

Yes, it had to be done. CF's favourite game to date, Rick Dangerous 2, swallowed up Andy Roberts and wouldn't let him out until he'd mapped the whole thing! This month, in the first part of a two part special, we bring you...

THE END!

RICK DANGEROUS 2

LEVEL 1 HYDE PARK, LONDON

Walk right (don't stop to admire the view) into the next room. Shoot the robot that climbs down the ladder, blow up the blockade and go right into the next room for loads of lovely bonuses. Go left and up the two ladders. When the spark has passed, crouch down and go left. Hit the switch to disable the gun, then move right into the next section. Shoot the first robot, then stay where you are; with any luck the other robot will walk off the platform and kill himself! Go up the ladder and hit the switch to call the lift. When you get on the lift, crouch down and stay crouched. Get off at the top and

walk towards the barrels (by the time you get here the gun should have stopped firing). Pick up the ammo, then climb up the ladder. Hit the left switch, go back down the ladder, jump onto the platform to your left and shoot the robot.

Jump up onto the pipes (be careful here as a pink robot often appears suddenly). Blow up the two blockades and collect the goodies from the bonus room. Move up the pipes, kill the robot, and get the bonus. DO NOT GO UP THE LADDER!

Hit the switch and go up on the lift. Kill the robot, climb the pipes and kill the other robot. Hit the switch to disable the top set of guns. Dodge and duck the bullets and jump up to the lift. The lift here is very sneaky! Hit the switch and, when the lift is half way across, jump left (you'll see why!). Drop a bomb on the alien, fall down and go left. Half way there!

Fall down, kill the robot, and hit the left switch. Get on the lift, hit the switch and jump off just before it reaches the top. Jump over the spark, fall down and shoot the pink robot. Drop down the platforms and move towards the lift (if you're going to pick up the ammo, make sure you crouch down or else!).

Get onto the lift and immediately hit the switch to stop the gun. Get off at the bottom and move right

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(crouched down). Drop onto the barrels and bomb the robot. The electrodes to your left will start sparking as soon as you pick up the bombs, so remember to duck. Drop down the ladder when safe to do so, and avoid the walking barrel. Head down the next ladder and shoot the pink robot. Blow up the blockade to enter the next section. Phew!

Jump onto the first lift, onto the second lift then onto the platform. Blow up the blockade, then collect those lovely bonus thingy wotsits. Jump onto the lifts again, and onto the ladder. Climb up when the coast is clear and shoot the robot. Go up on the lift, hit the switch, then move (crouched) to the right and jump on the other lift. When you reach the platform shoot the robot and crouch under the burst pipe. Go up the ladder and collect the vital bombs.

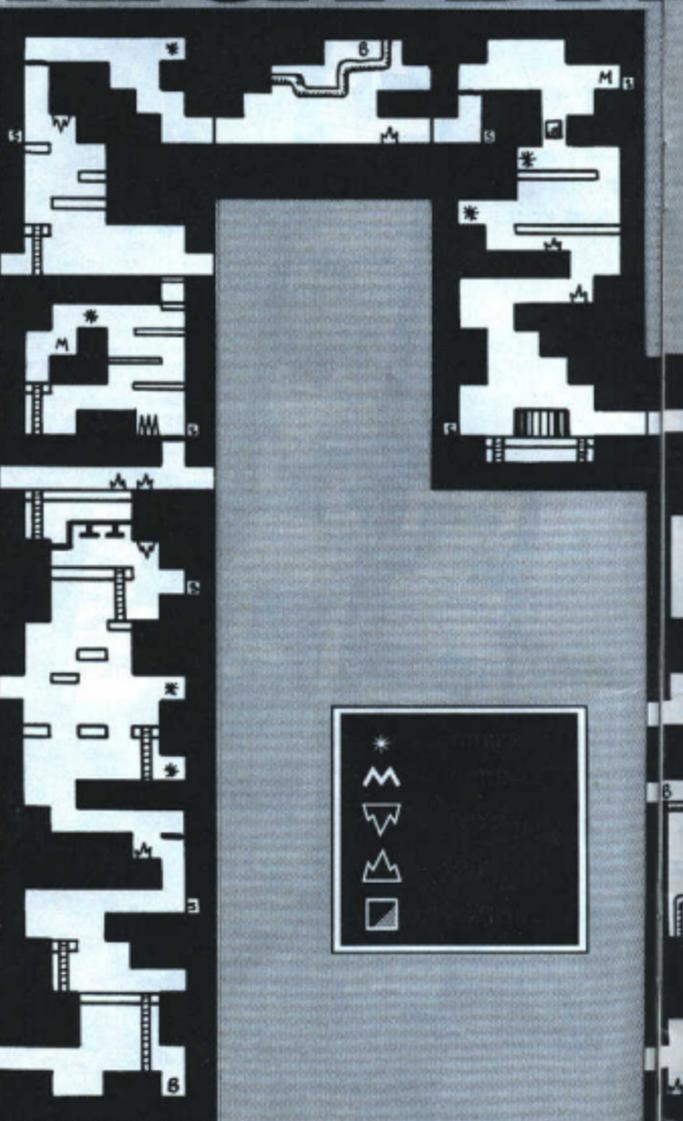
Climb up the ladder, drop a bomb by the blockade, then get the hell back down the ladder. Move up and drop a bomb by the second blockade, then jump up onto the lift. Hit the switch to get down, and go right (a lift will appear beneath you). Get off at the top and run like crazy under the guns (or else, again).

Climb up the pipe, kill the robot, then jump carefully over the walking barrel. Jump left and hit the switch. Get on the lift then crouch under the burst pipe. Go up the ladder and onto the lift. When the barrel walks under you, go right, fall down, then go right again into the final section.

Shoot the robots. Jump onto the lift (crouch down before you pick up the bonus). Move right, up the ladder and hit the switch.

Make your way up the ladders (blow up the blockade and collect the ammo) and hop onto the lift. Blast the pink robot then hit the switch to make the lift go up. Crouched and move right to pick up ammo. The gun stops firing when you're on the ladder. Climb up, go left and onto the barrel. Run quickly left as soon as the spark has sparked, then go up the ladder. Pick up the ammo, jump onto the platform and crouch. Jump onto the ladder, go up and hit the switch. Get on the lift then head up the ladder. Hit the switch to your left, then hit the top switch to stop the gun. Go right and up killing the robot as you go. Head left and go up the left most ladder.

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ANGEROUS 2

LEVEL 2 THE ICE CAVERNS OF FREEZIA

Shoot the two and pick up the bonus (remembering to avoid the falling ice). Go up the ladder, jump right and kill the remaining bad guy. Jump over the cogs and collect the bonus. Go up the ladder and kill the rapscallion. Climb half way up the next ladder – the clockwork bird should throw out and drop down. Jump right and kill the baddie. Notice that all the switches on this level are invisible! So, use my ever so lovely map to locate them.

Hit the switch and bomb the ice blockade. Move left, kill the baddie and move up. Here you will encounter the snowball machine. Just stay crouched and you will be okay. Go up the ladder and jump left over the platforms. Pop into the bonus room – not only do you get bonuses but it acts as a restart point too. Jump up and right, shoot the nasty and dodge the falling ice. Go into the niche and hit the hidden switch to disable one of the snow dispensers, then go left and up the ladder.

Stand by the first column and slide a bomb to blow up the first blockade. Then run right a tad and slide another bomb to blow up the second blockade but keep moving right. Jump onto the lift a.s.a.p and

hit the invisible switch to get rid of the spikes. Bomb the baddy and collect the bombs. Dodge the snowballs and jump up. Avoid the sliding blocks, run left and jump onto the ladder. Continue jumping up the platforms (avoiding the falling ice) and again hit the hidden switch to call the lift. Stay crouched to avoid the snowballs and drop down. Bomb the meanie and go right.

Collect the bonus and blow up the blockade, taking care to avoid the ice blocks. Then go right. Hit the switch, go up on the lift, jump over the cog and collect the bombs. Hit the hidden switch to get rid of the ice block. Fall down and move (crouched) to the right. Drop down and jump over the snowballs, then move down. Bomb the other blockade, then bomb the encapsulated birdie. Drop

down, hit the hidden switch and go right. It's getting tough now! Crouch under the cog, fall right

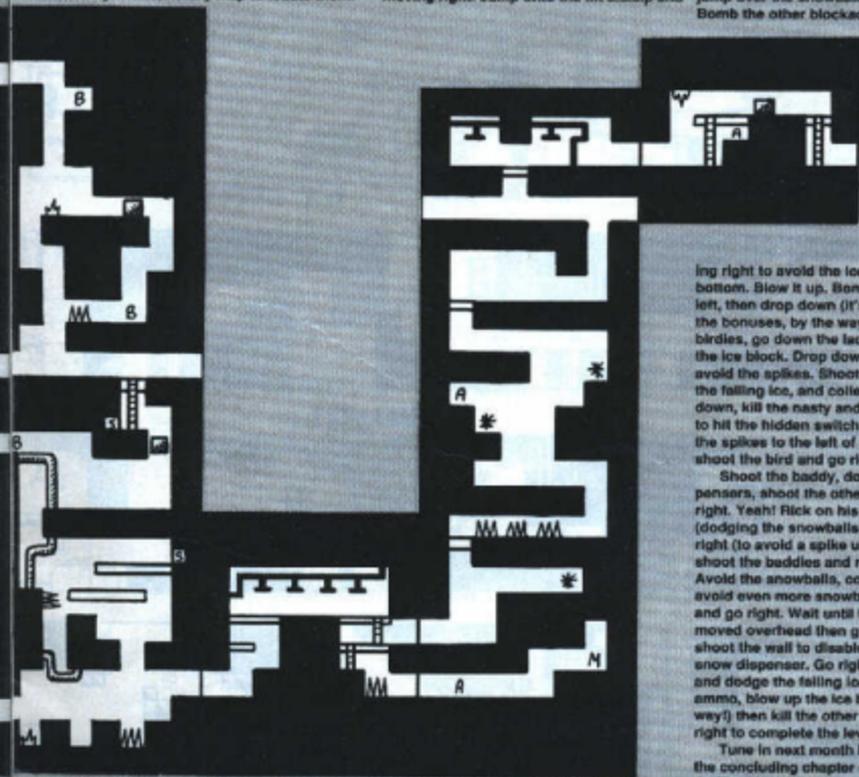
THE END!

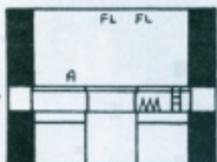
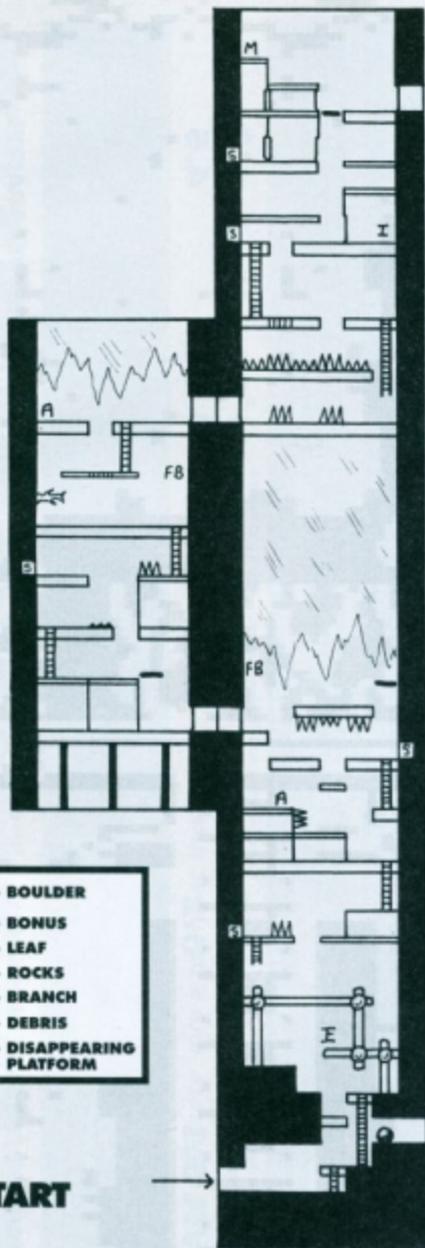
and collect the bonus. Fall down and keep pushing

right to avoid the ice blockade at the bottom. Blow it up. Bomb the birdie to the left, then drop down (it's pointless getting the bonuses, by the way). Avoid the ice birdies, go down the ladder and blow up the ice block. Drop down and push left to avoid the spikes. Shoot the baddy, dodge the falling ice, and collect the bonus. Go down, kill the nasty and nip under the cog to hit the hidden switch (which gets rid of the spikes to the left of you). Drop down, shoot the bird and go right.

Shoot the baddy, dodge the snow dispensers, shoot the other baddy, and go right. Yeah! Rick on his scooter!! Move up (dodging the snowballs) and move quickly right (to avoid a spike up the botly). Go up, shoot the baddies and move up again. Avoid the snowballs, collect the ammo, avoid even more snowballs, shoot the birdy and go right. Wait until the ice block has moved overhead then go up. Face left and shoot the wall to disable the right hand snow dispenser. Go right, kill the meanie and dodge the falling ice. Collect the ammo, blow up the ice block (get out of the way!) then kill the other two nasties. Go right to complete the level. Zippedy doo dal

Tune in next month boys and girls, for the concluding chapter of Rick Dangerous 2 - The Mega Tips.



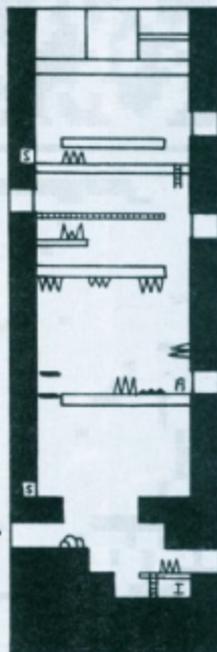


Andy Roberts, a chap pretty dangerous in his own right, takes us through the second part of his complete Rick Dangerous 2 solution

LEVEL 3 - THE FORESTS OF VEGETALIA

Before we start, when I say 'shoot David' it refers to the David Attenborough lookalike, and 'shoot Robin' refers to the Robin Hood-type character. So now you know.

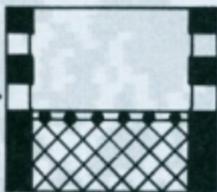
Right. This level has 4 possible solutions, but this one is by far the easiest (and shortest)... Shoot David and climb up the ladder (jump over the boulder). Climb up the bamboo, collecting the idol if desired, then crawl towards the ladder. When safe to do so, climb up the ladder and knock



-  - BOULDER
- I** - BONUS
- FL** - LEAF
- FR** - ROCKS
- FB** - BRANCH
-  - DEBRIS
-  - DISAPPEARING PLATFORM

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RICK DANGEROUS 2 EVEN MORE TIPS!



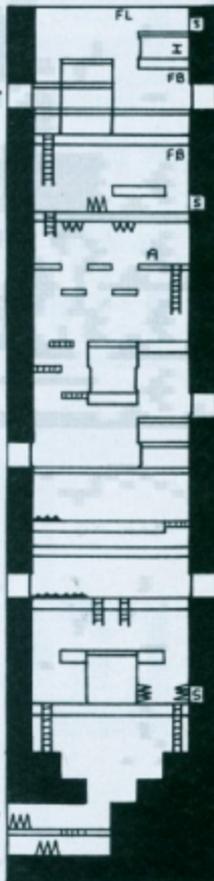
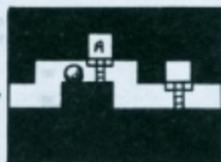
the switch to your left to remove the spikes. Jump the gap, kill Robin, and go up the ladder. Only masochists need collect the ammunition. Climb the ladder to your right then hit the switch to call the lift – get the falling branch, then head left into the next section.

Get off at the top, kill David, then drop down. Jump up and dodge the falling branch, then go-go-go left into the next section.

Get on the lift and get off it before you are savagely impaled on the spikes. Kill Robin (my apologies to any Robins out there!) and go up the ladder. Drop a bomb, move down and wait for it to explode in the guy's face. Jump up and left using the springboard to jump up onto the right side platform (a tad tricky to say the least). Move up the ladder and allow the boulder to drop on the platform above. Avoid the falling branch, move left and up onto the platform (beware – the middle section of the platform disappears). Climb up the ladder, jump over the snappy thing, then head right.

Shoot Robin as he climbs down the ladder and jump over the spikes (use the map to find them). Go up the ladder, shoot David, then jump across the gap. Again be careful here, as the middle section of the platform disappears. Go up the ladder and hit the switch to kill the badgy. Collect the idol if you feel adventurous. Jump up and right, then move left and hit the switch to lower the lift. Zap David, collect the ammunition, then go right to the next bit. Jump when safe, and crawl right (dodge the falling leaves). Go down the ladder then then out to the right.

Move right, jump over the rolling rocks, then exit to the right. Move right and crouch. Move, when safe, to the centre of the screen (the rocks will bounce over you). Then exit cautiously (still crawling) to the right. Jump up, kill Robin, then dodge the falling leaf. Jump up and right, kill David, and hit the switch to eradicate the falling branch. Then simply go right and it's off to level 4!



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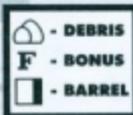
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LEVEL 4 - THE ATOMIC MUD MINES

As in level 3, there are a number of possible routes to take. This however, is the easiest. Jump onto the ladder to avoid the rolling barrels. Jump up and zap the scientist, then bomb t'other. Drop down, then wait for the blob of earth-ridden slime (hi John!) to move before dropping down again. Hit the switch and immediately drop down - you should land on top of a mine car with any luck. Follow it to the left and move quickly down the ladder (beware of sticky mud).

Once down the ladder blow up the debris, but avoid the sticky-up thing. Wait for the slime to move before dropping down - shoot the scientist and bomb the robot to the right. Walk over to the switch and wait for the remaining robot to go right. Quickly hit the switch, drop down, then zap the robot. Get on the lift then get off it half way down (on the right). Jump up on to the other lift and hit the switch when the walking barrel is just underneath you. Head for the exit but DON'T walk - you have to jump because of the sticky mud. Jump up to the top, and wait for the crusher to move up before crawling underneath it. Wait for the slime to move, drop down, and run like crazy to the next section. Shoot the scientist when he drops down, and climb up the ladder. Crawl under the slime then go up and collect the vital ammunition. Hit the switch while you're up there to disable the crusher. When you get past the crusher, DO NOT drop down - drop a bomb off the edge of the platform to kill the meemie below. Then drop down (slime permitting) and go down the ladder collecting ammo as you go.

Once you have dropped down, jump quickly to the left (sticky mud again, see) and nip down the ladder. Bomb the



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robot, fall down, then go down the ladder and zap the guy. Drop down when safe, kill the scientist and hit the switch to remove the lift. Slide a bomb towards the barrel and wait for it to move - you must then use it as a stepping stone (cryptic, eh?).

Go left and drop down. Kill the 3 baddies, go up the ladder and hit the switch. Now head left into the next bit, not forgetting to jump over the barrel.

Jump up and crawl under the slime. Hit the switch to your left (wait for the sticky-up thing) then move right and down. Dodge the mud monsters and collect the ammo to the left, then kill the scientists and collect the bombs. Go down the ladder then kill the robot. Jump over the barrels and drop down. Jump over the mine cars (using the niches) and climb down the ladder. Zap the bad guy, then move right. Jump over the barrels and when they appear then drop down - nip into the bonus room for some goodies! Bomb the robot then go down. Bomb the pile of debris but be cautious - a mud monster is lurking just to the right of you.

Rick's on his scooter again for this section, and at the risk of repeating myself, the game is becoming incredibly difficult. Fall down and dodge the slime as you go (VERY tricky indeed). At the bottom there are three mud monsters with a gap between each one - you know what to do! This next bit is infuriating beyond belief! Wait for the barrel to roll

past then nip up to the right. When the lift has dropped a rock to the left of you,

move to the left (as it's about to drop a rock to the right). Move up using this technique, then shoot the two robots and exit. Go right, and weave your way past the flying saucers. Move right. The lift here only drops rocks in 4 different places. Observe it for a while and you should be able to get past it with relative ease. Move up, dodge the saucer, hit the switch and exit to the right.

Back on foot now. Drop down and prepare for a very difficult section: Again observe the lift to learn its firing patterns. Jump on the real lift when it's safe to do so and jump off at the top. Jump over the mine cars as before, then go up the ladder. Jump on to the lift (avoiding the rock dropper) then jump off on the right hand platform. Hit the switch then zap the robot opposite you. Drop down onto the lift, then jump on the platform where the robot was and climb up the ladder. Bomb the robot and the debris and go right.

Move over the barrels (in time with the sticky-ups) and blast the robot. Climb up the pipe, crawl under the 2 crushers, then up the other pipe (avoiding the slime as you go). Blow up the robot then go up (watch out for the mud monster). Blow up the scientist then move right to arrive at level 5.

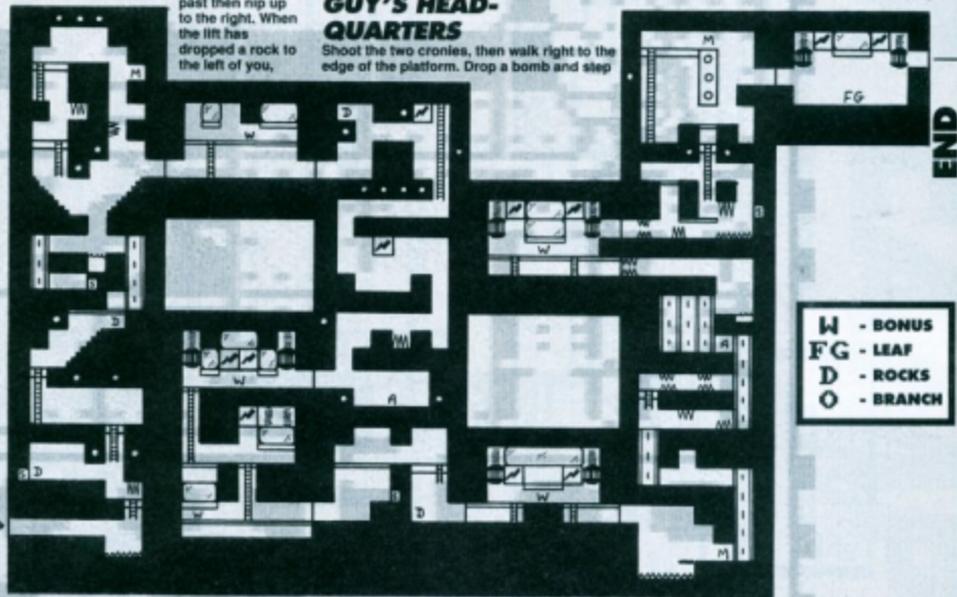
LEVEL 5 - THE FAT GUY'S HEAD-QUARTERS

Shoot the two cronies, then walk right to the edge of the platform. Drop a bomb and step

back. When the bomb explodes the platform starts moving - follow it and climb up the ladder (watch out for spikes above you). Go left, collect the diamond, then hit the ladder to the left. Shoot the baddy who comes down to greet you, then go up the stairs, avoiding the gun. Shoot the nasty then drop bombs on the other two. Drop down and hit the switch to uncover a springboard - use it! Go up the steps to the left and climb up the ladder. Crouch underneath the spikes until the baddy has dropped below you, then jump up and left then up the ladder. Slide a bomb towards the block and prepare to jump up when it explodes. Avoid the gun and collect the ammo. Fall down to the niche, then fall down again when the spikes disappear. Then go right. Shoot the three nasties then head up the ladder. Slide a bomb towards the detonator-type thing and again jump up when it explodes. Go down the ladder and exit to the right. Scooting again! This section requires a lot of fancy ducking and diving past guns. Dodge past the first two, then go up and collect the diamond, then dodge past the third (and move swifly down just after). When you get to the set of three guns, don't despair. When they're just about to fire move up slightly - with any luck they'll stop completely! Move down and avoid the two blocks, then go right and down.

When the bullets from the two guns cross over, move down and pick up the ammo (then move up again). When they are about to cross over again, shoot the block and move down (to avoid being 'blocked') then exit to the left. Shoot the two baddies and blow up the detonator. Go down the ladder, avoid the electric cat (!) then go down the other ladder. Blow up the detonator then head right.

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Jump over the electric moggy, hit the switch and jump up onto the platform. Avoid the other two moggies, nip down the ladder, then go right. Kill the three cronies, then blow up the detonator. Go right.

Drop a bomb onto the nasty, then fall down on to the lift when he's gone. Jump off and shoot the other nasty. Collect the ammo and go up the floaty lift. Jump over the moggy, then climb up the ladder. Dodge the spikes (use the map to find them) then head right and up the lift. Collect the ammo, go up the left-most lift and jump right over the tops of the

other two. Jump onto the springboard and zap the meanie. Go left, avoiding the spikes as you go. Kill the meanies and blow up the detonator. Then go up and right.

Almost there now! Avoid the spikes and the moggy and jump on to the platform. Go up the ladder and slide a bomb towards the block. Go right, then fall down on to the block once it has moved next to the switch. Hit the switch, then move left with the platform. Go up the ladder. Aha! The FAT GUY himself if waiting for you! Avoid the guns and climb the ladder. Kill the baddy, dodge the gun, and go right. Dadaaah! The final conflict. Simply (!) bomb him 3 times and get rid of him for good...?