

AMSTRAD/SCHNEIDER

464 · 664 · 6128



The continuing saga pits allied forces against the cruel dictator who escaped the destruction of the fortress with portions of his army and prisoners captured during the land battle.

A true "head to head" two player game with voice simulation and superb multiscreen graphics.

AA 0002

Distributed by
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AMSTRAD

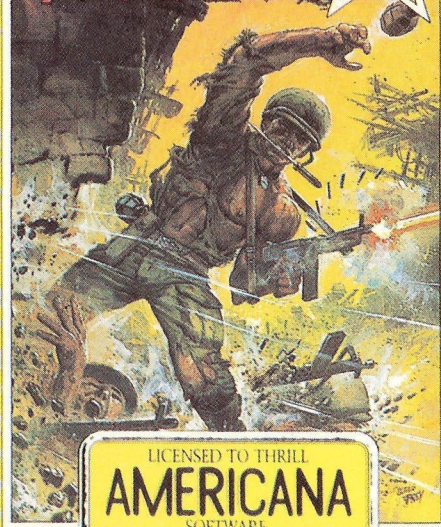
BEACH HEAD II

 LICENSED TO THRILL
 AMERICANA
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LOADING

CASSETTE: PRESS CTRL and SMALL ENTER (664). PRESS SHIFT
Type for TAPE1 and press ENTER. (664/6128)
DISK: Type PUN BHI and press ENTER.

CONTROLS

Keyboard: O = UP
A = DOWN
D = LEFT
P = RIGHT
SPACE = FIRE
Joystick As normal

CONTROL NOTES

The Allies control the helicopter in the background as the score 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 BACK will decrease the height of the helicopter.
PUSHING THE JOYSTICK FORWARD will increase 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 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). Placing more than six behind any wall will overcrowd that area causing the extra men to desert, leaving you short handed.

There are 4 Sequences: ATTACK, RESCUE, ESCAPE, BATTLE.

SCORING TIPS

In general, higher scores will be obtained at higher playing 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.

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