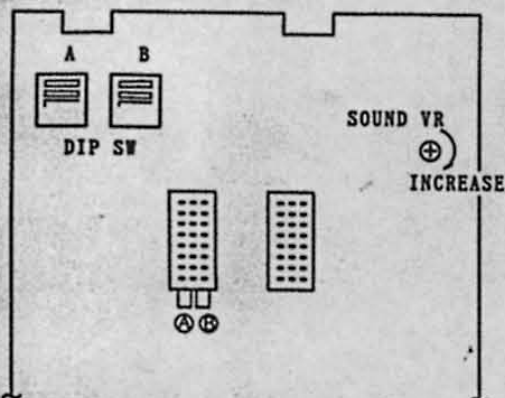


ADJUSTMENT ON GAME PC BOARD (RAMBO III G25 00555A)



- ☆ CONTROL FOR THIS GAME ARE EITHER ONE 8WAY-JOYSTICK AND 2 BUTTONS OR ONE BALL-CONTROLLER AND 2 BUTTONS.
- WHEN USING BALL-CONTROLLER, INSERT ALL SOCKETS ON THE PCB INTO "BALL" SIDE.
- ⊕ (JOY): JOYSTICK
⊗ (BALL): BALLCONTROLLER

CONNECTOR

SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V (+13V)
POST	H	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	
	c	25	
	d	26	
GND	e	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	OFF	OFF							
	REVERSE		ON							
TEST MODE	* NORMAL GAME				OFF					
	TEST MODE				ON					
ATTRACT SOUND	* WITH					OFF				
	WITHOUT					ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY						OFF			
	2 COINS 1 PLAY						ON	OFF		
	3 COINS 1 PLAY					OFF				
	4 COINS 1 PLAYS					ON	ON			
PLAY PRICING COIN B	* 1 COIN 2 PLAYS							OFF		
	1 COIN 3 PLAYS							ON	OFF	
	1 COIN 4 PLAYS							OFF		
	1 COIN 6 PLAYS							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					
	RANK A	ON							
	RANK C	OFF	ON						
	RANK D	ON							
CONTROL	* 8-WAY JOYSTICK				OFF				OFF
	BALL CONTROLLER				ON				
CONTINUE MODE	* WITH					OFF			
	WITHOUT					ON			

RAMBO



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MOVEMENT OF GUN SIGHT



AUTOMATIC
RIFLE



ARROW WITH
MICRO-BOMB

THE PLAYER CAN MOVE ONLY IN
BOTH LEFT AND RIGHT
DIRECTIONS.

- ESCAPE FROM THE AREA!!
- THE ROUND CAN BE CLEARED BY GETTING OVER
ARMY-DIVISION'S CONCENTRATED ATTACKING.

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G35 00400A

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.