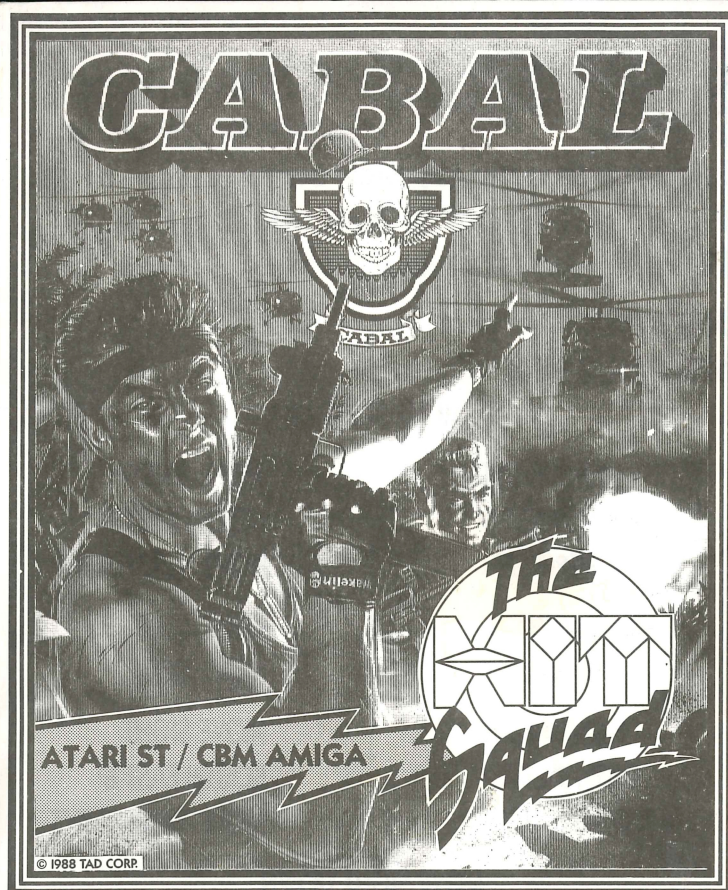


**RED HEAT  
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RAMBO III  
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THE NEW ZEALAND  
STORY**

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FANTASTIC GAMES FROM



# CABAL

## SCENARIO

The coin-op sensation that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning actions you can increase the odds - in your favour.

Capture enhanced weaponry, including grenades, and now you can really make your mark!... That is, until you come face to face with the enemy gunships, tanks and submarines. Equip yourself for some stunning arcade action, load up and FIRE!!!

## LOADING

### ATARI ST

Switch on the power to the computer and disk drive then insert the disk into the drive. This program will then load automatically; follow on screen instructions.

### AMIGA 500

Insert the disk in drive A and turn on the computer, the program will then automatically load and run.

### AMIGA 1000

Insert the systems disk, when the workbench disk illustration appears, insert the disk, the program will then load automatically and run.



## CONTROLS

This is a one or two player game, and

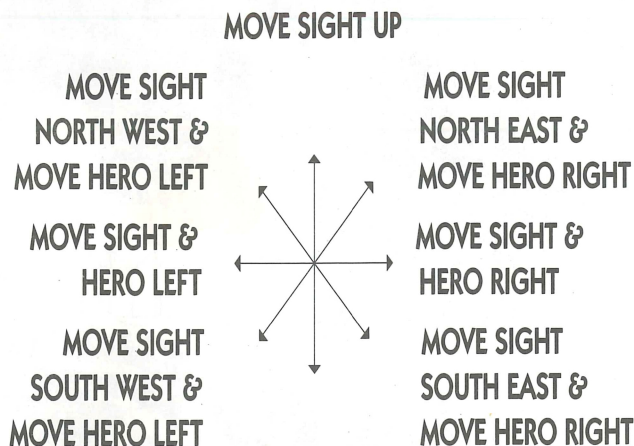
is controlled by joystick only.

Player 1 - Joystick in Port one

Player 2 - Joystick in Port two

### JOYSTICK

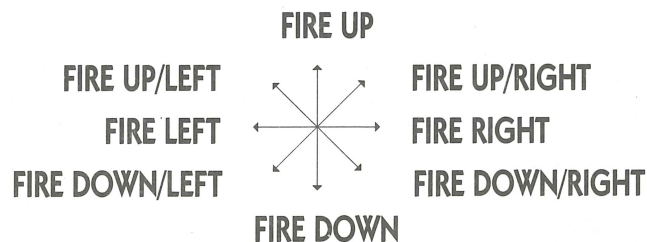
#### WITHOUT FIRE



#### MOVING THE JOYSTICK QUICKLY IN THE FOLLOWING DIRECTIONS WILL MAKE THE HERO ROLL ON THE GROUND.

Moving the Joystick quickly in the following directions will make the hero roll on the ground.

#### WITH FIRE



**GRENADES CAN BE FIRED BY MOVING THE JOYSTICK QUICKLY DOWN.**

## STATUS & SCORING

The status panel displays - Score,

Number of lives remaining (this is indicated by a heart and each half represents one life), enemy bar indicating the number of enemies remaining on level and number of Grenades.

An extra life will be awarded every 10,000 points.

Points are awarded as follows:

Soldiers	10 points
Marines	45 points
Tank 1	100 points
Tank 2	110 points
Truck	150 points
Frogmen	95 points
Motorbikes	300 points
Buildings	10 points
Helicopter/plane	1500 points
Grenades	125 points
Bullets	5 points
Bonus Score Icons	100, 200 or 300 points

## GAMEPLAY

There are five levels each with four stages. During the first four stages of each level you must eliminate all enemies, tanks, helicopters, planes and cars. At the end of the fourth stage of each level you will meet a very tough adversary.

You have a constant supply of fire power. Certain objects, when destroyed will give you bonus items such as extra grenades, bonus scores, bazookas or machine guns.

## HINTS & TIPS

- Save grenades for crowds and buildings.
- Collect extra weapons for better fire power.
- Blow up all buildings.
- Hide behind barrels and walls etc.

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