



# RICK DANGEROUS



The Adventure continues...

Rick is equipped with...

## ELECTRONIC DETONATORS

These may be dropped in order to trigger traps, blow away walls, enemies and generally do lots of damage, allowing our hero to continue his quest. Being very dangerous, Rick must get away from them if he is to avoid being blown up! These have the added advantage of being able to be slid by Rick across the floor and over ledges.



## THE BIG PUNCH

Rick has his two fists, guaranteed to momentarily stun any enemy. He can also punch switches on walls to trigger lifts, open trap doors and switch off lasers.



## TRAPS

To avoid traps be resourceful. The traps are devious. Rick may need a punch, ray gun, electronic detonator or simply his wits to survive, depending on the nature of the trap. There are no instructions as to how each trap is triggered or avoided so be careful and think ahead. Things are not always as they seem...



## THE RAYGUN

...this fires laser bolts!

There is a limit to the number of shots that the gun holds. There will be the occasional container that Rick can pick up, enabling him to replenish his supply. Use the ammunition wisely. Remember that the ray gun can be used to activate some traps as well as to shoot the enemy.



## ANTI GRAVITY BIKE

Occasionally, Rick will come across an Anti Gravity Bike Park. Rick can then jump on an Anti Gravity Bike and float around the corridors, avoiding traps on the way. The Anti Gravity Bike is equipped with a forward firing laser cannon with which Rick can despatch aliens and trigger traps.



**One last thing...** Once he manages to complete a level, Rick's supply of laser bolts and electronic detonators will be automatically replenished and Rick will gain an extra life before starting the next level.

## Loading instructions

### Commodore Amiga

Amiga A1000 users should switch on the computer and insert Kickstart 1.2 or later.

When the workbench prompt appears, insert the game disk. After a few seconds the title screen will appear and the game will load.

### Atari ST

Switch on the computer and insert the game disk. After a few seconds the title screen will appear and the game will load.

### Spectrum 48K/128K/+3

Type LOAD "<center>" or select loader  
For cassette loading, type RUN "<center>" or select loader

### Amstrad 6128

Type ICPM (Bar CPM) then press ENTER. NB: This is a standard Amstrad disk loading instruction.  
For cassette loading, insert tape and press Control and the small Enter on the numeric keypad

### Commodore 64

Type LOAD "<center> 8,1<return>  
For cassette loading, insert tape and press Shift Run/Stop

### IBM PC & Tandy

Boot DOS disk, insert game disk and type RICK2<return>

## Joystick Control

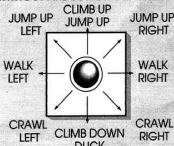
### Without firebutton depressed

Pushing the joystick left or right causes Rick to walk left or right.  
Pushing the joystick up causes Rick to jump into the air.  
Pushing the joystick up and to the left or right causes Rick to jump in that direction.  
Pulling the joystick down causes Rick to duck down.  
Pulling the joystick down and to the left or right causes Rick to crawl along the ground in that direction.

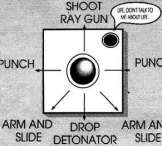
### With firebutton depressed

Pushing the joystick left or right causes Rick to punch in that direction. Use this to push buttons or stun enemies.  
Pushing the joystick up causes Rick to fire his ray gun in the direction he is facing.  
Pulling the joystick down causes Rick to arm and drop an electronic detonator.  
Pulling the joystick down and to the left or right causes Rick to arm and slide an electronic detonator in that direction.

### WITHOUT FIRE BUTTON DEPRESSED



### WITH FIRE BUTTON DEPRESSED



## CREDITS:

Game Concept & Programming: Core Design Ltd

Publisher: Paul Hibbard

Development Manager: Tim Roberts

Packaging Design: Julie Burness

Manual Design and Graphics: Artistic (0705) 252125

## Keyboard controls

### Atari ST/Amiga

Colour On/Off ..... Space bar.  
Pressing the space bar while the title screen is displayed will turn the colour off, for that realistic 1950's look!

Quit to start .....Esc  
Pause On/Off .....P  
Digital sound effects On/Off (ST only) .....S

### Commodore 64

Pause On/Off .....Run/Stop  
Quit to start .....Q

Note: All other controls for the ST, Amiga and C64 are through the joystick.

### Spectrum, Amstrad and IBM

Up or jump .....O  
Down or crawl .....K  
Walk left .....Z  
Walk right .....X  
Fire Spectrum .....Space Bar/Enter  
Fire Amstrad .....Space Bar  
Fire IBM .....P/Space Bar  
Pause Spectrum On/Off .....P  
Pause Amstrad On/Off .....H  
Pause IBM On/Off .....W  
Quit to start Spectrum .....E  
Quit to start Amstrad .....Escape  
Quit to start IBM .....Q  
Quit to DOS IBM .....Escape