

# RAMBO™\*

**FIRST BLOOD™ PART II**

## The Mega Cartridge™

™\* Trademark of Carolco International N.V.  
Stephen J. Cannell Productions,  
Licensing Agent

© 1985 Carolco International N.V.  
All Rights Reserved.



**SEGA®**

# Rambo First Blood Part II

---

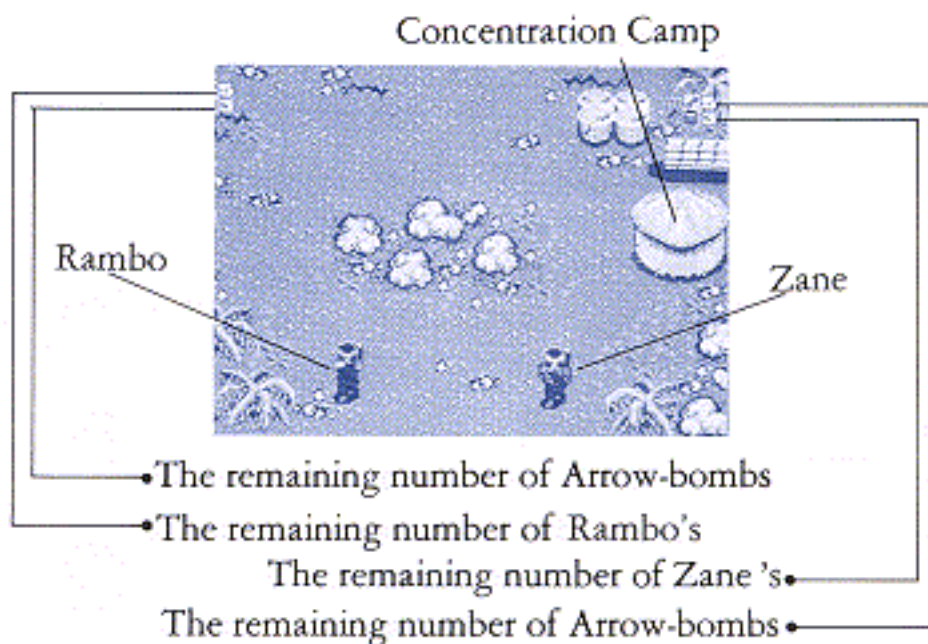
## What's Happening

You're deep in enemy territory. But you've got to penetrate it further and get through to the concentration camps. It's the only way you'll save your fellow countrymen from certain death.

Along the way, you must battle infantrymen, artillerymen, knife soldiers, snipers, flame throwers, rocket launchers and more. All of whom would much rather see you dead than alive.

You're equipped with an M-60 and a five-hit supply of Arrow-bombs. Beyond that, all you have is your savage strength and steel nerves.

You'll enter six different levels in all -- each in different terrain. There's a jungle, a forest, a swamp, a desert, a mountain and seacoast. At the end of each round, destroy the part of the barricade that changes color with your Arrow-bomb. Only then will the road to the next level be reached.



## Who's Who

You're Rambo. The one in green camouflage gear using player 1 control. And if you play a two player game you'll have a partner, Zane, using player 2 control.

You can play with Rambo by yourself or, with another player, you can play with both Rambo and Zane at the same time. In the first and second scenes only, you can start play with one character while another player is playing with the other character.

Alone, or together, you'll fend off and destroy the enemy. Who is everyone else.

---

## What's What

Next to Zane (in the two-player game), your best friend on this mission is your M-60. And your second best friend is your supply of five Arrow-bombs.

Use your M-60 against the following enemy attackers:

- Infantrymen
- Artillerymen
- Knife Soldiers
- Policemen
- Bazooka Soldiers
- Riflemen
- Snipers
- Flame Throwers
- Rocket Launchers

Use one Arrow-bomb against these attackers:

- Highway Patrolmen

Use one Arrow-bomb against to destroy:

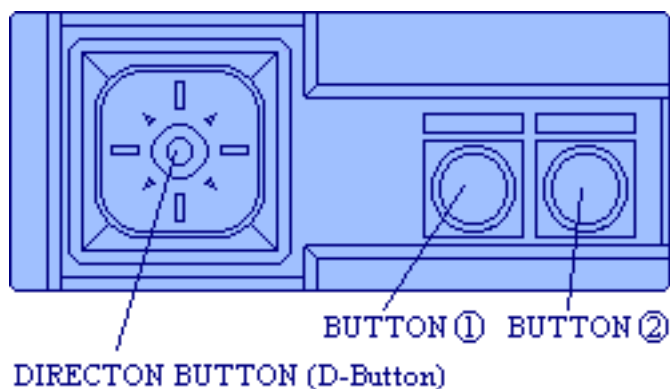
- A Concentration Camp ( Rounds 1 through 4 only)

Use two Arrow-bombs against this attacker:

- Tanks

## Taking Control

The following illustration shows you the control points on your SEGA SYSTEM control pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.



TO MOVE Rambo (or Zane) ..... push the ARROWS in the desired direction.  
TO FIRE the M-60 ..... push BUTTON 1  
TO FIRE Arrow-bombs ... push BUTTON 2

---

## Oops. Try Again

At the beginning of each game you get three lives. When you lose all of them, the game is over.

You receive an additional life every time you clear a round.

---

## Know The Score

The points you earn for destroying different types of enemy personnel are added together to produce your final score.

Here's what earns what:

INFANTRYMEN	100 points
ARTILLERYMEN	150 points

KNIFE SOLDIERS	150 points
BAZOOKA SOLDIERS	150 points
RIFLEMEN	150 points
SNIPERS	200 points
FLAMETHROWERS	200 points
ROCKET LAUNCHES	200 points
POLICEMEN	100 points
HIGHWAY PATROLMEN	500 points
TANKS	1,000 points
DESTROYING A CONCENTRATION CAMP	1,000 points

## **SECRET NUMBER BONUS**

When you kill x number of soldiers (you won't know the secret number until it happens), you'll receive 500 extra points.

Bonus points per round:

ROUND 1	5,000 points
ROUND 2	10,000 points
ROUND 3	20,000 points
ROUND 4	50,000 points
ROUND 5	100,000 points
ROUND 6	500,000 points

## **EXTRA AMMO**

When you kill x number of soldiers (see Secret Number Bonus, above), the power of your M-60 will be increased by picking up the power sources. The shooting distance will be extended. And each shot will become more penetrating, allowing you to down multiple attackers with one shot.

Also, for each concentration camp destroyed, you'll get five even more powerful Arrow-bombs.

---

## Helpful Hints

- Be sure to save at least one of the Arrow-bombs for the end of the round when you'll need to blow up the barricade to release the captives from the concentration camp.
- Try to make every shot count. Don't waste precious ammo shooting at air.
- Destroy as many of the concentration camps as possible to earn extra Arrow-bombs.

