

# BUTCHER HILL™

## LOADING INSTRUCTIONS

### **COM 64/128**

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.

## 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 windows to eliminate them. Alternatively throw one of your grenades to destroy the building.

The game is complete once all 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

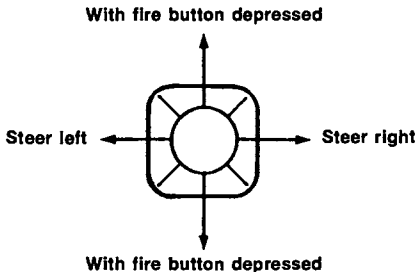
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## THE RIVER

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



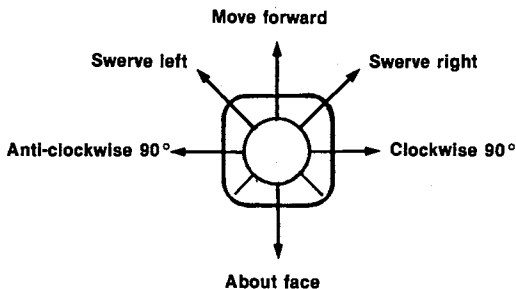
## THE JUNGLE

To move forward push the joystick forward. Pull back to about face. Push left to turn anti-clockwise by 90°. 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.

## JOYSTICK CONTROLS



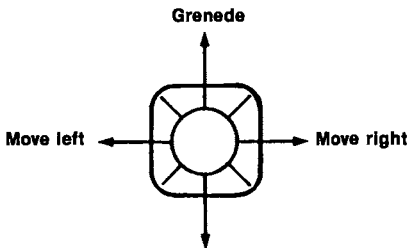
## THE VILLAGE

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.**

**Designed and programmed by Imagitec Design Limited  
GREMLIN GRAPHICS SOFTWARE LIMITED**