

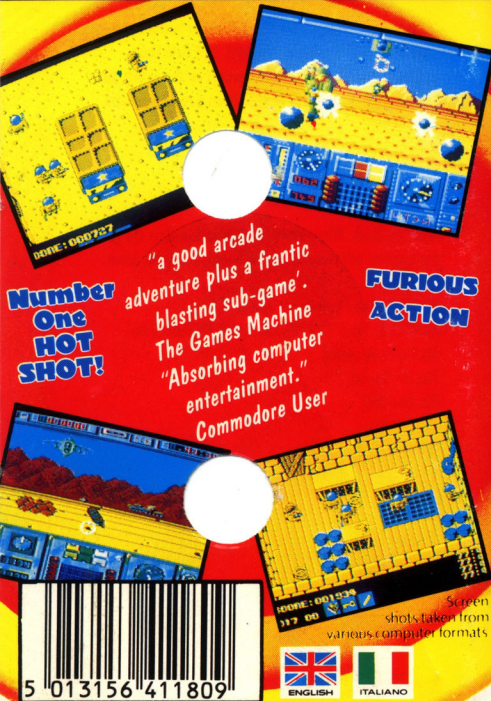
COMMODORE 64/128

CBM

COMMODORE 64/128

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COMMODORE 64/128



Number One HOT SHOT!

"a good arcade adventure plus a frantic blasting sub-game".
The Games Machine
"Absorbing computer entertainment."
Commodore User

FURIOUS ACTION

Screen shots taken from various computer formats

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ENGLISH ITALIANO



RAMBO III

13
COLLECTION

STALLONE RAMBO III™



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JOYSTICK
ONLY

SECTION 1

You are JOHN RAMBO, a veteran with a mission. Your colleague Colonel Trautman has been captured and is being tortured and held captive somewhere in the fort. Rambo's first job will be to locate and rescue him. Along the way you'll have the chance to rescue other prisoners and confront hordes of enemy soldiers. Various objects can be found which will either help or hinder your progress.

LOADING

Press the SHIFT key and the RUN/STOP key simultaneously, and then press PLAY on the recorder. The game loads in three sections which are positioned consecutively on both sides of the tape. If the game ends while you are in sections 2 or 3, then follow on screen instructions which will tell you to rewind the tape to the beginning of side B in order to load in the required data.

CONTROLS

Use a joystick plugged into PORT 2.

Joystick Directions apply as follows:-

- | | |
|-------|---|
| UP | - Move up |
| DOWN | - Move down |
| LEFT | - Move left |
| RIGHT | - Move right |
| FIRE | - use current weapon, i.e. stab, shoot etc. |

KEYS USED

- | | |
|----------|--|
| F1 | - MUSIC AND SOUND FX ON |
| F3 | - SOUND FX ONLY |
| F7 | - INVENTORY SCREEN |
| RUN/STOP | - ABORT GAME |
| SPACE | - PICK UP OBJECT/SWAP WITH OBJECT IN INVENTORY |
| RETURN | - USE OBJECT |
| W | - CHANGE WEAPON |
| X | - SCROLL INVENTORY LEFT |
| Z | - SCROLL INVENTORY FIGHT |

STATUS AND SCORING

PANEL DESCRIPTION - The panel at the bottom of the screen contains, from left to right:-

Weapon and Ammunition status (blue box)
Inventory (red and purple boxes)

Score, Energy

WEAPONS - The blue box contains the weapon Rambo is currently using. There are five weapons he can find.

These are:- 1. KNIFE (Rambo starts off using this)

2. ARROWS 3. EXPLOSIVE ARROWS

4. PISTOL AND SILENCER 5. MACHINE GUN

Rambo may carry all these weapons at once in the WEAPON INVENTORY. Use the W key to change the weapon, and the corresponding weapon will be displayed.

The KNIFE, ARROWS and the PISTOL (if used with the SILENCER) are all silent weapons and will not cause the ALARM to sound. The EXPLOSIVE ARROWS, MACHINE GUN and the PISTOL on its own, will. Should the ALARM sound, then guards will be alerted to Rambo's whereabouts and will rush to attack him, making his job much harder. The alarm will die down shortly after he swaps to a silent weapon.

AMMUNITION

Rambo has a limited supply of ammunition for any weapon that he finds, except for the knife, which is only used for close combat. Ammunition left for the current weapon is displayed underneath the weapon box.

Ammunition can be replenished by finding and using an AMMO BOX.

INVENTORY

The three boxes in the panel, one purple and two red, show three of the objects Rambo is carrying. He may carry a maximum of ten at any one time. You may look at what else he is carrying by scrolling the INVENTORY left and right using the X and Z keys, or by accessing the INVENTORY SCREEN using the F7 key. The INVENTORY SCREEN shows everything that Rambo is carrying along with its name. An object may be picked up by scrolling the INVENTORY until the middle (purple) box is empty, placing Rambo next to the object and pressing the

SPACE BAR. The object will now appear in the purple box in the panel, unless it is a weapon, in which case it will be transferred directly to the WEAPON INVENTORY. If there is an object in the purple box when you pick another object up, the objects will be swapped.

OBJECTS

Objects will be scattered around the fort and in the compound.

These include:- AMMO BOX, MEDICAL KIT, GLOW TUBE, UNIFORM, KEYS, SILENCER, RUBBER GLOVES, MINE DETECTOR AND BATTERY (FOUND SEPARATELY), INFRA-RED GOGGLES AND BATTERY (FOUND SEPARATELY), ANTIPERSONNEL MINE.

These objects when picked up, will be displayed in the INVENTORY. To use an object, scroll it into the middle box in the panel (the purple one, and press the USE key (return key). If it is expendable, e.g. and AMMO BOX, then it will disappear from the inventory. KEYS and other non-expendable items can be used over and over again.

SECTION 2

Having rescued the Colonel, Rambo must make his escape from the fort leaving the Colonel, to rejoin the horsemen. He must make his way North, through enemy territory priming bombs that have been placed in critical locations in the fort's compound (the number which remain to be primed being displayed next to the current

weapon icon). Once all bombs are primed, Rambo must find the helicopter prepared for flight in which to make his escape.

SECTION 3

Rambo has taken control an enemy tank and only has a distance to reach the border, where you will be safe from the onslaught. Unfortunately, the area has been alerted to his whereabouts and will be out in full force to give him a leaving reception he will not forget in a hurry. Rambo's mission is nearly over - the area must be cleared of invaders. Can one man defeat the might of a whole army? It's up to you!

CONTROLS

Use a joystick plugged into PORT 2.

Joystick Directions apply as follows:-

UP	Move gun crosshair up
DOWN	Move gun crosshair down
LEFT	Move gun crosshair left
RIGHT	Move gun crosshair right
FIRE	Fire machine gun

KEYS USED

F1 - MUSIC ON, F3 - MUSIC FX

RUN/STOP ABORT GAME

PANEL DESCRIPTION - At the top of the screen is your score (on the left), and the time (on the right).

1. A Damage meter (the upright bar on the far left).

2. Distance indicator - how far left to get to the border. (the numerical display on the left). 3. A Gun Heat indicator (the block of purple squares on the right). As you fire, the display will change from purple to yellow,

block by block. When every block is yellow then the gun is too hot and will cease firing. To enable it to cool down, stop firing.

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The Hit Squad,
P.O. Box 350,
Manchester.
M60 2LX