

*Honey, I'll be back in a flash*



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Printed in France



**RICK DANGEROUS 2**



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**INSTRUCTION MANUAL**

## Loading Instructions: Starting UP

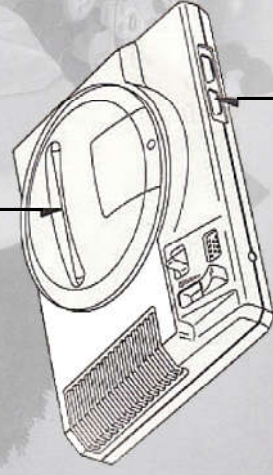
1. Make sure the power switch is OFF.
2. Insert the Rick Dangerous II cartridge in the Megadrive System (show below) by following the instructions in your MEGADRIVE SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

**IMPORTANT:** Always make sure that the System is turned OFF when inserting or removing your Megadrive Cartridge.

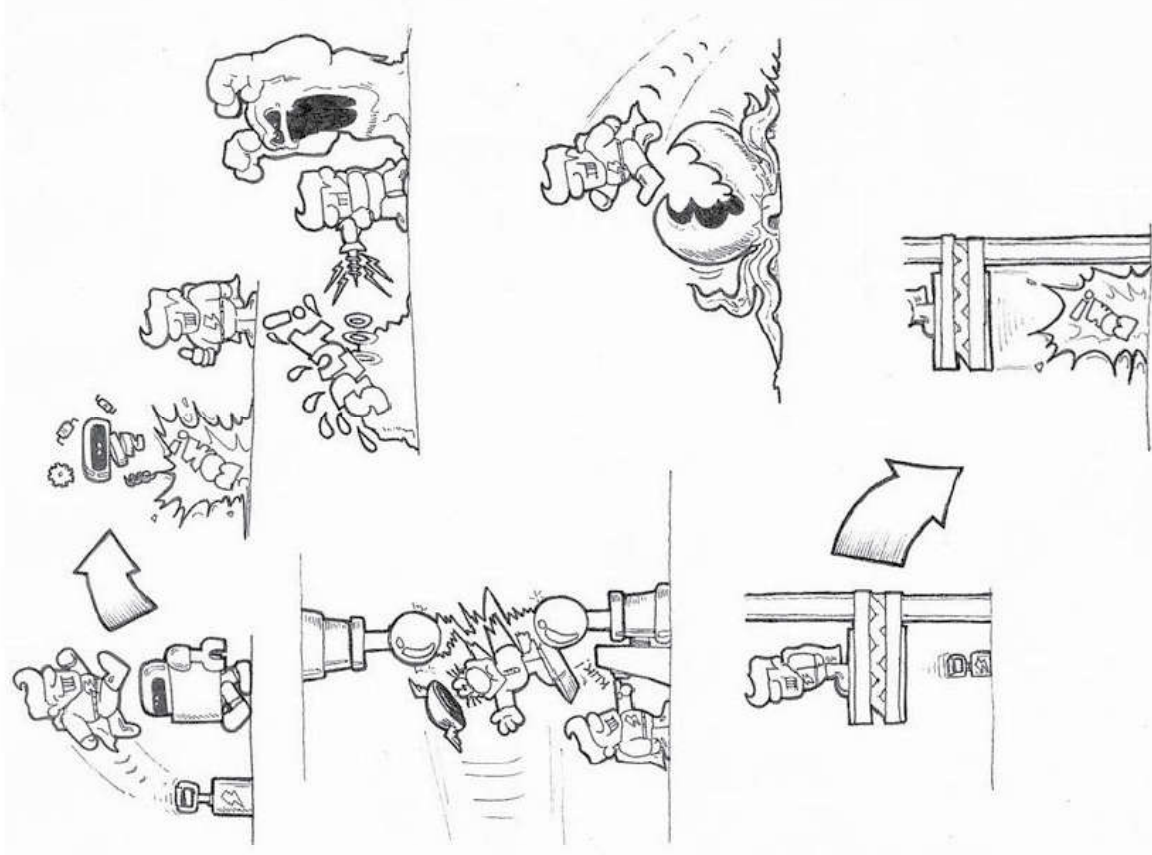
For 1 player only:

Press Start Button on Megadrive Control Pad 1.

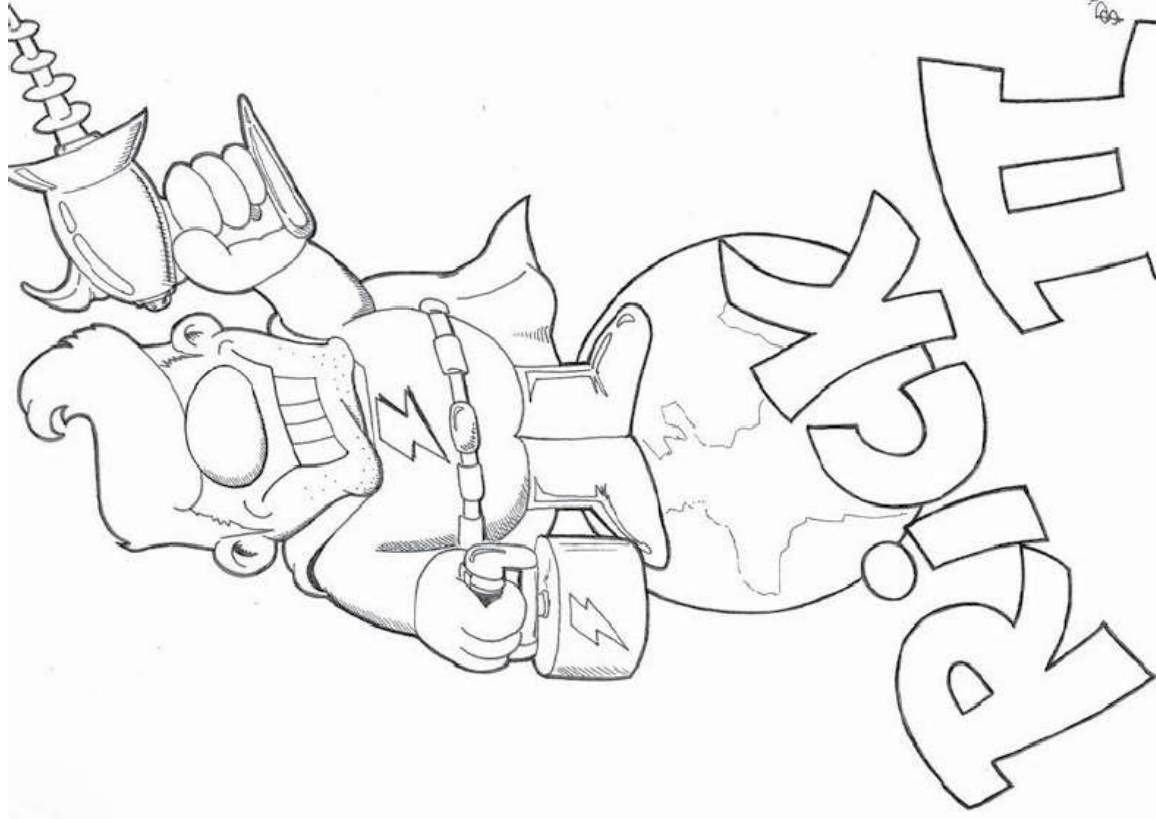
Megadrive Cartridge



Megadrive Control Pad 1







## 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 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 space ship at Hyde Park, London, Rick will face new hazards in the Ice Caverns of Freezia, the Forest of Vegetabilia, the Atomic Mud Mines and, finally, confront the Fat Man at his headquarters on the planet Barf.



## RICK DANGEROUS 2



## The adventure continues...

Rick is equipped with ...

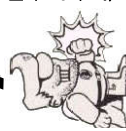
### ELECTRONIC DETONATORS

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.

Begin 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

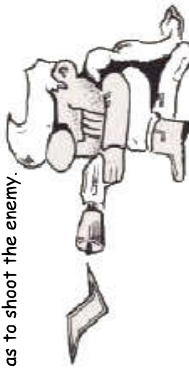
To avoid traps be resourceful. The traps are devious. Rick may need a punch, ray gun, electronic detonator or simply his wits to survive, depending on the nature of the trap. There are no instructions as to how each trap is triggered or avoided so be careful and think ahead. Things are not always as they seem...

## THE RAYGUN

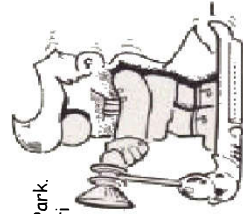
...this fires laser bolts!

There is a limit to the number of shots that the gun holds.

There will be the occasional container that 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.

### JAB !!

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.

## Take Control!



### D-Button:

Press to move Rick in 8 different directions. Up can be used to Climb or Jump. Down can be used to Climb Down or Duck.

### Buttons A:

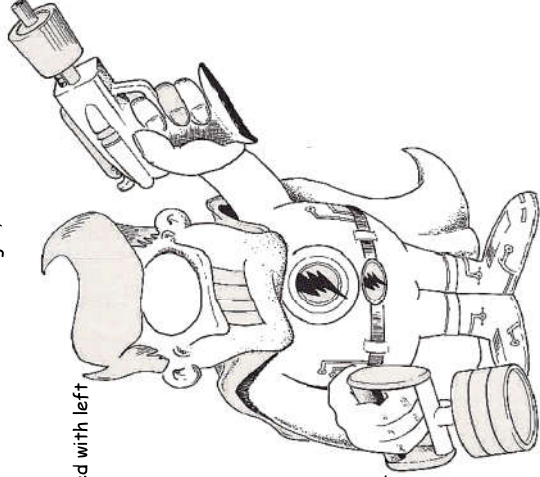
This button may be used to fire laser bolts. When used with left and right, it allows Rick to punch things.

### Button B:

This button is used to send a bomb. When used with left and right, it allows Rick to throw the bomb.

### Button C:

This button is used to jump (as D-Button Up).



## A TIP

Remember Amiga version for cheat codes...