

Rambo III FAQ/Walkthrough Final

by Pidgeotto

Updated on Sep 11, 2005

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RAMBO III The FAQ/Walkthrough
for one of the best made games ever, Rambo III!
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INTRODUCTION

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Following the major Sylvester Stallone a.k.a. Rambo hype, or rather fad, a lot of merchandise flooded the market. The ruthless and emotion-corrupt character became an instant hero among the then populace. The gaming industry was invaded as well, with endless rounds flashing in television screen across the globe.

So, here we have the SEGA Mega Drive/Genesis console which hosts Rambo in the game Rambo 3. Overall, the installment is not a bad one for its time, the graphics are good and so is the excitement factor. Most missions you are sent to complete are rather short, action-packed and bearing differences. There isn't much of a storyline and sadly, backgrounds are hardly detailed. We are told the action takes place in Afghanistan in the early nineties (or around that time) where the Soviets festered into a force to be reckoned with.

The designers never knew there'd be a recurring story in 2001-2002...

Now that I am replaying it after more than half a decade of resting dominated by dust, I have found it is a nice way to pass the time, even if you have friends over and have not much of a selection of available new video games.

Your aim in each level is nearly always a different one. However, in all cases your basic gameplay is running around corridors, flinging endless rounds of ammunition, killing henchmen and detonating targets of interest. In the meantime, you must defend Rambo's health and stab easy and unsuspecting militants that come your way for free gifts.

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FAQs

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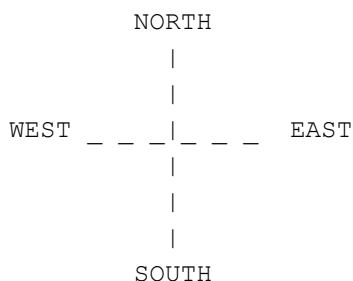
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Here, I have compiled a couple of questions which may be of interest to those playing Rambo 3 and reading my guide.

>What is North, South, East and West?<

~Yes, there are users out there who have their reasons for not knowing the directions. I use directions in my Walkthrough profusely, so for everyone's accuracy, I've included this:



This should clear things up a bit.~

>In the Special stages, how do I shoot down the targets?<

~In those, when Rambo is facing either a Soviet tank or helicopter (or a combo of those) he only has the use of the Crossbow provided. The aim where the shot will land is plastered onto the screen.

Now, Rambo can only move that when the Crossbow is loaded, and you are holding down the 'B' button, using the 'Direction' button. In this way, he won't be able to shift his legs and move away from the fired shots but you'll be allowed to make a very precise target.~

>What is that thing above my total credits in the in-game screen?<

~This is really mystifying... I really have no explanation as this is most probably a feature the designers scrapped and then forgot to remove after publication.

At the start of each level, a '1 UP' title appears above your total credits collected. If you begin shooting or killing enemies in any way, this instantly transforms into a red 'TOP'. As I said, I have no explanation and I doubt if anybody else has.

I believe there is no altering to the outcome of gameplay though levels finished in '1 UP' tend to be faster, and therefore more rewarding. However, you'd probably get far more credits if you destroyed all enemy targets anyway.

During the 2004 Summer, I played Rambo profusely and cornered all mysteriously unsolved occurrences. This is no exception. If you finish a level in 1 UP, you are automatically rewarded a new Continue. This means that once you're killed, you'll have more tries to continue the game at the level where you were shot down. Pretty difficult to achieve in the later stages because the urge there is so great to destroy everything about. Try it on the first mission and enjoy the fruits of your labour.~

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CONTROLS

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In order to function and bring enjoyment to the player, each game has its controls. Here are the simple ones belonging for Rambo 3 on the SEGA Mega Drive controller:

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*****
* Button      * Function                               *
*****
*   A         * Switch weapons. [Dagger/Crossbow/Bomb] *
*   B         * Use selected weapon -----//----- *
*   C         * Fire machine gun                       *
* Directions * Move/Direct fire                       *
*   Start     * Pause game/Select in Menu screens     *
*****

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As simple as that. The 'X', 'Y', 'Z' and 'Mode' buttons are dysfunctional.

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GAMEPLAY

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In this section, I will list and correspondingly detail various elements appearing in-game that you may need more information on. Some may be spoilers, so read at your own risk.

Shifting Offensive Modes

It took me a comparatively long time to realize what those yellow square panels on the left of Rambo's in-game screen were. The first (topmost) square bears a metallic dagger and this is the default mode auto-selected at the beginning of each level. The second is occupied by what looks like a crossbow and the third is evidently a bomb with a timer. But, to actually shift in between, you must tap the 'A' button and select whichever you like from top to bottom.

Dagger

This only works when it has been selected from the three options. It is also the default option. When 'B' is pressed, Rambo swipes with it across a short distance. For it to work effectively against human targets, you must position the ruthless hero to touch him, before initiating the single swipe. The result is a stab which kills instantly the one person attacked and his carcass disappears. In his place a free pick-up may appear, ranging from ammunition for the explosive crossbow, extra timed bombs or an extra life.

Crossbow

This, the second, only works when it has been selected from the three options. When 'B' is pressed, Rambo mounts the crossbow, and if he has any ammunition (arrows) to his disposal, an explosive arrows shoots in the direction he is facing. The shot is instantly fatal on human enemies but the ammunition must be conserved and not used on those. Instead, use the crossbow on non-human, sizeable targets that need to be destroyed or detonated, which Rambo cannot come near to. This includes trucks, obstructions, tanks, helicopters and particularly those visibly inactive and purposeless boxes or barrels in corridors which, when struck, will pan a wide area in flames. When 'B' is pressed, and HELD, the crossbow panel will fill up with a red pigment, indicating increasing power. When the button, and therefore arrow, is released, it will be at full power, causing massive destruction and instant havoc. Enjoy. ^_^

Timed Bomb

This, the third, only works when it has been selected from the three options. When 'B' is pressed, Rambo disposes and activates a timed bomb which appears in the place where he is. It should be placed near large targets (and not henchmen/men in action) which cannot move away from it in it's short, timed period. Rambo himself will not harm from it, if the resulting explosion coincides with his whereabouts but everything else will. One detonation is enough to obliterate a truck, dismantle a tank and the damage is equal to a full-powered explosive crossbow arrow (see above.) The

ammunition is commonest but compared to the crossbow, you must place Rambo right next to the target and thus possibly suffer damage. You must be swift when placing them. The timer of each bomb when placed, is approximately five(5) seconds(not accordingly.) The bomb detonates at the end of the countdown.

Machine Gun

This is active at all times. Rambo'll need only the press of 'C' to initiate an expansive round of shots. As one of the reviewers memorably commented, Rambo virtually 'sprays' the shots around. He will not shoot in one direction but in a wide area, covering all advancing enemies in a storm of pellets. Each hit is lethal but it takes sometime to cover all nearby mobs of them.

Most commonly, you will find yourself keeping your finger cemented onto the 'C' button and rightly so. Enemies will keep popping out of nowhere and surrounding you.

This can also be used to destroy some large targets but it's rate of effectiveness is not as high as that of the explosive crossbow or timed bombs.

Obtaining Ammunition

You begin the game with a limited amount of ammunition for the crossbow and a finite number of explosive bombs. Machine gun fire is infinite. Now, in order to replenish the stores of arrows and bombs, you'll have to look for the small squares which appear as pick-ups on the screen. These are very rare and will disappear if not picked.

Square	Type	Amount
A	Crossbow	5
B	Bomb	3

Squares will also, though extremely rare and once per mission, appear as yellow smiley faces. =) These grant one extra life.

However, the amount of ammunition found native is inadequate. And for this reason you must look for an alternative to satisfy your weapons' need. To obtain more ammunition, at any onetime, stab a human enemy to death.

Lives and Continuity

Occasionally, owing to the difficulty of the game, Rambo will be struck by enemy fire. Such damage in this game is serious and amounts heavily. There are many shots flying to and fro throughout the game which you'll need to dodge, making the overall difficulty enormous as you cannot evade all the minuscule bullets.

You can alter the amount of lives Rambo will have in the Options menu accessed from the Main Title screen. There, you can also change the number of Continues he'll have available after death.

In-game you'll be informed of his status when you take a peek at the white characters just below the Dagger/Crossbow/Bomb selection. Here's an example of what may appear:

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_()_ ,--
|||| \ / / <-----This number signifies the amount of shots
|||| /\ /__ Rambo'll be able to resist before he dies.

_ _ ,^
|_) | \ | <-----This number displays the remaining amount
| \ | / .|. of continues.

```

To replenish the shots he can eat up, pick up the smiley face squares dropped by stabbed enemies in each level. Apparently, there is only one in each level, and appear in random places. Don't expect to find them in the same places as previously encountered.

Continues cannot be replenished. Tough luck. When the number of characters becomes zero, and Rambo later dies, he'll be returned back to the end of the level, and his 'RD' (Continue) count, if he has any remaining, will become one less. That is, if you accepted to continue the game after the 'Game Over' screen.

However, I want to correct myself. Ending a level without having murdered anyone throughout will reward you one continue.

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Credits
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Credits are awarded when Rambo destroys something. There isn't much of a point keeping count with how much you obtain as the benefit is very little, and you're playing for your battle time to be as quick as possible. Here, I am going to list the amounts of credits you gain per strike.

Bomb/Arrow Truck	500
Shoot Henchman	50
Destroy Guard's Tower	1000
Stab Henchman	100/200/300/400/500/600/800/1000*
Pick-Up Item	100
Destroy Firing Wall	5000
Destroy Blockade	1000
Destroy Tank/Helicopter	500

* This varies. Your first kill will always be 100 while the number rises as you proceed to continuously bring death.

At the end of each level, you'll be awarded credits according to the time taken for the successful completion, and these vary.

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Two Player Mode
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If you have a second controller available for your SEGA console, and you've got a nice friend over to play with, why not try this mode?

Sadly, the mode in this game is not particularly colourful, for all there is to do, is for the second player to watch the first as he completes a level at a certain length of time and then replay the same level and try to better his buddy's one. From these words, you can make out yourselves this con. And anyway, if you do have a friend over, bore them with a newer video game. =)

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NORMAL
 -HARD-
 HARDEST

Players =This changes the number of lives Rambo starts with

 1
 2
 -3-
 4
 5

Control =Allows you to meddle with the 'A', 'B' and 'C' button functions

 A B C
 -SEL SPE MAC-
 SEL MAC SPE
 MAC SEL SPE
 MAC SPE SEL
 SPE SEL MAC
 SPE MAC SEL

SEL standing for shifting between offensive modes, SPE activating
 offensive modes and MAC for machine gun. I use the default selection
 and am using it whilst typing the guide.

Sound Test =Allows you to listen to in-game melodies.

 -0- <-- Opening movie
 1 <-- MISSIONS 3 and 5
 2 <-- MISSIONS 2 and 6
 3 <-- MISSION 1
 4 <-- MISSION 4
 5 <-- HQ Orders Screen
 6 <-- Level Title Screen
 7 <-- Conclusive Story
 8 <-- Hijacking Colonel Trautman
 9 <-- Destruction of Helicopter/Tank
 A <-- n/a

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 ++++++ WALKTHROUGH ++++++
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Now that you're somewhat within grasp of the not-so-amazing storyline, and
 your skills have been nurtured, you can proceed and actually play the game.
 Once you've begun, a pre-start video plays of a military helicopter chasing
 down three jeeps in the middle of the Afghan desert in the dead of the night.
 As the US (presumably) jeeps try to speed away, to escape the copter's
 searchlight, two of them are shot and destroyed.

The third slows down and surrenders, its occupants then being taken as
 hostages.

Fast forward and Rambo has been sent to recover the hostages. Or rather the
 hostage, Colonel Trautman.

MISSION 1: Infiltrate Enemy Lines!

As the action-packed music plays, truck(s) arrive to deploy militants. Activate bombs to destroy before speeding away and get rid of any escapees. Proceed into the wide desert square.

Head North and pick up the two square pick-ups (A and B) before they disappear and take care of advancing henchmen. Avoid the one on the tower as best as possible. To kill him, plant a bomb nearby or send an arrow into that barrel/oil drum.

Beyond the bunkers, try to stab the bastards to gain ration which should come available handy in later levels and dispose of the trapped truck.

North, is the gateway to your escape, and beyond the enemy lines. Plant bombs below each sniper's tower to lessen the amount of fire in the air and pick up the B squares the victims drop. Now, advance towards the wall mechanically firing bullets. You MUST destroy it to clear the path.

Either do so by repeated machine gun fire, dangerously planting bombs or a couple of fully-powered explosive ammo.

A great explosion will announce your success and Rambo'll unhesitatingly run through. Darkness.

Rambo reappears tightening his hairband, as an enemy helicopter hovers before him, loomingly. You have either the choice to stand clearly before it, evading its shots, or hide behind the cliffs. You have no other option but to destroy it and while you're at it, hop behind the rocks. Keep firing the crossbow until it's down and the mission ends. Aim to finish the damned machine as fast as possible to win maximum credits.

MISSION 2: Rescue Secret Agent!

Note: Before you start, be informed that completing this mission may take place in a different manner than the one I depict below. However, I believe my path is the one most usable, as you are provided with an easier escape route once in Red Alert mode. ;)

Without hesitation, head East and take care of the on-coming terrorists. It's also a good idea to restock on munitions and a possible life.

Once you reach the solid wall, head South and explore. Stab the lone soldier and head North into the winding path. At each corner, kill solitary men until you finally reach a barred roomlet with a prisoner inside. Shoot at the bars to open the cell. Deflating your expectations, he'll announce he's not the spy you're looking for.

Return by covering the winding passage again and as you exit into the open, descend further South through the mechanically opened door. Continue, and as you enter the new room, try to head North as quickly as possible, to avoid man-to-man combat in between the blocks.

Once on top, head West and enter the side-route into a small chamber. Kill the mercenaries and shoot the bars of the second prisoner cell. He's yet

another phony, the second in a row. Exit- go through the whole room and through the mechanical door.

Once outside again, head North. Head West towards the point where you began the level, and West still avoiding the soldiers or letting the fuel boxes rip. Finally, you'll be able to see a corridor to the North, leading away. Head into that and cross the mechanical door. Kill the handful of soldiers inside and near the cell. Shoot the bars.

Success! The fellow you're looking for was inside. He'll urgently announce that the entire base will blow up in two minutes. Nothing to expectantly wait for...

Exit the conversation and return to where you began the level, confronting the heavily increased masses of henchmen along the way. Once where you began the mission, head North and into any of the available passages. It's difficult to not get shot around here in the urgency.

Head North still, past a third mechanical door and spot the flashing exit. Dash through before the timer ends. Pheww. Reap the credits you deserve.

MISSION 3: Go to the Arsenal!

You're introduced to a touch of greenery here, but that should not spoil you. You begin the level safely, not surrounded by hordes of snipers. This is a wide-spanning level and you'll be met with loads of dangerous activities, so do take care to conserve Rambo's life.

Head East down the passage and stab the few mercenaries for some easy ammunition replenishments. Run past the bases of the snipers' towers and deposit a bomb below each. Watch the triple explosion and avoid random bullets. Pick up the three timed bomb pick up squares and proceed.

Cross the lake via the cobbled bridge to be met with a speeding jeep with a mounted assassin. Avoid that and head Northwards. Or, stealthily fire an explosive arrow.

There'll be an army of terrorists, walking about unarmed and setting up bombs which you should keep clear off, while more jeeps arrive, shooting pellets to and fro. To cut words short, move quickly.

Continue North and cross the river by conquering the two guarded bridges. Further North still...

When you cannot go more 'up,' you'll encounter the barracks. Traverse past them and destroy the assassins that emerge silently from the bushes. Place a bomb well below the first guard tower you encounter, because if you don't you won't be able to do so when you proceed, causing further unnecessary commotion as this is the final, most delicate section of the level.

While you're at it, deposit a bomb below the second tower and collect the newly formed bomb pick-ups. Take care of all soldiers now, while evading the fire from the guard walls up North.

There'll be a guy in the bushes who'll constantly rejuvenate and possibly surprise you while you're taking on the automated firing wall, so take note. Initially, send well-powered explosive arrows into the walls but turn to bombs as the sides wear out. You'll need to do damage to both walls in

order to open up the exit. You cannot destroy one only.

The screen blackens but re-aliases when a tank summons Rambo to the action. This one will be much easier to destroy than the previously-encountered chopper as tanks are logically slower. All this fires is a single shell every so often.

MISSION 4: Blow Up All the Enemy Weapons!

Once you cover this level a few times, you'll discover the enormity of the place. It's simply vast. And what is more, it is the most tiresome level in the game.

Your mission is to destroy all 'targets' or weapons stocks in the area and for this, you're given a 'Hit Ratio' which displays on-screen with a percentage out of 100% informing you how much you've destroyed.

Now, the weapons targets will range from big crates, stacked boxes with the title 'SEGA' peculiarly written all over them, to helicopters. I won't go into much detail to walk you through, as you can find your way, gradually.

However, you should acknowledge that the area with the choppers must be done last. The exit is there and it opens up when you've completed the 100% Hit Ratio. But, there are HORDES of militants in those areas and you'll find it difficult to fend them off, then return for the much easier targets.

You'll lose lives here; I can guarantee that.

MISSION 5: Penetrate the Fortress!

Now here's a slightly more facile mission. It still is a tiresome one, but the level has some interesting features worth playing against. You must have plenty of ammunition to play around with by now.

Head East and avoid the North wall as there are automated firing systems that require extra time to manually dispose off. Once the tanks come run for the bottom wall, where you can slink past the bottom tank. While you're at it, rig the big brutes with some explosives for a spectacle.

East still, and then South is a courtyard with grounded helicopters. They're fun to destroy and bring Rambo's tally of credits a fine boost- if it matters to you. Avoid the militants and keep your direction South.

In the South-East bottom tunnel are another pair of rampaging tanks; one is immobilized and provides an exploitable bug. You can walk through it.

You still have work to do, so head up the North passage. There'll be garages, some bearing green tank occupants which fire towards Rambo. You know what to do.

In the Northernmost bit, a mob of soldiers will attacks. It's difficult to defend against such a constellation, but nevertheless, kill all and show no mercy. By the way, the object in the center is detonateable.

Here's the showdown. The three metallic gates'll randomly open and close, each giving birth to a trio of cronies. Destroy them all as quickly as

you can or you'll regret it when you're swamped by bullets.

Finally, when no more militants remain, the wall shatters and lets Rambo through.

The mission is not complete, for a helicopter and a heavily armoured tank await nearby. The Crossbow will do marvellously and after some dart-flinging, hopefully, Rambo'll come out the victor and finish the level. Have logic prevail and flock all your shots onto the possibly weaker helicopter. Once obliterated, it'll descend onto the baddies inside the tank below.

MISSION 6: Rescue Colonel Trautman!

The final mission. You'll be met with another vast level to play around in. There aren't that many enemies- all being human terrorists and there are no other targets. All you have to do, is find your way past a straight-forward maze, find Colonel Trautman's prison cell, free him and hit the road.

From the beginning, head East, kill some henchmen and then continue North. At some point you'll reach what look like rows of graves (or statues) guarding a mossy passage. Enter the passage and head West.

From here on, I'd bamboozle you if I attempted to direct you through the entire snaky maze as it really isn't that difficult to adjust to. Simple, really.

When you're nearing the Colonel, you'll know by being in an area with a railway line crossing West and East in half. Head North. Here, there'll be more, prolific enemies gathering at your heels, but you should not stop to fire back. Simply, run and shoot anyone who dares cross Rambo's path.

At last, one of the West side-areas will bear the distinctive jail of Trautman. Shoot the bars and they'll snap, releasing the Colonel who bounds out. You lose control of Rambo, as he follows to the end of the level.

The final battle is with two aggressive choppers buzzing overhead in an industrial part of the base. Nothing to be afraid of. Repeat the time-tested routine and you'll hopefully end the mission live and well. This was it.

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++++ HISTORY +++++
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This guide took me a couple of days to complete and fully detail though I am expecting to update often in the future. The dates are European-style. ^_~

07/02/2004- The FAQ was begun. A nice chunk and some massive replaying. (9.6KBs)

08/02/2004- I was a bit ill and stood in bed all day, typing silently on a laptop. Not much, as I had no access to Rambo. (14.0KBs)

09/02/2004- Some speedy action and that ASCII logo added. The text, I am also giving a touch of art. (25.1KBs)

10/02/2004- Meh... some stuff's added. Not much. Today, I'll be sending it in for posting. (33.3 KBs)

11/02/2004- Well, I couldn't complete but today I have. Finally. (34.4Kbs)

15/02/2004- Meh. Typos and mini-errors fixed. Looks perfect. (34.9Kbs)

02/10/2004- Something went horribly wrong with copies of my FAQ being in different versions on my systems. Hopefully, I've compiled everything written during the summer and I have left no piece of valuable data out. (38.5KBs)

11/09/2005- I am rather content to say I am leaving FAQ writing to the past. I am glad this document was completed and will be left as wholesome as you see it right now. Goodbye.

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Here I would like to thank the following for their association with the bringing up of this guide.

Me, for finding time amid strenuous work to accomplish another guide.

The whole of GameFAQs: CJayC, Shadotak, the Mods, the FAQ Writers' General Board and all those who'll make helpful contributions to the welfare of this FAQ/Walkthrough.

SEGA, Sylvester Stallone, the film makers, rights owners and Carolco Pictures Inc.

The ASCII Generator and the people behind it, for the main title logo.

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