE (AMIGA ONLY)
SOLID FILL ON/OFF	HELP (ATST ONLY)
SHELLS/USE M827'S	F1
USE M829's	F2 (F3 on C64)
USE M830's	F3 (F5 on C64)
GENERATE SMOKE	F4 (F7 on C64)
CHANGE BETWEEN GUNNER'S AND	
DRIVE VIEW	SHIFT

### JOYSTICK COMMANDS

Forward - Lower Gun Angle Left Right Left/Fire - Turn Tank to left. Right/Fire - Turn Tank to right Back - Raise Gun Angle

#### SPECTRUM

P Right M,SPACE Fire/Select Pause Sub-Game Joysticks: Kempston and Cursor, Joystick compatible

#### AMESTRAD Кеуз

Sinclair 1/2 replace directons

ESC Pause Sub-Game Ouit when paused Joystick - Joystick 1 replaces directions

In addition TACCOM Select player unit Enter Sub-Game MRT Gun Barrel up Accelerate Decelerate ADAT SPACE

Fire missile

Additional keys for Spectrum.

#### USING THE LASER RANGEFINDER

- Learn to rely on your Laser Rangefinder. It is the most powerful offensive feature of your M1. Follow these steps while refering to the INSTRUMENT DIAGRAM. 1. Turn your tank (if necessary) to bring a target into view on the PERISCOPE.
- 2. While looking at the MAIN VIEWING SCREEN. Turn your tank left or right (by using the joystick) until your gun barrel is pointing almost directly at the TARGET CURSOR.
- 3. Now look at the periscope and notice the location of the ALIGNMENT ARROW.
- Turn towards the ARROW until it is centred on the target image. YOU ARE NOW IN HORIZONTAL ALIGNMENT.
- 5. Next, look at the TARGET RANGE (the left set of vertical numbers).
- Now, raise or lower your gun angle until your PROJECTILE RANGE matches (nearly) the TARGET RANGE. (The projectile range is the right set of vertical numbers). YOU ARE NOW IN RANGE ALIGNMENT. 7. If you are still in horizontal alignment, you should fire your cannon by pressing

### KEEP MOVING!

Your tank is covered with reactive armour, which bolts on the outside of your tank's body and turret. It explodes outward to blunt the impact of incoming shells. This allows you to take a number of hits without being disabled. It you're stationary, ever, your chance of being hit in a spot that has been previously hit is

# OPERATING THE AIR DEFENCE ANTI-TANK (ADAT) SYSTEM

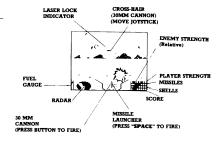


This unit is a highly sophisticated, modular missile launcher designed specifically to be an anti-aircraft/anti-tank weapon. The main component of the system is the turret based launch platform consisting of two banks of four laser beam riding missiles. The unit also features a 30mm cannon for additional firepower. The ADAT system was designed by Martin Martinetta Corporation to provide effective anti-alteraft and anti-armour capabilities in a fast reaction vehicle for front line NATO forces. It is mounted on an M-1 Bradley Chassis with a top speed of 41 mph.

# Objective

Your objective is to destroy enemy "MIG" fighters and TR-80 tanks. Aircraft can be destroyed by your missiles or your cannon. Tanks can only be destroyed by the

# ADAT Instruments and Controls



### DESCRIPTION OF ADAT INSTRUMENTS & CONTROLS

### Laser Lock Indicator

When this senses handled appears on senses, it means that were to sent a seminities when this square bracket appears on screen, it means that your target acquisition system is tracking a target. Fire a missile by pressing the SPACE BAR (RIGHT MOUSE BUTTON). Your laser tracking system is approximately 90% effective.

#### O---- W-1-

CFC025-EMEP This is the 'gun-sight' for your 30mm cannon. Move the cross-hair vertically by pressing forward or back on the stick and move it horizontally by pressing left or right on the stick. Press the FIBE button to fire (ATARI ST/AMIGGA—use the mouse to position gross hair left money button to fire

Fised:
During combat simulation, fuel is unlimited. However, during TACTICAL
COMMAND play, fuel is consumed. If you run out of fuel, you cannot move your
ADAT unit. Always keep enough fuel to get back to headquarters and resupply if

#### OPERATING THE EAST ATTACK VEHICLE (EAV)

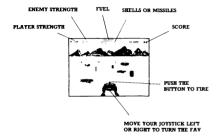


The XR311 looks and drives very much like a dune buggy. Developed by the FMC Corporation, it is considered as a replacement for the jeep and has been des Corporation, it is considered as a replacement for the jeep and has been designed for a wide variety of roles including anti-tank assistance, reconsistance, convoy escort and forward air defence. The IRR11 is built around a tubular steel frame and has armous protection only for the radiator and feel tank. However, it has a top speed of sear 100 mph and can climb a 50% grade without losting speed. These factors make it an extremely leutive target. The FAV is armed with a TOW missile lannoher which makes it very effective against any class of armouved vehicle

#### Ohiontino

In the combat simulation you'll be given 10 vehicles and an unlimited supply of fuel and ammunition. Most objects on screen are potential targets and are wo soints. In the TACTICAL COMMAND section, your fuel and ammunition will eventually run out and you'll need to resupply

#### FAV INSTRUMENTS & CONTROLS



The FAV operations a process of the FAV operations are the FAV operations at the favorenties at full speed only and can be controlled by moving the joystick left or right. At this speed, any object you hit will destroy your FAV. To use the TOW missiles, like up on your target and press the joystick button.

### Waranda

m avoiding hazards in your path, helicopters and tanks will fire If you hear the whistle of an incoming artillery shell, move your FAV a considerable distance either left or right until the shell hits the ground. The FAV scene features 99 different defence levels which become progressively more difficult.

# TACTICAL COMMAND

Overview and Summary
TACTICAL COMMAND is your chance to advance in rank. This is actual field id, where your ability as a field commander will be judged

When you select the TACTICAL COMMAND option, you will move to the TActical Command Centre (TACC). Here you will deploy your forces, engage the enemy, fall back to resupply and hopefully defend your Headquarters against the numerically superior enemy forces.

You'll begin play with one unit each of TANKS, ADATS & FAYS. The computer will determine the number of vehicles in each unit. In addition to these 3 predefine units, you will have a fourth group, called the SUPPORT UNIT. You must designate which type of vehicle to be used and the computer will determine the number.

Your primary objective is to stop the enemy from overtaking your headquarters condary objective is to weaken enemy forces as much as possible. Each time the simulation is played the size of your fo nme the simulation is played the size of your forces, positioning and enemy strength will be different. Many times the overall enemy strength will be so overwhelming that achievement of your primary objective may not be possible. Therefore, you overall performance will be judged heavily on how much damage you inflict on the enemy, in relation to the damage they do to you.

As enemy forces move toward your headquarters, you must cut them off. When y porces move toward your neadquarters, you must cut them off, pe engage the enemy you can choose to do the fighting yourself uter decide the outcome. If the computer is doing the fighting he ets decisions on the strengths of the player and enemy divisions. So immubered, you'll probably lose your unit after a period of time.

As the field commander, you are responsible for monitoring each unit's fuel, animunition and battle progress. From time to time you should check their supplies and finel status. If you're running low, you may need to send them back to Beadquarters (BQ) to resupply. This can be done if they have enough fuel to reach BQ and BQ is under your control

To win, you'll have to carefully co-ordinate your smaller forces in battle, resupply them and do most of the critical fighting yourself. During combat you'll have to check the TACC (Tactical Command Centre) periodically to monitor the situation and needs of your other units.

When the game ends (whether you win or lose) you'll move to the DEBRIEFING room. Here your performance will be rated and advancement points awarded.

### OPERATING THE TACTICAL COMMAND CENTRE (TACC)

Upon entering the TACC, the first thing you must do is designate your SUPPORT UNIT by pressing T, A or F for TANKS, ADATS or FAVS.

As soon as you have done this, the game will begin, so you may want to read the next few pages thoroughly before starting.

SUPPORT INTE (Ovange/vellow) INITIAL CURRENT BE STORIS DEED CAME CLOCK DI AVER STRENGTR IDUIT . . TYPE ENEMY STRENGTH MIRABER OF EDVENTECT (Minus VEHICLES AMOUNT OF FAV UNIT (Blue) 10 (14 Vahicles) ENEMY IINTES (Green with no TYPE designation NUMBER OF MISSILES DRIFECTME NUMBER OF CHELLS CURSOR LOAD PREVIOUSLY AD AT IDITE (Dise) DOND PREVIO er s mrt SAVE GAME TANK UNIT (Blue) OUT (Return to TACC CONTROLS

#### The Currer

trols and commands involve moving the CURSOR to various y of the controls and commands involve moving the CURSOR to variou ions on screen. This is done by moving the joystick up, down, left or right is the direction you wish to move

#### Giving Orders

orders or commands to one of your units you must do the following

### Establish Communications with the Desired Unit

This is done by pressing keys 1, 2, 3 or 4 on the keyb Key "1" – FAV Unit (Blue)

Key "2" - TANK Unit (Blue)
Key "3" - ADAT Unit (Blue)

Key "4" - SUPPORT Unit (Orange/vellow)

You may also use the joystick to place the CURSOR over the desired unit and ther press the FURE button. Make sure the cross (+) is within the CURSOR BOX.

Once communications have been established, the DESIGNATED UNIT WILL TURN
WHITE and the UNIT INFORMATION SECTION (lower left) will show data for that

#### CTED 2

Tell Your Unit What To Do
The COMMAND WINDOW (upper left) will now display the following options:

PESTIPPI V Fall back to HO and get more fuel and ammunition (You cannot get more vehicles). Once resupplied, the unit will remain at BQ until new orders are received. If the BQ is under enemy control it will turn green. You cannot resupply when the enemy has control it will turn green. You cannot resupply when the enemy has control of your BQ.

If you select RESUPPLY and HQ is under your control, your unit will automatically disengage (if necessary) and begin moving towards BQ. IF Is CONTROLLED BY THE ENEMY YOUR RESUPPLY ORDER WILL NOT BE ACCEPTED

MOVE Move to a new position and await further orders

If you select MOVE you will then have to specify the POINT TO MOVE TO. Do so by moving the CURSOR (with the JOYSTICK) to the desired location and pressit the FIRE button.

ENGAGE Move to intercept an enemy division and engage them in battle. Once engaged, your unit will co. tunue to battle until it wins or loses or until new orders are received. The computer will do the fighting for you unless you choose to ENTER are received. The comp COMBAT (see below).

H you select ENGAGE you will have to specify WHICH ENEMY UNIT TO ENGAGE. Do so by moving the CURSOR (with the joystick) to the desired enemy unit and pressing the FIRE button. Make sure the cross (+) is within the CURSOR BOX before pressing the button

CANCEL Never mind. Do not give an order.

SELECT one of the options by moving the JOYSTICK UP or DOWN until the ARROW is pointing at the desired OPTION, then press the FIRE button.

# ENTERING COMBAT

To have any chance of doing well, you must join your troops in combat. Th computer will fight in your absence, but will only 'HOLD ITS OWN' against enemy. One of your greatest challenges will be selecting which unit to help, sin you can only be one place at a time. Note: You can only enter Com a mais in the bassle'

To ENTER COMBAT press the communication key (1, 2, 3 or 4) for the appropriate then press the E key (for ENTER).

Fight as long as you feel is necessary, then press the RUN/STOP (ESC) key to return to the TACC.

# UNIT INFORMATION

The unit information display (lower left) always shows data for the last unit selected by one of the communication keys (1,2,3 or 4). You can cycle through all four units and check their status simply by pressing the cose keys in succession (1,2,3) and (1,2,3) are the same of the same o

After you've checked everyone's status, you will still be in command mo orders). If you do not wish to give a command (i.e. Resupply, Move, Engage) you can cancel by pressing the C key or the FIRE button.

### **OPTIONS**

In the lower right corner of the TACC screen are four options: PAUSE, LOAD, SAVE and OUT

To select an option, move the CURSOR near the option you desire. The CURSOR wil change to an ARROW. Now, position the ARROW over the BULLET (diamond that is just to the left of the option you want, then press the FIRE button. Below is a description of each option.

PRESE Will nause a game so you can catch your brea

LOAD Will load a previously saved game into memory and begin play. To load a game, first select the LOAD OPTION. Now select a game number (1-10) by moving the joystick up or down antil the desired number is displayed, then press the FIRE

SAVE Will save a game in progress so that you may resume play at a later time. To save a game, first select the SAVE OPTION. Now select a game number (1-10) by moving the joystick up or down until the desired number is displayed, then press the FBRE button. Up to 10 games are allowed on one disk.

QUIT Will abort the entire game and return you to the PERSONNEL FILE. (See the

# TACC PLAYING SUGGESTIONS

When the game begins, enemy forces (green) will begin moving towards your

Select one of your units (press 1, 2, 3 or 4) and tell them to ENGAGE (see Civing Orders) one of the enemy divisions. Do the same for two other units so that all 3 enemy divisions are stopped and flighting. Now select your 4th unit and "Gang Up" on one of the enematics. Try to pick a battle where the sum of your two unit strengths on one of the essential 17 June 18 and 18 and 19 year the sum of your two that structure is approximately equal to the enemy's structure. Let the computer fight this battle while you ENTER COMEAT with one of your 'one on one' units. To ENTER select the unit by pressing 1, 2, 3 or 4 then press the Exp. Relig out as long as you dare and then press the EXPLISTOR (ESC) key to come back and see how everyone is doing

If enemy forces penetrate your defences and reach HQ without being attacked the HQ will turn from yellow to green and the enemy will have temporary control. H you don't attack the enemy division holding your HQ in a certain length of time, the entire battle will be over. Once HQ is under enemy empth of time, the entire battle will be over. Once HQ is under ener ontrol you must engage the enemy division holding HQ in order to get contr ack. As long as HQ is under enemy control your forces cannot resupply.

Remember, if you do not engage the enemy division holding your HQ within a certain period of time the game will end. If 2 or 3 units attack your HQ, the 'holding time' will be even shorter, so it is imperitive that you attack Divisions holding your

Be aware of the speed difference between the three types of units. The FAVs are
the fastest, followed by the TANKS and then the ADATs. Take this into account when sending a unit to engage an enemy.

If one of your units is destroyed or more out of fuel, is will burn grey and is of no

Trainer use to you.

The best way to learn how to be a good commander is to play the game. Don't get discouraged if you don't win. Concentrate on reducing the enemy's advantage. Your ratings will be based on how well you perform, rather than whether you win or lose. It takes experience to learn where to deploy your forces, when to return from combat, when to resupply, etc. Remember, even George Patron had to start.

#### UCI DETII UTMES

- 1. Keep moving during the MBT scene. If your tank is stationary, it is an easy target 2. Design the CRV seems tout a shoot the language chicate and conjument. They are
- 3. Fnomy tanks in the MRT scene will come towards you fire and then move away Enemy tanks in the MBT scene will come towards you, tire and then move as The best way to destroy them is to wait until they start to move away, and the pursue them at full speed. The distance between you and the enemy tan stabilise making it easier to hit. Don't forget to use your SMOKE when they are close and trying to get a Laser lock on your tank.
- 4. Upon returning to the TACC scene from combat, check the status of all your units (press 1, 2, 3 or 4). You may find that a unit is in urgen: need of resupp
- Take the time to shoot the enemy tanks in the ADAT scene. They are worth big points and will reduce the enemy strength significantly. It takes two good solid hits with the 30mm cannon to destroy one.
- 6. Don't forget to move sideways when you hear an inc scene. Enemy mortars are deadly if you stay on a straight course

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PLEASE NOTE: Beach Head is only available on CRM 64/128 Spectrum and Amstrad

A challenging naval battle followed by an invasion with land forces. If your troo succeed in penetrating the island defences, the most difficult challenge still remains... capturing the enemy fortress KUEN-LIN

### CONTROLS

CBM 64/128

### Spactrum 49/129

The menu screen displays four status boxes; one for the present number of players one for the skill level, one displaying whether keyboard or joystick is selected and finally, the largest box which displays the current keyboard selection for movement, fire, etc. Further to this is a list of keys to press which per

- to go to the instructions pages.
  to change the number of players. (This is a toggle putting 1 to 2 or 2 to 1).
- to change skill level (this loops through "easy", "fair" and "hard").
  to define the game keys: you are asked to press your key selections with the
- antion to recelect should you make an error to make a joystick selection (keep pressing to loop through selection
- If the machine is loaded and left unattended the game will self-demonstrate

# Amstrad CPC

Amstrad UFU

Beach Head will operate either by the keyboard or an Amstrad compatible joystick. If a joystick is connected to the computer press the FRRE BUTTON and the computer will automatically respond to joystick mode. If you wish to use the keyboard controls press the SPACE BAR. The key controls will then be as follows:

O - Up. A - Down, O - Left, P - Right, SPACE BAR - Fire.

### GAME PLAY

### SEQUENCE I - AERIAL RECONNAISSANCE

The opening sequence is an aerial reconnaissance overview of enemy held territory. At this point your first command strategy decision must be made.

You can choose between two strategies.

- 1. Take your fleet through the hidden passages. The advantages to this strategy are (a) Catch the enemy off guard and unprepared. His airpower and naval forces will not be as strong
- (b) Your overall point total will be increased if you are successful in navigating
- 2. Take the enemy head-on and go straight into battle. The advantage to this

(a) Your fleet will not have to navigate the perilous hidden passage. The passag s extremely difficult to navigate because it is mined and torpedoes are launche at random throughout the channel.

Note: If you select the skill level for two players, the strategy for player o be the same for player two.

To manoeuvre your fleet, move in the direction you wish to travel. Once moving, our fleet will continue in that direction If you choose a frontal attack, proceed directly through the main channel and

If you choose to navigate the hidden nassage

# engage the enemy. C64/Emetrad

Manoeuvre your fleet close to shore along the outer edge of the peninsula. When you have found the passage, the general quarters alarm will sound

The hidden passage is shown by the flashing square in the top left. Kuhn-Lin base is shown by the flashing square in the bottom left and the enemy fleet by the four dots in a square formation.

#### SPONENCE II .. THE HIDDEN PASSAGE

In this scene you will have to cross through a mined channel and avoid being struck by torpedoes fixed by the automated defence system. To manoeurre you him must LEFT on the stick to turn left. RIGET to turn right. FORWARD. speed up and BACK to stop. Head for the opening directly a

(Spectrum Users note that: When a ship has passed through safely it is displayed

Once you leave the passage you will be in a position to surprise the enemy and catch them in their harbour. Move swiftly to engage the enemy

#### SEQUENCE III - GENERAL QUARTERS

Fighters at Twelve O'clock

Enemy fighter squadrons are now attacking your fleet! If you have surprised the enemy, many of his aircraft are below deck and will be unable to respond to the enemy, many of his afficiant are below deck and will be unable to respond to the attack. If you choose strategy two, the number of aircraft attacking your ships is

Use your joystick to aim your anti-aircraft guns and shoot down enemy planes. Pull BACK to raise or push FORWARD to lower your guns. Press the button to fire. Your ammunition will not run out, but it does take a certain amount of time to replenish. Do not waste shells or you will not be able to five rapidly at a critical

For each hit you receive the damage rating will increase by one. When the damage is dependent on the skill level!

Enemy surveillance aircraft occasionally fly by to report the battle progress back to the island. If you destroy these planes it will add 2,000 points to your score If you survive the onslaught of the enemy aircraft, the naval battle begins

#### SEQUENCE IV - BATTLE STATIONS

Once enemy aircraft have been neutralized, the enemy battleships and craisers will begin shelling your fleet. The joystick is now used to fire your heavy guns to sink the enemy ships. Again, as in the previous scene, if you have surprised the same the enemy ships. Again, as in the previous scene, if you have surprised enemy and caught them out of position, it will take them longer to zero in on your fleet.

#### TO CONTROL VOID CINS

Managed fine as in CENERAL OHARTERS Has the Degree of Flevation to actimate the distance (a 1 change in elevation represents 200 metres in distance).

Enemy ships are more accurate if you have attacked the fleet head-on. For each hit taken you lose a ship.

#### PANTS PARTS

The enemy aircraft carrier will attempt to escape. If you sink the carrier, it will add 10.000 points to your score.

After the naval battle, you must manoenvre your remaining ships into the enemy harbour. Since there is only room for four ships in the harbour, you will be awarded 2,000 points for each extra ship.

### SEOUENCE V - BEACH HEAD!

Each ship that you navigate into the harbour carries two tanks. After your tanks have landed and your beach head is established, you must fight your way through the island defence systems to get to the fortress of Kuhn-Lin. Once your tank starts arward there is no turning back! Tanks have side to side mobility but will continu forward there is no turning back! Tanks have side to side modulity but will continue forward at a constant speed. There are numerous obstacles in your way, including mines, anti-tank guns, enemy tanks, bunkers, etc. At this point the enemy is prepared and is throwing all his defence against your tanks to stop them. Each enemy defence system is worth a certain number of points, and their value is enemy detence system is worth a certain number of points, and their value is displayed when they are destroyed. Each time a tank succeeds in reaching Kuhn Lin, the difficulty increases for the next tank it will take you seweral tanks to finally destroy the fortress.

# SEQUENCE VI - THE FINAL BATTLE

Once a tank has reached Kuhn-Lin, you must land 10 shells in the fortress to destroy it. There are ten targets to hit, but only one is vulnerable at a time. The vulnerable target will turn white. As each white target is hit another will appear until all ten have been destroyed in sequence.

The fortress is defended by a huge cannon. Once this cannon has sighted you, it will get your range and fire. This cannon never misses. The final battle will require a task force of tanks to win. If you are successful in destroying the Fortress, the

### SCORING

Even if you destroy the fortress Beach Head allows you to compete for high scores.

Ships navigated safely through passage	3,000 ea.
Airplanes	400 ea.
Reconnaissance Plane	2,000 ea.
Carrier	10,000
Other Ships	2,000 ea.
Enemy Tank	1,000 ea.
Machine Gun	400 ea.
Bunkers	800 ea.
Towers	600 ea.
Targets	2,000 ea.
Kuhn-Lin Destroyed	20,000

### Extra Ships (over 4) ADDITIONAL FEATURES (CBM 64/128 ONLY)

Adjusting the Sound: Beach Read is designed to have the highest quality responses to the second read of the second read read of the second read of the second read of the second read of

Adjusting the Border Colour: To change the border colour to suit your own taste, type B during the level selection screen.

Top 10 Display: During the level selection, if you touch the T key, you can view the top ten scores and save them. PAUSE FEATURE To stop all action and "Freeze" the game, simply press the DORE key. To continue press the same key again.

ABORT FEATURE If you find yourself out-classed and wish to cancel the game, you may return to the 'Select Level' screen by pressing the CTRL key. AUTOMATIC DEMO If left unattended for approximately one minute, the computer will take over and play the game by itself. You may take control at any time by

simply moving the stick. C: 1983 ACCESS Software