

CBM 64/128 CASSETTE

64/128

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RICK DANGEROUS

RICK DANGEROUS. SUPER HERO AND PART TIME STAMP COLLECTOR IS IN DIRE PERIL. ARMED WITH HIS TRUSTY SIX SHOOTER, A STICK AND SOME DYNAMITE, RICK CRASH LANDS SOMEWHERE IN SOUTH AMERICA (HE FORGOT TO REFUEL HIS AIRCRAFT).

RICK DANGEROUS IS THE NEW CULT GAME, IT'S TOTALLY ADDICTIVE PURE FUN AND RICK, WELL, RICK IS DANGEROUS.

"BRILLIANT IN ALL RESPECTS. DON'T LEAVE THE SHOP WITHOUT IT." CGVG HIT (CBM 64/128)

"AN ESSENTIAL PURCHASE ... BUY THIS ONE NOW!!" CRASH (SPECTRUM)

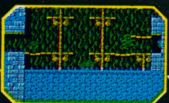
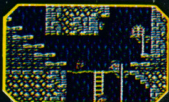
Istruzioni Italiane Comprese

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CBM 64/128

AMSTRAD

SPECTRUM



RICK DANGEROUS



OUT NOW

AVAILABLE ON:
CBM 64/128
SPECTRUM/
AMSTRAD

ARMALYTE
CBM 64/128
ONLY



OUTRUN™



MULTI MIXX 1



FORGOTTEN WORLDS™



CALIFORNIA GAMES™



MULTI MIXX 2



SUPER SCRAMBLE™



TECHNO COP™



BARBARIAN 2™



G.L. HOT SHOT™



ARMALYTE



THUNDER BLADE™

COMING SOON

AVAILABLE ON:
CBM 64/128
SPECTRUM/
AMSTRAD



L.E.D. STORM™



HAMMERFIST



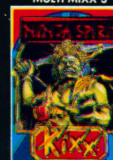
HEROES OF THE LANCE™



STRIDER™



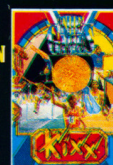
MULTI MIXX 3™



NINJA SPIRIT



X-OUT™



THE GAMES SUMMER™



MOONWALKER™



INDY™



TURRICAN™

Kixx, Units 2/3
Holford Way, Holford,
Birmingham B6 7AX



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Screen shots are only 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 computers specification.

RICK DANGEROUS

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.

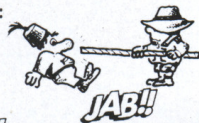
Rick is equipped with

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...



LOADING INSTRUCTIONS

CBM 64/128 Cassette - Press SHIFT and RUN/STOP keys simultaneously, then RETURN. Press PLAY on the cassette recorder.

Spectrum 48/128K, +2 Cassette - Type LOAD"" and press ENTER then PLAY on the cassette recorder.

Amstrad CPC Cassette - Press CTRL and small ENTER keys then PLAY on the cassette recorder.

JOYSTICK CONTROLS

CBM 64 - SPECTRUM - AMSTRAD

WITHOUT FIRE BUTTON DEPRESSED.

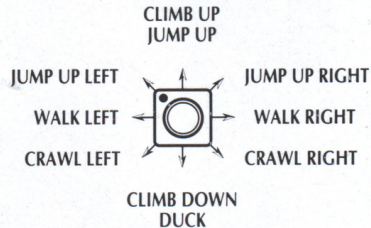
Pushing the Joystick left and right causes Rick to walk left or right.

Pushing the Joystick up causes Rick to jump up in to 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

COMMODORE 64.

Pause ON/OFF

Quit to Start

Note: All other controls for the Commodore 64 are through the joystick.

Run/Stop

(Up Arrow)

SPECTRUM, AMSTRAD

Up or Jump

Down or Crawl

Walk Left

Walk Right

Fire Spectrum

Fire Amstrad

Pause Spectrum ON/OFF

Pause Amstrad ON/OFF

Quit to Start Spectrum & Amstrad

O

K

Z

X

Enter

Space Bar

P

H

Q

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GAME CHARACTERISTICS DESCRIBED IN THE DOCUMENTATION MAY VARY ON SOME COMPUTERS.

RICK DANGEROUS

ISTRUZIONI

Cassetta CBM 64/128 - Premi contemporaneamente i tasti SHIFT e Run/Stop e poi RETURN infine, premi PLAY sulla piastra di registrazione.