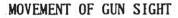


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THE PLAYER CAN MOVE ONLY IN BOTH LEFT AND RIGHT

- AUTOMATIC RIFLE
- ARROW WITH MICRO-BOMB
- ·ESCAPE FROM THE AREA!!
- •THE ROUND CAN BE CLEARED BY GETTING OVER Y-DIVISION'S CONCENTRATED ATTACKING.

MOVEMENT OF GUN SIGHT







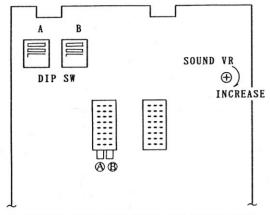
AUTOMATIC RIFLE ARROW WITH MICRO-BOMB

THE PLAYER CAN MOVE ONLY IN BOTH LEFT AND RIGHT DIRECTIONS.
BY TURNING THIS STRONGLY TO THE DIAGONALLY BLOW LEFT OR RIGHT. THE PLAYER CAN AVOID ENEMY'S ATTACKING.



ADJUSTMENT ON GAME PC BOARD (RAMBO III G25 00555A)

CONNECTOR



CONTROL FOR THIS GAME ARE EITHER ONE JAY-JOYSTICK AND 2 BUTTONS OR ONE BALL-CONTROLLER AND 2 BUTTONS.

- - (BALL): BALLCONTROLLER

SOLDER SIDE			COMPONENTS SIDE					
GND	A	1	GND					
GND	В	2	GND					
+ 5 V	C	3	+ 5 V					
+ 5 V	D	4	+ 5 V					
– 5 V	E	5	-5V					
+12V	F	6	+12V (+13V)					
POST	Н	7	POST					
COIN COUNTER (B)	J	8	COIN COUNTER (A)					
COIN LOCKOUT (B)	K	9	COIN LOCKOUT (A)					
SPEAKER (-)	L	10	SPEAKER (+)					
	M	11						
VIDEO G	N	12	VIDEO R					
VIDEO SYNC	P	13	VIDEO B					
SERVICE SW	R	14	VIDEO GND					
TILT SW	S	15						
(COIN B)	T	16	COIN A					
2P SELECT	U	17	1P SELECT					
2P UP	V	18	1P UP					
2P DOWN	W	19	1P DOWN					
2P LEFT	X	20	1P LEFT					
2P RIGHT	Y	21	1P RIGHT					
2P RIFLE	Z	22	1P RIFLE					
2P MICRO BOMB	a	23	1P MICRO BOMB					
	b	24						
	С	25						
	d	26						
GND	е	27	. GND					
GND	f	28	GND					

NOTE: BEFORE CHANGING THE SETTINGS OF DIP SWITCHES, TURN THE POWER OFF.

♦ SETTING OF DIP SWITCH A

(*) : FACTORY SETTING

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
SCREEN ROTATION	* NORMAL	Harry and	OFF						
	REVERSE		ON						
TEST MODE	* NORMAL GAME	1		OFF					
	TEST MODE			ON	No. 1				
ATTRACT SOUND	* WITH				OFF				
	WITHOUT	1		. 178	ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY	OFF				OFF	OFF	1	
	2 COINS 1 PLAY						7 0 7 7		
	3 COINS 1 PLAY						0.11	1	
	4 COINS 1 PLAYS	1				ON	ON	1	
PLAY PRICING COIN B	* 1 COIN 2 PLAYS							OFF	OFF
	1 COIN 3 PLAYS							ON	1 011
	1 COIN 4 PLAYS							OFF	ON
	1 COIN 6 PLAYS	1						ON	ON

♦ SETTING OF DIP SWITCH B

SETTINGS		POSITIONS	1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY (A) → DIFFICULT(D)	*	RANK B	OFF	OFF	- OFF			OFF		
		RANK A	ON							
		RANK C	OFF	ON						
		RANK D	ON							
CONTROL	*	8-WAY JOYSTICK				OFF				
		BALL CONTROLLER				ON				
* WITH	WITH					OFF				
CONTINUE MODE	RANK D * 8-WAY JOYSTICK BALL CONTROLLE	WITHOUT	1				ON			