TAITO™

RAMBO® III

LOADING & GAME PLAY INSTRUCTIONS

04-0017-01(02/03) IBM PC/Tandy/Compatibles

RAMBO III ®

In the arid plains of Afghanistan, heavily armed soldiers are holding Colonel Trautman captive. Little do they know that a one-man army is about to land on their front porch! Rambo, the one man who can defy the odds and snatch victory from the jaws of defeat has arrived. The enemy's worst nightmare is about to come true.

This manual is divided into two parts. The first section, **GETTING STARTED**, deals with game installation and selection of various video modes, sound boards, and input devices. The second section, **PLAYING RAMBO III**, starting on page 10, explains the rules of the game.

SECTION I

GETTING STARTED

RAMBO III may be installed and run on a Hard Disk, or run from a Floppy Drive. Several **VIDEO ADAPTERS, SOUND DEVICES AND GAME CONTROLS** are supported. To begin playing Rambo, follow the instructions below:

1. Turn on the computer and monitor. Then, boot MS-DOS or PC-DOS (Version 2.1 or higher) in the normal manner and wait for the DOS prompt (i.e. A:>, or C:>) to appear.

2. If you want to play **RAMBO III** with a Joy-stick, check that the Joy-sticks are correctly connected. If you are using a mouse, you must have a correctly installed Microsoft compatible mouse and Mouse Driver software. This driver is supplied by the Mouse manufacturer - please follow their instructions carefully.

3. If you will be playing from the floppy disks, go to the **"USING RAMBO III FROM A FLOPPY DISK"** section of this manual.
   If you want to play from your Hard Drive, go to **"USING RAMBO III WITH A HARD DISK"**.

NOTE:- **(ENTER)** means press the **ENTER** key on the keyboard.

Using RAMBO III from a Floppy Disk

RAMBO III is available on either two 5 1/4" 360k Disks, or one 3.5" 720k Disk. Follow the instructions below to load the game:

1. Insert the disk labeled "**A**" into any floppy disk drive. Log onto that drive, i.e., if you placed the disk into drive **A**, type **A: (ENTER)**. If you are using the 5 1/4" version, and you have two 5 1/4" disk drives, you may place Disk "**B**" into your other drive, otherwise you will be prompted by the program when you need to insert Disk **B**.

2. Type **RAMBO (ENTER)** to load the game.

3. Go to the "**OPTIONS**" section of this manual.

NOTE: DO NOT WRITE PROTECT YOUR DISKETTES. This means 5.25" disks have an UNCOVERED NOTCH on the right hand side; 3.5" disks have a HOLE on the right hand side that is COVERED.

Using RAMBO III with a Hard Disk

If you have a Hard Disk Drive, **RAMBO III** can be installed on the Hard Disk to significantly reduce the time taken to load the game.

RAMBO III is shipped on a copy protected disk. You may copy all of the files onto a hard disk using the **INSTALL** batch file included on your game disk, but you will still need the original disk for use as a key disk when beginning a new game. The **INSTALL** batch file will create a sub-directory called **RAMBO** on your hard disk. In the unlikely event that you already have a sub-directory with that name, you may edit the file **INSTALL.BAT** with any standard ASCII text editor and change the default name of the sub-directory to any other name.

If you have two 5 1/4" diskettes, **INSTALL.BAT** is found on disk "**A**". You will be asked for disk "**B**" when it is required by the installation program.

To install **RAMBO III** on your Hard Drive, follow the instructions below:

1. Insert the **RAMBO III** diskette into any drive and log onto that drive.

2. At the DOS prompt, type **INSTALL <SOURCE DRIVE> <TARGET DRIVE>** and press Enter. The "Source Drive" is the floppy disk drive in which you placed the **RAMBO III** disk, and "Target Drive" is the hard disk drive on which you wish to install **RAMBO III** (usually **C:**). To copy **RAMBO III** into a particular sub-directory, simply include the path name after the colon as shown below in Example B.

Examples:

A) From the **A:\>** prompt, and with the **RAMBO III** disk in **A:**, type **INSTALL A: C: (ENTER)** to copy the game files from the floppy drive **A:** to your hard disk **C:**.

B) From the **A:\>** prompt, and with the **RAMBO III** disk in **A:**, type **INSTALL A: C:\GAMES\RAMBO (ENTER)** to copy the game files from the floppy drive **A:** to your hard disk **C:** in the **\GAMES\RAMBO** sub-directory (i.e. **C:\GAMES\RAMBO**).

If you are installing the program from the two 5 1/4" disks, insert Disk **A** in the Source Drive. When the on-screen prompt appears, remove Disk **A** and insert Disk **B**.

Running RAMBO III from a HARD DISK

After installing **RAMBO III** on your Hard Disk, follow these steps to start the game:

1. Place your **KEY DISK** (Disk **A** if 5 1/4") in a floppy drive.

2. Log on to the Hard Drive containing the game program (usually **C:**).

3. Change to the sub-directory containing the **RAMBO III** files.

4. Type **RAMBO (ENTER)**.

5. The program will ask you to enter the letter of the drive containing the key disk. Type this letter followed by **(ENTER)**.

6. Go to the "**OPTIONS**" section of this manual.

Examples:

A) If you installed **RAMBO III** on Hard Drive **C:** and in a sub-directory called **\RAMBO**, from the **C:>** prompt, type **CD \RAMBO (ENTER)**, then **RAMBO (ENTER)**. Then, when prompted for the key disk, type the letter of the drive in which you previously placed it, for example, if you placed your key disk in drive **"B"**, type **B (ENTER)**.

B) If you installed **RAMBO III** on Hard Drive **F:** and in a sub-directory called **\GAMES\RAMBO**, from the **F:>** prompt, type **CD \GAMES\RAMBO (ENTER)**, then **RAMBO (ENTER)**. Then, when prompted for the key disk, type the letter of the drive in which you previously placed it, for example, if you placed your key disk in drive **"A"**, type **A (ENTER)**.

OPTIONS

The FIRST TIME you run **RAMBO III**, a series of menus will appear to allow configuration of your system, and allow you to select your preferred method of playing **RAMBO III**. The next time you run the game the menus WILL **NOT** AUTOMATICALLY APPEAR, and the game will run as previously configured.

To change the previous selections (i.e. you want to use another hardware configuration) place an **R** on the command line after **RAMBO** when starting the game.

Example:

A) Type **RAMBO R (ENTER)**. The menu system will now appear.

Either by running **RAMBO III** for the first time, or as a result of requesting the menus to appear as in the previous example, several menus will appear sequentially. Select only one option from each menu. The most favorable choice has already been selected by the computer, and in most cases you will simply press the **ENTER** key to accept the option.

If you proceed to another menu, and want to go back to a prior selection, pressing the **ESC** key will allow you to modify a previous entry.

Options are chosen by pressing the letter to the left of the description, or by stepping up and down the menu with the up and down arrow keys, and then pressing **(ENTER)**.

Generally, if you choose an option not supported by your computer, a warning message will appear on the screen. If you decide to ignore this warning, and select the option anyhow, you may have to reboot your computer to regain control.

The **VIDEO DISPLAY OPTIONS** menu will appear as follows:

Rambo III
Please select desired video device
C = CGA 320x200 4 color **O** = CGA 320x200 Monochrome **T** = TGA 320 x 200 16 color (TANDY 1000) **V** = VGA 320X200 16 color **E** = EGA 320x200 16 color (Standard IBM Type) **F** = EGA Enhanced 320x200 16 color (Boca) CAUTION! **G** = EGA Enhanced 320x200 16 color (Paradise) CAUTION! **H** = Hercules 720 x 350
Use the ARROW KEYS to select an option and press ENTER OR: Select by pressing the proper key for the option Press ESC to return to DOS

NOTE:- VIDEO SELECTIONS **"F"** and **"G"** should only be used with **EXTREME CAUTION**. They will only function correctly on selected **EGA** cards, but will provide superior color choices over selection **"E"**. If you select **"F"** or **"G"** and the images on your screen are not sharply defined, these selections will not work for your computer and you must use selection **"E"**.

After a valid selection is made from the **Video Display** menu, a menu for the available **Sound Options** will appear as shown on the next page:

Rambo III

Please select desired sound device

I = IBM standard music
Y = Tandy 3 channel music
A = Adlib music board
B = CMS Game Blaster board
N = No sound (silent game)

Use the ARROW KEYS to select an option and press ENTER
OR: Select by pressing the proper key for the option
Press ESC to return to previous Menu

NOTE:- Music and sound effects may be turned on and off during game play by pressing the appropriate function keys.

After a valid selection is made from this menu, two separate **Input Device** menus will appear. The first menu will let you select your input device for Missions 1 and 2. The second menu allows you to select the input device for Mission 3. We recommend you use a Joy-stick for Missions 1 and 2, and a Mouse for Mission 3. The **Input Selection** menus give you these options:

Rambo III

Please select desired input device for Missions One & Two

K = Keyboard
J = Analog Joystick
S = Switch Joystick
M = Mouse

Use the ARROW KEYS to select an option and press ENTER
OR: Select by pressing the proper key for the option
Press ESC to return to previous Menu

If the Joy-stick is selected for any of the Missions, a Joy-stick calibration screen appears. Please follow the on-screen instructions to ensure the greatest accuracy in game play.

If the keyboard is selected, you are shown the standard keyboard definitions, which use the keypad to play the game. To accept the standard keyboard configuration, press **(ENTER)**. To redefine the keyboard layout, press **R**.

To use the Switched Joy-stick option, you must have a TAITO Switched Joy-stick Adapter (or equivalent third party adapter) plugged into a parallel printer port. The standard switched Atari/Commodore style Joy-stick can now be used with this game. Contact Taito Software Customer Service for more information on this excellent option.

OPTIONS FOR ADVANCED USERS

The **Video Mode, Sound Device** and **Input Devices** can be set from the command line. This option forces the program to recognize your particular hardware system, bypass the set-up menus, and go directly to the game. There is little need to use this facility as the system automatically uses your previous game settings; however, if you are moving the game from machine to machine, or wish to alter previous settings, you may want to use this facility rather than the **RAMBO R** method.

To view the options available with **RAMBO III**, type **RAMBO ?** at the DOS prompt and press **(ENTER)**.

If you select an invalid option, menus will appear for those options that could not be located or were invalid.

SECTION II

PLAYING RAMBO III

This section of the manual tells you how to control Rambo, and describes some of the items you may encounter in the game, while giving you hints to help you get Colonel Trautman out alive.

GAME CONTROLS

RAMBO III can be played with a Joy-stick, keyboard, or mouse. We recommend a Joy-stick for Missions 1 and 2, and a Mouse for Mission 3. This section explains how each of these input devices functions in each Mission.

Joy-stick

If you have two Joy-sticks, use Joy-stick 1 to play **RAMBO III**.

In Missions 1 and 2, move the Joy-stick up/down/left/right to move Rambo. Press the fire button to use the current weapon. Press the **SPACEBAR** to bring up the Inventory Screen. In the Inventory Screen, use the Joy-stick to move the gunsight to the inventory item you wish to use. When the gunsight is on the correct item, press the fire button to select that item and return to the Game Screen.

In Mission 3, use the Joy-stick to move the gunsight around the game screen. Press the Joy-stick button to fire your guns. For continuous fire, hold the Joy-stick button down.

Mouse

In Missions 1 and 2, move the mouse in the direction you want Rambo to go. Press the left mouse button to fire your weapon. Press the right mouse button to bring up the Inventory Screen. In the Inventory Screen, use the mouse

to move the gunsight to the inventory item you wish to use. When the gunsight is on the correct item, press the left mouse button to select that item and return to the Game Screen.

In Mission 3, use the mouse to move the gunsight around the game screen. Press the left mouse button to fire your guns. For continuous fire, hold the mouse button down.

Keyboard

In Missions 1 and 2 , use the selected keys to move Rambo around the screen and to fire your weapon. Press the **SPACEBAR** to bring up the Inventory Screen. In the Inventory Screen, use the selected keys to move the gunsight to the inventory item you wish to use. When the gunsight is on the correct item, press the Fire button to select that item and return to the Game Screen.

In Mission 3, use the selected keys to move the gunsight around the game screen and to fire at the enemy. For continuous fire, hold the fire key down.

Function Keys

The following Function Keys are available throughout the game, no matter which input device you are using:

F1 pauses the game; press fire button or any key to continue.

F2 toggles the music ON/OFF.

F3 toggles the sound effects ON/OFF.

F5 drops an item in the Inventory Screen

F9 restarts the current mission

F10 exits the game and returns you to DOS.

STARTING THE GAME

After the game loads, the title screen appears. To start the game, press any key or the fire button. If no keys are pressed, after about 30 seconds, the game will go into **demo mode**. To exit the demo and go back to the title screen, press any key. Once you are back to the title screen, press any key to start the game.

THE MISSIONS

There are three missions in **RAMBO III**. They are explained below:

Mission 1: The Fortress

Rambo breaks into the fort where Colonel Trautman is 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 (For more information on these items and how to use them, go to the **"Items"** section below.). Rambo's energy is shown on the right side of the screen. Whenever Rambo is attacked, his energy goes down. Some enemies can hurt Rambo more than others (See **"The Enemies"** section below.).

Mission 2: The Vehicle Compound

The only escape route from the fort is through the enemy's vehicle compound. Neutralize this facility by priming the 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 blows!

Trautman has given you the 8 bombs you need to place in order to blow the compound to high heaven. You many want to search out all the drop points for these explosives before you place the first one, because once it's in place, the timer starts and you have a limited amount of time to drop the others and get out alive.

Mission 3: 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!

The distance to the border is displayed on the left side of the screen. When the tank gets to the top, you've made it all the way across. Of course, you have to shoot down that nasty Hind before you can really win the game.

The strength of your battle tank is shown in the box to the right of the American flag, while the strength of the enemy's Hind is displayed to the left of the Soviet flag.

The temperature gauge for your gun barrel is located above the viewing window. The more you fire, the hotter it gets. Remember - an overheated tank gun can seize up and not fire.

THE ENEMIES

There are three basic enemies in Mission 1 and 2. They are:

Captains of the Guard

These guys are sharp. Fortunately, there aren't too many of them. They can spot you from a mile away and will follow you from place to place. They are harder to kill (they laugh at Rambo's knife) and are worth 200 points.

Privates

These guys are not too bright. They have a limited range of vision and won't follow you too far. They are worth 100 points.

Dogs

The dogs are well-trained. Like the Captains, once they find you, they won't let you out of their sight. Only certain items will kill them and they move a lot faster than you do. They are worth 400 points.

In Mission 2, you will also encounter guards in foxholes (150 points) and Guard Bunkers (1000 points).

CONTINUE OPTION

To see the number of continues you have, go to the Inventory Screen. These continues act as extra lives. You start the game with 3 continues. Each time you die and choose to continue, you use one of these continues up. An extra continue is awarded for every 50,000 points. Using a continue takes you back to the beginning of the current mission.

HIGH SCORE SCREEN

Use the keyboard to enter your name into the High Score Hall of Fame. Press **(ENTER)** when you are finished.

HINTS AND TIPS

- Pause the game to study a tricky situation.
- Batteries are need for some items to work.
- Rubber gloves make you immune to electric shocks.
- Loud noises attract guards.
- Use medical kits carefully.
- Destroy the Guard Bunkers before you try to get through the gates.

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