

TAITOTM

RAMBO[®] **III**

GAME PLAY
INSTRUCTIONS

DISK LOADING INSTRUCTIONS

Turn on the computer.

Turn on the disk drive.

Insert the game diskette into the drive with the label facing up.

Type **LOAD“!”**,8,1 (RETURN).

CONTROLS

This game uses a joystick in Port 2.

Joystick

*** IMPORTANT * Plug the joystick into Port 2 before starting the game.**

During game play:

Move the joystick up/down/left/right to move Rambo.

Press the **FIRE** button to use the current weapon.

To use the Inventory System (Missions 1 & 2):

Press the **SPACEBAR** to pick up or swap an item in inventory.

Press **X** to scroll the inventory left.

Press **Z** to scroll the inventory right.

Press **RETURN** to activate the item.

Press **W** to activate a weapon.

Rambo's active weapon is shown in the blue window below the game screen.

Rambo's active item is shown in the purple window below the game screen.

During Mission 3:

Move the gunsight left/right/up/down with the joystick.

Press the **FIRE** button to fire the tank's gun.

Press the **FIRE** button to start the game.

The Following Keys are Active During Game Play:

Press **F1** for music and sound effects.

Press **F3** for sound effects only.

Press **F7** to display the **INVENTORY SCREEN**.

Press **RUN/STOP** to end the game.

Press **P** to pause the game.

Press **O** to continue the game.

HOW TO PLAY

The enemy is holding Colonel Trautman in a heavily guarded fort, somewhere in the desolate desert plains of Afghanistan. An agonizing end is imminent! Half a world away, the spy masters play their only card and dispatch the one man who can defy the odds and snatch victory from the jaws of defeat. The enemy's worst nightmare is about to come true.

RAMBO®III consists of three missions:

The Fortress

Rambo breaks into the fort where Colonel Trautman is being held prisoner. Stealth is important; the enemy is everywhere. Search the fort, find the Colonel, and release him. You'll find various items along the way to add to your inventory and accomplish your objective.

The Vehicle Compound

The only escape route from the fort is through the enemy's vehicle compound. Neutralize this facility by priming bombs in strategic locations around the compound. The guards are under orders to shoot first and ask questions later! Get to a waiting helicopter and leave the area before the fort becomes tomorrow's headline!

Run for the Border

Hijack a sophisticated enemy battle tank in a desperate run for the border with Colonel Trautman. You open up the throttle with the gun barrel blazing. An entire army stands between you and freedom!

STATUS AND SCORING

Mission 1 and Mission 2

The bottom panel displays current weapon, current inventory item, score and energy level.

Mission 3

Distance to the border is displayed numerically on the left side of the screen.

Battle tank damage is displayed as a vertical bar on the far left side of the screen.

The gun barrel temperature gauge is displayed as a block of purple squares on the right side of the screen. Each square turns to yellow as the gun heats up.

Continue Option

This game allows you to continue from the last level played if you lose all your energy and die. When requested, press **Y** to continue. Press **N** to end game. The continue option is **not** available **until Mission 2**.

High Score Screen

Enter your name in the **RAMBO®III** "Hall of Fame" by moving the joystick and pressing the **FIRE** button. Press the **FIRE** button again when you are finished.

HINTS AND TIPS

- Batteries must be activated first for some items to work.
- Rubber gloves make you immune to electric shocks.
- Loud noises attract guards.
- Watch out for switches.
- Use medical kits carefully.
- An overheated tank gun can seize up and not fire.

“WHO ARE YOU?”

“I’M YOUR WORST NIGHTMARE!”

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