

RICK Dangerous

Technical Supplement

Amiga, Atari ST, C-64/128,
and IBM-PC/Tandy/compatibles

SYSTEM REQUIREMENTS

Amiga	• 512K RAM	• Kickstart 1.2 or later (Amiga A1000 owners only)
	• Joystick	
Atari ST	• 512K RAM	• Joystick
Commodore 64/128	• 1541 or 1571 disk drive	• Joystick
IBM-PC/Tandy/ compatibles	• 256K RAM	• DOS version 3.3 or later. Tandy DOS 2.1 or later
	• CGA, EGA or Tandy graphics systems	

LOADING INSTRUCTIONS

Amiga. To load *Rick Dangerous* on the Amiga A1000, switch on the computer and insert Kickstart 1.2 or later. When the "Workbench" prompt appears, insert the game disk. For other Amiga systems, simply insert the game disk and turn on the computer.

Atari ST. To load *Rick Dangerous* on Atari ST machines, insert the game disk and turn on the computer. The game will load in about 30 seconds.

Commodore 64/128. To load *Rick Dangerous* on a C-64/128 machine, first turn on the computer and the disk drive. Insert the game disk into the drive and type LOAD "*"8,1. Then hit RETURN.

IBM-PC/Tandy/compatibles. Boot your version of DOS (see System Requirements). Then insert your game disk into your disk drive and type RICK for the drive containing the floppy disk.

If you experience problems loading *Rick Dangerous* on any of the above formats, check to see that all hardware and peripherals are properly connected. Re-try the loading procedure. If the problem persists, attempt loading the game on a similar machine, if possible. If problems continue, you may have a damaged disk. To replace a damaged disk — or for any other assistance — call MicroProse Customer Service, (301) 771-1151, weekdays 9 am to 5 pm, Eastern Time. Have a pencil and paper handy when you call.

HARD DISK INSTALLATION

The IBM-PC/Tandy/compatibles version of *Rick Dangerous* supports hard disk installation. The game, however, is key disk copy-protected — meaning you must insert the original game disk at the start of play. To install the game on your hard drive, follow the procedure below.

1. Make a hard drive directory for *Rick Dangerous*.

example: c:\
md R.DANGER

2. Insert the game disk in the floppy drive. Switch command to this floppy drive.

example: a:

3. Using the copy command, copy all files from the game disk to the new directory on the hard drive.

example: copy *.* c:\R.DANGER

4. Load by switching command to the game directory on the hard drive before following the loading procedure listed above.

example: c:\R.DANGER
RICK

THE GAME

It's 1945 . . .

You are the intrepid explorer Rick Dangerous. You live for adventure. You often die for it, too. Armed with only a six-shooter, "some dynamite" and a big stick, you have to battle your way past swarms of enemies, and think your way around deadly traps and obstacles.

Your travels in the game will take you to four locations. First, you'll explore an ancient Amazon temple, much to the chagrin of the tribesmen sworn to protect it. If you make it through the temple alive, you'll begin your next mission — inside an Egyptian pyramid. Here you must avoid bloodthirsty assassins which lurk in every corridor as you search for the priceless jewel of Ankhel. Your third adventure takes place in the heavily fortified Schwarzendumpf Castle, where Allied POWs are being held, guarded by armed soldiers and ferocious dogs. And finally, you'll uncover a secret Nazi missile base — a tip from one of the POWs you rescued — and only you can save the free world from catastrophe!

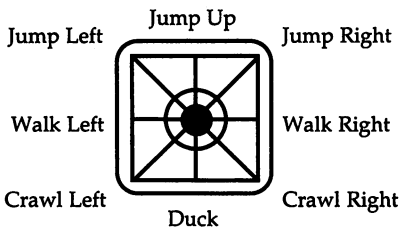
You can't save your progress in *Rick Dangerous*. The idea is to eventually become fast enough and smart enough to fight your way through all four scenarios without getting killed — just like any red-blooded man of action would.

To overcome the many obstacles and enemies in *Rick Dangerous*, you'll have to fight resourcefully as well as act intelligently. Remember that your gun has only six bullets — although re-fills can occasionally be found — and that a big stick is useful for more things than just walking softly. Remember also that dynamite, when dropped, has a tendency to explode. You might not want to be nearby when this happens.

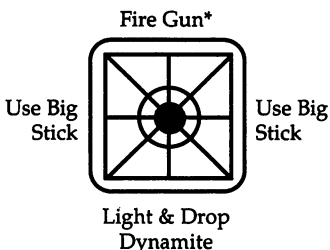
As for the traps — you'll have to figure them out as you go along. With a little ingenuity, some skill and perseverance, and an awful lot of luck, you just may come out of this alive. Don't forget: you're Rick Dangerous. You've got a name to live up to.

CONTROLLING RICK

Without Fire Button Pressed



With Fire Button Pressed



Keyboard Controls

Amiga / Atari ST

SPACE BAR	Color On/Off
Escape	Quit To Start of Game
P	Pause Game/Resume Game

Commodore 64/128

RUN/STOP	Pause Game/Resume Game
Up Arrow	Quit To Start of Game

IBM-PC/Tandy/compatibles

O	Move Up or Jump Up
K	Move Down, Duck or Crawl
Z	Walk Left
X	Walk Right
SPACE BAR	Fire Button
P	Pause Game/Resume Game
E	Quit To Start of Game
Escape	Quit to DOS

* in the direction Rick is facing.

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