

# THE ACTION

# RAMBO™

## FIRST BLOOD™ PART II

### THE OFFICIAL COMPUTER GAME OF THE FILM.

It's program code, graphic representation, and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. RAMBO FIRST BLOOD PART II runs on the Commodore 64/128 computers.

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

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

### LOADING

**CASSETTE** - Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow; press PLAY on tape. This program will load automatically. When loading is complete follow screen instructions.

**DISK** - Insert joystick plug into port two of your Commodore 64. Turn on the disc drive then turn on the computer. Insert the game disk into the drive with the label facing upwards. Type: LOAD "RAMBO"/8.1. (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.

**S** KEY from MUSIC to SOUND EFFECTS.

**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. (Commanding Officer), 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 automatically 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 so 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.

Having located the chopper you must return to the camp to find the main body of prisoners - again using your knife to cut their bonds, 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 which is fully displayed.

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).

### 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!

# RAMBO™

## FIRST BLOOD™ PART II

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PRODUCED BY JON WOODS

# COMMODORE

# GREEN BERET

### LOADING

**CASSETTE** - on the C128 type Go 64 (return) and continue. Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow: Press PLAY on tape. This program will load automatically. When loading is complete press FIRE BUTTON to start.

**DISK** - Select 64 mode. Insert joystick plug into port two of your C64/128. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD""8.1 (RETURN) the introductory screen will appear and the program will then load automatically.

### THE GAME

#### RESCUE THE CAPTIVES!

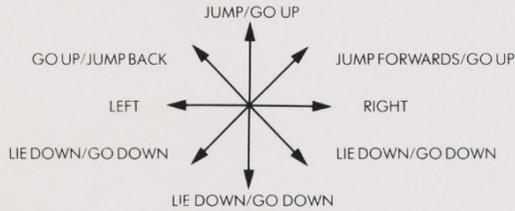
You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations - you are alone, against immeasurable odds, have you the skill and stamina to succeed?

### CONTROLS

The program is controlled by joystick and keyboard.

#### JOYSTICK

The Green Beret is moved as follows using a combination of up, down, left and right.



Fire Button - KNIFE FUNCTION

### KEYBOARD

Press the SPACE BAR to activate the "SHOOT" weapon.

### PLAYING

#### RED ALERT!

Use the platforms and ladders to advance through four defence stages:-

Missile Base; Harbour; Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick, shoot and bite! to stop you.

Watch your step - you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the commandant.

Weapons are: Flame Thrower, Rocket Launcher, Grenade

Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal.

### STATUS AND SCORING

On screen information show current score and lives remaining at the top left of the screen and high-score and current stage at the top right.

Any weapons that you may be carrying are graphically displayed at the top left of the screen. You begin your mission with three lives and gain bonus lives at 30,000 points and every 70,000 points thereafter.

### HINTS and TIPS

- Avoid the bullets/missiles by lying down or jumping.
- Weapons can be used to destroy more than just the enemy.
- Keep moving or you may have a lot of company.
- Try to save weapons for the end of each stage.
- Watch the skies!

### GREEN BERET

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Produced by D. C. Ward.

# The Great Escape

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### LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY ON TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

Select 64 mode. Insert joystick plug into port two of your C64/128. Turn on the disk drive insert the program into the drive type load "" 8.1 (RETURN) the introductory screen will appear and the program will then load automatically.

### THE GAME

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

**CAMP GEOGRAPHY and POSSIBLE ESCAPE ROUTES.** The camp is a small converted Castle on a promontory surrounded on three sides by cliffs and the cold North Sea. Official entry to the camp is by a narrow road through the gatehouse and all traffic must carry papers authorising their passage. Elsewhere the camp has been closed by either fences or walls and dogs are deployed to patrol the perimeter. These areas are watched by men from the observation towers and there are very few blind spots, at night powerful search lights comb the walls looking for any sign of movement.

The prisoners are housed in pre-fabricated huts within the castle ground just to the side of a quadrangle that is used for roll calls and recreational purposes. In line with the Geneva Convention the prisoners must have exercise so an area has been provided and this is conveniently situated on the inland side allowing close up inspection of the southern fences.

Beneath the camp is a labyrinth of old drains and tunnels dug out by past internees it could prove an ideal route to escape but entering without a torch is very dangerous as it is far too easy to get lost in the dark.

### WITHIN THE CAMP THERE ARE FOUR MAIN CHARACTER TYPES

1. The Commandant
2. The German Guards
3. Fellow prisoners
4. The escaping prisoner

**1. THE COMMANDANT**  
This daunting figure controls the camp. It is he who chooses the number of soldiers to place on particular patrols and the observation positions. At the beginning of the game security is fairly lax but the more times the player is caught out of bounds the more secure the camp will become. The Commandant is the least predictable of the security forces, he often inspects his guards to see if they are in the correct place and are following instructions and it is possible to bump into him almost anywhere in the camp. It is a good idea therefore to know his whereabouts at all times to avoid unfortunate encounters!

### 2. THE GERMAN GUARDS

These characters are the work horses of the camp staff. They must either trudge along on patrol, shiver on observation towers or stand alert on sentry duty and ensure the prisoners keep to their daily routine. Once alerted to a patrol, they will dutifully pace up and down taking approximately the same time on each circuit. This will allow you to time the position of the guards and modify your escape plan accordingly. The hero will be detected within the lines of sight of any of the security forces so it is possible to sneak past a guard who is looking the other way, but they are very alert and you will have to be quick.

The soldiers who look after the POW's escort the prisoners before they move about the camp, so two or three guards will follow them to the parade ground, the exercise area or the prisoners mess.

### 3. FELLOW PRISONERS

These unfortunate fellows have been in the camp a long time, at first they were enthusiastic about escaping but a long series of failures have crushed their morale.

They now seem happy to bide their time until the end of the war. However some of the men retain a bit of spirit and can be bribed or persuaded to create a diversion allowing you to disappear unnoticed.

Their life is ordered by alarm bells, these tell them when to get up and when to go to roll-call, when to eat and when to exercise. An analysis of this routine will enable you to estimate at what time your escape will be noticed and the alarm bells start ringing!

### 4. THE ESCAPE - "OUR HERO"

You control him by joystick or keyboard putting in several patterns of behaviour. If you are in bounds i.e. the morale indicator is green you will follow the routine like any other prisoner and this allows you to become familiar with the camp and camp life without having to follow the other characters around manually. You will only diverge from this path by taking over the controls, but if you wander too far out of bounds the morale indicator will turn red, now you are liable to arrest and have total control. You can drop/pick up objects (press fire and joystick down/up) that you find in the camp but you can only carry two objects at any one time. When you have discovered places that are infrequently searched or unlikely to be discovered by the security forces you may leave a cache of useful objects there. Any objects that are found however by the Guards or Commandant, or that you are carrying when captured will be confiscated immediately.

If you are spotted while on an escape you will have two choices, either to make a run for it or to surrender. Once caught you will lose all the objects that you were carrying and the camp security stepped up; you will also be sent to the cells but so that the action of the game can continue this is only for a moment and you will then be escorted back to your comrades.

### SCREEN DISPLAY DIAGRAM



### MORALE

The morale indicator is situated to the left of the screen its colour denotes the current morale. Each time you find something useful or explore a different part of the camp your morale and score will increase accordingly. However each time one of your possessions is discovered and removed your morale will decrease. Red Cross parcels and other goodies will arrive randomly throughout the game and increase your morale level. Capture and consequent punishment will reduce your morale enormously and if it ever reaches zero you will lose control and our hero will become just another member of the camp prisoners. The only remedy for this situation is a new game.

### THE ALARM BELLS

The alarm bell has two functions, when it sounds in a short burst it denotes the commencement of meals, roll-calls etc and a message will appear at the bottom of the screen with the relevant information. When a potential escape is discovered out of bounds the alarm bell will ring continuously and this is the signal to the guards that an escape is in progress.

### NEWS BULLETIN

Messages will appear on screen, keeping you fully informed of all news events within the camp, i.e. the discovery by the guards of hidden items etc.

### SCORING

You score points and increase your morale by discovering objects, using them and escaping - each of these activities will increase your score.

### CONTROLS

The game is controlled by joystick in Port 2.

### JOYSTICK



FIRE is pick up, use, drop object

RESTORE - ABORT GAME  
RUN/STOP - PAUSE GAME

### CREDITS

Produced by D. C. Ward  
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Game Design Copyright Denton Designs 1986

# ARMY MOVES

**...TARGET... ENEMY NUCLEAR DEVICE...  
...ATTACK... INFILTRATE... DESTROY...**

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### LOADING

**COMMODORE CASSETTE**  
This program loads separately in two parts. If you want to play the second part, you must fast forward the tape to the desired position and load it in. You will be unable, however, to play this if you have not previously gained the code number from the end of part one.

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

**COMMODORE DISK**  
Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type load "" 8.1 (RETURN) the introductory screen will appear and the program will then load automatically.

### CONTROLS

Spectrum and Amstrad are controlled by either joystick or keyboard and all keys are fully redefinable. Commodore is controlled by joystick Port 2 and the SPACE BAR.

KEYBOARD - Spectrum and Amstrad only		HELIICOPTER		SOLDIER	
DIRECTION	JEEP	ACCELERATE	DECELERATE	ACCELERATE	MOVE RIGHT
RIGHT	ACCELERATE	DECELERATE	ACCELERATE	ACCELERATE	MOVE LEFT
LEFT	DECELERATE	ACCELERATE	ACCELERATE	ACCELERATE	JUMP
UP	JUMP	TAKE OFF (ASCEND)	JUMP	LAND (DESCEND)	JUMP/DOOR
DOWN	JUMP	LAND (DESCEND)	JUMP	LAND (DESCEND)	JUMP/DOOR
FIRE 1	MISSILE (GROUND TO GROUND)	MISSILE (GROUND TO GROUND)	MISSILE (GROUND TO GROUND)	MISSILE (GROUND TO AIR)	MACHINE GUNS
FIRE 2	MISSILE (GROUND TO AIR)	MISSILE (GROUND TO AIR)	MISSILE (GROUND TO AIR)	MISSILE (GROUND TO AIR)	MACHINE GUNS

**JOYSTICK** Spectrum (Kempston only), Amstrad and Commodore Port 2

LEFT - RIGHT N.B. Commodore - Fire 2 - SPACE BAR.

### STATUS AND SCORING

On screen information displays. Points are awarded as follows:-

Helicopter	250	Submarine	1500
Truck	500	Tower	1500
Plane	1000	Bird	Variable
Missile base	500	Men	Variable

You begin with 5 lives on level 1 and a further 5 on level 2 with a bonus life every 25,000 points.

### THE GAME

You are a member of the SOC (Special Operations Core) a crack regiment of Specialist Commandos picked for the most dangerous missions. Locked in a safe at the enemy headquarters is information... information so vital that the turning point of the conflict depends upon its discovery. To get to the head quarters means crossing jungles and deserts, manipulating many forms of transportation and harnessing a variety of weapons systems. Only the best will succeed on this deadly venture... Will you be one of them?

### PLAYING

The game is divided into seven sections each of which must be completed to progress to the next one, finally to the enemy headquarters itself and the vital plans which must be located.

### STAGE 1

Reach the enemy helicopter base with your missile equipped jeep. Transport lorries will try to block your way eliminate them with ground missiles and take out the helicopters with your air attack systems. Parts of the bridge work may be destroyed in which case you must hop over the damaged parts with your turbo boost (care is needed as this may affect your missile sequencing). Once at the base your next move is to steal a helicopter and begin your flight towards the jungle headquarters.

### STAGE 2, 3, 4

These stages are all completed by helicopter across differing terrains, from desert to sea and then on over the jungle. Avoid the fighter planes sent out to destroy you and watch out for deadly missile silos (STAGE 2), Submarines (STAGE 3), and armed look-out posts (STAGE 4).

The following strategies might help:  
Take off quickly before the first wave of fighters, arrive and pay attention to your altitude - flying low is dangerous but will enable you to win more points (a bonus helicopter for every 25,000).  
Vigilance is required to spot the helicopters (refuelling sites). If you don't land on time there is no way back and lack of fuel is fatal. A good landing gains extra points and can be achieved by centering over the airfield.  
When you reach the jungle heliport you will be given a code enabling you to proceed towards the barracks.  
Switch off the computer and load in the final sections.

### STAGE 5

The final test, reach the bunker where the plans are hidden, find the safe and your home and dry. A few tips will help you here: Be careful with the doors, hide behind them to prevent them being opened. When on the stairs the enemy cannot see you, so make sure the coast is clear before stepping off. Remember grenades can bounce off walls, study their trajectory with care. This operation is difficult but essential, your success is a must... GOOD LUCK!

**STAGE 6**  
You've found the barracks, but to reach the main building you must traverse beyond the watchtowers and repel all hostile attacks. The following strategy may help:

**STAGE 7**  
The final test, reach the bunker where the plans are hidden, find the safe and your home and dry. A few tips will help you here: Be careful with the doors, hide behind them to prevent them being opened. When on the stairs the enemy cannot see you, so make sure the coast is clear before stepping off. Remember grenades can bounce off walls, study their trajectory with care. This operation is difficult but essential, your success is a must... GOOD LUCK!

# TOP GUN™

The "TOP GUN" game puts you in the pilot's seat of an F-14 jet fighter. 3-D vector graphics and split screen display allow one or two players to combat head to head or against the computer. Your armaments in this nerve-ringing aerial duel are heat seeking missiles, and 20mm rapid fire cannon. Many skills have to be brought in to play such as reflexes, manoeuvring ability and accuracy to become the best of the best. Top Gun™ warriors enter the danger zone!

### TOP GUN

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### LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY ON TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

Select 64 mode. Insert joystick plug into port two of your C64/128. Turn on the disk drive insert the program into the drive with the label facing upwards type load "" 8.1 (RETURN) the introductory screen will appear and the program will then load automatically.

### CONTROLS

The program is controlled by joystick and keyboard.

- One player mode - joystick port 1.
- Two player mode - player 1 joystick port 1, player 2 joystick port 2.

### JOYSTICK

Player 1 and Player 2



FIRE - Fire selected weapon.

### SUPPLEMENTARY KEYBOARD CONTROLS

PLAYER 1	PLAYER 2
RUN/STOP	INCREASE THRUST
COMMODORE KEY	DECREASE THRUST
SPACE BAR	SELECT WEAPON
SPACE BAR	SELECT WEAPON

### STATUS AND SCORING

DISPLAY SCREEN



Each level comprises of 3 aircraft which has to be destroyed. Points are awarded on the number of aircraft shot down.

### GAMEPLAY

You are Maverick, a top fighter pilot. Your craft the F-14 fighter. It is a fast and deadly aeroplane equipped with different weapons and defence systems. Choose to combat against the computer controlled aircraft or go head to head and battle it out.

In 2 players mode - out manoeuvre your opponent and shoot him down with a direct hit from one of the missiles or a succession of shots from the machine guns.

### WEAPON SELECTION