

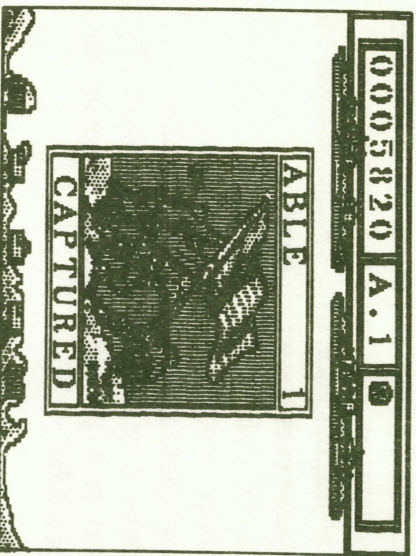
BEACH LANDING™

BY RICHARD HEFTER
AND SUSAN DUBICKI

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When you lower the forward troop door of your landing craft, the three platoons of men will fan out across the sector. When one or two positions are captured within a sector, blue flags will be raised. When a third position is captured, the blue flags will change to American flags.

If your troops have captured a group of sectors near but not next to each other, your blue flags will not change to American flags. You will have to move in again to fill the missing sectors with troops to connect the captured areas.

The troops will fan out to capture and secure the sectors nearest your landing position. Some of the secured sectors may be offscreen to your left or right but will show up as captured when you enter the adjacent area of beach.

You can see the troop concentrations within each sector when you are in the low magnification (scoreboard) mode. A blue flag or an American flag will be displayed on each sector where troops have landed.

There must be a specified number of Amer-

ican flags to complete each round and capture the beach.

ROUND	BEACH	AMERICAN FLAGS
1	ABLE.1	3
2	BAKER.1	3
3	CHARLIE.1	4
4	ABLE.2	5
5	BAKER.2	6
6	CHARLIE.2	7
7	ABLE.3	8
8	BAKER.3	8
9	CHARLIE.3	8

Once an entire beach has been captured and secured, you will see the victory screen, collect bonus points and one extra landing craft, and be moved to the next most difficult beach.

The object of Beach Landing is to capture and secure all the beaches through CHARLIE.3 and to achieve the highest score for the number of troops landed.

HIGH SCORES

At the end of play, your score in relation to the top four scores will be displayed. If your score is not among the top four, it will be listed at position five. The last player's score, or the lowest of the five scores, will always occupy position five on the chart.

After viewing the top scores, enter your name. Then press any key to write the scores to disk and reboot the game.

NOTE: Please don't replace the disk in the drive with another disk until after the scores have been written out.

SOME FINAL STRATEGY

The best strategy to use in Beach Landing is to get your troops onto the beach and to move your landing craft out quickly. That is because your landing craft is a sitting duck while it is perched on the beach. Plan your maneuvers while you are still in the middle of the low magnification mode and

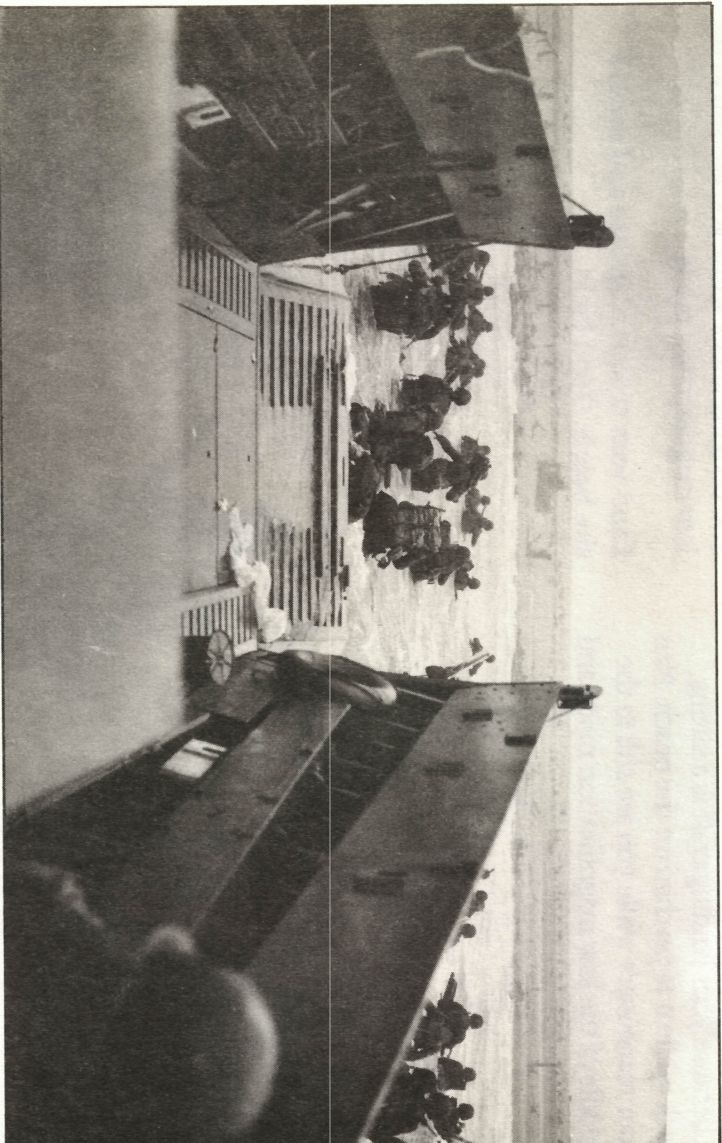
can see where the flags are planted on the whole beach. Then zero in on your target — and move fast. It would probably be in your best interest to practice maneuvering and dodging shells while you are still in the low magnification mode.

Land your troops. Capture and secure the beach. Good luck!



HIT THE BEACH!

Key Beach Landings of World War II



Omaha Beach looms like a smoky inferno as U.S. troops wade ashore. — UPI

"Drop down!" As you hear these words, you crouch down even closer to the cold metal hull of your landing craft. Above, artillery shells whistle through the air, exploding with ear-shattering blasts. Not far away, you can hear the sharp sound of machine-gun bullets slamming into steel. Suddenly someone calls out, "Hit the beach!" and the entire front of your landing craft opens up. You now find yourself plunging forward into the cold surf toward a smoke-covered beach. The man beside you falls facedown — wounded or dead, you don't

know. All you can think about is moving forward toward an enemy you must kill before he kills you.

To many U.S. soldiers and marines in World War II (1939-45), that's what hitting the beach was really like. The war was won in key beach landings at places like Guadalcanal, Omaha Beach, Tarawa, and Okinawa. On these foreign shores thousands of young Americans fought and died to defeat Nazi Germany and Imperial Japan.

You must also be careful that the landing craft is facing the beach when you drop its forward troop door. If the landing craft is parallel to the beach, the troops will not be able to reach the shore.

If your landing craft should run aground, it will try to work free. As it pulls away from the shore, turn the craft hard to the left or right to maneuver it away. This may take a few tries.

Remember, your landing craft is under fire. If it stays too long in one spot, enemy artillery will target in on it and destroy it.

Once they reach the shore, the troops will fan out to capture and secure a section of beach. Do not wait around to watch. Close the forward troop door of your landing craft and turn it away from the beach. Begin to thread your way back to the mother ships for more troops.

The troops you have landed will spread out and plant a blue flag to indicate that they have captured and secured a section of beach. To the left and right of each flag, you will see a blue stake. These indicate that the area has been captured and secured by the troops.

If you land troops on an area that has already been captured and secured, you will not receive points for a new capture.

FRESH TROOPS

To reload your landing craft with troops, you must maneuver it back to one of the mother ships.

As your landing craft moves away from the landing area, the scene will shift into the low magnification mode. Again, you will be able to view the whole beach.

Make contact with one of the orange debarkation ladders at any of the mother ships. Your landing craft will automatically lock on to the ladder, and fresh troops will be loaded.

If you try to land on a beach without having taken on fresh troops, the forward troop door on your landing craft won't open. Your trip will have been in vain.

While moving back toward shore, you can dip in and out of the high magnification mode to avoid oncoming shells or to check out the placement of troops.

If you come to a section of beach where you don't want to land troops, just head back out of that section by pointing your craft toward the top of the screen.

There is no penalty for time used in maneuvering your landing craft.

CAPTURE THE BEACH

To capture and secure an entire beach, such as A.1, your troops must plant a group of American flags that signify sufficient troop emplacement.

Each beach is divided into eight sectors. To capture and secure a sector, three platoons of men must establish footholds within that sector.

OPENING PLAY

You begin the game with your first landing craft at the troop ladder of one of the mother ships. The troops will leave the mother ship and climb on board your craft.

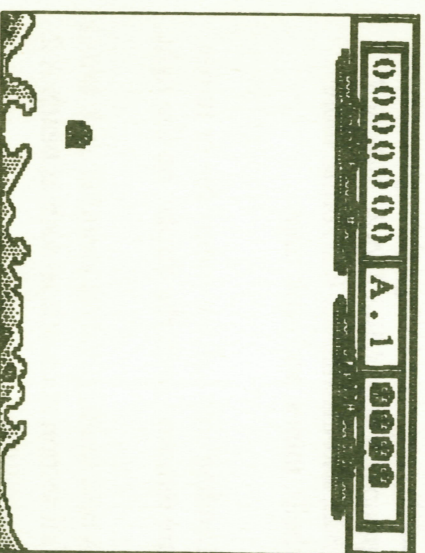
When the troops are loaded, your landing craft will be released. You are now ready to make your first run to the beach.

Come about hard to the right and begin to maneuver your craft toward shore.

The mother ship will provide covering fire toward the beach. These shells cannot harm your landing craft. However, the enemy will be firing at you from the beach. Your landing craft must dodge these shells to avoid being sunk.

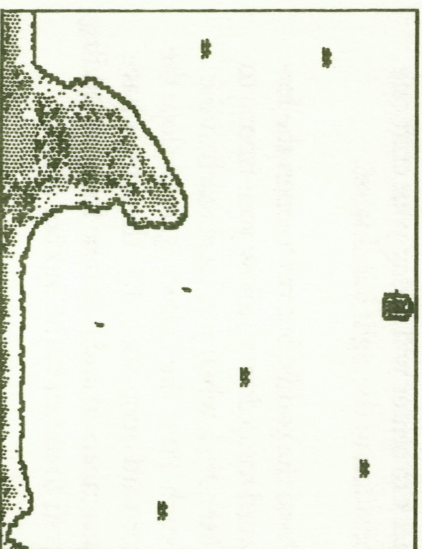
Select a section of the beach on which to land your troops and move toward it.

When your craft is committed to a section of beach, near the bottom of the screen, the scene will shift into the magnified mode. This will be a close-up of the beach section you have chosen.



As you move toward the shore, you must avoid the mines floating in the water.

Be careful not to run aground or become ensnared by the tank trap crossbars off-shore. Keep a watchful eye for the shells being fired at your landing craft.

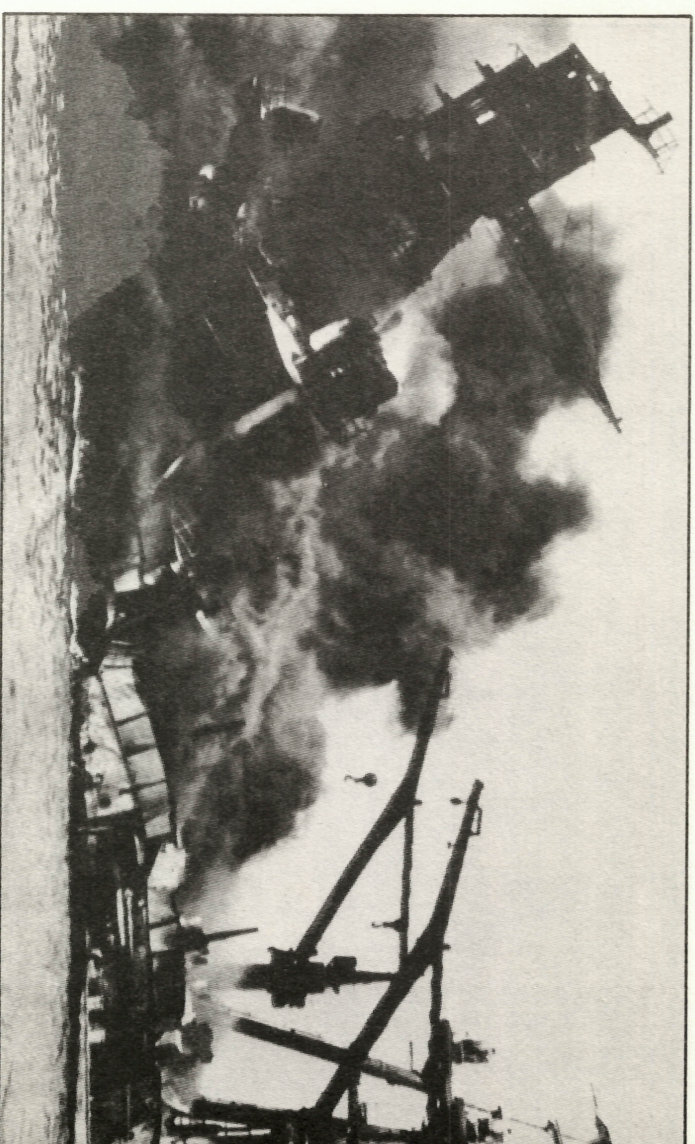


If your landing craft does become tangled in the tank trap crossbars, it will try to work free. While it is backing away, turn the craft to release it. It is very easy for the landing craft to be hit by enemy shells while it is held in a crossbar. So try to get free it as quickly as you can.

When the landing craft is close to the beach — about half a boat length — drop its forward troop door to allow the troops to land.

You must be extremely careful to land your troops close enough so that they can wade ashore, but not so close that your landing craft runs aground.

Troops that are dropped too far from shore will not be able to reach the beach safely.



The smoking hulk of the battleship U.S.S. *Arizona*, hit by Japanese planes — UPI

Pearl Harbor — December 7, 1941

For America, World War II began with a sudden shock — the devastating Japanese attack on Pearl Harbor, Hawaii, the headquarters of the U.S. Pacific fleet. At around 8 a.m. on Sunday, December 7, 1941, groups of Japanese planes, guns blazing, zoomed out of the sky above the U.S. naval base. The surprise was complete — U.S. fighter planes were destroyed before they had a chance to get off the ground. But the major damage was to the U.S. fleet. Black clouds of smoke billowed high into the sky from the burning ships. Five of the eight U.S. battleships were sunk in the attack,

along with many cruisers, minesweepers, and other ships. Nearly 4,000 Americans were killed or wounded.

The next day, December 8, a shocked nation listened as President Franklin D. Roosevelt asked Congress to declare war on Japan. Only a few days later, on December 11, Adolf Hitler, the German dictator, declared war on the United States.

The U.S. entered World War II as a big underdog. Japan's powerful army and navy had conquered a huge empire — comprising much of Asia and nearly all the Pacific islands north of Australia. The Japanese navy was far stronger than what remained of the U.S. Navy. In Europe, Hitler's battle-hardened troops had conquered nearly the entire continent and were plunging into Russia. Only Great Britain, led by Prime Minister Winston Churchill, stood free to defy Hitler's legions.



U.S. marines hit the beach on Guadalcanal during the invasion of the Solomons. — UPI

The Solomon Islands — 1942-43

After the disaster at Pearl Harbor, U.S. military leaders decided that the U.S. had to strike back. But where? They decided to attack the Solomons — a group of Japanese-held islands just north of Australia. Orders were given for a U.S. war fleet to sail south to the Solomons.

The attack began early on the morning of August 7, 1942, when the U.S. fleet under cover of darkness quietly slipped into the narrow sea channel between the five main Solomon Islands. The big guns of the U.S. fleet pounded suspected Japanese positions on the islands. Then Navy dive-bombers

screamed out of the sky, attacking anything Japanese.

It was now up to the marines, who climbed into big landing craft and made a beeline for the shore, ready for a heavy Japanese counterattack. But when the leathernecks reached the beach, they were greeted by something they hadn't expected — eerie silence. Where were the 22,000 Japanese troops?

As the marines cautiously marched inland at Guadalcanal, they got their answer — the Japanese troops were waiting for them. The Japanese had set themselves up in caves and had to be destroyed one by one, cave by cave. Reinforcements for both sides poured in to replace the many dead and wounded, and the fighting seesawed back and forth for months. It was not until February 1943 — six months after the invasion — that the Solomons were firmly in U.S. hands.

PADDLES

Paddle O controls your landing craft. Turn the wheel hard to the left and back to center to swing your craft one position to the left (counterclockwise).



A turn of the wheel hard to the right and back to center will swing your craft one position to the right (clockwise).

Press the paddle button to open the forward troop door to allow your troops to disembark when you have reached the beach. Press the button again to close the forward troop door after the troops have disembarked and it is time for your landing craft to return to the mother ship.

JOYSTICK

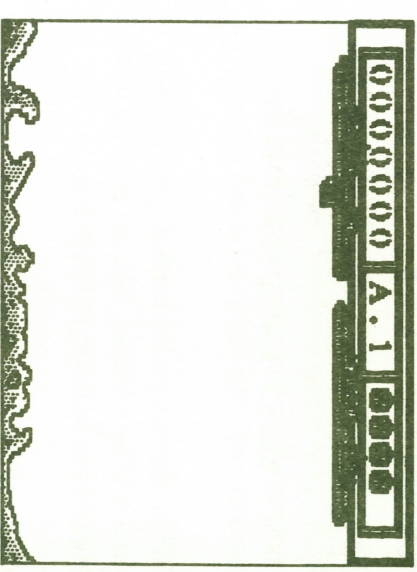
The joystick controls operate like the paddle controls. Move the joystick right (clockwise) and left (counterclockwise) to move your landing craft. Drop the forward troop door with button O. You do not have to pull back to center if you are using a self-centering joystick. Just let the stick snap back.

GAME PAUSE

If you wish to pause at any point during the game, you may do so by pressing the ESC key. Press any key to resume play.

GAME PLAY

Beach landing opens with a long view of the troopships at the top of the screen and the beach at the bottom.



The area above the troopships is divided into three sections. The panel on the left displays your score. The center panel indicates the level of the beach on which you are landing troops. The panel on the right shows the number of landing craft remaining in the game.

The beaches are designated by their level of difficulty in being captured and secured. The first beach is ABLE.1 (A.1). It is the least defended beach. The next stretch of coastline, BAKER.1 (B.1), is more closely defended. It will require more skill to capture and secure. Beach CHARLIE.1 (C.1) is even more difficult to capture and secure. The battle continues to rage through the next group of levels: ABLE.2 (A.2), BAKER.2 (B.2), and CHARLIE.2 (C.2) bring more shells, mines, and tank traps.

Landing craft lost by enemy fire or mines are removed from the display on the right.

A new landing craft is awarded each time a full section of coastline, such as beach A.2, is captured.

HOW TO PLAY BEACH LANDING

THE GAME

Welcome to Beach Landing, an exciting game of strategy and arcade action.

You command a landing craft at the beginning of the invasion of Normandy, France, during World War II. Your mission is to land enough troops along the coastline to capture and secure the beach.

TO BEGIN

Beach Landing will run on any Apple,* Apple II Plus,* Apple IIe,* or Apple IIc,* with 48K and a disk drive.

If you have an Apple IIe or Apple IIc, make sure the CAPS LOCK key is down.

Put the program disk into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed.

Press any key to leave the title display. Press again to leave the credit panel.



You will see the instruction: "CHOOSE K FOR KEYBOARD OR P FOR PADDLE." Beach Landing can be played using keyboard, paddle, or joystick. Use the paddle selection for joystick play.

Make your selection by typing either K or P.


If your Apple does not have the Autostart ROM, you will see the monitor cursor*. Type 6, then type P while holding down the key marked CTRL (6 CTRL P), then press the RETURN key.

THE CONTROLS

KEYBOARD

The **LEFT ARROW**  and **RIGHT ARROW**  keys control the movement of your landing craft. Each press of the key will move your craft one position.

Your landing craft will continue to move in the direction of the last key pressed until you press again.

The **LEFT ARROW**  will rotate your landing craft one position to the left (counterclockwise).

The **RIGHT ARROW**  will rotate your landing craft one position to the right (clockwise).

Use the SPACE BAR to open the forward troop door to allow your troops to disembark when you reach the beach. Use the SPACE BAR to close the forward troop door when the troops have disembarked and it is time for your landing craft to return to the mother ship.

Sicily — July 10, 1942

While the marines were still fighting in the Solomons, the U.S., Great Britain, and other Allied nations were turning their attention to Europe. Though Japan was a fierce enemy, President Roosevelt and British Prime Minister Churchill saw Nazi Germany as more dangerous. Germany and its ally Italy controlled most of the continent of Europe. If the Allies were to defeat Germany and Italy, they had to land troops on the continent.

Roosevelt and Churchill decided that the first beach landing in Europe should be made in southern Europe — on the Italian island of Sicily. The Allies put together a huge invasion fleet, which arrived off Sicily on July 10, 1942. The invasion began with a bombardment of German and Italian positions on the island. Then thousands of British and American troops stormed ashore. They secured a beachhead, then moved inland. Within six weeks, the Allies had driven German and Italian troops out of Sicily, paving the way for an invasion of Italy itself.

D Day — June 6, 1944

Even before the invasion of Sicily, leaders of the Allied nations were planning a much larger invasion of Nazi-occupied Europe — an assault on Hitler's "Atlantic Wall," a series of fortifications along the beaches of France and northern Europe. Hitler boasted that the Atlantic Wall had turned Europe into a fortress — "Fortress Europe" — that no enemy could penetrate.

For over two years, the Allies gathered their forces for an attack on Fortress Europe. They assembled a 3-million-man army in England and 16 million tons of supplies. More than 5,000 ships were readied to transport these forces across the English Channel — the narrow stretch of water between England and France.

The Germans knew an attack was coming. But they did not know at what point along the long French coast the Allies would strike. Allied leaders set the date of the attack — D day — as June 6, 1944. And the point of attack was to be a series of beaches in Normandy, a region of France across the channel from England. The Normandy beaches were all given code names by the Allies — Utah, Omaha, Gold, Juno, and Sword.

On D day, in the early hours of the morning, more than 4,000 ships carrying 175,000 men sailed quietly out of England toward the Normandy coast. The naval barrage on the beaches began at dawn. A great curtain of smoke nearly hid the beaches as the troops moved toward shore. Omaha Beach was the hardest to attack.

The sea was the roughest there, and landing boats, loaded with troops, bounced up and down in the choppy waves. Many of the troops became violently seasick. When they reached the shore, the Germans were waiting with artillery and machine guns.

Many American troops on Omaha Beach were cut down immediately by German guns. But by nighttime, despite heavy losses, Allied troops had captured the Normandy beaches and were advancing inland. Signs of the furious struggle were

everywhere. Wrecked tanks and jeeps littered the shore. The dead lay in the sand. The Normandy invasion proved to be the beginning of the end of Hitler's empire. Allied forces recaptured France and advanced into Germany, meeting with Russian forces, which had defeated the Germans in eastern Europe. The Nazis surrendered on May 8, 1945, ending the war in Europe.

Tarawa and Island-Hopping — 1943-45

After the capture of the Solomons in 1943, the U.S. looked for the best way to conquer the Japanese-held Pacific islands. U.S. mili-

tary leaders agreed that it would be far too costly to attack every Japanese-held island. Instead, they agreed to island-hop — seize only key islands and ignore other Japanese-held islands. A key island for the U.S. to attack in this strategy of island-hopping was Tarawa, a Japanese-held island in the central Pacific. The Japanese had turned Tarawa into a fortress. Even the center of the island had been hollowed out and filled with troops and ammunition.

Before dawn on November 20, 1943, the Americans began a heavy sea and air bombardment of Tarawa. Planes zoomed in, dropping wave after wave of bombs. Battleships offshore pounded the island fortress for hours with high-explosive shells. But — as the marines were soon to find out — the Japanese had barely been scratched.



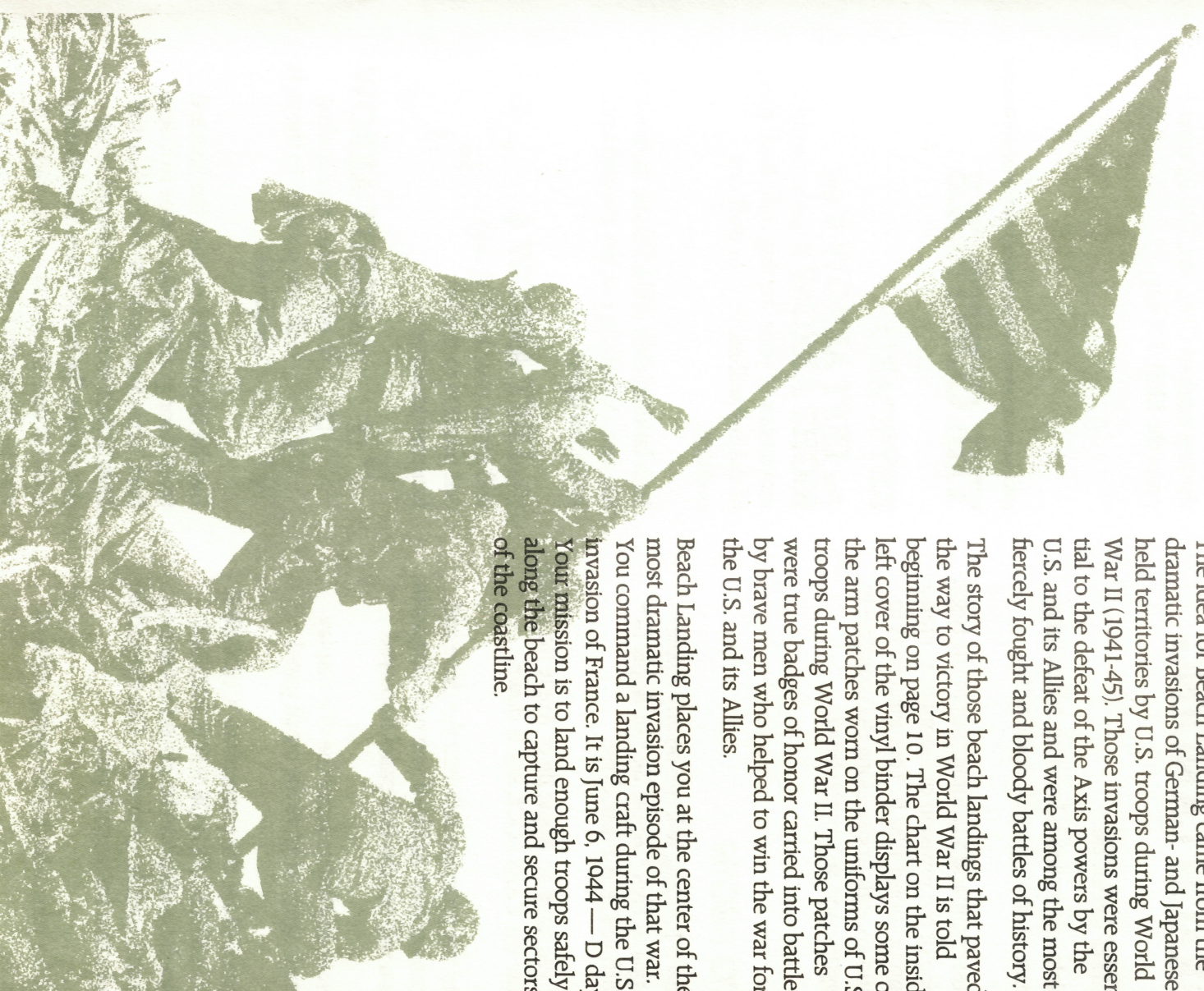
U.S. marines prepare to move inland from the beach at Tarawa. — U.S. Marine Corps

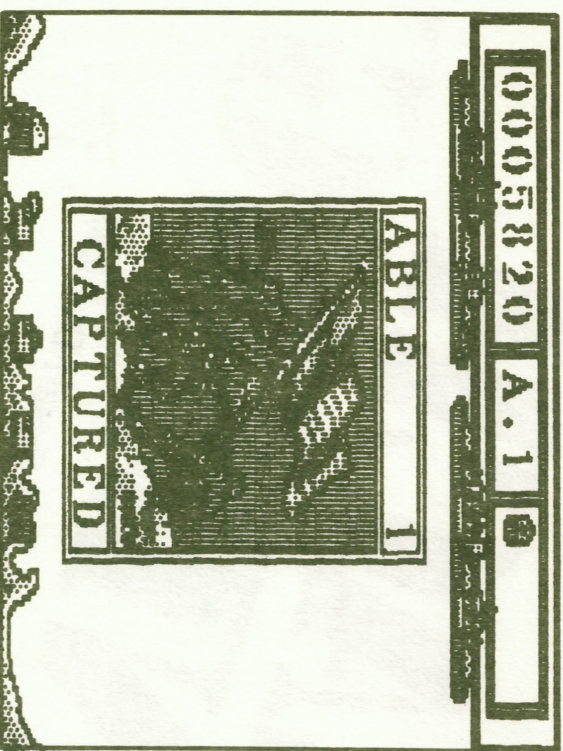
Welcome to Beach Landing, an exciting game of strategy and arcade action.

The idea for Beach Landing came from the dramatic invasions of German- and Japanese-held territories by U.S. troops during World War II (1941-45). Those invasions were essential to the defeat of the Axis powers by the U.S. and its Allies and were among the most fiercely fought and bloody battles of history.

The story of those beach landings that paved the way to victory in World War II is told beginning on page 10. The chart on the inside left cover of the vinyl binder displays some of the arm patches worn on the uniforms of U.S. troops during World War II. Those patches were true badges of honor carried into battle by brave men who helped to win the war for the U.S. and its Allies.

Beach Landing places you at the center of the most dramatic invasion episode of that war. You command a landing craft during the U.S. invasion of France. It is June 6, 1944 — D day. Your mission is to land enough troops safely along the beach to capture and secure sectors of the coastline.





BEACH LANDING™
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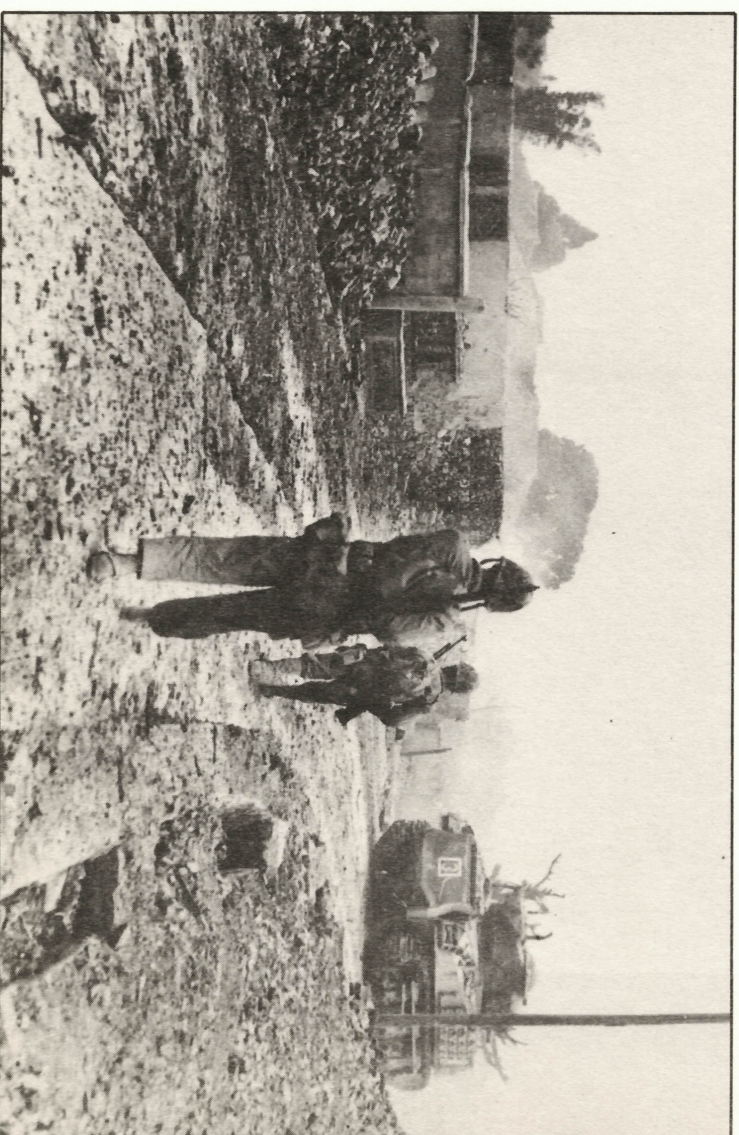
When the marines went in, a sudden shift in the tide stranded many landing craft on a coral reef. The troops had no choice but to get out of their boats and wade hundreds of yards through shallow water under the nose of the Japanese defenders. The Japanese, who had a clear view of the advancing marines, mowed them down mercilessly. The fighting was savage and bloody. But the marines refused to turn back. At the end of the first day, they were barely hanging on to 20 feet of Tarawa's beach.

On the second day, the Japanese gunfire was fiercer than ever. But the marines were reinforced. They held their ground, then advanced. Planes from the U.S. invasion fleet continued to strafe Japanese positions; and by the end of November 23, the ma-

rines were in command of the whole island. Soon Tarawa's airstrip was ready to serve as an advance base for a U.S. attack on Japan itself.

Iwo Jima and Okinawa — 1945

The island-hopping strategy paid off. Within four months of the capture of Tarawa, U.S. troops successfully waded ashore on Iwo Jima, an island 1,500 miles from Japan. After Iwo Jima, the final step before the invasion of Japan itself was the capture of Okinawa — an island only 350 miles from Japan.



Marine tanks and infantry of the Sixth Division enter Naha, Okinawa's capital. — UPI

The Americans assembled a huge invasion fleet of 4 aircraft carriers, 18 battleships, dozens of other naval ships, and 245,000 men. This huge force bombarded Okinawa for over five days. A fleet of 75 U.S. mine-sweepers also combed the island's coastline, clearing the way for a marine landing.

On April 1, 1945, U.S. commanders sent in the marines along a 6-mile stretch of beach on Okinawa. But — as in the Solomons — the marines were met by silence. When would the 75,000 Japanese troops on the island attack? The Americans soon found out. Hundreds of Japanese kamikaze (suicide) planes came out of the sky and plunged into the ships of the invasion fleet.

More than 36 ships were sunk, and thousands of sailors were killed. On Okinawa itself, the fighting had become heavy. The U.S. was not in control of the island until June 21, after 100,000 Japanese and 12,000 Americans had died.

After Okinawa, U.S. military leaders braced for the invasion of the Japanese islands themselves — an operation they feared might cost 1 million U.S. lives. But, instead, on August 6 and 9, 1945, the U.S. dropped atomic bombs on two Japanese cities. The horrified Japanese, knowing that further resistance was useless, surrendered on September 2, 1945. World War II, the most destructive war in history, was finally over.

BLACK JANUARY™

By Richard Hefter and Susan Dubicki

Optimum Resource, Inc., Norfolk, Connecticut

