

# RICK DANGEROUS

The Adventure starts here!



## THE STORY SO FAR

After surviving a bomb attempt at a restaurant where he was supposed to collect a map, our hero enters a car chase through the town. After his car crashes, he partakes of a quick bout of fisticuffs and then makes his escape from the town by plane.

## OUT OF GAS

Unfortunately, his plane runs out of fuel and crash lands in 'dense jungle' somewhere in deepest Goolu land. Rick scrambles unscathed from the wreckage, dusts himself down and heads into the unknown.

## THE GOOLU'S ARE COMING!

Trouble appears in the shape of a band of rather irate Goolu tribesmen, bent on destruction. Luckily, Rick escapes into the tunnels of the Goolu temple. Will Rick Dangerous, intrepid Super Hero and part-time stamp collector, survive his first mission in the Aztec temple of the tribe?

## OH MUMMY!

Should he succeed, there are two more missions for him to pit himself against. The first of these sees Rick trapped inside an Egyptian pyramid, up against more falling rocks, blow darts, poisoned spikes, and a pack of lunatic, foul mouthed Arabs.

## THE DREADED SCHWARZENDUMPT

If and when he escapes from Egypt, he will parachute into the dreaded Schwarzendumft castle

to release the POW's held there. Armed soldiers & ravenous guard dogs stand in his way, but that's all in a days work for Rick.

## LOADING

- Set up your ATARI ST in the usual way. Refer to your Owner's Manual if required.
- Switch on your monitor or TV, then your ST. Place the program disk in the drive. After a brief period the game will begin to load.

## PROBLEMS

If you experience any problems with this software, please carry out the following procedures:

- Make sure you are following the loading instructions correctly.
- Some programs require external drives or memory upgrades to be removed. Please switch off your Atari from the mains and disconnect any external drives or upgrades and try re-loading.
- If problems persist, please try another piece of software that you know to load and work. If this software still loads and runs, then return the faulty software to your dealer, stating the exact problem(s) encountered.

**NOTE:** We suggest that you ensure the disks are write protected. Refer to your Owner's Manual if required.

This product requires your computer to be connected to a television or colour monitor. It will not work on the Atari high resolution mono monitor.

## GAMEPLAY

### RICK'S WELL EQUIPPED

**THE DYNAMITE.....It gives off quite a bang!**

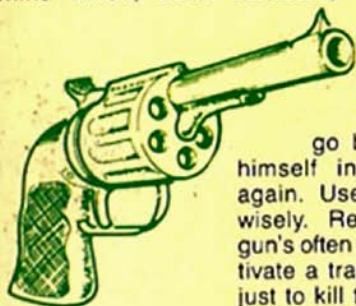


This may be laid in order to trigger traps, blow away walls and enemies and generally do some damage to allow our hero to continue his quest. It also has the added feature of being VERY DANGEROUS when lit, so our hero must get away from it as quickly as possible before it detonates!



### THE 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 in danger yet again. Use your ammo wisely. Remember, the gun's often a trigger to activate a trap, rather than just to kill the enemy.

### THE BIG STICK.....may be used to JAB!

Run out of bullets? No explosives left? Don't panic yet, Rick can still trounce his enemies. With the aid of his trusty Big Stick he can knock 'em for six.



### TRAPS AND PITFALLS

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. There are poison spikes, blow darts, guard dogs, precipices and huge rolling boulders (similar to that which Indiana Jones had to contend with) and there are many more. Think ahead, it may save your skin and remember, things are not always what they seem.....

## CONTROLS

### JOYSTICK CONTROLS



Without FIRE Button Depressed



With FIRE Button Depressed

### KEYBOARD CONTROLS

KEY	ACTION
Esc	Quit to Start
P	Pause On/Off
Space	Colour On/Off

Pressing the Space Bar while the title screen is being displayed will turn the colour off, for the realistic 1945 look!

**Note:** All other controls are through the joystick.

