



**THUNDER  
MOUNTAIN**

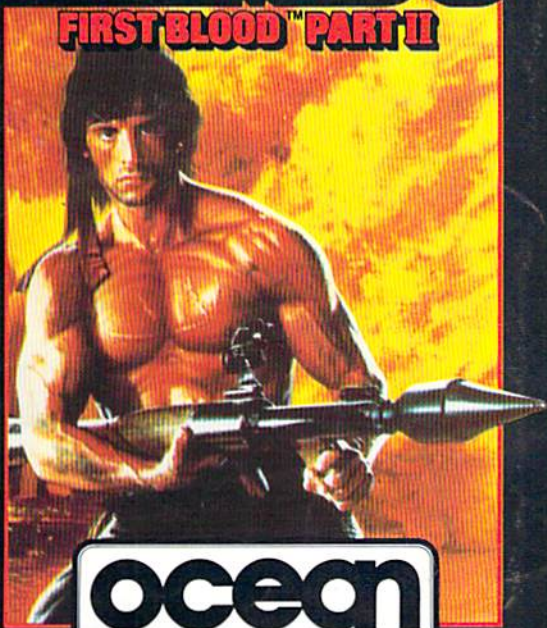
Commodore  
64™/128™

disk

Joystick required

**RAMBO**™

**FIRST BLOOD™ PART II**



**ocean**

presented by **ANGELSOFT**®

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**RAMBO®**

**FIRST BLOOD PART II**

THE OFFICIAL COMPUTER GAME OF THE FILM

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from MUSIC to SOUND EFFECTS. The **RUN/STOP KEY PAUSES** and **RESTARTS** the action.

## **THE GAME**

The game takes place in approximately 1 million sq. feet (scale) of jungle featuring the P.O.W. camp, a secret Temple and many different types of terrain.

Colonel Trautman, your C.O., has given you very precise orders . . . Find the P.O.W. camp, photograph the evidence using the automatic camera which is part of your standard equipment and then make your way north to the extraction point where a helicopter awaits you. You will then be flown back to the safety of your base in Thailand. Your orders are specific:

**"Do not engage the enemy."  
"Do not attempt to rescue."**

However when you arrive at the P.O.W. camp and see your former comrade Banks tied to a Bamboo Cross in the compound, you know that another scenario will unfold; one in which you are the Hero! You must decide . . . Ignoring your C.O. and using the knife, you cut your buddy free - now there is no turning back as you have alerted the camp guards. Taking Banks with you, you battle your way north towards the helicopter in an attempt to get transport to free all the P.O.W.s.

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## **HINTS and TIPS**

Try not to disturb or engage the enemy unnecessarily, especially on the way to the P.O.W. camp. (i.e., use of loud weapons will alert enemy activity).

Don't stand still in the camp and remember you will need your knife to cut free the solitary prisoner.

Inside the helicopter you can only fire the rocket launcher (which is hidden on board).

It can be very dangerous to deploy certain weapons in inappropriate circumstances.

If you rescue the first solitary prisoner there is no turning back - you are committed to becoming a Hero.

**GOOD LUCK!**

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THE ACTION is set in the Vietnamese jungle - A reconnaissance mission which turns into a rescue!

You are JOHN J. RAMBO, a highly trained jungle fighter with instructions to gain entry to a P.O.W. camp and photograph evidence of American prisoners - but having found them will your conscience let you walk away?

## LOADING

Insert the joystick into port 2 of your Commodore 64. Turn on the disk, then turn on the computer. Insert the game disk into the drive with the label facing upwards. Type: **LOAD """,8,1** Then press Return. The introductory screen will appear and the program will then load automatically.

## CONTROLS

The game requires joystick control and Rambo's movement is determined by the direction in which the joystick is pushed.

The FIRE button activates any weapon system that you are carrying and must be pressed repeatedly for operation.

The different weapons systems at your command appear at the bottom of the screen and are selected by means of the SPACE BAR. The S KEY toggles

Arcade/Strategy Game – Ages 10 and Up

# RAMBO®

FIRST BLOOD™ PART II



**“DO NOT ENGAGE THE ENEMY.”**  
**“DO NOT ATTEMPT A RESCUE.”**

You are John J. Rambo, the toughest jungle fighter Special Forces ever trained. Your orders are explicit: penetrate the enemy POW camp and photograph any American MIAs and get out with the evidence. When you get to the camp and see your compatriots in chains, the mission changes. Armed with your knife, bow, grenades, rocket launcher and machine gun, you are about to become a whirlwind of destruction in an ultimate test of your courage and cunning. Free the American prisoners or die trying in this exciting action adventure based on RAMBO®: FIRST BLOOD PART II™.

## Features

- One million square feet of jungle to explore
- Six deadly weapons at your command
- Exciting arcade sounds and graphics so real you can smell the smoke
- Non-stop action, danger, and excitement

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Manufactured in the U.S.A.

THUNDER MOUNTAIN  
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Having located the chopper you must return to the camp to find the main body of prisoners - again using your knife to cut their bands, hurry to get them aboard for by now there is a full alert and the enemy's main weapon, a powerful helicopter Gunship is sent in pursuit.

Now engage in combat with this fearsome machine and escape with the prisoners to the safety of Thailand.

## **STATUS and SCORING**

On screen information shows current score at the bottom of the screen and is included at the end of the game in the high score table.

An "Energy Band" shows Rambo's strength reserve and is replenished upon completion of each stage.

Bonus points are achieved by collecting weapons hidden at strategic points.

## **WEAPONS SYSTEMS**

Your choice of weapons is displayed at the bottom right of the screen and the comprehensive list includes KNIFE, ARROW, EXPLOSIVE ARROW, GRENADE, ROCKET LAUNCHER and MACHINE GUN. (Some of these weapons are available at the beginning, others are hidden in the terrain).

# **RAMBO® FIRST BLOOD™ PART II**

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PRODUCED BY JON WOODS