

SEGA  
GENESIS



**RAMBO<sup>®</sup>**  
**III**

**INSTRUCTION MANUAL**



# Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the Rambo® III cartridge in the Genesis System (shown below) by following the instructions in your GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

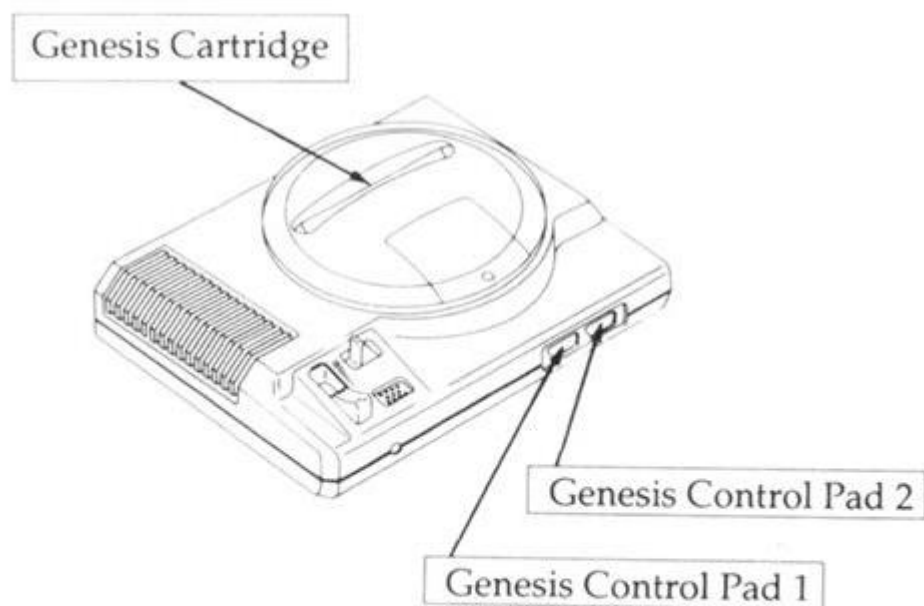
**IMPORTANT:** Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 or 2 Players with 1 Control Pad:

Press Start Button on Genesis Control Pad 1.

For 2 Players with 2 Control Pads:

Press Start Button on Genesis Control Pad 2.



# Rambo III

## The Rescue

Hand-to-hand combat! Grenades bursting! Machine guns rattling! Explosions, smoke, and the faces of men suddenly caught dead by a bullet.

These pictures burn in the mind of a man helping to build a simple temple in the mountains. The man is John Rambo, private citizen, former Green Beret. In Vietnam Rambo earned his rep as a hero who couldn't be stopped, even in the face of impossible danger. Now he spends his days in a forgotten village, struggling with the anguish of memories he can't shake.

But today a stranger appears at the temple. "Rambo," the man says, "I've been looking for you."

Rambo stares at the speaker. The pain of the memories fades as he recognizes his old friend.

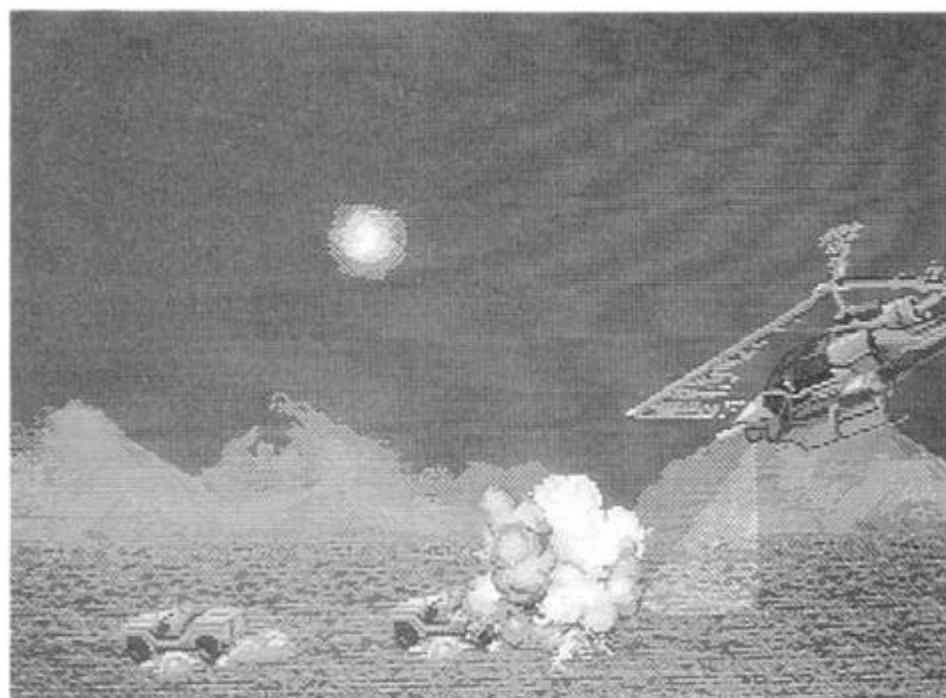
"Colonel Trautman!" Rambo says. "Why are you here?"

"Because I need you. I'm going into Afghanistan on a top secret mission. Right now the border is crawling with Russians. But I've got to get in there! You're the only one I can trust to get me across the border alive!"



Rambo's heart cringes at the idea of more war — for what! He gazes into the distance, remembering past horrors.

"Sorry, Colonel. My war is over."



Deep in a night-shrouded mountain pass somewhere between Pakistan and Afghanistan, three jeeps led by Colonel Trautman attempt to cross the border. Suddenly the sound of raging thunder surrounds them. A Russian Hind helicopter is in pursuit and firing! Before they can reach cover, two jeeps are hit and demolished! Then a voice booms out: "You cannot escape! Drop your weapons now!"

"Trautman's been caught!"

Hearing this, Rambo starts to boil with anger. All through Vietnam, Trautman was the only one who understood his deepest feelings. The Colonel was like a father to him. Now his life is at stake! If only Rambo had gone with him into Afghanistan! If only... if only...

Rambo turns to the agent who brought him the news. "I'm going after him! I want you to get my supplies. They've got Trautman, and now they're going to get their worst nightmare!"

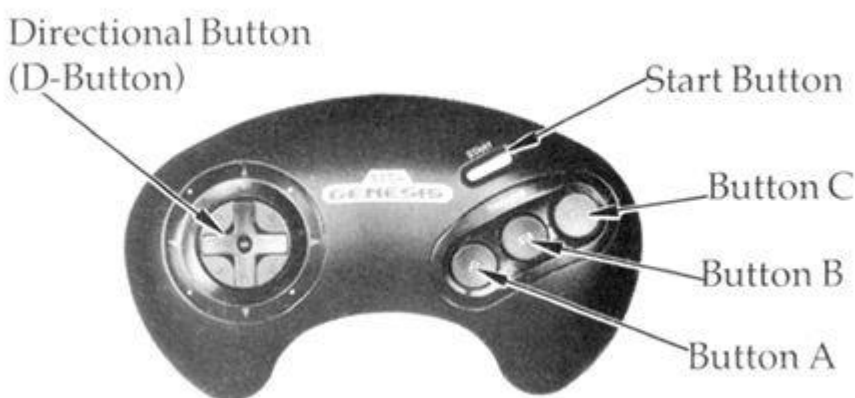
# Take Control!

Before beginning play, learn how to use the Genesis Control Pad for game play.

For 1 Player games, use Control Pad 1 plugged into Control Port 1.

For 2 Player games, players take turns using Control Pad 1. Or, Player 2 can use a second Control Pad plugged into Control Port 2.

## Control Pad Buttons



### Directional Button (D-Button):

- Moves selection arrow for option setting.
- Moves Rambo in 8 directions.

### Start Button:

- Starts the game. (When using 2 Control Pads, press the Start Button on Control Pad 2.)
- Enters selections on the Player Selection Screen. (When using 2 Control Pads, press the Start Button on Control Pad 1.)
- Bypasses opening screens.
- Pauses game during play. Press again to resume.

**Button A:**

- Selects special weapons (knife, bow and arrow, explosives, time bomb.)

**Button B:**

- Uses special weapons.

**Button C:**

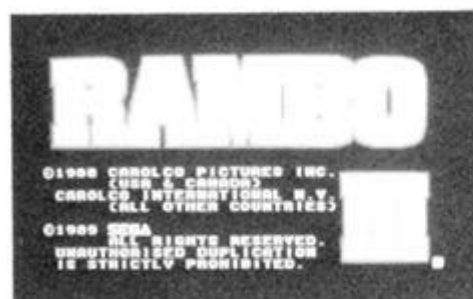
- Fires machine gun. Hold down button for rapid fire.

NOTE: You can rearrange the functions of Button A, B, and C. For instructions, see the Options Screen section later in this manual.

On the Options and Continue Play Screens, select your option with the D-Button. Then enter your selection by pressing Button A, B, or C.



# Start Play

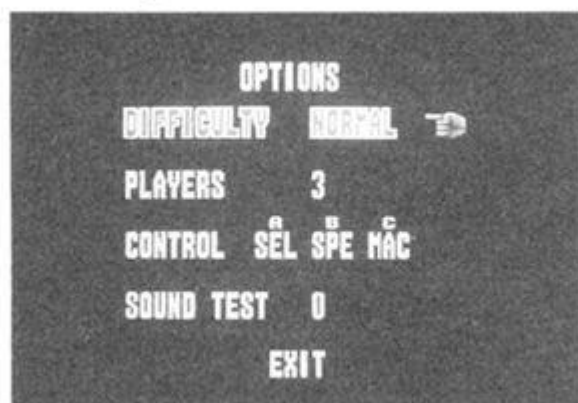


At the Title Screen, press the Start Button. (If you're playing with 2 Control Pads, press the Start Button on Control Pad 2.) On the Player Selection screen, use the D-Button to select a 1 Player or 2 Player game and press the Start Button on Control Pad 1. Watch the capture of Colonel Trautman (or press the Start Button to bypass the sequence). Then the game begins.

NOTE: During play, the current player is shown in the upper left corner of the game screen (1UP = Player 1, 2UP = Player 2).

## Options Screen

You can change the game settings by choosing Options on the Player Selection Screen. On the Options screen that appears, use the D-Button to move up and down to select an item. Then press left and right on the D-Button to change the setting.





**Difficulty:**

- Choose 1 of 4 difficulty levels, from easy to hardest.

**Players:**

- Choose Rambo's number of lives per game, from 1 to 5.

**Control:**

- Change the setting on Buttons A, B, and C.
- SEL indicates which button selects special weapons (knife, bow and arrow explosives, and time bomb).
- SPE indicates which button fires the special weapon selected.
- MAC indicates which button fires Rambo's machine gun.

**Sound Test:**

- Choose any one of 11 game sounds.
- Press Button A, B, or C to preview the sound.

**Exit:**

- Press Button A, B, or C to return to the Player Selection screen.

**Pause and Resume Play**

During game play, press the Start Button to pause the action. Press it again to resume play.

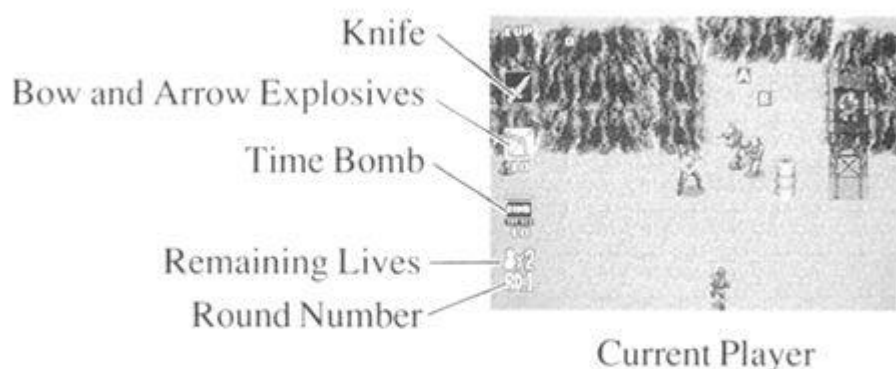
**Game Objective**

As Rambo, you vow to save Colonel Trautman. You sneak across the border undiscovered. Now you must fight your way to the Colonel, if you can find him! Then you must get both yourself and the Colonel back to safety — alive!

# Weapons

You always carry your machine gun. Press your MAC button (Button C or the button you selected) to fire it.

You've also armed yourself with a survival knife and a cache of bow and arrow explosives and time bombs. These special weapons appear in 3 boxes on the left side of the battle screen. Press your SEL button (Button A or the button you selected) to highlight the special weapon you want (its box turns yellow). Press your SPE button (Button B or the button you selected) to use that weapon.



NOTE: When you select Yes in the Continue Game Screen, you continue your mission with the same number and kinds of weapons you had when you ended the game.



## Machine Gun:

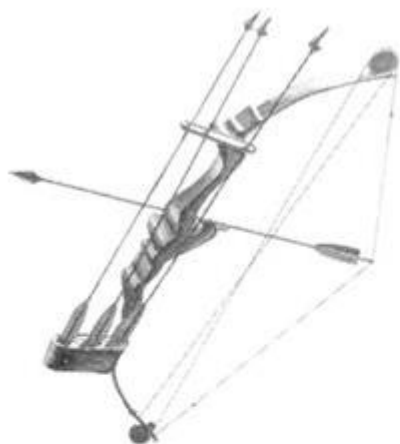
Press the MAC button to fire the machine gun. Hold down the button for rapid fire. If you use rapid fire while standing still, the bullets spray from left to right. If you use rapid fire while running, bullets fire straight ahead. You have unlimited rounds of machine gun bullets.



### **Survival Knife:**

Press the SEL, button to highlight your survival knife. Then press the SPE button to stab with it. The knife is very effective for sneaking up behind an unsuspecting enemy and

eliminating him silently. You can use the knife as often as you need to.



### **Bow and Arrow Explosives:**

Press the SEL button to highlight the bow and arrow. Then press the SPE button to draw back your bow. Release the button to shoot an exploding arrow. The longer you press the button before releasing the arrow, the more powerful the explosion is.

You can use the bow and arrow to destroy enemy transport trucks, jeeps, and tanks. You can also use it to kill soldiers, although the arrowhead won't explode. This weapon will explode the Ammo Boxes, but is useless against the watch towers.

You have limited number of bow and arrow explosives, and a tally is kept under the bow and arrow box. When you run out of this weapon, you won't be able to highlight its box.



### **Time Bomb:**

Press your SEL button to highlight the time bomb. Then press your SPE button to set one. The bomb has a 5-second timer, and the countdown begins as soon as the bomb is

set. When the timer reaches 0, the bomb explodes! All personnel in the bomb's range die in the explosion, so get out of the way!

Use the bomb to destroy vehicles, watch towers, barricades, and other obstacles. The bomb has no effect on the Ammo Boxes. You have a limited number of time bombs, and a tally is kept under the time bomb box. When you run out of this weapon, you won't be able to highlight its box.

## **Lives**

Even though Rambo has a powerful body, he can be hurt if he takes too many hits. When Rambo gets knocked down in battle, he can recover as long as he has lives left. The number of lives remaining appears at the bottom left of the screen. If Rambo runs out of lives, the game ends and he fails to complete his mission.

### **Extra Lives and Weapons**

You can gain extra lives and weapons during battle by running over the symbols that appear on the screen (☺ = Life, **A** = Bow and Arrow, **B** = Time Bomb). You can also gain extra lives by knifing certain soldiers.



## Six Missions

You've got to make it past jeeps full of enraged soldiers, troops attacking you with hand grenades and rifles, sharpshooters in watch towers, barricades, tanks, and mazes. It's you against them, and they're under orders to stop you!

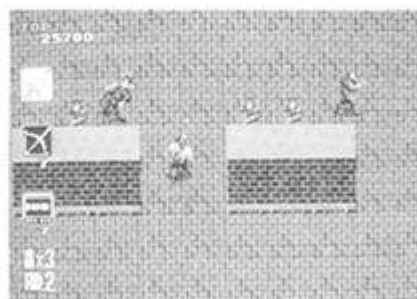
You've got to stay alive through six missions in order to save the Colonel. Mission follow each other in a set order. You must make it successfully through one mission in order to go on to the next.

### Mission 1: Infiltrate Enemy Lines!



You're on the perimeter of the enemy base, where reinforcements are arriving transports. Blast the trucks with arrows and bombs, shoot the infantry, then plant time bombs around the watch towers. Finally, blast your way through the gate with machine gun fire, arrows, and bombs. Watch out for bullets and hand grenades coming at you from every direction!

## Mission 2: Rescue Secret Agent!



In the maze-like underground prison, one of the prisoners is a secret agent! When you find a prisoner, fire away at the bars of his cell until he identifies himself. You've got to find the secret agent or you won't be able to escape. Your knife is your most effective weapon here. Watch for hand grenades lobbed over the wall!

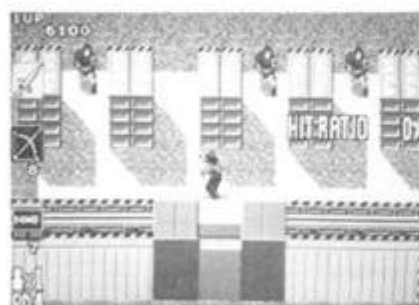
As soon as you discover the agent, the self-destruct timer in the prison begins its countdown. Race for the exit and blast your way through before the timer reaches 0 and the prisoners — and you — run out of luck!

## Mission 3: Get to the Arsenal!



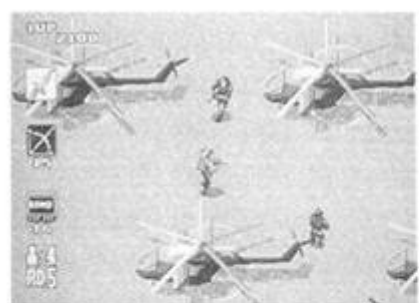
Attacking the arsenal is an excellent way to slow down the enemy. Destroy the jeep with a well-placed arrow. Clear the brush of guerrilla snipers. Don't get caught in an explosion from an enemy time bomb! Blow up the watch tower with a time bomb and splinter the gate with machine gun fire and bombs.

## Mission 4: Blow Up all the Enemy's Weapons!



Inside the arsenal are helicopters and crates filled with weapons. Destroy everything! As you work, the Hit Ratio Number appears. When your hit ratio reaches 100%, the exit opens. If you don't score 100%, you won't be able to get out of there!

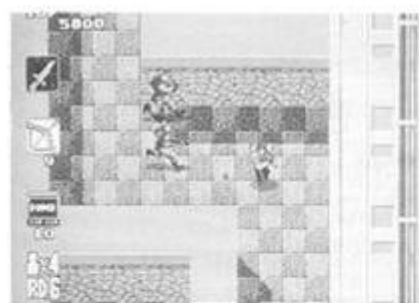
## Mission 5: Penetrate the Fortress!



Now you're in the heliport, facing row after row of enemy choppers. Blow them up for extra points. Charge up an arrow to its maximum power and then shatter the tank with a well-place shot.

Enemy troops pour from the wall near the exit. Cut them down with machine gun fire. When all the troops are dead, you'll be able to escape through the exit.

## Mission 6: Rescue Colonel Trautman!



You're finally inside the building where Colonel Trautman is being interrogated. Rush through this huge maze and find the Colonel before it's too late! Use all your weapons to get

rid of the soldiers who try to stop you.

As soon as you rescue the Colonel, your mission's accomplished!

## Bonus Battle



At the completion of Missions 1, 3, 5 and 6 you fight a bonus battle. You've got to destroy the enemy in this battle in order to go on to the next mission.



Hind helicopter



T62-A

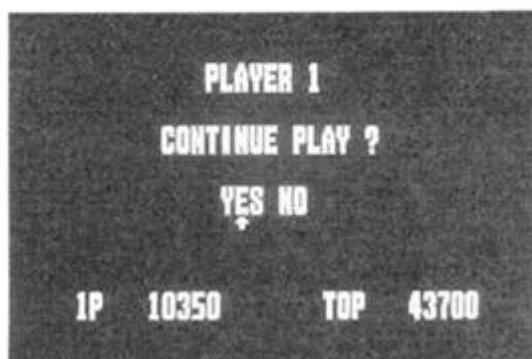
Use your bow and arrow to destroy the Hind helicopter or T62-A tank, both powerful Soviet weapons. Press Button A, B, or C to draw back your bow. Press the D-Button to move right or left while pressing Button A, B or C and to adjust your aim (shown by the gun sight on screen). The longer you hold down the button, the more power your arrow acquires. When the enemy is in your gun sight, release the button to fire.



Gauge your enemy's movements and step away from your shelter just long enough to draw back and fire. While you're concealed, you can't be hit by enemy fire. Either you or the enemy will succeed in destroying the other. If you're hit by enemy fire, the battle ends. If you destroy the enemy, you go on to the next mission. When you succeed in the battle after Mission 6, you win the game!

## End of Mission

When a mission ends, the Continue Play Screen appears. Select Yes and press Button A, B, or C to resume your mission at the point where it ended. Select No and press a button to end the game.



Your score appears at the bottom of the screen. In a 1 Player game, the top score also appears. If you choose to continue the game, your score starts again at 0.

NOTE: Continue Play is only available through Mission 5. From Mission 6 on, if you lose all your lives you can't continue the game.

# Scoring

When you successfully knife a soldier, you earn points ranging from 100 points in Mission 1 to 2,000 points in Mission 6. When you knife more than one soldier in a row, the points earned increase in five stages. If you're defeated, the points earned return to the first stage.

When you destroy the enemy with arrows or time bombs, you earn these points:



## **Soldier:**

Mission 1...50 points

Mission 2 ...100 points

Missions 3,4, and 5 ...150 points

Mission 6 ...200 points



**Truck ...500 points**



**Jeep ...800 points**



**Tank ...1,000 points**



**Helicopter** ..... 1,000 points  
Second in a row ..... 2,000 points  
Third in a row ..... 3,000 points  
Fourth in a row ..... 4,000 points  
Fifth and up in a row ..... 5,000 points  
If you're defeated, the points earned returns to  
1,000 points per helicopter.

Numbers appearing on the game screen are bonus points you earn. Blowing up the Ammo Boxes destroys all the nearby enemies, but you don't earn points.

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# Scorebook

Date			
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# Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

## Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

**1-800-USA-SEGA**

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

## Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

## Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



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