

LETHAL

THE SOLUTION

LEVEL 1.1 LA. DOCKSIDE

FROM THE START: Collect the FIRE-POWER • jump up and shoot the bomber • go up the ladder • collect the ENERGY • up the next ladder • shoot the terrorist and the ninja • go right • shoot the ninja • collect EVIDENCE • drop down • shoot the bazooka bloke • collect EVIDENCE • drop down • collect the ENERGY • shoot both terrorists • go right • get on the moving platform and go right • collect the FIRE-POWER • shoot the bazooka bloke • go right • shoot the ninja and the terrorist • go right • shoot the ninja and the terrorist • jump up and shoot the bazooka bloke.

Get on moving platform and go right • shoot the bazooka bloke • shoot the ninja • shoot the terrorist • go right • shoot the ninja and the terrorist • up the ladder • shoot the terrorist to the right • shoot the terrorist and the bazooka bloke to the left • collect EVIDENCE • go right • shoot the ninja • go right • shoot the ninja and the terrorist • go back to the left • collect AMMO • drop left off the platform and push up to grip the tight-rope.

Go left • shoot the terrorists • jump up and shoot the bomber • shoot the terrorist • go right • back across the tight-rope • drop off at the right-hand side • go right • get FIREPOWER • get on moving platform and head right • go right to confront the first Boss Villain.

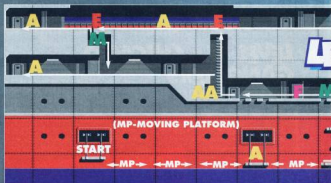
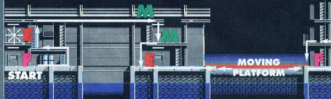
To defeat him, stay at the far left and shoot repeatedly, he'll occasionally throw a knife, but this is easily to avoid. When he's dead, run right and push up in front of the EXIT door to complete the level.

KEY

F Firepower

E Energy
* Secret Room
(Disk only)

A Ammo
M Magnifying
(Evidence)



right • shoot the purple thug • collect AMMO • get on the next moving platform and go right • jump off and shoot the knife-thrower • collect ENERGY • jump up and shoot the knife-thrower • up the ladder • First shoot the knife-thrower and then the terrorist.

Go left • collect EVIDENCE • go left • shoot the terrorist • collect FIREPOWER • go left • shoot the knife-thrower • go left • collect AMMO • up the ladder • shoot the

terrorist to the left • go left • get ENERGY • shoot the terrorist • go left • shoot the terrorist • go left • collect AMMO • go right • up the ladder • collect ENERGY • shoot the terrorist and the ninja • go right • shoot the ninja • go right • shoot the purple thug • go right • shoot the purple thug • go right • shoot the ninja • go back to the left • collect AMMO.

Shoot the terrorist • go left • get ENERGY • go left over the gap • shoot the

LEVEL 1.2 THE CARGO SHIP

FROM THE START: Get on the platform and go right • jump right on to the next platform (when safe to do so) and go right • jump right on to next platform and head

WEAPON

Five different missions and ten separate levels make this one of the biggest (and hardest) games to surface in a long time. Fear not, citizens, Lieutenant Andy Roberts is here to save the day. You have the right to a solution...



terrorist • go left • shoot the terrorist • collect AMMO • go right • drop down gap • collect EVIDENCE • drop down • go right to the ladder • drop down • go right • collect FIREPOWER • shoot the ninja • go right • shoot the knife-thrower • up the ladder • get AMMO • shoot the ninja and the terrorist • go right • shoot the terrorist • go right • shoot the terrorist • go right • collect FIREPOWER

Go right over the gap • shoot the ninja

• go right • shoot the ninja • go right up to wall • shoot the purple thug • go back to the left • drop down the gap • collect ENERGY • shoot the purple thug • drop down • shoot the purple thug • drop down • collect ENERGY • shoot the thug to the right • shoot the thug and the terrorist to the left • go left • shoot terrorist • collect ENERGY • go right • collect AMMO • go right • shoot the terrorist • collect ENERGY • go right • shoot the thug • go

right • shoot the ninja • up the ladder • collect AMMO and push up in front of the EXIT door to complete the level.

NEXT MONTH

Tune in next month for the sequel when we spill the beans on level two and dish the dirt on level three. You'd be utterly bonkers to miss it, mate.