RICK DANGEROUS 2

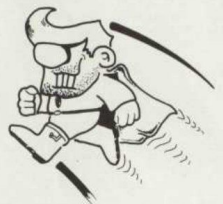## The Adventure continues...

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.
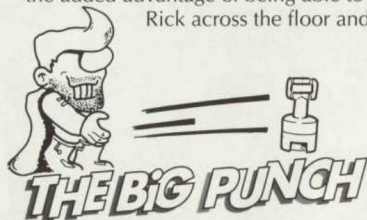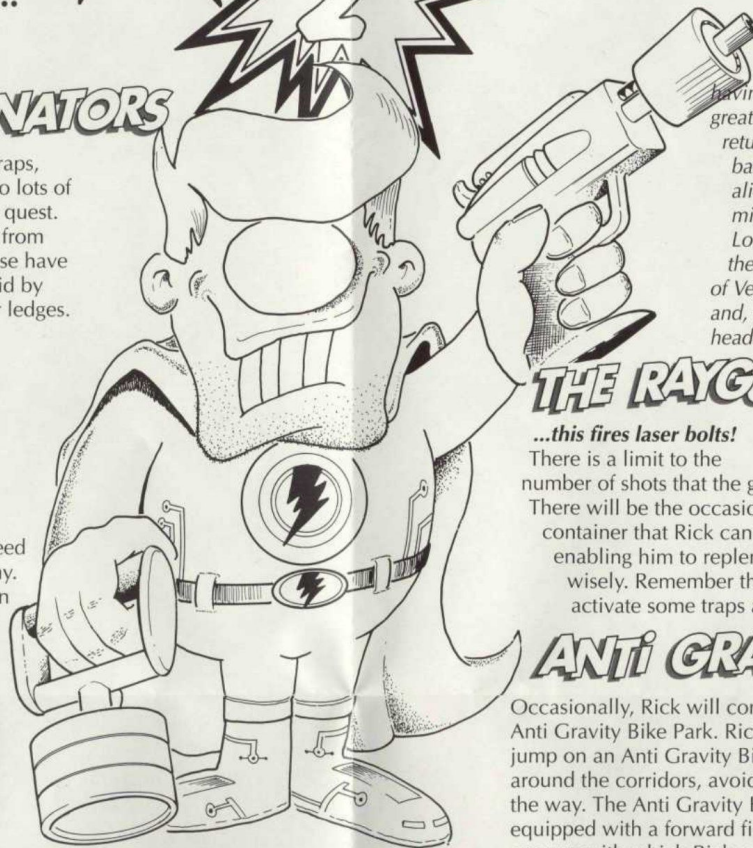
THE BIG PUNCH

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...

Back in a Flash and as fearless as ever!

Rick Dangerous, intrepid Super Hero and part-time stamp collector is back after having tackled the Fat Man in his first great adventure. The Fat Man has returned and Rick must once again do battle to save the Earth from villainous aliens. If he survives the first part of the mission in the space ship at Hyde Park, London, Rick will face new hazards in the Ice Caverns of Freezia, the Forests of Vegetablia, the Atomic Mud Mines and, finally, confront the Fat Man at his headquarters on the planet Barf.

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.

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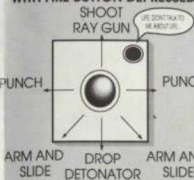
With firebutton depressed
Pushing the joystick left or right causes Rick to punch in that direction. Use this to push buttons or stun enemies.
Pushing the joystick up causes Rick to fire his ray gun in the direction he is facing.
Pulling the joystick down causes Rick to arm and drop an electronic detonator.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

JUMP UP LEFT	CLIMB UP / JUMP UP	JUMP UP RIGHT
WALK LEFT		WALK RIGHT
CRAWL LEFT	CLIMB DOWN DUCK	CRAWL RIGHT

WITH FIRE BUTTON DEPRESSED

	SHOOT RAY GUN (USE JOYSTICK TO AIM ABOUT 45°)	
PUNCH		PUNCH
ARM AND SLIDE	DROP DETONATOR	ARM AND SLIDE

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""<enter> or select loader
For cassette loading, type RUN"" 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 "*",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>

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

CREDITS:
Game Concept & Programming: Core Design Ltd
Publisher: Paul Hibbard
Development Manager: Tim Roberts
Packaging Design: Julie Burness
Manual Design and Graphics: Artistix (0705) 252125