

RICK DANGEROUS 2

C64/128

CBM 64/128 Cassette

"It's a Corker!... Rick Dangerous II is polished and it's playable - but above all else, it's dangerous!" **94% Commodore Format.**

"An instant Mastergame - no question about it!" **97% Amstrad Action.**

"Excellent... Spend your money today!" **92% Your Sinclair.**

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RICK DANGEROUS 2



STUNT CAR RACER



3D POOL



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VENDETTA



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AIRBORNE RANGER



TURRICAN™ II



PROJECT STEALTH



TUSKER



ST DRAGON



MICROPROSE SOCCER



MYTH

Screen shots are intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

Kixx, Units 2/3 Holford Way,
Holford, Birmingham B6 7AX.
Telephone: 021 625 3311.



RICK DANGEROUS

2

LOADING INSTRUCTIONS

Insert tape in cassette player. Press SHIFT and RUN/STOP keys together. Press PLAY on your cassette player.

THE ADVENTURE CONTINUES...

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 shit 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.

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 the gun holds. There will be the occasional container the 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

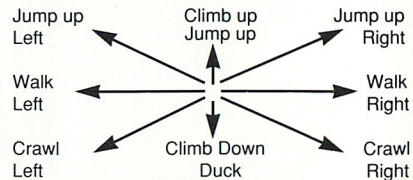
Occasionally, Rick will come across an Anti Gravity Bike Park. Rick can then jump on an Anti Gravity Bike and float around the corridors, avoiding traps on the way. The Anti Gravity Bike is equipped with a forward firing laser cannon

with which Rick can despatch aliens and trigger traps.

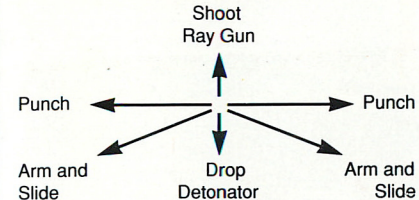
One last thing.... Once he manages to complete a level, Rick's supply of laser bolts and electronic detonators will be automatically replenished and Rick will gain an extra life before starting the next level.

JOYSTICK CONTROLS

Without Fire Button Pressed



With fire button pressed



KEYBOARD CONTROLS

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

NOTE: All other controls are through joystick.

ISTRUZIONE DI CARICAMENTO

Premi contemporaneamente i tasti Shift e RUN/STOP. Premi PLAY sul registratore.