

STUNTMAN

THE SOLUTION PART 1

LEVEL 1 - COWBOY WESTERN

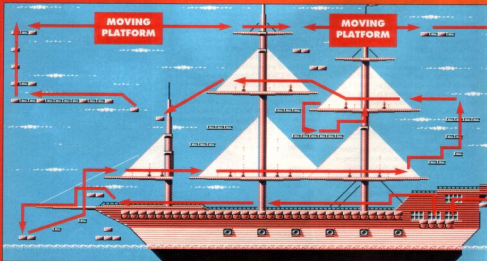
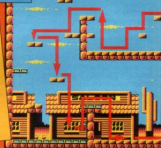
From the start: Go right • kill the Indian and the Mouse • jump right • kill Indian, drop down • collect money bag • drop down • kill Cowboy • left • down • kill Cowboy • up left • down left • bomb Cowboy • drop down left • jump right • bomb Indian and Cowboy • drop down • kill cowboy • up right • drop down • right • kill Cowboy • right • kill Cowboy • climb up Totem Pole • jump up right • kill Cowboy • bomb Indian • up left • get on moving platform and head right • kill Cowboy opposite • jump up and kill next Cowboy • right • drop down • kill Indian to left • down left • kill Cowboy • left • kill Indian • drop down • kill Cowboy • right • get money bag • Up • kill Indian • jump right on to Totem Pole • up • bomb Cowboy • up • get on moving platform and head right • bomb Cowboy below • drop down right • get money bag • up • get on moving platform and head left • jump up • kill Indian • go right • jump

down right • kill Cowboys • kill Indian • right • drop down, kill Indian • left • drop down • right • get the contract then prepare to meet the end-of-level bad guy...



BOSS #1 - BIG RED CHIEF

A bit of a tricky blighter, this redskin bounces slowly left and right, firing out dynamite in Seymour's direction - avoid this at all costs. Try to stay at the opposite side of the screen to the Indian - when he jumps left, move right (underneath him) and shoot when he lands. Occasionally he'll make a VERY fast leap towards you - get the heck out of the way. Repeat this process and shoot him around 20 times to dispose of him.



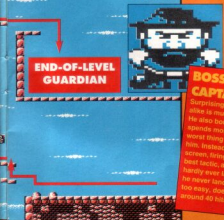


SEYMOUR

If Seymour is a stuntman, then just who exactly is he supposed to be a stunt double for? Andy Roberts goes into Barry Norman mode, for a behind-the-camera's look at the Codies' cinematic classic.



LEVEL 2 - PIRATE SWASHEUCKLER



From the start: Left • jump up • bomb pirate above • shoot pirate opposite • up • shoot bird to right • jump left • left over gap • shoot pirate • jump up and bomb pirate above • left • jump and bomb pirate above • left • shoot

BOSS #2 - CAPTAIN BEARDY

Surprisingly, this wate George Best look-alike is much easier to kill than the Indian. He also bounces slowly left and right, but spends most of his time in the air - the worst thing to do is jump up and shoot at him. Instead, stay at the far left of the screen, firing whenever he lands. This is the best tactic, as the dynamite he throws out hardly ever lands at the far left. Similarly, he never lands at the far left either. Sounds too easy, doesn't it? It isn't - he takes around 40 hits to kill!

pirate and bomb pirate above • shoot cannon • jump left onto masthead • bomb pirate • drop down • collect crown • jump up right on to the mast • right • jump gap • right across • up platforms • collect crown • bomb pirate • jump up left on to higher mast • left • shoot pirate • drop down • kill pirate • jump up • jump up left on to next mast • kill pirate • jump down left off edge of mast (land on the tiny platforms) • bomb bird • shoot cannon and pirate opposite • left • jump up platforms (watch out for the bird at the top) • collect crown • kill bird • get on moving platform and head right (kill any other birds you meet) • shoot cannon at other end • get on next moving platform and head right • kill bird and sailor opposite • jump down right • kill pirate • drop down right • get the contract then prepare to meet the next end-of-level bad guy...

THAT'S A WRAP

Okay luvvies, dears, that's the first two scenes in the can. We'll continue shooting next month, commencing with level three and on carrying on through to level four. So let's make sure that we learn our lines - for a change!

STUNT MAN

Andy Roberts whips out his megaphone and directs Seymour to the climactic finale of his movie career. And why not?

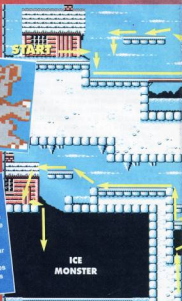
LEVEL 3- JAMES BOND SNOW SCENE

FROM THE START: go right • drop down • kill both skiers • right • jump up and right • jump up and left • kill penguin • left • kill skier • drop down • right • drop down (hold right) • kill penguin • right • shoot skier • jump up and right • kill penguin • jump up and left • up • get diamond • kill skier • right • drop down • kill penguin • up and right • kill penguin • up and left • up • shoot skier • jump right • kill penguin and skier • right • drop down (hold right) • jump left • jump left • bomb skier and penguin • jump left • kill penguin and skier • jump up and kill skier • right • drop down (hold right) • kill both penguins and the skier • jump up and bomb penguin • go left on moving log • jump up and left • get diamond • up • kill penguin • drop down • go left on moving log • up • bomb skier • up • kill penguin • up and left • kill both pen-

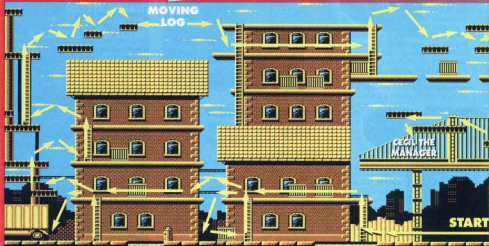
guins • left • kill penguin • jump up and left • drop down and collect diamond • drop down • get the contract then prepare to meet the end-of-level bad guy.

BOSS #3 THE ICE MONSTER

This fella is marginally more difficult to kill than the other bosses in the game, as there are two deadly strips of water on either side of the screen (which doesn't give poor Seymour much room to move). This Yeti-Seymour much room to move). This Yeti-Seymour creature bounces around in a similar manner to Captain Beardsy, but spends most of his time on the ground. Use bombs as opposed to normal bullets to kill him as he has a hit-count of 130!

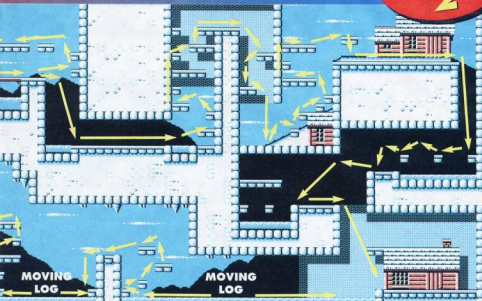


MOVING LOG



SEYMOUR

PART 2



LEVEL 4 - CHICAGO GANGSTERS

FROM THE START: Go left • jump on to ladder • up • kill gangster • left • kill gangster • drop down • kill cop • collect dollar bill • up ladder • jump left over gap • kill cop • left • drop down • get dollar bill • right • up ladder • shoot gangster opposite • jump left • up • bomb cop • up • jump right • kill mouse • up ladder • kill gangster • bomb bird • kill gang-

ster opposite • jump left • up the ladder • bomb the bird • up • bomb the cop • jump right • get the dollar bill • up right • shoot the gangster • right • go right on the moving platform • shoot the cop • get the dollar bill • left • drop down to the level below • shoot gangster • get dollar bill • right • drop down to the level below • left • kill both gangsters • up and right • up the ladder • bomb the cop to the right • jump right on to the

platform • jump right • up • kill the mouse • get the dollar bill • bomb the cop below • drop down • drop down (and hold right) • jump left • kill the gangster • get the dollar bill • drop down • get the contract and then you've almost finished the game except for one final encounter with danger; it's time to meet that ultimate end-of-level bad guy...

BOSS #4 - CECIL THE MANAGER

As is the way of things in computer-game land this final end-of-level bad bloke is the hardest to kill, mainly because it takes a massive 150 hits to kill him. He moves around like the Big Red Chief, but drops dynamite at an alarming rate. The best tactic is to stay roughly in the centre of the screen, only moving left or right when he's about to land on your head. Save up as many bombs as possible for this encounter, as it takes an age to kill him using normal bullets. And that's a wrap!

