

MULTIMEXX® 2

LOADING INSTRUCTIONS

CBM 64/128 Cassette
Decide the game you wish to play and insert the appropriate side. Press SHIFT and RUN/STOP keys simultaneously and press PLAY on your cassette recorder.

SPECTRUM 48k,+2 Cassette

Decide the game you wish to play and insert the appropriate side. Type 'LOAD' and press ENTER. Press play on the cassette recorder.

IMPORTANT: +2 USERS MUST PLAY IN 48K MODE.

AMSTRAD CPC Cassette

Decide the game you wish to play and insert the appropriate side. Press CTRL and small ENTER keys simultaneously. Press PLAY on the cassette recorder.

For your convenience we have included the following grid enabling you to record the appropriate tape control references.

RAID

BEACH HEAD 1

BEACH HEAD II

BEACH HEAD™

Scenario

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

Controls

CBM 64/128

Joystick only.

SPECTRUM 48/128

The main 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 perform various functions.

- S to start
- I to go to the instructions pages.
- P to change the number of players. (This is a toggle putting 1 to 2 or 2 to 1).
- L to change skill level (this loops through "easy", "fair" and "hard").
- K to define the game keys: you are asked to press your key selections with the option to reselect should you make an error.
- J to make a joystick selection (keep pressing to loop through selections).

If the machine is loaded and left unattended the game will self-demonstrate.

AMSTRAD CPC

Beach Head will operate either by the keyboard or an Amstrad compatible joystick. If a joystick is connected to the computer press the FIRE 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:

Q - 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.

CHOICES: 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 the passage.
2. Take the enemy head-on and go straight into battle. The advantage to this strategy is:
 - (a) Your fleet will not have to navigate the perilous hidden passages. The passage is extremely difficult to navigate because it is mined and torpedoes are launched at random throughout the channel.

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

To manoeuvre your fleet, move in the direction you wish to travel. Once moving, your fleet will continue in that direction.

If you choose a frontal attack, proceed directly through the main channel and engage the enemy.

If you choose to navigate the hidden passages:-

CBM/AMSTRAD

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.

SPECTRUM

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.

SEQUENCE II - THE HIDDEN PASSAGE

In this scene you will have to cross through a mined channel and avoid being struck by torpedoes fired by the automated defence system. To manoeuvre your ship, push LEFT on the stick to turn left, RIGHT to turn right, FORWARD to speed up and BACK to stop. Head for the opening directly across from the starting point.

(Spectrum Users note that: When a ship has passed through safely it is displayed in blue on the status lines.)

Once you leave the passage you will be in a position to surround 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 attack. If you choose strategy two, the number of aircraft attacking your ships is considerably greater.

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 fire rapidly at a critical time.

For each hit you receive the damage rating will increase by one. When the damage rating reaches a certain level you will lose a ship - the figure at which this occurs 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 cruisers 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 enemy and caught them out of position, it will take them longer to zero in on your fleet.

TO CONTROL YOUR GUNS

Move and fire as in GENERAL QUARTERS. Use the Degree of Elevation to estimate 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.

BONUS POINTS

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 manoeuvre 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.

SEQUENCE 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 forward there is no turning back! Tanks have side to side mobility 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 this 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 several 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 enemy surrenders and victory is yours!

Scoring

Even if you destroy the fortress Beach Head allows you to compete for high scores. Game scoring is as follows:

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)	2,000 ea.

Additional Features (CBM 64/128 only)

Adjusting the Sound: Beach Head is designed to have the highest quality sound possible. Because some Commodore 64's have different low pass filters, it may be necessary to adjust the game's filter settings to provide the optimum quality on your machine. You can change the

settings by typing an F during the level selection screen. The test sound is the anti-aircraft gun firing. Adjust this level as you desire.

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 COMMODORE 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.

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BEACH HEAD II™

The dictator strikes back!

July, 1947

BEACH-HEAD II is a true "Head-to-Head", two player multi-sequence game that allows you to play against another person or the computer. You can choose to play either of the following characters:

Player 1 : The Allied Commander (J.P. Stryker)

Profile: Youngest man ever to reach rank of Chief Commander. Fought courageously during World War I and was awarded the Medal of Honour for heroism. Quickly rose through the ranks during the war and gained respect and admiration from his colleagues for his integrity and leadership abilities.

Player 2: The Dictator (known as "The Dragon")

Profile: Evil, bloodthirsty, power crazed maniac. Fought savagely against the allies during World War II in the Pacific, disappeared and formed his own renegade army after the war. "The Dragon" demands (and gets) blind obedience from his followers who worship him as a demigod. He is a brilliant military tactician who has been trapped and outnumbered in battle many times, but has managed to turn the tables on his opponents through cunning and ruthlessness. His current objective is to obliterate the forces that gave his army a stinging defeat and destroyed his fortress.

Sequence I "Attack"

OVERVIEW:

Allied forces have moved inland by helicopter and are ready to begin their assault against "The Dragon's" sanctuary to rescue men captured during previous battles. The full weight of the Dictator's arsenal will come to bear on Allied troops in a war of attrition.

ALLIED CONTROLS IN SEQUENCE 1

The Allied control of the helicopter in the background as the scene starts. The controls of the helicopter are as follows:

Pushing the joystick LEFT or RIGHT will move the helicopter left or right.

Pushing the joystick FORWARD will increase the height of the helicopter.

Pushing the joystick BACK will decrease the height of the helicopter.

Pushing the FIRE BUTTON will release the paratroopers to begin their assault.

If the helicopter is too low the parachutes will not have enough time to open, so killing the paratroopers.

After the paratroopers have landed they will advance to that first wall.

The helicopter cannot move towards you and cannot be hit by the machine gun, but the airborne paratroopers can be hit.

Make sure when dropping paratroopers that you distribute them as evenly as possible (a maximum of six behind each section of the first wall). Placing more than six behind any wall will overcrowd that area causing the extra men to desert, leaving you short-handed.

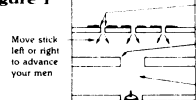
On the three skill levels the number of paratroopers is varied. On EASY skill level 124 paratroopers are available. On FAIR skill level 16 paratroopers are available and on HARD skill level the number of paratroopers available is 8.

After your men have reached the first wall, they must then advance to the second wall. The control sequence is as follows:

- a) Press the FIRE BUTTON to stage your men.
- b) Move the joystick LEFT or RIGHT to advance them to the second wall.

The white indicator light determines which wall they will be taken from (Refer to Figure 1).

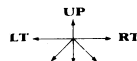
Figure 1



The men that reach the second wall will try to scramble to safety, out of reach of the machine gun. If a single man gets past the gun, he will be able to blow the door and thus proceed to the next sequence. If any soldiers reach the second wall they will be joined by reinforcements which will double the number of men.

All your men, however, will have to challenge the gun. The control sequence for this segment is as follows (Refer to Figure 1):

- a) SELECT A WALL by pressing the FIRE BUTTON when the indicator light is on for that wall. Move the joystick left or right to turn off the light and activate a man behind the wall. If the light does not stop alternating then there are no more men behind that section of the wall.
- b) CONTROL YOUR MAN. He is just behind the wall that you have selected. His controls are as follows:



Press the FIRE BUTTON to throw a grenade.

The men cannot retreat at a diagonal, but they may charge at a diagonal.

c) SEND A MAN OVER THE WALL (OPTIONAL). You may send a man over the wall to act as a diversion and draw enemy fire. This man is completely computer-guided and counts the same as your controlled man. (If he makes it, of course).

To send a man over the wall you must position your computer controlled man behind the wall and press the FIRE BUTTON. If nothing happens then there is no one behind the wall but your controlled man.

d) THROW A GRENADE. Destroying some of the machine guns will significantly enhance your score. Your controlled man can throw at anytime, but his feet must be within the "grenade window" to score a hit. (See Figure 1). The size of the "grenade window" is reduced as the skill level increases.

When all men have faced the gun, the sequence will end. If at least one man has made it past the gun the game will continue and move on to the next sequence.

DICTATOR CONTROL IN SEQUENCE I

The Dictator controls the machine gun in the foreground. The joystick controls the direction of the fire (left, right, up and down). To fire the gun push the FIRE BUTTON on the joystick. When the bullets are fired you will see the tracer effect of each shot leaving the barrel. There is no limit to your supply of ammunition. Firing your machine gun slows the rate of movement of the gun. Because of this, it is better to stop firing when you need to quickly move the machine gun to another target.

Your score is based upon the number of soldiers killed. The machine gun cannot hit the helicopter but can hit the parachutes. Obviously the closer the Allied soldiers are the easier they are to hit.

The Allied men can move out of range of the machine gun by moving past the front wall to the extreme left or right. If they reach these points you will not be able to stop them unless they come back into range. If no Allied men make it to safety, the game will end.

Notes

If ANY ALLIED SOLDIERS reach the second wall they will be joined by reinforcements which will double the number of men remaining.

Sequence II "Rescue"

OVERVIEW:

Allied forces are inside the sanctuary and are attempting to rescue the hostages. "The Dragon's" men are low on ammunition but are still determined to prevent the rescue of the hostages. The hostages face the formidable task of having to cross the open courtyard with "The Dragon's" men throwing anything they can find at them.

ALLIED FORCES:

The Allies have captured the Dictator's machine gun to protect the hostages as they come out. The hostages will appear on the far left of the screen and attempt to cross the courtyard to a point where the helicopters are waiting to take them off. Your mission is to protect the ten hostages from "The Dragon's" men.

"The Dragon" has four weapons which can stop the hostages: one soldier dropping stones from the top of the wall, one man who can place mines through trap doors along the hostage pathway, a tank which has no shells, but which comes straight at a hostage in an attempt to run him down and finally a truck with a small calibre machine gun which can shoot the hostages.

The tank must be hit behind the small box located in the middle of the tread. The truck must be hit in the window and the men must be hit directly.

When the hostages are on screen they can be speeded up by shooting either of the three doors along the wall of the compound. Your machine gun fire can accidentally hit the hostages, but it will not harm them. They will however stop for a moment, and then resume at a slower speed.

Remember, the machine gun moves quickly when the fire button is pressed.

THE DICTATOR

The Dictator controls the following four weapons:

Soldier on top of the wall

To use this soldier, push the joystick FORWARD. With the stick in the position, move it RIGHT or LEFT. This controls his movements along the wall. This soldier is now under your control. When he is in proper position over the hostage, the soldier can drop objects to stop the prisoner. This is performed correctly much the same as the joystick FORWARD and press the FIRE BUTTON to lift the object. Once his arms are extended push the joystick FORWARD and press the FIRE BUTTON again to release the object. If the soldier is shot he will be replaced after a short delay.

Tank

To deploy the tank push the joystick to the RIGHT and press the FIRE BUTTON. Once the tank has started moving it is computer controlled. Every time a tank is destroyed a new tank can be deployed by following the same procedure. The only time a tank cannot be deployed is if the hostage has passed the door farthest to the right.

Truck

The truck can be deployed by pushing the joystick LEFT and pressing the FIRE BUTTON. Once the truck has started moving it is computer controlled. When a truck is destroyed another can be sent by following the same procedure. The hostage must have passed the door farthest to the left before the truck can be activated.

Trap Door

To use this soldier PULL BACK on the joystick. With the joystick pulled back move it LEFT or RIGHT to move the trap door along the ground. When you wish to set a mine PULL BACK on the joystick and press the FIRE BUTTON. A mine will then appear and set a land mine in the hostage's path. If the trap door soldier is hit he will be replaced after a short delay.

Note:

The best strategy for the Dictator is to keep as many items on the screen as possible. This keeps the Allied gunner occupied. For example, once a truck or tank has been destroyed you should immediately deploy another. Co-ordinate your use of the trap door soldier and the soldier on the wall. The key to success is keeping the machine gun moving around and busy.

Sequence III "Escape"

OVERVIEW:

The rescue helicopter now must get the hostages off the island by running "The Dragon's" gauntlet. In addition to an automated defence system, "The Dragon" controls the tanks on screen. There are four helicopters. Each is capable of taking all or some of the prisoners out. The Dictator, however, determines which level of difficulty each helicopter will face. There are four directions in which the helicopter can travel (North, South, East and West). Each of the courses are different, some being more difficult than others. Each course can only be flown once. For example, if you try to take out all the hostages on the first run and the Dictator selects a difficult course the chances of making it are slim. However, if you do escape you will be awarded a number of bonus points.

DICTATOR

The Dictator controls the course of the individual escape run and the tanks located throughout the enemy terrain. The player must be ready to move his tank into position as soon as it becomes visible on the screen. The tank must be used up directly in front of the helicopter to destroy it. When you are properly lined up push the FIRE BUTTON to fire a shell at the helicopter. Tanks are located throughout the escape run.

Note:

It is the Dictator's advantage to prevent his opponent from seeing the course selection.

ALLIED FORCES:

You must select the number of hostages for each helicopter by pushing the joystick BACK or FORWARD. Press the button when the helicopter is loaded, and the engine will start. To fire the helicopter rockets push the FIRE BUTTON. To get past walls you must fly through the opening. You CANNOT FLY OVER THE WALLS.

Sequence IV "Battle"

OVERVIEW:

Before "The Dragon" invaded the island, the bastion he chose as his sanctuary was an ancient temple where islanders would worship their gods. Underneath the temple is a series of caves. These caves were used in ancient times for combat between natives in ritualistic ceremonies.

Commander Stryker has finally tracked down the Dictator in his last hiding place. Far beneath the sanctuary, the stage is set for a showdown between madman and liberator - only one will survive.

ALLIED AND DICTATOR CHARACTERS:

The only weapons remaining are heavily sharpened sticks known as poomtas. The poomtas were used by natives in

ceremonies long ago. The natives would stand across from each other and attempt to knock their opponent off his platform by hitting him with a pounta. If the opponent was hit enough times it often caused unconsciousness and death. "The Dragon" has challenged Stryker to a final contest of superiority. The players are isolated on platforms and face each other across an underground river. To control movement along the platform push the joystick **BACK** or **FORWARD**.

Both players can jump or duck to avoid being hit. To jump push the joystick towards the cave wall. To duck push the joystick towards the water. When you feel you are in the proper position to throw the pounta push the **FIRE BUTTON**. You can control the direction of travel by doing the following:

Straight Throw – Push the **FIRE BUTTON**.

Curved Throw – Push the **FIRE BUTTON**. When the throwing motion has started push the joystick **BACK** or **FORWARD** in the required direction and then release.

The battle will be fought over five rounds. A round ends when a player has been hit four times. After each round the score will be displayed. To start a new round push the **FIRE BUTTON**. In addition to points scored for each hit a player can get bonus points for winning by a blitz (4 – 0 round).

Scoring Tips

In general, higher scores will be obtained at higher player levels.

ATTACK SCENE

ALLIES: can significantly increase their points total by throwing grenades and destroying the gun.

ESCAPE SCENE

ALLIES: points are awarded for objects destroyed and hostages saved.

DICTATOR: his only opportunity for points comes by destroying the chopper and any hostages on board.

ALLIES – CBM 64/128

Points are awarded for objects destroyed and hostages saved. During the scene, three different difficulty levels are encountered. Points awarded at the levels 2 and 3 will be two and three times higher than level 1. A player is given 7 chances to make the run at each level, thus six total runs are possible. A confident pilot may choose to crash intentionally at the end of the first try in order to have another run at more objects. On the board hostages are lost only if the pilot falls at the second attempt.

DICTATOR – CBM 64/128

His only opportunity for points comes by destroying the chopper and any hostages on board. The difficulty on the run has the reverse effect on the Dictator's points. Points awarded at levels 2 and 1 will be 2 and 3 times higher than level 3.

Getting Started

CBM 64/128

As the game loads you will be presented with a title screen

followed by the menu screen. Follow the instructions below:

- At the menu screen press **STOP** on your cassette deck (Important).
- Zeroise your tape counter.
- Press **F1** and a sub-menu will appear of the various screens to load.
- Press **F1** and follow screen instructions.
- The border will flash and the computer will then load the screen.
- Press **STOP** on your cassette deck (Important).
- Note the counter reader.
- Press the **CTRL** key and you will return to the menu screen.

Repeat steps above but selecting the different screens in sequential order (F3, F5) and noting the tape counter readings.

You will now have noted all the counter readings and will be back on the menu screen ready to begin play.

N.B. If you have problems calibrating the tape it is possible to use an audio cassette player. Insert the cassette and turn up the volume. Press **PLAY** and listen for the blank sections of tape noting the tape counter readings.

SELECT LEVEL:

When the title screen is displayed, select one of the following keys to start the game. For one player press **F1, F3** or **F5** to select levels one, two or three. For two players press **F2, F4** or **F6**.

SELECT PLAYER MODE (NORMAL OR PRACTICE):

Normal: Normal play is to play each screen in the pre-set order they appear on the tape. A player may choose to play either side of almost any screen by picking up the appropriate joystick as a new screen starts. If you do switch sides during play, your score for each screen will be kept on the side you play. In Single Player Mode, the "ESCAPE" screen can only be played on the Allied side.

Practice: In practice mode you can choose any screen on the tape and try to improve your play before you play all through the game as normal. A single player can play either side (the Allies or Dictator) by simply moving the appropriate joystick when the screen appears. The computer will automatically take the opposite side. In Single Player Mode, the "ESCAPE" screen can only be played on the Allied side.

Select Joystick: The joystick in Port 1 controls the Dictator. The joystick in Port 2 controls the Allies. If you are playing against the computer, wait until the screen appears, then move the stick with which you wish to play. (This does not apply to the "ESCAPE" screen where the computer must play the Dictator).

OPTIONS

Score: You may observe your score by pressing **S** from the title screen and following on-screen instructions.

Demo:

From the title screen you may demonstrate any screen which is already loaded by pressing **D**. During demo you can play against the computer (on level 3) by taking control of one of the sticks at any time. **N.B.** you must have loaded a screen before demo is operable. The program will self-demo if left inactive for a period of time. You may return to title screen by pressing **CTRL**.

High Score:

The highest score attained during any play is stored on the title screen.

Abort Feature:

If you wish to cancel the game, you may return to the "Menu Screen" screen by pressing the **CTRL** key.

Voice Suppression:

Press **O** for **OUT** or **I** for **IN** during the screen to control voice suppression.

All game-play on each screen is described in detail in the section beginning **SEQUENCE I – "ATTACK"**.

SPECTRUM

After the game has loaded you will be presented with a title screen.

Pressing any key during the title screen or demonstration mode will bring up the menu screen.

There are three status bases: one displaying the choice of Allies or Dictator, or if a two player game has been selected, another displaying the skill level and finally the largest, displaying the current control option for the Allies (A-) and the Dictator (D-).

Further to this, there is a list of keys which perform various functions when pressed:

S – to start play.

P – to toggle the choice of Allies, Dictator or two players

L – to alter the skill level (this loops through easy, fair and hard)

C – to go to the controls editor.

CONTROLS EDITOR

When **C** is pressed during the menu the controls editor will appear. Player 1 is given the opportunity to redefine his control keys or select a joystick. There are three function keys shown: **ENTER** when the new selection is complete; **J** to select a joystick (continue pressing to loop through option); or **Dto** define the keys. When redefining keys a cursor will flash beneath the key to be defined, just press the key you wish to define.

Note 1: When a two player game is selected, Player 2 has the opportunity to use the controls editor after Player 1 has pressed **ENTER**.

Note 2: The game hold button is defined as **H**. This cannot be changed nor can either player define **H** as a control key.

Note 3: In a one player game, Player 1 has complete freedom to select any control key except **H** and **T**, but in a two player game either player may not select a key already selected by the other.

Note 4: With a Sinclair ZX Interface 2 the port to be used is indicated by **LHS** (Left Hand port) and **RHS** (Right hand port).

Note 5: During play the game can be aborted at any time by pressing **T** and **H** (T must be pressed or the game will HOLD).

"SIGNING ON"

When you press **S** to commence play you will be asked to input your name. Simply type in your name up to 8 letters. There is a delete facility using the Spectrum delete key or the Spectrum Plus delete key.

When you complete the process press **ENTER**. The computer will now initialise the screen.

AMSTRAD CPC Controls

Keyboard

Q – Up, **A** – Down, **O** – Left, **P** – Right.

SPACE – Fire.

Joystick – As normal.

SKILL Levels;

	LEVEL 1	LEVEL 2	LEVEL 3
One Player Keys	1	3	5
	2	4	6

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Please read thoroughly before beginning.

RAID OVER MOSCOW is a multi-screen action game which requires different skills and provides new sequences as you progress through the game. As squadron commander of the U.S. Defence Space Station, you will lead your commandos on a virtual suicide mission. You will attempt to stop the nuclear attack. If your force is successful in knocking out the Soviet launch site, you must go into the city of Moscow itself. Armed with only the weapons you can carry, your commandos lead an assault on the Soviet Defence Centre.

Playing Instructions

SEQUENCE I – SAC HEADQUARTERS

The opening sequence is a world overview from Strategic Air Command Headquarters (SAC). This computer overview alerts U.S. Commanders of any nuclear activity. When a Soviet launch has occurred, the launch point will turn white on the screen. The computer then immediately identifies the launch site, the target, and time to impact. The Soviet Missiles will be identifiable on the screen as a small cluster of white dots heading toward the U.S. Above the Earth is a white figure which is the U.S. Space Station equipped with Stealth Fighter Aircraft. After a launch has been detected, you may enter the space station by pressing the **FIRE BUTTON** (SPACE BAR C64 version).

SEQUENCE II – DEFENCE TACTICS

Once inside the space station, fighter pilots will begin to scramble to their aircraft. Each pilot must take his plane out of the station. Because the aircraft is in a semi-weightless condition, control is handled by three thrusters and the main engine.

Pushing **LEFT** or **RIGHT** on the stick will rotate the aircraft to the left or right, thus controlling the direction that you are facing.

Pushing the button will fire the vertical thruster, which will raise the aircraft off the launch deck.

Pushing **FORWARD** on the stick will fire the main engine causing the aircraft to accelerate in the direction it is facing.

Once moving in a certain direction, the only way to slow your speed is to rotate (by pushing **LEFT** or **RIGHT**) until you are flying backwards, and then fire the main engine (push **FORWARD** on the stick).

Gravity is very slight, and you will gradually begin to fall back to the deck unless you press the button occasionally to maintain your altitude. If you hit the launch deck too hard your craft will be destroyed.

Opening the Hangar Doors is accomplished by moving backwards once your aircraft is off the hangar deck (Amstrad/Spectrum versions) or press **F7** (C64 version). (The door will stay open only for a short period of time!) Once outside the space station, the screen will switch to the overview. Your craft will be identified by a flashing white dot. At this point, you must decide either to attack the launch point (identified by the white launch site) or to take more planes out of the station. If you decide to attack, guide your craft by the joystick to the target.

Note: Taking More Planes Out

The advantages to taking more planes out is that if you lose one you will not have to come back to get another plane from the space station. One point at which your last one was destroyed. If you wish to bring additional aircraft out of the station, press the **FIRE BUTTON** (Amstrad/Spectrum versions) or the **SPACE BAR** (C64 version) and follow the same procedure as before.

Strategy Tip

Once the launch sites are destroyed (explained in next two scenarios) all remaining aircraft will go back inside the station. Each time you attack a new city and destroy the launch site, you will have to go back inside the hangar. Because of this, take out only the number of aircraft you believe will be required to destroy one launch site. This will save time and allow you a better chance to destroy the site before the missiles hit U.S. targets.

SEQUENCE III – ATTACK RUN

Now that you are in Soviet airspace, you begin your attack run on the Soviet launch sites. In order to reach the launch sites, you must first make a run through enemy territory to reach the missile silos. To avoid Soviet radar, your craft will have to fly at a very low level, and this allows Soviet ground defence a chance to shoot you down. Various defence weapons will appear as you travel. Each of these are worth points. Beware of Soviet heat seeking missiles, which will come up from behind you. When you see them coming from behind, fly as low as you can to the ground. Once they have flown past you, shoot the missile down for additional points.

Attack Run Controls: The controls for this scene are similar to the controls for a jet aircraft. Push **LEFT** to bank left, **RIGHT** to bank right. Push **FORWARD** to advance and pull **BACK** to climb. (Some people find it helpful when playing this scene, to face the right as if they were actually sitting in the aircraft).

After the run through enemy territory is completed, prepare to destroy the launch silos.

SEQUENCE IV – THE MISSILE SILOS

Once you reach the missile silos, check the control panel to see how much time before the missiles hit the U.S. In this scene there is one main control silo surrounded by four launch silos. Control of your aircraft is the same as the attack run.

Move joystick **LEFT** to move left.

Move joystick **RIGHT** to move right.

Push **FORWARD** to dive.

Pull **BACK** to climb.

Each silo has a small window which you must fire a rocket through in order to destroy it. When you are properly lined up with the target either your aircraft will turn blue (Spectrum & Amstrad versions) or the lights will light up and you will be informed that you are "ON TARGET" (C64 version).

As you attempt to line up on a target, the silo defence system will fire. You can avoid the enemy rockets by moving left or right or moving up or down. The elevation of the enemy rocket is set at the same elevation as your aircraft at the time of firing.

The Centre Silo is the control silo. The nuclear missiles launched are controlled from this point.

When this silo is destroyed the missiles can no longer be controlled and cannot be detonated. This silo can be destroyed first if time is running out, but when it is hit the attack will stop and you will switch back to the computer overview. The side silos of the Control Silo are worth high points. In addition, when you destroy one of these silos, you will be awarded an extra aircraft (you may have 9 aircraft maximum). If you destroy all the silos in the scene, extra points will be added to your score.

As you attempt to destroy the silos, enemy aircraft will enter from the left and try to shoot you down.

Note: Pay close attention to the "Time to Impact" heading on the control panel. If time is running out, you may want to attack the main control silo first. However, because each silo is worth an extra plane and a considerable amount of points, destroying all of the silos will greatly enhance your score.

SEQUENCE V – THE SOVIET DEFENCE CENTRE

You will not be allowed to attack the Soviet Defence Centre in Moscow until you have destroyed each of the three perimeter launch sites at Leningrad, Minsk and Saratov. After the last perimeter site is destroyed, you will make a final attack run into the city of Moscow. Your mission is to blow up the Defence Centre. If you are successful, you will see Soviet military strength back ten years!

The scene opens with a U.S. Commando in a trench behind a stone wall in front of the Defence Centre. To control movement from side to side move the joystick **LEFT** and **RIGHT**. Moving the joystick **FORWARD** and **BACK** controls the elevation of the rocket launcher on the shoulder. Once a target is lined up, use the button to fire.

Targets: Soldiers are located on the walls on both sides of the Defence Centre. These soldiers will fire at you, so it is imperative not to stay in the same position for very long in the trench.

Secondary targets include all of the towers on the buildings. These can be destroyed to increase your score.

Other targets are the doors located directly ahead of you. One of these doors is an entrance into the reactor room (the next scene). While the other doors will change colour (red – C64, Blue – Spectrum, Black – Amstrad) this door turns white. The door is randomly selected and will be different each time.

Enemy tanks will come out of side doors and try to stop you. Again if you stay in one position too long you're likely to get blasted.

Entering the Reactor

Once all the soldiers are eliminated, the tank destroyed, and the door opened, you will progress into the next scene. Remember, however, that all the towers on the building can be destroyed for additional points.

Once a soldier is shot off the wall, he will be replaced after a certain amount of time. Keep this in mind when you are playing because you will not be able to progress to the next scene until the white door is exposed and there are no men or tanks in the scene.

SEQUENCE VI – INSIDE THE REACTOR ROOM

Now that you have penetrated inside the Soviet Defence Centre, and are inside the nuclear reactor chamber, which is the power source of the Screen.

Description of the Screen

A maintenance robot will travel from side to side injecting coolant into the cells to keep the reactor temperature stable. If the cooling process is interrupted, the reactor will overheat and become unstable. The system will gradually reach critical mass and explode.

Your objective is to sabotage this operation by neutralizing the maintenance robot.

The robot has defence capabilities and will be able to sense your presence inside the facility. He will begin automatically firing at you. In addition, he is invulnerable to a frontal attack. The robot does have an Achilles heel. If the robot is hit from behind, the control circuits can be damaged and it can eventually be destroyed.

Because the robot maintenance area cannot be penetrated, your weapon is a small disc grenade. To hit the robot from behind, your disc must be bounced off the rear wall of the facility.

To help you get the proper angle you also have a laser beam guidance system. This appears as a small black dot on the back wall. To adjust the guidance system, push **FORWARD** on the joystick to move right and pull **BACK** to move the target left.

To move your commando push the joystick **LEFT** or **RIGHT**. When your commando and disc are properly lined up, push the button of the joystick to release the disc.

You have only a certain number of discs and men. You can retrieve your discs by catching them before they pass you. Each time a disc hits the robot, that disc is lost. You are awarded an extra disc when a robot is destroyed. To catch a disc, you must move your man directly in front of the disc as it comes towards you. Each robot will require four hits from behind to destroy it. More than one robot will need to be destroyed to accomplish your mission. The number of robots which must be destroyed is as follows:

	Amstrad Version	C64 & Spectrum Versions
Level 1	2 Robots	2 Robots
Level 2	3 Robots	4 Robots
Level 3	4 Robots	5 Robots

In addition each time you hit the robot, it moves faster and becomes more aggressive. The number of men you have in this scene will be determined by how successful you have been throughout the game. Once you are out of men, the game is over. If you run out of discs, and you still have men left, you will have to go back outside to the previous scene (Defence Centre) and battle back inside in order to have more discs.

In some cases, you may want to sacrifice a man in order to save a disc. If the disc is still on the screen when a man is lost, the disc will be saved.

After the next to the last robot is destroyed, the final robot offers up a big problem. This last robot is so aggravated by your presence that he neglects the reactor, which is already unstable. This will cause the reactor to go critical. On the right edge of the screen is a time that will show the amount of time to ETMC (Estimated Time to Critical Mass). At critical mass the reactor will explode taking the Defence Centre with it. Whether you escape alive or not will be determined at this point. If you destroy the robot with enough time left to make it to your plane, you will survive. If not, we will notify your family.

SCENE VII – THE FINAL CHAPTER

This scene will let you know if your mission is entirely successful. If you escape, you will be awarded considerable bonus points.

Additional Features

C64/SPECTRUM ONLY

Pause Feature

To stop all action and "Freeze" the game, simply press the **HALT** key. To continue, press the same key again.

Abort Feature

To cancel the game and return to the Hall of Fame press **SPACE** and **CAPS SHIFT** together.

Automatic Demo

If left unattended for some time the game will go into demo mode. Under demo the computer will briefly display all of the major action screens. You may initiate the demo from the menu by pressing **G**.

Joystick/Keyboard Commands

C64 VERSION

Joystick

Raid over Moscow requires that a joystick be plugged into control Port 2.

Reviewing the Game Scenario

Midway through the loading process, the program will pause and allow you to review the game scenario. You have the following options:

- Option 1 – Press **RETURN** to view the scenario. Use **SHIFT** to halt the scroll. Use **RETURN** again to restore the scenario.

- Option 2 – Press **/** to finish loading the game.

Level Selection

After the game has finished loading, the title screen will be displayed. Press **F1, F3** or **F5** to select levels one, two or three respectively.

Filter Adjustment

You may adjust the sound filter settings of the game to provide the optimum sound for your computer. Press **F** while in the level selection screen. You will then have the following options:

F1 increase filter settings (you should increase the settings if some sounds are too loud while others are soft and muffled).

F3 decrease the filter settings (you should decrease the settings if some sounds (i.e. explosions) are too bright or brassy sounding).

F5 test the sound. (The sound you hear is one of the main explosion sounds in the game.)

SPECTRUM 48/128 VERSION

Using the Menu

The menu screen displays three status boxes: 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 perform various functions:

- S** to start.
- I** to go to the instructions pages.
- L** to change skill level (this loops through "easy", "fair" and "hard").
- D** to define the game keys – you are asked to press your key selections with the option to reselect should you make an error.
- J** to make a joystick selection (keep pressing to loop through selections).
- K** to choose keyboard.
- G** to start demo mode.

If the machine is loaded and left unattended the game will self-demonstrate.

When you press **S** to start the game you are asked to input your name, which can be up to eight characters. This input routine has an erase facility using the normal Spectrum **DELETE** keys. When you are finished inputting your name press **ENTER** to start the game itself. From now on the program will refer to the player by name.

AMSTRAD CPC VERSION

Press the **FIRE BUTTON** or **SPACE** to select either joystick or keyboard control.

Keyboard Controls

Q – Up, **A** – Down, **O** – Left, **P** – Right, **SPACE BAR** – Fire, **TAB** – Freeze game while held. **ENTER** – Abort Game. Use up and down and fire to select level.

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