

I'm not a bot























Request publishers to reinstate access to over 500,000 books. If the initial ten minutes of Saving Private Ryan make you cringe, this game might not be your cup of tea. Conversely, if you enjoy the relentless chaos of machinegun fire pummeling enemy troops, Beachhead 2002 could be your new favorite. The sequel to Beachhead 2000 sticks close to its original premise of placing you in a bunker as the sole defender against an advancing swarm. While the first game was a thinly veiled simulation of the D-Day invasion from a German perspective, BH 2002 shifts the setting to a generic mountainous area, altering weapons and enemy attire. You'll feel like you're battling the North Vietnamese in France during 2002. Odd, yet captivating, akin to a mix of Tetris and Medal of Honor. The game lacks a definitive ending, continuously piling on enemies until you surpass your high score or exhaust your fingers. Scenarios transition from daylight to night, with missions ranging from using anti-tank guns to pistols and flashlights. The Early Bird gets the Kill: Survival hinges on sniping enemies from afar. Letting foes approach too closely escalates the challenge, as they'll sneak up on you before you can react. A Tank in the Sand is Worth 12 Soldiers in the Bunker: Prioritize enemy armored vehicles. Delaying their destruction risks a flood of soldiers emerging from their hulls. Once they scatter, you'll be scrambling to eliminate them all. Avoid dizziness and eliminate APCs with missiles or cannon shells before they deploy troops. Look Out Above: Friendly aircraft occasionally drop supply crates. In Beachhead 2002, you can restore health and ammo by shooting these crates. During later, tougher stages, ignoring ammo crates is risky—you'll face ammo shortages at critical moments. Spread the Love (and Shrapnel): Enemies ignite near explosions, vehicles, and grenades. If you fail to destroy an APC before soldiers emerge, target it immediately. This could eliminate multiple foes when it explodes. Beachhead 2002 Cheats: Press 1 for infinite ammo, 2 for invincibility, and + to skip levels. Hint: Press [space] while firing to switch between cannon and machine gun, causing shells to burst in black smoke. Content from this guide may not be copied or published elsewhere without Casual Game Guides' permission. ©CasualGameGuides.com 2006 - 2021 Request publishers to reinstate access to over 500,000 books. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions necessary forAt launch, Beach Head 2002 will run on Windows 98, XP, Vista and 7 using a Pentium 350 MHz processor, 64 MB RAM, DirectX-compatible video card that supports 16-bit graphics, and 90 MB available storage space. The game features a simple storyline where you are stationed in a sandbag bunker and must defend against an endless stream of enemies, including ground troops, tanks, armored vehicles, and airborne threats. ===== The fire effects and explosions are pretty good. Also, the scenery is rather nice. These three things stand out above the rest of the visuals, but let's not forget to mention that it's all about the gameplay. Beach Head 2002 is a very engrossing game that can be learned quickly. The 360 degree field of battle and primary weapon firing is controlled by the mouse. Weapons are changed using the space bar, and other keys. Since the player is in a stationary bunker, there isn't much movement involved. It's quite simple, but mastering your opponents will take some time due to the fact that the levels just keep coming, and they don't get any easier as you progress through the game. Much like the lackluster visual effects, the sound is okay. The background music played in the game menus sounds similar to the Rambo theme song. Maybe it's a coincidence, but maybe it's not. Sound effects during the game are lacking, but they do their job. Sounds of men dying can be funny, maybe because they're meant to be dramatic, but instead sound a bit cartoonish. The weapons sound like toy guns, and the explosions don't make much noise. It's all minor details. This game is not trying to wow the player with fancy effects, just to entertain them for a while. On the whole, Beach Head 2002 is a fun little game that can be played endlessly. It may not have the most impressive graphics, but that was probably not the point. The developers wanted to create a simple game that could eat up hours of your time without you even noticing. They succeeded. If you're looking for an intense gaming experience, look elsewhere. But if you want a good way to pass the time, Beach Head 2002 is a great choice. It's easy, fun, and very addictive. 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