

RICK DANGEROUS



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The Adventure starts here...

Will Rick Dangerous, intrepid Super Hero and part-time stamp collector survive his first mission in the Aztec temple of the tribe? - should he do so, Rick will face new hazards in the Egyptian tomb and the enemy fortress.

Rick is equipped with

THE DYNAMITE

This may be laid in order to trigger traps, blow away walls, enemies and generally do some damage, to allow our hero to continue his quest. This also has the added feature of being **VERY DANGEROUS**

when lit, so our hero must get away from it as quickly as possible before it detonates!



THE BIG STICK

May be used to:

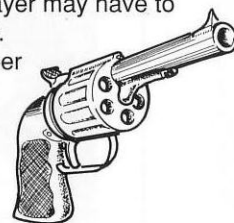


THE GUN

.....this fires bullets!

There will be a limit to the number of bullets that this holds. By killing a nastie a bonus may be left behind which when collected will replenish the supply. This means the player may have to go back and put himself yet again in danger.

Use your ammunition wisely remember the gun is often a trigger to activate a trap, rather than to just kill the enemy.



TRAPS

In avoiding traps be resourceful like Rick. The traps are devious. You may need your stick, gun, dynamite or simply your 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 - think ahead, things are not always what they seem.....



Joystick Controls

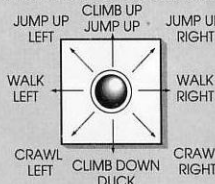
Without Fire Button Depressed.

Pushing the Joystick left and 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

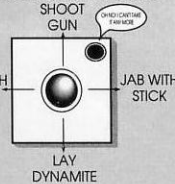
With Fire Button Depressed

Pushing the Joystick left or right causes Rick to use his short stick.
Used for pushing buttons or stunning Rick's enemies.
Pushing the Joystick up causes Rick to fire his gun in the direction he is facing
Pulling the Joystick down causes Rick to light and drop a stick of Dynamite

WITHOUT FIRE BUTTON DEPRESSED



WITH FIRE BUTTON DEPRESSED



Keyboard Controls

Up / Jump / Climb Up W
Down / Crawl / Climb Down S
Walk Left A
Walk Right D
Start / Fire / Action ENTER
Pause ON/OFF P
End Game UP ARROW
Return to Title BREAK

With ENTER: A/D uses the stick, W fires a bullet, and S lays dynamite.

Loading Instructions

CoCo 3

Insert Disk 1 into the Drive 0 and type
RUN"RICK" <ENTER>

CREDITS:

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