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INSTRUCTION GUIDE

HEAVY BARREL

™*

Commodore 64®/128®
5¼" Disk
Joystick Required

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MISSION OBJECTIVE

The Impossible — and unthinkable — has happened. Terrorists have seized the underground control complex of a nuclear missile site. It's up to you to infiltrate the installation and eliminate the leader of the terrorist army before they can launch the missiles.

You won't find the job an easy one. The formidable defenses of the subterranean fortress — powerful tanks, treacherous waterways, narrow bridges — are now in the hands of terrorists. And if that isn't bad enough, the only weapon that gives you a chance against the terrorists — Heavy Barrel — is inside the installation itself.

You have one bit of luck on your side — the terrorists don't know that Heavy Barrel exists. Just before the fortress fell, a clever technician took the gun apart, locked the pieces in six different storage lockers, and scattered the keys throughout the fortress. Once you've battled your way inside, you have to find the keys and reassemble the gun.

Brute force alone won't defeat the terrorists. It'll take strategy and resourcefulness. This isn't a job for just anyone. That's why you're here.

INSTRUCTIONS

SYSTEM REQUIREMENTS

To play Heavy Barrel on an IBM PC/XT/AT/PS2 or 100% compatible machine, you need:

- 512K available RAM, or a 640K RAM Tandy 1000
- A single 5.25-inch or a 3.5-inch floppy disk drive
- DOS version 2.0 (or later version)
- Enhanced Graphics Adapter (EGA), Color Graphics Adapter (CGA), Hercules Monochrome Adapter, or Tandy 16-Color Graphics mode
- RGB or monochrome graphics monitor
- Joysticks (optional for one player, at least one required for two players)

GETTING STARTED

There are two ways to load the program into your computer. You can use a floppy or you can install HEAVY BARREL onto your hard drive.

To run the game from the enclosed floppy disk, boot your computer using MS-DOS or PC-DOS. Insert the HEAVY BARREL program disk into Drive A of the machine. Be sure to insert program disk into drive with label facing upward.

- If the A: > prompt is not on the screen, type A: and press the enter key.
- Type HB and press enter.

A prompt appears that asks if you have a joystick connected to your computer.
- Type Y if you do, N if you don't.
If using 5.25'' disks, a message appears that asks you to insert the data diskette.
- Insert the data diskette and press any key.
The HEAVY BARREL title screen will appear.

Note: If the title screen does not appear, try holding down the shift key while booting. The computer will ask you to select the video mode in which you are trying to run the program. Select video mode and press enter. The title screen should then appear.

To start the game:
- If you're using the keyboard to play, press the spacebar.
- If you're using a joystick to play, press the fire button.

(If there are two players, you each need to press either the fire button or the spacebar, depending on whether you're using a joystick or the keyboard.)

To install HEAVY BARREL on a hard disk drive, do the following:
Turn on your computer, if your hard drive is drive C, the C: > prompt should then appear. Insert the HEAVY BARREL program disk in drive A.
- Type A: and press the enter key.
- Type INSTALL A: C: then press the enter key.
After pressing the enter key, HEAVY BARREL will install itself onto your hard disk. If installing from the 5.25'' disks, you will be prompted to insert the data diskette into drive A.
- Insert HEAVY BARREL data diskette into drive A, then press the enter key. The balance of the install will take place.

Note: The system must be re-booted after this install.

To run HEAVY BARREL off of the hard disk after booting:
- Type CD \ DATAEAST
- Type HB
A prompt appears that asks you if you have a joystick connected to your computer.
- Type Y if you do, N if you don't.
The HEAVY BARREL title screen will appear.

Note: If the title screen does not appear, try holding down the shift key while loading HEAVY BARREL. The computer will then ask you to select the video mode and press enter. The title screen should then appear.

Caution: You can install HEAVY BARREL on only one hard disk. If you want to install the game on a different hard disk or you need to re-format your hard disk, you MUST un-install HEAVY BARREL from your hard disk first.

To remove HEAVY BARREL from your hard disk:
Insert the original HEAVY BARREL program disk with the label facing upward into drive A.
- Type A: and press the enter key.
- Type INSTALL A: C: /U and press the enter key.
Heavy Barrel will now un-install itself from your hard drive.

CONTROLS

For one player, you can use either a joystick or the keyboard. For two players, you can use either two joysticks or a joystick and the keyboard.

JOYSTICK

Fire button: Fire the machine gun, laser gun, pellet gun, or flame thrower.
Option button: Throw a grenade, use a smoke bomb or the mace.

KEYBOARD

Spacebar or X: Fire the machine gun, laser gun, pellet gun, or flame thrower.
Esc: Pause the game. To resume, press any key on the keyboard (not the joystick buttons).
J: Recalibrate the joystick.
Q: Quit the game and return to DOS.
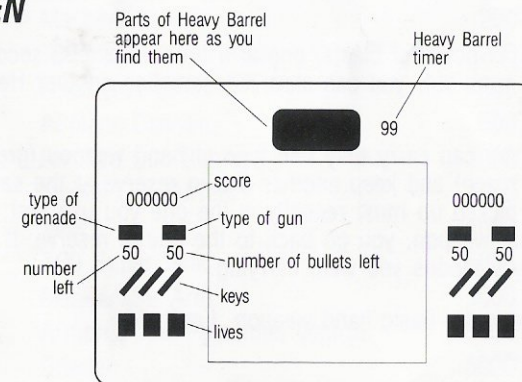**S:** Turn the sound effects on or off.
Z: Throw a grenade, use a smoke bomb or the mace.
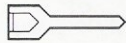
KEYPAD
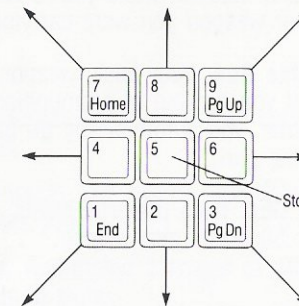
When you're moving in a straight line and you run into a wall or some other obstruction, you'll stop. When you're moving diagonally, you won't stop. Instead, you'll move along the wall or obstruction until you reach the end of it, then resume moving diagonally.
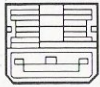
SCREEN

OBJECTS

Keys. You need to pick up keys so that you can open the lockers where the parts of Heavy Barrel are hidden. Terrorists carry the keys. Kill a terrorist, and if he's carrying a key he'll drop it. You can carry only four keys at a time.

Locker. Lockers contain the pieces of Heavy Barrel, weapons, and ammunition. If you have a key, you can open a locker by touching it. The locker disappears and whatever is inside of it becomes visible. To pick up the object, touch it. (Just opening a locker doesn't give you what's inside of it.)
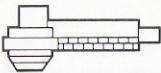
WEAPONS

Fire Arms: You can carry only one type of fire arm (machine gun, laser gun, pellet gun, or flame thrower) at a time — unless you're carrying Heavy Barrel. If that's the case, you keep in reserve the weapon you were carrying when you finished assembling Heavy Barrel, and you automatically go back to that weapon when Heavy Barrel's time is up. You can pick up ammunition for the reserve weapon while you're carrying Heavy Barrel. If you die, you lose whatever weapon you were carrying.
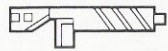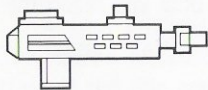
Machine Gun. Your basic weapon. Unlimited ammunition. If you run out of ammunition for any of the other fire arms, you automatically go back to using the machine gun.
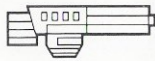
Laser Gun. Fires powerful blasts, one at a time. Limit: 50 blasts per weapon.

Pellet Gun. Fires a spray of five bullets simultaneously. Limit: 50 sprays per weapon.

Flame Thrower. Shoots fireballs, one at a time. Limit: 50 fireballs per weapon.

Heavy Barrel. Super-powerful blasts, one at a time. Limit: 99 seconds. (As soon as the time runs out, you can start reassembling another Heavy Barrel.)

Hand Weapons. You can carry only one type of hand weapon (grenade, smoke bomb, or mace) and keep another one in reserve at the same time. The weapon you picked up most recently is the one you use first; as soon as you use up that weapon, you go back to the one in reserve. If you die, you lose whatever weapons you were carrying.

Grenade. Basic hand weapon. Limit: 50.

Mace. Destroys anyone within reach as it swings in a full circle around you. Limit: 50 uses for each mace.

Super Grenade. Twice as powerful as a standard grenade. Limit: 50 at a time.

Smoke Bomb. Slows down the terrorists' guns and cannons. Limit: 50 at a time.

Other Weapons. You can have orbs or a star shield in addition to your other weapons.

Star Shield. Star Shields circle you at a distance, killing any terrorists they come in contact with. After a time, the stars lose their energy and disappear.

Orb. Duplicates the action of whichever firearm you're using. (You can use an orb only if you're playing with another player.) You can have up to three orbs at a time.

HAZARDS

In addition to the terrorists and their armaments, you need to watch out for these two hazards:

Vermin. Poisonous insects that swarm near Grinders. Death is instantaneous if one touches you.

Doomsday Grenades. Automated barrages of grenades that occur when there are no terrorists in sight.

SCORING

Vermin	100
Terrorist	100
Machine Gunner	200
Terrorist with Jet Pack	200
Fixed Gun Turret	500
Airplane Cannon	500
Fortified Gun Bunker	500
Mobile Gun Turrets	1000
Tank	1000
T-99 Super Tank	5000
Manipulator Arm	5000
Armored Anti-Personnel Vehicle	5000
Grinder	5000

BRIEFING

The Missile Control Complex is made up of six defense perimeters and the Launch Authority Security Area. Each defense perimeter is separated from the next by massive doors of steel-reinforced concrete that are several feet thick. The terrorists have sealed the doors, and the only way for you to get from one perimeter to the next is by blasting a hole through the door. That takes a lot of fire power, so keep some ammunition in reserve at all times. (Some weapons are less powerful than others; when using a less powerful weapon, it will take more ammunition to pierce the door.)

There are guns and ammunition scattered throughout the complex. Pick them up as you need them.

PERIMETER ONE: Surface Defenses

You'll be carrying only a machine gun and 50 grenades with you when you land. The floaters that appear are harmless. You can use them for target practice.

Try to pick up a laser gun, pellet gun, or flame thrower an enemy soldier has dropped. They're all more effective than your machine gun.

Your prime objective — in addition to staying alive — is to find the six disassembled parts of Heavy Barrel. The terrorists — some of them at least — have the keys that open the lockers located throughout the complex. The only way to get a key from a terrorist is to kill him. He'll drop it, then you can pick it up. You can carry only four keys at a time, so if you're in a spot where you can either pick up a key or open a locker, open the locker first, then pick up the key.

Any key opens any locker, but there are more lockers than keys, so use the keys you find wisely. Not all the lockers contain parts of Heavy Barrel. Some contain weapons or ammunition.

Assemble Heavy Barrel as fast as you can. You can use it for only 99 seconds once you've completed its assembly, but you can start assembling another one as soon as time runs out.

The first terrorists you meet will be on foot. Don't let that fool you. Their cohorts are well hidden and heavily armed. You'll also face tanks, fortified gun emplacements, attack helicopters, and terrorists flying above you wearing jet packs. Keep your head up.

Whatever you do, keep moving. The terrorists have rigged doomsday grenades that can go off at any time without any warning — usually when there's not a single terrorist in sight.

Remember that when you reach the reinforced concrete door you have to blast your way through it. But to get to the door, you need to destroy a T-99 Super Tank.

PERIMETER TWO: Weapons Assembly Area

The second perimeter won't be any fun and games. The worst part is that you have to take a couple of elevator rides to get to the other end. Elevators are bad news because you're a sitting duck — you can move only as fast as the elevator does, and there's no place to hide. You can be sure the terrorists have stationed themselves anywhere and everywhere they can to get a shot at you.

If you make it to the end of the second elevator ride, you'll find one final obstacle separating you from the blast door — a set of hazardous manipulator arms manned by the terrorists. A blow from either of the arms is enough to crush anyone in an instant.

PERIMETER THREE: The Quarry

When you reach the quarry, you'll find a maze of railroad tracks patrolled by machine gunners in coal cars. You'll have to dodge not only the hail of bullets, but also the cars themselves.

The terrorists crash-landed a couple of their aircraft there. The planes will never fly again, but their guns are still deadly.

Guarding the door at the far end of the quarry is an armored anti-personnel vehicle spewing deadly fragmentation devices like confetti.

PERIMETER FOUR: The Maze

The fourth defense perimeter is a maze of stairways. You'll have to zig-zag your way through the terrorists like a quarterback in the Super Bowl. The major obstacle you'll face is not the stairs, the gun turrets, or the vermin, but the Grinder. You'll recognize it when you see it.

If you make it past the Grinder and reach the far end of the maze, you'll need to make your way past three attack helicopters to reach the door that separates you from the next perimeter.

PERIMETER FIVE: The Reactor Area

Perimeter Five is one of the most treacherous. It contains cooling tanks for the spent fuel rods from the nuclear reactor that powers the entire complex.

You'll take an elevator down to a level below the surface. There you'll find you have to make your way along narrow walkways that separate the cooling tanks. The tanks scintillate with Cherenkov radiation produced by nuclear fission still going on in the fuel rods. Don't be distracted by it. You'll have plenty of more important things to watch out for — like the T-99 and the Grinder that are doing a samba at the far end of the perimeter.

PERIMETER SIX: *The Abyss*

The Abyss, the final defense perimeter, leads down to the deepest point in the complex — the Launch Authority Security Area.

You'll first have to make your way past a series of the terrorists' fortified positions. Snipers have climbed to the top of barriers, ledges, and machinery posts — anywhere they can get a shot of you from above. You won't find them easy to deal with.

The elevator ride you take to get down to the command bunker will seem like — and may well be — the longest ride of your life. Once you reach the security area level, you'll have to battle your way past attack helicopters, fortified gun positions, and an onslaught of terrorist commandos to reach the blast door that seals off the command bunker.

LAUNCH AUTHORITY SECURITY AREA

The six defense perimeters that surround the Launch Authority Security Area were designed to stop anything short of a full-scale invasion. The Launch Authority Security Area was designed to stop even that. You can be sure that you'll never retake the Security Area from the terrorists without Heavy Barrel.