

BUTCHER HILL™

LOADING INSTRUCTIONS

CBM 64/128

Cassette: Insert cassette into cassette recorder. Press **SHIFT** and **RUN/STOP** keys simultaneously. Press **PLAY** on cassette player.

Disk: Insert disk into drive. Type **LOAD"" ,8,1** and press **RETURN**.

Once the title screen has loaded and the drive light goes out, press **SPACE**. The music will fade out and the instructions and credits will appear. If the text moves too fast press the Commodore key to pause and restart it. Press **SPACE** to exit to title screen. The first section will now load. When each section has loaded, the message at the bottom of the screen changes. Press **FIRE** on the joystick to play.

SPECTRUM 48K

Type **LOAD""** and press **RETURN**. Press **PLAY** on the cassette recorder.

SPECTRUM 128K/+2

Use the Tape Loader as normal.

SPECTRUM +3

Disk: Use the Disk Loader as normal.

AMSTRAD

Cassette: Insert cassette into cassette recorder. Press **CTRL** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit.

Disk: Insert the disk into the drive. Type **RUN"DISK** and press **ENTER**.

ATARI ST

Insert disk, turn on computer, the game will then load automatically.

CBM AMIGA

Turn on the computer and insert the disk. Program will load automatically.

KEYBOARD CONTROLS

Keys are user definable except **PAUSE – P**.

Spectrum version **BREAK** key.

You begin with six lives.

SCENARIO

SECTION ONE – THE RIVER

Travel along the river in your inflatable dinghy to one of the three jetties. Your progress will be hampered by natural obstacles such as twists in the river, boulders and reeds. You must also avoid floating mines and a barrage of gunfire from the enemy aircraft.

Fortunately, allied planes are occasionally able to drop first-aid, ammunition and bonus packs. You must steer through the fast flowing river to collect these bonuses.

SECTION TWO – THE JUNGLE

Leaving your dinghy behind, you venture into the jungle, with only your compass* and the knowledge that the enemy village is to the North East. As you make your way through the dense vegetation, you will come across clearings where the enemy forces have set up supply depots. These depots are guarded by enemy forces, you must eliminate them. Under the threat of being overwhelmed you can retreat into the jungle (to do this pull back on the joystick).

With the enemy forces now aware of your presence in the area, beware of sudden reprisals. Should an enemy sniper jump out in front of you, aim your gunsight and shoot.

Watch out for land mines!

SECTION THREE – THE VILLAGE

You have battled your way along the river and through the dense jungle, to the enemy village which is in the shadow of Butcher Hill.

Use your machine gun and grenades to eliminate the enemy soldiers who will be running towards you. Beware of the soldiers who will be hiding out in buildings, shoot at the windows to eliminate them. Alternatively throw one of your grenades to destroy the building.

The game is complete once all of the buildings in the village have been destroyed only then are you the conqueror of BUTCHER HILL.

*Provided bonus compass collected in the River section.

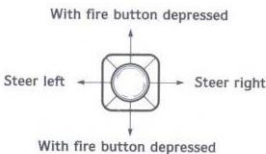
GAME PLAY INSTRUCTIONS

THE RIVER

To move your inflatable dinghy push the joystick forward, left and right to steer. Use the **FIRE** button to shoot mines. While the **FIRE** button is held down your gun sight is visible: keep the **FIRE** button pressed and move the joystick to aim.

You can land at one of three jetties. If you land at the first jetty you will not have collected all of the equipment vital to your mission.

JOYSTICK CONTROLS



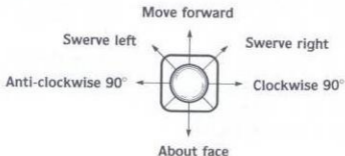
THE JUNGLE

To move forward push the joystick forward. Pull back to about face. Push left to turn anti-clockwise by 90° or right to turn clockwise by 90°. While moving forward, the diagonals on the joystick allow you to swerve. If you have collected the compass in the river section, your current direction will be displayed on the right of the control panel. To shoot hold the **FIRE** button down and use the joystick to aim. When you encounter the enemy soldiers you cannot move until they have been dealt with.

You will come across several clearings. Some clearings are occupied by the enemy. Shooting all of the enemy soldiers gives you extra bonuses of ammunition and stamina. Pressing the **SPACE BAR** will exit you out of any clearing (Spectrum users, pull back on the joystick and press **FIRE**).

(Atari ST and Amiga owners: As time passes, night will fall. Progress at night is very dangerous. If you have collected the image intensifier, by pressing the **ALT** key you will be able to see clearly).

JOYSTICK CONTROLS



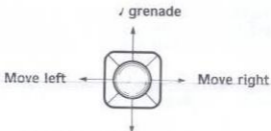
THE VILLAGE

You are allocated a time period in which to complete this section. Your mission is to destroy the enemy camp at the base of Butcher Hill by blowing up the buildings with the grenades. The number of grenades you have depends on how many you have collected earlier in the game. Enemy soldiers will try to escape to bring back reinforcements. Try to shoot them before they reach the front of the screen (should they reach the front, you will receive a time penalty).

Push the joystick forward to throw a grenade. If you hold the **FIRE** button down whilst pushing forward or pulling back on the joystick you can adjust the range of your gun.

Pull back on the joystick to start this section, also pull back to restart if you lose a life.

JOYSTICK CONTROLS



Whilst the fire button is depressed.

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