BEACH-HEAD II

U.S. GOLD
An American Software

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LOADING

CASSETTE: PRESS CTRL and SMALL ENTER (464).
Press SHIFT, type @ TAPE and press ENTER, (664/6128).
DISK: Type RUN" BHII and press ENTER.

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	1	3	5
keys	2	4	6

INTRODUCTION

Date Line: 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 II and was awarded the Medal of Honour for heroism. Quickly rose through the ranks during the war and gained the respect and admiration of 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 1 "ATTACK"

Overview:

Allied forces have moved inland by helicopter and are ready to begin their assault against "The Dragon's" sanctuary to rescue 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 Allies control 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, thus killing the paratroopers.

After the paratroopers have landed they will advance to the 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). Place 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 24 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.
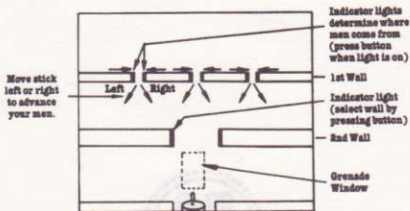
The men that reach the second wall will try to scramble to safety, out of reach of the machine gun. If a single man gets past the gun, he will be able to blow the door and thus proceed to the next sequence. If any soldiers reach the second wall they will be joined by reinforcements which will double 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:
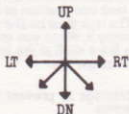
Press the fire button to throw a grenade.

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 start 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 a grenade 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 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 in the Allied soldiers are the easier they are to hit.

The Allied men can move out of range of the mchine 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 unless them they come back into range. If no Allied men make it to safety the game will end.

Note:
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 out. 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 the small box located in the middle of the screen. 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 not 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. When he is positioned correctly push 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 man 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 tank or truck has been destroyed you should immediately deploy another. Coordinate 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 all the hostages out 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 lined 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 openings. 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 showdown between madman and liberator - only one will survive.

Allies and Dictator Control:
The only weapons remaining are heavily sharpened sticks known as poontas. The poontas 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 poonta. 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 poonta 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 playing levels.

ATTACK SCENE

ALLIES: can significantly increase their points total be 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 onboard.