



[Screenshots](#)
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[Play](#)
[Development](#)

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Instructions

Walk through the maps, avoid traps, kill the Bad Guys ... and try to stay alive long enough to accomplish your mission!

Rick can fire bullets, lay sticks of dynamite, walk, crawl, climb, and also poke walls or Bad Guys with his stick. Poking walls can trigger traps, open doors, etc. although sometime a dynamite stick or a bullet is needed ... go figure. Rick starts with six bullets in his gun, and six sticks of dynamite, as shown by the icons at the top of the screen.

Usage

```
xrick [<options>]
```

Where `<options>` can be:

<code>-fullscreen</code>	Run in fullscreen mode. The default is to run in a window.
<code>-speed <speed></code>	Run at speed <code><speed></code> . <code><speed></code> must be an integer between 1 (fast) and 100 (slow). The default is 75.
<code>-zoom <zoom></code>	Display with zoom factor <code><zoom></code> . <code><zoom></code> must be an integer between 1 (320x200) and 4 (4 times bigger). The default is 2.
<code>-map <map></code>	Start at map number <code><map></code> . <code><map></code> must be an integer between 1 and 4. The default is to start at map number 1.
<code>-submap <submap></code>	Start at submap number <code><submap></code> . <code><submap></code> must be an integer between 1 and 47. The default is to start at submap number 1 or, if a map was specified, at the first submap of that map.
<code>-keys <keys></code>	Override the default key bindings (see below).
<code>-nosound</code>	Disable sounds. The default is to play with sounds enabled.
<code>-vol <vol></code>	Play sounds at volume <code><vol></code> . <code><vol></code> must be an integer between 0 (silence) and 10 (max). The default is to play sounds at maximal volume (10).
<code>-data <data></code>	Set data archive to <code><data></code> . <code><data></code> must be a zipped file (i.e. <code>data.zip</code>) or a directory. The default is to look for <code>data.zip</code> in the directory where xrick is run from.

Controls

Throughout the game, use the joystick, the arrow keys, or these commands to control Rick:

	UP	
	[O]	
LEFT	FIRE	RIGHT
[Z]	[SPACE]	[X]
	DOWN	
	[K]	

FIRE+LEFT, FIRE+RIGHT = poke a wall (or anything else) with your stick ; FIRE+DOWN = lay a stick of dynamite ; FIRE+UP = fire a bullet.

You can redefine these keys from the command line, with the `-keys <keys>` option. `<keys>` is a sequence of five keys in the form: `<left>-<right>-<up>-<down>-<fire>`. For example, `-keys f-g-u-h-space` maps [F] to LEFT, [G] to RIGHT, [U] to UP, [H] to DOWN, and [SPACE] to FIRE. The [KeyCodes](#) file contains a complete list of available key codes.

Miscellaneous commands

[P]	Pause
[E]	End (game over)
[ESC]	Exit
[F1]	Toggle fullscreen mode
[F2], [3]	Zoom in or out (only when not running fullscreen)
[F4]	Mute
[F5], [6]	Increase or decrease sound volume
[F7]	Toggle <i>Trainer</i> cheat mode (always six bullets, six sticks, six Rick); when active a T shows in the upper-left corner of the screen
[F8]	Toggle <i>Never Die</i> cheat mode (nothing can kill Rick); when active a N shows in the upper-left corner of the screen
[F8]	Toggle <i>Expose</i> cheat mode (see all entities); when active a V shows in the upper-left corner of the screen

Use the "never die" mode with care. Although it lets you walk through Bad Guys unharmed, it can produce strange results: some Bad Guys are meant to be killed, and if you don't, who knows what will happen? Also, if a block of bricks moves over Rick, it won't kill him, but then Rick will be trapped because, well, you can't move through bricks.