DIE HARD 2™
—— DIE HARDER ——

DIE HARD II PROTECTION

At the beginning of the game the player will be asked to enter the arrival time of a flight from the following list.

"PC029 05:09"	"PA569 06:52"
"BA123 12:00"	"AA143 17:08"
"DA456 13:30"	"IS692 21:20"
"BC789 14:20"	"JM715 15:56"
"SA012 09:55"	"MW258 16:16"
"TH258 04:17"	"PX016 08:56"
"PC048 02:58"	"OT657 22:34"
"MT369 00:35"	"AM359 03:27"
"MC252 19:39"	"ST948 11:02"
"LO169 18:30"	"VE379 09:13"
"ME357 19:45"	"DA014 23:45"
"PV029 20:35"	"IC391 18:31"
"AO146 16:55"	"LS089 06:00"
"LZ358 23:45"	"QE473 21:26"
"HW012 14:08"	"RJ193 09:08"
"JK955 02:56"	"UI384 05:48"

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DIE HARD 2™
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INSTRUCTIONS

DIE HARD 2™
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THEY SAY LIGHTNING NEVER STRIKES TWICE . . .

THEY WERE WRONG

A major international airport becomes the arena for terror as an elite special forces unit seizes control and threatens to bring planes plunging to the ground. Their plan is swift, brutal and brilliant . . . but they didn't count of the presence of one man . . . John McClane.

You play the part of John McClane in this arcade action game based on the No. 1 U.S. and U.K. cinema hit, set over five explosive levels.

LOADING

Note for Amiga, Atari ST and IBM PC owners:

To avoid virus infection switch off computer for 30 seconds before loading and always keep your Die Hard 2 discs write protected. Grandslam Video Limited doesn't hold any responsibility for infected discs. The cost of replacing an infected disc will be £3.00.

AMIGA

Insert disc one in Df0: and switch on computer. The game will now load. Insert disc two into df0: when asked to do so on screen.

Owners of two disc drives can insert disc two into df1: to avoid disc swapping during gameplay.

ATARI ST

Insert disc one into drive A and switch on computer. The game will now load.

IBM — PC

Switch on machine, load MSDOS v2.0 or later. When display shows "A›" type DIE ‹RETURN› Follow the onscreen instructions on when the discs should be swapped.

C64 TAPE

Insert tape, rewind to start of side 1, type ‹SHIFT›‹RUN/STOP›.

Press play on the tape.

C64 DISC

Insert disc side 1 and type: LOAD"*",8,1 ‹RETURN›.

OPTIONS

ATARI ST, COMMODORE AMIGA

When the game has loaded you will be presented with three targets as follows:

Start Game
Target Range
Other Options

Moving the sight using your mouse to the Start Game target and pressing fire will send you to Dulles Airport to do battle with the terrorists.

Moving the sight over the Target Range target will transport you to the Police Target Range for some shooting practice.

Moving the sight over the Other Options Target will produce another menu screen with the following targets on screen:

Control
Sound
Exit Options

Moving the sight over the control icon allows you to choose which method of control you wish to use during the game. You have the option of using mouse, joystick (in port 2) or light gun. To select the required option just press fire until the correct control method is displayed on screen. The new control option is not enabled until you exit the options menu.

Moving the sight over Sound Target allows you to select what sound is played during gameplay. You have the choice of music and sound effects, just sound effects, just music or no sound at all. Again, to select the required sound just press fire until the correct option is displayed on screen.

Finally, pressing fire over the Exit Options Target will return you to the main menu.

OTHER OPTIONS

Also during the game you can access the following options:

F — Freeze game, press again to restart.
C — Calibrate light gun (follow on-screen instructions).
T — Terminate game and return to title screen.
F6 — Select mouse control
F7 — Select joystick control
F8 — Select light gun control

IBM PC COMPATIBLES

To load type 'DIE' ‹RETURN›, after a few seconds the following menu will appear:

Select Video Type:

*V	—	VGA
C	—	CGA
E	—	EGA

Select Music Type

*N	—	No Music
B	—	Bleeps
R	—	Roland
A	—	Adlib

Press G to start.

Pressing the relevant key will move the star next to your selection, indicating that it has been chosen. When you have selected the graphics and sound that are relevant to your machine press the G key to continue loading.

When the game has loaded you will be presented with three targets on screen as follows:

Start Game
Target Range
Other Options

Moving the sight using your mouse/cursor keys to the Start Game Target and pressing fire/SPACE will send you to Dulles Airport to do battle with the terrorists.

Moving the sight over the Target Range will transport you to the Police Target Range for some shooting practice.

Moving the sight over the Other Options Target will produce another menu screen with the following targets on screen:

Control
Sound
Exit Options

Moving the sight over the Control icon allows you to choose which method of control you wish to use during the game. You have the option of using mouse, IBM analogue joystick or keyboard. To select the required option just press fire/SPACE until the correct control method is displayed on screen. The new controller takes effect only when exit menu is selected.

Moving the sight over the Sound Target allows you to select what sound is played during gameplay. You have the choice of music and sound effects, just music, just sound effects or no sound at all. Again, to select the required sound just press fire until the correct option is displayed.

Finally, pressing fire over the Exit Options Target will return you to the main menu. When exiting the options screen, after selecting the IBM joystick, if it is uncalibrated the user will be asked to do so. This will be done by requesting certain joystick positions and fire pressed (just follow on-screen instructions). Also if you select the keyboard option a screen will be displayed asking you to define the keys you wish to use when playing the game. At each prompt (up, down, etc.) simply press the key you wish to use. When done the game will return to the main menu.

OTHER OPTIONS
Also during the game you can access the following options:
F10 — Pause Game (press fire to restart).
F1 — Sound toggle (same options as above).
ESC — Quit to Dos.
F5 — Restart Game (ONLY WHEN PAUSED).

COMMODORE 64/128
The Commodore 64/128 version has the following options when loaded:

Joystick
Keyboard
Redefine Keys
Target Range
Start Game
Music
Sound Effects

Joystick, selects Joystick as the control method. (Default).

Keyboard, selects the Keyboard as the control method.

Redefine Keys, this enables you to define the contol keys.

Target Range, transports you to the Police Target Range for some shooting practice.

Start Game, transports you to Dulles airport to face the Terrorists.

Music, turns the Music on and off.

Sound Effects, turns the Sound Effects on and off.

During gameplay pressing the P key will freeze the action. Press P to restart.

Please note that FIRE must be pressed before play commences on each level.

CONTROL

In the game you take control of a gunsight on-screen, to shoot a terrorist, place the sight over them and press the fire button, your gun will be fired into the centre of the sight.

The game can be controlled using either keys (C64 version only), joystick, a mouse (mouse option not included on the C64) or a light gun (Amiga and ST only). To move the gunsight move the stick/mouse/gun in the direction required.

Also at your disposal when you start the game are three grenades. When thrown, a grenade will destroy all terrorists on screen. To use your grenade press the SPACE bar (or the right-hand mousebutton on Atari ST, Amiga or IBM PC Compatibles).

GAMEPLAY

LEVEL ONE — THE LUGGAGE CONVEYORS

Terrorists have taken over the baggage handling section of the airport terminal. The noise of machinery and the moving baggage provides them with ideal cover. You must remove all terrorists from this section otherwise their plan to rescue the evil General is certain to succeed!

LEVEL TWO — THE AIRPORT ANNEXE

The terrorists next target is the radio communications dish on the roof of the airport annexe. If this is destroyed they will have complete control of the airspace around Washington D.C. and landing the General's plane will be an easy affair. The mechanical walkway provides excellent cover, unfortunately you happen to be on the wrong side of it!

LEVEL THREE — THE GENERAL'S ARRIVAL

The terrorist force has succeeded in the first part of their plan. The evil General is now sitting in his aircraft waiting to be led away to safety. Try to make their task as hard as possible and you may even get the chance of taking out the General! Beware of the many fuel cannisters around the runway area, a few shots and they explode!

LEVEL FOUR — THE SNOW-BIKE CHASE

You have discovered that the terrorists are using an old church nearby as a base. As you arrive, however, they scream from the building aboard ski-bikes. You grab a bike and give chase. Try to stop as many of the terrorists escaping as you can otherwise they will be free to perpitrate a similar deed elsewhere.

LEVEL FIVE - SHOOTOUT ON JET'S WING

The terrorist's hijacked plane is about to take off! You leap from a helicopter onto the wing of the plane. Kill all of the terrorists on board before the plane has chance to take off to stop the General from escaping.

ICONS

When you shoot a terrorist, sometimes he will drop an icon to the floor. Some of these icons will help you in your attempt to complete the game and others will hinder you.

The icons dropped are as follows:

MEDICAL KITS
These appear as a white box with a red cross in the centre. When shot these will boost your energy level, repairing any damage you may have received from the terrorists.

GRENADES
When shot you will be given an extra grenade.

FLAK JACKET
This appears as a small jacket and when shot, it will make you invulnerable to the terrorist's weapons for a few seconds. When you are in possession of the flak jacket it will appear in the score panel, as the effect starts to run out it will flash before eventually dissapearing. N.B.: The flak jacket is not available on the C64 version of the game.

WEAPONS
Various weapons will be dropped, they vary in speed of fire and also in the power of effect they have on the terrorists. The weapons to be found in order of least powerful to most powerful are as follows:

Beretta (single fire pistol).
Glock (triple fire hand held gun).
M16 (slow firing machine gun).
AK47 (fast firing machine gun).
Uzi 9mm (the ultimate in firepower).

However, when you are in possesion of a powerful weapon make sure you don't shoot a less powerful weapon icon as it will decrease your firepower.

FINALLY, REMEMBER YOU ARE A POLICE OFFICER AND WILFUL DAMAGE OF PUBLIC PROPERTY OR ANY HARM TO INNOCENT BYSTANDERS WILL RESULT IN A LOSS OF POINTS!

THE TARGET RANGE
Before entering into the game for real you have the option of going into the target range to improve your shooting skills at the Police Target Range. Civilian and terrorist targets will appear at windows and in doorways. You have to decide in split seconds whether to shoot or to hold fire. At the end of the session you will be given a readout of your performance including:

Score
Maximum Score
Shots Fired
Targets Hit
Civilians Hit
Percentage Hit

Before entering the game you should try to achieve a score of at least 50% in the target range otherwise you will be fried in a real situation!

CREDITS

Programming, sound and graphics by Tiertex Limited.

Die Hard 2 — Die Harder™

DIE HARD II PROTECTION

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