

Introduction
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 sheeling from enemy ships, an almost impenetrable enemy held beach and a fortress with a huge cannon that never misses! If you feel you are up to the challenge! Joystick or keyboard.
Choose skill level 1-3 by typing appropriate number.

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

The Hidden Passage
Here use the joystick to turn left or right, push forward to increase speed and 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 two tanks. Once landed you must avoid the obstacles to reach the fortess 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.

Game Controls
Z - Left, X - Right, : - Up, / - Down, RETURN - Fire
DELETE/COPY - Pause On/Off, ESCAPE - Abort Game
Plus 1 Joystick Compatible