

# Brick Rick

Yet another shift at the working site, or that's what Rick thought!

Intergalactic trouble is coming to town, and Rick only wants to get his job done and enjoy a nice coffee. Help him to repel the invasion by completing 50 stages in this single screen arcade game.

**Disclaimer: all characters and events in this game are entirely fictional!**

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This is an original game by Juan J. Martinez (@reidrac) for the Amstrad CPC 464 or compatible.

If you love the game, you can buy me a coffee!

## Loading Instructions

### Disc (CP664, CPC6128 or CPC6128+)

Insert the disk into the disc drive, type `RUN"brickr` and press RETURN.

### Cassette (CPC464, CPC464+)

Insert the cassette into the cassette player and rewind the tape. Then type `RUN` and press INTRO. Finally press play on the cassette player.

### Cassette (CP664, CPC6128 or CPC6128+)

To load the cassette version in a CPC with disc interface type `!TAPE` and press RETURN. Then follow the cassette instructions pressing RETURN instead of INTRO.

## How to Play

Stun the enemies, so they can't hurt you, and then kick them back to outer space. You can stun them by using your bricks or by hitting them with other enemies, causing a chain reaction.

Some enemies will drop an item that will increase your score (coffee), give you more time (sand clock), or stun all the enemies on the screen (dynamite).

Every 10,000 points you will get an extra life, up to 9.

A stage must be cleared in 60 seconds, or the Time Monster will appear and chase Rick until he losses a life (or the stage is cleared).

There are 50 stages in total.

## Controls

The game can be controlled with the keyboard or a joystick. The keys can be redefined.

Action	Joystick	Keyboard (default keys)
Move left	←	Cursor left
Move right	→	Cursor right
Jump	↑	Cursor up
Throw a brick	Fire	Space

Press 'p' to pause/resume the game.

Press ESC to end the game and go back to the menu.

## The Aliens

- **Walker:** scouts of the alien crew, the Walker can be found in large numbers. Other than that, they are not too dangerous, right?
- **Shooter:** armed with a blaster, this is the most common soldier. They will shoot Rick when he is in range.
- **Brains:** this type of enemy is smart for a reason: look at its brains! They will try to ambush Rick, so always keep an eye on their... brains.
- **U.F.O.:** you could say this is a flying object of an unknown nature, although we know from where they are coming from (outer space!). They can't navigate in narrow spaces, so use that to your advantage.
- **Chief:** it has brains and a blaster, born to command! The chief is more trigger-happy than the shooter, and is smart too!
- **Worm:** capable of blending the space-time, Worms can link two disparate points and... teleport. It can be hard to deal with because now it is here and all of a sudden, is gone!
- **Robot:** your bricks can't damage its strong shell. Your only chance to get rid of them is by either hitting them with another enemy or by using dynamite. Always dynamite!
- **Time Monster:** this enemy will only appear when you take too long to dispatch all the enemies on screen. It can't be killed, it can't be stopped. You can only run and hurry up to finish the stage.

## Credits

**This is version 1.0.0 (2020-09-25)**

Programming, sound and graphics by Juan J. Martinez.

For further information and updates, please visit:

<https://www.usebox.net/jjm/brick-rick/>

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