

RICK DANGEROUS!

VERTICALLY SCROLLING CLIMBER GAME. BASICALLY CLIMBING DOWN FOR THE MAJORITY OF THE TITLE.

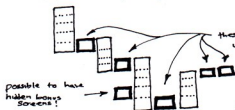
EACH LEVEL LINKED WITH A CARTOON SEQUENCE TO TIE STORY TOGETHER.

SUGGEST FOLLOWING STORY LINE:

- This is quite flexible - so if there are any better ideas - we'll change it.
- Cartoon LEVEL 1 - Aztec temple (v. Jurgis, leading to temple) OBJECTIVE: get artifact
 - Cartoon LEVEL 2 - Egyptian tomb OBJECTIVE: get artifact
 - Cartoon LEVEL 3 - Rick's girl is kidnapped, he heads off in hot pursuit...
 - Cartoon LEVEL 4 - GERMAN Fortress (?) (lots of caverns with scaffolds and walkways) OBJECTIVE: rescue the lady
 - Cartoon LEVEL 5 - German Fortress (?) (Very Colditz!) OBJECTIVE: set dynamite at bottom of cavern and get out again
 - Cartoon

The idea is to get a 30's/40's cliffhanger film feel to the game, with the cartoons suggesting different levels have lots more varied gameplay (as your objective changes, implying different play, but in fact central is very much the same)

Suggest breaking up the vertically scrolling sections with horizontal flip screens:



possible to have hidden bonus screens!

these link screens should be quite basic and be used as a method of linking vertical sections, not as an excuse for not being able to scroll horizontally - since this is essentially a vertical scrolling game. There should be no game or map specific elements in these screens and they may be quite easily used to link screens and may be duplicated.

The game follows the adventures of Rick Dangerous (a hero) through numerous IndyJones style predicaments with numerous bad guys pursuing him (soldiers of the 3rd Reich, Cabalancas /Maltese Falcon type enemies). By having the enemies chasing Rick, it is hoped that a more natural feel will be given to the game, with the need for having triggered, JSW type floating heads following a constant movement pattern being reduced. Rick may stop his pursuers by many devious means, fundamentally by activating traps around the level using his weapons.

HE IS EQUIPPED WITH:



Hopefully, activation of each of these items can be carried out by moving the joystick (anyone wanting keyboards or icon selection will be shut!)

THE GUN:



... This fires bullets. (10/10 for observation Sines!)

There will be a limit to the number of bullets that this holds. By killing enemies 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 just again in danger. Suggest a six-shooter is implemented, as bullets must be used wisely, more often as a trigger to activate a trap, rather than to just kill the enemy.

THE BIG STICK:



(no, not the missing blowpipe from *Sneaky Nipper II* - in fact it's a feature attempt at trying to get something similar to *Indy Whip* in *Masters*)

This is a multipurpose item it may be used to:

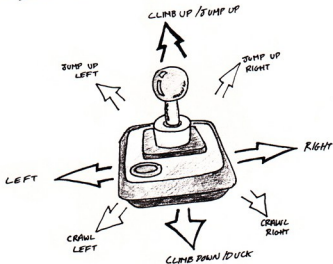


... The VAULT may be used to leap large gaps in a single bound and the JABs as well as being an offensive move, may also be used to activate traps in walls and other secret things.

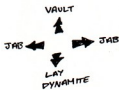
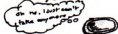
THE DYNAMITE!

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 set, so our hero must get away from it as quick as possible before it detonates - suggest that if hero is carrying some, when he falls and dies he also EXPLODES (heh! heh! heh!)

JOYSTICK MOVES:



WITH FIRE BUTTON DEPRESSED:



TRAPS:

These are animation/movement sequences, which allow Rick to either put himself and/or the badguys in a very dangerous situation or allow him to open up new areas of the map. Examples of such things would be blowing up walls/causing rock falls/demolishing bridges etc, etc, etc. Each trap should comprise of:

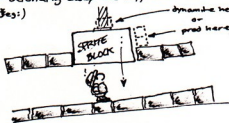
- a trigger (to initialise trap on map)
- a character to test
- an animation table
- a movement table
- an action type
- a result type
- or something like that!

for example: a rock falls caused by dislodging a rock perched on the edge of a cliff. The rock falls down the cliff and continues rolling until it goes off screen, killing anything in its path:



The moment that the test character(s) is hit by either, dynamite exploding over or within it, the stick prodding it or a bullet hitting it, the action type is checked for the ^{player's} action to see if the particular move that is being performed is valid (in this case the stick prodding it - bit coding could be used to decide which actions are valid). If the situation is indeed valid then the animation and movement tables are used to move/animate the particular object (in this case to roll a rock down the hill) and depending upon the result type held the appropriate effects occur (in this case, anything hitting the sprite rock is killed).

By using test characters, several may be placed around the screen, so as to allow traps to be triggered in different places (e.g. setting off a falling block, by either detonating away the supports with dynamite, or by poking the block with a stick (eg:))



the test chars are the same, but the action type is coded so that dynamiting the test char or prodding them activates the sequence of the block falling, with the result being anything the block hits during its fall is killed

Hopefully, this is a fairly universal system which will deal with the majority of cases and will allow reusability of movement and animation tables for similar traps.

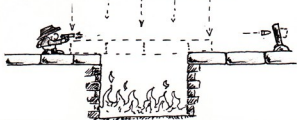
A SAMPLE LEVEL:

THE EGYPTIAN TOMB:

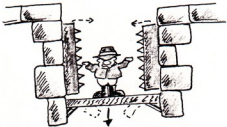
Backdrops comprise of the actual pyramid outer wall blocks, with brighter foreground obstacles - possibility of hieroglyphics and statues too!!



Rick triggers open the sarcophagus by prodding the test chair (invariably of course!) with his big stick. The sarcophagus opens and a mummy leaps out. Two test chairs are given here, since Rick could quite easily put himself in danger by prodding the wrong one, that being in the mummy's path as it is released. Random direction may even be incorporated in the mummy - this may result in the mummy taking an about-turn.



Rick triggers the bridge across the fire pit by slushing the lever across the pit. This causes the block to fall, but the block is bigger than the pit, causing some old Rick to get terribly squashed if he stands too close to the edge. Once the block has settled, Rick may run over the top of it to reach the other side. An added element to this would be, by flicking the lever back open, the block will rise, reopening the pit. How about also, a similar set-up, which leads to a dead end, by activating the lever, the roof above Rick comes in and squashes him - there is no way across the pit, but it serves as a warning to the over-inquisitive!



The crushers slowly move in to the centre of the pit but stop short of Rick (Squish!), whereupon the floor below crumbles, causing him to fall through. Other variations on this could be implemented, with the crushers simply not stopping (ouch, icky). The floor crumbling away immediately, or there even being a fire pit below the flooring, which burns on as Rick falls through the floor.

Also possible to dynamite floor to allow escape - particularly suited to crushers spaced quite far apart.



Dynamiting rock falls may be hazardous - the first simply explodes and is cleared, the second, well, such an explosion in the confines of an ancient tomb may just cause a rockfall...



Bringing the statue activator hidden floor spikes - of course, the possibility that the spikes may rise below Rictus, well, is quite feasible.

REGULAR HAZARDS :

These are triggered sprites and characters etc.

CRUMBLY FLOORS (as in manic river)

LAVA PITS (Future buyt stuff!)

SLIPPERY FLOORS (can't stop on them - keep sliding until off them)

BOUNCY FLOOR (increase height of standard jump, (like spring boards) or will break high falls)

LADDERS

JUMP THRU

IGNORE

SOLID

DESTRUCTIBLE

~ this is a possibility that's worth considering, characters that could be broken up and destroyed by either prodding them, or by exploding dynamite near them.



Amendment: 15th July 88:

Fire button + up = Jolt upwards, drop Vault, since of little real use when jump right/left

DEATH:

Rockfalls, drowning, falling down pits, fires- reset to last saved position and lose a

HOWEVER!!

If caught by whatever is actually chasing you:

Triggers an animation sequence with Rick being carried off on a stretcher (tied up



This then places Rick in a cell with four exits:



Four exits comprise:

2 exits leading to deaths

1 exit which returns Rick to the start of the level he was on

1 exit which returns Rick to the last position he was in, when captured

The order of these is set for each of the four levels allowing players to learn th