

COMMODORE 64/128



BEACH-HEAD is a multi-screen action game which requires different skills and provides new sequences as you progress through the game. You will encounter secret passages, squadrons of enemy planes, shelling from enemy ships, an almost impenetrable enemy held beach and as fortress with a huge cannon that never misses! If you feel you are up to the challenge:

One or Two Players

AC 0011

Manufactured in the U.K.
under licence from the
International Computer
Group by U.S. Gold Ltd.
Distributed by
Mastertronic Ltd.,
8-10 Paul Street, London
EC2A 4JH.

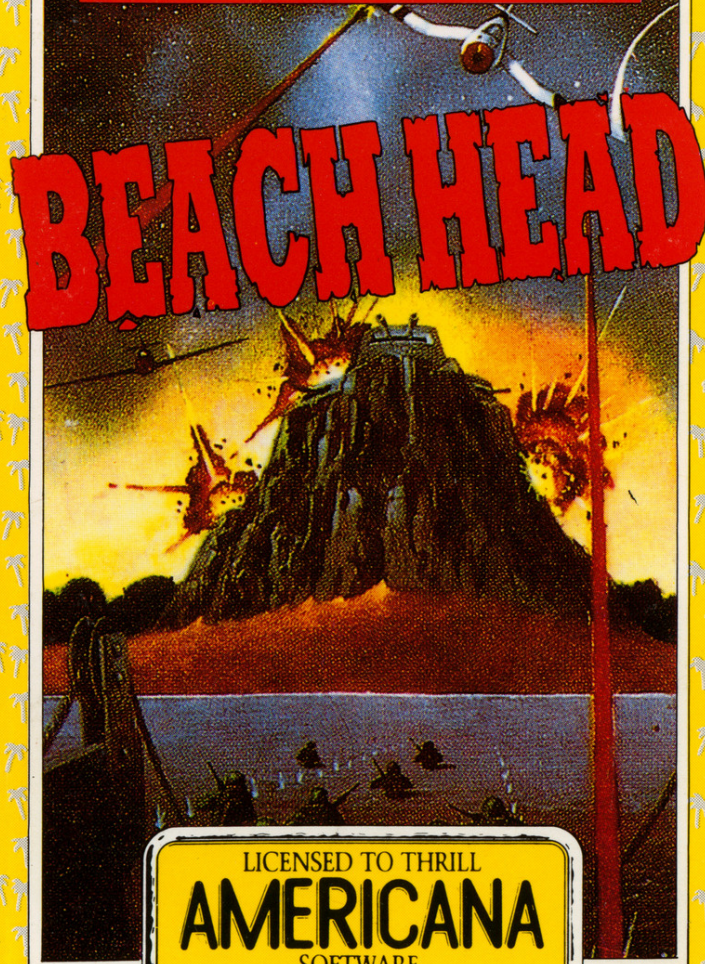


CBM 64/128

BEACH HEAD

LICENSED TO THRILL
AMERICANA
SOFTWARE

COMMODORE 64/128



LICENSED TO THRILL
AMERICANA
SOFTWARE

COMMODORE 64/128

LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP.

Choose skill level by moving cursor and pressing FIRE to select.

CONTROLS

Joystick only plugged into port 1.

AERIAL RECONNAISSANCE

Manoeuvre your fleet using the joystick. Choose between the Hidden Passage, on the outer edge of the peninsular, or a Frontal Assault though the main channel.

THE HIDDEN PASSAGE

Here use joystick to turn left or right, push forward to increase speed, pull back to slow down. Avoid the mines and torpedoes and you may surprise the enemy.

GENERAL QUARTERS

Use your joystick to aim anti-aircraft guns. Pull back to raise and push forward to lower sights.

NAVAL BATTLE

Joystick now controls your heavy guns. You will be told how far long or short you are in metres, each degree of elevation is 200m.

BEACH-HEAD

Each ship you navigate to the harbour carries 2 tanks. Once landed you must avoid the obstacles to reach the fortress of Kuhn-Lin.

KUHN-LIN

You must land ten shells on the fortress to destroy it. However only one target is vulnerable at once. Also the fortress is defended by a cannon that will destroy your tanks.